



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

RTK8-03- Circles

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

Adventure Record#

598 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

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

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

**Favour of Lord Mandris Ratik:** You have performed a valuable service for Lord Mandris. In appreciation, he arranges for you to have access to enough of the recovered starmetal to have one weapon crafted. This starmetal is supplied at a 10% discount to the standard cost. This favour counts only as access and the PC must pay the market value for the weapon, less 10% of the cost of the material component.

**Favour of House Abonhoth:** Lord Lerin Morlin arranges access for you to purchase a trained hippogriff and suitable exotic saddle (cost 4,000gp) as a mount or special mount. You may not purchase the hippogriff until you reach 6th level, as the trainer will not deem you ready to care for it until then. Cross off this favour once used.

**Accentuating the Chaotic:** Your exposure to the Cult of the Nautilus has brought out your chaotic nature. This acts as campaign documentation allowing you to take levels in either the Wild Mage prestige class (CAr) or the Wild Soul prestige class (CM).

TU

Starting TU

I or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ None

APL 4 (all of APL2 plus the following)

- ❖ Silkslick belt – maximum of 1 per PC (Adventure; MIC 136)

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

- ❖ Elixir of flaming fists (Adventure; MIC 159)
- ❖ javelin of lightning (Adventure)

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

- ❖ Amber amulet of vermin (Giant stag beetle) – maximum of 1 per PC (Adventure; MIC 68)
- ❖ Electric eel elixir (Adventure; MIC 158)
- ❖ +1 dispelling dwarven waraxe (Adventure, MIC 33)

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

Items Sold table

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table

Total Cost of Bought Items

Subtract this value from your gp value