



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
BIS8-06 All Good Things
A Regional Adventure set in Bissel



Play Notes:

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

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: RPGA #

Signature

RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

Free at Last: Evard and her armies have left the Prime Material, happy to remain in shadow. Ket has been defeated through contest of arms. The separatist March of Swordfields has proven themselves to be loyal allies. The cultists of Hextor have given up their veil of secrecy, and have been crushed. The former-Margrave Larrangin's machinations are ended, and his tortured soul has been redeemed.

Free from the tyranny of her foes, the March can finally be at peace. This is the beginning of a golden age for Bissel.

Last Words of a Fallen Man: As he lay dying, the former Margrave Larrangin whispered a secret into your ear. What was said will not be revealed here; only time will tell whether you will be a worthy recipient of that great knowledge.

Bissel Military Commendations: You have been instrumental in freeing the March from her enemies. The Great Army of Bissel (or Great Army of Swordfields, if you are so aligned) has granted you a military commendation, as per the Bissel Omnibus.

In addition, you receive an addition commendation for each of the following adventures, if you played them before this one: BIS8-03 Battle of the Bands, BIS8-04 Flailing in the Dark, BIS8-05 Necromancers on Ice.

Idle Time: With Bissel at peace, the March's wizards and clerics finally have time to tend to the needs of her heroes. They will cast any one of the following spells, for free, for the purpose of removing a curse or affliction (CL 20th): break enchantment, remove curse, wish, or miracle. Mark this favor as USED once it is expended.

Forged in Iron: Adventuring is tough; adventuring in Bissel is tougher. The heroes of the March are renowned for the scars that they bear - trophies of difficult times defending their homeland. When dealing with citizens of the Sheldomar Valley you receive a circumstance bonus to Diplomacy and Intimidate checks equal to the number of curses that currently appear on your Adventure Records. If a curse is removed through any means, it no longer counts towards this bonus. To qualify as a 'curse', an effect must have some sort of drawback. The DM has final discretion over which items count as curses.

Gratitude of the Powers that Be: The shadowy figures behind the wheels and machinations of the March would like to express their sincere gratitude to you, the adventurers of Bissel. You've made every plot, every intrigue, and every conspiracy worthwhile. They've raised a pint of Barrier Brew, and toasted your good names.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Least Crystal of Lifekeeping (Adventure; MIC)
Watch Lamp (Adventure; MIC)

APL 4 (all of APL 2 plus the following):

- Lesser Crystal of Lifekeeping (Adventure; MIC)
Spellsink Scarab (Adventure; MIC)

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

- Greater Crystal of Lifekeeping (Adventure; MIC)
True Strike Gauntlets (Adventure; MIC)

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

- Wrapped Tower (Adventure; MIC)
Light Swordbow (Adventure; MIC)

APL 10 (all of APLs 2-8 plus the following):

- Swordbow (Adventure; MIC)
Great Swordbow (Adventure; MIC)

APL 12 (all of APLs 2-10 plus the following):

- Ghost Net (Adventure; MIC)
Wight Hide Shield (Adventure; MIC)

APL 14 (all of APLs 2-12 plus the following):

- Ghoul Shell Armor (Adventure; MIC)
Wight Armor (Adventure; MIC)

APL 16 (all of APLs 2-14 plus the following):

- Zombie Hide Armor (Adventure; MIC)
Vampire Hide Armor (Adventure; MIC)

TU

Starting TU

I OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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 Item

Subtract this value from your gp

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