



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
End of the Path
A Regional Adventure
Set in the Shield Lands

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2
max 450xp; 400gp

APL 4
max 675xp; 600gp

APL 6
max 900xp; 800gp

APL 8
max 1,125xp; 1,250gp

APL 10
max 1,350xp; 2,100gp

APL 12
max 1,575xp; 3,000gp

Lord Torkeep's Boon: For successfully portraying the Pathfinders in a positive light, Lord Torkeep has taken special notice of you. This translates into one Influence Point with Lord Torkeep. Alternatively, this Influence Point may be used to have Lord Torkeep use his influences to attempt to procure any single magic item of less than 2,000 gp while at Torkeep. This item must be listed in the DMG on tables 7-17, 7-23, 7-24, 7-26, or 7-27. The item must still be paid for by the PC, any may only be purchased once. Write the name of the item and the AR number when purchased below

Pathfinder of Torkeep: You are now in the gainful employment of Lord Franz Torkeep. Other pathfinders of Torkeep look on you with favor. This translates into a +2 Charisma bonus when dealing with members of the Torkeep pathfinders. However, for abandoning Critwall and relocating to Torkeep, you have earned the ire of many in the regular army. This translates into a -2 Charisma bonus when dealing with any members of the army of the Shield Lands, its nobles, and any official member of the state.

Soldier of the Army: You have shown your loyalties by abandoning the Pathfinder units as ordered and being reassigned to a regular army company. Your personal liberties are a bit diminished as you must report your comings and goings to your company sergeant, but members of the army and Critwall look on you favorably for your decision. This translates into a +2 Charisma bonus when dealing with members of the army, Council nobles, and any official member of the state. However, for abandoning your Pathfinder companions, they look upon you in an unfavorable light. This translates into a -2 Charisma bonus when dealing with any members of the Pathfinders of Torkeep.

Hutana's Thanks: For escorting the pregnant Hutana safely to Critwall and ensuring that her child was not harmed, she offers to help you in one of two ways. First, she can teach you an ancient way her people have used to bless their weapons, effectively gaining Bane: Humanoids, elf. The PC must pay the cost difference for the item gaining this upgrade. Alternatively, she will offer to sell "Orcish Ale" to the PC. This is a potion in all ways similar to a potion: Rage. Upon gaining this favor, the PC must choose which option to receive. In either case, this favor may only be used once.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Pearl of Power, 1st Lvl (Adventure, DMG)
Quaal's feather token, tree (Adventure, DMG)
Potion of False Life (Adventure, DMG)

APL 4 & 6: (All of APL 2 plus the following)

- +2 Cloak of resistance (Adventure, DMG)
Ring of Sustenance (Adventure, DMG)
Immovable Rod (Adventure, DMG)

APL 8: (All of APLs 2-6 plus the following)

- Boots of striding and sprinting (Adventure, DMG)

APL 10: (All of APLs 2-8 plus the following)

- Necklace of fireballs, type IV (Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)

- Bracers of armor +3 (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 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

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