



This Record Certifies that

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

Has Completed  
*Cold Fury*  
A Regional Adventure  
Set in The Kingdom of Sunndi

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#

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

**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 1575 XP; 3,300gp

**Favor of Nor Narsel:** By spending this favor, the villagers of Nor Narsel sell you one war-trained hippogriff for 4000 gp. It can be used as a normal mount (counting as a CR 3 creature for APL calculation purposes), a paladin's mount (assuming the paladin is 6+ level), a familiar (see the *Complete Warrior*) or an animal companion (assuming the druid is 7th level or higher).

**Favor of the Bloodhounds:** Chances for being captured when wanted in the Splintered Sun region are halved to a minimum of 1 on a d20. The favor can be spent if captured due to a random roll at the start or end of a scenario to prevent the capture, but the wanted status is not removed.

The favor can also be spent to gain one-time access to one of the following items for the normal price: *merciful* weapon enhancement, *dimensional shackles*, *eyes of the eagle* or *lens of detection*.

**Gnome Vale Blue Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale blue gemstone*.

**Wrath of the Bloodhounds:** You have angered a respected member of a loose organization of bounty hunters. As a result chances of being captured for being wanted in the Splintered Suns region are double normal. A favor with a bloodhound can remove the wrath.

**Banished from Sunndi:** The PC has been found guilty of kidnapping, and has been banished for life. Roll a d20 at the end of a scenario taking place in Sunndi. On a 1-2 the PC is captured and executed, a DC 15 Disguise check halves the chance. The PC also cannot join or remain a member of any Sunndian based meta-organization except for the Contraband Cartels.

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

- APL 4**
- ❖ Armor insulation (Adventure, Frostburn)\*
  - ❖ *elixir of truth* (Regional, DMG)
  - ❖ Frostburn salve (Adventure, Frostburn)\*
  - ❖ Fur clothing (Adventure, Frostburn)\*
  - ❖ Masterwork large greatsword (Adventure, PHB)
  - ❖ *Quaal's feather token - whip* (Regional, DMG)
  - ❖ Skis and poles (Adventure, Frostburn)\*
  - ❖ Snow goggles (Adventure, Frostburn)\*
  - ❖ Snowshoes (Adventure, Frostburn)\*

- APL 6 and 8** (All of APLs 4-6 plus the following)
- ❖ *boots of the winterlands* (Adventure, DMG)
  - ❖ +1 *chain shirt of silent moves* (Adventure, DMG)
  - ❖ +1 *mithral breastplate* (Adventure, DMG)

- APL 10** (All of APLs 4-8 plus the following)
- ❖ *armbands of might* (Adventure, CV),
  - ❖ +2 *buckler* (Adventure, DMG)
  - ❖ *cloak of resistance* +2 (Adventure, DMG)

- APL 12** (All of APLs 4-10 plus the following)
- ❖ +1 *adamantine chain shirt* (Adventure, DMG)
  - ❖ *boots of speed* (Adventure, DMG)
  - ❖ +2 *chain shirt of silent moves* (Adventure, DMG)
  - ❖ +1 *large greatsword* (Adventure, DMG)
  - ❖ *circlet of persuasion* (Adventure, DMG).

\* Members of the Royal Warders of the Glorioles or any of the meta-organizations associated with Glorvardum gain Regional access to these items.

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL