



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*The Cup Runs Dry (Extended)*

A Metaregional Adventure  
Set in The Empire of Iuz



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region

Event:

Date:

DM:

Signature

RPGA #



Adventure Record#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 10

max 660xp; 1,150gp

APL 12

max 780xp; 1,650gp

APL 14

max 900xp; 3,300gp

APL 16

max 990xp; 4,950gp

☛ **Blessing of Iuz:** You may call upon Iuz to re-roll one failed saving throw as an immediate action during an Iuz metaregional adventure. Using this favor is an evil act. Cross off when used.

☛ **A Proven Hero:** You bravely faced the Boneshadow Keak and relocated the Shade. This satisfies all favor and time requirements for the 2nd tier of membership in the Drinkers of the Cup of Midnight metaregional meta-organization.

☛ **A Legendary Hero:** You have decisively defeated the nefarious Boneshadow Keak. This satisfies all favor and time requirements for the 3rd tier of membership in the Drinkers of the Cup of Midnight metaregional meta-organization.

☛ **Wraithblade:** When this *+1 ghost touch wounding dagger* is used in combat it appears almost insubstantial in the wielder's hand. Once per day, as a swift action, the wielder can make attacks with a *wraithblade* as touch attacks, although force effects grant the full armor bonus against a *wraithblade*. *Ghost touch* armor and shields also use their full armor bonus against attacks from a *wraithblade*. This effect lasts for one round.

Strong conjuration; CL 13th; Craft Magic Arms and Armor, *ghost touch weapon*; Price 50,302 gp.

☛ **Keak's Lesser Spellbook:** 0—*arcane mark, light, mage hand, ray of frost*; 1st—*buzzing bee\*, charm person, magic missile, nerveskitter\*, ray of enfeeblement, shield, unseen servant*; 2nd—*false life, invisibility, resist energy, spider climb, Tasha's hideous laughter*; 3rd—*chain missile\*, deeper darkvision\*, displacement, fireball, fly, greater mage armor\*, greater magic weapon, heroism, lightning bolt*; 4th—*charm monster, confusion, dimension door, Evard's black tentacles, greater invisibility, greater resistance\*, overland flight, spell enhancer\**; Price: 4,000 gp.

☛ **Keak's Greater Spellbook:** 5th—*dominate person, dragonsight\*, greater blink\*, reciprocal gyre\**; 6th—*acid storm\*, disintegrate, greater dispel magic*; 7th—*limited wish, mass hold person, radiant assault\**; Price: 2,950 gp.

\*This spell is detailed in the *Spell Compendium*.

☛ **Medal of Honor:** For slaying the Boneshadow Keak, you receive a +2 Great Renown bonus to your Leadership score and Iuz's Border States metaregional access to one of the following: *amulet of mighty fists +4*, *standard of no retreat<sup>EW</sup>*, *greater beautiful staff<sup>CD</sup>*, *ring of spell-battle<sup>CD</sup>*, *bow of songs<sup>CD</sup>*, or *dagger of defense<sup>CD</sup>*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

Keak's items are marked with a \*. The Shade's items are marked with a †.

APLs 10-12

- ❖ *Boots of big stepping†* (Adventure, Miniatures Handbook)
- ❖ *Boots of levitation\** (Adventure, DMG)
- ❖ *Bracers of armor +5†* (Adventure, DMG)
- ❖ *Choker of eloquence, greater†* (Adventure, Complete Adventurer)
- ❖ *Gloves of Dexterity +6†* (Adventure, DMG)
- ❖ *Headband of intellect +6\** (Adventure, DMG)
- ❖ *Keak's spellbooks\** (Adventure, see above)
- ❖ *Potion of shield of faith +5†* (Adventure, DMG)
- ❖ *+1 returning dagger†* (Adventure, DMG)
- ❖ *Ring of counterspells\** (Adventure, DMG)
- ❖ *Ring of protection +2\*†* (Adventure, DMG)
- ❖ *Rod of silent metamagic\** (Adventure, DMG)
- ❖ *Scroll of greater teleport\** (Adventure, DMG)
- ❖ *Scroll of limited wish\** (Adventure, DMG)
- ❖ *+2 spell storing longsword\** (Adventure, DMG)
- ❖ *Strand of prayer beads\** (Adventure, DMG)
- ❖ *Stylus of the masterful hand†* (Adventure, Complete Adventurer)
- ❖ *Wraithblade†* (Adventure, see above)

APLs 14-16 (all of APLs 10-12 plus the following)

- ❖ Large *+1 chain shirt* (Adventure, DMG)
- ❖ Large masterwork spiked chain (Adventure, 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 Item

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

I TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL