



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

ZEF6-08 That Look

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 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

**Favor of the Slave Queen:** You have entered into an accord with Shyanne Vahit, Queen of the Slavers in Dhaybia. She has kept many of your possessions in return for you finding out a bit more information for her on the High Masters. But through an unfortunate mix up, your most prize possession has been lost. But true to her word she will replace it with something of equal value. In game terms she will convert one item to another of equal value. If you have a weapon with a total market bonus of +3 (weapon or armor) you may reconfigure the item through any access you have. If you had a +1/Frost/Merciful longsword, you can now get a +1/Bane Human/Flaming longsword (as long as you have that access through past ARs). This also expends the access favor.

You can change the weapon or armor if the base price is within 100 gp you can pay the difference (such as pick a greatsword instead of the longsword). You could also swap a stat boosting item for a different one (*peripart of wisdom* for a *headband of intellect*) if they are of the same modifier (+2 for a +2 or +4 for a +4 and you must have access to the stat boosting item on a previous AR)

**Captured!** You have allowed yourself to be captured by the slavers in order to get more information on the High Masters. Your character is removed from play until such time as you play the Special Mission: **ZEFsm6-01: Sorry to Barge In**

**Marked in Dhaybia:** You have been noticed in Dhabiya as a prospective slave. This will have consequences should you decide to return to the foul City.

**Can you feel it Squirm?** Any PC that received the "creature" receives a special AR stating the benefit and detriment to having "Junior" along for the next 2 years.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 4:

- ❖ Cape of the Monteback (Regional; DMG 10,080 gp)\*
- ❖ Ring of Protection +2 (Regional; DMG 4,000 gp)\*
- ❖ Meta-magic rod Substitution (non-lethal) lesser (Regional, Complete Arcane, 2,700 gp)\*
- ❖ +1 Merciful Spiked Chain (Regional DMG 8,325 gp)
- ❖ +1 Merciful Rapier (Regional DMG 8,320 gp)
- ❖ +1 Mithril Chainmail (Regional DMG 5,150 gp)

#### APL 6 (All of APL 4 plus the following)

- ❖ Cloak of Resistance +2 (Regional; DMG 4,000 gp)
- ❖ Amulet of Natural Armor +2 (Regional; DMG 8,000 gp)
- ❖ +1 Great Falchion (Regional, Sandstorm 2,500 gp)

#### APL 8 (All of APLs 4-6 plus the following)

- ❖ Ring of Protection +3 (Regional; DMG 18,000 gp)\*
- ❖ Meta-magic rod Substitution (non-lethal) (Regional, Complete Arcane, 10,500 gp)\*
- ❖ +1 Mithril Animated Shield, Heavy (Regional; DMG 10,020 gp)

#### APL 10 (All of APLs 4-8 plus the following)

- ❖ +2 Merciful Sap (Regional DMG 8,301 gp)

#### APL 12 (All of APLs 4-10 plus the following)

- ❖ Circlet of Persuasion (Regional, DMG 4,500 gp)

### 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