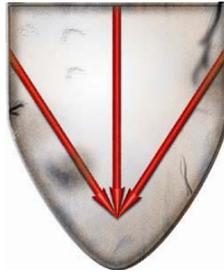




This Record Certifies that

Played by _____
Player RPGA #

Has Completed
YEO8-05 Finders Keepers
A Regional Adventure
Set in the Yeomanry



Event: _____ Date: _____
DM: _____ Signature RPGA #

Play Notes:
 Gained a level
 Lost a level
 Ability Drained _____
 Died
 Was raised/res'd
 Was reincarnated

Home Region _____



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

APL 4
max 675 xp; 650 gp

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.

Taking Something Extra: This PC took something extra from the Inner Sanctum of the University of Loftwick library. This something extra is presumed to be some archaic spell book. This PC can choose to either sell the book for 1,000 gp or peruse it for personal use, in which case the character receives access to one non-Closed spell that they are already high enough level to cast from the *Player's Handbook* or the *Spell Compendium*. The selected spell is to be listed here: _____.

Wanted by the Yeomanry: For stealing books from the Inner Sanctum of the University of Loftwick, this PC is wanted by the Yeomanry for prosecution. All upkeep costs in the Yeomanry are increased by one step for this PC, and no further influence in the Yeomanry can be gained by this PC. Any land owned by this PC is confiscated by the government. Likewise, all Gather Information rolls made in the Yeomanry suffer a -4 circumstance penalty, as the PC must be more surreptitious in gaining information.

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

This first stage grants a +2 natural armor bonus and a -2 penalty to Cha. 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:

- Second Stage: -2 penalty to Dex.
- Third Stage: -10 ft. penalty to Speed (-5 ft. 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).

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
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 4 (all of the following):
 - ❖ Boots of Skating (Adventure; MIC; Limit 1)
- APL 6 (all of APL 4 plus the following):
 - ❖ Bracers of Repulsion (Adventure; MIC; Limit 1)
- APL 8 (all of APLs 4, 6 plus the following):
 - ❖ Goggles of Lifesight (Adventure; MIC; Limit 1)
- APL 10 (all of APLs 4, 6, 8 plus the following):
 - ❖ Helm of Battle (Adventure; MIC; Limit 1)
- APL 12 (all of APLs 4, 6, 8, 10 plus the following):
 - ❖ Necklace of Warning (Adventure; MIC; Limit 1)

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