



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

BDK7-02 – In a Manor of Seeking
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 _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 0 xp; 0 gp

APL 8

max 0 xp; 0 gp

APL 10

max 0 xp; 0 gp

Cursed Sword of Xavendra: This magnificent, black-bladed greatsword is a work of dark beauty. The pommel is topped by a silver grinning skull and Abyssal words are acid-etched into the blade. They read, "To my loyal servant, High Lady Xavendra. Congratulations on your recent victories. Use this sword in good health! Iuz." Except as noted below, the sword functions as a -2 cursed greatsword (DMG 276), the curse activating as soon as the weapon is picked up by an intelligent creature. The sword cannot be given away and can only be gotten rid of by means of a *wish* or *miracle*. It must remain in the character's possession at all times. Not even death removes the curse.

Iuzians that see the sword will covet it. The blade calls to them, despite magical or mundane disguises or protections. Its wielder suffers a -10 Circumstance penalty on Bluff, Disguise, Hide and Move Silently checks when opposed by divine spellcasters dedicated to Iuz.

Any Iuzian of less than Boneheart or Boneshadow status will immediately target the owner of this blade for death, risking their life to recover the blade at all costs. In the hands of a blackguard dedicated to Iuz, the blade functions as a +5 *unholy greatsword*. In the hands of all other Iuzian divine spellcasters, it functions as a +2 *greatsword*.

Should the blade be lost for any reason, the character suffers 3 negative levels until the sword is recovered or repaired. The judge of the scenario **MUST** contact the Bandit Kingdoms Triad (contact.bdk@iuzlg.com) to inform us that the PC has lost the cursed blade.

If a player fails to abide by these rules, please note on his/her PC's AR: "Removed from play until audited by the Bandit Kingdoms Triad", and email the player's name and RPGA number to the above address.

Strong evocation; CL 20th; Not craftable. Price n/a.

Sword lost: _____ AR # _____

Curse removed: _____ AR # _____

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs

❖ None

TU

Starting TU

O TU

TU Cost

O TU

Added TU Costs

TU REMAINING

XP

Starting XP

O XP

XP lost or spent

XP

Subtotal

+ O XP

XP Gained

XP

FINAL XP TOTAL

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

GP

Starting GP

O GP

GP Spent

GP

Subtotal

+ O GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

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