Living Greyhawk

This Record Certifies that

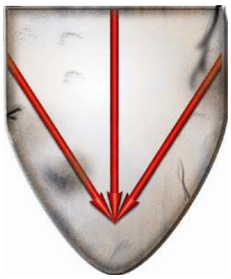
_____

Played by_____
Player RPGA #

Has Completed

YEO7-04 Dusty Tomes

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#

597 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

Cross out any game effects this character does not gain.

Favor of Thorander: The favor offers you access to the library (Frequency: Adventure) to gain one of the following spells (circle the one chosen) to be either scribed into the PC's spellbook or purchased on a scroll: *enlarge weapon* (*Complete Scoundrel*), *lucky streak* (*Complete Scoundrel*), *listening lorecall* (*Complete Scoundrel*), *instant search* (*Complete Adventurer*). This library pass may be sold for 100 gp if it is not used to gain a spell. Mark this favor as USED when it is spent or sold.

Greater Favor of Thorander: Thorander introduces this PC to a friend of his, a magical craftsman, who will add the *restful armor* special ability (*Dungeonscape*) to one suit of armor at regular cost. This can be used only once. Mark this favor as USED when this is spent.

Blessing of Obad-Hai: One time only, this PC may call upon this blessing to spontaneously cast a *cure minor wounds* on an unconscious creature, even if he is incapable of casting divine spells. If a druid or ranger of Obad-Hai receives this favor, this favor acts as a sudden maximize of a curing spell instead. Mark this favor as USED when spent.

Disfavor of Thorander: This PC is persona non grata at the University at Loftwick. Anytime they need to enter the University, for any reason, for the next few months, they will be barred entrance. The disfavor expires 6 months after the date on this AR.

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:
- ❖ *Crystal of Acid Assault, Least* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Everlasting Rations* (*Adventure; Magic Item Compendium*)
- ❖ *Hat of Disguise* (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Metamagic Rod, Extend, Lesser* (*Adventure; Dungeon Master's Guide; Limit 1*)

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