



This Record Certifies that

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

Has Completed  
**ZEF6-04 Generosity**  
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 420xp; 450gp

**APL 4**

max 675xp; 650gp

**APL 6**

max 900xp; 900gp

**APL 8**

max 1,125xp; 1,300gp

☛ **Favor of Otma:** The PCs returned the shield to Otma. She is extremely grateful and gives her word to find some form of repayment.

☛ **Favor of Hamza Fākih:** The PCs helped Hamza purchase valuable documents. He will provide access to any arcane scroll of 1,200 gp or less. He will also copy a single spell into a spell caster's spell book free of charge. If the PCs have an item from the auction, he will also offer to study the item free of charge. He will reveal his findings at a later date.

☛ **Favor of Nurhan Gazi:** The PCs helped Nurhan obtain the spear. He is grateful and offers to sell mounts and related gear to the PC at 50% listed cost. (See PH Table 7-8 Mounts and Related Gear on page 129). The PCs may expend this favor and purchase one of the following items: *horseshoes of speed* (DMG), *horseshoes of a zephyr* (DMG), *figurine of wondrous power: obsidian steed* (DMG).

☛ **Curse of Alochiel:** The PC reneged on a deal they made with Alochiel. They have been cursed! The PC is considered to have a Strength of 6 for determining Carrying Capacity (*Player's Handbook* page 162). This curse can only be removed by a *wish*, *miracle* or *remove curse* (caster level 17th)

☛ **Favor of Inda bin Hassen:** The PCs helped Inda obtain the recorder. She is grateful and offers you access to her collection of valuable instruments. The PCs may expend this favor and purchase one of the following items: *drums of panic* (DMG), *flute of the snake* (CV), *harp of the immortal maestro* (CV), *horn of blasting* (DMG), *lute of the wandering minstrel* (CV), *mandolin of the inspiring muse* (CV), *pipes of pain* (DMG).

☛ **Struck a Deal with Alochiel:** The PCs agreed to help Alochiel obtain the figurine in exchange for future reward. If the PC is ever brought below zero hit points but still alive, the PC will receive a vision of Alochiel. She will offer to bring the PC back to zero hit points. If the PC dies, Alochiel will offer to bring the PC back to zero hit points. If PC accepts, Alochiel immediately gains control of the PCs soul. The PC may never be brought back from the dead again unless the soul can be recovered. This favor may only be used once per PC.

☛ **Won at Auction:** The PC won the following item(s) at auction and paid Hamza to study it (250 gp per item without favor):  
Spear ( ), Recorder ( ), Figurine ( ), Chalice ( ), Shield ( )

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

❖ *Elixir of Hiding* (Adventure; DMG)

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

❖ *Dust of Tracelessness* (Adventure; DMG)

❖ *Quiver of Ehlonna* (Adventure; DMG)

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

❖ *+1 Keen Falchion* (Adventure; DMG)

❖ *Salve of Slipperiness* (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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL