



This Record Certifies that

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 \_\_\_\_\_



Adventure Record#

**597 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

**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.

**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* (3<sup>rd</sup>) -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* (5<sup>th</sup>) -20 charges (Adventure, 1500gp)

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

- ❖ *Wand magic missiles* (7<sup>th</sup>) -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* (9<sup>th</sup>) -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 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

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