



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

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