Living Greyhawk

This Record Certifies that

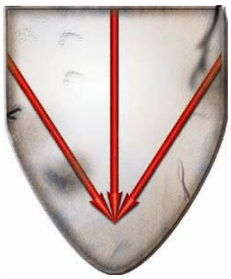
_____

Played by_____
Player RPGA #

Has Completed

YEO6-01 *Night, Knight*

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#

596 CY

ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

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.

Working on the Chain Gang: For crimes against the Yeomanry and its citizens, this PC has been impressed into a work camp. The duration of the stay is 8 TU per slain Yeomanry militiaman and 4 TU per wounded Yeomanry militiaman. Record the number of TUs this PC is sentenced to here: _____ TUs in Work Camp. PCs can choose to escape at any point after half the TUs have been served; however, they are thereafter a wanted fugitive in the Yeomanry and are subject to arrest and imprisonment in any future Yeomanry adventures. The chance of being identified and arrested is a level check versus DC 20. A result equal to or exceeding the DC means the character is re-arrested and re-imprisoned for the full sentence again.

Yeomanry Influence with the Order of Freeknights: This PC has earned 1 Influence Point in the Yeomanry. This influence can be saved to use at a later date or can be used to gain access to purchase an upgrade of a single weapon, shield or suit of armor from +1 to +2 or from +2 to +3 enhancement bonus.

Promotion to Free Guard: This PC has demonstrated the highest respect for the laws of the Yeomanry and for the ideals of the Free Knights. As such, this PC has been granted the position of Free Guard, in service to a Free Squire, who in turn serves a Free Knight. Benefits and requirements of membership will be detailed at a later date, but this alone provides the PC with a +2 circumstance bonus to Intimidate, Gather Information, and Diplomacy checks made to influence any Yeomanry residents. Contact the Yeomanry Triad for further details.

Ring of the Silver Tongue: This small silver ring is shaped like a serpent coiling around the wearer's finger. It continually grants the wearer a +5 competence bonus on Bluff checks.

Faint enchantment; CL: 5th; *Prerequisites*: Forge ring, creator must have 5 ranks in the Bluff skill; *Price*: 2,500gp.

Silver Service Spear: Any member of the Yeomanry Military or clergy member of the Church of Seven Faiths who chooses to spend an additional 2 TUs helping to stop the diseases in Burn and restore order there will be decorated with a *Silver Service Spear*, a Yeomanry commendation for meritorious service above and beyond the call of duty. The *Silver Service Spear* counts as 2 Influence Points in the Yeomanry that can be used either together or separately. This PC is also given access (Frequency: Regional) to purchase one of the following items from their organization's treasury/storehouse. PCs can only receive the benefits of one organization, regardless of potential membership in both (circle one selected): Military – *Keoghtom's ointment* or *periapt of health*; Church – *lesser strand of prayer beads* or *pearl of power* (3rd level spell).

The Blade of Manx Cooperson: There are none who will purchase this vile blade. Circle who the PCs give the blade to; this determines what item they gain access (Frequency: Regional) to purchase: the Free Knights [*scabbard of keen edges*], the Yeomanry Military [*scabbard of keen edges*], the College of High Magic [*metamagic rod, empower, lesser*], the Academy of Lore [*ioun stone, dusty rose prism*], the Church of Seven Faiths [*horn of goodness*], no one (party keeps it) [the *unholy greatsword* itself], other group: _____ [no access gained].

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):
- ❖ +1 *Unholy Greatsword* (Adventure; Dungeon Master's Guide)
- ❖ +2 *Full Plate* (Adventure; Dungeon Master's Guide)
- ❖ *Bag of Holding, Type I* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of the Silver Tongue* (Adventure; See Above)
- ❖ *Wand of Cure Light Wounds* (CL 1st; Adventure; Dungeon Master's Guide)

APL 8 (all of APL 6 plus the following):
- ❖ *Cloak of Resistance* +2 (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ +1 *Vicious Unholy Greatsword* (Adventure; Dungeon Master's Guide)
- ❖ +2 *Breastplate* (Adventure; Dungeon Master's Guide)
- ❖ *Bag of Tricks, Gray* (Adventure; Dungeon Master's Guide)
- ❖ *Elemental Gem, Water* (Adventure; Dungeon Master's Guide)
- ❖ *Potion of Barkskin* +4 (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ +1 *Spell Storing Dagger* (Adventure; Dungeon Master's Guide)
- ❖ +1 *Vicious Frost Unholy Greatsword* (Adventure; Dungeon Master's Guide)
- ❖ +2 *Studded Leather* (Adventure; Dungeon Master's Guide)
- ❖ *Circlet of Persuasion* (Adventure; Dungeon Master's Guide)
- ❖ *Horn of Fog* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Feather Falling* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Protection* +2 (Adventure; Dungeon Master's Guide)

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