



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Let Loose the Hounds – High AR
A Two Round Regional Adventure
Set in The Bandit Kingdoms



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 8

See Low AR for Caps

APL 10

See Low AR for Caps

☛ **Favor of the Earl of the Tangles (APL 8-10 Version):** Your courage and bravery has impressed Tarren Moskol, Earl of the Tangles. In recognition of your heroic actions, you may gain one of the following benefits (check when used):

- ☐ Upgrade an existing magical weapon to a +3 enhancement bonus or with the *anarchic* or *holy* special abilities.
- ☐ Upgrade an existing magical armor or shield to a +3 enhancement bonus or with the *spell resistance* (15) or *improved shadow* special abilities.
- ☐ Regional access to the following items: *rod of extension*, *silversheen*, *boots of striding and springing*, *dusty rose prism ioun stone*.

☛ **Bracers of Armor +x of Light Fortification:** These leather bracers have been crafted with wolf emblems burned into their surface. In addition to functioning as normal bracers of armor, these bracers also grant the wearer the light fortification special ability (per the DMG).

The armor bonus for the bracers may be upgraded (if the character possesses a means of doing so) as if they are bracers of one higher bonus than listed.

Strong abjuration; CL 13th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *mage armor*, *limited wish* or *miracle*, Price 4,000gp (for +1); 9,000gp (for +2).

☛ **Sjern's Fury:** This large +1 *crazed cold-iron battleaxe* is sculpted in the shape of a wolf's head, with the nose and ears forming the leading corners of the blade. The haft of the weapon is wrapped in thick, black leather and large fangs have been set in each end of the shaft.

A *crazed weapon* gives its wielder the ability to fly into a rage once per day as though affected by the *rage* spell. This effect does not stack with barbarian rage. While in a rage, the wielder of a *crazed weapon* suffers the same restrictions to feat and skill use that a barbarian suffers while raging. The rage lasts for 3 rounds.

This weapon may be upgraded (if the character possesses a means of doing so) as though it is a cold-iron weapon with a +2 bonus.

Moderate enchantment; CL 7th; Prerequisites: Craft Magic Arms and Armor, *rage*, Price 10,340gp

☛ **Collar of Resistance +1:** This animal collar expands to fit its wearer. While wearing this item, an animal gains +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will). An animal can only wear one collar at a time.

Faint abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *resistance*, Price 490gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

See Low AR for Item Access

This AR should be numbered just like any other, but no purchases, sales, or item creation can occur on this AR (but can on the companion low AR). This AR must follow the low AR for this event to be valid. The DM should sign this AR as well as the low AR.

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

See Low AR GP

Starting GP

See Low AR GP

GP Spent

See Low AR GP

Subtotal

See Low AR GP

GP Gained

See Low AR GP

Subtotal

See Low AR GP

GP Gained

See Low AR GP

Subtotal

See Low AR GP

GP Spent

See Low AR GP

FINAL GP TOTAL

TU

Starting TU

- TU

TU Cost

- TU

Added TU Costs

See Low AR

TU REMAINING

See Low AR XP

Starting XP

- See Low AR XP

XP lost or spent

See Low AR XP

Subtotal

+ See Low AR XP

XP Gained

See Low AR XP

FINAL XP TOTAL