Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

The Burning Cliffs

A Meta-regional Adventure

Set in Iuz's Border States

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#

593 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

APL 6
max 900xp; 800gp

APL 8
max 1,125xp; 1,250gp

APL 10
max 1,350xp; 2,100gp

APL 12
max 1,575xp; 3,000gp

APL 14
max 1,800xp; 6,000gp

Favor of the Drinkers

This favor was earned by the above named PC for helping them learn about the machinations of the Old One. If the PC possess both this Favor AND the Gratitude of the Shade, they PC gains the ability to purchase any of the following items after any IUZ metaregional event. The items available are: *dust of disappearance, dust of illusion, elixir of hiding, elixir of sneaking, potion of heroism, potion of tongues, ring of mind shielding,* and *wand of invisibility (3rd level caster).*

In addition to this, any one time after a IUZ metaregional event, the Drinkers will enchant any one magical weapon with the Bane: Evil Outsiders enchantment. The PC must pay the difference in cost between the new and old weapon. Write used across this text when this portion of the favor is redeemed.

Honor of the Shade

The above named PC has performed excellently in the eyes of The Shade and may at some point in the future be offered membership within the Drinkers organization.

Summoner's Tome

This withered spellbook contains the following spells: *summon monster III, summon monster IV, dismissal, lesser planar binding, summon monster V, contact other plane, planar binding,* and *summon monster VI.*

Frequency: Adventure; *Market Price:* 390gp.

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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 6:

- ❖ *bag of holding (type I)* (adventure, DMG)
- ❖ *goggles of minute seeing* (adventure, DMG)
- ❖ *potion of protection from energy (fire)* (adventure, DMG)
- ❖ *potion of protection from energy (sonic)* (adventure, DMG)
- ❖ Summoners Spellbook (adventure, DMG)
- ❖ *Wand of ray of enfeeblement (2nd level caster)* (adventure, DMG)

APLs 8: (all of APL 6 plus the following)

- ❖ *headband of intellect +2* (adventure, DMG)

APL 10: (all of APLs 6-8 plus the following)

- ❖ *+2 cold iron longsword* (adventure, DMG)
- ❖ *clear spindle ioun stone* (adventure, DMG)
- ❖ *wand of magic missiles* (adventure, 9th level caster, DMG)

APL 12: (all of APLs 6-10 plus the following)

- ❖ *arrow of slaying (greater, evil outsider)* (adventure, DMG)
- ❖ *cloak of resistance +3* (adventure, DMG)

APL 14: (all of APLs 6-12 plus the following)

- ❖ *+1 dagger of wounding* (adventure, DMG)
- ❖ *pearl of power (4th level)* (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