



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Arrow from the Reach
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#

595 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

Fugitive of the Furyondy Government: This PC stole a sacred item from the Church of the Great Archer. There is a 15% cumulative chance each adventure in Furyondy they are caught for this crime. If caught, they must pay a 200 gp fine and return the item (losing access to the item). PCs who refuse to pay the fine are imprisoned (remove from play). Additionally, this PC may not gain a favor from any FAST-C or lawful church, the Furyondy military or government until they have paid their fine, returned the item and repaid reparations in the form of 2000 gp to the elven church in Baranford. The PC may voluntarily turn themselves in at the start of any Furyondy regional adventure, reducing the fine to 100 gp.

Favor of The Great Archer: For recovering the arrow scared to their church, the elven clerics of Baranford have agreed to help you locate some of the following items. For one year following the date of this AR the PC has regional access (Furyondy) to two of the following items: Arrows, blunt (RW), Arrows, swiftwing (RW), Forestwarden shroud (RW), Elven harp (hand or lap) (RW) or Elven tree tent. Circle the selected items.

Favor of Geemondi, the Rhennee Bargemaster: For recovering his son, Geemondi agrees to sell you one of his clan's harpoon (AEG) or keelboat (AEG) following any Furyondy Regional Adventure. You may instead chose to consult with Geemondi about happenings in the kingdom, allowing a +5 circumstance bonus to a Knowledge (Local - Iuz Border states) or Gather Information check within the Kingdom of Furyondy. This favor is voided once used.

Favor of the Tumbling Badgers: Perrywill sought out a famed gnomish alchemist who allows the PC to purchase an item from Complete Adventurer. For one year following the date of this AR the PC has regional access (Furyondy) to one of the following items: blend cream, freeglide, keenear powder, lockslip grease, softfoot or suregrip. Circle the selected item.

Favor of the Furyondy Military: The military allows the character to train with them to gain one of the following feats: Double Hit (MH) or Shieldmate (MH). The selected feat must be chosen the next time the PC gains a feat.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Mithral shirt (Adventure, DMG)
Wand of cure light wounds (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- Slaying arrow (Humanoid [orc]) (Adventure, DMG)
Scroll of divine insight (Adventure, Complete Divine)
Vest of resistance +1 (Adventure, Complete Arcane)

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

- Greater slaying arrow (Humanoid [orc]) (Adventure, DMG)
Pearl of power (1st-level spell) (Adventure, DMG)

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

- Boots of striding and springing (Adventure, DMG)
Wand of cure moderate wounds (Adventure, DMG)
Vest of resistance +2 (Adventure, DMG)

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

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

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