

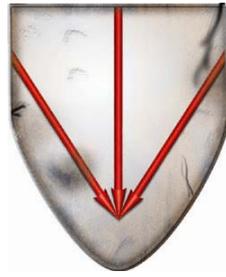


This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed

YE07-05 Honor Among Friends
A Regional Adventure
Set in the Yeomanry



Play Notes:

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



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

Home Region _____

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.

Fugitive!: You have stolen goods and fled from the law. You lose all benefits from Yeomanry metaorganizations and Lifestyle costs are doubled for any adventure set in the Yeomanry.

In future Yeomanry adventures, you are subject to arrest on a result of 20 or greater (roll d20 + PC's level) - the stolen goods are confiscated, and you are fined 400 gp. You can avoid the fine by spending two Yeomanry Influence Points. To remove this status before arrest, you must return the stolen goods and either pay a fine of 200 gp or spend one Yeomanry Influence Point.

Favor of Dolph Anselm: You gain access (Frequency: Regional) to purchase one each of the following: easy travel and nimbleness armor special ability upgrades (MIC), belt of ultimate athleticism (MIC), boots of agile leaping (MIC), trinket of trickery (acrobatic backstab) (CS), defending and holy weapon special ability upgrades.

Contact with the Rascals: You are secretly contacted by the Rascals and offered an invitation to their organization.

Property Damage: You are fined (10 gp times the APL at which this adventure was played) for vandalism of a building.

Recognition of the Brotherhood of Duelists: You receive one Influence Point with this organization and +2 circumstance bonus on Cha-based skill checks when dealing with members of this organization and Yeomanry government officials.

I've Been Robbed: You had an item stolen from you before you were rescued. Three months from the date of this AR, Yeoman officials have located the item, but must compensate the legitimate merchant who had it. You may purchase the item back at a 50% discount. List the item here: _____

Recommendation to the Brotherhood of Duelists: Dolph Anselm vouches for you if you wish to join the Brotherhood of Duelists metaorganization. If you were already an initiate in the organization, then Dolph has a friendly duel with you so you may advance to Armsman.

Dirty Money: You and Brody Marden have an agreement. In exchange for your silence on particular matters, Brody arranges for you.

You may choose access (Frequency: Regional) to purchase one non-Closed item in the DMG in tables 7-27 and 7-28 worth 20,000 gp or less: _____

Alternatively, you may gain access to a spell from his spellbook. You may choose one of the following spells (circle spell selected): blacklight (APL 4+, SpC), blade of blood (APL 2+, PH2), explosive cascade (APL 6+, SpC), ruin delver's fortune (APL 6+, SpC).

Lastly, you may demand money instead. If used for this, you gain 200 gp.

If you break this agreement, you lose all benefits above. In addition, word that you have talked gets back to Brody, who arranges for you to be robbed. You lose 2,000 gp (if you do not have enough gold, random magical and other non-PHB items are taken from you to make up the difference or until you are bereft of all such items).

ITEMS FOUND DURING THE ADVENTURE

(Cross off all items NOT found)

All APLs (all of the following):

- Boots of Striding and Springing (Adventure; Dungeon Master's Guide)
Dispelling Cord (Adventure; Magic Item Compendium; Limit 1)
Hat of Disguise (Adventure; Dungeon Master's Guide)
Ioun Stone, Deep Red Sphere (Adventure; Dungeon Master's Guide)
Lion's Shield (Adventure; Dungeon Master's Guide)
Mithral Breastplate (Adventure; Dungeon Master's Guide)
Rearguard's Cape (Adventure; Magic Item Compendium; Limit 1)
Third Eye Aware (Adventure; Magic Item Compendium; Limit 1)
Vest of Escape (Adventure; Dungeon Master's Guide)
Whip of Webs (Adventure; Magic Item Compendium; 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

Table with 2 columns: Item Name, Value

Total Value of Sold Items _____

Add 1/2 this value to your gp value

Items Bought

Table with 2 columns: Item Name, Cost

Total Cost of Bought Items _____

Subtract this value from your gp value

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

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