



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
Nor Crystal Falls

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



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#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 4

max 675 xp; 600gp

APL 6

max 900 xp; 800gp

APL 8

max 1,125 xp; 1,250gp

APL 10

max 1,350 xp; 2,100gp

APL 12

max 1,575 xp; 3,000gp

APL 14

max 1,800 xp; 6,000gp

Vest of Resistance as presented in the Tome of Blood

These garments offer magic protection in the form of a +1 to +5 resistance bonus for all saving throws (Fortitude, Reflex, Will).

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *resistance*, caster level must be three times that of the cloak's bonus; **Market Price:** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3); **Weight:** 1 lb.

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 water elemental and returning any documentation found.

Weapon Enhancement Frost: A frost weapon, upon command, is sheathed in icy cold. The cold does not harm the hands that hold it. Frost weapons deal an additional 1d6 points of cold 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, *chill metal* or *ice storm*; **Market Price:** The difference in cost between the old weapon and the new weapon. (Frequency: Meta-Regional).

APL 14 Only

Spellbook: 1st—alarm, cause fear, charm person, chill touch, erase, lesser cold orb², mage armor, ray of enfeeblement, shield, shocking grasp; 2nd—bull's strength, cat's grace, endurance, ghoul touch, Melf's Acid Arrow, ray of enfeeblement, scare, whispering wind; 3rd—displacement, gentle repose, greater magic weapon, magic circle against good, negative energy burst², slow, vampiric touch; 4th—acid orb², cold orb², contagion, dimension door, enervation, fear, improved invisibility, minor globe of invulnerability, solid fog; 5th—animate dead, cone of cold, magic jar, spirit wall², telekinesis, teleport, wall of force; 6th—acid fog, circle of death, flesh to stone, mass haste, true seeing
Market Price: 1,480 gp; (Frequency: Adventure)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 (all of APL 2 plus the following)

- ❖ *pearl of power* (1st) (Freq: Adv; 1,000 gp; DMG)
- ❖ *vest of resistance* +1 (Freq: Adv; 1,000 gp; See Above)
- ❖ *brooch of shielding* (Freq: Adv; 1,500 gp; DMG)
- ❖ *scroll (divine) Greater Magic Weapon* (Freq: Adv; 7th lvl caster; 700 gp; DMG)

APL 8 (all of APL 4-6 plus the following)

- ❖ *vest of resistance* +2 (Freq: Adv; 4,000 gp; see above)
- ❖ *+1 frost longsword* (Freq: Adv; 8315 gp; DMG)
- ❖ *scroll (divine) Monster Summoning IV* (Freq: Adv; 7th lvl caster; 700 gp; DMG)
- ❖ *Potion of Haste* (Freq: Adv; 5th lvl caster; 750 gp; DMG)

APL 10 (all of APL 4-8 plus the following)

- ❖ *scroll (divine) Flame Strike* (Freq: Adv; 9th lvl caster; 1,125 gp; DMG)
- ❖ *scroll (divine) Freedom of Movement* (Freq: Adv; 7th lvl caster; 700 gp; DMG)

APL 12 (all of APL 4-10 plus the following)

- ❖ *pearl of power* (2nd) (Freq: Adv; 4,000 gp; DMG)
- ❖ *+1 frost keen longsword* (Freq: Adv; 18,315 gp; DMG)
- ❖ *scroll (arcane) mass haste* (Freq: Adv; 11th lvl caster; 1,650 gp; DMG)

APL 14 (all of APL 4-12 plus the following)

- ❖ *+1 mithral chain shirt* (Freq: Adv; 2,250 gp; DMG)
- ❖ *+1 icy burst longsword* (Freq: Adv; 18,315 gp; DMG)
- ❖ *vest of resistance* +3 (Freq: Adv; 9,000 gp; see above)
- ❖ *scroll (arcane) wall of force* (Freq: Adv; 9th lvl caster; 1,125 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

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



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 Volverdyva Trade Route



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

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Adventure Record#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

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.

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

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