



This Record Certifies that

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

Has Completed  
*ZEF6-07 Into the Drink*  
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 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

☛ **Favor of the Ghayar Merfolk:** For bringing Shallah back home alive and sending word to the Sultan for help, the Merfolk are grateful. The favor counts as an influence point with the Merfolk of Ghayar. Alternatively, it may be expended to add the *corrosive* special ability (*Stormwrack*) to any weapon at normal cost.

☛ **Enmity of Sovorn al-Ghayar:** The PCs have done a disservice to the merfolk. This cancels all previous favors of Sovorn or the merfolk of Ghayar, as well as those on this AR. The PC receives a -4 penalty to all Charisma based checks when dealing with Merfolk al-Ghayar.

☛ **Favor of the State/Matron Sultana/Grim Vizier:** For returning the information to one of the factions above (circle ONE), this PC gains access to items marked with a @ (State), \* (Matron Sultana) or # (Grim Vizier).

☛ **Merfolk Handshake:** You have learned the Merfolk greeting, "*Gadru Giltru ala Mindra*". When you use this greeting, you gain +2 to all Charisma based checks and Sense Motive checks with Merfolk of Ghayar who hears it.

☛ **Eye Gem:** The PC carries a mysterious amulet that appears to be a red gem the size of an egg. Under a *true seeing* spell, the gem shows up as a disembodied eye, but its purpose is unknown. This amulet can be sold for 50 gp after any adventure or kept.

☛ **Best Friends with Zellaveera:** Zellaveera the Nereid has deemed you her best friend. By expending this favor and 1 TU (to allow for drying time), she will arrange for one suit of armor, shield or weapon of Elukian Clay (A&EG) to be made for you at regular cost.

☛ **Favor of the Royal Navy of Zeif:** This favor counts as an influence point with the Royal Navy of Zeif. It can be expended to gain one time adventure access to a *magnificent captain's coat* (*Stormwrack*).

☛ **Honor of the Purple Sun (For Espionage and Intelligence Services):** This member of the Navy has received this badge of recognition, which counts as a Campaign Medal for purposes of the Navy meta-org. While the badge is worn (whether publicly or secretly), the member gains a +4 circumstance bonus to Gather Information, Listen and Spot checks.

☛ **Enmity of the Grim Vizier:** You have reneged on your covenant with the Grim Vizier. You have been marked. This will have consequences!

☛ **Enmity of the Matron Sultana:** You have betrayed her by leaking the information to others. This will have consequences!

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 2-4:

- ❖ *Arcane Scroll of freedom of movement* (Adventure; DMG)
- ❖ *Scroll of swim* (Adventure; *Spell Compendium*; 700 gp)
- ❖ *Scroll of swim, mass* (Adventure; *Spell Compendium*; 2,500 gp)
- ❖ Shell Armor (Adventure, A&EG)
- ❖ Merfolk Crossbow (heavy or light) (Adventure, *Monster Manual*)
- ❖ Bone dagger (normal or masterwork) (Adventure, DMG)
- ❖ Bone rapier (normal or masterwork) (Adventure, DMG)
- ❖ Bone shortsword (normal or masterwork) (Adventure, DMG)
- ❖ \* *Ring of lockpicking* (Regional; *Complete Adventurer*; 4,500 gp)
- ❖ @ *Circle of persuasion* (Regional; *Complete Adventurer*; 4,500 gp)
- ❖ # *Wand of false life* (Regional; DMG; 4,500 gp)

APLs 6-8 (All of APLs 2-4 plus the following)

- ❖ \* *Ring of filcher's friend* (Regional; *Complete Adventurer*; 2,500 gp)
- ❖ @ *Badge of valor* (Regional; *Complete Adventurer*; 1,000 gp)
- ❖ @ *Medal of gallantry* (Regional; *Complete Adventurer*; 1,100 gp)
- ❖ # *Lesser metamagic rod of substitution* (cold) (Regional; *Complete Arcane*; 2,700 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