



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

_____ has completed
FUR7-03 – Illusions and Dreams (supplemental)
A Regional adventure set in Furyondy



Play Notes:

- Gained a level _____
- Retrained _____
- Lost a level _____
- Ability Drained _____
- Died _____
- Was raised/resurrected _____
- Was reincarnated _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

All APLs
max 0 xp; 0 gp

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Imprisoned in the Unholy Symbol: Your soul has been imprisoned within an ornate unholy symbol of Iuz. The symbol has the properties listed to the right.

Your soul can be freed by a *limited wish* followed immediately by a *remove curse* of at least CL 15. You may also request a special mission from the Furyondy Triad.

- Radiates moderate evil and strong conjuration.
- Hardness 17 and 15 hit points. If destroyed, you are killed instantly.
- If killed while your soul is trapped in the symbol or by the destruction of the symbol, a *resurrection* spell is required to bring you back to life. If the symbol is still intact, it must be destroyed before you can be resurrected.
- The symbol occupies the neck slot and must be worn at all times. If it is removed, you become Dazed and Helpless until it is replaced.
- The demon within the symbol tortures you, making you perpetually distracted. You suffer a -6 Circumstance penalty on Initiative rolls and Concentration, Spot, and Listen checks.
- If the unholy symbol is visible, you receive a -4 Circumstance penalty on Diplomacy checks with good or lawfully-aligned creatures. These penalties stack when dealing with lawful good creatures. You are also likely to be arrested in countries which oppose Iuz.
- Your presence in the symbol incurs a -10 penalty on saving throws vs. spells and special abilities that attempt to displace your soul (e.g., possession or magic jar).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

All APLs:
❖ None

TU
Starting TU

○ TU
TU Cost

- TU
Added TU Costs

TU
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 _____

GP
Starting GP

- GP
GP Spent

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

- GP
GP Spent

GP
Subtotal

- GP
GP Spent

GP
Subtotal

GP
FINAL GP TOTAL

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