

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
IUZ6-05 – The Madhouse
A Metaregional Adventure
Set in Iuz's Border States



Play Notes:

- Gained a level _____
- Retrained _____
- 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 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

APL 12

max 1,575 xp; 3,300 gp

☛ **Gratitude of the Drinkers:** For assisting the Drinkers of the Cup of Midnight, you gain Adventure access to the following items: *choker of eloquence*, *lesser or greater*^{CAD}, *dark lantern*TM, *hat of disguise*, *mask of lies*^{MIC}, *papyrus of deception*^{CAD}, *possum pouch*^{CAD}, *stylus of the masterful hand*^{CAD}.

You may choose any one of those items or an item found in the adventure to change to Metaregional access. Members of the Drinkers of the Cup of Midnight metaorganization may choose three items to change to Metaregional access. List the item(s) chosen on the lines provided below.

You also gain one Influence Point with the Drinkers metaorganization. Cross out if used. []

☛ **Influence with the Clergy of Zagyg:** You have gained one Influence Point with the clergy of Zagyg, the Mad Archmage. Cross out if used. []

☛ **Left Behind:** Your "friends" left you in the Madhouse, where you spent a week as a lizard before your natural form was restored. You lose 1 TU.

☛ **Mmm, tasty:** You have an unnatural taste for insects.

☛ **Not Welcome Here:** The Madhouse did not like your apparent aversion to magic and sent you to the Outlands. If you are willing to accept the aid of a caster, you can return home after spending 1 TU searching for help. Otherwise, you must spend 4 TUs searching for an accessible gate to the Prime.

☛ **Touched Truncheon:** This +1 spell storing club is banded with starmetal and emits a pulsating light that constantly shifts both intensity and color. This club functions as a starmetal weapon and can be upgraded as a standard magic weapon.

Strong evocation; CL 12th; Craft Magic Arms and Armor; 13,000 gp; Weight 5 lbs.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ *bag of holding* type I (Adventure; DMG)
- ❖ *choker of eloquence, lesser or greater* (Adventure; CAD)
- ❖ *hand of glory* (Adventure; DMG)
- ❖ *hand of the mage* (Adventure; DMG)
- ❖ *memento magica, 2nd level* (Adventure; MIC)
- ❖ *rod of wonder* (Adventure; DMG)
- ❖ *sovereign glue* (Adventure; DMG)
- ❖ *Touched truncheon* (Adventure; see above)

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL