



This Record Certifies that

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

Has Completed  
**ZEF6-02 Left for Dead**  
A Regional Adventure  
Set in the Sultanate of Zeif Region



#### 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#

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

**APL 2**

max 450xp; 450gp

**APL 4**

max 675xp; 650gp

**APL 6**

max 900xp; 900gp

☛ **Favor of Crazy Akeem:** Crazy Akeem has connections in the Order of Kwalish. A PC with the favor of Crazy Akeem can contract a member of that order to repair a destroyed magic item, as long as the pieces of the item remain intact (*disintegrated* items, for instance, cannot be repaired). The Order does require some service from the PC, to the amount of 1 TU per 1,000 gp value of the item (minimum 1 TU). This benefit can be used a total of 2 times. Influence points with the Order of Kwalish can reduce the TU cost by 3 TU per influence point.

☛ **Favor of Naia Kralice:** Because the PC has willingly given the silver decanter to Naia, she has made some contacts available. The PC has access to the items below marked with a star (\*).

☛ **Returned the Decanter:** The PC (willingly or otherwise) gave the silver decanter to Naia Kralice. This may have future repercussions.

☛ **Influence with the Navy:** For writing out a report of your voyage (leaving out no details) you have gained an influence point with the Navy.

☛ **Favor of Karim ibn Khalid al-Zawa:** This counts as a favor of the Church of Geshtai.

☛ **Curse of Geshtai:** The PC's thirst will never be quenched for the next six adventures. This results in a -1 circumstance modifier to all attacks, skill checks, and ability checks until the six adventures are completed, or an *atonement* is cast upon the PC by a cleric of Geshtai. [ ] [ ] [ ] [ ]

☛ **Enslaved by Corsairs:** The PC is enslaved by corsairs for 12 TU. At the end of this period the PC is dumped off at the Zeir-i-Zeif docks, naked and without any gear.

☛ **Influence with the Church of Geshtai:** For bringing back a sample of the well water, you have gained an influence point with the Church of Geshtai.

☛ **Influence with the Order of Kwalish:** For bringing back the medallion for study, you have gained an influence point with the Order.

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

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

##### APL 2

- ❖ Wand of Cure Light Wounds (Regional; DMG)
- ❖ Wand of Enlarge Person (Regional; DMG)
- ❖ Adamantine Arrows (Regional; DMG; limit 100)
- ❖ Potion of Protection from Arrows 15/magic (Adventure; DMG)
- ❖ Bracers of Armor +2 (Adventure; DMG)
- ❖ Elemental Gem (any) (Adventure; DMG)
- ❖ \* Qualls Feather Token (*fan*) (Regional; DMG)
- ❖ \* Qualls Feather Token (*anchor*) (Regional; DMG)

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

- ❖ Medium Spider Venom (Adventure; DMG)
- ❖ \* Rope of Climbing (Regional; DMG)

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

- ❖ Large Greatclub (Adventure; PHB)
- ❖ Large Javelin (Adventure; PHB)
- ❖ Masterwork Large Greataxe (Adventure; PHB)
- ❖ \* Gloves of Swimming and Climbing (Regional; 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 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