



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
BDKi7-01 – Through the Silver Mines
A Regional Interactive
Set in the Bandit Kingdoms



Play Notes:

- ☐ Gained a level _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/res'd _____
- ☐ Was reincarnated _____

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

597 CY
INTERACTIVE

LEVEL OF PLAY
(CIRCLE ONE)

APL 2

max 225 xp; 225 gp

APL 4

max 337 xp; 325 gp

APL 6

max 450 xp; 450 gp

APL 8

max 562 xp; 650 gp

APL 10

max 675 xp; 1,150 gp

APL 12

max 787 xp; 1,650 gp

APL 14

max 900 xp; 3,300 gp

☛ **Favor of the Johrase:** For helping in the attempt to rescue King Ramiki's soul gem, the PC gains Regional access to the items marked * and the following: *axiomatic* and *mighty cleaving* weapon upgrades; Armored Mage and Stalwart Sorcerer alternative class features (CM); Combat Medic prestige class (HH). In addition, the PC gains a +2 Great Renown bonus to Leadership when attracting a Lawful human (Flan or Oeridian) Johrase Mercenary cohort.

☛ **Influence with the Johrase:** You gain one Influence Point with the Kingdom of the Johrase. Cross out when used.

☛ **Wanted by the Church of Iuz:** You gain one Enemy of the State WCI point. Cross this out unless specifically told otherwise by the Triad.

☛ **Gratitude of the Johrase Mercenaries:** Johrase Mercenaries and Citizens of the Kingdom of Johrase gain Regional access to the items marked †. In addition, members of the Johrase Mercenaries metaorg may ignore the time requirement when advancing to the next tier of that metaorg; Citizens of the Kingdom of Johrase may reduce next year's annual cost for that metaorg by 1 TU.

☛ **Ornamental Johrase Morningstar:** This masterwork gloryborn (DMG2) morningstar has a yellow, enameled handle, a black steel shaft and head, and the shield of the Kingdom of Johrase emblazoned on the top of the weapon's head. This is a standard item. Weight: 6 lbs. Cost: 908 gp.

☛ **Shield of the Johrase:** This gloryborn (DMG2) heavy steel shield is enameled yellow and emblazoned with the morningstar symbol of the Johrase. In addition to its normal enhancement bonus to armor, this shield provides a sacred bonus to both armor class and saving throws equal to its enhancement bonus when held by a lawfully-aligned character. This is a non-standard magic item.

Moderate abjuration; CL 10th; Craft Magic Arms and Armor; *shield of warding*^{PGC}, must be a lawful Johrase Mercenary; Price 3,715 GP (+1); 6,215 GP (+1 *bashing*); 14,215 GP (+2); 17,215 GP (+2 *bashing*).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 2 - 6

- ❖ *+1 brutal surge lance (Regional; 4,310 GP; DMG2)
- ❖ *Dusty rose prism ioun stone (Regional; DMG)
- ❖ *Lyre of building (Regional; DMG)
- ❖ *Riding boots (Regional; DMG2)
- ❖ *Steadying robe (Regional; CM)
- ❖ †+1 shield of the Johrase (Regional; see above)
- ❖ †Morningstar of the Johrase (Regional; see above)

APL 8 (all of APLs 2 - 6 plus the following)

- ❖ *Wand of cure moderate wounds (Regional; DMG)
- ❖ *Horseshoes of a zephyr (Regional; DMG)
- ❖ †+1 *bashing* shield of the Johrase (Regional; see above)

APL 10 (all of APLs 2 - 8 plus the following)

- ❖ *Dark blue rhomboid ioun stone (Regional; DMG)
- ❖ †+1 *thundering* morningstar of the Johrase (Regional; 8,308 gp; DMG2)

APL 12 (all of APLs 2 - 10 plus the following)

- ❖ *Stormstrider boots (Regional; CM)
- ❖ †+2 shield of the Johrase (Regional; see above)

APL 14 (all of APLs 2 - 12 plus the following)

- ❖ *Pale green prism ioun stone (Regional; DMG)
- ❖ †+2 *bashing* shield of the Johrase (Regional; 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

TU

Starting TU

I 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