



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

ZEF7-02 Tide of Battle

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; 2,300gp

Savior of the Merfolk al-Ghayar: One permanent favor with any Merfolk al-Ghayar.

Curse of the Grim Vizier: This character begins every adventure with one negative level. This negative level can never cause permanent level loss. The negative level can be cured as normal, but the curse remains. This curse can only be permanently removed by a *wish* or *miracle*, or if the character spends two favors of the Grim Vizier.

Grim Vizier's Black Bag: Any dead flesh stored within the bag is protected from rot or decay, as per the *gentle repose* spell. The bag is of sufficient size to hold the head of a medium sized creature, the body of a tiny creature, or equivalent volume. The bag is made of black silk with the symbol of an upright skeletal hand clutching a rod embroidered upon it in silver thread. Faint necromancy; CL 3rd; Craft Wondrous Item, *gentle repose*; Price 3,000 gp; Weight 1 lb.

Backer of the Matron Sultana: Choose ONE of the following benefits:

- Free Luxury upkeep during any Zeif regional adventure for one calendar year.
- *Ring of invisibility* (DMG, regional)

Adherent of the Grim Vizier: Choose ONE of the following benefits:

- Remove one enmity or curse of the Grim Vizier
- *Rod of enemy detection* (DMG, regional)

Free Agent: Choose ONE of the following benefits:

- One affiliation point with the Church of Xan Yae, Church of Zuoken or Dusk Lash
- *Ring of mind shielding* (DMG, regional)

Supporter of the Sultan: Choose ONE of the following benefits:

- A one time 10% discount on the purchase of a dwelling, business or upgrade in the Zeif Town Project
- *Stone horse (destrier)* (DMG, regional)

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- ❖ Light dire clamshell shield (treat as light wooden shield, DMG, adventure)
- ❖ Heavy dire clamshell shield (treat as heavy wooden shield, DMG, adventure)
- ❖ Oilskin suit (*Stormwrack*, adventure)
- ❖ *Swimming goggles* (*Stormwrack*, adventure)
- ❖ *Grim Vizier's black bag* (see above, regional)

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

- ❖ *Brooch of shielding* (DMG, adventure)

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

- ❖ *Ring of swimming* (DMG, adventure)

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

- ❖ Chitin armor (*Stormwrack*, regional)

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

- ❖ *Ring of animal friendship* (DMG, adventure)

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

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