



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

PAL7-05– Frozen Frontier

A one-round regional adventure set in the Theocracy of the Pale



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

➤ **Greater Favor of the Stauber Family:** In thanks for not only saving his family, but preserving his livelihood, Barrack Stauber will use his connections to your benefit. You gain regional access to items made from the blue ice material described in *Frostburn* and, once ever, may sell an item for full price after a Pale regional scenario or an NMR set in the Theocracy of the Pale. Write the item, initial purchase price, and AR this favor is used below:

Item: _____ AR bought _____ DM: _____

Initial purchase Price: _____ Date: _____

AR item sold for full price: _____ DM: _____ Date: _____

➤ **Lesser Favor of the Stauber Family:** Barrack Stauber owes you a favor and will use his connections with the merchant Corvan Zamir in Ogburg to help you. Once only, after an adventure set in the Nyronid Meta-region, you may purchase any item you had access to on a previous Pale or NMR adventure record. Write the item and the date used below:

Item chosen: _____ AR#: _____

Date purchased: _____ AR#: _____ DM: _____

➤ **Blue Ice Battle Axe:** Blue ice is much lighter than iron, and when forged into a slashing weapon it keeps its edge much longer and is much sharper than an equally forged iron weapon. Slashing weapons made of blue ice have a +1 enhancement bonus on damage. Bludgeoning or piercing weapons can be made of blue ice, but they gain no bonus to damage. All weapons made of blue ice weigh half as much as normal. Blue ice has 20 hit points per inch of thickness and hardness 10. Slashing weapon +500gp. (*Frostburn* p. 80)

➤ **Aurorum:** This luminous steel gleams with varying hues of pink and indigo. An aurorum weapon, shield, or suit that has been sundered can be reformed by bringing together its fragments (a full-round action). The broken pieces bond quickly and seamlessly, restoring the item to its previous state. The market price modifier for an aurorum weapon, shield, or suit of armor is +4000 gp. Aurorum has the same hit points per inch of thickness and hardness as regular steel. (*Book of Exalted Deeds* p 38)

The PC's share of the introductory reward was the following amount of aurorum rescued from the orc raiders:

APL 2: _____ lbs/900 lbs

APL 6: _____ lbs/1,100 lbs

APL 4: _____ lbs/1,000 lbs

APL 8: _____ lbs/1,200 lbs

(Divide total salvaged by number of PCs at table for PC's share.)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2

❖ blue ice battleaxe (Adventure; *Frostburn* p80)

APL 4 (all of APL2 plus the following)

❖ cloak of predatory vigor (Adventure; *Magic Item Compendium* p87; 1400 gp)

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

❖ +1 bane (humanoid [dwarf]) arrows (Adventure; DMG 161gp ea.)

❖ boots of the winterlands (Adventure; DMG)

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

❖ +1 beserking greataxe (Adventure; *Magic Item Compendium* p29, 8,320 gp)

❖ scroll of hold monster (Adventure, DMG)

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 XPTOTAL

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 GPTOTAL