



This Record Certifies that

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

Has Completed  
**ZEF7-01 Parshadon**  
 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#

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

**APL 2**

*max 450xp; 450gp*

**APL 4**

*max 675xp; 636gp*

**APL 6**

*max 900xp; 900gp*

**APL 8**

*max 1,125xp; 1,300gp*

**APL 10**

*max 1,350xp; 2,186gp*

**A Deal With Alochiel:** Alochiel grants the PC access to one (and only one) of the following items at a 10% discount: *crimson coat of Ilpharzz* (*Complete Arcane*, p. 142; 28,300 gp), *fellstone* (AE&G, p. 106; 32,308 gp), *rogue's vest* (*Dungeon Master's Guide*, p. 271; 29,600 gp), *vanishing blade* (AE&G, p. 122; 47,120 gp), *warlock's scepter* (*Complete Arcane*, p. 145; 28,000 gp). If the PC successfully bargained with Alochiel, they should have picked an item. The DM should circle that item and cross of the rest. The PC may purchase that item with a 10% discount.

**Magical Figurine:** This obsidian horse figurine behaves exactly as an *ivory goat - goat of travail* (*Dungeon Master's Guide* p. 256) except it appears as a demonic horse. The item radiates an aura of moderate evil. Moderate transmutation; CL 11<sup>th</sup>; Craft Wondrous Items, *animate object*, *unholy blight*; 7000 gp.

**Enmity of the Dusk Lash:** The PCs ran afoul of the Dusk Lash and have earned their wrath.

**Gratitude of Parshadon:** The PC is given a free Kulübe (small hut) in Parshadon. If you already own property in Parshadon, you have a 1500 gp credit toward any legal upgrade. The work and materials are supplied by the grateful citizens.

**Resident of Parshadon:** All items marked Adventure access below become Regional access.

**Missing an Eye:** For the next three adventures the PC is Dazzled. No known magic can regenerate or replace the missing eye.

**Branded:** The PC was branded for committing a crime. This meets the condition 'Marked As Criminal' for the purposes of entering or advancing in the Dusk Lash Meta-org.

**Notice of the Dusk Lash:** This counts as one influence point with the Dusk Lash. PCs that are members may count the TUs spent on this adventure towards advancement in the organization.

TU

*Starting TU*

**1 OR 2 TU**

*TU Cost*

- TU

*Added TU Costs*

TU REMAINING

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**

❖ *Replenishing skin* (Adventure; Sandstorm; 1000gp)

**APL 10** (all of APLs 2-8 plus the following):

❖ *+1 thundering greataxe* (Adventure; DMG; 8320 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

*Subtotal*

GP

*FINAL GP TOTAL*