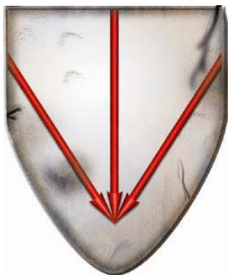
Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
YEO6-05 *The Menagerie*
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 2
max 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

APL 6
max 900 xp; 900 gp

APL 8
max 1,125 xp; 1,300 gp

Cross out any game effects this character does not gain.

☛ **Favor of Professor Edward Guillory**: You have uncovered the fate of the lost Dustdigger Expedition and rediscovered the location of the Keeper's Menagerie. As a reward he has arranged for you to have access (Frequency: Adventure) to purchase the following items: *bag of holding (type I or II), chime of opening, ring of feather falling, rod of metal and mineral detection.* Students or graduates of the Academy of Lore get access (Frequency: Regional) instead.

☛ **Influence with the Academy of Lore**: For returning Jacobsen's journal to the Academy, you gain one Dustdigger Influence Point.

☛ **UnderOerth Portal**: You have discovered an UnderOerth Portal. The benefit of this may be revealed at a later date.

☛ **Dragonskin**: You managed to pull the skin off the fake dragon and discovered it is actual red dragon hide. You may choose to sell the skin for 300 gp or you can find a skilled Yeoman tanner to make a set of masterwork dragonhide banded mail for you from the dragon skin. Getting the armor made will cost you 1 additional TU and 400 gp for the labor (Small or Medium sized armor only). Mark this favor as USED when it is spent.

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 2 (all of the following):
- ❖ *Balance Pole (Adventure; Complete Adventurer)*
- ❖ *Goggles of Minute Seeing (Adventure; Dungeon Master's Guide)*
- ❖ *Heward's Handy Haversack (Adventure; Dungeon Master's Guide)*
- ❖ *Rope of Climbing (Adventure; Dungeon Master's Guide)*
- ❖ *Vest of Escape (Adventure; Dungeon Master's Guide)*

APL 4 (all of APL 2 plus the following):
- ❖ *Mancatcher (Adventure; Complete Warrior)*

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Masterwork Longspoon Thieves Tools (Adventure; Complete Adventurer)*

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Bracers of Armor +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