



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
ZEF6-03 Honor
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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

☛ **Favor of the Bey:** Your valiant defense of the scroll that was placed in your charge has earned you the trust and good will of Zihni Bey bin Zihn al-Ceshra. As a result, the Bey has graciously offered to extend his hospitality to you in the future. For all future adventures that begin in the province of Ceshra, you receive free Rich lifestyle. This favor expires one year from the date it was issued. If Zihni Bey bin Zihn al-Ceshra is removed from power at some point, this favor expires.

☛ **Implicated the Bey:** You have, rightly or wrongly, implicated the Bey in the theft of the scroll. The Bey now holds you in disfavor. In any adventure that begins or ends in the province of Ceshra, your lifestyle costs are doubled (unless you are living off the wild) and you must pay twice the market price for any items (including magical items) you purchase during that adventure. This enmity expires one year from the date it was issued. If Zihni Bey bin Zihn al-Ceshra is removed from power at some point, this enmity expires.

☛ **Good Will of the Temple of Istus:** For safely delivering the scroll to the Sanserail, you have earned the goodwill of the followers of Istus in Zeif. You gain a +2 circumstance bonus to all Bluff, Diplomacy, and Gather Information skill checks with followers of Istus in Zeif. The Temple of Istus also provides you with regional access indicated with an (*) asterisk below.

☛ **Uruzaries Thanks:** For completing your mission, the Head Cook gives you permission to leave Zeif for a grand adventure. You may play 1 single round CORE module that would otherwise be forbidden. This pass expires one year from the date on this AR.

☛ **Arcane Sanctum Influence:** For completing your mission the Arcane Sanctum is very pleased. You gain an influence point and access to scribe one Limited Spell from the Spell Compendium under 3rd level to your spell book (or it becomes available to learn for those without spellbooks) Mark down that spell here:

☛ **Istus' Influence:** For completing your mission, the Church has acknowledged your efforts. You gain one influence with the church.

TU

Starting TU

1 or 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

APL 2:

- ❖ Wand of Create Water* (Regional; DMG)
- ❖ Wand of Cure Light Wounds* (Regional; DMG)
- ❖ Wand of Cure Light Wounds (Adventure; DMG)
- ❖ Wand of Endure Elements* (Regional; DMG)
- ❖ +1 Mithral Chain Shirt (Adventure; DMG)

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

- ❖ Cloak of Resistance +2 (Adventure; DMG)
- ❖ +2 Mithral Chain Shirt (Adventure; DMG)
- ❖ Ring of Sustenance (Adventure; DMG)

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

- ❖ +2 Scimitar (Adventure; DMG)
- ❖ Ring of Protection +2 (Adventure; DMG)

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

- ❖ Cloak of Resistance +3 (Adventure; DMG)
- ❖ Periapt of Wisdom +4 (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 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