



This Record Certifies that

played by \_\_\_\_\_  
Player

RPGA #

Has Completed  
CORS4-02 Here There Be Dragons  
A Core Special Adventure  
Set in the Land of Black Ice



#### 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#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 14

max 3,600 XP; 13,200 gp

APL 16

max 4,050 XP; 19,800 gp

APL 18

max 4,500 XP; 34,000 gp

❖ **Chilled to the Bone:** For the next three rounds played by this character, the PC will have cold resistance 3, as the magic of the Land of Black Ice has gotten under the PC's skin.

❖ **Gemstone of Light Fortification (Draconomicon p83):** This large, faceted stone must be embedded in a creature's hide to function. True dragons can accomplish this with ease, since they routinely embed gems in among the scales of their bellies. Other creatures have a more difficult time of it, requiring a limited wish or wish spell to embed it in your flesh. This spell must be cast by yourself or by an NPC. It cannot be cast by another PC. When properly embedded, a gemstone of fortification protects the wearer's vital areas from lethal damage. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally. A gemstone of light fortification has a 25% chance to negate a critical hit or sneak attack. Strong universal or evocation; CL 13th; Craft Magic Arms and Armor, Craft Wondrous Item, limited wish or miracle, Price: 3,000 gp (light).

❖ **White Dragonfang Weapons:** You were able to pry the teeth from Aggeborealus' body and bring them back to Farthenmoor where they can be worked into weapons. Each PC can buy two

**White Dragonfang Weapons [Cont.]:** weapons that must be either piercing or slashing weapons. Ammunition is not available. APL 14 & 16: small, medium, large, or huge light weapons, or small, medium, or large one-handed weapons, or small, or medium two-handed weapons. APL 18: small, medium, large, huge, or gargantuan light weapons, or small, medium, large, or huge one-handed weapons, or small, medium, or large two-handed weapons. Cost: price of masterwork weapon + 300gp. See *The Draconomicon*, page 117 for more details.

❖ **Nestor's Spellbook I:** [2nd – earthbind; 3rd – dragonskin, halt undead, suppress breath weapon, vampiric touch; 4th – bestow curse, enervation; 5th – contingent energy resistance, draconic might, ghost form, symbol of pain]. Market Price: 4,200gp. Weight: 3 lbs.

❖ **Nestor's Spellbook II:** [4th – animate dead; 5th – magic jar, waves of fatigue; 6th – eyebite, symbol of fear]. Market Price: 2,600gp. Weight: 3 lbs.

❖ **Nestor's Spellbook III:** [7th – antimagic ray, symbol of fear, waves of exhaustion; 8th – horrid wilting, symbol of death]. Market Price: 3,700gp. Weight: 3 lbs.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found  
All listed items are access: Adventure

### APL 14

- ❖ Boots of the winterlands (2,500gp, DMG)
- ❖ Wand of cure light wounds (750gp, DMG)
- ❖ Huge +3 breastplate (9,950gp, DMG)
- ❖ Huge +1 sweeping heavy flail (8,360gp, A&EG)
- ❖ Amulet of natural armor +2 (8,000gp, DMG)
- ❖ Vest of resistance +3 (9,000gp, CA)
- ❖ Large +1 shadow and silent moves studded leather armor (8,700gp, DMG)
- ❖ Amulet of mighty fists +2 (24,000gp, DMG)
- ❖ Large +3 full plate (12,150gp, DMG)
- ❖ Ring of counterspells (4,000gp, DMG)
- ❖ Periapt of wisdom +4 (16,000gp, DMG)
- ❖ Headband of intellect +4 (16,000gp, DMG)
- ❖ Staff of necromancy (65,000gp, DMG)
- ❖ Bracers of armor +6 of cold resistance (54,000gp, DMG)
- ❖ Pearl of power 2<sup>nd</sup> (4,000gp, DMG)
- ❖ Slippers of spider climbing (4,800gp, DMG)
- ❖ +1 keen necklace of three natural weapons (24,600gp, SS)
- ❖ Claws of the ripper (2,000gp, Draconomicon)
- ❖ Gemstone of light fortification (3,000gp, Draconomicon)
- ❖ Vest of resistance +5 (25,000gp, CA)
- ❖ White Dragonfang Weapons: Cost: price of masterwork weapon +300gp. See *The Draconomicon*
- ❖ Nestor's Spellbook I (4,200 gp; see above)

### APL 16 (all of APL 14 plus the following)

- ❖ Large +2 shadow and silent moves studded leather armor (11,700gp, DMG)
- ❖ Vest of resistance +4 (16,000gp, CA)
- ❖ Large +4 full plate of light fortification (28,150gp, DMG)
- ❖ Periapt of wisdom +6 (36,000gp, DMG)
- ❖ Headband of intellect +6 (36,000gp, DMG)
- ❖ Nestor's Spellbook II (2,600 gp; see above)

### APL 18 (all of APL 14-16 plus the following)

- ❖ Amulet of mighty fists +3 (54,000gp, DMG)
- ❖ Large +4 full plate of moderate fortification (52,150gp, DMG)
- ❖ Nestor's Spellbook III (3,700 gp; see above)

### 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

TU

Starting TU

4 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