Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

ZEF6-06 Piety

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

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

Favor of Melieras: For retrieving the censer of Al'Akbar and placing it in the temple at Abar Nur-Ter'I, any PC who worships Al'Akbar now has access to the Contemplative prestige class from *Complete Divine*. Also, Melieras will aid the PC as with a *planar ally* spell twice (no cost), but only at tables of APL 10+. If more than one PC wishes to use this favor at the same time, Melieras beckons another Avoral to help.

Favor of Zinn-i-Bey-ibn'Zinn al'Ceshra, Bey of Elyan: For winning the race or giving him the censor of Al'Akbar, the Bey will remove the PC's most recent "Implicated the Bey" AR designation. If there are no previous implications, the Bey will offer any of the items found in this adventure (i.e. adventure access) to the PC at 90% market value.

Implicated the Bey: The PC has aided in uncovering evidence of sordid and illegal activities participated in by the Bey of Elyan. By discrediting Zinn-i-Bey-ibn'Zinn al'Ceshra on some level, this PC has been rewarded with his anger and a personal vendetta targeting the PC. What consequences the PC will face from this, only time will tell...

Influence of Al' Akbar: For retrieving the censer of Al'Akbar, the PC receives one influence point.

Enmity of Zinn-i-Bey-ibn'Zinn al'Ceshra, Bey of Elyan: For losing the race and cleansing the Temple of Al'Akbar in Abar Nur-Ter'I, the Bey will take revenge by employing his clergy and mages to cause the PC suffering. At the beginning of the PCs next Zeif regional adventure, the player must roll a **D10** to determine what form of retribution he will receive from the Bey:

1 – 2 Sunstroke: The PC suffers as if out in the blazing sun, even when indoors, and will be fatigued for the entire adventure.

3 – 4 Dehydrating Thirst: The PC feels an insatiable thirst, and no amount of liquid will quench it. The PC suffers a -2 penalty to Constitution for the entire adventure.

5 – 6 Doomed: The PC feels an overwhelming sense of depression and hopelessness and suffers a -1 penalty to attack rolls, damage rolls, saves, and checks for the current module.

7 – 8 Failure: The primary melee or long range weapon of the PC may miss or malfunction during a combat encounter during the adventure. At the beginning of each combat encounter there is a 40% chance per combat encounter that a normal or masterwork weapon will break. If the PC normally uses a magic weapon, it will not break, but will lose all magical enhancements for the entire adventure.

9 – 10 Pacifism: The PC loses the desire to fight, and suffers a -2 penalty to attack rolls for the entire adventure.

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:

- *Replenishing skin* (Adventure; *Sandstorm*; 1,000 gp)
- Medium sized *+1 anti-impact chainmail* (Adventure; *Complete Warrior*; 3,300 gp)
- *Badge of valor* (Adventure; *Complete Adventurer*; 1,000 gp)

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

- *Ring of sustenance* (Adventure; DMG; 2,500 gp)
- *Potion of resist energy (fire) 30* (Adventure; DMG; 1,100 gp)

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

- *Spellsight spectacles* (Adventure; *Complete Adventure*; 2,500 gp)

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

- *Sacred scabbard* (Adventure; *Complete Warrior*; 4,400 gp)

APL 10 (all of APLs 2-8 plus the following):

- *Sceptre of obedience* (Adventure; *Miniatures Handbook*; 12,500 gp)
- *Tunic of steady spellcasting* (Adventure; *Complete Adventurer*; 2,500 gp)

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