



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
Face of the Enemy
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 # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

✖ **Planar Fork – the Plane of Shadow:** This small piece of metal has shadows upon its surface that are constantly moving. This item can be used as the necessary focus for the spell *plane shift*. This particular fork only allows travel to the Plane of Shadow.
Market Price: 200 gp; Weight: - lbs.

✖ **Planar Fork – the Abyss:** This small piece of metal is constantly shifting in temperature and firmness. This item can be used as the necessary focus for the spell *plane shift*. This particular fork only allows travel to the Abyss.
Market Price: 200 gp; Weight: - lbs.

✖ **Planar Fork – the Nine Hells:** This small piece of metal is extremely hard and rigid. This item can be used as the necessary focus for the spell *plane shift*. This particular fork only allows travel to the Nine Hells.
Market Price: 200 gp; Weight: - lbs.

✖ **Planar Fork – the Outlands:** This small piece of metal is very smooth and rounded, showing no sharp edges. This item can be used as the necessary focus for the spell *plane shift*. This particular fork only allows travel to the Outlands.
Market Price: 200 gp; Weight: - lbs.

✖ **Lost in Shadow:** You have fallen into the void of the Plane of Shadow, from which few ever return. This PC is immediately taken out of play. Please contact the Bissel Triad for more details.

✖ **Military Commendation:** For your good work, the powers on high have granted you a commendation in the Great Army of Bissel. Please contact the Bissel Triad for further details.

✖ **Favor of the Nightwatch:** For brining back a sign of the fate of their lost agents, the Nightwatch has promised you aid. If you are a member of the Nightwatch, you may use this specific favor twice, rather than the single use a non-member receives. If you have any additional favors of the Nightwatch, you may trade them in for the same benefits listed here. Each use of this favor during a Bissel Regional adventure grants access to purchase one, and only one, of the following: *Divine Scroll of Remove Curse* (5th level caster), *Divine Scroll of Break Enchantment* (7th level caster), *Divine Scroll of Restoration* (7th level caster), *Divine Scroll of Heal* (11th level caster), *Staff of Healing*.

✖ **Personal Favor of the Margrave:** You have done a great task for His Lofty Grace, the Margrave Larrangin, and he repays his debts in full. You may hold onto this Personal Favor to see if it may have some later use OR trade it in (mark it as consumed) during a Bissel Regional or Sheldomar Valley Metaregional adventure to gain access to purchase one, and only one, of the following:

- One *raise dead* spell cast on your behalf at the Temple of Heironeous in Pellak. The cost is 3,500 gp and 2 TU.
- One weapon, armor, or shield upgrade (from the DMG) costing 8,000 gp or less (Frequency: Adventure).
- One wondrous item (from the DMG) costing 8,000 gp or less (Frequency: Adventure).

✖ **Shard of Shadowstuff:** You have kept a piece of the strange shadowstuff that may have once made up a great Portal to the Plane of Shadow. It has a strange effect on light, causing shadows to seem somehow longer and deeper when you are near them. If you have the shard in hand, you receive a +1 circumstance bonus to Hide checks when in shadowy light or darker. The shard is in no way cursed, and may be discarded at any time. It can not be sold or traded. It may have a further use in the future.

TU

Starting TU

1 OF 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 8:

- ✖ Gauntlets of Ogre Power (Adventure, DMG)
- ✖ Cloak of Charisma +2 (Adventure, DMG)
- ✖ Gloves of Dexterity +2 (Adventure, DMG)
- ✖ Arcane Scroll of Evard's Black Tentacles (Adventure, 7th level caster, DMG)
- ✖ Scarab, Golembane (Adventure, DMG)
- ✖ Planar Fork – the Abyss (Adventure, see above)
- ✖ Planar Fork – the Nine Hells (Adventure, see above)
- ✖ Planar Fork – the Plane of Shadow (Adventure, see above)
- ✖ Planar Fork – the Outlands (Adventure, see above)

APL 10 (all items from APL 8 plus):

- ✖ +1 Frost Composite Longbow (+3 Str bonus) (Adventure, DMG)
- ✖ +1 Bane (Dwarf) Greataxe (Adventure, DMG)
- ✖ Boots of the Winterlands (Adventure, DMG)
- ✖ Slippers of Spider Climbing (Adventure, DMG)

APL 12 (all items from APL 8, 10 plus):

- ✖ +2 Mithral Chain Shirt (Adventure, DMG)
- ✖ +1 Light Fortification Full Plate (Adventure, DMG)
- ✖ Chime of Opening (Adventure, DMG)
- ✖ Circlet of Persuasion (Adventure, DMG)
- ✖ Necklace of Adaptation (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



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Played by _____
Player RPGA #

Has Completed
Face of the Enemy

A Regional Adventure Set in Bissel
And Been Cursed



Play Notes:

- ☐ Gained a level
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Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #

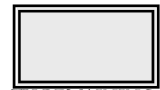


Adventure Record#

594 CY
ADVENTURE

↗ Deathmask of Evard (Cursed)

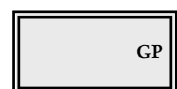
You have been bonded to a strange funerary mask, whose plaster visage is contorted in unbearable pain. It may or may not be that of Evard himself, based on the reactions of the woman Saralind. Nothing short of a *true-seeing* will reveal its presence on your face, and only you can see it otherwise (with the exception of Saralind). It and you radiate as strong evil while it is worn. Nothing short of a *miracle* or *wish* can remove it. While wearing it, you have the spell-like ability to *detect undead* once a day, and all of your saves vs. necromancy spells and effects are at +2. Unfortunately, it also causes all of your saves against evocation spells and effects to be at -3. Periodically, you hear an unintelligible whispering voice. When it happens, it sometimes gets louder when you move in one direction or another, different every time. All of the masks abilities/effects function at a caster level of 15th. More information about this deathmask will be revealed in future Bissel events and adventures.



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL