



This Record Certifies that

Played by

Player

RPGA #

Has Completed
NYR6-02 A Trip to the Glacier
A Regional Adventure
Set in the Kingdom of Nyronnd



Play Notes:

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



Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

❖ **Favor of the Rel Mord Wizards' Guild:** The RMWG will enchant any weapon to be Frost or Frost Burst or any armor or shield with Cold Resistance for the appropriate cost from the DMG. This access is Regional.

❖ **Enmity of the Rel Mord Wizards' Guild:** This character has stolen from the Rel Mord Wizards' Guild and failed to deliver merchandise as promised. Their description has been reported to Royal Law Enforcement Authorities, and the character is Wanted by the Crown.

❖ **Members of the Nyronnd Wilderness Alliance:** Regional access to the Seeking weapon special ability and the Bane (dragon) weapon special ability. You must be a member of the meta-org at the beginning of this module to gain this access.

❖ **Members of the Rel Mord Wizards' Guild (or using a Favor of the Rel Mord Wizard's Guild):** Regional access to Lesser Rod of Extend Metamagic, Lesser Rod of Silent Metamagic, and Ring of Counter Spells. Using the Favor of the Rel Mord Wizard Guild to gain this access voids the favor. Otherwise, you must be a member of the meta-org at the beginning of this module to gain this access.

❖ **Favor of the GGGRMS&GFG:** This favor converts all items found in the adventure to Regional Access. Additionally, this favor counts as an Influence Point with the Nyronnd Wilderness Alliance (Gamboge Region).

❖ **Favor of the Abbey of Ice:** For the cost of 1 TU per feat, prestige class, or spell, the character can return to the Abbey and gain access to the following feats, prestige classes, and spells: Frozen Berserker, Frozen Magic, Mountaineer, Snow Casting, Storm Magic; Cloud Anchorite, Frost Mage, Frostrager, Stormsinger; 1st – *conjure ice beast I, glaze lock, snowdrift*; 2nd – *conjure ice beast II, frost weapon, heat leech, Leomund's tiny igloo, numbing sphere, zone of glacial cold*; 3rd – *conjure ice beast III, crack ice*; 4th – *conjure ice beast IV, glacial ward, mindfrost, wall of coldfire*; 5th – *boreal wind, conjure ice beast V, flesh to ice, ice to flesh*. Additionally, the Abbey can make Blue Ice available for the crafting of any normal PHB weapon or armor that can normally be made from Blue Ice (this access is Regional) and the Abbey makes Coldfire available for use as a spell component only (this access is Any, but may only be used as a spell component).

❖ **GGGRMS&GFG Rescue Dog:** CR 1; Medium Animal; HD 2d8+4; hp 14; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6. *Skills and Feats:* Jump +8, Listen +5, Spot +5, Swim +3, Survival +1. *Alertness, Track; Tricks:* (See Player's Handbook, Pg 74-75 and below) Defend, Heel, Rescue*, Seek, Track, Work. *Rescue:* These dogs are specially trained for rescue, both in snow and water. If they are directed to, or sense a need to, they will attempt to rescue a drowning or buried character. Because of the nature of their training, there is no Handle Animal check required for this roll if the danger is obvious to the dog.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Frostburn, Table 4-2: Frostfell Gear (Adventure; Frostburn; varies)
- ❖ Ascender/Slider (Adventure; A&EG; 20 gp)
- ❖ Armor Insulation, Flask (Adventure; Frostburn; 50 gp)
- ❖ Bag of Holding, Type I (Adventure; DMG; 2,500 gp)
- ❖ Fog-cutter Lantern (Adventure; A&EG; 20 gp)
- ❖ Frostbite Salve, Jar (Adventure; Frostburn; 50 gp)
- ❖ GGGRMS&GFG Rescue Dog (Adventure; See Above; 175 gp)
- ❖ Gnomish (Elven) Rope (Adventure; A&EG; 50 gp per 20 ft.)
- ❖ Ice Axe (Adventure; Frostburn; 10 gp)
- ❖ Ice Chalk (Adventure; Frostburn; 20 gp)
- ❖ Instant Rope (Adventure; A&EG; 25 gp)
- ❖ Iuak (Adventure; Frostburn; 12 gp)
- ❖ Signal Torch (Adventure; A&EG; 1 gp)

APL 4 (all of APL 2 plus the following):

- ❖ Field Provision Box (Adventure; MH; 2,000 gp)
- ❖ Magic-Sleeping Bag (Adventure; MH; 1,000 gp)
- ❖ Murlynd's Spoon (Adventure; DMG; 5,400 gp)
- ❖ Polar Skin (Adventure; Frostburn; 25 gp)
- ❖ Robe of Useful Items (Adventure; DMG; 7,000 gp)
- ❖ Rope of Climbing (Adventure; DMG; 3,000 gp)

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

- ❖ Bag of Holding, Type II (Adventure; DMG; 5,000 gp)
- ❖ Boots of the Winterlands (Adventure; DMG; 2,500 gp)

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

- ❖ Cube of Frost Resistance (Adventure; DMG; 27,000 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 ½ 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

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