



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed Home Play Version of
Dust of the Dead World
A Core Special Adventure
Set on the world of Mylceres



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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 1,600 gp

APL 6

max 900 xp; 1,800 gp

APL 8

max 1,125 xp; 2,250 gp

APL 10

max 1,350 xp; 3,100 gp

APL 12

max 1,575 xp; 4,000 gp

Cross out any game effects this character does not gain.

☛ **The Boon of K'dyka:** K'dyka, the thri-kreen holy relic, has granted you a blessing for your efforts for her people. You may save this boon to use at the time of your choosing (as a free action) at which point it is voided. The boon, when used, grants any one of the following: a +20 insight bonus to any skill or ability check, a +10 insight bonus to AC or one saving throw for a single round, or a +20 bonus to a single attack roll. The boon must be used before the roll it is meant to apply to is made.

☛ **Gythka:** This Large exotic melee double weapon is a polearm with a blade at each end. The wielder can fight with it as if fighting with two weapons, but doing so incurs all the normal attack penalties associated with fighting with two weapons, as if the wielder had a one-handed weapon and a light weapon. A thri-kreen who has the Multiweapon Fighting feat can wield two gythkas at once as double weapons because of its four arms. Each end of a gythka deals 1d8 damage. Each end is a slashing weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 20. Market Price: 60 gp; Weight: 25 lbs.

☛ **Chatkcha:** This Medium-sized exotic ranged weapon is a crystalline throwing wedge. Its sheer weight makes it unwieldy in the hands of those not proficient with it. A chatkcha deals 1d6 points of piercing damage and has a range increment of 20 feet. It deals double damage on a critical hit and threatens a critical hit on an attack roll of 20. Market Price: 1 gp; Weight: 3 lbs.

☛ **Moonsilver Shard:** This silvery dart turns into a small bolt of magical force when thrown and unerringly strikes its target for 1d4+1 points of damage. Once thrown, a moonsilver shard behaves in all manners like a dart from the *magic missile* spell, except that it has an effective range of 150 feet. Attempting to throw a moonsilver shard at a target beyond this range cause the dart to transform and then dissipate harmlessly. A moonsilver shard vanishes after one use. Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, magic missile; Market Price: 50 gp; Weight: .5 lbs.

☛ **Dimensional Prism:** This translucent and oddly shaped prism seems to fade in and out of existence when seen in daylight. The prism grants *see invisibility* when looked through. When shattered (requiring a DC 15 Strength check), the crystal releases a greenish burst of energy. Any creatures within 30 feet that are on nearby transitive planes such as the Astral Plane, Ethereal Plane, or Plane of Shadow (including those using spells such as *blink*, *maze*, or *shadow walk*), must succeed on a Will save (DC 30) or be forced onto the Material Plane. Creatures that are made tangible this way cannot leave the Material Plane for 1d6 rounds. Caster Level: 7th; Prerequisites: Craft Wondrous Item, dimensional anchor, *see invisibility*; Market Price: 17,600 gp; Weight: — lbs.

☛ **Ethereal Bolt:** These +1 bolts, once fired, flicker between the Material Plane and the Ethereal Plane. This jumping between planes gives the bolts a hazy, insubstantial appearance. Flickering between the planes give the bolts several powers. Although they provide no ability to see onto the Ethereal Plane, the bolts themselves affect ethereal creatures normally. Furthermore, they can pass through solid objects. For each 5 feet of solid material the bolt passes through, there's a 50% chance that the bolt is on the Material Plane when it passes, stopping the bolt and ending its flight. All attacks with *ethereal bolts* have a 20% miss chance. The planar flickering only lasts for one shot; if recovered intact after being fired, an *ethereal bolt* is thereafter treated as a normal +1 bolt. Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, *blink*; Market Price: 797 gp; Weight: .1 lbs.

☛ **Etherblade:** Resembling a short glaive topped with a hollow barrel, this exotic weapon is favored by the ethergaunts. It can fire a ray of force as a ranged touch attack for 1d6 points of damage. The etherblade ray has a range increment of 40 feet and can be fired 50 times before it is exhausted. It cannot be recharged. An etherblade can be used as a two-handed weapon in melee combat to deal 1d10 points of slashing damage. Market Price: 800 gp (fully charged); Weight: 15 lbs. **NOTE:** Each PC may only purchase one of these.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 & 6:

- ❖ Gythka (Adventure, see above)
- ❖ Chatkcha (Adventure, see above)
- ❖ Dimensional Prism (Adventure, see above)
- ❖ Ethereal Bolt (Adventure, see above)
- ❖ Moonsilver Shard (Adventure, see above)

APL 8 (APL 4 Items plus):

- ❖ Etherblade (Adventure, see above, limit one)
- ❖ Masterwork Gythka (Adventure, see above)
- ❖ Masterwork Chatkcha (Adventure, see above)
- ❖ Bracers of Armor +2 (Adventure, DMG)

APL 10 (APL 4, 8 Items plus):

- ❖ Decanter of Endless Water (Adventure, DMG)

APL 12 (APL 4, 8, 10 Items plus):

- ❖ Ring of Sustenance (Adventure, DMG)
- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)
- ❖ Bracers of Armor +4 (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

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