Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed BIS6-04 *Face of Copper*
A Regional Adventure Set in Bissel
And Was Struck by the
Mark of the Black Hand

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
Home Region _____

Adventure Record#
596 CY
ADVENTURE

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

Cross out any game effects this character does not gain.

Mark of the Black Hand

You have been stricken by a mysterious ailment that has been creeping across the March of Bissel. Rumor has it that this illness is the final legacy of Evard the Necromancer.

You immediately begin at Stage 1 of this disease. At the end of each adventure, you must succeed at a Fort save (DC 15) or progress to the next stage of the illness. This should be noted on the Adventure Record for which you fail the save as well as to the right. The effects of the stages are cumulative.

This illness does not affect characters that are immune to magical diseases (such as paladins with the divine health class ability). Currently, it can only be successfully removed by the most powerful of magics (*wish* or *miracle*).

The various stages of the disease are listed to the right:

Stage 1: Your skin is covered in small black pocks that resemble hands. This gives you a -2 penalty to all Gather Information and Diplomacy checks if they are visible (not masked by illusions or disguises). The pocks radiate slight conjuration magic.

Stage 2: More of the pocks appear on your skin. You become heat-intolerant from the disease. You take a -4 penalty on all saving throws against heat or fire.
Advanced to Stage 2 on Adventure Record ____

Stage 3: The pocks ooze greenish puss that smells like decaying flesh. Living creatures within 5 feet of this PC must succeed on a Fort save (DC 10) or be sickened for 1d4 minutes. The pocks now radiate moderate conjuration magic.
Advanced to Stage 3 on Adventure Record ____

Stage 4: The whites of your eyes turn a sickly yellow. You become light-sensitive, dazzled in bright sunlight or within the radius of a *daylight* spell.
Advanced to Stage 4 on Adventure Record ____

Stage 5: Your skin takes on a dull, pallid appearance, and your joints stiffen. Being reduced to below 50% of your maximum hp automatically causes you to become fatigued. The pocks now radiate strong conjuration magic.
Advanced to Stage 5 on Adventure Record ____

Stage 6: Contact the Bissel Triad if you reach this stage. Your PC is removed from play until further notice.
Advanced to Stage 6 on Adventure Record ____

TU
Starting TU

\- TU
Added TU Costs

TU REMAINING

XP
Starting XP

\- XP
XP lost or spent

XP
Subtotal

\+ XP
XP Gained

XP
FINAL XP TOTAL

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

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

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