



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed
Love Letter
A Regional Adventure
Set in The Bandit Kingdoms

Play Notes:

- Gained a level
- Lost a level
- Ability Drained
- _____
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

➤ **Gratitude of Morginstaler []:** The next time that you encounter the mighty red dragon, you receive a +10 Circumstance bonus to Diplomacy checks made against him. Cross out when used.

➤ **Favor of Jeb-adaya, half-fey centaur of the Fellreev:** The PCs gain Freq: Adventure access to the following items: *boots of striding and springing*, masterwork composite longbow (+5 Str bonus), forestwarden shroud (RW), *qaal's feather token (tree)*, *survival pouch* (RW).

In addition, members of the Defenders of the Greenkeep, Fanlareshen Elves, or Fort Hendricks may ignore the time required to advance to the next tier in their meta-org, as Jeb puts in a good word for them.

➤ **Influence Point with the Old Faith Druids of the Northern Reaches []:** This IP may be spent to gain access to the following items (Freq: Adv): *boots of woodland striding*, *druid's vestments*, *elixir of animal senses*, *sapling club*, *summoning arrow* (A&EG), *scarf of warmth* (CV). Used AR # _____

Members of the Old Faith Druids of the Northern Reaches gain Regional access to the items above and may instead spend the IP to ignore the time required to advance to the next tier.

➤ **Festival of Lammas Bazaar:** The following items were available in the Bazaar. Where appropriate, masterwork versions were also available: alchemist's arrow, animal call, armor maintenance kit, bladefire, brigandine armor, candle mold, candlewick, flight arrows, forester's cloak, framed pack, gnome crossbow sight, gnome golden light, holy text (Beory, Pholtus [Ebongleam]), instant rope, lamellar armor, miner's helmet, pestle and mortar, restful candle, ring armor, shriek rock, verminbane (A&EG), slipcase, spellbook construction materials (wood or metal [soft, hard] covers, linen or metal foil pages) (CA), animal training kit, barbed bolas, barbed dagger, focusing candle, healer's balm, nature's draught, masterwork saddle (CV), dire pick, greatspear (CW), blister oil, gnome battlecloak, rider's shield, great crossbow, riding straps (RS), blunt arrow, 20 sq. ft. tent (RW), hide shield, oleum (SS).

➤ **Enmity of Morginstaler []:** The next time that you encounter the mighty red dragon, he will attack you on sight unless that scenario specifically over-rides the text of this enmity. Cross out when killed by Morginstaler.

TU

Starting TU

I TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Combination of Free Lords regional map (Regional, see Bandit Kingdoms website, 10 gp)
- ❖ *Hand of the mage* (Adventure, DMG)
- ❖ Holy text of Iuz (Regional, Arms and Equipment Guide, 10 gp)
- ❖ *Pearl of power (1st level)* (Adventure, DMG)
- ❖ *Potion of barkskin +5* (Adventure, DMG)
- ❖ *Scroll of backbiter* (Adventure, Spell Compendium, 25 gp, limit one)

APL 4 (all of APL 2 plus the following)

- ❖ *Scroll of curse of impending blades* (Adventure, Spell Compendium, 150 gp, limit one)
- ❖ *Vest of resistance +1* (Adventure, Complete Arcane)

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Arcane scroll of curse of impending blades, mass* (Adventure, Spell Compendium, 375 gp, limit one)
- ❖ *Scroll of lesser spell immunity* (Adventure, Spell Compendium, 150 gp, limit one)
- ❖ *Vest of resistance +2* (Adventure, Complete Arcane)

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 _____

Items Sold

Total Value of Sold Items _____

Add ½ this value to your gp value

GP Spent

GP Gained

Items Bought

Total Cost of Bought Item _____

Subtract this value from your gp value

GP Spent

GP Gained

FINAL GP TOTAL

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