



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

RTK8-05– The Mark of Keenan

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 _____

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

A little bit of Sheldavris: When releasing Keenan from Sheldavris' influence, you gained a little of the demon's power. As a standard action that provokes an attack of opportunity, you may call on this power by uttering the words "I call on the power of the demon". Calling on the power of Sheldavris grants you the use of the spell-like ability Iron Body. The favour can only be used once and the favour operates exactly like the wizard spell, *iron body*, which can be found on (PHB). This effect lasts for 15 minutes and cannot be dismissed. If the PC cannot speak, or is under the effects of *silence* or some other spell that prevents such magic from happening, then this favor may not be possible. Such results are left to the DM to adjudicate.

Favour of Lydia: For saving her life, Lydia uses her influence with the merchants of Marner to arrange access to a single weapon or armour crafted from one of the following material at a 25% discount to normal cost: adamantine, mithral, darkwood, cold iron, or silver. You must have access to the item to be made from the special material. All enhancements must be done at the time of the item's creation to receive the 10% discount.

Returned Goods: For returning the goods to the Marner authorities, the PC gains regional access to all of the items found during the adventure.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 (all of APL2 plus the following)

- ❖ elixir of adamantine blood (Adventure; MIC; 500 gp)
- ❖ rope of stone (Adventure; MIC; 800 gp)
- ❖ eternal wand of comprehend languages (Adventure; MIC; 820 gp)
- ❖ adamantine longsword (Adventure, DMG)
- ❖ wand of cure light wounds (10 charges) (Adventure; DMG; 150gp)

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

- ❖ +1 mithril chain shirt (Adventure; DMG)
- ❖ armbands of might (Adventure, CV; 4,100 gp)
- ❖ scroll of close wounds (Adventure; SpC; 150 gp)
- ❖ wand of cure moderate wounds (10 charges) (Adventure; DMG; 900 gp)

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

- ❖ lyre of the restful soul (Adventure; LM; 3000 gp)
- ❖ ring of lockpicking (Adventure; CV; 4,500 gp)
- ❖ wand of cure serious wounds (10 charges) (Adventure; DMG; 2,250 gp)

APL 10 (all of APLs 2-8 plus the following)

- ❖ domain draught (sun) (Adventure; MIC; 3,300 gp)
- ❖ globe of sunlight (Adventure; MIC; 6,000 gp)
- ❖ nycoptic manuscripts (Adventure, LM; 2,500 gp)
- ❖ wand of cure critical wounds (10 charges) (Adventure; DMG; 4,200 gp)

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

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