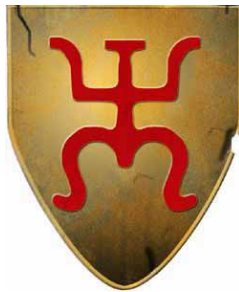




This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Endgame
A Two-Round Core Adventure
Set in the Duchy of Tenh



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 6

max 1,770 xp; 1,600 gp

APL 8

max 2,220 xp; 2,500 gp

APL 10

max 2,700 xp; 4,200 gp

APL 12

max 3,150 xp; 6,000 gp

APL 14

max 3,600 xp; 12,000 gp

☛ **Touched by the Codex:** This character made the foolish choice to try and look at the Codex. For his folly, this character has been touched by a planar power beyond his comprehension. This character now has an intense phobia of books and tomes. He will under no circumstance possess a book and it will require a Will save (DC 22) to even pick one up for a short time. A wizard's spellbook does not count as its familiarity to the wizard sets it outside the normal book category.

☛ **Heart of Yagrax:** This withered black heart is attached to a golden chain. Legends tell that this is the severed heart of the long dead mage priest Yagrax, cut from him after his death in an attempt to keep him eternally dead. Once per day, the wearer of this necklace may invoke its power, giving him *resist energy* for thirty minutes of an element of his choosing. During this time, the heart actually beats quietly. The heart must be worn during this time and takes up the slot of a necklace. Faint Abjuration; CL 3rd; Cannot be crafted; Price 4,000 gp.

☛ **Hero of Tenh:** For successfully banishing the ethers from Tenh, this hero has earned heroes status amongst the common populace. For the next calendar year, this character is awarded free standard lifestyle in standard core events (this does not apply to special events). If the character wishes a lifestyle above standard, it must be paid for normally. Date Issued: _____

☛ **The Boon of Alcanix:** This boon is given to all players that assist Alcanix in the banishing of the ether creatures from the Duchy of Tenh. However, this boon cannot be used unless this character has played all five adventures of the ether threat plot arc (Escape from Tenh, Into the Dying Lands, Return to the Isles of Woe, Sepulcher of the Wizard King, and Endgame). Once redeemed, this boon will place one of the following spells on the character: *Aid*, *Resist Energy* (any one type), *Spider Climb*, or *Undetectable Alignment*. Each spell will last the duration of one adventure or three days, whichever comes first (temporary hit points from the *Aid* spell cannot be restored if used). Each spell is cast at a 10th level. This boon can only be used once. Write "used" across this text when this boon is redeemed.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Heart of Yagrax (Frequency: Adventure; see above)
- ❖ Wand of Fireballs (Frequency: Adventure; 5th level caster; DMG)

APL 8 (all of APL 6 plus the following)

- ❖ Cloak of Resistance +2 (Frequency: Adventure; DMG)
- ❖ +3 Huge Longspear (Frequency: Adventure; DMG)

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

- ❖ Ioun Stone [pink and green sphere] (Frequency: Adventure; DMG)
- ❖ +2 Warhammer of Frost (Frequency: Adventure; DMG)

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

- ❖ Ring of Protection +2 (Frequency: Adventure; DMG)
- ❖ Bracers of Armor +3 (Frequency: Adventure; DMG)

APL 14 (all of APLs 6-12 plus the following)

- ❖ Ioun Stone [pale lavender ellipsoid] (Frequency: Adventure; DMG)
- ❖ Ring of Minor Frost Resistance (Frequency: Adventure; DMG)
- ❖ +1 Full Plate of Fire Resistance (Frequency: 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

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