



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
ZEF7-06 Deliverance
A Regional Adventure
Set in the Sultanate of Zeif Region

Event: _____ Date: _____

DM: _____
Signature RPGA #

Ritual of Blending: You have decided to blend with the creature in your belly and survived. For that you gain the following:

Immediately:

- Ability to use Daylight 1/day
- Natural Armor bonus +1
- Smite Evil 1/day
- Spell Like abilities Up to 4HD (refer to chart in MM page 145)
- Darkvision 60'
- Int increase +2

2 months from date of AR:

- Spell Like abilities Up to 6HD (refer to chart in MM page 145)
- Immunity to disease
- Wis +4
- Considered Level +1 for APL determination. Still receives XP & GP for actual character level

3 months from date of AR:

- Spell Like abilities Up to 8HD (refer to chart in MM page 145)
- Damage reduction 5/magic (under 11HD) or 10/magic (12HD and over)
- +4 racial bonus to saves vs. poison
- Cha +4
- Considered Level +2 for APL determination. Still receives XP & GP for actual character level

4 months from date of AR:

- Spell Like abilities Up to 10HD (refer to chart in MM page 145)
- Smite Evil 2/day
- Resistance to acid 10
- Dex +2
- Considered Level +3 for APL determination. Still receives XP & GP for actual character level

5 months from date of AR:

- Spell Like abilities Up to 14HD (refer to chart in MM page 145)
- Resistance to cold 10
- Con +4
- Considered Level +4 for APL determination. Still receives XP & GP for actual character level

6 months from date of AR:

- Spell Like abilities Up to 16HD (refer to chart in MM page 145)
- Resistance to electricity 10
- Spell Resistance HD+10
- Str increase +4

Ritual: Removal – You chose this option and you did not die, but you are still in a state of shock. Your Strength and Wisdom is reduced by 6. For each adventure played you gain 1 point back. There is no way other than a *wish* or *miracle* to remove this affliction. As well, your alignment shifts to Neutral (CN, N or LN) for their selfishness at allowing a good creature to sacrifice itself for you. This can be atoned as per the spell.

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

0 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