Living Greyhawk

This Record Certifies that

Character Name | Classes and Levels

Player Name | RPGA #

has completed

BDK8-01 – The Scourge

A Regional adventure set in **the Bandit Kingdoms**

Play Notes:

- ❑ Gained a level _____
- ❑ Retrained _____
- ❑ Lost a level
- ❑ Ability Drained _____
- ❑ Died
- ❑ Was raised/resurrected
- ❑ Was reincarnated

_____

_____

Home Region _____

Event: _____ **Date:** _____

DM: _____

Signature | RPGA #

Adventure Record#

598 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

☛ **Squire of Redhand:** You receive the title of Squire of Redhand and access to a half-price mansion or grand house in Alhaster. You gain a +1 Renown bonus to Leadership when recruiting a cohort that is a Lawful Good knight, fighter, or paladin Citizen of Redhand and worships Heironeous (Requires PC to be a Citizen of Redhand).

☛ **Knight of Redhand**: If you are already a Squire of Redhand (BDK6-09 *To Bleed or to Die*), you are promoted to Knight of Redhand. You gain free luxury lifestyle in any scenario that begins in Redhand and a +2 Great Renown to Leadership when recruiting a cohort that is a Lawful Good knight, fighter, or paladin Citizen of Redhand and worships Heironeous (Requires PC to be a Citizen of Redhand).

☛ **Service to Redhand:** You gain Regional access to the following: *axiomatic* and *shock weapon upgrades, boots of speed.*

☛ **A Friend in the Church of Iuz**: Atynia Rosehue ran away from home and joined the Church of Iuz. She will use her newfound influence there to reduce your WCI score by up to 2 Dissenter level points.

☛ **Hero of the Brotherhood:** You gain free standard upkeep in adventures set in Redhand. You gain Regional access to two of the following items (circle now): *hat of disguise, ring of mind shielding, lesser rod of silent spell, rod of silent spell, wand of invisibility, wand of protection from evil, wand of silence, vest of escape.*

Members of the Brotherhood also gain regional access to one of the following (circle now): *holy* weapon enhancement, *medallion of thoughts, ring of invisibility, ring of x-ray vision, staff of healing.*

Cell members are upgraded to senior cell members, regardless of prerequisites.

☛ **Evil Eye of Lindroos**: Once ever, as a standard action, you can use *true strike* as a spell-like ability. Activating this ability requires you to glare with one eye at an enemy. Using this ability is an evil act.

☛ **Blessing of Valor:** Once ever, as a swift action, when fighting an evil outsider or worshiper of Hextor, you can call upon Heironeous to imbue your battleaxe or longsword with the *shocking burst* weapon ability. This ability lasts for the duration of the encounter but does not stack with a weapon that already possesses the *shocking burst* ability.

TU	Starting TU
1 or 2 TU	TU Cost
- TU	Added TU Costs
TU	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:
- ❖ Divine scroll of *heal* (Adventure; DMG)
- ❖ Arcane scroll of Silent Spell *sleep mote* (Adventure; DMG; Sa 121, CL 11; 1,125 gp)
- ❖ Arcane scroll of Silent Spell *power word fatigue* (Adventure; DMG; RDr 115, CL 3; 150 gp)
- ❖ Divine scroll of Silent Spell *silence* (Adventure; DMG; CL 5; 375 gp)

APL 4 (all of APL 2 plus the following):
- ❖ Masterwork snap-tong (Adventure; FC1; 550 gp)
- ❖ Masterwork tri-blade (Adventure; FC1; 335 gp)

APL 6 (all of APLs 2-4 plus the following):
- ❖ Oil of Extend Spell *infernal wound* (Adventure; DMG, SpC; CL 5, 750 gp)

APL 8 (all of APLs 2-6 plus the following):
- ❖ *+1 adamantine lance* (Adventure; DMG; 5,010 gp)
- ❖ Large masterwork composite longbow (+6 Str) (Adventure; PH; 1,000 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	FINAL GP TOTAL