



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed
FUR8-02 – Caravan Guards
A Regional adventure set in **Furyondy**



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____



Adventure Record#

598 CY
ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 10

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

☛ **Furyondy Military Promotion:** You need not pay standard upkeep for this adventure. Additionally, you may advance one rank in your military branch (e.g. Privates may become Corporals) without spending the associated TUs; you must still meet all other prerequisites. Alternately, you may decline the promotion and use this favor as a generic Influence Point with the Furyondy Military.

☛ **Influence Point with the Furyondy Military:** This influence point may be spent to upgrade ONE suit of armor or shield with the *acid resistance*, *cold resistance*, *electricity resistance*, *fire resistance*, or *sonic resistance* special abilities. Armor or shields that already have one of the above may instead be enhanced with the *improved resistance* or *greater resistance* property of the same energy type. You must pay standard costs.

☛ **Travelling Spellbook:** All non-PHB spells can be found in the *Spell Compendium*.

☛ **Influence with _____:** Your organization grants you Regional access to the *holy* and *axiomatic* weapon upgrades. Alternately, you may expend this influence to gain one free instance of spellcasting in a Lawful Good temple in Furyondy (CL 15); the PC is still responsible for any material components used.

☛ **Enmity of the Hierarchy:** This character has gained the Enmity of the last remaining Hierarchy of the Horned Society. Anytime the character comes into contact with an agent of the Horned Society or a cleric of Nerull, there is a 25% chance that they will be recognized and treated with hostility. If the character already has this enmity, the recognition increases by 25% per enmity.

☛ **Enmity of _____:** You are permanently expelled from this meta-organization and the Furyondy Military. Furthermore, the attitude of any NPCs affiliated with either group is lowered by one step until you receive an *atonement* spell.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Wand of Tenser's floating disc [CL 5]; 10 charges (Adventure; DMG; 750 gp)
- ❖ Travelling Spellbook (0 – calltrops, stick; 1 – Tenser's floating disc, true strike) (Adventure; 400 gp)

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

- ❖ Travelling Spellbook APL 2 spellbook plus (0 – amaneusis, launch item; 1 – enlarge person, shield; 2 – locate object, web) (Adventure; 1,200 gp)

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

- ❖ Scroll of earthfast (Adventure; SpC; 150 gp)
- ❖ Travelling Spellbook APL 4 spellbook plus (1 – appraising touch; 2 – levitate; 3 – clairaudience/clairvoyance, unluck) (Adventure; 2,100 gp)
- ❖ Wand of bull's strength (Adventure; DMG)

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

- ❖ Travelling Spellbook APL 8 spellbook plus (2 – swim; 4 – arcane eye, detect scrying, wall of fire) (Adventure; 3,500 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 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

1 or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL