



This Certificate Certifies that

Played by _____
Player RPGA #

Has Completed
Fury of a Cold Man's Heart
A Core Adventure
Set in the Occupied Land of Iuz



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 2

max 45 xp; 400 gp

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

❖ **Medallion of Dis:** This medallion is made out of a blood red stone material. It almost looks like frozen blood. An unknown symbol of a clenched fist is the only decoration on it. It radiates Abjuration type magic but what its function might be is unknown. Caster Level: Unknown; Prerequisites: Craft Wondrous Item, Unknown; Market Price: 200 gp; Frequency: Adventure

❖ **Ring of Damascus:** Made of solid platinum, this ring bears the holy symbol of Rao on it. When worn it functions as a Ring of Protection +1 with the additional benefit of acting as a Ring of Sustenance. When worn by a person of Lawful Good Alignment it functions as a Ring of Protection +2 with the additional benefit of acting as a Ring of Sustenance. This ring only works for the person who was gifted it by a member of the Damascus family and may not be sold. Caster Level: Unknown; Prerequisites: Forge Ring, Shield of Faith, Create Food and Water; Market Price: 0 gp

❖ **APL 10 only Spellbook:** 1st – Cause Fear, Change Self, Charm Person, Endure Elements, Mage Armor, Magic Missile, Shield; 2nd – Cat's Grace, Flaming Sphere, Resist Elements, Scare, Web; 3rd – Dispel Magic, Fireball, Haste, Vampiric Touch
Market Price: 290 gp; Frequency: Adventure

❖ **APL 12 only Spellbook:** 1st – Cause Fear, Change Self, Charm Person, Endure Elements, Mage Armor, Magic Missile, Shield; 2nd – Cat's Grace, Flaming Sphere, Resist Elements, Scare, Web; 3rd – Dispel Magic, Fireball, Haste, Vampiric Touch, Lightning Bolt; 4th – Ice Storm, Minor Globe of Invulnerability, Phantasmal Killer
Market Price: 440 gp; Frequency: Adventure

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Medallion of Dis (Freq Adventure; 200 gp; see above)

APL 4 (all of APL2 plus the following)

- ❖ Pearl of Power (1st) (Freq Adventure; 1,000 gp; DMG)

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

- ❖ Cloak of Resistance +2 (Freq Adventure; 4,000 gp; DMG)

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

- ❖ +2 Shield, Large Steel (Freq Adventure; 4,170 gp; DMG)

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

- ❖ Wand of Magic Missiles (Freq Adventure; 5th lvl caster; 3,750 gp; DMG)
- ❖ +2 Full Plate (Freq Adventure; 5,650 gp; DMG)
- ❖ +2 Shield, Large Steel (Freq Adventure; 4,170 gp; DMG)
- ❖ +2 Heavy Mace (Freq Adventure; 8,312 gp; DMG)
- ❖ Ring of Protection +2 (Freq Adventure; 8,000 gp; DMG)
- ❖ Pearl of Power (2nd) (Freq Adventure; 4,000 gp; DMG)
- ❖ Periapt of Wisdom +2 (Freq Adventure; 4,000 gp; DMG)
- ❖ Potion of Haste (Freq Adventure; 5th lvl caster; 750 gp; DMG)

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

- ❖ Periapt of Wisdom +4 (Freq Adventure; 16,000 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

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



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LEVEL OF
PLAY
(CIRCLE ONE)

NONE

Ring of Damascus: Made of solid platinum, this ring bears the holy symbol of Rao on it. When worn it functions as a Ring of Protection +1 with the additional benefit of acting as a Ring of Sustenance. When worn by a person of Lawful Good Alignment it functions as a Ring of Protection +2 with the additional benefit of acting as a Ring of Sustenance. This ring only works for the person who was gifted it by a member of the Damascus family and may not be sold.

Caster Level: Unknown; Prerequisites: Forge Ring, Shield of Faith, Create Food and Water; Market Price: 0 gp

Mark of Cania: These runes appear as tattoo's on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted Cold Resistance 5 and is immune to paralysis and being stunned. At the same time the bearer's skin loses its color and looks dead. The bearer also does not have any detectable heartbeat. This causes a -4 penalty on any social interaction skill unless it can be masked in some fashion. The bearer of the curse is also immune to 1st level Cure spells. He must heal naturally or

have a higher level priest cast a 2nd or higher cure spell on him. The runes cannot be removed by any known means. At the end of each adventure have the DM mark you ending hp's in the play notes section on your adventure cert. This is your starting hp's for your next adventure.

Mark of Stygia: This mark happens when a character has both the Mark of Avernus and the Mark of Cania. These runes appear as tattoo's on the left arm, chest, and back of the person cursed with them. The runes are in infernal and spell out the true names of 202 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted DR 5/+1, Cold and Fire Resistance 5, and is immune to paralysis and being stunned. Any wounds suffered by the PC cannot be healed by non-magical means. The bearer's skin loses its color and looks dead. The bearer also does not have any detectable heartbeat. This causes a -4 penalty on any social interaction skill unless it can be masked in some fashion. The bearer of the curse is also immune to 1st level Cure spells. He must have a higher level priest cast a 2nd or higher Cure spell on him

Special Notes:

This cert is for records the effects of the curse gained in this adventure by the PC named above. The PC will also have a normal Adventure Record that records XP and GP gained as normal following this one. Please mark off the curse above that is not gained.

XX TU

Starting TU

XX TU

TU Cost

- XX TU

Added TU Costs

XXXXX

TU REMAINING

XXXXX XP

Starting XP

- XXXXXX XP

XP lost or spent

XXXXXXX XP

Subtotal

+ XXXXXX XP

XP Gained

XXXXXXX XP

FINAL XP TOTAL

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

XXXX GP

Starting GP

- XXXX GP

GP Spent

XXXX GP

Subtotal

+ XXXX GP

GP Gained

XXXX GP

Subtotal

+ XXXX GP

GP Gained

XXXX GP

Subtotal

- XXXXXX GP

GP Spent

XXXXX GP

FINAL GP TOTAL