

Living Greyhawk



This Record Certifies that

_____ Played
by _____
Player RPGA #

Has Completed
Iuz Strikes Back - Spellbook
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 exp; ogp

APL 4

max exp; ogp

APL 6

max exp; ogp

APL 8

max exp; ogp

APL 10

max exp; ogp

APL 12

max exp; ogp

Lystratus Vale's Spellbook: Dependant upon the APL played, you receive the following spellbook. Asterisked spells are from the *Spell Compendium*.

APL 2: 0—*detect magic, light, ray of frost, resistance*; 1st—*burning hands, fist of stone*, mage armor, shield*; 2nd—*invisibility, mirror image, scorching ray*. Price: 900 gp.

APL 4: All of APL 2; 1st—*nervekitter*; 2nd—*glitterdust*; 3rd—*fireball, fly, haste*. Price: 2,100 gp.

APL 6: All of APLs 2-4; 1st—*lesser orb of electricity**; 2nd—*shatter*; 3rd—*lightning bolt*; 4th—*defenestrating sphere**; 5th—*dimension door, Evard's black tentacles*. Price: 3,900 gp.

APL 8: All of APLs 2-6; 1st—*magic missile*; 2nd—*fireburst**; 3rd—*arcane sight*; 4th—*orb of cold**; 5th—*cone of cold, greater dimension door**. Price: 6,100 gp.

APL 10: All of APLs 2-8; 3rd—*shadow binding**; 4th—*Otiluke's resilient sphere*; 5th—*reciprocal gyre**; 6th—*chain lightning, greater dispel magic*. Price: 8,800 gp.

APL 12: All of APLs 2-10; 4th—*stoneskin*; 5th—*arc of lightning**; 6th—*contingency*; 7th—*Bigby's grasping hand, spell turning, stun ray**. Price: 12,400 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 2-12

❖ *Lystratus Vale's spellbook* (Adventure, see above)

TU

Starting TU

XXXX TU

TU Cost

-XXXXXXXX TU

Added TU Costs

TU REMAINING

XP

Starting XP

-XXXXXXXXXXXXXP

XP lost or spent

XP

Subtotal

+XXXXXXXXXXXXXP

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 Spent

GP

Subtotal

+

GP Gained

GP

Subtotal

+

GP Gained

GP

Subtotal

-

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 Item _____

Subtract this value from your gp value