Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

BIS7-08 Under a Platinum Sky

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

Cross out any game effects this character does not gain.

☛ **Bissel Military Commendation**: You have been granted a commendation in the Great Army of Bissel, per the *Bissel Omnibus*.

☛ **Additional Military Commendation**: Only PCs who participated in BIS7-06 *The Golden Masque* are eligible for this commendation. For you continued service and good work, the powers on high have granted you a commendation in the Great Army of Bissel, per the *Bissel Omnibus*.

☛ **Favor of the Margrave**: This PC has earned the favor of the Margrave. As the former Archpriest of Heironeous, Margrave Malto Adeur can see that special rites and items of the Church of Heironeous be made to you. Spending this favor gives you access (Frequency: Adventure) to purchase one of the following items or upgrades (circle one selected): *sacred scabbard* (MIC), *sacred armor/shield special ability upgrade* (A&EG), *shock weapon special ability*, *bolt of Heironeous* (*Complete Champion*).

Alternatively, spending the favor allows a spellcaster to learn two of the following spells, all from PHB2: *crown of clarity*, *crown of might*, *crown of protection*, *crown of smiting*.

☛ **Right in the Eyes of Wee Jas**: By slaying the chaotic undead in Cassiter, and restoring her servant to the faith, you have acted as an agent of Wee Jas' will. You now have access to the feat Undying Fate (RoD).

Blade Fertuine: You have taken the sword of Lord Fertuine as a trophy of your victory. This ornate, masterwork rapier bears distinctive patterns on the pommel and blade, and the guard is shaped like the laughing mask of Olidammara. Displaying the sheathed blade grants the owner of the blade a +2 circumstance bonus on Bluff, Diplomacy and Gather Information checks with good-aligned NPCs in Bissel. The blade is otherwise a standard masterwork rapier. The possessor of the Blade Fertuine has access (Frequency: Regional) to purchase any of the following weapon special ability upgrades for this weapon only: *keen*, *merciful*, *spell storing*. *Price*: 320 gp; *Weight*: 2 lbs.

A Fellow Traveler: You were able to rescue Alia Besselar, and she has decided she'd like to travel with you for a while. If you possess the Leadership feat, you can take Alia Besselar as a cohort. She is a devout worshipper of Fharlanghn and will only follow a good-aligned PC. She can only advance as a cleric, ranger or sorcerer and can only take levels in the Horizon Walker or Mystic Theurge prestige classes.

Alia Besselar: NG Female Human Clr3 of Fharlanghn; Medium Humanoid; HD 3d8+3 (21 hp); Init +2; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grapple +2/+1; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +7, Diplomacy +9, Heal +6, Knowledge [nobility and royalty] +2, Knowledge [religion] +7, Perform [dance] +3, Sense Motive +4; Far Horizons (RoD), Negotiator.

Domains: Luck, Travel.

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):
- ❖ *+1 Mithral Chain Shirt* (*Adventure; Dungeon Master's Guide*)
- ❖ *Blade Fertuine* (*Regional; See Above*)
- ❖ *Ruby Skull of Wee Jas* (*Adventure; Complete Champion; Limit 1*)
- ❖ *Wand of Cure Serious Wounds* (CL 5th; *Adventure; DMG; Limit 1*)

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

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Book of All Knowledge* (*Adventure; Complete Champion; Limit 1*)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Brooch of Shielding* (*Adventure; Dungeon Master's Guide*)
- ❖ *Large +1 Adamantine Spiked Chain* (*Adventure; DMG*)
- ❖ *Metamagic Rod, Silent, Lesser* (*Adventure; DMG; Limit 1*)
- ❖ *Potion of Resist Energy (Fire) 30* (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Mask of Lies* (*Adventure; Complete Adventurer; Limit 1*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *+1 Magebane Halberd* (*Adventure; Magic Item Compendium*)
- ❖ *Potion of Greater Mage Armor* (*Adventure; Spell Compendium; Limit 3*)

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