



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
ZEF8-01 Dry Land
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#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: RPGA #

Signature

RPGA #

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; 2,186gp

APL 12
max 1,575 xp; 3,300 gp

Forgotten Something: Alochiel has taken the memory of ... something ... from you. Nothing short of a wish or miracle will get that memory back.

Glimmerdew's Boon: For saving Glimmerdew, she has granted you a boon. Select one of the following:

- Have a single commune with nature, heal, regenerate or stone tell cast free of charge as a standard action. Cast as a 17th level Druid.
Gain a Unicorn as a cohort or Paladin mount.
A single kiss from Glimmerdew.

Geshtai's Blessing: For preventing the disruption of the Khijar River you shall never thirst again. Your PC is immune to thirst, thirst effects and desiccation damage. Your PC does not need to drink, but they can do so if they choose to.

Enemy in High Places: Your interference has incurred the wrath of someone very influential. In any Zeif regional adventure, your character's upkeep counts as one lower than normal.

- 0 GP: No upkeep. Character starts adventure with 75% of their hit point total (round down).
12 GP: No upkeep.
75 GP: Adventurer's Standard upkeep.

Friend in High Places: Your cooperation has pleased someone very influential. In any Zeif regional adventure, your character's upkeep counts as one higher than normal.

- 0 GP: Adventurer's Standard upkeep.
12 GP: Luxury upkeep.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Dust of Dryness (Adventure; DMG)
Water Pellet (used dust of dryness) 425 GP (Adventure; DMG (see dust of dryness))

APL 4 (all of APL 2 plus the following)

- Elixir of Fire Breath (Adventure; DMG)

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

- Elemental Gem (fire) (Adventure; DMG)

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

- Eversmoking Bottle (Adventure; DMG)

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

- Staff of Fire (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following)

- Rod of the Viper (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

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

TU

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL