



This Record Certifies that

Played

by

Player

RPGA #

Has Completed  
*Skating on Thin Ice*  
A Regional Adventure  
Set in Perrenland



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#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 4

max 615xp; 650gp

APL 6

max 840xp; 900gp

APL 8

max 1,065xp; 1,300gp

APL 10

max 1,290xp; 2,300gp

APL 12

max 1,515xp; 3,300gp

☛ **The Ice Grimoire:** This spellbook contains spells from *Frostburn* pages 87-105.

**APL 4:** 1<sup>st</sup> - float, 2<sup>nd</sup> - numbing sphere, heat leech.

**APLs 6-8:** All of APL 4 plus 3<sup>rd</sup> - glacial globe of invulnerability.

**APL 10:** All of APLs 4-8 plus 4<sup>th</sup> - mind frost.

**APL 12:** All of APLs 4-10 plus 5<sup>th</sup> - anticoldd sphere, boreal wind.

☛ **Heroes of the Race:** You crewed the winning boat, and ended the Dark Prophecy. You receive a +4 bonus on all Charisma based checks with Perrenders for one year from the date on the AR.

☛ **Blessing of Nerull:** You have chosen to dedicate this race to Nerull, continuing the Dark Prophecy. You receive a -4 penalty on all Charisma based checks with Perrenders for one year from the date on the AR. However Nerull grants you one *death ward* per Perrenland adventure for one year from the date on the AR, which will activate as an immediate action. This also results in your next *reincarnate*, *raise dead* or *resurrection* costing double the normal amount.

☛ **Blessing of the Gods:** For completing the Holy Rites, you have the blessing of **ONE** of the Deities of the Old Kerk. That deity grants you the power to cast **ONE** nominated domain spell from the *Player's Handbook* once per adventure as a spell-like ability, with a caster level equal to your character level, and of a level no higher than that which a cleric of your level would have normal access to (consult cleric spells chart in the *Player's Handbook*). Write your choice of deity, domain and nominated spell in the spaces below:

Deity: \_\_\_\_\_

Domain: \_\_\_\_\_

Spell: \_\_\_\_\_  
This granted power will **only** work in Perrenland, and will last for one year from the date on the AR.

☛ **Caught Cheating by the Gods:** Your cheating was seen by the gods! You have a -1 sacred penalty to all attacks and cannot receive a sacred bonus to your attacks; both of these effects last for one year from the date on the AR.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ *Gloves of the frozen wastes* (Adventure, function as *gloves of the uldra savant*, *Frostburn*)
- ❖ *Ring of floating* (Adventure, *Frostburn*)
- ❖ *Vest of resistance +1* (Adventure, Complete Arcane)
- ❖ *Boots of the winterland* (Adventure, DMG)
- ❖ *Minor ring of cold resistance* (Adventure, DMG)
- ❖ *+1 flaming longsword* (Adventure, DMG)
- ❖ *Wand of cure light wounds* (Adventure, DMG)
- ❖ *Ghostoil* (Adventure, Arms and Equipment Guide)
- ❖ *Ice Grimoire* (Adventure, see above, 600 gp)

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

- ❖ *Ice Grimoire* (Adventure, see above, 1,000 gp)

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

- ❖ *Ice Grimoire* (Adventure, see above, 1,600 gp)

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

- ❖ *Ice Grimoire* (Adventure, see above, 2,100 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 Item

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

I 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