



# This Record Certifies that



Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

## Has Completed

SHE6-03 *Things to Do in Bissel When You're Dead*  
**A Metaregional Adventure**  
**Set in the Sheldomar Valley**

### Play Notes:

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

\_\_\_\_\_  
\_\_\_\_\_  
Home Region \_\_\_\_\_



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

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

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

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

**APL 14**  
max 1,800 xp; 6,600 gp

**APL 16**  
max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

☛ **Favor with the Church of Pelor:** For daring to raid the Plane of Shadow, the Church of Pelor offers this PC training, giving them permanent access to the Sacred Purifier (*Libris Mortis*) prestige class. In addition, you may spend this Favor to gain one of the following benefits. Circle the benefit selected and mark this Favor as USED when it is spent.

- Access (Frequency: Adventure) to the following weapon upgrades: *ghost touch*, *sacred* (*Libris Mortis*).
- Access to the casting of any one divine spell at CL 18<sup>th</sup> at normal NPC spellcasting costs.

☛ **A Book of Forbidden Knowledge:** This book details information about forbidden necromantic lore. A PC who can read *Abyssal* may take one hour to study this book and receive a +2 competence bonus to skill checks involving necromancy for the next twelve hours.

In addition, this PC is now eligible to pursue the True Necromancer (*Libris Mortis*) prestige class. However, the moment this PC takes a single level in that prestige class, they are removed from play in the LG campaign and become an NPC for use by the Sheldomar Valley Triads. If you choose to take a level in True Necromancer, please mark your final AR with REMOVED FROM PLAY and then email [scn40@aol.com](mailto:scn40@aol.com) with your name and email address and your PC's name, class(es), level(s), and home region. Feel free to include a short background on your former PC as well.

Market Price: 320 gp; Weight: 3 lbs.

☛ **The Srivian Blessing:** For your patriotic attempts to give a proper military burial to the fallen Bissel militia you uncovered in the Plane of Shadow, their spirits provide a +2 sacred bonus to your next three saving throws against necromantic or death spells or effects. Mark off the use of these bonuses here:

☛ **Disfavor of the Court of the Land:** For failing to accept the Court's summons and requests, this PC is prohibited from participating in any adventure that features the Court of the Land.

☛ **The Black Sabbath:** You have been destroyed while in transformed state. For each death in this manner during this adventure, you suffer a permanent loss of 1 point of Con and a finger. These losses can only be removed by the casting of a *restoration* spell, followed by a *regeneration* spell; both must be at CL 20<sup>th</sup> or higher.

☛ **Robe of Powerlessness:** This PC wore a cursed robe. They are under the effects of the robe until the curse is removed (as per the item's entry in the *Dungeon Master's Guide*).

☛ **Influence:** This PC has gained one Influence Point with a metaorganization they currently have membership in.  
Name of Organization: \_\_\_\_\_

TU  
Starting TU

I 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 10:

- ☛ +1 Bane (Undead) Greatclub (*Adventure*; *Dungeon Master's Guide*)
- ☛ +1 Ghost Strike Short Sword (*Adventure*; *Libris Mortis*)
- ☛ Arcane Scroll of Transmute Rock to Mud (CL 7<sup>th</sup>; *Adventure*; DMG)
- ☛ Blessed Bandages (*Adventure*; *Heroes of Battle*; Limit 5)
- ☛ Book of Forbidden Knowledge (*Adventure*; See Above)
- ☛ Boots of Speed (*Adventure*; *Dungeon Master's Guide*)
- ☛ Ectoplasmic Ichor (*Adventure*; *Libris Mortis*; Limit 5)
- ☛ Everfull Mug w/ Symbol of House Medig (*Adventure*; A&EG)
- ☛ Ghost Net (*Adventure*; *Libris Mortis*)
- ☛ Goggles of Lifesight (*Adventure*; *Libris Mortis*)
- ☛ Lichbane Positoxin (*Adventure*; *Libris Mortis*; Limit 5)
- ☛ Nyoptic Manuscripts (*Adventure*; *Libris Mortis*)
- ☛ Wand of Cause Moderate Wounds (CL 3<sup>rd</sup>; *Adventure*; DMG)

APL 12 (all of APL 10 plus the following):

- ☛ Lyre of the Restful Soul (*Adventure*; *Libris Mortis*)
- ☛ Rod of Defiance (*Adventure*; *Libris Mortis*)
- ☛ Vest of Legends (*Adventure*; *Dungeon Master's Guide II*)

APL 14 (all of APLs 10, 12 plus the following):

- ☛ Armor of Transport (*Adventure*; *Heroes of Battle*)
- ☛ Tome of Leadership and Influence +1 (*Adventure*; DMG)
- ☛ Tome of Understanding +1 (*Adventure*; *Dungeon Master's Guide*)

APL 16 (all of APLs 10, 12, 14 plus the following):

- ☛ Metamagic Rod, Empower (*Adventure*; *Dungeon Master's Guide*)
- ☛ Rogues Vest (*Adventure*; *Dungeon Master's Guide II*)
- ☛ Sunblade (*Adventure*; *Dungeon Master's Guide*)

### 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