



This Record Certifies that

Played by

Player

Has Completed

IUZ6-08 Over the River and Through the Woods
(Optional Encounter)

A Metaregional Adventure
Set in Iuz's Border States

RPGA #



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 562 xp; 650 gp

APL 10

max 675 xp; 1,150 gp

APL 12

max 787 xp; 1,650 gp

APL 14

max 900 xp; 3,300 gp

Home Region

Event: _____ Date: _____

DM: _____

Signature

RPGA #

☛ **Ring of Arcane Supremacy:** 3/day as a free action, this ring allows the wearer to reroll a caster level check to overcome spell resistance with an arcane spell or invocation. You must take the second result, even if it's worse than the original. Frequency: Adventure. Faint abjuration; CL 3rd; Forge Ring, *true casting*, Price 12,000 gp.

☛ **Tome of Research:** Whenever used in conjunction with a Knowledge (religion) check concerning Nerull or a Knowledge (history) check concerning Ur-Flan, taking at least one minute to peruse this book provides a +5 Competence bonus. Frequency: Adventure. Faint divination; CL 1st; Craft Wondrous Item, *divine insight*, Price 2,500 gp

☛ **Strange Green Dragonscale:** The bearer of this scale and all allies within 30' gain a +2 luck bonus to attacks against dragons. This item only works for creatures able to cast arcane spells without preparation and does not take up an item slot. Frequency: Adventure. Faint abjuration; CL 3rd; Antidragon aura DRA, Craft Wondrous Item, Dragon Hunter Bravery DRA; Price 3,000 gp; Weight 1 lb.

☛ **Invitation to join the Oathsworn Slayers:** For your continued pursuance of an evil draconic cult, you have been noticed and invited to join the Oathsworn Slayers metaorganization. This grants you a +5 bonus to your Affiliation Score with the Oathsworn Slayers.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs

- ❖ Boots of speed (Adventure; DMG)
- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Circlet of persuasion (Adventure; DMG)
- ❖ Cloak of charisma +6 (Adventure; DMG)
- ❖ Elixir of sneaking (Adventure; DMG)
- ❖ Goggles of night (Adventure; DMG)
- ❖ Helm of comprehend languages and read magic (Adventure; DMG)
- ❖ Lesser metamagic rod, silent (Adventure; DMG)
- ❖ Ring of arcane supremacy (Adventure; See Above; 12,000 gp)
- ❖ Tome of research (Adventure; See Above; 2,500 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

1 or 2

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