



This Record Certifies that

Played by

Player

RPGA #

Has Completed  
RTK6-02 A Knightly Tale  
A Regional Adventure  
Set in the Archbarony of Ratik

Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd \_\_\_\_\_
- Was reincarnated \_\_\_\_\_

Adventure Record#

596 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

**Joust Score:** You have unhorsed (0) (1) (2) (3) (circle one) opponents with the lance at the Bresht Tourney of Brewfast 596CY. Keep track of this honour as you work towards your knighthood.

**Favour of a Knight:** Sir Gabriel the Black is impressed with your honour and has made arrangements to supply you with armour suitable to a noble knight. For the next 3 adventures, you may purchase any masterwork heavy armour or heavy barding at a 25% discount. If the PC is not proficient in heavy armour, he instead arranges for free Rich lifestyle for the next 3 Ratik regional adventures. Only one option may be taken.

**Favour of House Loegrim:** For recovering the body of their dead kinswoman, the house arranges for you to have regional access to one of the items listed in the Items Found During The Adventure section. Circle the chosen item immediately.

**Favour of a Dark Stranger:** Having unwittingly aided an agent of evil, a strange aura surrounds you. You have received the benefits of an Imbue with Spell Ability cast by a 9th level Cleric. Each spell can be used only once.

- o APL 2-6 Deathwatch;
- o APL 4-6 Cause Fear;
- o APL 6 Death Knell.

This ability can be dispelled as normal for an active spell.

**Chosen of Darkness, Vol#1:**

APL2: Burning Hands, Charm Person, Disguise Self, Mage Armor, Obscuring Mist, Sleep, Wave blessing (SW), Melf's Acid Arrow, Swim (SW) (Adventure; PHB; 600gp);

APL4 - all of APL2 version plus: False Life, Touch of Idiocy, Deep Slumber, Fireball (Adventure; PHB; 1,100gp);

APL6 - all of APL2-4 version plus: Major Image, Chain Missile (SpC), Clairaudience/Clairvoyance, Polymorph (Adventure; PHB/SpC; 1,800gp).

APL 2  
max 450xp; 450gp

APL 4  
max 675xp; 650gp

APL 6  
max 900xp; 900gp

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Necklace of Adaptation (Adventure; DMG; 9,000gp)
- ❖ Pearl of Power 1st (Adventure; DMG; 1,000gp)
- ❖ Quiver of Ehlonna (Adventure; DMG; 1,800gp)
- ❖ Wand of cure light wounds (Adventure; DMG; 750gp)

APL 4 (all of APL 2 plus the following):

- ❖ Silversheen (Adventure; DMG; 250gp)
- ❖ Ring of Feather Fall (Adventure; DMG; 2,200gp)

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

- ❖ Heward's Handy Haversack (Adventure; DMG; 2,000gp)
- ❖ Headband of Intellect +4 (Adventure; DMG; 16,000gp)

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value