



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed Oakstaff 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 2

max 450 xp; 400 gp

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

Cross out any game effects this character does not gain.

☛ Tocalis' Spellbook

1st—[cause fear, chill touch, disguise self, mage armor, negative energy ray (T&B), ray of enfeeblement, shield]; 2nd—[blindness/deafness, command undead, disguise undead (T&B), false life, ghoul touch, locate object, scare, spectral hand]; 3rd—[fly, half undead, negative energy burst (T&B), ray of exhaustion, vampiric touch]; 4th—[animate dead, bestow curse, contagion, enervation, Evard's black tentacles, fear, stoneskin].

Market Price 660 gp; Weight 3 lbs.

☛ Immortalized in Song

You have performed a heroic act for the Bardic Circle, and the bards will not soon forget it. Nor are they likely to let anyone else forget it. At the beginning of any adventure set in Bissel, roll a d20 and add your total character level and Cha modifier to this roll. If it beats DC 20, then tales and songs of your deeds have preceded you, and you gain a +2 circumstance bonus to Bluff, Diplomacy, Gather Information, and Perform checks during that adventure. This benefit expires two years from the date of this AR.

☛ Kanner's Oakstaff

This +1 small quarterstaff is covered with arcane symbols. It grants the wielder a +2 enhancement bonus (+3 if the wielder is a gnome) to the DC of any illusion spell they cast. This bonus does not stack with the Spell Focus or Greater Spell Focus feats. This staff may have additional powers to be discovered later.

Caster Level 14th; Prerequisites: can't be crafted; Market Price 12,600 gp; Weight: 4 lbs.

☛ Death's Kiss

This +1 frost scythe (+2 frost scythe at APL 10) is decorated with skulls and was once wielded by the necromancer Tocalis, a servant of Evard. It carries great significance to the followers of Evard. They will attack the wielder of this scythe (before any others) and stop at nothing to return it to Evard. This scythe may have additional powers to be discovered later.

Caster Level 8th; Prerequisites: can't be crafted; Market Price 8,318 gp (18,318 gp at APL 10); Weight 10 lbs.

☛ Favor of Tocalis Blot

You have done a great service for Tocalis Blot, a follower of Evard. The immediate benefit of this favor is that you earn maximum gp for this adventure. In all future scenarios while this favor is still in effect, all followers of Evard you encounter will have their attitude towards you shifted positively two steps and will avoid causing your death if at all possible (stabilizing you if necessary). Unfortunately, if word of your trafficking with a follower of Evard gets out, you will not be the most popular person in Bissel. At the end of any scenario set in Bissel, roll a d20 (and only modify it by the Luck domain or similar ability if you have it). If the result is a 1, your treachery is discovered and you are arrested and convicted of treason. This PC is immediately executed and removed from play permanently. This favor expires one year from the date of this AR.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Kanner's Oakstaff (Regional, see above)
- ❖ Slippers of Spider Climbing (Adventure, DMG)

APL 4 (APL 2 Items plus):

APL 6 (APL 2, 4 Items plus):

APL 8 (APL 2, 4, 6 Items plus):

- ❖ Death's Kiss (Adventure, see above)
- ❖ Tocalis' Spellbook (Adventure, see above)
- ❖ Ring of Protection +2 (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ +1 Keen Rapier (Adventure, DMG)
- ❖ +2 Chain Shirt (Adventure, DMG)
- ❖ +2 Falchion (Adventure, DMG)
- ❖ +2 Breastplate (Adventure, DMG)
- ❖ Metamagic Rod, Extend (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

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