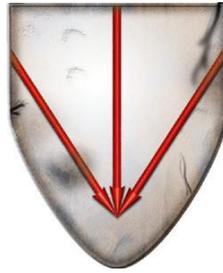




This Record Certifies that

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

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
 (CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____
 Signature _____ RPGA # _____

Home Region _____

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.

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

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, 7th 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, 9th 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

Subtotal

GP

FINAL GP TOTAL

