



This Record Certifies that



Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#
597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by
Player
RPGA #

Has Completed
BIS7-05 Bastille
A Regional Adventure
Set in Bissel

Event:
Date:
DM:
Signature
RPGA #

APL 2
max 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

APL 6
max 900 xp; 900 gp

APL 8
max 1,125 xp; 1,300 gp

APL 10
max 1,350 xp; 2,300 gp

APL 12
max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

Influence Point with the Church of Heironeous:
You have earned an Influence Point with the Church of Heironeous in Bissel. You may spend this favor to receive special training in the Ordained Champion prestige class (Complete Champion), gaining access to the Prestige Class after spending 2 additional TUs in training.

Influence Point with the Knights of the Watch:
You have earned an Influence Point with the Knights of the Watch and Dispatch.

Droplet of Meersalm: You have a vial of the rare solution known as meersalm. As a swift action, you can call upon the Archpaladin Heironeous and be coated with meersalm. The meersalm lasts for 1 minute and provides DR 10/-. The vial of meersalm disappears when used.

Sparky, Dancing Lantern: You have saved Sparky from eternal boredom. Sparky has the statistics of a typical intelligent dancing lantern (Dungeonscape, 10,300 gp). Sparky speaks Common, Celestial, and Undercommon. Sparky is NG.

Form for tracking XP: Starting TU, TU Cost, Added TU Costs, TU REMAINING, Starting XP, XP lost or spent, Subtotal, XP Gained, FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

(Cross off all items NOT found)

APL 2 (all of the following):

- Bolt of Heironeous (Adventure; Complete Champion; Limit 5)
Restful Crystal (Adventure; Magic Item Compendium, Limit 1)
Sparky, Dancing Lantern (Adventure; Dungeonscape/See Above; Limit 1)

APL 4 (all of APL2 plus the following):

- Iron Ward Diamond, Least (Adventure; MIC, Limit 1)
Tome of Worldly Memory (Adventure; Magic Item Compendium)

APL 6 (all of APLs 2, 4 plus the following):

- Anklet of Translocation (Adventure; Magic Item Compendium)
Belt of One Mighty Blow (Adventure; Magic Item Compendium)
Gloves of Lightning (Adventure; Magic Item Compendium)
Sovereign Glue (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Domain Draught, Destruction (Adventure; MIC; Limit 3)
Gauntlets of War (Adventure; Complete Champion)
Helm of Righteous War (Adventure; Complete Champion)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Blade of Righteous War (Adventure; Complete Champion)
Helm of Glorious Recovery (Adventure; Magic Item Compendium)
Murlynd's Spoon (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- Bastion of Righteous War (Adventure; Complete Champion)
Retributive Amulet (Adventure; Magic Item Compendium)
Ring of Avoidance (Adventure; Magic Item Compendium)

Lifestyle

- None
Standard (12 gp x TU)
Rich (50 gp x TU)
Luxury (100 gp x TU)

Form for Lifestyle Cost, Other Coin Spent, Total Coin Spent

Form for Items Sold, Total Value of Sold Items, Add 1/2 this value to your gp value

Form for Items Bought, Total Cost of Bought Items, Subtract this value from your gp value

Form for tracking GP: Starting GP, GP Spent, Subtotal, GP Gained, Subtotal, GP Gained, GP Spent, FINAL GP TOTAL