Living Greyhawk

This Record Certifies that

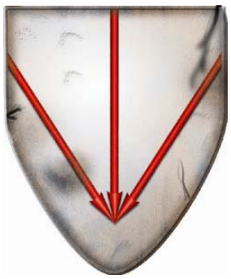
_____

Played by_____
Player RPGA #

Has Completed

YEO7-06 A Betrayal Most Foul

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_____

Event: _____ **Date:** _____
DM: _____
Signature RPGA #

Adventure Record#

597 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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.

☛ **Favor of Bart**: For freeing the town from the oppression of the gang of thugs, Bart will make certain items more available to this PC. Add Frequency: Regional access (and remove the Limit) from the following items below: *blessed bandage, tanglepatch, safewing emblem.*

☛ **Favor of the Thissledowns**: For rescuing his daughter Twila, Bart will grant this PC free High Upkeep at his inn whenever the PC is in the area of Whitehurst.

☛ **Favor of Krunos and Friends**: Krunos is very grateful to regain his items. He will work through his friends to provide access (Frequency: Regional) to all items to which the PC earns access on this AR.

The starmetal is a one-time-only purchase, limited to 1 ingot. Cross off the starmetal when purchased. You may forge one item (weapon, shield, or armor) to which you have access from the starmetal. Alternately, you may use the starmetal ingot one time to satisfy the starmetal dependency feature of the Green Star Adept prestige class (*Complete Arcane*).

Additionally, a PC who is a member of the University at Loftwick will receive access to two spells of his choice from the following list (SpC, circle spells selected): *caltrops, benign transposition, corrosive grasp, deep breath, wall of smoke, baleful transposition, cloud of bewilderment, inky cloud, acid breath, mass mage armor, nauseating breath, regal procession, translocation trick, wall of sand, wall of water, acid sheath, viscid glob, vitriolic sphere, g'elsewhere chant, heal animal companion, anarchic water, anarchic storm, axiomatic water, axiomatic storm, crawling darkness, delay disease, holy storm, faith healing.*

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 (all of the following):
- ❖ Arcane Scroll of Baleful Transposition (Adventure; SpC; Limit 5)
- ❖ Arcane Scroll of Benign Transposition (Adventure; SpC; Limit 5)
- ❖ Blessed Bandage (Adventure; Magic Item Compendium; Limit 5)
- ❖ Crimson Coat of Ilpharzz (Adventure; Complete Arcane; Limit 1)
- ❖ Elemental Gem, Earth (Adventure; Dungeon Master's Guide; Limit 3)
- ❖ Ingot of Starmetal (Adventure; Complete Arcane; Limit 1)
- ❖ Memento Magica, 1st Level (Adventure; MIC; Limit 1)
- ❖ Metamagic Rod, Substitution (Acid) (Adventure; MIC; Limit 1)

APL 4 (all of APL2 plus the following):
- ❖ Armband of Elusive Action (Adventure; MIC; Limit 1)
- ❖ Eternal Wand of Color Spray (Adventure; MIC; Limit 1)
- ❖ Wand of Magic Missile (CL 3rd; Adventure; DMG; Limit 1)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ Bead of Force (Adventure; Dungeon Master's Guide; Limit 3)
- ❖ Bracers of the Entangling Blast (Adventure; MIC; Limit 1)
- ❖ Safewing Emblem (Adventure; Magic Item Compendium; Limit 1)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ Arcane Scroll of Bands of Steel (Adventure; Spell Compendium; Limit 5)
- ❖ Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)
- ❖ Tanglepatch (Adventure; Magic Item Compendium; Limit 3)

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