



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

FUR 7-02 – Keep Your Friends Close...
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 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

☛ **Favor of Sir Lanistor:** This favor is considered an Influence Point with the Knights of Furyondy for purposes of squiring to the Order of the Hart in Furyondy. Through special training with Sir Lanistor, the TU cost to become a squire is decreased by 2. PCs who do not wish to join the Knights of the Hart or do not meet the requirements may instead purchase a *dusty rose prism ioun stone* or a *+1 keen battleaxe*.

☛ **Wanted in Furyondy:** Serious Assault (noble). Base chance of capture 10%, cumulative chance of capture 5%. Punishment: 26/30 TUs (DM circles one) and a 500 gp fine.

☛ **Ire of the Old Faith:** This PC may not cast or gain benefit from any divine spells granted by Beory, Berei, Obad-Hai, Merikka or Ehlonna until one year has passed from the date of this AR or they obtain an *atonement* cast by one of these deities. This casting of *atonement* incurs an XP cost. The PC loses all current influence points with the Old Faith of Furyondy.

☛ **Favor of the Old Faith:** The members of the Old Faith agree to teach you one of the following feats: Natural Bond or Energy Affinity. If you prefer, they will instead cast *reincarnate* for you at the cost of the material component (1,000 gp). Cross out the options above not chosen when the AR is granted.

☛ **Barrister of the Realm:** You may choose to study law in Chendl under the Royal Chancellors. Should you opt to do so, spend 4 TUs on this AR; for two years from the date of this AR, you receive a +4 competence bonus on any knowledge check relating to Furyondy law or nobility and may defend yourself or fellow PCs accused of crimes in the kingdom of Furyondy. By spending 1 TU and succeeding at a DC 25 Diplomacy check, you can reduce the GP fine or TU penalty by 50%.

☛ **Travelling Spellbook:** *shocking grasp, thunderhead, see invisibility, phantasmal assailants, detect thoughts, shout.* (1,300 gp)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ *Circlet of persuasion* (Regional; DMG)
- ❖ *Wand of unseen servant* (Adventure; CL 1; DMG; 750 gp)
- ❖ *Ring of mind shielding* (Adventure; DMG)
- ❖ *Pearl of power, 1st-level spell* (Adventure; DMG)
- ❖ *Pearl of power, 2nd-level spell* (Adventure; DMG)
- ❖ *Travelling spellbook* (Adventure; see above)

APL 8 (all of APL 6 plus the following):

- ❖ *Ring of counterspells* (Regional; DMG)
- ❖ *Wand of magic missile* (3rd) (Adventure; DMG)
- ❖ *Wand of magic missile* (5th) (Adventure; DMG)
- ❖ *Metamagic rod, silent, lesser* (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following):

- ❖ *Wand of fireball* (5th) (Adventure; DMG)
- ❖ *Wand of silence* (Adventure; DMG)
- ❖ *Divine scroll of dispel magic, greater* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- ❖ *Metamagic rod, maximize, lesser* (Adventure; DMG)
- ❖ *Druid's vestments* (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 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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL