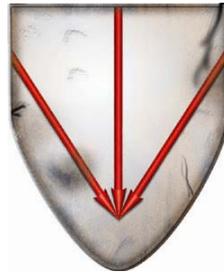




This Record Certifies that



Play Notes:

- Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#
595 CY
ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Played by Player RPGA #

Has Completed
YEO5-04 Prophecies of Ash
A Regional Adventure
Set in the Yeomanry

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.

Lost in the Underoerth: You have become lost in the deep Underoerth. You must spend 4 additional TUs finding you way back to the surface of Oerth. You do not need to pay upkeep costs for these TUs. You receive no xp or gp from this adventure from the point at which you disappeared on. However, your time in the Underoerth is not totally wasted. Your experience grants you the following benefits: a +2 competence bonus on Knowledge (dungeoneering) and Survival checks when dealing with the Underoerth, and you now meet the great trial special requirement for the Dungeon Delver prestige class.

Filth Fever: You have become infected with filth fever (Dungeon Master's Guide, page 292). As of the end of this adventure, you have completed the incubation period and will suffer damage (1d3 Dex, 1d3 Con) each day you fail a DC 12 Fort save to fight off the infection. Two consecutive days of successful saves kills the infection. Otherwise, this PC needs a remove disease spell, or similar effect, to cure his condition.

Favor of the Watchers of the Stone: For efforts on their behalf, this PC has earned a favor with the Watchers of the Stone. This favor may be redeemed to gain access (Frequency: Adventure) to purchase one of the following weapon special ability upgrades (circle one chosen): brilliant energy, disruption, ghost touch, holy. If this PC is not a resident of the Yeomanry, redeeming this favor costs 1 additional TU. Mark this favor as USED when it is redeemed.

Favor of Twillo of the Svirfneblin: By eliminating several monsters of the Underoerth that posed a threat to his people, this PC has earned a favor with Twillo of the Svirfneblin. Twillo is not in a position to help the PCs at this moment, but he will remember their actions. This favor may be of use at a future time.

Gnome Vale Blue Gemstone: A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one Gnome Vale blue gemstone.

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:

- Boots of Elvenkind (Adventure; Dungeon Master's Guide)
Cloak of Elvenkind (Adventure; Dungeon Master's Guide)
Quiver of Ehlonna (Adventure; Dungeon Master's Guide)
Twin Dooms (Regional and Metaregional; See Special AR; Limit One)

APL 8 (all of APL 6 plus the following):

- Swordbow (Adventure; Races of the Wild)
Swordbow, Great (Adventure; Races of the Wild)
Swordbow, Light (Adventure; Races of the Wild)

APL 10 (all of APLs 6, 8 plus the following):

- Belt of Hidden Pouches (Adventure; Races of the Wild)
Boots of Striding and Springing (Adventure; Dungeon Master's Guide)
Survival Pouch (Adventure; Races of the Wild)

APL 12 (all of APLs 6, 8, 10 plus the following):

- Goggles of Night (Adventure; Dungeon Master's Guide)
Periapt of Wound Closure (Adventure; Dungeon Master's Guide)
Ring of Spell Storing, Minor (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 1/2 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

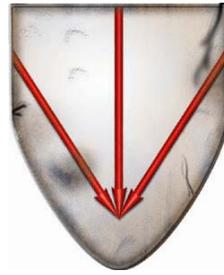
GP GP Spent

GP FINAL GP TOTAL

## This Record Certifies that

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

**Has Completed** YEO5-04 *Prophecies of Ash*  
**A Regional Adventure**  
**Set in the Yeomanry**  
**And Gained Access to *Twin Dooms***



### Play Notes:

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

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



Adventure Record#

**595 CY**  
**ADVENTURE**

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

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

### *Twin Dooms*

*Twin Dooms* is an intelligent (see the *Dungeon Master's Guide*) +1 adamantine longspear. *Twin Dooms* is Neutral Good, with Int 10, Wis 12, and Cha 12. It can only communicate with its owner empathically. *Twin Dooms* has 30 ft. vision and hearing. It starts with an initial Ego of 3 and initial cost of 6,305 gp. *Twin Dooms* bonds with one and only one Good-aligned PC; so long as that person is alive, it will not willingly let anyone else wield it, initiating an ego conflict with any who try. *Twin Dooms'* primary motivation is to fight and defeat the evil wizard Asberdies and any of his minions.

This PC must pay the longspear's initial cost of 6,305 gp to complete the bonding process and wield the spear. If this PC had insufficient funds to do so, he must temporarily surrender the shield to the Academy of Lore "for study and safe-keeping." The character can then "purchase" *Twin Dooms* following any future Yeomanry regional or Sheldomar Valley metaregional adventure.

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

- *Twin Dooms* can use *spiritual weapon* on an enemy 3/day at CL 3<sup>rd</sup> (cost: 6,500 gp, +1 Ego). *Twin Dooms* directs its *spiritual weapon* (a longspear, of course) as a free action and will move it, whenever possible, to provide its wielder and the *spiritual weapon* a flanking bonus against the opponent (a special ability of *Twin Dooms'* *spiritual weapon* that only works in conjunction with attacks by its wielder). *Twin Dooms* can only have one *spiritual weapon* in effect at a given time.
- *Twin Dooms'* enhancement bonus increases to +2 (cost: 6,000 gp, +1 Ego).
- *Twin Dooms* gains the *bane* (*constructs*) weapon special ability (cost: 10,000 gp, +1 Ego, must purchase enhancement bonus increase first).
- *Twin Dooms* gains the *magebane* (*Complete Arcane*) weapon special ability (cost: 14,000 gp, +1 Ego, must purchase enhancement bonus increase and *bane* ability first).

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

*Twin Dooms* 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 spear may choose to leave this PC to continue its mission with another individual.



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL