



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

ZEF7-01 Parshadon

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#

597 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 636gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,186gp

**A Deal With Alochiel:** Alochiel grants the PC access to one (and only one) of the following items at a 10% discount: *crimson coat of Ilpharzz* (*Complete Arcane*, p. 142; 28,300 gp), *fellstone* (AE&G; p. 106; 32,308 gp), *rogue's vest* (*Dungeon Master's Guide*; p. 271; 29,600 gp), *vanishing blade* (AE&G; p. 122; 47,120 gp), *warlock's scepter* (*Complete Arcane*, p. 145; 28,000 gp). If the PC successfully bargained with Alochiel, they should have picked an item. The DM should circle that item and cross of the rest. The PC may purchase that item with a 10% discount.

**Magical Figurine:** This obsidian horse figurine behaves exactly as an *ivory goat - goat of travail* (*Dungeon Master's Guide* p. 256) except it appears as a demonic horse. The item radiates an aura of moderate evil. Moderate transmutation; CL 11<sup>th</sup>; Craft Wondrous Items, *animate object*, *unholy blight*; 7000 gp.

**Enmity of the Dusk Lash:** The PCs ran afoul of the Dusk Lash and have earned their wrath.

**Gratitude of Parshadon:** The PC is given a free Kulübe (small hut) in Parshadon. If you already own property in Parshadon, you have a 1500 gp credit toward any legal upgrade. The work and materials are supplied by the grateful citizens.

**Resident of Parshadon:** All items marked Adventure access below become Regional access.

**Missing an Eye:** For the next three adventures the PC is Dazzled. No known magic can regenerate or replace the missing eye.

**Branded:** The PC was branded for committing a crime. This meets the condition 'Marked As Criminal' for the purposes of entering or advancing in the Dusk Lash Meta-org.

**Notice of the Dusk Lash:** This counts as one influence point with the Dusk Lash. PCs that are members may count the TUs spent on this adventure towards advancement in the organization.

TU

Starting TU

1 OR 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

❖ *Replenishing skin* (Adventure; Sandstorm; 1000gp)

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

❖ *+1 thundering greataxe* (Adventure; DMG; 8320 gp)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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

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

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