



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

**NYR7-02- The Abbey of Ice**

An adventure set in the Kingdom of Nyron



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#

**597 CY**  
**ADVENTURE**

**LEVEL OF  
PLAY**  
(CIRCLE ONE)

**APL 2**

max 450 XP; 450 gp

**APL 4**

max 675 XP; 650 gp

**APL 6**

max 900 XP; 900 gp

**APL 8**

max 1,125 XP; 1,300 gp

**APL 10**

max 1,350 XP; 2,300 gp

**Snowsight Goggles:** When wearing both of these clear crystal lenses, the wearer can see to the normal limits of vision through obscuring snowfall, even in whiteout conditions. In addition, the wearer ignores all penalties due to snow glare and snow blindness.

Faint transmutation; CL 1st; Craft Wondrous Item, snowsight; Price 2,000 gp.

**Favor of the GGRMS&GFRDTS:** a) For agreeing to *sell* your GGRMS&GFG Rescue Dog or other special dog to the GGRMS&GFG's Rescue Dog Training Subsection, you may sell the dog back on this AR for twice the price you originally paid for it. OR b) For volunteering to *give* your GGRMS&GFG Rescue Dog or other special dog to the GGRMS&GFRDTS, the trainers have offered to teach you the feat Natural Bond. This training costs either 1 TU now, or 2 TUs following any other NYR adventure.

**Touched by Sorgen:** On the icy banks of the River Styx in Winter's Hall on Pandemonium, this titanic saint placed his hand upon you and strengthened your bond to the Oeridian storm gods. Sorgen's touch literally meets the requirement of contact with a direct servant of Atroa, Procan, Sotillion, Telchur, Velnius, and Wenta, granting access to the contemplative prestige class. In addition, Sorgen gave you a strip of his tattered gray robe that you may use as the focus to cast *holy aura*.

**Favor of the Rel Mord Wizard's Guild:** The Fellows thank you for coming to the aid of their allies and offer to add the *frost* or *frost burst* enchantment to any weapon, add the *cold resistance* enchantment to any armor or shield, or upgrade a preexisting *cold resistance* enchantment to *improved cold resistance* at normal cost. If the PC still has the *Favor of the Rel Mord Wizard's Guild* from NYR6-02 A Trip to the Glacier, the Fellows offer to redeem both favors to either add or upgrade the enchantments above at a 10% discount of the addition or upgrade. This favor (or both if they are combined) should be crossed off upon use.

**Members of the Rel Mord Wizards Guild:** For answering the call of your guild, the Fellows open their spell books to grant you access to the following spells from *Frostburn*: 1st – *glaze lock*, *snowdrift*; 2nd – *frost weapon*, *heat leech*, *Leomund's tiny igloo*, *numbing sphere*, *zone of glacial cold*; 3rd – *crack ice*; 4th – *glacial ward*, *mindfrost*, *wall of coldfire*; 5th – *boreal wind*, *flesh to ice*, *ice to flesh*. Additionally, for the cost of 1 TU spent training, now or after any Kingdom of Nyron adventure, the Fellows offer to teach you the feat *Piercing Cold*.

**Friend to Air and Water:** You have met the entrance requirement of peaceful contact with an elemental for both the air and water variants of the elemental savant prestige class.

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items *NOT* found

**APL 2**

- ❖ belt of hidden pouches (Regional, Races of the Wild)
- ❖ crampons (Adventure, Frostburn, 5 gp)
- ❖ fur clothing (Adventure, Frostburn, 8 gp)
- ❖ lantern, fogcutter (Adventure, Arms and Equipment Guide, 20 gp)
- ❖ planar fork, Abyss (Adventure, Player's Handbook, 200gp)
- ❖ scroll of panacea (Regional, Spell Compendium, 700 gp)
- ❖ snow goggles (Adventure, Frostburn, 2 gp)
- ❖ snowshoes (Adventure, Frostburn, 15 gp)
- ❖ snowsight goggles (Adventure; see above; 2,000 gp)

**APL 4** (all of APL2 plus the following)

- ❖ *potion of resist energy (cold)* 30 (Regional, Dungeon Master's Guide)

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

- ❖ *elemental gem, water* (Regional, Dungeon Master's Guide)

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

- ❖ *potion of protection from arrows* 15/magic (Regional, Dungeon Master's Guide)

**APL 10** (all of APLs 2-8 plus the following)

- ❖ *vambraces of evil's warding* (Regional, Book of Exalted Deeds, 18,000 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 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