

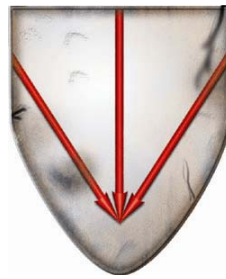


This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed

YEO5-02 Shield of Fury, Shield of Faith
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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 12

max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

☛ **Favor of Nanny Oggda Oakbessel:** For heeding the oracular musings of the beloved halfling cleric of Midfell, you have earned her favor.

☛ **Favor of Felk the Hill Giant:** Your actions have proven you a friend of Felk the hill giant. For helping to free and/or heal the hill giant, he has rewarded you with a small bone (whose origin you are leery of asking about). The bone is inscribed with Felk's personal rune.

☛ **Enmity of Felk the Hill Giant:** Your actions have proven you a foe of Felk the hill giant. By denying him assistance or by trying to harm or slay him, you have been named a giantfoe. This PC receives a -2 to all Cha-based checks with giants, starts all interactions with giants in the worst possible situation (i.e. hostile initial attitude towards the PC), and will be a primary target of any giant involved in combat with this PC and his party. The enmity remains until the PC finds some way to atone for his actions against Felk (contact the Yeomanry triad for details).

☛ **Giant's Potion of Cure Moderate Wounds.** This potion is gratefully given to this PC by the hill giant Felk. The potion bottle is larger than a wine bottle. If consumed in four individual swigs, each swig acts a *potion of cure moderate wounds*. If all four swigs are guzzled at once (full round action), the guzzle acts as if the PC had swallowed 4 *potions of cure moderate wounds* consecutively. Mark the swigs taken here: ✨ ✨ ✨ ✨. Faint Conjunction; CL 3rd; can't be crafted, Price: 1,200 gp, Weight: 0 lbs.

☛ **Fury:** Fury is an intelligent (see the *Dungeon Master's Guide*) +1 mithral heavy shield. Fury is Neutral Good, with Int 14, Wis 10, and Cha 14. It can speak Common, Ancient Suloise, and Old Oeridian, as well as communicate telepathically with its wielder. Fury has 120 ft. vision and hearing. It starts with an initial Ego of 6 and initial cost of 6,020 gp. Fury bonds with one and only one Good-aligned PC; so long as that person is alive, it will not willingly let anyone else wield it, initiating an ego conflict with any who try. Fury's primary motivation is to protect and heal the opponents of the evil wizard Asberdies and any of his minions.

This PC must pay the shield's initial cost of 6,020 gp to complete the bonding process and wield the shield. If this PC had insufficient funds to do so, he must temporarily surrender the shield to the Academy of Lore "for study and safe-keeping." The character can then "purchase" Fury following any future Yeomanry regional or Sheldomar Valley metaregional adventure.

This shield can not be upgraded normally. However, at the end of any Yeomanry adventure in which the PC and the shield have not had a personality conflict, the PC may purchase any of the following "upgrades" to the shield (cost to further "bind" the shield to the user):

- Fury can bless its allies 3/day (cost: 1,000 gp, +1 Ego).
- Fury can use *cure moderate wounds* (2d8+3) on wielder 3/day (cost: 6,500 gp, +1 Ego).
- Fury's enhancement bonus increases to +2 (cost: 3,000 gp, +1 Ego).
- Fury gains the *animated* shield special ability (cost: 12,000 gp, +2 Ego, must purchase enhancement bonus increase first).

At no time may two PCs at the same table both wield Fury in the same adventure. If both PCs own this shield, the DM must determine randomly which PC has the actual shield for the adventure and which one has an equivalent non-intelligent shield for the adventure.

Fury accompanies this PC for as long as it serves its mission against Asberdies. At some future time (as specifically noted in a Yeomanry adventure), the shield may choose to leave this PC to continue its mission with another individual.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 (all of the following):

- ☛ Bracers of Armor +2 (Adventure; *Dungeon Master's Guide*)
- ☛ Focusing Candle (Adventure; *Complete Adventurer*)
- ☛ Fury (Regional and Metaregional; See Above; Limit One)
- ☛ Giant's Potion of Cure Moderate Wounds (Regional; See Above; Limit One)
- ☛ Large Black Dragoncraft Hide Armor (Adventure; *Draconomicon*)
- ☛ Large Greatclub (Adventure; *Player's Handbook*)
- ☛ Ring of Counterspells (Adventure; *Dungeon Master's Guide*)
- ☛ Scarf of Warmth (Adventure; *Complete Adventurer*)

APL 6 (all of APL 4 plus the following):

- ☛ +2 Leather Armor (Adventure; *Dungeon Master's Guide*)
- ☛ Magic Sleeping Bag (Adventure; *Miniatures Handbook*)
- ☛ Masterwork Military Saddle (Adventure; *Complete Adventurer*)

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

- ☛ Amulet of Natural Armor +1 (Adventure; *Dungeon Master's Guide*)
- ☛ Badge of Valor (Adventure; *Complete Adventurer*)
- ☛ Vest of Resistance +1 (Adventure; *Complete Arcane*)

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

- ☛ +2 Chain Shirt (Adventure; *Dungeon Master's Guide*)
- ☛ Gloves of Fortunate Strike (Adventure; *Miniatures Handbook*)
- ☛ Medal of Gallantry (Adventure; *Complete Adventurer*)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

- ☛ +2 Spear (Adventure; *Dungeon Master's Guide*)
- ☛ Bracers of Armor +4 (Adventure; *Dungeon Master's Guide*)
- ☛ Brooch of Shielding (Adventure; *Dungeon Master's Guide*)
- ☛ Field Provisions Box (Adventure; *Miniatures Handbook*)
- ☛ Vest of Resistance +2 (Adventure; *Complete Arcane*)

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

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