Living Greyhawk

This Record Certifies that

Character Name | Classes and Levels

Player Name | RPGA #

has completed

IUZ7-06 – Northern Lassitude

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 _____

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

Event: _____ **Date:** _____

DM: _____
Signature | RPGA #

☛ **Gildor's Gift:** The personal training you received results in 1 of the following Alternative Class Features or *spells* becoming Open for you. You must have at least 1 level in the class specified and you must immediately circle 1 only. PCs with the **Lied to Gildor Arcanix** disfavor must expend 3 influence points to receive this favor. **Barbarian:** Trapkiller (Du); **Bard:** Lore Song (Du); **Cleric:** Divine Restoration (Du); **Druid:** Spontaneous Rejuvenation (PH2); **Favored Soul:** Deity's Favor (PH2); **Fighter:** Elusive Attack (PH2); **Healer:** *panacea* [4th level] (SpC); **Hexblade:** Dark Companion (PH2); **Marshal**: Adrenaline Boost (PH2); **Monk:** Wallwalker (Du); **Paladin:** Holy Warrior (CC); **Ranger:** Arcane Hunter (CM), **Rogue:** Penetrating Strike (DS); **Scout:** Dungeon Specialist (PH2); **Sorcerer:** Stalwart Sorcerer (CM); **Swashbuckler:** Arcane Stunt (CM); **Warmage:** Eclectic Learning (PH2); **Wizard:** Focused Specialist (CM).

☛ **Helped/Hindered the Hursik:** (circle one).

☛ **Fashion Icon:** You have been supplied with the very latest in fashion. You gain a noble's outfit with appropriate costume jewelry, free of charge.

☛ **Dress Dagger:** This strange looking dagger is made of bone and has what appear to be ears. It is used by hooking the thumb over the top and striking the dagger downwards with great force. It is called an ear dagger by some nobles and a backstabber's dagger by others. Because of the combat style associated with this dagger it reduces the wielders AC by 2 when used in combat, but a PC can apply 1.5 times their strength modifier to the damage roll. In all other ways it is treated as a dagger and a simple weapon.

☛ **Offended Gildor:** You did not enter into the spirit of festivities and Gildor is disappointed in your lack of trust, resulting in a -2 affiliation penalty with the Oathsworn Slayers organization.

☛ **Raised by Gildor:** Gildor calls in his favors to have you brought back to life via *true resurrection*. This costs 10 TUs and 25,000 gp. This may be used in the future, but only at the end of an adventure.

☛ **Trading Concession Benefit:** (+2/-2 Affiliation Score) Metaorg Name: _____

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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 6:
- ❖ *Blazing skylance* (Metaregional; MIC)
- ❖ *Crystal echoblade* (Metaregional; MIC)
- ❖ *Shield of mercy* (Metaregional; MIC)
- ❖ *Vestments of divinity: ephod of authority* (Metaregional; MIC)
- ❖ *Vestments of Divinity: lenses of revelation* (Metaregional; MIC)

APL 8 (all of APL 6 plus the following):
- ❖ *Foreceful skylance* (Metaregional; MIC)
- ❖ *Vestments of divinity: badge of glory* (Metaregional; MIC)
- ❖ *Vestments of divinity: cord of favor* (Metaregional; MIC)

APL 10 (all of APLs 6-8 plus the following):
- ❖ *Vestments of divinity: phylactery of virtue* (Metaregional; MIC)
- ❖ *Rogue blade* (Metaregional; MIC)

APL 12 (all of APLs 6-10 plus the following):
- ❖ *Dragonrider armor [black]* (Metaregional; MIC)
- ❖ *Rod of freedom* (Metaregional; MIC)

APL 14 (all of APLs 6-12 plus the following):
- ❖ *Earthplate armor* (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