



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

ZEF7-06 Deliverance

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 6

max 900 xp (450 xp); 900 gp (450 gp)

APL 8

max 1,125 xp (563 xp); 1,300 gp (650 gp)

APL 10

max 1,350 xp (675 xp); 2,300 gp (1,150 gp)

APL 12

max 1,575 xp (788 xp); 3,300 gp (1,650 gp)

Favor of Shyanne: The service you have performed will cripple the slavers. Shyanne is extremely pleased and offers to get you one of the following items at 25% off: *earthplate armor* (MIC), *tigerskin armor* (MIC), *blazing skylance* (MIC), *crystal echoblade* (MIC), *the fist* (MIC), *swordbow* (MIC),

Major Enmity with the Slavers: You have proven to be a major threat to the slavers. Therefore in any further encounter with them, they no longer deal non-lethal damage to you or any of your companions. Furthermore, their hate for you confers to them a +2 attack and damage bonus versus you (not your companions). They attempt to kill you first targeting all spells and attacks that they can at you.

Favor of Aldair: In helping to free the slaves and taking them to safety. Aldair is extremely pleased and offers you access to one of the following items (You must pay the cost): *amulet of emergency healing* (MIC), *angelhelm* (MIC), *ring of arcane supremacy* (CM), *rod of arcane precision* (CM)

The Lady of Fate is pleased: By rescuing the slaves from a fate worse than death the Lady of Fate (Istus) will repay you in kind. Once in your life if you are dealt enough damage to kill you (-10 hp) the lady will use her power to keep you at -9 and stable. If the effect is from a spell where you must save or die (example, *finger of death*) you instead are brought to -9 and stable. If the cause of death is a poison or disease your ability score (Con and/or CHA) will be kept at 1 and the poison or disease will be removed. The lady is fickle though and you may need to repay her in some other way later.

TU

Starting TU

I OF 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

APLs 4-6:

- ❖ *Armband of elusive action* (Adventure, MIC)
- ❖ *+1 Merciful whip* (Adventure, DMG)
- ❖ *Wand magic missiles* (3rd) -20 charges (Adventure, 900gp)
- ❖ *Meta-magic rod non-lethal substitution, lesser* (Adventure, 2700gp)
- ❖ *+1 Merciful spiked chain* (Adventure, DMG)
- ❖ *Acid bullet* (Adventure; *Arms and Equipment Guide*)

APL 8 (All of APL 6 plus the following)

- ❖ *Bracers of arcane freedom* (Adventure, MIC)
- ❖ *Belt of one mighty blow* (Adventure, MIC)
- ❖ *Wand magic missiles* (5th) -20 charges (Adventure, 1500gp)

APL 10 (All of APLs 6-8 plus the following)

- ❖ *Wand magic missiles* (7th) -20 charges (Adventure, 2700gp)
- ❖ *+2 Silvered greatsword* (Adventure, DMG)
- ❖ *Meta-magic rod non-lethal substitution* (Adventure, 10,500gp)

APL 12 (All of APLs 6-10 plus the following)

- ❖ *Wand of magic missiles* (9th) -20 charges (Adventure, 2,700gp)
- ❖ *+2 Unholy lance* (Adventure, 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 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