



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
Hunt Club

A Meta-Regional Adventure Set in Tuflik,
Fals, and Volverdyva Trade Route



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 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

APL 14

max 1,800 xp; 6,000 gp

☛ **Service to Fharlanghn:** This "hero" lost his life fighting evil while serving the peoples of Verbobonc and Fharlanghn. Father Pilchus has recovered the spirit of the hero bringing him back from dwelling beyond the Horizon via the *resurrection* spell. The hero's spirit must agree to serve the Dweller of the Horizon for 4 TUs of service. Unless the body is deemed unrecoverable by enemy capture, complete destruction or similar events, the trackers of Fharlanghn can recover the body at the end of this Scenario. This does not automatically include equipment and is up to the Judge to decide if gear remained with the body. The PC must repeat the litany "**Fharlanghn Rules the Roads**" during each of the next **four** Scenarios or bring about the ill will of the Dweller.

☛ As a special reward for Defending **Loren's Ford**, the church of Fharlanghn grants you access to the following potion: ☛ **Potion of Divine Favor:** (Prerequisites: Brew Potion, *divine favor*; Caster Level: 6th; Market Value: 300 gp; Frequency: Metaregional)

☛ As a special reward for defeating the **Hunt Club**, the church of Fharlanghn grants you access to the following potion: ☛ **Potion of Expeditious Retreat** (Prerequisites: Brew Potion, *expeditious retreat*; Caster Level: 5th; Market Value: 250 gp; Frequency: Metaregional)

☛ **Service to Fharlanghn (APL 12 and 14 only):** This "hero" lost his life fighting evil while serving the peoples of Verbobonc Fharlanghn. Father Pilchus has recovered the spirit of the hero bringing him back from dwelling beyond the Horizon and his mortal body via the *resurrection* spell OR the *true resurrection* spell. The hero's spirit must agree serve the Dweller of the Horizon for 4 TUs (if a *resurrection* spell) or 20 TUs (if a *true resurrection* spell) of service. If the body is deemed unrecoverable by enemy capture, complete destruction or similar events then Father Pilchus must call forth a favor from a powerful ally for the *true resurrection*. Otherwise the trackers of Fharlanghn can recover the body at the end of this Scenario for *resurrection*. This does not automatically include equipment and is up to the Judge to decide if gear remained with the body. The PC must repeat the litany "**Fharlanghn Rules the Roads**" at the beginning of each of the next **eight** Scenarios or bring about the ill will of the Dweller on the Horizon.

☛ As a special reward for **Alerting Osnabrodt**, the church of Fharlanghn grants you access to the following potion: ☛ **Potion of Resist Elements: Fire** (Prerequisites: Brew Potion, *resist elements*; Caster Level: 5th; Market Value: 250 gp; Frequency: Metaregional)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ +1 Mighty Composite Longbow +4 (Freq: Adv; DMG)
- ❖ +1 Mighty Whip Dagger +4 (Freq: Adv; Sword and Fist)
- ❖ +1 Mithral Chain Shirt (Freq: Adv; DMG)
- ❖ Mighty Whip +4 (Freq: Adv; Sword and Fist)
- ❖ Periapt of Wisdom +2 (Freq: Adv; DMG)

APL 10 (all of APL 8 plus the following)

- ❖ +1 Full Plate, Light Fortification (Freq: Adv; DMG)
- ❖ +2 Hide Armor (Freq: Adv; DMG)
- ❖ +2 Scimitar (Freq: Adv; DMG)
- ❖ Ring of Counterspells (Freq: Adv; DMG)
- ❖ Arcane Scroll: Wind Wall (Freq: Adv; Caster Level 5th; DMG)

APL 12 (all of APLs 8-10 plus the following)

- ❖ Robe of Blending (Freq: Adv; DMG)
- ❖ Wand of Briar Web (Freq: Adv; Caster Level 8th; Masters of the Wild)

APL 14 (all of APLs 8-12 plus the following)

- ❖ +1 Keen Rapier (Freq: Adv; DMG)
- ❖ +1 Mighty Frost Composite Longbow +4 (Freq: Adv; DMG)
- ❖ +3 Mithral Chain Shirt (Freq: Adv; DMG)
- ❖ Bracers of Archery (Freq: Adv; DMG)
- ❖ Necklace of Fireballs [Type II] (Freq: Adv; DMG)
- ❖ Periapt of Wound Closure (Freq: Adv; DMG)
- ❖ Divine Scroll: Heal (Freq: Adv; Caster Level 11th; 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 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