



This Record Certifies that

by \_\_\_\_\_ Played \_\_\_\_\_  
Player RPGA #

Has Completed  
**VEL7-05 Hound at Bay**  
A Regional Adventure  
Set in the Veluna Region



### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region \_\_\_\_\_



Adventure Record#

**597 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

**APL 2**

max 450xp; 450gp

**APL 4**

max 675xp; 650gp

**APL 6**

max 900 xp; 900 gp

**APL 8**

max 1,125 xp; 1,300 gp

**Favor of Marcus Randis:** For turning Canith over to him, Marcus Randis makes one of the following weapon enhancements available to the PC. The PC has one time access (regional) to one of the following enhancements: *dispelling, quickloading, whirling*. (All from *Magic Item Compendium*).

**Favor of Clariece Landis:** For turning Canith over to Clariece Landis, she makes one of the following weapon enhancements available to the PC. The PC has one time access (regional) to one of the following enhancements: *charging, defensive surge, heavenly burst*. (All from *Magic Item Compendium*).

**Favor of Canith Trufft:** For pledging to aid Canith in his battle against the forces of tyranny in Veluna, he and his allies make the following enhancements available to the PC. The PC has access (regional) to the weapon enhancement *changeling*. Furthermore, the PC has one time access (regional) to one of the following enhancements: *brash, precise, warning*. (All from *Magic Item Compendium*).

**Pledge to Canith:** The PCs has pledge his support to Canith. This decision could have repercussions in the future.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

❖ Flash pellets (Adventure, *Complete Adventurer*; 50 gp)

❖ <sup>8A</sup> Wand of False Life (5 charges) (Adventure; DMG; 450gp)

❖ <sup>8B</sup> Spellsink Scarab (Adventure, *Magic Item Compendium*; 2000gp)

#### APL 4 (all of APL 2 plus the following):

❖ <sup>8A</sup> Elixir of Hiding (Adventure, DMG; 250gp)

❖ <sup>8A</sup> Elixir of Sneaking (Adventure, DMG; 250gp)

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

❖ Belt of One Mighty Blow (Adventure, *Miniatures Handbook*; 1500 gp)

❖ Enduring Amulet (Adventure, *Magic Item Compendium*; 1500gp)

❖ <sup>8A</sup> Anklet of Translocation (Adventure, *Magic Item Compendium*; 1400gp)

❖ <sup>8B</sup> Bracers of Opportunity (Adventure, *Magic Item Compendium*; 2300gp)

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

❖ <sup>8A</sup> Vest of Defense (Adventure, *Magic Item Compendium*; 2000gp)

❖ <sup>8B</sup> Bracers of Blinding Strike (Adventure, *Magic Item Compendium*; 5000gp)

### 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 Item

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