

# Living Greyhawk

This Record Certifies that

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

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

has completed

**IUZ7-04 – Blue with Envy**

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 \_\_\_\_\_

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

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

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_



Adventure Record#

**597 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

☛ **Aided the Green Dragon:** Lawful Neutral characters may immediately spend 4 TUs to Open the following rules options: Dragon Disciple (green), Draconic Heritage (green)<sup>CAR</sup>, dragonthrall<sup>DRA</sup>; blood wind, draconic might, entice gift, inky cloud, scintillating scales (all SpC).

☛ **Favor of the Old Faith:** If this PC's race was or is changed by the *baleful polymorph* or *reincarnate* spell, Bellamoh will change it back to the PC's original race. This ritual costs 4 TUs and may only be performed once ever. This favor works even if the PC's race was changed to an unplayable one. In addition, Bellamoh makes the items marked with a "B" below available for purchase.

☛ **Favor of Gildor Arcanix:** LG, LN, or NG PCs that earn 5 Influence Points or favors with Gildor will be invited to spend time with Gildor. After spending 6 TUs with the dragon, the following rules options become Open for the PC (all Dra): Dracolite, dragon cohort (gold only), dragonfriend. If the PC advances as a dracolite to 5th level, the fostered gold dragon will be one of Gildor's children. Notate the four other AR numbers that contain favors or IPs with Gildor below.  
AR #'s:

☛ **Favor of the Johrase:** You gain Metaregional access to the following: +1 *adamantine heavy mace* (5,012 gp), +1 *adamantine morningstar* (5,008 gp); *axiomatic*, *blueshine*<sup>MIC</sup>, and *resounding*<sup>MIC</sup> upgrades.

☛ **Pseudodragon Companion:** If you immediately spend 4 TUs, you gain access to one pseudodragon cohort (ECL 5, or 2 if the PC has the dragon cohort feat). This cohort advances by class, has a favored class of sorcerer, will always have a Neutral Good alignment, and starts with the feat *Weapon Finesse*.  
Str 4, Dex 18, Con 15, Int 10, Wis 14, Cha 15.

☛ **Strange Blue Dragon Scale:** Against a dragon's frightful presence, the bearer of this scale and all allies within 30' are treated as having +4 HD and gain a +4 to their Will save. If the bearer makes his save, his familiar, animal companion, and/or special mount automatically makes its save. This item only works for kobolds and does not take up an item slot.

Faint abjuration; CL 3rd; Craft Wondrous Item, Dragon Hunter Bravery<sup>DRA</sup>; Price: 3,000 gp; Weight 1 lb.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ☛ <sup>F</sup>Expended staff of the woodlands (Metaregional; DMG; 10,300 gp)
- ☛ <sup>G</sup>Small-sized dragonsplit (Adventure; MM4; 100 gp)
- ☛ <sup>F</sup>Redcap's Tooth (Adventure; MM3)
- ☛ <sup>K</sup>Strange Blue Dragon Scale (Adventure; see above)
- ☛ <sup>B</sup>Summoner's totem (Metaregional; MIC)
- ☛ <sup>K</sup>+1 small-sized chitin breastplate (Adventure; RoDr; 1,700 gp)
- ☛ <sup>K</sup>+1 small-sized chitin buckler (Adventure; RoDr; 1,330 gp)

APL 6 (all of APL 4 plus the following):

- ☛ <sup>K</sup>Bag of holding (type I) (Adventure; DMG)
- ☛ <sup>K</sup>Phylactery of faithfulness (Adventure; DMG)
- ☛ <sup>K</sup>Ring of swimming (Adventure; DMG)
- ☛ <sup>B</sup>Belt of the wide earth (Metaregional; MIC)
- ☛ <sup>G</sup>+1 glamered, improved slick studded leather (Metaregional; DMG; 18,875 gp)
- ☛ <sup>G</sup>+1 small-sized dragonsplit (Adventure; MM4; 2,400 gp)

APL 8 (all of APLs 4-6 plus the following):

- ☛ <sup>K</sup>+1 small-sized shock shortbow (Adventure; DMG; 8,330 gp)
- ☛ <sup>B</sup>+1 hunting composite longbow (+1 to +5 Str bonus) (Metaregional; MIC; 8,500 to 8,900 gp)
- ☛ <sup>F</sup>Wand of magic missile (CL 5th; 50 charges; Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following):

- ☛ <sup>K</sup>Bracers of archery (lesser) (Adventure; DMG)
- ☛ <sup>K</sup>Claws of the ripper (Adventure; Dra)
- ☛ <sup>B</sup>Cloak of thorns (Metaregional; MIC)

## 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

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL