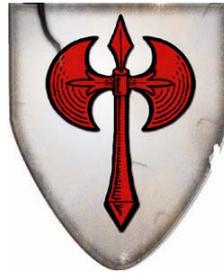


## This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

**Has Completed**  
 ULP7-09 Chill

**A Regional Adventure**  
**Set in the Principality of Ulek**



### Play Notes:

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

\_\_\_\_\_  
 Home Region \_\_\_\_\_

**Event:** \_\_\_\_\_ **Date:** \_\_\_\_\_  
**DM:** \_\_\_\_\_  
Signature RPGA #



Adventure Record#

**597 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
 (CIRCLE ONE)

**APL 4**  
 max 675 xp; 650 gp

**APL 6**  
 max 900 xp; 900 gp

**APL 8**  
 max 1,125 xp;  
 1,300 gp

**APL 10**  
 max 1,350 xp;  
 2,300 gp

**APL 12**  
 max 1,575 xp;  
 3,300 gp

*Cross out any game effects this character does not gain.*

➤ **Callous Combatant:** You have demonstrated a callous disregard for the lives of innocents when engaged in battle. You gain a +2 circumstance bonus to Intimidate checks when dealing with citizens of the Principality of Ulek. However, you gain a -1 circumstance penalty to all other Cha-based checks when dealing with citizens of the Principality of Ulek.

➤ **Ice Breaker:** For having struck the final blow that destroyed the Rod of Chills, you have triumphed over winter itself. You gain Resist Cold 5 for one year from the date of this Adventure Record. If you already have Resist Cold, your Resist Cold ability increases by 5.

➤ **Foul Weather Friend:** For sparing the life of a hapless cold-weather animal, the Emerald Conclave has managed to preserve some stray animals for you. You gain access to the following animal companions: megaloceros, glyptodon, woolly mammoth.

➤ **Favor of the Emerald Conclave:** For ending the threat of the Cult of Nerull, the Emerald Conclave grants you access (Frequency: Adventure) to purchase the following items from the MIC: tigerskin armor, ring of antivenom, survival pouch. If you are a member of the Emerald Conclave, you gain access (Frequency: Regional) to these items as well.

➤ **Hatred of Nerull:** Because you have repeatedly drawn his attention, The Reaper wishes you to visit him very soon in his otherworldly abode. To help expedite this, you now have a -1 penalty to all saves against death effects, negative energy effects and disease. This penalty can only be removed by a *limited wish*, *wish*, *miracle* or similarly powerful effect.

➤ **Favor from the Shadows:** You gain access (Frequency: Adventure) to purchase the following items from the MIC: *revelation crystal (least)*, *shield of mercy*, *rod of escape*. If you are a member of the Web, you gain access (Frequency: Regional) to these items as well.

➤ **Naridith's Spellbooks:** You have plundered Naridith's spellbooks, a series of volumes in a spellbook set:

**APL 4:** 1<sup>st</sup> – *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystul's magic aura*, *shield*; 2<sup>nd</sup> – *blindness/deafness*, *cat's grace*, *command undead*, *false life*, *fireburst (SpC)*, *fox's cunning*, *heart of air (CM)*, *incendiary slime (CM)*, *scorching ray*; 3<sup>rd</sup> – *anticipate teleportation (SpC)*, *fireball*, *fly*, *heart of water (CM)*. Price: 1,950 gp; Weight: 3 lbs.

**APL 6:** 4<sup>th</sup> – *bestow curse*, *blast of flame (SpC)*, *contagion*, *dimension door*, *dispelling screen (SpC)*, *heart of earth (CM)*, *illusory wall*, *greater invisibility*, *orb of fire (SpC)*, *screaming wall of ice*. Price: 2,200 gp; Weight: 3 lbs.

**APL 8:** 5<sup>th</sup> – *contact other plane*, *greater blink*, *greater fireburst (SpC)*, *heart of water (CM)*, *Mordenkainen's faithful hound*. Price: 1,250 gp; Weight: 3 lbs.

**APL 10:** 6<sup>th</sup> – *analyze dweomer*, *contingency*, *greater dispel magic*, *legend lore*, *permanent image*. Price: 1,500 gp; Weight: 3 lbs.

**APL 12:** 7<sup>th</sup> – *delayed blast fireball*, *greater scrying*, *spell turning*. Price: 1,050 gp; Weight: 3 lbs.

TU  
Starting TU

**1 Or 2** 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 4 (all of the following):

- ❖ *Bladed Crossbow (Adventure; Magic Item Compendium)*
- ❖ *Divine Scroll of Restoration (Adventure; Dungeon Master's Guide)*
- ❖ *Metamagic Rod, Searing, Lesser (Adventure; Sandstorm; Limit 1)*
- ❖ *Naridith's Spellbooks (Adventure; See Above)*
- ❖ *White Dragonhide Heavy Shield (Adventure; Dungeon Master's Guide)*

APL 6 (all of APL 4 plus the following):

- ❖ *Bracers of Entangling Blast (Adventure; Magic Item Compendium)*
- ❖ *White Dragonhide Hide Armor (Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 4, 6 plus the following):

- ❖ *Quick Loading Bladed Crossbow (Adventure; Magic Item Compendium)*
- ❖ *Ring of Silent Spells (Adventure; Magic Item Compendium)*

APL 10 (all of APLs 4, 6, 8 plus the following):

- ❖ *Metamagic Rod, Searing (Adventure; Sandstorm; Limit 1)*
- ❖ *White Dragonhide Banded Armor (Adventure; Dungeon Master's Guide)*

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

- ❖ *Quick Loading Ghost Touch Bladed Crossbow (Adventure; Magic Item Compendium)*

### 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 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