



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

RTK7-05– Warrior's Moon

A one-round regional adventure set in the region of Ratik



#### 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#

597 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

☛ **Favour of House Devonmeek:** This favour may be redeemed for various uses within Ratik. As a reward for your services, you gain adventure access to the items marked †

☛ **Pommel Stone of Baron Lambert Tigerheart:** For giving the Baron an honourable death in combat, his spirit has bequeathed you the pommel stone of his sword. Each time you upgrade it, you must visit a temple of your deity for 1 TU and pay the cost difference. It must be attached to the pommel of a weapon to work and you may only possess one using this favour. If lost or destroyed, this item cannot be replaced.

At 4<sup>th</sup> level, you may upgrade it to *bead of blessing*.

At 8<sup>th</sup> level, you may upgrade it to a *bead of healing*.

At 12<sup>th</sup> level, you may upgrade it to a *bead of karma*.

☛ **Haunted by Baron Lambert Tigerheart:** Having giving the Baron a dishonourable death in combat, his spirit haunts you and makes your life miserable. Any time you make a Charisma-based check, you must succeed at a DC 10 Will save or suffer a -2 circumstance penalty to the check. After a year and a day, he departs to the afterlife.

☛ **Chosen of Darkness Vol#2:** Although badly damaged, this spellbook still has some sections that are recoverable.

APL4 – blade of blood, stand (PH2); wave blessing (Sto); 150 gp

APL6 – All of APL4 plus dimension hop (PH2); lifebolt, heroics (SpC); 450 gp

APL8 – All of APL4-6 plus crown of the grave, regroup (PH2), greater mage armor (SpC); 900 gp

APL10 – All of APL4-8 plus condemnation, trollshape (PH2), disguise ship (Sto); 1500 gp

APL12 – All of APL4-10 plus dimension shuffle, chasing perfection (PH2); airy water (Sto); 2300 gp

☛ **Tomb-robbers:** For violating the restful dead without permission, a warrant has been issued for your arrest. When you play in a Ratik regional adventure, roll 1d20. On a 1-2, you are arrested and imprisoned for 8 TU and fined 1000 Crowns. A DC20 Disguise check will reduce this to a roll of 1. The warrant expires a year and a day from the date this adventure was played or when you are caught.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

#### APL 4

- ❖ Chosen of Darkness Vol#2 (Adventure; see above)
- ❖ ghostblight (Adventure; CV; 100 gp) ✕
- ❖ masterwork ancient chainmail (Adventure; Dungeonscape; 75 gp)
- ❖ masterwork ancient heavy bronze shield (Adventure; Dungeonscape/A&EG; 42.5 gp)
- ❖ masterwork ancient bastard sword (Adventure; Dungeonscape; 87.5 gp)
- ❖ Metamagic rod, silent (Adventure; DMG) †

#### APL 6 (all of APL4 plus the following)

- ❖ +1 ghost touch bastard sword
- ❖ javelin of lightning (Adventure; DMG)
- ❖ boots of springing and striding (Adventure; DMG) †

#### APL 8 (all of APLs 4-6 plus the following)

- ❖ sacred scabbard (Adventure; CW; 4,400 gp) ✕
- ❖ +1 bashing spiked heavy bronze shield (Adventure; DMG/A&EG; 4,180 gp)

#### APL 10 (all of APLs 4-8 plus the following)

- ❖ ioun stone (dusty rose prism) (Adventure; DMG) ✕
- ❖ boots of speed (Adventure; DMG) †

#### APL 12 (all of APLs 4-10 plus the following)

- ❖ +1 spellstoring flail (Adventure; DMG)
- ❖ +2 bashing spiked heavy bronze shield (Adventure; DMG/A&EG; 9,180 gp)

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

### 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