

# Living Greyhawk

This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

**BDK7-02 – In a Manor of Seeking**  
**A Regional Adventure**  
**Set in the Bandit Kingdoms**



### Play Notes:

- Gained a level \_\_\_\_\_
- Retrained \_\_\_\_\_
- 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 6**

max 0 xp; 0 gp

**APL 8**

max 0 xp; 0 gp

**APL 10**

max 0 xp; 0 gp

**Cursed Sword of Xavendra:** This magnificent, black-bladed greatsword is a work of dark beauty. The pommel is topped by a silver grinning skull and Abyssal words are acid-etched into the blade. They read, "To my loyal servant, High Lady Xavendra. Congratulations on your recent victories. Use this sword in good health! Iuz." Except as noted below, the sword functions as a -2 cursed greatsword (DMG 276), the curse activating as soon as the weapon is picked up by an intelligent creature. The sword cannot be given away and can only be gotten rid of by means of a *wish* or *miracle*. It must remain in the character's possession at all times. Not even death removes the curse.

Iuzians that see the sword will covet it. The blade calls to them, despite magical or mundane disguises or protections. Its wielder suffers a -10 Circumstance penalty on Bluff, Disguise, Hide and Move Silently checks when opposed by divine spellcasters dedicated to Iuz.

Any Iuzian of less than Boneheart or Boneshadow status will immediately target the owner of this blade for death, risking their life to recover the blade at all costs. In the hands of a blackguard dedicated to Iuz, the blade functions as a +5 *unholy greatsword*. In the hands of all other Iuzian divine spellcasters, it functions as a +2 *greatsword*.

Should the blade be lost for any reason, the character suffers 3 negative levels until the sword is recovered or repaired. The judge of the scenario **MUST** contact the Bandit Kingdoms Triad (contact.bdk@iuzlg.com) to inform us that the PC has lost the cursed blade.

If a player fails to abide by these rules, please note on his/her PC's AR: "Removed from play until audited by the Bandit Kingdoms Triad", and email the player's name and RPGA number to the above address.

Strong evocation; CL 20th; Not craftable. Price n/a.

Sword lost: \_\_\_\_\_ AR # \_\_\_\_\_

Curse removed: \_\_\_\_\_ AR # \_\_\_\_\_

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

All APLs

❖ None

TU  
Starting TU

○ 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

### 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  
Subtotal

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