



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
The Hollows Unveiled
A Regional Adventure
Set in Perrenland



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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 4-6

Your heroic effort gains you regional access (at standard prices) to any *one item (you choose)* of Adventuring Gear from Table 2-1 on p.22 of the Arms And Equipment Guide (up to an individual item value of 80gp). You can also gain regional access (at standard prices) to purchase any *one* piece of Clothing from Table 2-2 on p.29 of the Arms And Equipment Guide. These can only be bought following a Regional scenario set in Perrenland.

Items Chosen: _____

APL 8-10

Same as APL 4-6 plus you gain regional access (at standard prices) to any *one type* of Alchemical Item (you choose) up to a value of 50gp from Table 2-5 on p.32 of the Arms And Equipment Guide. These can only be bought following a Regional scenario set in Perrenland.

Items Chosen: _____

APL 12

Same as APL 4-10 plus you gain access to *any one of the following* weapon upgrades (you choose) from the *Complete Warrior* handbook: Blood Seeking, Exit Wound, and Explosive. These upgrades can only be done following a Regional scenario set in Perrenland. You may only upgrade one item in this manner with one of the above enhancements. You must pay the cost difference between the old and new item. Write "used" across this text when redeemed.

Upgrade Chosen: _____

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Wand Of Charm Person (Adventure, DMG)
- ❖ Amulet Of Mighty Fists +1 (Adventure, DMG)

APL 6 (all of APL 4 plus the following)

- ❖ Ring Of Magic Fang (Adventure, A&E)
- ❖ Circlet Of Blasting, Minor (Adventure, DMG)
- ❖ Gloves Of Swimming And Climbing (Adventure, DMG)

APL 8 (all of APLs 4-6 plus the following)

- ❖ Ring Of Lockpicking (Adventure, A&E)
- ❖ Steadfast Boots (Adventure, A&E)
- ❖ Ioun Stone, Pink Rhomboid (Adventure, DMG)

APL 10 (all of APLs 4-8 plus the following)

- ❖ Belt Of Endurance (Adventure, A&E)
- ❖ Glove Of Storing (Adventure, DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ Necklace Of The Marauding Beast – Raging Bear (Adventure, A&E)
- ❖ Mask Of Lies (Adventure, A&E)
- ❖ Belt, Monk's (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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL