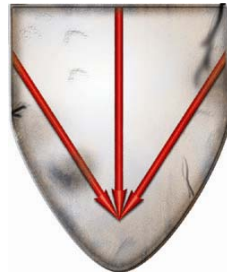




This Record Certifies that

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 _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

595 CY
ADVENTURE

● *Twin Dooms*

Twin Dooms is an intelligent (see the *Dungeon Master's Guide*) +1 adamantite 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 3rd (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