



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

## FUR8-06 – An Uncommon Defense

A Regional adventure set in Furryondy



### Play Notes:

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



Adventure Record#

598 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

#### APL 10

max 1,350 xp; 2,300 gp

#### APL 12

max 1,575 xp; 3,300 gp

#### APL 14

max 1,800 xp; 6,600 gp

#### APL 16

max 2,025 xp; 9,900 gp

☛ **A Nod from Nakky:** Nakky regrets any previous mischief caused by his ire and begins to spread positive word about you to his feline friends. You receive a +4 Circumstance bonus on Charisma-based skill checks with felines and members of the Old Faith in Furryondy. If you had the Ire of Nakky from FUR4-03 *Bells in Gold*, that favor is negated.

☛ **Famous:** The TU and gp requirements are waived for advancing to the next tier of a single Furryondy meta-organization to which you belong, as long as you meet the other prerequisites for advancement. You also receive free Luxury upkeep in future adventures set in the Kingdom of Furryondy.

☛ **Friendship of the Church of Pelor:** You may redeem this favor at any Church of Pelor to receive a *heal* spell (CL 11) at no cost. If you also completed the sponsorship payments from the Sponsor a Child AR item in FUR5-06 *The Falcon*, you may have *true resurrection* cast on you at the Church of Pelor in Chendl. You and another PC must each spend 1 TU to use this favor if not already in Chendl, and you must still pay full price for the *true resurrection*.

☛ **Favor of the Twilight Hunters:** The Twilight Hunters appreciate your foresight in choosing the right enemies. They speak to their contacts, who provide you with Any access to one of the following items (all from MIC): *wink brooch*, *eternal wand of cure light wounds* (CL 2<sup>nd</sup>, 1,600 gp), *tunic of steady spellcasting*.

☛ **Failed a Save:** And you're not sure when or why...

☛ **Defense of the Kingdom:** You may have the *fortification armor* enhancement (light, medium, or heavy) placed on any armor, shield, or *bracers of armor* for the standard cost. The following spell slots and/or items are not available to you during the Pandemonium Finale interactive:

☛ **Belt of Ultimate Endurance:** this item functions as a belt of ultimate athleticism (MIC 75) and grants a +2 enhancement bonus to Constitution.

Prerequisites to craft: Craft Wondrous Item, *bull's strength*, *cat's grace*, *bear's endurance*. Cost to create: 3,800 gp, 304 XP, 8 days.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APLs 2-4:

- ❖ Mithral chain shirt (Adventure; DMG; 1,015 gp)
- ❖ pearl of power I (Adventure, DMG)
- ❖ powder of the black veil (Adventure, MIC)
- ❖ restless crystal (Adventure, MIC, 500 gp)

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

- ❖ Amulet of teamwork (Adventure, MIC)
- ❖ Anklet of translocation (Adventure, MIC)
- ❖ Gloves of agile striking (Adventure, MIC)

#### APL 8 (all of APLs 2-6 plus):

- ❖ Cloak of predatory vigor (Adventure, MIC)
- ❖ Ring of silent spells (Adventure, MIC)

#### APLs 10-12 (does NOT include APL 2-8):

- ❖ +1 moderate fortification shadow silent moves wild dragonhide plate (Regional, DMG, 59,800 gp)
- ❖ Belt of ultimate endurance (Adventure, see above, 7,600 gp)
- ❖ Choker of eloquence, lesser (Adventure, CAd)
- ❖ Collar of healing (Adventure, MIC)
- ❖ Wilding clasp (Adventure, MIC)

#### APL 14 (all of APLs 10-12 plus):

- ❖ Boots of speed (Adventure, DMG)
- ❖ Ring of blinking (Adventure, DMG)

#### APL 16 (all of APLs 10-14 plus):

- ❖ Cloak of displacement, minor (Adventure, DMG)
- ❖ Metamagic rod, enlarge (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 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

FINAL GP TOTAL

TU

Starting TU

1 or 2 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