



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has been implanted in  
*ZEF6-08 That Look*  
An Adventure  
Set in the Sultanate of Zeif



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

Can You Feel it Squirm?

You have become host to...something. And judging by what you have seen, this is not a good thing. You have 24 months from this point forward to get rid of it. After that your character shares the same fate as the woman in the birthing chamber.

The longer this creature is in you, the more things in your body begin to change:

From Date of AR:	Penalty(Cumulative) Cannot be restored until creature is removed	Other
3 months	-2 to DEX	Fire Resistance 2
6 months	-2 to CHA	Maternal Instincts 1
9 months	-2 to STR	Cold Resistance 2
12 months	-2 to DEX	Maternal Instincts 2
15 months	-2 to CHA	Will save +2
18 months	-2 to STR	Maternal Instincts 3
21 months	-2 to DEX/CHA and STR	Fort save +2

From Date of AR	Penalty(Cumulative)	Other
24 months	-2 to DEX/CHA and STR	Maternal Instincts 4
25 months	DEATH	DEATH

Maternal Instincts 1:

Your body is going through rough hormonal changes. In each encounter per adventure where the creature may be in jeopardy you may do one of the following (roll d100)

**1-10:** Protect the Baby! You are Cowered for (1d6-WIS modifier, minimum 1) rounds. Yes, a negative WIS adds to the duration.

**11-89:** Act normally

**90-100:** Fly into a maternal rage. As per the Rage Spell

Maternal Instincts 2 (Replaces 1):

You are no longer fighting the hormones within your body, but now the voices in your head! Detect Thoughts no longer works on you, but also when coming to a critical decision; you may not be in total control. During combat when you are presented with multiple choices (such as which spell to use, or which feat to use etc) you may have another voice saying (*Continued Below*)

(Maternal Instincts 2 Continuation):

something else each round:

**1-25:** Forget the plan. You loose this round of actions

**26-80:** Do what you want

**81-100:** Try to disengage from combat by whatever means necessary for the round.

Maternal Instincts 3 (replaces 1 and 2):

The voices in your head grow louder! You are no longer in control of most things.

- You gain an evil aura.
- You gain fast healing 2.
- During combat something always happens **every** round:

**1-15:** Confusion, Lesser as per the spell

**16-25:** Bull's Strength (as a Swift Action) for remainder of the combat. Continue your actions

**26-40:** Sickened for the round

**41-55:** Rage as per the spell Strength (as a Swift Action) for remainder of the combat. Continue your actions

**56-70:** Nothing happens to you this round

**71-90:** Nauseated

**91-100:** Hot Flash: you cast Fireburst as per the spell (SpC) without the need for V,S,M components and as a Swift Action (provoking no AoOs)

Maternal Instincts 4 (in addition to 3):

- You now are immune to disease and poisons.
- Due to your grotesque appearance, you suffer a -8 Penalty to all Charisma based skills.
- Your base speed is reduced by 5' and you are considered to be carrying a heavy load.
- You cannot wear medium or heavy armour

*Any ability penalty cannot be cured/restored etc until the creature is removed.*

FireBurst

Spell Compendium

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard Action

Range: 10 ft.

Effect: Burst of Fire extending 10 ft from you

Duration: Instantaneous

Saving Throw: Reflex half (*DC 12- Int Modifier*)

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

\*\*\*\*\* 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

\*\*\*\*\* TU

TU Cost

\*\*\*\*\* TU

Added TU Costs

\*\*\*\*\* TU

TU REMAINING

\*\*\*\*\* XP

Starting XP

\*\*\*\*\* XP

XP lost or spent

\*\*\*\*\* XP

Subtotal

\*\*\*\*\* XP

XP Gained

\*\*\*\*\* XP

FINAL XP TOTAL