



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

RTK8-02— Confrontation in the Timberway

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#

598 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

• **Joust Score:** You've unhorsed (0) (1) (2) (3) (4) (5) opponents at the Keth Tourney of 598CY. You have won: _____.
(Gold statuette = 200 gp, ivory statuette = 50 gp).

• **Defender of the Timberway:** For saving the 'Heart' of the Timberway, and its dryad, you are offered the rank of Knight in the Order of the Hart. If you accept, your affiliation score in this meta-org is high enough for knight rank regardless of its actual value.

• **Nala's Blessing:** For saving Nala, you receive the power of the 'Heart', a +2 bonus on Cha-based skill checks with fey. In addition, the next time your hit points fall below -9, you instead stabilize on -1 hit point. Cross off once used. Nala will teach any interested character her skills granting access to the Mindbender PRC (CAr).

• **Further Gratitude of Lady Harrina:** In gratitude of your efforts Lady Harrina has offered to either: cover 30% of the cost of any ONE item from this Adventure Record OR to arrange for you to have any one weapon upgraded with the holy Special Ability from the DMG OR access to a single *luck blade* (0 wishes) for 15,000 gp. Mark off this favour when used.

• **Unreliable:** You have proven to be unreliable. For one calendar year from the date this AR, all items purchased in Ratik regional adventures cost you an extra 10%. This is cumulative with any other such penalties, and includes items purchased for you, by others.

• **Public Appreciation of House Abonoth:** For all you have done for Lady Harrina, the House provides free High Lifestyle for any adventure set in Abonoth. In addition, it grants you access to ONE of the following at a 20% discount: *manual of bodily health*, *manual of gainful exercise*, *manual of quickness of action*, *tome of clear thought*, *tome of leadership and influence*, *tome of understanding*.

The maximum bonus the chosen book can offer is equal to the number of favors this character holds that are an Appreciation (including Further or Public) of House Abonoth.

Write the book chosen and the AR it is bought below:

• **In Need of Atonement:** for drinking the sap of the Heart, you must undertake a quest costing 5 TU immediately upon completion of this adventure. (Record TU cost on AR now). You must also pay the 450 gp cost to have the spell cast as well as 500 gp compensation to the caster for the loss of experience suffered. If you cannot play the full amount now, you must allot this debt a minimum of 250 gp from each round of adventure earnings from this AR forward until the debt is paid in full. Lady Harrina.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 (all of APL2 plus the following)

- ❖ Wand of detect magic (Adventure; DMG)
- ❖ Artificer's monocle (Adventure; MIC; 2,000 gp)
- ❖ Shiftweave (Adventure; MIC; 500 gp)
- ❖ Caduceus bracers (Adventure; MIC; 2,000 gp)
- ❖ Pearl of speech – Cold Tongue (Adventure; MIC; 600 gp)
- ❖ Gloves of fortunate striking (Adventure; MIC; 2,000 gp)
- ❖ Spellsink scarab (Adventure; MIC; 2,000 gp)

APL 6 (all of APLs 2-4 plus the following)

- ❖ Rod of bodily restoration (Adventure; MIC; 3,100 gp)

APL 8 (all of APLs 2-6 plus the following)

- ❖ Ring of counterspells (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ Mantle of second chances (Adventure; MIC; 12,000 gp)

APL 12 (all of APLs 2-10 plus the following)

- ❖ Stone of good luck (Adventure; DMG)

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