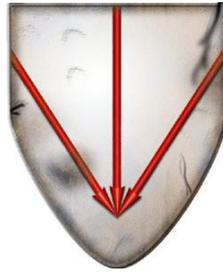




This Record Certifies that

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

Has Completed YEO4-07 The Heart of Betrayal A Regional Adventure Set in the Yeomanry



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 6 max 1,800 xp; 1,800 gp

APL 8 max 2,250 xp; 2,600 gp

APL 10 max 2,700 xp; 4,600 gp

APL 12 max 3,150 xp; 6,600 gp

Cross out any game effects this character does not gain.

Mark of Relinda: As a favor for hosting the Ghost of Relinda for her final farewell, Relinda has gifted the PC who hosted her with her mark. This mark expresses itself as a white streak from the right eye to the middle of the cheek, following the track of her final tear.

Influence with the Dustdigger College: For turning in a find of historical significance to the Academy of Lore, this PC receives an Influence Point with the Dustdiggers.

Old Coins: While wandering throughout the Gryphon's Reach, you have found various old coins. Many of the coins have turned out to be valuable due to their age. Mixed among the old coins are several finely made coins, minted from a green-tinged gold, with the figure of a wizard on the obverse and a four-spined tower on the reverse.

- In a fit of avarice, you have decided to SELL these old coins.
Curious, you have decided to KEEP the coins for further study.

Favor of the Elemental: For freeing the fire elemental from the prison of the Mithral Anvil, you have received his favor. You have kept a shard of the Anvil, which transformed from mithral to a brittle iron after it was broken. You may, at any time, crush the shard in your hand (standard action) to summon a huge fire elemental to assist you with some task.

Mithral Anvil: Instead of freeing the fire elemental, you instead slew it and kept the Anvil for your own use. If you own land that has been improved with a smithy, you may place the Anvil there. Any smith using the Anvil gains a +5 insight bonus to Craft checks when using it.

Lazriel's Bequest: Lazriel's parting gift was the ending of the timestop spell on the area. As such, the Griffin Eyrie, from whence the keep takes its name, has also been freed. In days of old, Griffin Riders patrolled the mountains and kept the western verge safe from harm. This grants this PC one of the following benefits (circle the one selected below). Riding a griffin requires an exotic saddle (as per PH) made for that purpose.

- An 8th level (or higher) paladin PC may take a griffin as their special mount (as per the unusual mount rules in the DMG, pages 204-205). Acquiring this griffin costs 1 additional TU.
This PC may join the newly reformed Order of the Gryphon's Reach. This costs 12 TUs of time living and training with the Gryphons. It also costs 8,500 gp for supplies and the services of a trainer. When the PC has paid the full amount of money and time, she receives a griffin (as per the MM, page 140) for use as a mount (and it counts as war-trained for the purpose of determining APL).
This PC may join the newly reformed Order of the Gryphon's Reach as above. But, if they are 12th level (or higher) and possess the Leadership feat and a Leadership Score of 14 or greater, they may take the griffin as a cohort instead. The griffin cohort is created using the rules in the LGCS and the stat block in the MM. It advances by HD as per the MM, and it may enter play already advanced, as long as its Cohort Level/ECL (total HD + 3) is within the limits in the DMG (page 106).

Favor of the Watchers of the Stone: For efforts on their behalf, this PC has earned the favor of the Watchers of the Stone. This PC gains access (Frequency: Any) to purchase one, and only one, item from the following list, at a 10% discount to price (circle the item selected): robe of blending, robe of scintillating colors, cloak of the manta ray, cloak of the bat, ring of wizardry I, ring of wizardry II, decanter of endless water, staff of evocation. Once this item is purchased, the favor is consumed; mark it as USED. If the recipient of this favor is not a resident of the Yeomanry, the use of this favor cost an additional 1 TU.

TU Starting TU 2 or 4 TU TU Cost - TU Added TU Costs TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

- Arcane Scroll of Bigby's Interposing Hand (9th level caster, Adventure, DMG)
Boccob's Blessed Book (Adventure, DMG)
Divine Scroll of Summon Monster V (9th level caster, Adventure, DMG)
Dust of Dryness (Adventure, DMG)
Dust of Tracelessness (Adventure, DMG)
Metamagic Rod, Enlarge, Lesser (Adventure, DMG)
Metamagic Rod, Extend, Lesser (Adventure, DMG)
Sovereign Glue (Adventure, DMG)
Wind Fan (Adventure, DMG)

- APL 8 (APL 6 Items plus): Arcane Scroll of Nightmare (9th level caster, Adventure, DMG), Chime of Interruption (Adventure, DMG), Cloak of the Bat (Adventure, DMG), Divine Scroll of Baleful Polymorph (9th level caster, Adventure, DMG), Figurine of Wondrous Power, Serpentine Owl (Adventure, DMG), Lesser Strand of Prayer Beads (Adventure, DMG), Ring of Force Shield (Adventure, DMG), Robe of Useful Items (Adventure, DMG)

- APL 10 (APL 6, 8 Items plus): Arcane Scroll of Mass Bear's Endurance (11th level caster, Adventure, DMG), Belt of Giant Strength +4 (Adventure, DMG), Metamagic Rod, Enlarge (Adventure, DMG), Metamagic Rod, Extend (Adventure, DMG), Shifter's Sorrow (Adventure, DMG)

- APL 12 (APL 6, 8, 10 Items plus): Divine Scroll of Fire Storm (15th level caster, Adventure, DMG), Robe of Stars (Adventure, DMG), Rope of Entanglement (Adventure, DMG), Staff of Fire (Adventure, DMG)

XP Starting XP - XP lost or spent Subtotal + 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

Items Sold Total Value of Sold Items Add 1/2 this value to your gp value

Items Bought Total Cost of Bought Items Subtract this value from your gp value

GP Starting GP GP Spent Subtotal + GP Gained Subtotal GP Gained Subtotal GP Spent GP FINAL GP TOTAL