Living Greyhawk

This Certificate Certifies that

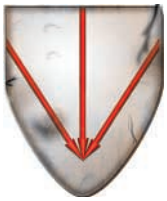
_____

Played by _____
Player RPGA #

Has completed

Heir Unapparent

A Regional Adventure set in the Yeomanry



COST: 1 TU

PLAY NOTES: ❑ Leveled this adventure

Current Home Region: _____

592 CY ADVENTURE

LEVEL OF PLAY: *(circle one)*

APL 2 *max XP 300; 139 gp*

APL 4 *max XP 570; 320 gp*

APL 6 *max XP 750; 534 gp*

APL 6 *max XP 930; 1046 gp*

TU Expenditure Notes

Other TUs Spent

TUs Remaining

☛ **Income possibilities:** In addition, there is the possibility of an additional 150 gp per character should they agree to spend 4 TUs for a month's work guarding the town of Jemison. Note this in the TU Expenditure notes.

☛ **Fellhound Fosterage:** This character has fostered a fellhound pup in the safe keeping of a militia animal trainer in Jemison. For eight months of real time after the date of this certificate, the character must pay 10 gold pieces to this trainer on behalf of the puppy.

If the fee is paid each month (or as larger sums in advance, as the character chooses), the character receives a fully-grown Fellhound nine months after the date on this certificate. The character may name his or her new Fellhound as desired.

The Fellhound's upkeep needs cost 5 gp above and beyond the character's normal lifestyle cost. The militia does not pay this extra fee for service time spent, though provisions for such an arrangement may be allowable at a future date.

Fellhound (Riding Dog): CR 1; Medium-size animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d6+4, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 14, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5, Wilderness Lore +1*

*+4 racial bonus to Wilderness Lore checks when tracking by scent.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.

Frequency: Adventure; *Cost:* 100 gold

Starting XP

XP Gained

XP Spent

New XP

/ *Starting gp*

/ *Gp Gained*

/ *Gp Spent*

/ *End of Adventure gp*

/ *Bought/Sold Amounts*

/ *New Starting gp*

Event_____ Date: _____

DM: _____
Signature RPGA #

Upkeep: ❑ none; ❑ Adventurers' Standard (12 gp x TU); ❑ Rich (50 gp x TU); ❑ Luxury (100 gp x TU).

Consumable Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp; **potion:** spell lvl x caster lvl x 50 gp; **wand charge:** spell lvl x caster lvl x 15 gp; **wondrous item:** market value. **arrow or bolt:** 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS BOUGHT

Total

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1. _____
2. _____
3. _____

Consumable Items

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