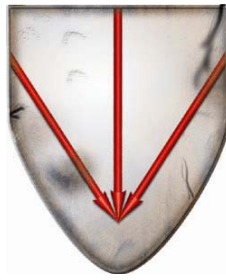




This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
YEO8-01 A Widow's Tears
A Regional Adventure
Set in the Yeomanry



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

Play Notes:

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



Adventure Record#

598 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

APL 10

max 1,350 xp; 2,300 gp

Cross out any game effects this character does not gain.

❖ **Collar of Resistance – Will:** This magical animal collar provides a wearer of animal intelligence with a +2 competence bonus to Will saves. Faint abjuration; CL 6th; Craft Wondrous Item, resistance; Price: 1,334 gp; Weight —.

❖ **Favor of the People of Woodsend – Repaid:** The people of Woodsend have not forgotten your selflessness, but still wish to repay you. Out of the graciousness of their heart, the people of Woodsend have gifted you with a chunk of rock. This rock was identified by a local druid as *adamantine*, and is sufficient in size to craft any one weapon, armor, or shield, or 50 bolts or arrows. Mark this favor as USED when the item is crafted.

❖ **Alternative Class Feature Training:** Having witnessed the following alternative class features in action, this PC can spend double the normal costs and time for retraining to experiment with and discover these alternative class features for themselves (as explained in the *Players Handbook II*). They must be the appropriate class and level to receive the option: APLs 4, 6, 8, 10 – Ranger (Distracting Attack), APLs 8, 10 – Hexblade (Dark Companion), Warmage (Eclectic Learning).

❖ **Friendship of the Free Squire:** Jayce Entrigal, Free Squire, has befriended this PC, and is willing to lend this PC a hand. As a Paladin of Delleb, Jayce enjoys research and study, as well as challenging tasks.

You may expend this favor to have Jayce take the time to track down any item to which the PC had access (Frequency: Adventure) within the last 13 ARs, effectively re-granting that access as of the AR this favor is expended. This costs 2 additional TUs for this PC.

If this PC is a member of the Yeomanry Military or Yeomanry Church of Seven Faiths, Jayce will put in a little more effort: this favor can be expended to go back up to 26 ARs.

If this PC has both the **Free Squire's Friendship** and the **Friendship of the Free Squire**, he can double the time amounts mentioned above for both ARs accessible and TU cost for this search.

This favor can only be spent to gain the boon above for this AR and the next three beyond it. After that, Jayce has been forced to move on to other duties. If the friendship benefit is NOT used within the next 3 adventures, it does not go away, but is not usable in this manner again until this PC once again encounters Jayce Entrigal.

After the favor is used, mark it as USED. However, the PC now owes Jayce a favor in return.

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):

- ❖ Brute Gauntlets (Adventure; Magic Item Compendium; Limit 1)
- ❖ Collar of Resistance - Will (Adventure; See Above; Limit 1)
- ❖ Divine Scroll of 2 Dawn Spells (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Babau Slime (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Deep Breath (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Delay Disease (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Wall of Smoke (Adventure; Spell Compendium; Limit 5)
- ❖ Electric Eel Elixir (Adventure; Magic Item Compendium; Limit 3)
- ❖ Revelation Crystal, Least (Adventure; Magic Item Compendium; Limit 1)

APL 4 (all of APL2 plus the following):

- ❖ Divine Scroll of Align Fang (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Crabwalk (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Rapid Burrowing (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Rhino's Rush (Adventure; Spell Compendium; Limit 5)
- ❖ Iron Ward Diamond, Least (Adventure; Magic Item Compendium; Limit 1)
- ❖ Revelation Crystal, Lesser (Adventure; Magic Item Compendium; Limit 1)

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

- ❖ Crystal of Return, Least (Adventure; Magic Item Compendium; Limit 1)
- ❖ Iron Ward Diamond, Lesser (Adventure; Magic Item Compendium; Limit 1)

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

- ❖ Bag of Endless Caltrops (Adventure; Magic Item Compendium; Limit 1)
- ❖ Belt of Growth (Adventure; Magic Item Compendium; Limit 1)
- ❖ Crystal of Arcane Steel, Least (Adventure; Magic Item Compendium; Limit 1)
- ❖ Crystal of Life Drinking, Lesser (Adventure; Magic Item Compendium; Limit 1)
- ❖ Divine Scroll of Girallon's Blessing (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Hypothermia (Adventure; Spell Compendium; Limit 5)
- ❖ Divine Scroll of Splinterbolt (Adventure; Spell Compendium; Limit 5)
- ❖ Ring of Silent Spells (Adventure; Magic Item Compendium; Limit 1)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ Ghoul Shell Armor (Adventure; Magic Item Compendium; Limit 1)
- ❖ Infinite Scrollcase (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

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