

# Living Greyhawk

This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

**BDK7-08 – Little Bit o' Payback**

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#

**597 CY**  
**ADVENTURE**

**LEVEL OF PLAY**  
(CIRCLE ONE)

**APL 8**

max 1,800 xp; 1,800 gp

**APL 8**

max 2,250 xp; 2,600 gp

**APL 10**

max 2,700 xp; 4,600 gp

**APL 12**

max 3,150 xp; 6,600 gp

**All Influence Points, if earned, may be spent to gain ONLY ONE of the bulleted benefits.**

✦ **Soul Touched:** You suffer a permanent -2 to your Wisdom and Charisma scores until you spend 4 TUs visiting a Good-aligned outer plane or are *healed* by a solar. These conditions must be met by an AR entry (not Play Notes) or occur during a Bandit Kingdoms interactive and be witnessed by a BK Triad member.

### ✦ Influence Point with Gaiyle Markhalla:

- One IP with both Rhaedrick Avenfear and The Shade.
- Regional access: *spell storing* weapon upgrade; members of the Drinkers of the Cup of Midnight also gain Metaregional access to the *shattermantle* and *shadowstrike* weapon upgrades (MIC).

### ✦ Influence Point with the Johrase:

- Regional access: +1 *axiomatic adamantine morningstar*; citizens of Johrase who are worshippers of St. Cuthbert also gain Regional access to ONE *Cudgel That Never Forgets* (MIC).
- At the start of BDK18-04 *All Evil Things*, a CL 20 *heroes' feast* and *magic vestment* cast by Lady Taleetha Hind.

✦ **Coward!** You suffer a -2 penalty to your Leadership score. If your party killed the dragon or her kin, you gain Enmity of Gerland.

### ✦ Influence Point with Moskol's Legion:

- One pegasus cohort (ECL 6, initial feats as MM 206).
- Regional access: +1 *keen bane (evil outsiders) silver spear*; members of Moskol's legion who are worshippers of Trithereon also gain Regional access to ONE *crystal mask of mindarmor* (MIC).

### ✦ Influence Point with the Old Faith:

- Regional access: *defending* weapon upgrade.
- Regional access: *hunting* (MIC) weapon upgrade; members of the Old Faith also gain Regional access to *beastskin* armor upgrade (MIC).

### ✦ Influence Point with the Dwarves of Morakduum:

- Regional access: *throwing* and *returning* weapon upgrades.
- Regional access: +1 *holy cold iron warhammer*; dwarven clerics of a Good-aligned dwarven god also gain Regional access to ONE *Axe of Ancestral Virtue* (MIC).

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ *Brooch of shielding* (Adventure; DMG)
- ❖ *Pearl of power 1<sup>st</sup>* (Adventure; DMG)
- ❖ <sup>G</sup>+1 *dragonsplit* (Adventure; MM4; 2,400 gp)
- ❖ <sup>G</sup>+1 *glamered, improved slick studded leather* (Regional; DMG; 18,875 gp)
- ❖ <sup>G</sup>Ring of swimming (Adventure; DMG)

APL 8 (all of APL 6 plus the following):

- ❖ +1 *mithral breastplate* (Adventure; DMG)
- ❖ *Pearl of power 2<sup>nd</sup>* (Adventure; DMG)
- ❖ *Rending gauntlets* (Adventure; MIC)
- ❖ <sup>D</sup>+2 *huge-sized breastplate* (Adventure; DMG)

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

- ❖ *Horned helm* (Adventure; MIC)
- ❖ <sup>D</sup>+1 *bane (humans) lance* (Adventure; DMG)
- ❖ <sup>D</sup>*Horseshoes of speed* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- ❖ +1 *linked studded leather armor* (Adventure; MIC)
- ❖ *Ring of the forcewall* (Adventure; MIC)
- ❖ <sup>D</sup>+1 *huge arrow deflection heavy steel shield* (Adventure; DMG)
- ❖ <sup>D</sup>*Gloves of swimming and climbing* (Adventure; DMG)

## 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

TU

Starting TU

2 or 4 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