



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
RTK8-01- Sacred Ground
A one-round regional adventure set in 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

APL 14

max 1,800 XP; 6,600gp

☛ **Thanks of Sir Hengon:** For your extreme bravery, going under cover into the orc stronghold, Sir Hengon has offered to craft for you ONE of the following from the DMG for 27,500 gp: *manual of bodily health* +1; *manual of gainful exercise* +1; *manual of quickness of action* +1; *tome of clear thought* +1; *tome of leadership and influence* +1; *tome of understanding* +1.

☛ **Gratitude of the Crown:** The Crown acknowledges the great service you have done for the realm. In gratitude, the Archbaroness offers to cover the cost of a single *raise dead* spell or half the cost of a single *resurrection* spell at a time of your choosing. You also gain an influence point with the Crown.

☛ **Under your Skin:** The memory of orcish blood pumping through your viens, and the rage it engenders is strong in your mind. One time in the future, you can call upon this memory to enter a 'rage' as the barbarian class feature. If you already have the 'rage' class feature, this memory allows you to enter a 'greater rage'. If you have the 'greater rage' class feature, the memory allows you to enter a 'mighty rage' (see PH pg 25-26).

☛ **A Brush with Death:** You saw death, but it passed you by. This gives you confidence in your ability to face death again. Once time in the future you may re-roll a single failed saving throw that would have resulted in your death. You receive a +4 bonus to this re-roll.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

❖ *Scroll of nonlethal substitution fireball* (Adventure; CL 7th; DMG and Complete Arcane; 700 gp)

❖ *Artificer's monocle* (Adventure; MIC; 1500 gp)

❖ *Boots of the battle charger* (Adventure; MIC; 2000 gp)

❖ *Gloves of fortunate striking* (Adventure; MIC; 2000 gp),

❖ *Hat of disguise* (Adventure; DMG; 1800 gp)

APL 6 (all of APL 4 plus the following)

❖ *Scout's headband* (Adventure; MIC; 3400 gp)

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

❖ *vampire torc* (Adventure; MIC; 5000 gp)

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

❖ *badge of valor* (Adventure; MIC; 1200 gp)

❖ *helm of tactics* (Adventure; MIC; 2000 gp)

❖ *horn of resilience* (Adventure; MIC; 5000 gp)

❖ *rod of bodily restoration* (Adventure; MIC; 3100 gp)

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

❖ *mantle of second chances* (Adventure; MIC; 12000 gp)

APL 14 (all of APLs 4-12 plus the following)

❖ *gloves of the stary sky* (Adventure; MIC; 1100 gp)

❖ *goggles of the golden sun* (Adventure; MIC; 4000 gp)

❖ *periapt of the sullen sea* (Adventure; MIC; 6000 gp)

❖ *belt of the wide earth* (Adventure; MIC; 8000 gp)

❖ *bracers of blinding strike* (Adventure; MIC; 5000 gp)

❖ *sandles of the light step* (Adventure; MIC; 9000 gp)

❖ *vest of free movement* (Adventure; MIC; 12000 gp)

TU

Starting TU

O 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