Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

BIS8-01 A Terrible Thing to Waste

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#

598 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

Cross out any game effects this character does not gain.

☛ **Bissel Military Commendation**: You have unlocked valuable intelligence concerning the war with Ket. The Great Army of Bissel hereby grants you a military commendation, per the *Bissel Omnibus*.

☛ **Favor of the Guild of the Arcane Path**: You have helped Professor Sunnan perfect his mind-transference device. This new technology has led to some amazing breakthroughs. This favor counts as an Influence Point with the Guild of the Arcane Path.

You may also expend this favor to have Professor Sunnan speak on your behalf to the Guild Council. This fulfills the sponsorship requirement for joining the Guild of the Arcane Path.

Mark this favor as USED when it is consumed.

A New Threat: You have seen a Kettite weapon within the mind of the comatose woman. It could cause unimaginable harm to innocent people if put into use. This will have future consequences.

☛ **Wide Awake and Dreaming**: It is unclear whether you ever woke up from the dream world, and this has instilled fearlessness like no other. Once per adventure, you may use this favor to achieve one of the following effects:

- Automatically succeed on a saving throw versus a fear effect. You may declare this after you've rolled the dice, but before the result has been declared as a success or failure.
- Automatically succeed on a Concentration check. You may declare this after you've rolled the dice, but before the result has been declared as a success or failure.
- Remove all fatigue and exhaustion effects from yourself.
- Continue to remain conscious after being reduced to -1 to -9 hit points, as if you possessed the Diehard feat. You may declare this effect after taking damage that would reduce your hit points into that range, and the effect lasts until the end of the current encounter.

However, while this condition remains in effect you are more vulnerable to illusions, suffering a -6 penalty to any saving throw made versus illusions and illusionary effects.

At any point, you may freely declare that something has convinced you definitively that you are awake and in the real world. Cross off this effect immediately if you make this declaration.

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 (all of the following):
- ❖ *Aroma of Dreams* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Crystal of Mind Cloaking, Least* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Pearl of Brain Lock* (*Adventure; Magic Item Compendium; Limit 1*)

APL 4 (all of APL2 plus the following):
- ❖ *Mask of Mental Armor* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Mindarmor* Armor Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Sphere of Awakening* (*Adventure; Magic Item Compendium; Limit 1*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Dreaming Blindfold* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Farspeaking Amulet* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Ring of Mind Shielding* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Crystal Mask of Mindarmor* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Mesmerist's Gloves* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Mindvault* (*Adventure; Magic Item Compendium; Limit 1*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Aporter* Armor Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Gauntlets of Mindfire* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Medallion of Thoughts* (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Boots of Temporal Acceleration* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Orb of Mental Renewal* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Runestaff of Insanity* (*Adventure; Magic Item Compendium; Limit 1*)

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