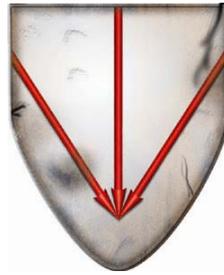




# This Record Certifies that

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

**Has Completed**  
YEO6-03 *Of My Enemy*  
**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)

**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

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

Cross out any game effects this character does not gain.

➤ **Disfavor of the Freeknights:** By siding with the losing side in the drow family conflict, you have been exposed as betraying your duties as an escort. You will never be considered for Free Guard status. This disfavor is also earned by any PC that chose to be paid for the escort duty.

➤ **Favor of the Freeknights:** This PC backed the winning side in the drow family conflict and did not ask to be paid for the escort duty. PCs may spend this favor to gain access (Frequency: Adventure) to purchase an upgrade to the enchantment bonus on a weapon, armor, or shield from +1 to +2 or +2 to +3. PCs may spend two favors of the Free Knights to simultaneously purchase an upgrade to a weapon as above and purchase the holy weapon special ability upgrade for that weapon. Mark this Favor as USED when it is spent.

➤ **Played Dice:** This PC played one or more of Istolil's dice games (maximum 5). The PC earns 150 gp per win and loses 100 gp per loss. This PC won \_\_\_\_\_ games and lost \_\_\_\_\_ games for a total profit / loss (circle one) of \_\_\_\_\_ gp. This profit/loss is applied at the end of the adventure, after the treasure cap has been applied, and increases/decreases the treasure cap by that amount.

➤ **Trading Spells with Divolg of House Tormtor:** PC wizards who were deemed acceptable by the drow may trade spells with one of their wizards. The PC wizard in question traded away two non-Player's Handbook spells (\_\_\_\_\_ from AR# \_\_\_\_\_ and \_\_\_\_\_ from AR# \_\_\_\_\_), for one of the following *Spell Compendium* spells to be added to their spellbook (circle the one selected): 1<sup>st</sup> – *incite, inhibit, remove scent*; 2<sup>nd</sup> – *aiming at the target, sting ray*; 3<sup>rd</sup> – *spiderskin*. The spells traded must be of equal or higher level to the one received. PCs may not trade with both Divolg and Belgos.

➤ **Trading Spells with Belgos of House Noquar:** PC wizards who were deemed acceptable by the drow may trade spells with one of their wizards. The PC wizard in question traded away two non-Player's Handbook spells (\_\_\_\_\_ from AR# \_\_\_\_\_ and \_\_\_\_\_ from AR# \_\_\_\_\_), for one of the following *Spell Compendium* spells to be added to their spellbook (circle the one selected): 1<sup>st</sup> – *targeting ray, shock and awe, ray of clumsiness*; 2<sup>nd</sup> – *baleful transposition, combust*; 3<sup>rd</sup> – *spider poison*. The spells traded must be of equal or higher level to the one received. PCs may not trade with both Belgos and Divolg.

➤ **Badge of Bondage:** You were a prisoner of the drow (captured in YEO5-06 *Broken Spear*). Your imprisonment grants you access to acquire the Badge of Bondage feat (*Dragon #315*).

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 8 (all of the following):

- ❖ Large Items: *Masterwork Shortbow, Dagger, +1 Shortbow* (Adventure; *Dungeon Master's Guide*)
- ❖ *Pearl of Power, 1<sup>st</sup> Level Spell* (Adventure; *Dungeon Master's Guide*)
- ❖ *Wand of Enlarge Person* (CL 1<sup>st</sup>; Adventure; *Dungeon Master's Guide*)

APL 10 (all of APL 8 plus the following):

- ❖ *Bracers of Armor +2* (Adventure; *Dungeon Master's Guide*)

APL 12 (all of APLs 8, 10 plus the following):

- ❖ +1 *Adamantine Spiked Chain* (Adventure; *Dungeon Master's Guide*)
- ❖ +2 *Breastplate* (Adventure; *Dungeon Master's Guide*)
- ❖ +2 *Buckler* (Adventure; *Dungeon Master's Guide*)
- ❖ +2 *Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- ❖ +2 *Composite Longbow, +2 Str Bonus* (Adventure; *Dungeon Master's Guide*)
- ❖ +2 *Full Plate* (Adventure; *Dungeon Master's Guide*)
- ❖ +2 *Heavy Steel Shield* (Adventure; *Dungeon Master's Guide*)
- ❖ *Boots of Elvenkind* (Adventure; *Dungeon Master's Guide*)
- ❖ *Cloak of Resistance +2* (Adventure; *Dungeon Master's Guide*)
- ❖ *Hand of the Mage* (Adventure; *Dungeon Master's Guide*)
- ❖ Large Items: +1 *Heavy Mace* (Adventure; *Dungeon Master's Guide*)
- ❖ *Metamagic Rod, Silent, Lesser* (Adventure; *Dungeon Master's Guide*)
- ❖ *Wand of Magic Missile* (CL 1<sup>st</sup>; Adventure; *Dungeon Master's Guide*)
- ❖ *Wand of Shocking Grasp* (CL 1<sup>st</sup>; 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