Living Greyhawk

This Record Certifies that

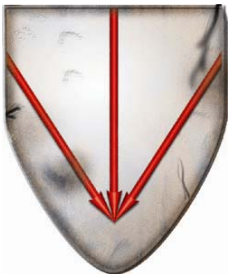
_____

Played by_____
Player RPGA #

Has Completed

YEO8-03 *Wanted: Citizen - Dead or Alive*

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#

598 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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

APL 12
max 1,575 xp; 3,300 gp

APL 14
max 1,800 xp; 6,600 gp

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

Cross out any game effects this character does not gain.

☛ **Gratitude of Aemos Farsh**: Free Captain of Battles Aemos Farsh thanks you for gaining intelligence on the giant camp without alerting them. He offers you access (Frequency: Regional) to purchase two of the following weapon special ability upgrades (circle the ones selected): *bane* (*giants*), *bane* (*outsiders, evil*), *sacred* (MIC), *sacred burst* (MIC).

Additionally, if you are a member of the Yeomanry military, he will vote for your promotion.

☛ **Gratitude of the Tancer Family**: For saving the life of Effram Tancer and returning him alive to his family, you have the gratitude of his family. For any adventure taking place in the vicinity of North Reach, the Tancer family will allow the PCs to stay at their farm (free Standard Lifestyle).

☛ **Favor of Spokesman Raquel Strongbow**: For helping rescue Effram Tancer, Raquel Strongbow offers you easier access to items (add Frequency: Regional to any access under **ITEMS FOUND DURING THE ADVENTURE** below).

If you are a member of the Yeomanry military, she will vote for your promotion.

If you are a Citizen of the Yeomanry, she offers you the services of her hirelings to make one upgrade to your land at half cost. If you have fully upgraded your parcel, she will have her hirelings employ yield improving techniques that will raise the maximum yield of your land by 5%.

☛ **Favor of Effram Tancer**: The popular former Serjeant will do all he can to help you.

If you are a member of the Yeomanry military, he will vote for your promotion.

If you are a member of the Yeomanry military and gained the **Gratitude of Aemos Farsh** and the **Favor of Spokesman Raquel Strongbow** on this Adventure Record, you may use their votes with Effram's to be promoted to the next higher military rank, regardless of time in rank requirements, unless you have an Adventure Record entry barring promotions. You cannot be promoted above the rank of Serjeant in this way. Your DM must annotate and sign your Yeomanry Military Certificate if you use their favors in this fashion.

Enmity of the Dark Stranger: The Dark Stranger made a bargain with you and you double-crossed him. This may have implications for the future.

☛ **Favor of the Dark Stranger**: You made a bargain with the Dark Stranger and fulfilled your end. You will be justly rewarded in the future.

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 6 (all of the following):
- ❖ *Electric Eel Elixir* (*Adventure*; MIC; *Limit 3*)
- ❖ *Infinite Scrollcase* (*Adventure*; MIC; *Limit 1*)
- ❖ *Large +1 Dragonhide Scale Mail* (*Adventure*; DMG)

APL 8 (all of APL 6 plus the following):
- ❖ *+1 Frost Composite Longbow* (*Adventure*; DMG)
- ❖ *Anklet of Translocation* (*Adventure*; MIC; *Limit 1*)
- ❖ *Skirmisher boots* (*Adventure*; MIC; *Limit 1*)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *Amulet of Teamwork* (*Adventure*; MIC; *Limit 1*)
- ❖ *Bands of Blood Rage* (*Adventure*; MIC; *Limit 1*)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *Amber Amulet of Vermin – Huge Monstrous Scorpion* (*Adventure*; MIC; *Limit 1*)
- ❖ *Bead of Force* (*Adventure*; DMG)
- ❖ *Boots of Big Stepping* (*Adventure*; MIC; *Limit 1*)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):
- ❖ *Belt of One Mighty Blow* (*Adventure*; MIC; *Limit 1*)
- ❖ *Boots of Speed* (*Adventure*; DMG)
- ❖ *Brute Gauntlets* (*Adventure*; MIC; *Limit 1*)
- ❖ *Horned Helm* (*Adventure*; MIC; *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