Living Greyhawk

This Record Certifies that

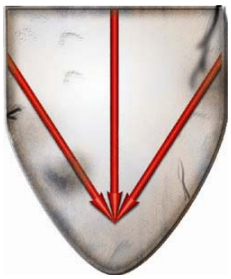
_____

Played by_____
Player RPGA #

Has Completed

YEO5-01 *Attack Dogs*

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#

595 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.

☛ **Favor of the Followers of Trithereon**: You have gained the respect of the Hounds and Falcons of Trithereon for your deeds. They will remember your actions and will be willing to assist you in the future.

☛ **Greater Favor of the Followers of Trithereon**: Your deeds on behalf of the Hounds and Falcons of Trithereon have earned you great renown. They will remember your actions and will be willing to assist you in the future. You have a +2 circumstance bonus to all Cha-based checks when dealing with worshippers of Trithereon in the Yeomanry for one year from the date on this AR.

☛ **Infamy with the Followers of Trithereon**: Due to your actions, you have become known to the Followers of Trithereon in a manner you'd probably rather not. You must show this AR in any event or encounter in which you deal with a Hound or Falcon of Trithereon, or any cleric of that deity. To determine if they recognize you, he or she must make an Intelligence check (DC 15) with a +2 circumstance bonus if inside the Yeomanry and with a +2 synergy bonus if the individual in question possesses 5 or more ranks in Knowledge (religion). If the individual recognizes you, you suffer a –2 circumstance penalty to all Charisma-based checks with that individual (and any other worshipper of Trithereon he or she might inform). The following NPCs AUTOMATICALLY make this check: Arvin Quincannon. In no case will an NPC worshipper of Trithereon who recognizes you aid you.

☛ **Greater Infamy with the Followers of Trithereon**: Due to your actions, you have become known to the Followers of Trithereon in a manner you'd probably rather not. You must show this AR in any event or encounter in which you deal with a Hound or Falcon of Trithereon, Knight of the Chase, Holy Liberator, or any cleric of Trithereon. To determine if they recognize you, he or she must make an Intelligence check (DC 15) with a +2 circumstance bonus if inside the Sheldomar Valley Metaregion (+4 in the Yeomanry itself) and with a +2 synergy bonus if the individual in question possesses 5 or more ranks in Knowledge (religion). If the individual recognizes you, you suffer a –4 circumstance penalty to all Charisma-based checks with that individual (and any other worshipper of Trithereon he or she might inform). The following NPCs AUTOMATICALLY make this check: Arvin Quincannon. In no case will an NPC worshipper of Trithereon who recognizes you aid you, and they are likely to attempt to hinder you if they can.

☛ **Blessing of the Summoner**: You are a devout follower of Trithereon, and your great deeds have been noticed by him. As a sign of his blessing, a mark in the shape of the Rune of Pursuit has spontaneously appeared upon your forearm. Any worshipper of Trithereon will recognize it for what it is and be eager to aid you in whatever way they can. Should you ever behave in a manner not in keeping with the dogma and tenets of Trithereon, this mark will vanish.

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 Mithral Breastplate* (Adventure; DMG)
- ❖ *+1 Mithral Chain Shirt* (Adventure; DMG)
- ❖ *+2 Dragonhide Breastplate* (Adventure; DMG)
- ❖ *Brooch of Shielding* (Adventure; DMG)
- ❖ *Heward's Handy Haversack* (Adventure; DMG)
- ❖ *Masterwork Adamantine Greatsword* (Adventure; DMG)
- ❖ *Necklace of Fireballs, Type II* (Adventure; DMG)

APL 8 (all of APL 6 plus the following):
- ❖ *+1 Adamantine Greatsword* (Adventure; DMG)
- ❖ *+1 Heavy Mithral Shield* (Adventure; DMG)
- ❖ *Keoghtom's Ointment* (Adventure; DMG)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *+2 Shadow Silent Moves Mithral Chain Shirt* (Adventure; DMG)
- ❖ *Periapt of Wisdom +4* (Adventure; DMG)
- ❖ *Ring of Energy Resistance, Minor – Electricity* (Adventure; DMG)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *+1 Deadly Precision Rapier* (Adventure; Complete Adventurer)
- ❖ *Belt of Giant Strength +4* (Adventure; DMG)
- ❖ *Choker of Eloquence, Lesser* (Adventure; DMG)
- ❖ *Ioun Stone, Incandescent Blue Sphere* (Adventure; Complete Adventurer)
- ❖ *Strand of Prayer Beads, Lesser* (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