

# Living Greyhawk

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, lucent 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, SP*C).

☛ **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, 1<sup>st</sup>-level spell (Adventure; DMG)

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

- ❖ Pearl of power, 2<sup>nd</sup>-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, 3<sup>rd</sup>-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  
Subtotal

GP  
FINAL GP TOTAL