



This Record Certifies that

Played by _____
Player RPGA #

Has Completed the Extended Play of
Nor Crystal Falls

A Meta-Regional Adventure Set in Tuflik,
Fals, and Volverdya Trade Route

Play Notes:

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



Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 4

max 285 xp; 300 gp

APL 6

max 375 xp; 400 gp

APL 8

max 465 xp; 625 gp

APL 10

max 555 xp; 1,050 gp

APL 12

max 645 xp; 1,500 gp

APL 14

max 735 xp; 3,000 gp

NOTE: This represents the extended play options for VTF3-01 Nor Crystal Falls. This Adventure Record must immediately follow the Adventure Record for Nor Crystal Falls to be valid.

Lord Rufus and Lord Burne will enhance any simple, marital, or exotic weapon, melee or ranged, with the following weapon enhancement, per the rules in the DMG, for defeating the elemental and returning any documentation found. Which enhancement is available is based on the temple defeated.

Earth Temple:

Weapon Enhancement Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, holy power; Market Price: The difference in cost between the old weapon and the new weapon; Frequency: Meta-regional

Fire Temple:

Weapon Enhancement Flaming: A flaming weapon, upon command, is sheathed in fire. The fire does not harm the hands that hold the weapon. Flaming weapons deal an additional 1d6 points of fire damage upon a successful hit. This additional damage is not multiplied by a critical hit. Bows, crossbows, and slings so enchanted bestow the energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, flame blade, flame strike, or fireball; Market Price: The difference in cost between the old weapon and the new weapon; Frequency: Meta-regional

Air Temple:

Weapon Enhancement Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the hands that hold the weapon. Shock weapons deal an additional 1d6 points of electrical damage upon a successful hit. This additional damage is not multiplied by a critical hit. Bows, crossbows, and slings so enchanted bestow the energy upon their ammunition.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning bolt; Market Price: The difference in cost between the old weapon and the new weapon; Frequency: Meta-regional

Meta-Magic Feat Rod, Silence (Lesser) as presented in the Tome of Blood. The user can cast up to three spells per day without verbal components as though using the Silent Spell feat. The Lesser metamagic Feat Rods can be used with 1st - 3rd level spells.

Caster Level: 17th; Prerequisites: Craft Rod, Silent Spell; Market Price: 5,400 gp.

TU

Starting TU

1 OF 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

All Elemental Cult Temples:

APL 8

❖ *peripart of wisdom +2* (Freq: Adventure; 4,000 gp; DMG)

APL 10 (all of APL 8 plus the following)

❖ *meta-magic feat rod of silence (lesser)* (Freq: Adventure; 5,400 gp; see above)

APL 12 (all of APL 8-10 plus the following)

- ❖ *peripart of wisdom +4* (Freq: Adventure; 16,000 gp; DMG)
- ❖ *incense of meditation* (Freq: Adventure; 4,900 gp; DMG)
- ❖ *javelin of lightning* (Freq: Adventure; 751 gp; DMG)

Fire

APL 14

❖ *+2 kama* (Freq: Adventure; 8,302 gp; DMG)

Earth

APL 4

❖ *Shield, Large, Mithral* (Freq: Adv; 1,000 gp; DMG)

APL 10 (all of APL 4 plus the following)

❖ *headband of intelligence +2* (Freq: Adventure; 4,000 gp; DMG)

Air

APL 12

❖ *dust of disappearance* (Freq: Adventure; 3,500 gp; DMG)

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