



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

BIS8-05 *Necromancers on Ice*
A Regional Adventure set in Bissel



Play Notes:

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

Home Region

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

❖ **The Book of History Not Yet Written:** You have recovered the magical tome that started this whirlwind adventure, and may now choose what to do with it. Write a question within the blank pages of this book, and within seconds it is replaced by the answer – although it is always presented in some cryptic verse. In all ways, this is identical to a divination spell. Unfortunately, excessive use has damaged the book. Attempting to use it more than once per day results in its immediate and irrevocable destruction. Many Bisselites died to recover this artifact. Use it wisely. Strong divination; cannot be crafted; Price 21,410 gp.

❖ **Something Strange Within:** You've been touched by the dark mistress' power before, and felt your scars come to life when she woke. It was painful, and frightening... and strangely exhilarating. What is happening to you?

❖ **Rise of the True Dark Mistress:** Evard the Archlich has awoken, and assumed control of her Remnant forces. The Hextorites that have been ravaging Bissel have been stymied, for now... but at what cost?

❖ **Face of the Enemy:** You have seen Larrangin, the Chosen of Hextor and former Margrave of Bissel, at the head of the Hextorite forces in the Plane of Shadow. This does not bode well.

❖ **Blood of the Fallen:** You have slain Galen Luchelyn, the vampire lord commanding the Remnant forces, and returned home with some of his blood. His aunt, the Baroness Elina Luchelyn, will be able to have him resurrected, improving Bissel's odds in the battles ahead.

As well, she has personally rewarded you. This counts as an influence point with the Knights of the Watch. You may spend this favor to obtain access (Frequency: Adventure) to any one standard weapon or fifty pieces of ammunition, made from any one of the following materials – steel, cold iron, adamantine, or alchemical silver – with a +1 enhancement bonus and any one bane enchantment. For example, you could gain access to a +1 *bane* [undead] cold iron long sword, or a +1 *bane* [construct] adamantine heavy mace. Mark this favor as USED once it is expended.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

❖ *The Book of History Not Yet Written* (Adventure; See Above)

❖ *Potion of Inflict Moderate Wounds* (Adventure; DMG)

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

❖ *Elixir of Adamantine Blood* (Adventure; MIC)

❖ *Eternal Wand of Magic Missile* (Adventure; MIC)

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

❖ *Vest of Defense* (Adventure; MIC)

❖ *Vanisher Cloak* (Adventure; MIC)

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

❖ *Tunic of Steady Spellcasting* (Adventure; MIC)

❖ *Aroma of Curdled Death* (Adventure; MIC)

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

❖ *+1 Wounding Greatsword* (Adventure; DMG)

❖ *Potion of Inflict Serious Wounds* (Adventure; DMG)

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

❖ *Boots of Speed* (Adventure; DMG)

❖ *Eternal Wand of Fireball* (Adventure; MIC)

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

❖ *Breastplate of Command* (Adventure; DMG)

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

❖ *Large +1 Wounding Greatsword* (Adventure; DMG)

❖ *Robe of Mysterious Conjuraton* (Adventure; MIC)

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 ½ 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

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