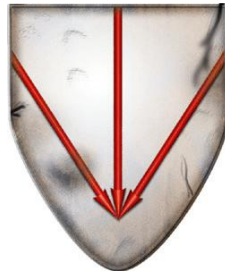




## This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

### Has Completed Dust to Dust 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#

**594 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**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.

#### ☛ Huecuva Blight

Your PC has been infected with disease called huecuva blight. The incubation period is one day; at the end of that time, the disease deals 1d2 points of Str and Con damage. An infected PC must make a saving throw (Fort DC 14) each day thereafter or take another 1d2 points of Str and Con damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Con (and dies), makes two consecutive successful saves (and is thus cured), or receives magical treatment (such as a *remove disease* spell).

If the PC lacks the ability to cure himself (spells or the jar of Keoghtom's ointment in this adventure), he may travel to a shrine dedicated to the Church of Seven Faiths in Farvale (2 days away on foot, 1 day mounted) or to any of the temples of the prevalent Yeomanry faiths in Loftwick (3 days away on foot, 2 days mounted) to purchase a cure. Travel to either town will require an additional 1 TU expenditure by this PC and any others that accompany him, and will require the diseased PC to make additional Fort saves each day. Purchasing a *remove disease* spell in the Yeomanry requires an expenditure of Influence Points with the relevant church and a successful Cha check (DC 8), as well as 150 gp, unless the PC is a member of that church's meta-organization (see the Player's Guide to the Yeomanry for more details). PCs wishing to expend Influence Points on behalf of another must accompany them on this trip.

Alternatively, this PC can attempt to overcome the disease with bed rest (with or without the assistance of a healer). The infected PC has to make the required Fort save each day, and a PC healer can make a Heal check each day; the PC may use the better of the two rolls to try to beat the blight's DC of 14. Each week (or part thereof) the PC and the PC healer spend battling the disease costs 1 additional TU.

#### ☛ Favor of the Watchers of the Stone

For efforts on their behalf, this PC has earned the favor of the Watchers of the Stone. The PC has access (Frequency: Any) to purchase one, and only one, upgrade to an *amulet of health*, *belt of giant strength*, *gloves of dexterity*, *headband of intellect*, *peripart of wisdom*, or *cloak of charisma*, from +2 to +4 (except for the belt) or from +4 to +6. The PC need only pay the difference in price for the upgrade. Once the single upgrade is purchased, this favor is consumed (and should be marked as used). If the PC is not a resident of the Yeomanry, using this favor costs 1 TU.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6:

- ❖ Clear Spindle Ioun Stone (Adventure, DMG)
- ❖ Keoghtom's Ointment (Adventure, DMG)
- ❖ Phylactery of Faithfulness (Adventure, DMG)

APL 8 (APL 6 Items plus):

- ❖ Circlet of Blasting, Minor (Adventure, DMG)
- ❖ Cloak of Elvenkind (Adventure, DMG)
- ❖ Scarab, Golembane (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- ❖ Divine Scroll of Summon Monster IV (Adventure, 7<sup>th</sup> level caster, DMG)
- ❖ Horn of Goodness/Evil (Adventure, DMG)
- ❖ Lens of Detection (Adventure, DMG)
- ❖ Potion of Cure Serious Wounds (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)
- ❖ Rod, Immovable (Adventure, DMG)

APL 12 (APL 6, 8, 10 Items plus):

- ❖ Amulet of Health +2 (Adventure, DMG)
- ❖ Amulet of Natural Armor +2 (Adventure, DMG)
- ❖ Divine Scroll of Summon Monster V (Adventure, 9<sup>th</sup> level caster, DMG)
- ❖ Pink and Green Sphere Ioun Stone (Adventure, DMG)
- ❖ Spined Shield (Adventure, DMG)
- ❖ 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

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

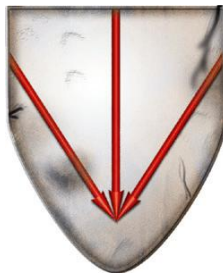
FINAL XP TOTAL



## This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

**Has Completed *Dust to Dust*  
A Regional Adventure  
Set in the Yeomanry  
And Gained Access to *Ghostrender***



### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



**594 CY  
ADVENTURE**

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

### Ghostrender

Ghostrender is an intelligent (see the DMG) +1 cold iron longsword. Ghostrender is Neutral Good (and counts as good for the purposes of DR), with Int 14, Wis 14, and Cha 10. It can speak Common, Ancient Suloise, and Old Oeridian, as well as communicate telepathically with its wielder. Ghostrender has 120 ft. vision and hearing. It starts with an initial Ego of 5 and initial cost of 8,330 gp. Ghostrender bonds with the first Good PC that touches it that doesn't already own an intelligent item. If no PC of this type touches it, the sword will not stay with any of the PCs and is not available after the adventure ends; it will initiate a personality conflict with anyone else that tries to wield it. The sword's primary motivation is to fight and defeat the evil wizard Asberdies and any of his minions. The sword will initiate a personality conflict anytime the PC refuses to engage Asberdies or his minions. The sword will also insist that it be the primary weapon of its owner (although it will not initiate a personality conflict over this unless there is no reasonable reason for the PC not to use it as the primary weapon).

This PC must pay the sword's initial cost of 8,330 gp to complete the bonding process and wield the sword. If this PC had insufficient funds to do so, he must temporarily surrender the sword to the Academy of Lore "for study and safe-keeping." The character can then "purchase" Ghostrender following any future Yeomanry regional adventure.

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

- Ghostrender can *bleed* its allies 3/day (cost: 1,000 gp, +1 Ego).
- Ghostrender can use *detect magic* at will (cost: 3,600 gp, +1 Ego).
- Ghostrender gains the *ghost touch* weapon special ability (cost: 8,000 gp, +1 Ego).
- Ghostrender gains the *holy* weapon special ability (cost: 26,000 gp, +2 Ego, must purchase *ghost touch* above first).

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

Ghostrender 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 sword may choose to leave this PC to continue its mission with another individual.



TU REMAINING

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ Ghostrender (Regional – Limit One, see above)

### Items Sold


Total Value of Sold Items

Add ½ this value to your gp value

GP

Starting GP

+

GP

GP Gained

GP

Subtotal

-

GP

GP Spent

GP

### Items Bought


Total Cost of Bought Items

Subtract this value from your gp value

FINAL GP TOTAL

XP

FINAL XP TOTAL