



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
FUR 7-01 – A Tune of Transmutation
A Regional Adventure
Set in Furyondy



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

☛ **Favor of Satiana:** The PC has earned Satiana's gratitude and is granted access to one of the following SC spells (circle one): *belker claws*, *elemental body*, *lucant lance*, *weapon of energy*

☛ **Disfavor of Satiana:** You have earned Satiana's extreme displeasure. While this has no current effect, be sure to watch your back in future adventures!

☛ **Influence Point with Furyondy Players:** This influence point may be spent to gain access to one of the following SC spells (circle one): *ironthunder horn*, *speak to allies*.

☛ **Influence Point with the Mage Council**

☛ **Favor of the Mage Council:** PCs with Ring of the Arcane from FUR6-06 *Invocation and Intrigue* may upgrade the ring with the ability to temporarily increase their speed. Once per day, as a swift action, they can command the ring to increase their base land speed by 30 feet for one minute. This upgrade costs 5400 gp (*swift expeditious retreat*, CL=1, SPC).

☛ **Favor of Bard Rafendyl:** The PC may purchase one magical instrument marked with an asterick below. This favor is consumed once used. Circle one: *Pipes of the Sewers*, *Bow of Songs*, *Pipes of Sounding*.

☛ **Favor of Remard Plexarin (available to 1 PC only):** This bard PC was possessed by Remard who left a little of himself behind as you expanded your music repertoire. You spend 1 additional TU for this process. You gain a +1 bonus on Perform checks and a +2 bonus on Bardic Knowledge checks related to the Kingdom of Furyondy. Remard's touch is not without price. You gain a -5 penalty on future saving throws vs. possession and start your next adventure exhausted.

☛ **Favor of the Furyondy Players:** During one future Furyondy adventure, any bard will cast *cure serious wounds*, *cure critical wounds* or *mass cure moderate* for free. You must be in or be able to quickly get to a large town or city, or have access to a bard not in your party in order to use this favor. This is a one time use item and should be marked off this AR when used.

TU

Starting TU

1 or 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ +1 bane (undead) composite longbow (Adventure; DMG; 8,400 gp)
- ❖ +1 mithral chain shirt (Adventure; DMG; 2,100 gp)
- ❖ +1 sacred longsword (Adventure; LM; 8315 gp)
- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Hat of disguise (Regional; DMG)
- ❖ Scroll of restoration (Adventure; DMG; 800 gp)

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

- ❖ Chime of opening (Adventure; DMG)
- ❖ Figurine of wondrous power – silver raven (Regional; DMG)
- ❖ Pearl of power, 1st-level spell (Adventure; DMG)

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

- ❖ Pearl of power, 2nd-level spell (Adventure; DMG)
- ❖ Shawl of bewitching (Regional; CAD)

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

- ❖ Deck of illusion (Adventure; DMG)
- ❖ Harp of charming (Adventure; DMG)
- ❖ Ioun stone, pink and green sphere (Adventure; DMG)
- ❖ Pearl of power, 3rd-level spell (Adventure; DMG)
- ❖ Pipes of haunting (Regional; 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