



## This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**Two Halves of a Whole**  
**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 # \_\_\_\_\_



**594 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.

#### Jinter's Spellbook I

1<sup>st</sup> – chill touch, erase, mage armor, magic missile, ray of enfeeblement, shocking grasp.

Market Price: 300 gp; Weight: 3 lbs.

#### Jinter's Spellbook II

2<sup>nd</sup> – flaming sphere, scorching ray, ghoul touch, shatter, web.

Market Price: 500 gp; Weight: 3 lbs.

#### Jinter's Spellbook III

3<sup>rd</sup> – explosive runes, fireball, lightning bolt, sepia snake sigil, vampiric touch.

Market Price: 750 gp; Weight: 3 lbs.

#### Jinter's Spellbook IV

4<sup>th</sup> – animate dead, contagion, fear, lesser globe of invulnerability, ice storm.

Market Price: 1,000 gp; Weight: 3 lbs.

#### Favor of an Old Man

This PC has earned a favor with Anders, the Book Collector. This may come in useful once Anders is able to rebuild his home and his family.

#### Influence with the Bissel Free Companies

During any period in which this PC is a member of the Bissel Free Companies, he or she may spend this Influence Point (mark it as used) during any Bissel Regional or Sheldomar Valley Metaregional scenario 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 1,000 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence 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 Influence Points, as long as all of the Influence spent this way states it can be used that way. These Influence Points are non-transferable and can only be spent by the individual who received them. Contact the Bissel Triad for more information.

#### Influence with the Knights of the Watch in Bissel

During any period in which this PC is a member of the Knights of the Watch, he or she may spend this Influence Point (mark it as used) during any Bissel Regional or Sheldomar Valley Metaregional scenario 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 1,000 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence with the Knights of the Watch in Bissel simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points, as long as all of the Influence spent this way states it can be used that way. These Influence Points are non-transferable and can only be spent by the individual who received them. Contact the Bissel Triad for more information.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Goggles of Minute Seeing (Adventure, DMG)
- ❖ Jinter's Spellbook I (Adventure, see above)
- ❖ Salve of Slipperiness (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ Jinter's Spellbook II (Adventure, see above)

APL 6 (APL 2, 4 Items plus):

- ❖ Potion of Cure Serious Wounds (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ Jinter's Spellbook III (Adventure, see above)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Jinter's Spellbook IV (Adventure, see above)
- ❖ Periapt of Wisdom +2 (Adventure, DMG)
- ❖ Wand of Magic Missile (Adventure, 5<sup>th</sup> level caster, DMG)
- ❖ Wand of Magic Missile (Adventure, 7<sup>th</sup> level caster, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Rod of Withering (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

TU

Starting TU

1 OF 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