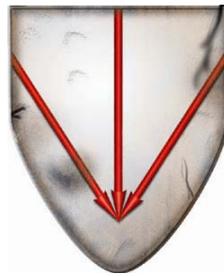




# This Record Certifies that

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

**Has Completed**  
YEO6-02 *Seeking Scarlet Glory*  
**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#  
**596 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

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

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

**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.

➤ **Enmity of the Scarlet Brotherhood:** This PC accepted the gifts of the Scarlet Brotherhood and then reported their activities. For doing so, this PC is no longer eligible to undertake missions sponsored by the Scarlet Brotherhood.

➤ **Betrayer of the Scarlet Brotherhood:** This PC has slain members of the Scarlet Brotherhood after becoming a member of this organization in COR4-04 *Redtide*. For doing this, the PC is no longer eligible to undertake missions sponsored by the Scarlet Brotherhood. Furthermore, the Mark of the Scarlet Brotherhood they possess transforms into a *mark of justice* (as per the Adventure Record for COR4-04 *Redtide*).

➤ **Influence with the Academy of Lore:** For undertaking a survey mission without any promise of monetary compensation, you have gained an Influence Point with the Academy of Lore.

➤ **Trade with the Derro:** For helping the derro, the PCs can choose one item of Ferrater's (circle the item chosen) to gain access to purchase (Frequency: Regional): *ring of feather fall*, *ring of mind shielding*, *wand of magic missiles* (CL 1<sup>st</sup>). If the derro are ever revealed to anyone by this PC at a later date, the access is lost; mark this favor as LOST.

➤ **Map of the Derro:** You have found a map of cavern complexes. You are unsure where they the map leads; only time will tell.

➤ **Badge of Resistance +1:** 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 Hesuel Ilshar, located somewhere on the Tilvanot Peninsula; Price: 1,000 gp; Weight: ½ lb.

➤ **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> – *blur*, *cat's grace*, *invisibility*, *scorching ray*, *spider climb*, *web*; 3<sup>rd</sup> – *gaseous form*, *nondetection*.

➤ **Uncle Faoran's Spellbook I:** 1<sup>st</sup> – *comprehend languages*, *detect secret doors*, *detect undead*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*, *unseen servant*; 2<sup>nd</sup> – *invisibility*, *knock*, *resist energy*, *web*; 3<sup>rd</sup> – *dispel magic*, *fly*, *haste*, *slow*. Market Price: 1,400 gp; Weight: 3 lbs.

➤ **Uncle Faoran's Spellbook II:** 4<sup>th</sup> – *arcane eye*, *Evard's black tentacles*, *greater invisibility*, *stoneskin*. Market Price: 800 gp; Weight: 3 lbs.

TU  
Starting TU

I 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 (all of the following):

- ❖ *Badge of Resistance +1* (Adventure; See Above)
- ❖ *Uncle Faoran's Spellbook I* (Adventure; See Above)
- ❖ *Wand of Magic Missile* (CL 1<sup>st</sup>; Adventure; *Dungeon Master's Guide*)

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

- ❖ *Darkwood Heavy Shield* (Adventure; *Dungeon Master's Guide*)
- ❖ *Large +1 Composite Longbow, +4 Str Bonus* (Adventure; *Dungeon Master's Guide*)
- ❖ *Large +1 Greatclub* (Adventure; *Dungeon Master's Guide*)
- ❖ *Large +1 Hide Armor* (Adventure; *Dungeon Master's Guide*)
- ❖ *Large +1 Leather Armor* (Adventure; *Dungeon Master's Guide*)
- ❖ *Large Masterwork Javelin* (Adventure; *Dungeon Master's Guide*)

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

- ❖ *+1 Darkwood Heavy Shield* (Adventure; *Dungeon Master's Guide*)
- ❖ *Uncle Faoran's Spellbook II* (Adventure; See Above)
- ❖ *Wand of Magic Missile* (CL 7<sup>th</sup>; Adventure; *Dungeon Master's Guide*)

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

- ❖ *Ioun Stone, Clear Spindle* (Adventure; *Dungeon Master's Guide*)
- ❖ *Necklace of Fireballs, Type II* (Adventure; *Dungeon Master's Guide*)
- ❖ *Ring of Climbing* (Adventure; *Dungeon Master's Guide*)
- ❖ *Rope of Climbing* (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  
Subtotal

GP  
FINAL GP TOTAL