Living Greyhawk

This Record Certifies that

_____
Character Name   Classes and Levels

_____
Player Name   RPGA #

Has Completed

RTK7-07– Lost at Sea
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 #

597 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 XP; 450 gp

APL 4
max 675 XP; 650 gp

APL 6
max 900 XP; 900 gp

APL 8
max 1,125 XP; 1,300 gp

Adventure Record#

☛**Favour of an Unknown Merchant:** You have betrayed your employer in the hope that persons unknown will reward you. Fortunately, your unknown benefactor has kept his word. He, or she, has arranged for you to purchase <u>one</u> non-closed item from table 7-27 in the DMG: **Item: _____ AR Bought: ____**
In addition, you may change the access of one of the items found in this adventure from adventure to regional access.
Item: _____

☛**Gratitude of the crew of the Perfect Wave:** Captain Elquar and his crew are grateful for your assistance after the death of their previous captain. You may learn one of the following feats Old Salt, Sea Legs, Ship's Mage or Storm Magic (all from *Sto*).
In addition, you have adventure access to the following items: *magnificent captain's coat* (11,000gp; Sto:133), *captain's lantern* (12,000gp; Sto:131).

◖**Disfavour of the Maninot family:** Your actions have only helped reinforce Seth Maninot's opinion of adventurers as being liars, cheats and coxcombs and will use what little influence he has left to make your life miserable. This disfavour has no immediate effect to your PC, but may have consequences in future adventures.

☛**Favour of the Maninot family:** You have performed a valuable service for the Maninot family, and helped them recover their fortune. For the next three adventures set in Marner, you will receive free High Lifestyle. Additionally, for returning to them their chest and lost goods, Lydia and her father arrange for you to have regional access to the following armor enhancements: *buoyant* (+4,000gp; MIC:9), *commander* (+2,000gp; MIC:9), and *gilled* (+2,000gp; MIC:9) as well as the spellbook enhancement of *waterproof* (+1,000gp; CA:141).
In addition, you may change the access of one of the items found in this adventure into regional access:
Item chosen: _____

◖**Unreliable:** Your actions have shown you to be too unreliable to be trusted, even in a place as individualistic as Ratik. For a period of one calendar year from the date the Adventure Record was issued, all items purchased in Ratik regional adventures by the PC incur a 10% increase in price. This increase is cumulative with any other such penalties. This includes items purchased specifically for the PC by other characters.

	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

ITEMS FOUND DURING THE ADVENTURE
*Cross off all items **NOT** found*

APL 2
- ❖ *everfull mug* (Adventure; MIC p160; 200 gp)
- ❖ *tanglepatch* (Adventure; MIC p188; 200 gp: maximum limit of 2 able to be purchased by any one PC.)
- ❖ *everlasting rations* (Adventure; MIC p160, 350 gp)
- ❖ *pearl of power, 1st level* (Adventure; DMG)
- ❖ *arcanist's gloves* (Adventure; MIC p72; 500 gp)

APL 4 (all of APL2 plus the following)
- ❖ *boots of the winterlands* (Adventure; DMG)
- ❖ *ring of four winds* (Adventure; MIC p124; 2,000 gp)
- ❖ *helm of gazes* (Adventure; MIC p111; 5,000 gp)

APL 6 (all of APLs 2-4 plus the following)
- ❖ *pearl of power, 2nd level* (Adventure; DMG)
- ❖ *armband of maximised healing* (Adventure; MIC p72; 7,200 gp)

APL 8 (all of APLs 2-6 plus the following)
- ❖ *ring of wizardry* (I) (Adventure; DMG)

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