

Living Greyhawk



This Record Certifies that

Played

by _____
Player RPGA #

Has Completed

Lost But Not Forgotten - Spellbook
 A Regional 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#

595 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 12

max oxp; ogp

APL 14

max oxp; ogp

APL 16

max oxp; ogp

Lady Ameiva's Spellbook, Volume One:
 1st—alarm, comprehend languages, hypnotism, mage armor, magic missile, mount, protection from evil, shield, unseen servant, 2nd—curse of impending blades (CA), detect thoughts, false life, owl's wisdom, 3rd—claraudience/clairvoyance, discern shapechanger (CA), displacement, illusionary script, lesser telepathic bond, nondetection, 4th—detect scrying, lesser geas, locate object, scrying, 5th—break enchantment, dominate person, Leomond's secret chest, Rary's telepathic bond, sending, 6th—geas/quest, illusory pit (CA), transfix (CA), true seeing. 100 pages used. Price 12,100 gp. This book has resistance 5 against acid, cold, electricity, fire, and sonic attacks. It also is waterproof. See *Complete Arcane*, pages 140-141 for a further description of these spellbook properties.

Lady Ameiva's Spellbook, Volume Two:
 4th—remove curse; 7th—Drawmij's instant summons, greater scrying, greater teleport, vision; 8th—dimensional lock, discern location, mind blank, temporal stasis; 9th—foresight, moment of prescience, teleportation circle, wish. 100 pages used. Price 16,100 gp. This book has resistance 12 against acid, cold, electricity, fire, and sonic attacks. It also hovers in the air wherever it is placed, much like an immovable rod, and it is waterproof. See *Complete Arcane*, pages 140-141 for a further description of these spellbook properties.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 12-16

- ❖ Lady Ameiva's Spellbook, Volume One (Adventure, see above)
- ❖ Lady Ameiva's Spellbook, Volume Two (Adventure, see above)

TU

Starting TU

XX TU

TU Cost

-XXXXXXXX TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

-XXXXXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXXXXXX 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

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

-XXXXXXXX GP

GP Spent

GP

Subtotal

+XXXXXXXX GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL