



## This Record Certifies that

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

**Has Completed**  
**Old Friends and Fens**  
**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 \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_



Adventure Record#

**593 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 4**

max 1,350 xp; 1,200 gp

**APL 6**

max 1,800 xp; 1,600 gp

**APL 8**

max 2,250 xp; 2,500 gp

**APL 10**

max 2,700 xp; 4,200 gp

*Cross out any game effects this character does not gain.*

#### Influence Point with the Knights of the Watch

This PC possesses an influence point with the Knights of the Watch in Bissel. Please contact the Bissel triad for additional information.

#### Bissel Military Commendation

The PC (a member of the Bissel military) is awarded a joint commendation by the Brigadiers of Snake and Falcon Battles. Please contact the Bissel Triad for details.

#### Wilhelm's Spellbook

1<sup>st</sup>—[cause fear, chill touch, color spray, expeditious retreat, magic missile, shocking grasp]; 2<sup>nd</sup>—[bull's strength, darkness, ghoul touch, scare, spectral hand]; 3<sup>rd</sup>—[dispel magic, fireball, magic circle against good, summon monster III, vampiric touch]; 4<sup>th</sup>—[enervation, Evard's black tentacles, fear, summon monster IV].

Market Price: 470 gp; Weight: 3 lbs.

#### Dwarfblind

As thanks for your assistance dealing with the troll infestation in his area, Oz offers to sell your PC some dwarfblind stones he has lying around.

Dwarfblind stones are small stones treated with alchemical substances, giving them a faint, purple sheen. You can throw a dwarfblind stone as a grenadelike weapon. When it strikes a hard surface, it releases a burst of violet light. The light illuminates a 20-foot wide area for an instant and temporarily interferes with the darkvision of those caught in its effects. Creatures within a 10-foot radius of the stone's impact point must succeed on a Reflex save (DC 15) or lose their darkvision ability for 10 minutes. Dwarfblind has no effect on normal and low-light vision.

Market Price: 50 gp; Weight: 1 lb.

From *Arms & Equipment Guide*, page 34.

### ITEMS FOUND DURING THE ADVENTURE

*Cross off all items NOT found*

#### **APL 4**

- ❖ Dwarfblind (Adventure, see above)

#### **APL 6** (all of APL 4 plus the following)

- ❖ Wand of Color Spray (Adventure, 1<sup>st</sup> level caster, DMG)
- ❖ Wilhelm's Spellbook (Adventure, see above)

#### **APL 8** (all of APL 4, 6 plus the following)

- ❖ +2 Bastard Sword (Adventure, DMG)

#### **APL 10** (all of APL 4, 6, 8 plus the following)

- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ +1 Shock Heavy Mace (Adventure, DMG)

### 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 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

**TU**

Starting TU

**2 OR 4 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