Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

BIS7-01 *It Always Rains on the Damned*

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#

597 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

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.

☛ **Favor of Delshire**: You have freed the village of Delshire from the fearsome creatures that were feeding upon it. This favor counts as an Influence Point with the Barony of Davoniya. Additionally, you may designate one item on this Adventure Record as Frequency: Metaregional in addition to its Frequency: Adventure (circle the item designated).

☛ **Right in the Eyes of Cuthbert**: By slaying the undead terrorizing Delshire, you have acted as an agent of St. Cuthbert's will. You have access to the feats Law Inviolate (*Races of Destiny*) and Cuthbert's Smite (*Dragon #306*).

☛ **Words of the Lost Master**: You have found a journal that may have been penned by Evard's own hand. It describes a hidden cache that the Necromancer left behind. For recovering this information, you have been granted a Bissel Military Commendation, as per the Bissel Meta-Activities Handbook.

Blades of Ether: You have been touched by the wraith of Delshire and have been permanently changed. When you separate a foe's spirit from its body, your weapon becomes momentarily insubstantial and can strike another target. You gain the Cleave feat, even if you do not meet the prerequisites. If you already have that feat, you gain Great Cleave. If you already have both feats, then you gain a +2 circumstance bonus on any extra attack roll you make via the Cleave or Great Cleave feats.

However, the wraith's touch has also blurred your instincts. Anytime you can make a Cleave attack, you MUST make it – even if it means attacking an ally. Such an attack on an ally is not considered intentional and does not result in your removal from the campaign.

This effect may only be removed by a *remove curse* (CL 15th), *wish*, or *miracle* spell.

Wraiths Like Us: You have been killed by the wraiths of Delshire, and have become one of them. You are permanently removed from play. Contact the Bissel Triad immediately.

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*)

APLs 2, 4 (all of the following):
- ❖ *+1 Astral Driftmetal Breastplate* (*Adventure; Planar Handbook*)
- ❖ *Adamantine Greataxe* (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Immovable Rod* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ioun Stone, Pink and Green Sphere* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Divine Scroll of Mass Cure Critical Wounds* (CL 15th; *Adventure; DMG*)
- ❖ *Pipes of Haunting* (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *+1 Ghost Touch Breastplate* (*Adventure; Dungeon Master's Guide*)
- ❖ *Bag of Holding, Type IV* (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Life-Drinker* (*Adventure; Dungeon Master's Guide*)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):
- ❖ *+3 Ghost Touch Breastplate* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ioun Stone, Lavender and Green Ellipsoid* (*Adventure; DMG*)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):
- ❖ *Ring of Wizardry I* (*Adventure; Dungeon Master's Guide*)
- ❖ *Pearl of Power, 8th Level Spell* (*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 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