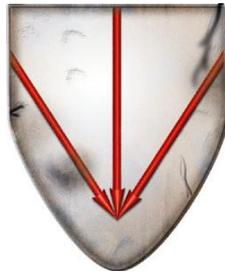




This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Squeal Like a Pig
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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 400 gp

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

☛ **Contact: Sherman of Trithereon**

You have discovered a friend and ally in your bid to create safe passage for refugees fleeing from more repressive societies to the south and east. This contact thus provides you the following benefit:

Should you desire a cleric to cast a divine spell for you, you can ALWAYS use Sherman—in other words, the 20% chance of cleric unavailability is waved (see rules for Hounds and Falcons of Trithereon). Furthermore, any Influence Point requirements for such spells are waived. However, Sherman can only cast spells up to 5th level. All other rules (including gp requirements) still apply.

This contact is ONLY available to Hounds and Falcons of Trithereon.

☛ **Ally: The Broken Tooth Clan**

Because of your heroic deeds, the Broken Tooth orcs have befriended you and call you 'brother.' You are granted membership in their clan. In game terms, all orcs encountered within the Yeomanry begin with an attitude of 'neutral' towards you unless it was friendlier to begin with.

☛ **Citizenship Potential**

This half-orc PC has had his citizenship restriction lifted by the Freeholder himself. He/she is now eligible to achieve Citizen status, and all of the benefits that come therewith.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2 and 4:

- ❖ Crystal Ball with Telepathy (Adventure, DMG)
- ❖ Arcane Scroll of Dimension Door (Adventure, 7th level caster, DMG)
- ❖ Wand of Magic Missile (Adventure, 3rd level caster, DMG)

APL 6 (APL 2 and 4 Items plus):

- ❖ Wand of Magic Missile (Adventure, 5th level caster, DMG)

APL 8 (APL 2 and 4, 6 Items plus):

- ❖ Wand of Magic Missile (Adventure, 7th level caster, DMG)
- ❖ Cloak of Resistance +2 (Adventure, DMG)

APL 10 (APL 2 and 4, 6, 8 Items plus):

- ❖ Wand of Magic Missile (Adventure, 9th level caster, DMG)
- ❖ Headband of Intellect +2 (Adventure, DMG)

APL 12 (APL 2 and 4, 6, 8, 10 Items plus):

- ❖ Headband of Intellect +4 (Adventure, DMG)

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