

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

IUZ8-01 – End of the Line (Extended Play)
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

LEVEL OF PLAY (CIRCLE ONE)

APL 10

max 675 xp; 1,150 gp

APL 12

max 787 xp; 1,650 gp

APL 14

max 900 xp; 3,300 gp

APL 16

max 1,012 xp; 4,950 gp

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Friend of Gildor:** Word of your efforts on Gildor's behalf has reached his draconic friends. Because of this, you gain access to one of the following feats (all Dr) or spells (all SpC). Feats: Dragon Cohort (good only), Dragon Familiar (good only), Dragon Steed (only as a Special Mount), Dragon Wild Shape (good only), Dragonfriend, Dragonsong, Overhead Thrust. Spells: *aura of evasion*, *contingent energy resistance*, *draconic might*, *dragonsight*, *find the gap*, *shield of warding*.

☛ **Gemstone of Fortification:** In addition to the properties described in the *Draconomicon*, the gemstone imbeds itself into your forehead, granting you a -2 Circumstance penalty in most social situations, but granting you a +5 Circumstance bonus when dealing with dragons. This does not occupy a body slot.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ Deathguardian bracers (Adventure; MIC)
- ❖ Eyes of truth (Adventure; MIC)
- ❖ Gemstone of light fortification (Adventure; Dr)
- ❖ Gemstone of moderate fortification (Adventure; Dr)
- ❖ Gemstone of heavy fortification (Adventure; Dr)
- ❖ Luckstone (Adventure; DMG)
- ❖ Metamagic rod of silent spells (Adventure; DMG)
- ❖ Ring of spell turning (Metaregional; DMG)
- ❖ Staff of illusion (Adventure; DMG)
- ❖ Vest of free movement (Adventure; MIC)
- ❖ Death ward armor or shield enhancement (Adventure; MIC)
- ❖ Wounding weapon enhancement (Metaregional; DMG)
- ❖ Vanishing weapon enhancement (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