



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 \_\_\_\_\_

Adventure Record#

597 CY  
ADVENTURE

LEVEL OF PLAY  
(CIRCLE ONE)

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

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

• **Favor of the Mistress of the Hallorn Fencing Academy:** Gain a +2 Great Renown Bonus to Leadership when recruiting a Fanlareshen Elf cohort and Regional access to: +1 ghost touch cold iron rapier (10,340 gp), mithral shirt, rogue blade<sup>MIC</sup>, knight's move<sup>SPC</sup>, righteous fury<sup>SPC</sup>. Elven PCs gain access to the Elf Ranger Substitution Level options (RW). Good-aligned female human, half-elf, or elven PCs may request a Special Mission to gain access to a unicorn cohort.

• **Favor of Mysta Gonagin:** Gain a +2 Great Renown bonus to Leadership when recruiting a Gonagin hin cohort and Regional access to: elixir of hiding, elixir of sneaking, ring of invisibility, deadly precision weapon upgrade<sup>MIC</sup>, acid sheath<sup>SPC</sup>, antimagic ray<sup>SPC</sup>, caltrops<sup>SPC</sup>, distracting ray<sup>SPC</sup>, ray of clumsiness<sup>SPC</sup>, ray of deflection<sup>SPC</sup>, ray of dizziness<sup>SPC</sup>. Hin PCs gain access to the Halfling Rogue Substitution Level options (RW).

• **Influence Point with** \_\_\_\_\_

• **Favor of the Death Cultists:** Gain Regional access to: shadow veil<sup>LM</sup>, sword of life stealing, wand of false life, weakening weapon upgrade<sup>MIC</sup>; death armor<sup>SPC</sup>, greater disrupt undead<sup>SPC</sup>, lifeward<sup>SPC</sup>, night's caress<sup>SPC</sup>, shroud of undeath<sup>SPC</sup>, spirit worm<sup>SPC</sup>, summon undead I-V<sup>SPC</sup>. In addition, members of the Circle of Crimson Stone gain access to the Fighter Alternate Class Feature "Elusive Attack" (PHB2).

• **Favor of Oytens the Bard:** Gain a +2 Great Renown bonus to Leadership when recruiting a straight-classed Flan bard or druid (Old Faith) cohort and Regional access to: badge of valor<sup>CAD</sup>, druid's vestments, horn of blasting, pipes of sounding, song blade<sup>AEG</sup>, dirge<sup>SPC</sup>, fugue<sup>SPC</sup>, insidious rhythm<sup>SPC</sup>, love's lament<sup>SPC</sup>, mass reflective disguise<sup>SPC</sup>, reflective disguise<sup>SPC</sup>, songbird<sup>SPC</sup>. This PC has met the special requirement for Seeker of the Song<sup>CAT</sup>.

• **Favor of Viola:** Remove 2 Insurgent level or lower WCI points or 1 Seditious point. Gain Regional access to: nine lives stealer, mask of the skull, enervating and vampiric weapon upgrades<sup>MIC</sup>; blood to water<sup>SPC</sup>, living undeath<sup>SPC</sup>, skull watch<sup>SPC</sup>, summon babau demon<sup>SPC</sup>, summon undead I-V<sup>SPC</sup>. Upon retirement, PC may take levels in Death's Chosen<sup>LM</sup>, dedicated to Viola.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 6 and 8:

- ❖ +1 ghost touch scythe (Adventure; DMG; 8,318 gp)
- ❖ Adamantine greataxe (Adventure; DMG; 3,020 gp)
- ❖ BK Regional Map (Regional; BK website; 10 gp)
- ❖ Fancy holy text of Nerull (Adventure; A&EG)
- ❖ Ghost oil (Adventure; Libris Mortis) (Limit One)
- ❖ Goggles of lifesight (Adventure; Libris Mortis)
- ❖ Lyre of the restful soul (Adventure; Libris Mortis)
- ❖ Nycoptic manuscripts (Adventure; Libris Mortis)
- ❖ Phylactery of faithfulness (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following):

- ❖ +1 ghost touch full-plate (Adventure; DMG; 17,650 gp)

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 Subtotal

GP Final GP Total

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

FINAL XP TOTAL

FINAL GP TOTAL