



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Iuz Strikes Back
A Regional Adventure
Set in The Shield Lands

Play Notes:

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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 420xp; 4,50gp

APL 4

max 660xp; 6,50gp

APL 6

max 900xp; 9,00gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Kruptan's Disfavor: You have earned the ire of the wrong man. Your insolence has earned you a -2 penalty to all Charisma-based checks with members of the Standing Army, and you may not use influence or gain ranks with the Standing Army while you have Kruptan's Disfavor. His ire will pass two calendar years after you played this adventure, or if he should leave his position of power, whichever comes first.

Exceptional Valor: The news has spread quickly of your heroic efforts to save the lives of others. As a result, citizens of the Shield Lands look upon you more favorably. You gain a +2 bonus to your Leadership score for Great Renown. However, a hero of the Shield Lands is an enemy of Iuz, and you are more likely than your companions to be targeted by any of Old Wicked's more intelligent and aspiring minions.

Friend of the Greycloaks: In return for the assistance you freely gave to Quatrain the Cold, the Greycloaks will either let you train with their scouts, granting you access to the Dread Commando prestige class, OR they will enchant one of your weapons with the Bane (Undead) upgrade. PCs must still pay the normal cost for the weapon upgrade. You must indicate which benefit you choose at the table, and your DM will circle it.

Dis-armed: Defeated and captured by Iuzian Hunter Killers, you are fortunate to have a life and soul. However, when you regained consciousness, you lacked a sword hand. Quatrain the Cold is willing to call in some old favors to help regenerate your arm, but you will still have to pay 4 TUs and 910 gold pieces. Ouch!

Stone of Weight: Only one PC at the table may gain this curse. You have picked up a cursed stone of weight. You may remove it with a remove curse spell. Until then, your base land speed is halved. When you remove this curse, have your DM sign and note the AR below. Removed AR\_\_\_\_\_.

The Writings of Lystratus Vale: This evil genius left behind not only a spellbook, but a series of notes about the nature of magic and metamagic. See the spellbook supplemental AR for the spellbook information. APL 8 and above: Gain access to the Sudden Maximize feat (Complete Arcane).

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

ITEMS FOUND DURING THE ADVENTURE

- APL 2: Boots of elvenkind, Cloak of elvenkind
APL 4: Eyes of the eagle, Dark blue rhomboid ioun stone
APL 6: Tunic of steady spellcasting
APL 8: Cloak of resistance +2
APL 10: Armbands of might, Brooch of shielding, Headband of intellect +4
APL 12: Lesser metamagic rod of empower, Metamagic rod of enlarge, Scepter of obedience Handbook, Ring of counterspells, Vest of resistance +3

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 1/2 this value to your gp value

Items Bought
Total Cost of Bought Item
Subtract this value from your gp value

GP Starting GP
GP Spent
GP Subtotal
GP Gained
GP Subtotal
GP Gained
GP Spent
GP FINAL GP TOTAL