



This Record Certifies that



Play Notes:

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



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
 (CIRCLE ONE)

Played by _____
 Player _____ RPGA # _____

Has Completed
BIS5-07 Evard
A Regional Adventure
Set in Bissel

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

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

APL 14
 max 1,800 xp; 6,600 gp

APL 16
 max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

➤ **Bissel Military Commendation:** The Great Army of Bissel hereby grants you a military commendation. Please contact the Bissel Triad for more information.

➤ **Violators of a Tomb:** Despite his wishes, this PC has moved the body of Evard Markavan, or attempted to return him to life. If this PC has access to divine spellcasting, their deity will not fulfill their prayers until this PC has atoned for their sins. Contact the Bissel Triad for more information.

➤ **Influence with the Bissel Free Companies:** 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 2,500 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple IPs 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 IPs, as long as all of the IPs spent this way state they can be used that way. These IPs are non-transferable and can only be spent by the individual who received them. Contact the Bissel Triad for more information.

➤ **Hilt of the Sword of Evard:** This golden sword hilt radiates a substantial aura of good. By itself, it acts as *stone of good luck*. It is also the foundation of a powerful sword, and perhaps something more still. The hilt can be used as the basis of constructing a sword (Frequency: Regional; circle the one selected and pay the listed price to complete the repair): bastard sword (335 gp), greatsword (350 gp), falchion (375 gp).

The owner of the repaired sword is entitled to purchase the following upgrades to the sword (Frequency: Regional) in the following order: +1 enhancement bonus (2,000 gp), holy weapon special ability (16,000 gp), +2 enhancement bonus (14,000 gp).

If the owner is a paladin, he may purchase one of the following additional upgrades (Frequency: Regional and Metaregional) after the one's listed above have all been purchased (circle the one selected): *holy avenger* (88,000 gp; non-cold iron version that is of the sword type selected above) or *sword of zeal* (40,000 gp; version that is of the sword type selected above; *Arms & Equipment Guide*).

The restored sword retains its *luckstone* abilities, even when the upgrade process has been completed. Once restored to a full *sword of zeal* or *holy avenger*, a *detect thoughts* spell picks up faint activity within the hilt, and a sense of longing, but no further information. Contact the Bissel Triad for further details if the sword is restored to its full power.

Strong Abjuration/Conjuration (Good); CL 18th; Prerequisites: can't be crafted; Market Price: 20,000 gp (base), 140,000 gp + masterwork cost from above (completed *holy avenger*) or 92,000 gp + masterwork cost from above (completed *sword of zeal*); Weight: 2 lbs. (base), varies based on sword type selected above (completed).

TU

Starting TU

I Or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

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:

- Caster's Shield (Adventure; *Dungeon Master's Guide*)
- Hilt of the Sword of Evard (Regional; See Above)
- Quiver of Ehlonna (Adventure; *Dungeon Master's Guide*)

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

- Potion of Shield of Faith +4 (Adventure; *Dungeon Master's Guide*)
- Ring of Feather Falling (Adventure; *Dungeon Master's Guide*)

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

APL 8 (all of APLs 2, 4, 6 plus the following):

- +1 Ghost Touch Longsword (Adventure; *Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Hand of Glory (Adventure; *Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- Phylactery of Undead Turning (Adventure; *Dungeon Master's Guide*)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- +1 Holy Longsword (Adventure; *Dungeon Master's Guide*)
- Staff of Healing (Adventure; *Dungeon Master's Guide*)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):

- Metamagic Rod, Enlarge (Adventure; *Dungeon Master's Guide*)
- Strand of Prayer Beads (Adventure; *Dungeon Master's Guide*)

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 1/2 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