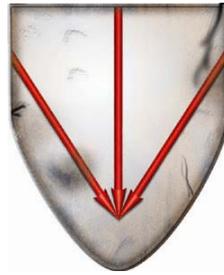




This Record Certifies that



Play Notes:

- Gained a level
- 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 YEO5-06 Broken Spear
A Regional Adventure
Set in the Yeomanry
And Contracted Construct Contagion

Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #

APL 4

↗ Curse – Construct Contagion

This PC suffered a serious blow (one that was a critical hit, one for massive damage, or one that put the PC's hp total below zero) from an "infected" construct and has been cursed with construct contagion (it is not a disease, despite the name and use of the word infected).

APL 6

The constructs in this adventure cause the clay/iron (circle one) version of this infection. The initial infection causes random parts of this PC's body to transform into bits of clay/iron (circle one).

APL 8

This first stage grants a +2 natural armor bonus and a -2 penalty to Charisma. Each time this PC is struck with a critical hit, a blow for massive damage, or has his hp total reduced below zero, they must make a Fort save (DC 12 + the APL this adventure was played at). If they fail the save, check one of the boxes below; this indicates the contagion has advanced in intensity, transforming more of your body into a construct (although you do not assume the construct type yet). Each advance further affects the abilities of the curse victim:

APL 10

- Second Stage: -2 penalty to Dexterity.
- Third Stage: -10 ft. penalty to Speed (-5 ft. penalty for Small PCs).
- Fourth Stage: healing spells cast on this PC are only half as effective with regards to curing hp damage.
- Final Stage: PC becomes a construct - contact the Yeomanry Triad (see below).

APL 12

If the curse progress through all four check boxes, this PC is completely transformed by the curse. At that point, your PC is removed from play until you receive documentation for the completed transformation from the Yeomanry Triad.

This curse can currently only be removed by a *remove curse*, *break enchantment*, *miracle*, or *wish* spell from a caster of 17th level or higher. However, there may be other means to remove this curse that this PC may discover in future Yeomanry adventures.



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL