



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

BDK8-02 – Trouble Everywhere You Go

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



Adventure Record#

598 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

APL 12

max 1,575 xp; 3,300 gp

Cross out favors not earned. Each Favor confers 1 Permanent Influence Point with the person or organization named.

☛ **Favor of Duke Gellor:** Gain Regional access to: boots of levitation, cloak of arachnida, pale lavender ellipsoid ioun stone, runestaff of fire (MIC).

If you swear fealty to Duke Gellor, renouncing all other ties, you will be named a Knight of the Artonsamay and given ten acres of land with a grand house in the Duke's recaptured lands. You receive free Rich lifestyle during all future events set in the Bandit Kingdoms.

☛ **Favor of Guardian General Hok:** Gain Regional access to (all MIC): badge of valor (p207), harmonizing, resounding, horn of resilience (p207).

Members of the Army of the Warfields are immediately promoted to the next tier, regardless of requirements.

☛ **Influence Point:** _____

☛ **Favor of Earl Moskol:** Gain Regional access to: hawkfeather armor (MIC), phoenix helm (MIC), and dire hawk animal companion (see RW p189).

Members of Moskol's Legion are immediately promoted to the next highest tier, regardless of requirements.

☛ **Favor of the Johrase:** Gain Regional access to (all MIC): crystal of adamant armor (any), crystal of adamant weaponry (any), parrying weapon upgrade.

Members of the Johrase Mercenaries are immediately promoted to the next highest tier, regardless of requirement.

☛ **Favor of Prince Zeech:** Gain Regional access to (all MIC): belt of priestly might (Heironeous), shield of mercy, sword of virtue beyond reproach.

Citizens of Redhand are named 'Squires of Redhand' and given one acre of land with a simple house near Alhaster. You receive free Rich lifestyle during all future events set in the Bandit Kingdoms.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ +1 shock rapier (Adventure; 8,320 gp; DMG)
- ❖ Copper dragonhide buckler (Adventure; 330 gp; DMG)
- ❖ Copper dragonhide fullplate (Adventure; 3,300 gp; DMG)
- ❖ Hat of disguise (Adventure; DMG)
- ❖ Lesser metamagic rod of extend (Adventure; DMG)
- ❖ Strand of prayer beads (Adventure; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ Potion of Shield of Faith (+5) (Adventure; DMG)

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

- ❖ +1 corrosive goliath greathammer (Adventure; 8,330 gp; MIC & RS)
- ❖ Bracers of quick strike (Adventure; MIC; limit 1)

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

- ❖ +1 corrosive energy surge (corrosive) goliath greathammer (Adventure; 18,330 gp; MIC & RS)
- ❖ +1 mithral chain shirt (Adventure; 2,100 gp; DMG)
- ❖ +1 seeking composite greatbow (+6 STR) (Adventure; 9,050 gp; CW)
- ❖ Potion of Barkskin (+5) (Adventure; DMG)
- ❖ Quiver of Ehlonna (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

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