Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

The Cup Runs Dry

A Metaregional Adventure

Set in The Empire of Iuz

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#

596 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

☛ **Medal of Bravery**: Baroness Kalinstren has awarded you this medal for destroying the cadaver collectors of Iuz. You gain Iuz's Border States metaregional access to one of the following: *monk's belt, standard of courage*[CW], *lesser beautific staff*[ED], *rod of lesser sculpting metamagic*[CAr], *songblade*[CAd], or *wand of golemstrike*[CAd].

☛ **Medal of Valor**: Baroness Kalinstren has awarded you this medal for defeating the attackers of Rhodalf's Hill. You gain one Influence Point with the Kalinstren family and Iuz's Border States metaregional access to one of the following: *amulet of mighty fists +2, standard of heroism*[CW], *true belief staff*[ED], *ring of arcane might*[CAr], *lute of the wandering minstrel*[CAd], or *guerilla spear*[CAd].

☛ **Midnight Cup Token:** You have saved the village of Rhodalf's Hill and prevented the Shade's assassination by the Boneshadow. This allows you to ignore the perquisites of the 1st (lowest) tier when you join the Drinkers of the Cup of Midnight metaregional meta-organization.

☛ **Enmity of the Boneshadow:** You have interfered in the assassination attempt upon the Shade so you are now being hunted. From now on, at the beginning of each metaregional adventure taking place within the Iuz's Border States metaregion, you must roll a DC 27 Will save. Failure means that all of your upkeep costs for this adventure are quadrupled as you find it increasingly difficult to find places to stay and must pay off numerous individuals to keep them from mentioning your name. Additionally, you find it difficult to keep a low profile as there always seems to be someone watching you. You suffer a -4 circumstance penalty to Hide and Move Silently checks for this adventure. Characters immune to *scrying* are immune to these effects, but it cannot be prevented in any other way. This plot point may have additional consequences in the future.

TU

Starting TU

1 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*

APLs 10-12

- ❖ Adamantine arrows (Adventure, DMG)
- ❖ *Oil of ghost touch armor* (Adventure, Spell Compendium)
- ❖ *Potion of conviction +2* (Adventure, Spell Compendium)
- ❖ *Potion of scent* (Adventure, Spell Compendium)
- ❖ *Potion of shadow mask* (Adventure, Spell Compendium)
- ❖ *Scroll of brilliant aura* (Adventure, Spell Compendium)
- ❖ *Scroll of hail of stone* (Adventure, Spell Compendium)
- ❖ *Scroll of burning sword* (Adventure, Spell Compendium)

APLs 14-16 (all of APLs 10-12 plus the following)

- ❖ *Boots of speed* (Adventure, DMG)
- ❖ *Lesser bracers of archery* (Adventure, DMG)
- ❖ *Pearl of power (1st level)* (Adventure, DMG)
- ❖ *Ring of improved swimming* (Adventure, DMG)
- ❖ *+2 studded leather armor* (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 Item

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