

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

_____ has completed
IUZ8-01 – End of the Line
 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#

598 CY
ADVENTURE

Home Region _____

LEVEL OF PLAY
 (CIRCLE ONE)

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

APL 14

max 3,600 xp; 13,200 gp

APL 16

max 4,050 xp; 19,800 gp

☛ **Good as Your Word:** You gain access to the items marked (*) below.

☛ **Oathbreaker:** For your next 10 adventures, you suffer a -5 circumstance penalty to Diplomacy and Gather Information but gain a +5 profane bonus to Bluff checks.

☛ **Leave No Loot Behind!** Your quick thinking and action in the heat of the moment might have endangered your life, but without doubt, it opened up Adventure access to the following items (GM: cross off all access the PCs did not earn): *anklet of translocation* (MIC), +1 *blurring chain shirt* (4,250 gp; MIC), +1 *berserker greataxe* (8,320 gp; MIC), +1 *binding berserker greataxe* (18,320 gp; MIC), *greater revelation crystal* (MIC). Additionally, this access counts for the purpose of magic item creation.

☛ **Tainted by Evil:** You traded with the evil alchemist, Old Gulpa, and he now has your name in his ledgers. Just who was that gnome, anyway? On the other hand, you gained Adventure access to the following items (all DMG): Poisons: *dragon bile*, *shadow essence*, *giant wasp poison*, *purple worm poison*. Weapons: *assassin's dagger*, *dagger of venom*, *life-drinker*, *nine lives stealer*, *rapier of puncturing*. Additionally, this counts as an evil act. If the PC has committed 3 evil acts, marked on his or her ARs, it is removed from play.

☛ **There's a Place for you in Dorakaa:** Your contact with Iuz gives you access to the Contemplative PrC (*Complete Divine*). Of course, to become a contemplative of Iuz, you have to retire from a life of good. Dorakaa welcomes you.

TU

Starting TU

2 or 4 TU

TU Cost

- TU

Added TU Costs

TU

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APLs 10 and 12:

- ❖ *Angelhelm** (Adventure; MIC)
- ❖ *Badge of valor** (Adventure; MIC)
- ❖ *Brooch of shielding* (Adventure; DMG)
- ❖ *Horn of resilience** (Adventure; MIC)
- ❖ *Metamagic rod of extend, lesser* (Adventure; DMG)
- ❖ *Ring of brief blessing** (Adventure; MIC; limit 1)
- ❖ *Ring of silent spells* (Adventure; MIC; limit 1)
- ❖ *Vest of the master evoker* (Adventure; MIC)

APL 14 (all of APLs 10 and 12 plus the following):

- ❖ *Armbands of might* (Adventure; MIC)
- ❖ *Boots of speed* (Adventure; DMG)
- ❖ *Eyes of the eagle* (Adventure; DMG)
- ❖ *Ioun stone, dusty rose prism* (Adventure; DMG)

APL 16 (all of APLs 10 to 14 plus the following):

- ❖ *Brute gauntlets* (Adventure; MIC; limit 1)
- ❖ *Hexbands* (Adventure; MIC; limit 1)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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 _____

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

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