

Bandit Kingdoms Judge Guidelines

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A Few Words

This document is meant to provide judges with some quick and easy guidelines for judging scenarios in the Bandit Kingdoms region of the LIVING GREYHAWK™ campaign (which corresponds to the real region of Texas and Oklahoma). The information presented here may be applied for play in the Bandit Kingdoms (such scenarios must be either Bandit Kingdoms regional modules, or have a regional adaptation sheet available to be considered adapted for the Bandit Kingdoms).

Metacampaign Organizations

Several notable PC metacampaign organizations exist within the Bandit Kingdoms. Each player is responsible to bring a write-up of any organization to which his PC belongs. Some give small bonuses or abilities when played in the region. As the judge, you may use your discretion as to how such organizations affect the play environment. Some scenarios will have notes on certain organizations during encounters where such affiliations may play a role.

Adventuring Companies bear special notice here. These are player driven organizations whose purpose is to provide players with a home campaign-type feel and realism to the game environment. Adventuring Companies also have the opportunity to play regional scenarios (not adaptables) as their company, and potentially report the results as the "official" version of the campaign. Any group wishing to do so must play the event with at least 4 members of their company, have the Adventuring Company log sheet in their possession, and inform the judge of their intent to play the scenario as a "company event." When the critical events summary is filled out, the judge should write the name of the Adventuring Company on the form for Triad review.

Magical Aid in the Bandit Kingdoms

Eventually, something bad is going to happen to one of the PCs at a table you are judging. The players are going to want to know what can be done to save/restore/cure their PC. Here then, is what you need to know about such queries.

A big consideration of magical aid is the location of the PCs at the time of the incident. Several spells (such as *raise dead*) can only be performed within a set time of the unfortunate occurrence. Please be conscious of this fact when players ask about magical aid. If you need to know distances to locations, consult one of the Bandit Kingdom maps (found on the website), or talk to a Triad member.

Also, the spellcasting group is important. There are only a few organizations that can cast spells for the PCs in the Bandit Kingdoms: the two wizards of Fort Hendricks (arcane spells) or a smattering of cults and clerics not stamped out by luz (divine spells).

Influence Points

If a PC needs magical aid in the form of a spell of 3rd level or higher, an Influence Point cost must be paid in addition to the spell cost. If the PC cannot meet the required Influence Point cost (they can also pool the others at the same table), then they must pay an extra gp cost instead. The only exception to this is the "Cult of Nerull," who refuse to cast spells for PCs unless they have the requisite Influence Points. Here is the value of Influence Points for spellcasting purposes:

1 Influence Point = 50 gp
3 Influence Points = 200 gp
6 Influence Points = 500 gp

If a PC has some Influence Points, but not enough to pay the full cost, count each Influence Point individually (worth 50 gp). Organizations that do not accept Influence Points (such as many temples) cost the PCs the extra gold instead. Some Adventuring Companies may have an Influence Cost break associated with them if the particular spellcaster is from the organization that they have selected as a patron. In such cases, the Influence Point costs are treated as one "rank" lower for all purposes (i.e., 1 becomes 0, 3 becomes 1, and 6 becomes 3).

Arcane Spells

All arcane spells above 2nd level are cast by the two wizards of Fort Hendricks. If a trip to the Fellreev takes longer than 4 days, one Time Unit must be spent in addition to the costs below. The Time Unit cost, if applicable, must be paid by each traveler on the journey. Remember the base cost formula is caster level x spell level x 10 gp. Some spells may have costly spell components and/or may require a higher than minimum caster level (and should be adjusted accordingly).

