



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

RTK7-So1— Sceptre of Power

An introductory 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#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

☛ **Curse of Wenta:** For betraying the trust of the Church of Wenta you have been cursed by the goddess herself. Any alcohol you drink for the next year will taste foul and unwholesome. You receive none of the benefits from drinking alcohol, but still receive any penalties. If you try and drink more than two alcoholic drinks in one week you become nauseated for one hour. This curse is from the goddess herself and can only be lifted with an *atonement* spell cast by a cleric of Wenta.

☛ **Gratitude of Lauren Lossenfar:** Lauren is grateful for your help in recovering the sceptre. She promises to give you a place to stay when you are in Fadric, granting you free standard upkeep for any adventure set in Fadric.

☛ **Blessing of Wenta:** For recovering the Sceptre of Power, you have been blessed by the Goddess herself. For the next year, your character will never suffer the effects of a hangover.

☛ **Silver-plated Trophy (ogp):** This small silver trophy is inscribed "Winner – Night Archery Competition. Festival of Seasons Fadric 596 CY. Only one PC per table can win this trophy.

☛ **Thanks of Anna and Soren Longtin:** For rescuing his wife, Soren has offered to make you one masterwork weapon or suit of armour for half the normal masterwork price (i.e. 150gp for a weapon, 75gp for a suit or armour or a shield plus the full base item cost). The item must be predominantly metal (no bows, no leather armour), and made from standard materials.

ITEMS FOUND DURING THE ADVENTURE

As an introductory scenario, this adventure does not contain any such items. However, the following items are available for purchase after any LIVING GREYHAWK event:

- ❖ All items from the PH, tables 7-3, 7-5, 7-6, and 7-8 with the exception of spells.
- ❖ Cold iron or alchemical silver PH weapons as per the DMG, page 284.
- ❖ Any DMG item of an Open spell with a market price of 750gp or less from Tables 7-17, 7-23, 7-24, and 7-26.
- ❖ +1 to +5 enhancement bonuses for weapon, armor and shield
- ❖ Amulet of health +2 to +6 (DMG)
- ❖ Amulet of mighty fists +1 to +5 (DMG)
- ❖ Amulet of natural armor +1 to +5 (DMG)
- ❖ Belt of giant strength +4 to +6 (DMG)
- ❖ Boccob's blessed book (DMG)
- ❖ Bracers of armor +1 to +8 (DMG)
- ❖ Cloak of charisma +2 to +6 (DMG)
- ❖ Cloak of resistance +1 to +5 (DMG)
- ❖ Gauntlets of ogre power (DMG)
- ❖ Gloves of dexterity +2 to +6 (DMG)
- ❖ Headband of intellect +2 to +6 (DMG)
- ❖ Heward's Handy Haversack (DMG)
- ❖ Periapt of wisdom +2 to +6 (DMG)
- ❖ Ring of protection +1 to +5 (DMG)
- ❖ Vest of resistance +1 to +5 (DMG)
- ❖ Complete Adventurer Table 4-1
- ❖ Complete Warrior Table 4-6
- ❖ Frostburn Table 4-1
- ❖ Races of the Dragon Colored Metal (no cost)
- ❖ Races of Stone Tables 7-1 and 7-2
- ❖ Races of the Wild Table 7-1
- ❖ Sandstorm Table 4-1
- ❖ Stormwrack Tables 5-4 and 5-5

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

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