



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

*Let Loose the Hounds*  
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 4**

max 960xp; 907gp

**APL 6**

max 1,200xp; 1,190gp

**APL 8**

max 1,500xp; 1,841gp

**APL 10**

max 1,800xp; 3,127gp

☛ **Spoils of War:** The Bandit Kingdoms Regional Interactive **Dogs of War** does not count against the three scenario restriction for purchasing Frequency: Adventure items from this scenario.

☛ **Favor of the Houndmaster:** For your assistance in rescuing him from the Rift Silver Mines, the Trithereonite priest Lenard has offered his services in training canine animal companions. When a canine (dog, wolf, dire wolf, etc...) animal companion advances sufficiently to gain a new feat, Lenard can train the animal with the Improved Scent feat from *Savage Species*. Training requires 1 TU as Lenard must work with both the character and the animal.

#### Improved Scent [General]:

You can detect and track creatures by smell at greater distances than normal.

**Prerequisite:** Scent ability.

**Benefit:** You can detect approaching enemies and sniff out hidden foes within 60 feet. For strong scents, such as smoke or rotting garbage, double these ranges. Overpowering scents, such as skunk musk or troglodyte stench can be detected at triple normal range.

**Normal:** Without this feat, you can detect creatures by smell only within 30 feet.

☛ **Torc of Animal Speech:** This beaten steel necklace is unadorned by pendant or ornament. Its wearer can use a *speak with animals* effect at will. Faint; CL 6<sup>th</sup>; Prerequisites: Craft Wondrous Item, *speak with animals*; Market Price: 12,000gp; Weight 1 lb.

☛ **Favor of the Elder Chaplain:** For your role in furthering the good works of the Summoner, Elder Chaplain Otolle is available to cast the following spells as a 13<sup>th</sup> level Cleric for the following costs: Raise Dead (5,000 gp), Resurrection (10,000 gp), Restoration (100 gp), Greater Restoration (2,500 gp). Unless Otolle is present in the scenario in which the spell is purchased, it costs 1 TU to travel to the Tangles to receive the spell.

☛ **Favor of the Earl of the Tangles (APL 4-6 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 +2 enhancement bonus or with the *defending* or *merciful* special abilities.
- ☐ Upgrade an existing magical armor or shield to a +2 enhancement bonus or with the *bashing* or *shadow* special abilities.
- ☐ Regional access the following items: *lesser rod of extension*, *silversheen*, *quiver of Ehlonna*, *eyes of the eagle*.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 4:

- ❖ *Torc of Animal Speech* (Regional, see Above)
- ❖ *Potion of Good Hope* (Adventure, CL 7<sup>th</sup>, DMG)
- ❖ *Horseshoes of the Zephyr* (Adventure, DMG)

#### APL 6: (All of APL 4 plus the following)

- ❖ *Potion of Barkskin* +5 (Adventure, CL 12<sup>th</sup>, DMG)

--- If Played at APL 8 or 10, see attached High AR ---

#### APL 8:

- ❖ *Bracers of Armor* +1 of *Light Fortification* (Adventure, see High AR)
- ❖ *Collar of Resistance* +1 (Adventure, see High AR)
- ❖ *Torc of Animal Speech* (Regional, see Above)

#### APL 10: (All of APL 8 plus the following)

- ❖ *Bracers of Armor* +2 of *Light Fortification* (Adventure, see High AR)
- ❖ *Sjern's Fury* (Adventure, see above)
- ❖ *Oil of Greater Magic Weapon* +2 (Adventure, CL 8<sup>th</sup>, DMG)
- ❖ *Potion of Barkskin* +5 (Adventure, CL 12<sup>th</sup>, 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

2 or 4 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