



This Record Certifies that



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)

Played by Player RPGA #

Has Completed

KEO6-04 Old Sins Cast Long Shadows
A Regional Adventure Set in Keoland
And Found the Following Spellbooks

Event: Date:
DM: Signature RPGA #

APL 8

APL 10

APL 12

Cross out any game effects this character does not gain.

Kemli's Spellbooks: You have found the spellbooks of Kemli the Greater. There are a total of three spellbooks; each volume is available at a certain APL and above. They contain the following:

- Spellbook I: 1st - mage armor, magic missile, true strike; 2nd - invisibility, mirror image, scorching ray; 3rd - fireball, dispel magic. Price: 750 gp; Weight: 3 lbs.
Spellbook II: 3rd - lightning bolt, major image; 4th - wall of ice, enervation. Price: 700 gp; Weight: 3 lbs.
Spellbook III: 4th - ice storm; 5th - transmute rock to mud, cone of cold. Price: 700 gp; Weight: 3 lbs.

Remble's Spellbooks: You have found the spellbooks of Remble the Woestave. There are a total of three spellbooks; each volume is available at a certain APL and above. They contain the following:

- Spellbook I: 1st - magic missile, Tenser's floating disk, identify, mage armor, mount, unseen servant, comprehend languages, detect secret doors; 2nd - glitterdust, web, scorching ray, gust of wind, shatter; 3rd - fireball, stinking cloud, sleet storm, tongues, dispel magic. Price: 1,650 gp; Weight: 3 lbs.
Spellbook II: 4th - dimension door, Evard's black tentacles, fire shield, Otiluke's resilient sphere, mass enlarge person; 5th - wall of stone, cone of cold, sending. Price: 1,750 gp; Weight: 3 lbs.
Spellbook III: 5th - feblemind, telekinesis; 6th - acid fog, chain lightning. Price: 1,100 gp; Weight: 3 lbs.
Spellbook IV: 6th - true seeing, greater dispel magic; 7th - summon monster VII, delayed blast fireball, forcecage. Price: 1,650 gp; Weight: 3 lbs.

TU Starting TU

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

Cross off all items NOT found

APL 8:

- Kemli's Spellbook I (Adventure; See Above)
Remble's Spellbook I (Adventure; See Above)
Remble's Spellbook II (Adventure; See Above)

APL 10 (all of APL 8 plus the following):

- Kemli's Spellbook II (Adventure; See Above)
Remble's Spellbook III (Adventure; See Above)

APL 12 (all of APLs 8, 10 plus the following):

- Kemli's Spellbook III (Adventure; See Above)
Remble's Spellbook IV (Adventure; See Above)

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 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