



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
BIS7-06 The Golden Masque
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.

Gratitude of Luona: You rescued the adventurer Luona from attack, and she is thankful. Spend this favor for free Luxury lifestyle during any one Bissel regional adventure.

Greater Gratitude of Luona: You went out of your way to help Luona have her curse removed, and she is grateful. Luona can find the things that you want, as long as you don't ask too many questions about where they came from. You may spend this favor to gain access (Frequency: Adventure) to purchase one currently legal item that you previously had access to on an Adventure Record, but lost this access because it expired (rather than a loss caused by an action or penalty). Mark this favor as USED once it is spent. Current members of the Thieves Guild of Doutham metaorganization automatically receive access to this favor.

Insulted the Margrave: Your actions have made light of the reigning Margrave of Bissel. For PCs who are current members of the Great Army of Bissel, you lose all commendations currently earned. This may result in loss of rank. PCs who are not members of the military must work off the stain of their shame by spending 4 additional TUs in the stocks.

Golden Mask: This ornate golden mask covers the entire face and is suitable for hiding one's identity at a masquerade. It displays either the face of comedy or tragedy (circle one).

Liquid Remedy: Lord Fertuine and his allies used this serum to boost their resistance to the Mark of the Black Hand. A PC who imbibes one dose gains a +4 inherent bonus on the next Fort save to avoid advancing one stage of the Mark of the Black Hand. This favor covers three doses and doses can be used for other PCs: O O O.

Illumian Spellbooks: Taken from the Illumian spy, this is a series of volumes in a spellbook set:

APL 4: 0 - silent portal (SpC); 1st - color spray, lesser orb of acid (SpC), mage armor, obscuring mist, serene visage (SpC), scholar's touch (RoD). Price: 325 gp; Weight: 3 lbs.

APL 6: 2nd - blur, invisibility, false life, Melf's acid arrow, shadow spray (SpC). Price: 500 gp; Weight: 3 lbs.

APL 10: 2nd - glitterdust; 3rd - dispel magic, fireball, shadow binding (SpC). Price: 550 gp; Weight: 3 lbs.

APL 12: 4th - dimension door, greater invisibility, orb of cold (SpC), shadow conjuration. Price: 800 gp; Weight: 3 lbs.

TU
Starting TU

1 Or 2 TU
TU Cost

TU
Added TU Costs

TU REMAINING

XP
Starting XP

XP
XP lost or spent

XP
Subtotal

XP
XP Gained

XP
FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

(Cross off all items NOT found)

APL 2 (all of the following):

- Amulet of Aberrant Empathy (Adventure; Complete Adventurer)
Banner of Law w/ Bissel Standard (Adventure; Heroes of Battle)

APL 4 (all of APL2 plus the following):

- Bands of Fortune (Adventure; Complete Scoundrel)
Illumian Spellbooks - APL 4 Volume (Adventure; See Above)
Rod of Ropes (Adventure; Complete Scoundrel)

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

- Hat of Disguise (Adventure; Dungeon Master's Guide)
Illumian Spellbooks - APL 6 Volume (Adventure; See Above)
Potion of Resist Energy (Cold) 30 (Adventure; Dungeon Master's Guide)

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

- Lucky Charm (Adventure; Complete Scoundrel)
Wheel of Fortune (Adventure; Complete Scoundrel)

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

- +1 Magebane Halberd (Adventure; Magic Item Compendium)
+2 Dragonhide Plate Armor (Adventure; Dungeon Master's Guide)
Illumian Spellbooks - APL 10 Volume (Adventure; See Above)
Potion of Greater Mage Armor (Adventure; Spell Compendium)

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

- Cape of the Mountebank (Adventure; Dungeon Master's Guide)
Illumian Spellbooks - APL 12 Volume (Adventure; See Above)
Mantle of the Beast (Adventure; Complete Champion)

Lifestyle

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

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP
Starting GP

GP
GP Spent

GP
Subtotal

GP
GP Gained

GP
Subtotal

GP
GP Gained

GP
Subtotal

GP
GP Spent

GP
FINAL GP TOTAL