



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

**ZEF8-05 All Good Things...**

**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#

**598 CY**

**ADVENTURE**

**LEVEL OF**

**PLAY**

(CIRCLE ONE)

**APL 6**

max 900xp; 900gp

**APL 8**

max 1,125xp; 1,300gp

**APL 10**

max 1,350xp; 2,186gp

**APL 12**

max 1,575xp; 3,300gp

**APL 14**

max 1,800xp; 6,600gp

**End of an era:** You have defeated the first family of Dhabyia and have freed the people of the tyrannical slavers. The Sultan is extremely pleased and has opened his vaults to you. This gives you access (any) to one item on any Zeif regional AR or VTF metaregional AR.

**A Curse lifted:** By exorcising the house of the demons and witnessing the truth to one of her chosen, the Lady of Fate will grant you a luck re-roll once per adventure for the next 10 adventures. This can affect any d20 roll (save, attack, skill check etc) and you must abide by the roll (whether better or worse)

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**Curse of the Slave Queen:** You managed to kill Shyanne, but this has come with a price. For the next 2 adventures, have your DM randomly determine which curse you get as per *bestow curse* in the *Player's Handbook*. The curse last for the entire adventure.

**Save the Children!:** For striking down their wicked mother the children will grant you the ability to cast *resist energy* (fire) and *water breathing* at caster level 12 as a Swift action once each. [ ] *resist energy* (fire) [ ] *water breathing*,

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 6**

- ❖ *Shifter's sorrow* (Regional; DMG)
- ❖ *Decanter of endless water* (Regional; DMG)
- ❖ *Nolzur's marvelous pigment* (Regional; DMG)
- ❖ *+2 adamantite hand axe bane humans* (Regional; DMG)
- ❖ *Ring of feather falling* (Regional; DMG)
- ❖ *Ring of swimming* (Regional; DMG)
- ❖ *Necklace of adaptation* (Regional; DMG)
- ❖ *Anklet of translocation* (Regional; MIC)

**APL 8** (all of APL 6 plus the following)

- ❖ *+3 slick mithril chainmail armor* (Regional; DMG)

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

- ❖ *+1 mithral chain mail* (Regional; DMG)

**APL 12** (all of APLs 6-10 plus the following)

- ❖ *Ring spell turning* (Regional; DMG)

**APL 14** (all of APLs 6-12 plus the following)

- ❖ *Boots of speed* (Regional; DMG)
- ❖ *+1 mithral breastplate* (Regional; DMG)
- ❖ *+4 rapier (bane humans)* (Regional; DMG)
- ❖ *+4 great falchion (Bane Humans)* (Regional; 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

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

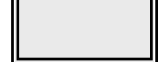
Starting TU

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