



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Mysteries Below
A Regional Adventure
Set in Furyondy

Play Notes:

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

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

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

APL 14

max 1,800xp; 6,600gp

King Belvor's Disfavor: The adventurer has refused to swear an oath of secrecy about his/her exploration of the lower dungeons of Bronzeblood Haunt. The King has expressed open displeasure toward the adventurer for their lack of discretion in this matter. For a period of one year from the date of this AR, the cost of living for the adventurer is tripled for all Furyondy regional adventures. Further, the initial attitude of the Furyondy nobility toward this adventurer is distinctly unfriendly or lower. Finally, whenever the adventure deals with anyone of authority in Furyondy he/she suffer a -2 circumstance penalty to all Charisma skill checks.

Amulet of the King's Favor: This silver amulet bears the heraldic symbol of Furyondy and has the words "Justice, Sacrifice and Remembrance" inscribed along the outer edge. This amulet is only earned following the complete success of the mission. For a period of one year from the date of this AR, the initial attitudes of all Furyondy nobility and knights toward this PC is friendly or better and whenever the PC deals anyone of authority in Furyondy, he/she benefits from a +2 circumstance bonus to all Charisma skill checks. The bearer of this amulet also receives two influence points to be used in any lawful organization or recognized temple in the Kingdom.

Vest of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance modifier to all saving throws (Fortitude, Reflex, Will). CL 3rd; Craft Wondrous Item, resistance, Market Price 1000 gp (+1), 4000 gp (+2). (Tome and Blood, p. 79).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APLs 6-8

- Vest of resistance +1 (Adventure, Tome and Blood)

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

- Periapt of Wisdom +4 (Adventure, DMG)

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

- Cloak of Charisma +4 (Adventure, DMG)
Boots of speed (Adventure, DMG)

APL 14 (all of APLs 6-12 plus the following)

- Vest of resistance +2 (Adventure, Tome and Blood)
Cloak of resistance +3 (Adventure, DMG)
Bracers of armor +3 (Adventure, DMG)
Wand of magic missiles (9th level caster) (Adventure, DMG)
Wand of inflict moderate wounds (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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value

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

GP Starting GP

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP Subtotal

GP FINAL GP TOTAL