

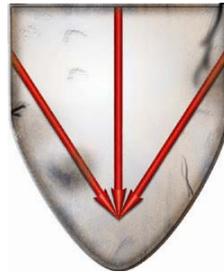


# This Record Certifies that

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

## Has Completed

YEO5-05 Into the Scarlet Flames  
A Regional Adventure  
Set in the Yeomanry



### Play Notes:

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

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



Adventure Record#  
**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

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

Cross out any game effects this character does not gain.

● **Spells from Halma:** This PC gains access (Frequency: Adventure) to copy any of the following spells from Halma's spellbook, at normal costs for scribing them into the PC's spellbook: 1<sup>st</sup> – *expeditious retreat, feather fall, mage armor, magic missile, shield, Tenser's floating disk, unseen servant*; 2<sup>nd</sup> – *invisibility, spider climb, web*.

● **Favor of the Wizard Kevis:** For rescuing the wizard Kevis from the Scarlet Brotherhood, he will craft an item for you. You gain access (Frequency: Regional) to purchase one of the following items (circle the one selected): *cape of the mountebank, cloak of arachnida, eyes of the eagle, Heward's handy haversack, quiver of Ehlonna*. Mark this favor as USED when it is redeemed.

● **Influence with Captain Tomar Weilm:** This Yeomanry military PC gains one Influence Point with the Yeoman Militia or Army. You can exchange this Influence Point to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle the one selected): *light fortification armor/shield special ability or bane (giant) weapon special ability*. Mark this favor as USED when it is redeemed.

● **Imprisoned:** You have been taken prisoner by agents of the Scarlet Brotherhood in the Hold of the Sea Princes. You spend 16 additional TUs planning and executing your escape from their clutches. Any favors with the Scarlet Brotherhood can be spent to reduce this cost to a minimum of 8 TUs (each favor reduces the cost by 1 TU). Your imprisonment and torture grants you access to acquire the Badge of Bondage feat (Dragon #315).

✂ **Branded:** Because of your apparent pure Suel heritage and your betrayal of your "brothers" in the Scarlet Brotherhood, you have been cursed with the brand of the traitor – the word "traitor" in Ancient Suloise flanked on both sides with the curved cross of the Scarlet Sign. If not removed, the brand provides a -6 profane penalty to Cha (minimum of 1) and a further -4 circumstance penalty to all Cha-based checks involving the Scarlet Brotherhood. This brand can be removed with a *remove curse* by a 9<sup>th</sup> level caster.

TU

Starting TU

**1 or 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

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ *Dimensional Shackles* (Adventure; *Dungeon Master's Guide*)
- ❖ *Dust of Tracelessness* (Adventure; *Dungeon Master's Guide*)
- ❖ *Screaming Bolt* (Adventure; *Dungeon Master's Guide*)
- ❖ *Vest of Resistance +1* (Adventure; *Complete Arcane*)
- ❖ *Wand of Cure Light Wounds* (CL 1st; Adventure; *Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):

- ❖ *Javelin of Lightning* (Adventure; *Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):

- ❖ *Vest of Resistance +2* (Adventure; *Complete Arcane*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ *Brooch of Shielding* (Adventure; *Dungeon Master's Guide*)
- ❖ *Heward's Handy Haversack* (Adventure; *Dungeon Master's Guide*)
- ❖ *Potion of Greater Magic Fang +3* (Adventure; *Dungeon Master's Guide*)

## 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

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL