



This Record Certifies that

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

Has Completed  
*An Armor Tale*  
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#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

**Lanistor Hereditary Armor**

This is cursed +3 full plate of arrow attraction (see the *Dungeon Master's Guide*, page 274) with the condition of the family name of Lanistor to overcome the curse. No PC may meet the condition to overcome the curse. Once donned, only a 17th level caster may remove the curse of this item. If this curse is removed, the armor is destroyed. Only one PC at the table may keep this item. Should any PC at a table keep this item, no PCs receive Sir Lanistor's favor. Any previous or future favor or recognition of Sir Lanistor is likewise negated for this PC. Cross off this item if it is not received.

**Favor of Sir Lanistor**

In thanks for recovering his ancestral family armor, Sir Lanistor will allow the PCs access to the armory and enchanter at the Furyondy War College and his ancestral home. As a result, the PC may add one of the following enhancements to their armor or shield: Acid Resistance, Cold Resistance, Sonic Resistance, Moderate Fortification, Spell Resistance (15), or Wild. Alternatively, the PC may choose to have one of the following enhancements added to the weapon of their choice: Keen, Axiomatic, Ki Focus or Merciful. These enhancements may only be added following Furyondy Regional events, and only one such enhancement may be selected. Cross off this favor once it is used.

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 2**

- ❖ *Gloves of arrow snaring* (Adventure, DMG)
- ❖ *Lanistor hereditary armor* (Adventure, see above)

**APL 4** (all of APL2 plus the following)

- ❖ *Wand of magic missile* (Adventure, 1<sup>st</sup> level caster, DMG)
- ❖ *Immovable rod* (Adventure, DMG)

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

- ❖ *Wand of cure light wounds* (Adventure, DMG)
- ❖ *Wand of magic missile* (Adventure, 5<sup>th</sup> level caster, DMG)

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

- ❖ *Vest of resistance +2* (Adventure, Tome and Blood)
- ❖ *Wand of cure moderate wounds* (Adventure, DMG)

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

- ❖ *Rod of lesser extension* (Adventure, DMG)
- ❖ *Wand of magic missile* (Adventure, 7<sup>th</sup> level caster, DMG)
- ❖ *Pink rhomboid ioun stone* (Adventure, DMG)

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

- ❖ *Periapt of Wisdom +4* (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