



This Record Certifies that

by \_\_\_\_\_  
Played \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Invocation and Intrigue*  
A Regional Adventure  
Set in Furyondy



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 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

**Influence Point with the Kingsmen:** For your efforts to uphold the laws of Furyondy, despite fierce opposition, you have earned a measure of respect from Chendl's city watch.

**Ring of the Arcane:** For rescuing him, Telmus has given you a version of his own ring. Although used as a measure of arcane power in his family, it has no magical value at present. This item has the potential to grow in power as its wearer does.

**Favor of Thimme de Levine:** You have earned Thimme's gratitude and respect for your talents. In addition, if you are a member of the Furyondy Mage Council or the Furyondy Military you are granted access to **one** of the following spells from the *Spell Compendium* (cross off all others): *sonic snap*, *guiding light*, *capricious zephyr*, *sword of deception*.

**Disfavor of Thimme de Levine:** You have angered a high ranking wizard in Furyondy. This may come into play in future Furyondy adventures. Until countered, you must spend two influence points with the Furyondy Mage Council in order to receive the benefit of one.

**Lielenna's Foretelling:** You chose to look at what might be in your future. The third card drawn in your foretelling was: \_\_\_\_\_ (DM please fill in the blank).

**Initiate's Call:** Telmus has arranged for you to have access to the same cadre of wizards that his family uses for their rings. The ring's bearer may add **one** of the following abilities to the Ring of the Arcane for the listed cost. If ever disenchanting, this enchantment can be re-applied for the same cost although the ring itself cannot be replaced. Cross off all not chosen:

- +1 deflection bonus to AC: 2000gp
- +1 armor bonus to AC: 4000gp
- Ramming: This enhancement gives the ring the abilities of a Ring of the Ram (*DMG* p.232) with 50 charges. 8600gp

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 2-4

- ❖ *Pearl of power (1st level)* (Adventure, DMG)
- ❖ *Cloak of elemental protection* (Adventure, Miniatures Handbook)

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

- ❖ *Wand of enlarge person* (Adventure, DMG)
- ❖ *Wand of remove fear* (Adventure, 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 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

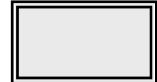
Starting TU

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