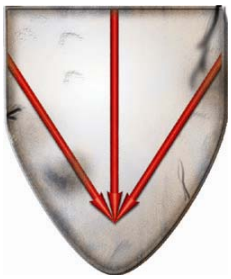
Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
YEO5-07 Blighted Souls
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 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

APL 14
max 1,800 xp; 6,600 gp

APL 16
max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

☛ **Contemplation of the Heavens and Hells**: You are visited in your dreams by a representative of your deity after releasing all of the trapped celestials. This meets the special requirement of contact for the Contemplative prestige class (see *Complete Divine*).

☛ **Enlightenment of the Celestials**: Through your recent interaction with the celestials, freeing all of them, you have discovered untapped reserves in yourself. You may apply a +1 inherent bonus to one of your abilities (circle the one selected): Str, Dex, Con, Int, Wis, Cha.

☛ **Freedom from Corruption**: You have freed trapped celestials. In gratitude, you gain their blessing for one year from the date on this AR, giving you a sacred bonus to your saving throws (circle the bonus gained): +1 (one celestial freed), +2 (two celestials freed), +3 (all celestials freed).

☛ **Reward of *Ghostrender / Twin Dooms / Fury***: You have defeated the Shadow of Asberdies. *Ghostrender*, *Twin Dooms*, and *Fury* are well-pleased in you. If you have in your possession any of these items, you gain a special boon. The next upgrade purchase for any one, and only one, of these items costs 50% less than normal. Circle the items possessed and mark this reward as USED when the upgrade is purchased.

☛ **Emblem of the Yeomanry League**: For valor and bravery under extreme duress, the Yeomanry League awards you the Emblem of the Yeomanry League. If you already possess this award, you receive a pin with clustered spears. This award gives this PC a +2 circumstance bonus on all interactions with the people of the Yeomanry, provided the PC is wearing military or church garb; otherwise, the bonus drops to +1. This bonus stacks with any existing bonus for an Emblem of the Yeomanry League.

☛ **Favor of the Yeomanry Government**: You have prevented the greatest threat to the Yeomanry League ever imagined, by destroying the Great Machine. As a reward for your selfless efforts, undertaking a dangerous adventure without having been activated by your respective superiors, you receive the following favor from the Government. You gain access (Frequency: Regional and Metaregional) to the following upgrades (based on the results of the adventure, circle the one selected), and the next time you purchase one, and only one, of these upgrades, it costs 50% less than normal: *bane* (*undead*) weapon special ability, *light fortification* armor/shield special ability, +2 enhancement bonus (one celestial freed); *holy* weapon special ability, *spell resistance* (13) armor/shield special ability, +3 enhancement bonus (two celestials freed); *speed* weapon special ability, *moderate fortification* armor/shield special ability, +4 enhancement bonus (all celestials freed); *brilliant energy* weapon special ability, *spell resistance* (17) armor/shield special ability, +5 enhancement bonus (all celestials freed and Shadow of Asberdies defeated).

➶ **Mark of the Shadow**: You received this souvenir — a grasping skeletal claw burned into your chest over your heart—after your struggle with the Shadow of Asberdies. You lose one hit point permanently; this effect can only be removed by a *remove curse* (CL 18th), *break enchantment* (DC 29), *wish*, or *miracle* spell.

➶ **Lost in Shadow**: Taking the advice of the *Blightstone*, you jumped down into the ethereal miasma. This pathway leads into the Plane of Shadow. Without some immediate method of planar travel, you must spend an additional 4 TUs to find your way home.

☛ **Cured!**: The *Blightstone* has cured you of any infection of Construct Contagion you have been suffering from.

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 6:
- ❖ +1 Holy Composite Longbow (+4 Str Bonus) (Adventure; Dungeon Master's Guide)
- ❖ +1 Holy Scimitar (Adventure; Dungeon Master's Guide)
- ❖ Large +1 Light Fortification Full Plate (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)

APL 8 (all of APL 6 plus the following):
- ❖ +1 Flaming Greatsword (Adventure; Dungeon Master's Guide)
- ❖ +3 Greatsword (Adventure; Dungeon Master's Guide)
- ❖ +5 Javelin (Adventure; Dungeon Master's Guide)
- ❖ Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ Metamagic Rod, Empower, Lesser (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ +4 Holy Greatsword (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
- ❖ Mace of Smiting (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):
- ❖ +3 Disruption Heavy Mace (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Charisma +6 (Adventure; Dungeon Master's Guide)
- ❖ Large +1 Vorpal Greatsword (Adventure; Dungeon Master's Guide)
- ❖ Large +4 Full Plate (Adventure; Dungeon Master's Guide)
- ❖ Staff of Abjuration (Adventure; Dungeon Master's Guide)

APL 16 (all of APLs 6, 8, 10, 12, 14 plus the following):
- ❖ Large +3 Greatsword (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Empower (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Extend (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 ½ 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