Living Greyhawk

This Record Certifies that

Character Name | Classes and Levels

Player Name | RPGA #

Has Completed

BDK7-03 – *Return to Steelbone Meadows*

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_____

Adventure Record#

597 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

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

Event: _____ **Date:** _____

DM: _____
Signature | RPGA #

☛ **Favor of Magh:** Magh speaks highly of you, granting you a +2 Circumstance bonus on Diplomacy and Gather Information checks made within the Bandit Kingdoms and a 25% discount on upkeep during Bandit Kingdoms regional adventures for the next calendar year. Your name becomes well-known to Iuz, earning you a WCI point (Malcontent). You receive Adventure access to his magic items indicated below with a *.

Enmity of Magh: Magh speaks ill of your misdeeds, imposing a -2 Circumstance penalty on Diplomacy and Gather Information checks made within the Bandit Kingdoms and a 25% increase in upkeep during Bandit Kingdoms regional adventures for the next calendar year. Your name becomes well-known to Iuz, earning you a WCI point (Dissenter).

Dream Haunting: The night hag Dezzda haunts you for disturbing her treasure. For the next calendar year, at the beginning of each adventure, you suffer one point of Constitution drain. You can avoid this drain by not sleeping, but you are exhausted for the entire adventure, unless you require no sleep.

Chest of Holding: This item functions like a *bag of holding* in every way, except it is a chest made of adamantine, allowing it to hold sharp objects without incident.
Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*. Market Price (*type* I) 3,500 gp, (*type* II) 6,000 gp, (*type* III) 8,400 gp.

Spellbook: This spellbook contains one copy of every 1st-level sorcerer/wizard spell in the *Player's Handbook*.
Market Price 3,900 gp.

Staff of Befuddling: This appears to be a normal walking stick and allows use of the following spells:
- ❖ *Song of discord* (2 charges)
- ❖ *Modify memory* (1 charge)
- ❖ *Glibness* (1 charge)

Strong enchantment; CL 13th; Craft Staff, *glibness, modify memory, song of discord*; Price 34,125 gp.

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 8:
- ❖ *Choker of eloquence* (Adventure; CAd)
- ❖ *Circlet of persuasion* (Adventure; DMG)
- ❖ *Scroll of teleport* (Adventure; DMG)
- ❖ *Staff of befuddling* (Adventure; see above)
- ❖ *Chest of holding type* I (Adventure; see above)
- ❖ *Chime of opening* (Adventure; DMG)
- ❖ *Elixir of truth* (Adventure; DMG)
- ❖ *Keoghtom's ointment* (Adventure; DMG)
- ❖ Spellbook (Adventure; see above)

APL 10 (all of APL 8 plus the following):
- ❖ *Chest of holding type* II (Adventure; see above)

APL 12 (all of APLs 8-10 plus the following):
- ❖ *Chest of holding type* III (Adventure; see above)

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