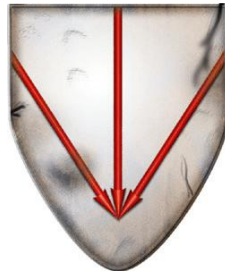




This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
YEO4-06 By Brick and Mortar
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 # _____



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.

✦ Favor of Grosspokesman Jalandri Silbrendas

In reward for your risk of life and limb in discovering and countering the recent threat to the Yeomanry, this PC has earned the favor of Jalandri Silbrendas, Grosspokesman of Loftwick.

For one calendar year from the date on this AR, this PC enjoys the following benefits while in Loftwick: free Rich upkeep and a 10% discount to purchases of mundane equipment from the PH.

✦ Cursed Item – Ring of Asberdies

This PC took the ring of Asberdies and placed it on her finger, so that her party could escape the bolthole. Sadly, the wearer of this ring is now an unwitting agent of Asberdies. This ring is cursed, and the wearer can only remove it after a *remove curse*, *break enchantment*, *miracle*, or *wish* spell is cast upon it by a caster of 17th level or higher. Until then, this PC may find themselves used as a pawn by the powerful Archmage. Also, this PC suffers a -2 penalty to all saves against mind-affecting spells and effects while wearing the ring.

✦ Sheaf of Pages from the Book of the Binders

This PC recovered a sheaf of pages from the *Book of the Binders*. When the book was sundered, these pages were left behind. They are torn, ripped, scorched, and outright burned in places, reducing their value considerably. The pages are covered in arcane runes and magical writings. A PC that can read magic or Decipher Script (DC 30) can read what remains of the pages. The book, created by the Archmage Asberdies, was such a powerful item, that even the sheaf of pages this PC recovered are tainted by its evil; this PC radiates a faint evil aura as long as he carries this sheaf, even if it is in an extradimensional space.

If this PC studies the sheaf for four unbroken hours, he gains a +5 insight bonus to their next Spellcraft or Knowledge (arcana) check. The sheaf can be studied again after the bonus is used to gain another bonus; each bonus requires four hours of unbroken study.

If this PC is an arcane spellcaster, studying the sheaf leads the PC into new insights of spell research. This PC, after each new level gained as an arcane spellcaster, may choose an arcane spell from the limited list in the LGCS and gain it (if a sorcerer or bard) or scribe it into their spellbook at half the normal cost (if a wizard). The PC may gain a maximum of three new spells this way, mark the spells gained below:

✦ 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 thus this PC 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 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 20 + 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 effects the abilities of the curse victim:

- ☐ Second Stage: -2 penalty to Dexterity
- ☐ Third Stage: -10 ft. penalty to Speed
- ☐ 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.

✦ Favor of Chief Librarian Haladaras

For your efforts in helping the Library of the University of Loftwick, this PC has earned Chief Librarian Haladaras' favor. On any adventure set in the Yeomanry where the PC has time to visit Haladaras in Loftwick, this PC can call on Haladaras, and his vast knowledge of the holdings in the Library, to assist the PC in researching a question in any area of knowledge or profession. The research, which takes two hours of time in the Library, grants this PC a +10 circumstance bonus to the Knowledge or Profession check for which this PC was researching. This favor may be used three times (check the boxes as used) before the favor is consumed:

☐ ☐ ☐

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 6:

- ❖ Elixir of Fire Breath (Adventure, DMG)
- ❖ Metamagic Rod, Maximize, Lesser (Adventure, DMG)
- ❖ Pipes of Sounding (Adventure, DMG)
- ❖ Ring of Spell Storing, Minor (Adventure, DMG)
- ❖ Silversheen (Adventure, DMG)

APL 8 (APL 6 Items plus):

- ❖ Bag of Holding – Type I (Adventure, DMG)
- ❖ Horn of Fog (Adventure, DMG)
- ❖ Rope of Climbing (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ Circlet of Persuasion (Adventure, DMG)
- ❖ Ring of Blinking (Adventure, DMG)
- ❖ Stone Salve (Adventure, DMG)
- ❖ Vest of Escape (Adventure, DMG)

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

- ❖ Boots of Striding and Springing (Adventure, DMG)
- ❖ Periapt of Health (Adventure, DMG)
- ❖ Pipes of Haunting (Adventure, DMG)
- ❖ Ring of Protection +2 (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