Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

BIS8-02 *Wealth Beyond the Measure of Coin*

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.

☛ **The Cure**: With your help a cure for the *Mark of the Black Hand* has been found. If you have been suffering from this disease, VOID the effect. In addition, surviving the disease has made you more resilient and vigorous. Gain a permanent +1 inherent bonus to Con.

☛ **Contemplative**: You have successfully interacted with an outsider servant of Xan Yae (special requirement of the Contemplative prestige class for followers of Xan Yae).

☛ **Favor of the Disgraced**: For helping to prop up Baron as the new leader The Disgraced, the smuggler can easily obtain a few items for you. Spending this favor gives you access (Frequency: Adventure) to purchase two of the following items or upgrades (circle ones selected): armor special ability upgrades - *shadow, improved shadow, greater shadow*; *shadowstrike* weapon special ability upgrade (MIC); *cloak of shadow* (PlH); *shadow veil* (MIC). Mark this favor as USED when it is spent.

↗ **Touched by the Raven**: You attracted the wrong kind of attention while in Avernakt. This PC is immediately removed from play.

☛ **Favor of the Phantasmymir**: You had a favorable encounter with the Phantasmymir, and some of his experience is accessible to you. Spending this favor allows a spellcaster to learn two of the following spells, all from PHB2 (circle ones selected): *blinding color surge, crown of veils, friend to foe, legion of sentinels, phantom battle, greater mirror image, vertigo, vertigo field*. Mark this favor as USED when it is spent.

☛ **Thanks of the March**: Your part in finding the means toward a cure of the *Mark of the Black Hand* is a greet deed in the eyes of Bissel. Those most closely touched by the plague's coming are eager to do you weal. You gain access to one of the favors below (circle the one selected). If you have played the four previous adventures in the *Shadows and Sigils* series (***BIS6-04 Face of Copper, BIS7-03 All That for a Bag of Silver?, BIS7-06 The Golden Masque, BIS7-08 Under a Platinum Sky***), you may select two of the following favors (circle the ones selected).

- The Shaela River Trading Company: The merchants of Shaela River grant you access (Frequency: Regional) to purchase a single +1 equivalent weapon, armor, or shield special ability upgrade listed in the DMG. Mark this favor as USED when the purchase is made.
- The Paercine Camerata: The scholars are willing to do research for you. You may inquire about one subject of interest. Information about this subject arrives via a *sending* spell 12 hours later. In all other regards, this is similar to the use of a *legend lore* spell. Results are at the discretion of the DM.
- Knowel Fertuine: The brother to the deposed Baron of Cassiter has great wealth from various sources. Use this favor while in Bissel to have one *raise dead* spell cast on your behalf at just the material component price.
- Cainlan Rashedra: Baron Rashedra uses his military connections to see that you advance. Immediately gain two Bissel military commendations, per the *Bissel Omnibus*.

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):
- ❖ *Darkwood Shield* (Adventure; DMG)
- ❖ *Pearl of Power, 1st Level Spell* (Adventure; DMG; Limit 1)
- ❖ *Planar Fork, Plane of Shadow* (Adventure; PHB; Price: 200 gp)

APL 4 (all of APL2 plus the following):
- ❖ *Anklet of Translocation* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Mithral Chain Shirt* (Adventure; DMG)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Pearl of Power, 2nd Level Spell* (Adventure; DMG; Limit 1)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Ring of Counterspells* (Adventure; DMG)
- ❖ *Songblade* (Adventure; Complete Adventurer)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *+1 Wild Leather Armor* (Adventure; DMG)
- ❖ *Collar of Umbral Metamorphosis* (Adventure; Tome of Magic; Limit 1)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *+1 Keen Falchion* (Adventure; DMG)
- ❖ *+1 Mithral Full Plate* (Adventure; DMG)
- ❖ *Armor of the Beast* (Adventure; Complete Champion)
- ❖ *Rod of Splendor* (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