

# Living Greyhawk

This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

has completed

## IUZ7-03 – Horde and Hoard

A Metaregional adventure set in Iuz's Border States



### Play Notes:

- Gained a level \_\_\_\_\_
- Retrained \_\_\_\_\_
- Lost a level \_\_\_\_\_
- Ability Drained \_\_\_\_\_
- Died \_\_\_\_\_
- Was raised/resurrected \_\_\_\_\_
- Was reincarnated \_\_\_\_\_



Adventure Record#

**597 CY**  
**ADVENTURE**

LEVEL OF PLAY  
(CIRCLE ONE)

**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

**APL 14**

max 1,800 xp; 6,600 gp

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**Hoardstealer!**: You have stolen from the hoard of Sialmaniosim-Mazleon. You receive max gold and access to all items in the Items Found section. You gain Metaregional access to the following stolen items; *mithralmist shirt*<sup>6</sup>, *rogue blade*<sup>6</sup>, *demolition crystal (greater)*<sup>6</sup>, *truedead crystal (greater)*<sup>6</sup>, *cloak of weaponry*<sup>6</sup>, *Gwaeron's boots*<sup>6</sup>, *lockpicking ring*<sup>6</sup>, *rogue's vest*<sup>6</sup>, *shirt of the leech*<sup>6</sup>, *silklick belt*<sup>6</sup>, *skirmisher boots*<sup>6</sup>, *mantle of the predator*<sup>6</sup>. You gain Open access to Hoardstealer<sup>2</sup> and Temple Raider<sup>5</sup> and meet all their special requirements. Your alignment shifts to CN and cannot be changed within one year without an *atonement*, which requires a 500 xp component cost.

You are unable to join the Oathsworn Slayers and receive a -4 Sacred penalty to Charisma checks with them, dragons, and worshippers of Tiamat or Bahamut.

**Curse of the Phoenix**: The next time you roll a natural 20 on a saving throw, treat it as a failure. If this results in your death, you will need a *resurrection* to be brought back to life as your body is reduced to ash in a flash of holy flames. Cross off after one occurrence.

**Boon of the Phoenix**: As an immediate mental action you may use this to gain *death ward* (CL 10) or to reroll one saving throw with a +4 sacred bonus. Cross off this favor when used.

**Dragon Friend!**: You have met the special requirement for Contemplative of Bahamut. You gain Open access to the following for 1 TU each (circle selected); Double Draconic Aura<sup>3</sup>, Draconic Aura<sup>3</sup>, Dragon Friend<sup>2</sup>, Dragon Steed<sup>2</sup>, Dragonsong<sup>2</sup>, Dragontouched<sup>3</sup>, Frightful Presence<sup>2</sup>, Initiate of Bahamut<sup>3</sup>, Sense Weakness<sup>2</sup>, Dragon Descendent<sup>3</sup>, Dragon Devotee<sup>1</sup>, Dragon Lord<sup>3</sup>, Dragonsong Lyricist<sup>2</sup>, Platinum Knight<sup>2</sup>, Singer of Concordance<sup>1</sup>, Swift Wing<sup>3</sup>.

You gain Open access to the following spells for 1 TU per 2 spells (circle selected); *anti-dragon aura*<sup>4</sup>, *aura of evasion*<sup>4</sup>, *burrow*<sup>4</sup>, *create trap*<sup>1</sup>, *fell the greatest foe*<sup>4</sup>, *mark of the enlightened soul*<sup>3</sup>, *mighty wallop*<sup>1</sup>, *mighty wallop, greater*<sup>1</sup>, *local tremor*<sup>2</sup>, *instant diversion*<sup>1</sup>, *primal instinct*<sup>3</sup>, *primal senses*<sup>3</sup>, *primal speed*<sup>3</sup>, *shield of warding*<sup>3</sup>, *soul of light*<sup>3</sup>, *tremor sense*<sup>4</sup>, *true casting*<sup>3</sup>, *war cry*<sup>4</sup>.

All TU's must be spent on this AR.

1 = Races of the Dragon, 2 = Draconomicon, 3 = Dragon Magic, 4 = Spell Compendium, 5 = Complete Divine, 6 = Magic Item Compendium.

TU
Starting TU
<b>1 or 2</b> TU
TU Cost
- TU
Added TU Costs
TU
TU REMAINING
XP
Starting XP
- XP
XP lost or spent
XP
Subtotal
<b>+</b> XP
XP Gained
XP
FINAL XP TOTAL

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 6-8:

- ❖ *Amulet of teamwork* (Adventure; MIC)
- ❖ *Badge of valor* (Adventure; MIC; limit 1)
- ❖ *Bracers of arcane freedom* (Adventure; MIC)
- ❖ *Cloak of predatory vigor* (Adventure; MIC)
- ❖ *Domain draught (Greed)* (Adventure; MIC)
- ❖ *Dragon mask* (Adventure; MIC)
- ❖ *Gauntlets of extended range* (Adventure; MIC)
- ❖ *Helm of tactics* (Adventure; MIC; limit 1)
- ❖ *Horn of resilience* (Adventure; MIC; limit 1)
- ❖ *Ring of Spell Storing* (Adventure; DMG)

APLs 10-12 (all of APLs 6-8 plus the following):

- ❖ *Vest of the master evoker* (Adventure; MIC; limit 1)

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

- ❖ *Metamagic rod of empower* (Metaregional; 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
<b>+</b> GP
GP Gained
GP
Subtotal
<b>+</b> GP
GP Gained
GP
Subtotal
<b>-</b> GP
GP Spent
GP
FINAL GP TOTAL