



This Record Certifies that



Play Notes:

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



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

played by _____
Player _____ RPGA # _____

Has Completed

COR4-16 The Frozen Spire

A Core Adventure

Set in the United Kingdom of Ahlissa

Event: _____ **Date:** _____

DM: _____
Signature _____ RPGA # _____

Home Region _____

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

APL 14

max 3,600 XP; 13,200 gp

☛ **Ebon Lexicon of Gyrtulyndarrath:** This weighty tome, covered in some kind of very thick, tough leathery skin was found at the Shrine of Gyrtulyndarrath. It is written in Draconic and only PCs who speak the language may read it. The tome deals with the strategies of dealing with dragons.

Individuals who own the book have access to several feats found in the Draconomicon, which they may learn in the normal way. Accessible feats include Dragonfriend, Dragonsong and Dragonthrall. In addition the book grants a +2 circumstance bonus to any check relating to dragons or dragonkind if the PC is able to consult it at the relevant time.

☛ **A Fragmentary Scroll:** This fragment of ancient scroll is written in Ancient Flan. It reads: "and when the great ones were slain that which was whole was rent asunder her devoted hid the five shards so that the lowlanders would never again profane them with their touch."

☛ **Lynerden Oberannin's Journal:** When the PCs find this heavily damaged book give them Player's Handout 2. This book contains the daily musings of Lynerden and may be prove useful in the future. Players taking this journal should keep the copy of this handout. Only one PC may leave the table with this item.

☛ **Lynerden Oberannin's Spellbook:** Although suffering from prolonged exposure to the supernatural cold of Ice Spire, a few spells are still readable:

APL 6: 3rd - protection from energy, Leomund's tiny hut.

APL 8: All of APL 6 plus: 4th - fire shield, stone shape.

APL 10: All of APLs 6-8 plus 5th - break enchantment, cloudkill

APL 12: All of APLs 6-10 plus 6th - control water, greater dispel magic.

APL 14: All of APLs 6-12 plus 7th - Mordenkainen's sword, prismatic spray.

☛ **Contacts within the Royal Guild:** The PC is in the good graces of Remmannen and Haragern. This may be of use in future modules.

☛ **The Dreaming:** This PC has been subjected to The Dreaming. The player should email creighton@greyworks.fsworld.co.uk including the name and email address of their DM. Player's who respond to this address will be put on a special, private in-character mailing list. Only sorcerers who have undergone The Dreaming are eligible for membership to this list.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Wand of endure elements (Adventure; CL 1st; DMG).
- ❖ Ebon lexicon of Gyrtulyndarrath (Adventure; See above).
- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 600 gp).
- ❖ Wand of scorching ray [6 chgs] (Adventure; CL 3rd; DMG; 648 gp).
- ❖ Boots of the winterlands (Adventure; CL 5th; DMG).
- ❖ Shatterspike (Any; CL 13th; DMG).
- ❖ Pearl of power [1st level] (Any; CL 17th; DMG).

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

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 1,400 gp).
- ❖ Pearl of power [2nd level] (Any; 17th; DMG).

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

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 2,400 gp).
- ❖ Staff of fire [20 chgs.] (Adventure; CL 8th; DMG).
- ❖ Ring of mind shielding (Any; CL 3rd; DMG).
- ❖ Cloak of resistance +2 (Any; CL 5th; DMG).

APL 12 (All of APLs 2-10 plus the following)

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 3,600 gp).
- ❖ Lesser metamagic rod of empower (Any; 17th; DMG).
- ❖ Dagger of venom (Adventure; 5th; DMG).

APL 14 (All of APLs 2-12 plus the following)

- ❖ Lynerden Oberannin's spellbook (Adventure; see above; 5,000 gp).
- ❖ Pearl of power [5th level] (Any; 17th; 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

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