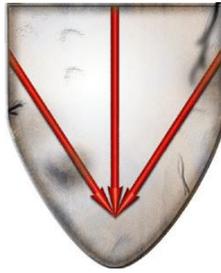




This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed Whispers of Deceit
A Regional Adventure
Set in the Yeomanry
w/o the Optional Encounter



Play Notes:

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

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

APL 2
max 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

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 any game effects this character does not gain.

Favor of Jalab Kreshin

This favor may be used directly after any Yeomanry Regional adventure to gain access (Frequency: Adventure) to purchase a darkwood longbow, darkwood composite longbow, darkwood shortbow, darkwood composite shortbow, or an upgrade to an existing crossbow to a +2 or +3 enhancement bonus. Mark this favor as USED when it is consumed.

Influence Point with Captain Jensen

This PC has earned an influence point with Captain Jensen. This counts as an influence point with the Yeoman Army. Contact the Yeomanry Triad for further details.

Badge of Nyrong Sindan

Taken from the body of Nyrong Sindan, a spy of the Scarlet Brotherhood operating in the Yeomanry town of Eastcot, this ivory badge (about the size of a fist) confers a +1 resistance bonus to all saves made by the wearer.

Additionally, it identifies the wearer as sympathetic to the goals of the Scarlet Brotherhood to other members of the order, who recognize its significance immediately upon sight.

Faint abjuration; CL: 5th; Prerequisites: Craft Wondrous Item, resistance, item must be created in the secret city of Hesuel Ilshar, located somewhere on the Tilvanot Peninsula; Market Price: 1,000 gp; Weight: 1/2 lb.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Badge of Nyrong Sindan (Adventure, see above)
Bracers of Armor +2 (Adventure, DMG)
Elixir of Sneaking (Adventure, DMG)
Wand of Cure Light Wounds (1st level caster, Adventure, DMG)

APL 4 (APL 2 Items plus):

- Necklace of Fireballs - Type I (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- Dust of Illusion (Adventure, DMG)
Elixir of Swimming (Adventure, DMG)
Goggles of Minute Seeing (Adventure, DMG)
Necklace of Fireballs - Type III (Adventure, DMG)
Potion of Barkskin +4 (Adventure, DMG)
Potion of Protection from Arrows 15/magic (Adventure, DMG)
Wand of Cure Moderate Wounds (3rd level caster, Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- Bead of Force (Adventure, DMG)
Javelin of Lightning (Adventure, DMG)
Nolzur's Marvelous Pigments (Adventure, DMG)
Oil of Greater Magic Weapon +4 (Adventure, DMG)
Oil of Magic Vestment +2 (Adventure, DMG)
Potion of Barkskin +5 (Adventure, DMG)
Robe of Useful Items (Adventure, DMG)
Wand of Cure Serious Wounds (5th level caster, Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- Bracers of Armor +3 (Adventure, DMG)
Brooch of Shielding (Adventure, DMG)
Figurine of Wondrous Power - Silver Raven (Adventure, DMG)
Monk's Belt (Adventure, DMG)
Necklace of Adaptation (Adventure, DMG)
Oil of Magic Vestment +4 (Adventure, DMG)
Potion of Shield of Faith +5 (Adventure, DMG)
Quaal's Feather Token - Swan Boat (Adventure, DMG)
Quiver of Ehlonna (Adventure, DMG)
Wand of Cure Critical Wounds (7th level caster, Adventure, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- Boots of Speed (Adventure, DMG)
Eversmoking Bottle (Adventure, DMG)
Gem of Brightness (Adventure, DMG)
Helm of Comprehend Languages and Read Magic (Adventure, DMG)
Oil of Greater Magic Weapon +2 (Adventure, DMG)
Oil of Greater Magic Weapon +5 (Adventure, DMG)
Oil of Magic Vestment +5 (Adventure, DMG)
Potion of Greater Magic Fang +2 (Adventure, DMG)
Quaal's Feather Token - Whip (Adventure, DMG)
Ring of Jumping (Adventure, DMG)
Ring of Sustenance (Adventure, DMG)
Ring of Swimming (Adventure, DMG)
Ring of the Ram (Adventure, DMG)
Slippers of Spider Climbing (Adventure, DMG)

TU Starting TU

1 OF 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

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

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP FINAL GP TOTAL

Items Sold

Table with 2 columns: Item Name, Value

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Table with 2 columns: Item Name, Value

Total Cost of Bought Items

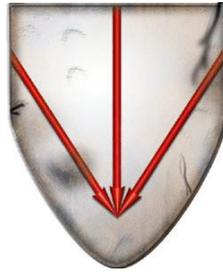
Subtract this value from your gp value



# This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

## Has Completed Whispers of Deceit A Regional Adventure Set in the Yeomanry w/ the Optional Encounter



### Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

# 594 CY

## ADVENTURE LEVEL OF PLAY

(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**APL 2**  
max 675 xp; 675 gp

**APL 4**  
max 1,012 xp; 975 gp

**APL 6**  
max 1,350 xp; 1,350 gp

**APL 8**  
max 1,687 xp; 1,950 gp

**APL 10**  
max 2,025 xp; 3,450 gp

**APL 12**  
max 2,383 xp; 4,950 gp

Cross out any game effects this character does not gain.

