Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
BIS5-02 *Occupation*
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#

595 CY ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

APL 6
max 900 xp; 900 gp

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

Event: _____ **Date:** _____
DM: _____
Signature RPGA #

Cross out any game effects this character does not gain.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes the wearer's soul to her body, but also causes never-ending pain. As long as a character wears a *gal-ralan*, she takes 1 point of Constitution damage that cannot be healed by any means until after the *gal-ralan* is removed.

A *gal-ralan* provides its wearer with a +1 to +5 resistance bonus on her saving throws (depending on the type of *gal-ralan*). This bonus increases by an additional +2 against death effects, energy drains, and effects that attack the wearer's soul (such as the Shadow Curse or *magic jar*). For example, a +2 *gal-ralan* provides a +4 resistance bonus against these effects, a +3 *gal-ralan* provides a +5 resistance bonus against these effects, and so on.

Faint Abjuration; CL: 5th; *Prerequisites*: Craft Wondrous Item, resistance, caster level must be three times that of the gal-ralan's bonus; *Market Price*: 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), 15,600 gp (+5). *Weight*: - lbs.

Compromised Intelligence: Although your mission was not a total success, General Rashedra has compensated you well for your service to the March. You gain access (Frequency: Regional) to purchase the following items/upgrades: *wand of color spray* (1st level caster), *death ward* armor special ability (CA), *lesser choker of eloquence* (CV).

Intelligence Coup: Your efforts have led to a smashing success for Bissel. General Rashedra has rewarded you well for your efforts. You gain access (Frequency: Regional) to purchase the following items/upgrades: *wand of color spray* (1st level caster), *death ward* armor special ability (CA), *lesser choker of eloquence* (CV), *deadly precision* weapon special ability (CV), *vest of resistance* +3 (CA).

Influence with the Bissel Free Companies: For completing this mission, if the PC is, or in the future becomes, a member of the Bissel Free Companies, he may spend (while a member) this Influence Point (mark as USED) during any Bissel Regional or Sheldomar Valley Metaregional adventure to gain access (Frequency: Adventure) to purchase any single magic item (but not upgrade) in the DMG (other than a *bag of tricks*, a scroll, or a wand) valued at 1,500 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple *Influence with the Bissel Free Companies* simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points, as long as all of the *Influence* spent this way states it can be used that way. These Influence Points are non-transferable and can only be spent by the individual who received them. Contact the Bissel Triad for more information.

Jailed by Evard: For violating the laws of Thornward, this PC has been jailed by Evard. This costs an additional 3 TUs on this AR, as the PC must serve out their jail time immediately if they wish to gain their freedom.

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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 2:
- ❖ +1 Gal-Ralan (Adventure; see above)
- ❖ Silversheen (Adventure; DMG)

APL 4 (all of APL 2 plus the following):
- ❖ +2 Gal-Ralan (Adventure; see above)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ +2 Full Plate (Adventure; DMG)
- ❖ +3 Gal-Ralan (Adventure; see above)
- ❖ Vest of Resistance +1 (Adventure; CA)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ +1 Bane (Human) Spiked Chain (Adventure; DMG)
- ❖ +2 Chain Shirt (Adventure; DMG)
- ❖ +3 Full Plate (Adventure; DMG)
- ❖ Potion of Barkskin +4 (Adventure; DMG)
- ❖ Ring of Protection +2 (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ +1 Shock Spiked Chain (Adventure; DMG)
- ❖ +2 Adamantine Full Plate (Adventure; DMG)
- ❖ +2 Studded Leather (Adventure; DMG)
- ❖ +4 Gal-Ralan (Adventure; see above)
- ❖ Cloak of Charisma +4 (Adventure; DMG)
- ❖ Gloves of Dexterity +4 (Adventure; DMG)
- ❖ Vest of Resistance +2 (Adventure; CA)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ +2 Shadow Studded Leather (Adventure; DMG)
- ❖ +4 Adamantine Full Plate (Adventure; DMG)
- ❖ +5 Gal-Ralan (Adventure; see above)
- ❖ Periapt of Wisdom +4 (Adventure; DMG)
- ❖ Ring of Protection +3 (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