



This Record Certifies that

Played

by

Player

RPGA #

Has Completed  
ZEF6-05 Family  
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

Adventure Record#

596 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region

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

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

Signature

RPGA #

APL 2

max 420xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

- **Favor of Hom:** For sharing your intriguing story with him, the Bard Hom is willing to use his numerous resources to find one of the following rarities: Any Masterwork or +1 Exotic weapon from any campaign source or any one item from Table 7-27 Minor Wondrous Items from the *Dungeon Masters Guide* of value 2500 gp or less. These items cost full market value and take three ARs to arrive after being paid for. In addition, Hom will provide regional access to several mundane items listed as \* in the AR access.
- **Favor of Nasser:** Nasser is grateful for your help. At this time he cannot repay you, but he may lend you a hand at a later date.
- **Implicated the Bey:** You have uncovered circumstantial evidence that the Bey is not the good man he appears to be. There may be consequences.
- **Influence with the Church of Zuoken:** For bringing the remains of Ekin bint Ekmel al Cheshra for burial and explaining to her father what happened, you receive some influence within the church.
- **Influence with the Dusk Lash:** Bringing back a sample of star metal and/or bringing Nasser to them as leverage with the Bey, you receive an influence point.
- **Influence with the Order of Kwalish:** For bringing the Order a sample of Star Metal, you have gained influence with the order.

- **Favor of the Church of Zuoken:** For delivering the hostages from Neile, the evil gnome, without giving away their precious ore, the monks are willing to help you specially prepare a small amount of Green Star Infusion. You now have regional access to the infusion at the normal price of 1000 gp per dose and may take levels in green star adept from the *Complete Arcane*. Alternately, you may have a single light melee weapon (of a type to which you normally have access) crafted of starmetal, which you must pay for normally. Cross off the favor when used in this fashion.
- **Training the Thrum Worm:** A PC with the animal companion class feature may take a thrum worm as an animal companion once a year has passed from the date this AR was issued (no cost). Alternately, a PC may keep one of the larvae and have it trained as a pet or mount. In this case, the PC must purchase the larva for 1500 gp within a year of the date that this AR was issued. The PC may pay 125 gp to have the mount trained or attempt to train it himself with the Handle Animal skill as per the LGCS. The DC of the Handle Animal check is 5 higher than normal because the creature is a magical beast. Each sequential year after they receive the worm, it gains a HD, up to a maximum of 6 HD. Note that Medium-sized PCs will not be able to ride the worm until it reaches 5 HD and becomes Large.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

All APLs:

- ❖ \*Earth silk rope (Regional; *Races of Stone*)
- ❖ \*Earth silk jersey (Regional; *Races of Stone*)
- ❖ \*Burrower's Saddle (Regional; *Races of Stone*)
- ❖ \*War Camel (Regional; *Sandstorm*)
- ❖ \*Weapon Capsule Retainer (Regional; *Complete Adventurer*)
- ❖ \*Quickflame (Regional; *Complete Adventurer*)
- ❖ \*Quickspark (Regional; *Complete Adventurer*)
- ❖ \*Quicksilver (Regional; *Complete Adventurer*)
- ❖ \*Ghostblight (Regional; *Complete Adventurer*)
- ❖ Sun lenses (Adventure; *Sandstorm*)
- ❖ +1 shock arrows (Adventure, bought individually at 167 gp each, limit \_ arrows)

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 1/2 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 Gained

XP

FINAL XP TOTAL