<i>Endure elements</i>	10 gp	0 IP
<i>Dispel magic</i>	150 gp	1 IP
<i>Gentle repose</i>	150 gp, 2 cp	1 IP
<i>Remove curse</i>	280 gp	1 IP
<i>Greater dispelling</i>	660 gp	6 IP
<i>Stone to flesh</i>	660 gp	6 IP

Divine Spells

Divine spellcasting aid varies by location. If there is not a sufficiently high level spellcaster in the PC's area, he may journey (or have others carry the body) to an area with a higher-level caster. In such circumstances, if the trip takes longer than 4 days, one Time Unit must be spent in addition to the costs below. The Time Unit cost, if applicable, must be paid by each traveler on the journey. Remember the base cost formula is caster level x spell level x 10 gp. Some spells may have costly spell components and/or may require a higher than minimum caster level (and should be adjusted accordingly). Listed below is the geographic location, highest level NPC cleric and their religion, of each major PC accessible temple in the Bandit Kingdoms. Any other shrine location in the Bandit Kingdoms can be assumed to have a cleric capable of casting 1st or 2nd level spells tending to it, unless otherwise specified in the scenario.

- Beory's Druid Circle (Tangles) – 8th level (Beory) **DRUID SPELLS UP TO THE 4TH SPELL LEVEL; ADVENTURING COMPANY PATRON APPLIES**
- The Oaken Copse (Fellreev) – 9th level (Rillifane Rallathil) **ONLY ELVES ALLOWED ENTRANCE; ADVENTURING COMPANY PATRON APPLIES (IF ALL ELVES)**
- The Fellreev Druids (Fellreev) – 16th level (Obad-hai) **TRIAD'S PERMISSION ONLY; DRUID SPELLS UP TO THE 8TH SPELL LEVEL**
- Defenders of Greenkeep (Fellreev) – 8th level (Olidammara) **ADVENTURING COMPANY PATRON APPLIES**
- Earldom of the Tangles (Tangles) – 11th level (Trithereon) **ADVENTURING COMPANY PATRON APPLIES**
- Ulaa (Rift Canyon & Bluff Hills) – 5th level (Ulaa) **ADVENTURING COMPANY PATRON APPLIES**
- Cult of Nerull (Fellreev) – 20th level (Nerull) **MUST USE INFLUENCE (CANNOT PAY INSTEAD)**
- Theocracy of Dimre (Dimre) – 13th level (Pholtus / "Ebongleam" cult) **TRIAD'S PERMISSION ONLY**
- Brotherhood of the Sundered Axe (Redhand) – 9th level (Heironeous) **ADVENTURING COMPANY PATRON APPLIES**

<i>Cure minor wounds</i>	5 gp	0 IP
<i>Cure light wounds</i>	10 gp	0 IP
<i>Endure elements</i>	10 gp	0 IP
<i>Goodberry</i>	10 gp	0 IP
<i>Cure moderate wounds</i>	60 gp	0 IP
<i>Gentle repose</i>	60 gp, 2 cp	0 IP
<i>Lesser restoration</i>	60 gp	0 IP
<i>Cure serious wounds</i>	150 gp	1 IP
<i>Dispel magic</i>	150 gp	1 IP
<i>Remove blindness/deafness</i>	150 gp	1 IP
<i>Remove curse</i>	150 gp	1 IP
<i>Remove disease</i>	150 gp	1 IP
<i>Cure critical wounds</i>	280 gp	1 IP
<i>Neutralize poison</i>	280 gp	1 IP
<i>Reincarnate*</i>	280 gp	3 IP
<i>Restoration</i>	380 gp	1 IP
<i>Break enchantment</i>	450 gp	3 IP
<i>Healing circle</i>	450 gp	3 IP
<i>Raise dead</i>	950 gp	3 IP
<i>Greater dispelling</i>	660 gp	6 IP
<i>Heal</i>	660 gp	6 IP
<i>Regenerate</i>	910 gp	6 IP
<i>Resurrection</i>	1,410 gp	6 IP
<i>Mass Heal</i>	1,200 gp	6 IP
<i>Miracle**</i>	26,530 gp	6 IP
<i>True Resurrection**</i>	6,530 gp	6 IP

* The judge rolls at the table. If the PC comes back as something other than human, halfling, elf, or gnome, he is removed from play and automatically becomes an NPC.

** 9th level spells must be handled by a Triad member