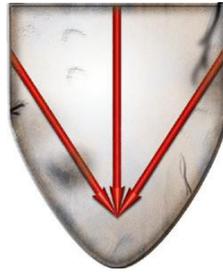




This Record Certifies that

Played by _____
Player RPGA #

**Has Completed
 Thicket's Dirge
 An Introductory Scenario
 Set in the Yeomanry**



Play Notes:

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

 Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
 (CIRCLE ONE)

APL 2

max 450 xp; 450 gp

This event can only be played by 1st level characters.

Cross out any game effects this PC does not gain.

Favor of the Yeomanry Militia

For service to the Yeomanry League, in time of great and dire need, you receive the favor of the Yeomanry Militia. This favor may be redeemed at a later date to serve as a countering vote for promotion, on a one-to-one basis (if only one vote prevents promotion, one favor of this type will suffice). See the promotion rules per the Yeomanry Militia or Army metaorganization certificates.

Notice of Tamera Hartwell

You have piqued the interest of a local NPC, Tamera Hartwell. On subsequent adventures in the Yeomanry, you may encounter her again. Whether this PC returns the notice of young Tamera is up to the player.

Favor / Disfavor of the Orc (Circle One)

In recent interactions with the orc Brack and his tribe, you have earned his Favor or Disfavor.

If the PCs have successfully negotiated with Brack, they receive his Favor, and are welcome to return to the hidden grove once for special healing; the PC may receive the benefits of one of the following spells for free: *cure moderate wounds*, *lesser restoration*, or *remove disease*. Once used, the favor leaves the mark of an oak leaf on the PC's left cheek, (Spot check DC 24 to detect it).

If the PCs kill or defeat Brack, they receive his Disfavor. A garish mark appears on the right cheek, the three leafed poison ivy. All druids recognize their fellow druid's Disfavor and may react appropriately; this PC takes a -2 circumstance penalty to all interactions with druids (rangers and other woodland types should make a Knowledge (nature) check DC 20 to recognize the mark). After one calendar year from the date on this AR, the mark fades, and druids must make a check to notice the mark (Spot check DC 24, other woodland types no longer detect it).

TU

Starting TU

TU

TU Cost

- TU

Added TU Costs

TU REMAINING

This area is typically used to list items from the DMG or from the area above that have been found in the scenario and are now available for purchase as a result of playing the scenario. As an Introductory Scenario, this event does not list any such items.

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

Items Bought

Total Cost of Bought Items _____

Subtract this value from your gp value