#### ☛ Favor of Jalab Kreshin

This favor may be used directly after any Yeomanry Regional adventure to gain access (Frequency: Adventure) to purchase a *darkwood longbow*, *darkwood composite longbow*, *darkwood shortbow*, *darkwood composite shortbow*, or an upgrade to an existing crossbow to a +2 or +3 enhancement bonus. Mark this favor as USED when it is consumed.

#### ☛ Influence Point with Captain Jensen

This PC has earned an influence point with Captain Jensen. This counts as an influence point with the Yeoman Army. Contact the Yeomanry Triad for further details.

#### ☛ Badge of Nyrong Sindan

Taken from the body of Nyrong Sindan, a spy of the Scarlet Brotherhood operating in the Yeomanry town of Eastcot, this ivory badge (about the size of a fist) confers a +1 resistance bonus to all saves made by the wearer.

Additionally, it identifies the wearer as sympathetic to the goals of the Scarlet Brotherhood to other members of the order, who recognize its significance immediately upon sight.

Faint abjuration; CL: 5<sup>th</sup>; Prerequisites: Craft Wondrous Item, resistance, item must be created in the secret city of Hesuul Ilshar, located somewhere on the Tilvanot Peninsula; Market Price: 1,000 gp; Weight: ½ lb.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Badge of Nyrong Sindan (Adventure, see above)
- Bracers of Armor +2 (Adventure, DMG)
- Elixir of Sneaking (Adventure, DMG)
- Hat of Disguise (Adventure, DMG)
- Wand of Cure Light Wounds (1<sup>st</sup> level caster, Adventure, DMG)
- Wand of Mage Armor (1<sup>st</sup> level caster, Adventure, DMG)
- Wand of Magic Missile (1<sup>st</sup> level caster, Adventure, DMG)
- Wand of Shield (1<sup>st</sup> level caster, Adventure, DMG)

APL 4 (APL 2 Items plus):

- Necklace of Fireballs – Type I (Adventure, DMG)
- Wand of Magic Missile (3<sup>rd</sup> level caster, Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- Dust of Illusion (Adventure, DMG)
- Elixir of Swimming (Adventure, DMG)
- Goggles of Minute Seeing (Adventure, DMG)
- Necklace of Fireballs – Type III (Adventure, DMG)
- Potion of Barkskin +4 (Adventure, DMG)
- Potion of Protection from Arrows 15/magic (Adventure, DMG)
- Stone of Alarm (Adventure, DMG)
- Wand of Cure Moderate Wounds (3<sup>rd</sup> level caster, Adventure, DMG)
- Wand of Magic Missile (5<sup>th</sup> level caster, Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- Bead of Force (Adventure, DMG)
- Javelin of Lightning (Adventure, DMG)
- Nolzur's Marvelous Pigments (Adventure, DMG)
- Oil of Greater Magic Weapon +4 (Adventure, DMG)
- Oil of Magic Vestment +2 (Adventure, DMG)
- Potion of Barkskin +5 (Adventure, DMG)
- Robe of Useful Items (Adventure, DMG)
- Wand of Cure Serious Wounds (5<sup>th</sup> level caster, Adventure, DMG)
- Wind Fan (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- Bracers of Armor +3 (Adventure, DMG)
- Brooch of Shielding (Adventure, DMG)
- Figurine of Wondrous Power – Silver Raven (Adventure, DMG)
- Monk's Belt (Adventure, DMG)
- Necklace of Adaptation (Adventure, DMG)
- Oil of Magic Vestment +4 (Adventure, DMG)
- Potion of Shield of Faith +5 (Adventure, DMG)
- Quaal's Feather Token – Swan Boat (Adventure, DMG)
- Quiver of Ehlonna (Adventure, DMG)
- Wand of Cure Critical Wounds (7<sup>th</sup> level caster, Adventure, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- Boots of Speed (Adventure, DMG)
- Eversmoking Bottle (Adventure, DMG)
- Gem of Brightness (Adventure, DMG)
- Helm of Comprehend Languages and Read Magic (Adventure, DMG)
- Oil of Greater Magic Weapon +2 (Adventure, DMG)
- Oil of Greater Magic Weapon +5 (Adventure, DMG)
- Oil of Magic Vestment +5 (Adventure, DMG)
- Potion of Greater Magic Fang +2 (Adventure, DMG)
- Quaal's Feather Token – Whip (Adventure, DMG)
- Ring of Jumping (Adventure, DMG)
- Ring of Sustenance (Adventure, DMG)
- Ring of Swimming (Adventure, DMG)
- Ring of the Ram (Adventure, DMG)
- Slippers of Spider Climbing (Adventure, DMG)
- Staff of Fire (Adventure, DMG)

TU

Starting TU

2 or 4 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

### 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

GP

GP Spent

GP

Subtotal

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

GP

GP Gained

### Items Bought


Total Cost of Bought Items

Subtract this value from your gp value

GP