



This Record Certifies that



Play Notes:

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



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by
Player
RPGA #

Has Completed
PAL5-07 - Troll Winter
A Regional Adventure
Set in the Theocracy of the Pale

Event: Endicon 5 Date:
DM:
Signature RPGA #

Home Region

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Found in the Luggage: Among the belongings that had been cleared from the camp by the humanoids, you found scrolls containing the two spells: zone of glacial cold (Drd2, Rgr2, Sor/Wiz2), glacial globe of invulnerability (Clr4, Sor/Wiz3) (both spells are from the book Frostburn). You now have access to these two spells.

Favor of the Pholtan Knights Valorous: The Pholtan Knights Valorous will provide a vest of resistance +1, +2, or +3 (Complete Arcane) for any member of the Pholtan Knights Valorous. The member must pay the normal price for the item, but may use this favor when he chooses. Each PC may purchase only one vest. Once used, cross off this favor.

Bracelet of the North - Changing Magic: The familiar bracelet you have been wearing seems to have changed somehow. It remains frozen to your wrist but the protective wards it once provided have faded. You no longer find yourself resistant to fire, and every time you attempt to ignite a fire, you feel a twinge of reproach. The bracelet has no doubt become cursed in some way, but its full repercussions are yet to be known.

Removing the Bracelet of the North now requires not only a limited wish, wish, or miracle cast by at least a 17th-level caster, but also a remove curse cast by at least a 17th-level caster.

Favor of the Church of the One True Path: Any member of Church meta-org will be provided access to a pearl of power 1st, 2nd, or 3rd level. The PC may purchase this pearl at any time and may buy only one pearl, but must pay full price for it. Once used, cross off this favor.

Recovered Seneton: For your having recovered Seneton, the Church of the One True Path will grant you one free spell cast by an NPC cleric with a caster level up to the level of the APL played +1, during or after any Pale Regional scenario. The spell must come from the PHB. The PC must pay for any material components associated with the spell, but not for the spell's casting itself. Cross off this favor when it is used.

Arms of Vengeance: For avenging the death of Tristan Spencer, Dorjan Oldrich has agreed to have forged for you any single magical weapon, armor, or shield of 9000 gp or less from Tables 7-2, 7-5, 7-6, 7-9, 7-14, or 7-15 of the Dungeon Master's Guide. No non-Core materials (such as mithral or adamantite) are allowed. -OR- He will have one magic weapon upgraded to a +2 or +3 enhancement bonus. You may upgrade a weapon from a +1 bonus to +3, but you must pay the full cost at one time. The PC must pay for the weapon, shield, or armor. Once used, cross off this favor.

Stole Seneton: You tried to benefit from Tristan's misfortune. You made the mistake of selling the sword to a member of the Pale Diplomatic Corps, though, and you have now been sentenced to 20 TUs in a New Dawn Camp to learn the error of your ways.

Translated the Journal: You helped the Pale Diplomatic Corps decode Tristan's journal. It took you 2 TUs to do so, but in return for your help, they have will sell you a Circlet of Persuasion or a cloak of Charisma +4 (or upgrade a cloak of Charisma +2 to +4). This PC has also gained some foreknowledge for the next part of Winter Stalks the Pale.

TU
Starting TU

1 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 2-4:

- wand of endure elements (Regional, DMG, 750 gp)
wand of shocking grasp (Adventure, DMG, 750 gp)

APL 6 (all of APLs 2-4 plus the following):

- dust of tracelessness (Regional, DMG, 250 gp)

APL 8 (all of APLs 2-6 plus the following):

- skull talisman of resist energy - fire (Adventure, Frostburn, 300 gp)
skull talisman of cure light wounds (Adventure, Frostburn, 50 gp)

APL 10 (all of APLs 2-8 plus the following):

- skull talisman of cure moderate wounds (Adventure, Frostburn, 300 gp)

APL 12 (all of APLs 2-10 plus the following):

- masterwork Large greatsword (Adventure, PHB, 400 gp)
Large breastplate (Adventure, PHB, 400 gp)
wand of magic missile (5th level) (Adventure, DMG, 3750 gp)

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
GP Spent

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

- GP
GP Spent

GP
FINAL GP TOTAL