Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

ADP7-03 The Frostfell Rift (Part 1)

An Adapted Adventure

Set in the Kingdom of the Schnai

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained*_____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
*HomeRegion*_____

Event: _____ Date: _____

DM:_____
Signature RPGA #

Adventure Record#

597 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

APL 6

max 1,800 xp; 1,800 gp

Cross out any game effects this character does not gain.

☛ **Favor of the Black Library**: Your search through the tomes and papers of the Black Library has enlightened you. You gain access (Frequency: Any) to take (or purchase in the case of a magic item) one of the following from *Heroes of Battle* (circle the one selected): prestige classes (Combat Medic, Dread Commando, War Weaver), feats (Block Arrow, Coordinated Shot, Expanded Aura of Courage, Guerilla Scout, Guerilla Warrior, Mounted Mobility, Plunging Shot, Ready Shot, Shield Wall), spells (*acid rain, aerial alarm, battlefield fortification, battlefield illumination, battlemagic perception, blaze of light, boiling oil, consecrate battlefield, drums of war, early twilight, hurtling stone, Leomund's billet, molten strike, resounding voice, shrieking blast, spiritual cavalry, spiritual charger, greater status, trip vine*), magic items (*overhead shield, armor of transport, rod of arming, rod of leadership, Daern's instant tent, everlasting rations, lesser horn of the rider, greater horn of the rider, banner of law, banner of the goblin's bane, sign of the favored*).

Mark this Favor as USED when the access is selected.

☛ **Favor of the Librarians**: You gain access (Frequency: Any) to take one of the following from *Frostburn* (circle the one selected): spells (*animate snow, anticold sphere, arctic haze, lesser aura of cold, greater aura of cold, blizzard, blood snow, bone chill, boreal wind, brumal stiffening, call avalanche, column of ice, conjure ice beast I, conjure ice beast II, conjure ice beast III, conjure ice beast IV, conjure ice best V, conjure ice beast VI, conjure ice beast VI, conjure ice beast VII, conjure ice object, control snow and ice, control temperature, crack ice, death hail, detect fire, dispel cold, dispel fire, ease of breath, entomb, evergreen, flash-freeze, flesh to ice, float, fortify cold creatures, freeze armor, freezing glance, frost weapon, frostbite, lesser frostburn, mass frostburn, gelid blood, glacial globe of invulnerability, glacial ward, glaze lock, heartfreeze, heat leech, hibernate, ice darts, ice rift, ice shape, ice ship, ice skate, ice slick, ice to flesh, icicle, ivory flesh, Leomund's tiny igloo, meld into ice, mindfrost, move snow and ice, numbing sphere, obscuring snow, pass through ice, snow walk, snow wave, snowdrift, snowsight, snowsong, thaw, thin air, whiteout, winter's embrace, zone of glacial cold*), feats (Altitude Adaptation, Beckon the Frozen, Cold Endurance, Improved Cold Endurance, Cold Focus, Greater Cold Focus, Ice Harmonics, Mountaineer, Snowcasting, Frozen Magic, Icy Calling, Cold Spell Specialization, Frostfell Prodigy, Snowrunner, Snowflake Wardance, Winter's Mount, Piercing Cold).

Mark this Favor as USED when the access is selected.

TU
Starting TU

4 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 6:
- ❖ *+1 elven chain (Adventure; Dungeon Master's Guide)*
- ❖ *Boots of striding and springing (Adventure; Dungeon Master's Guide)*
- ❖ *Large chain shirt (Adventure; Dungeon Master's Guide)*
- ❖ *Large greatsword (Adventure; Dungeon Master's Guide)*
- ❖ *Large longbow (Adventure; Dungeon Master's Guide)*
- ❖ *Large masterwork orc double axe (Adventure; Dungeon Master's Guide)*

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 Items

Subtract this value from your gp

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