



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Is a Member of the
Walkers of Fharlanghn
A Meta-Organization of the
Tuflik, Fals, & Velderdyva Trade Route



Play Notes:

- ☐ First Joined AR # _____
☐ Renewed AR # _____
☐ Promoted AR # _____
☐ Left AR # _____

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

Fharlanghn, the Dweller on the Horizon, is the deity of horizons, distance, travel and roads. His clergy are known as **Walkers**, for they tend to spend much of their time on the roads, always travelling to new locations and tending to the roads. Walkers are generally a welcome sight to any caravan, since they have a good information network about road conditions, bandit activity, and other conditions likely to affect travel, and they are willing to share these details. The Walkers also keep tabs on various groups that use the roads for nefarious purposes, and the "Walker network" – all word-of-mouth – is second to none on the topics they are concerned about, being anything that might impede travellers.

Walkers can be found anywhere in the Flanaess. The Tuflik, Fals and Velderdyva trade routes, with their extensive trade contacts to all other areas, see many Walkers travelling and tending to roads and byways along the entirety of the VTF.

Requirements to become a Walker:

- Must be a resident of a region in the Tuflik, Fals, and Velderdyva Trade Route (VTF) metaregion
- Alignment: Lawful neutral, neutral, chaotic neutral, neutral good
- Skills: Knowledge (religion) 4 ranks
- Spells: Able to cast divine spells granted by Fharlanghn
- 2 Time Units per year (repairing road, bridges, and shrines). If a PC is already an existing member of a religious organization devoted to Fharlanghn in a VTF region, the TU requirement is reduced to 1 TU.

Walker

1 or 2 TUs annually

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- The Walker gains a +2 bonus to Diplomacy, Gather Information, and Knowledge (local – VTF) checks while in any region that is a part of the VTF metaregion.
- Once per day, the Walker may attempt a Gather Information check which takes 5 minutes instead of the usual 1d4 hours. This check may not be assisted save by other Walkers with this ability, and only one check or assist may be attempted per day with this benefit. The benefit may only be used while in any region that is a part of the VTF metaregion.
- The Walker has access to the following feats: Driftwalker (D315), Far Horizons (RD), Well Travelled (D319)
- Access to purchase the following items at normal price: Daystrider Capsule (CS), Endurance Elixir (CS), Hammock (AE), Honey Leather (any), Longstaff (CA), Mess Kit (AE), Trail Bar (CS)

This AR does not count when determining Adventure, Regional, Metaregional, or Core access.

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL

NOTE: All bonuses granted by meta-orgs are considered Circumstance bonuses which do not stack with bonuses granted by other meta-orgs (unless otherwise specified). See the latest edition of the VMCS for additional rules regarding this and other meta-organizations.

GP

Starting GP

Lifestyle

- ☐ None
☐ Standard (12 gp x TU)
☐ Rich (50 gp x TU)
☐ Luxury (100 gp x TU)

- GP

Lifestyle Costs

GP

Subtotal

XXXXXX GP

Added GP Costs

GP

FINAL GP TOTAL