



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
**COR5-14 All Roads Lead to Rauxes**  
A Core Adventure  
Set in the Great Northern Kingdom of Aerdy



Play Notes:

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

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_



**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 6**

max 1,800 XP; 1,800 gp

**APL 8**

max 2,250 XP; 2,600 gp

**APL 10**

max 2,700 XP; 4,600 gp

**APL 12**

max 3,150 XP; 6,600 gp

☛ **I have a Destiny!** You have embraced your destiny, a knowledge that at some point, you will play a pivotal role in greatness. Now it's just a question of living that long.

☐ Once ever- re-roll any saving throw that would cause this PC to drop to or below -10 hp (death attack, full spell damage, etc).

☛ **Souvenirs of War:** One coat, brown; 2 pair socks, brown. All embroidered with the small seasonal heraldic device of Meya Astra.

☛ **One Time Buy:** The following could have been bought during one encounter during play, not after. Cross off any items not purchased at that point. +2 *thinaun longsword* (CW 23,315 gp), +1 *Last Resort thinaun dagger* (CW 18,302 gp), *armor of the unending hunt* (CW 21,500 gp), *dwarven thrower* (DMG 60,312 gp), +2 *adamantine battle axe* (DMG 9,010 gp), *flame tongue* (DMG 20,715 gp), *dwarven Plate* (DMG 16,500 gp).

☛ **Favor in Delaric:** This PC is owed a favor by a servant family of the leading noble household.

☛ **Blackmail in Delaric:** The PCs have some dirt on the leading noble family in Delaric.

☛ **Inherited Template or Subtype:** As a result of your actions behind the shimmering veil you have inherited one of the following templates or subtypes. Tick one:

- ☐ Eladin subtype
- ☐ Guardianl subtype
- ☐ Half Silver Dragon template
- ☐ Powers of a werebear
- ☐ Celestial template
- ☐ Half-Celestial template

You may now invoke these powers one time only. Doing so costs 1 TU but you receive the benefits of the template for the remainder of the adventure in which you are participating (even if that adventure is a two-round event).

Invoking these powers makes you in all regards a creature of the appropriate subtype, template etc., except that your alignment does not change. Refer to the *Monster Manual* for more information on how to apply these conditions.

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 6**

- ❖ *Wand of Cure Light Wounds* (Adventure; DMG; 750 gp).
- ❖ *Staff of fire* (Core; DMG; 17,750 gp).
- ❖ *Scroll of shadow conjuration, greater* (Adventure; DMG; 2275 gp).
- ❖ *Scroll of dispel magic, greater* (Adventure; DMG; 1650 gp).
- ❖ *Horn of fog* (Adventure; DMG; 2000 gp).
- ❖ *Vest of Resistance +1* (Adventure; CA; 4000 gp).
- ❖ *Ring of force shield* (Adventure; DMG; 8500 gp).

**APL 8** (all of APL6 plus the following)

- ❖ +1 *Flaming Composite Longbow* (+6 Str bonus) (Adventure; DMG; 9000 gp)
- ❖ *Scroll of bear's endurance, mass* (Adventure; DMG; 1,650 gp).
- ❖ +1 *Deflecting Dagger* (Adventure; CV; 8000 gp)
- ❖ *Ring of evasion* (Adventure; DMG; 25,000 gp)

**APL 10** (all of APLs 6-8 plus the following)

- ❖ *Lesser Bracers of Archery* (Adventure; DMG; 5000 gp)
- ❖ +1 *Flaming Frost Composite Longbow* (+6 Str bonus) (Adventure; DMG; 18,800 gp)
- ❖ *Scroll of wall of iron* (Adventure; DMG; 1,700 gp)
- ❖ *Lyre of building* (Adventure; DMG; 13,000 gp).
- ❖ +2 *Chain Shirt* (Adventure; DMG; 4,250 gp)
- ❖ *Rod of metamagic, quicken, lesser* (Adventure; DMG; 35,000 gp)

**APL 12** (all of APLs 6-10 plus the following)

- ❖ *Belt of Giant Strength +4* (Adventure; DMG; 16,000 gp)
- ❖ *Scroll of delayed blast fireball* (Adventure; DMG; 2,275 gp)
- ❖ *Vest of Resistance +3* (Adventure; DMG; 9000 gp)
- ❖ +3 *Chain Shirt* (Adventure; DMG; 9,250 gp)
- ❖ *Staff of conjuration* (Adventure; DMG; 65,000 gp)

**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

**4 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



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_  
Has Completed the Extended Version Of  
**COR5-14 All Roads Lead to Rauxes**  
A Core Adventure  
Set in the Great Northern Kingdom of Aerdy



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
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Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_



**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 6**

max 270 XP; 400 gp

**APL 8**

max 330 XP; 625 gp

**APL 10**

max 390 XP; 1,050 gp

**APL 12**

max 450 XP; 1,500 gp

♥ **Improved Greater Holy Symbol of Kelanen:** This upgrade is in addition to all stats and abilities of the Greater Holy Symbol of Kelanen. As a bonus, this improvement has one of the following addition powers. The PC may pick one of these; cross off the other two.

☐ For 1 turn/rebuke attempt it activates *divine favor* at the cleric's caster level.

☐ For 2 turn/rebuke attempts it activates *true strike* at the cleric's caster level.

☐ For 3 turn/rebuke attempts it activates *stoneskin* at the cleric's caster level.

Access: Adventure; Caster Level 5th; Prerequisites: Upgrade not reproducible.; Weight- as per original; Base Cost: as per original.

♥ **Greater Holy Symbol of Kelanen:** This particular magical blade is forged in the Eastfair shrine of Kelanen. The type of sword can be any martial sword. This *+1 sword* has the words "*Have Sword, Will Travel*" written in Old Oeridian on the blade. The sword can be used as a holy symbol of Kelanen. For the cost of 3 turn/rebuke attempts, it activates *keen edge* on the blade at the cleric's caster level. Only clerics of Kelanen may use this ability. This item can be upgraded as normal.

Access: Any; Caster Level 5th; Prerequisites: Craft Magic Arms and Armor and Craft Wondrous Item and either *keen edges* or *weapon of the deity* spell, must be a cleric of Kelanen; Weight- 4 lbs; Base Cost: 8000 gp.

♥ **Quest:** A relic is missing from the hidden extra planar shrine of Kelanen, taken by an unknown being. You have vowed to find that missing sword.

♥ **Honorary Blader:** This character proved her worth and accepted *atonement* and conversion to this sub-sect of the Lord of Swords. The tattoo proves it. As long as this god is worshiped, once per adventure, this character can make a Smite attack equal to their character level -3 (as per the destruction domain). Switching gods removes the tattoo.

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 6**

❖ *+1 glamoured chain shirt* (Adventure; DMG; 4,250 gp)

**APL 8** (all of APL6 plus the following)

❖ *Brooch of shielding* (Adventure; DMG; 1,500 gp)

**APL 10** (all of APLs 6-8 plus the following)

❖ *Dust of disappearance* (Adventure; DMG; 3,500 gp)

**APL 12** (all of APLs 6-10 plus the following)

❖ *+1 wounding kukri* (Adventure; DMG; 18,302 gp)

❖ *Lesser silent metamagic rod* (Adventure; DMG; 3,000 gp)

**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**

Subtotal

**GP**

**TU**

Starting TU

**1 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