



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

ZEF7-07 Deep Six

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 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

**Eternal Gratitude of the Ghayar Merfolk:** For rescuing Shallah and ending the threat to the merfolk people, the PC has gained their thanks. This favor automatically cancels all previous enmities that a PC might have. In addition, the PCs gains access to their knowledge in various trainings under the water and certain items listed below with a \*. Feats (all from *Stormwrack*): Aquatic Shot, Steam Magic, Sunken Song, Toothed Blow. Spells (All from *Stormwrack* unless noted): *blood to water* (SpC), *buoyant lifting* (SpC), *deep breath* (SpC), *extract water elemental* (SpC), *flowsight*, *jaws of the moray*, *jig of the waves*, *kelpstrand* (SpC), *kuo-toa skin*, *megalodon empowerment*, *pressure sphere* (Sto), *rapture of the deep*, *red tide* (SpC), *scales of the sealord*, *sink* (SpC), *steed of the seas*, *thalassemia*, *transformation of the deeps*, *turbidity*

**The Sultan's Thanks:** For serving Zeif by saving the merfolk, you have proven yourself a valuable asset to the Sultanate and improved their image abroad. Til the end of the campaign, you can declare yourself "Loyal to the Sultan" without having to pay the gold piece cost or the TU cost. See the document for more details.

**Shallah's Savior:** For being responsible for Shallah's rescue, she has taken a fond liking to you. After putting in a good word for you with her father, she has convinced him to offer you her hand in marriage as a symbol of peace between the two nations. If you decline this offer, cross off this reward. If you accept, you become married under the sea. You are given a magical coral ring free of charge as a symbol of your love to Shallah. This ring takes a ring slot as normal, and allows the user to speak Aquan fluently. Also, the magic in the ring can be expended to grant the user a one-time casting (self only) of freedom of movement, caster level 20. Once this ability has been used, it becomes a normal ring (that doesn't take a slot), though the ability to speak Aquan remains.

**Kiss of the Sea Witch:** For your extreme act of bravery, a gift has been bestowed upon you by the Sea Witch. You gain the (Aquatic) subtype. You can breathe underwater naturally, and are more resistant to pressure and cold effects (as per *Stormwrack*). You also gain the Amphibious special quality, meaning you can continue to breathe on land as normal. You do not gain a swim speed or any greater ability to navigate under the water.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 4-6:

- ❖ \*Elixir of swimming (Regional, 250 gp)
- ❖ \*Elemental gem, water (Regional, 2,250 gp)
- ❖ \*Cloak of the manta ray (Regional, 7,200 gp)
- ❖ \*Bottle of air (Regional, 7,250 gp)
- ❖ \*Ring of swimming, improved (Regional, 10,000 gp)
- ❖ \*Figurine of wondrous power (Pearlsteel Turtle) (Regional, Sto, 10,000 gp)

APLs 8-10:

- ❖ \*Pearl of the sirines (Regional, 15,300 gp)
- ❖ \*Ring of water walking (Regional, 15,000 gp)
- ❖ \*Joun Stone, iridescent spindle (Regional, 18,000 gp)
- ❖ \*Plate armor of the deep (Regional, 24,650 gp)
- ❖ \*Sea-steed's bridle (Regional, Sto, 28,800 gp)
- ❖ \*Mithrilmist Shirt (Regional, CAr, 21,300 gp)
- ❖ \*Potion of barkskin (+5) (Adventure, 1,200 gp)

APL 12:

- ❖ \*Eyes of the eagle (Adventure, 2,500 gp)
- ❖ \*Staff of the jetstream (Regional, CD, 89,250 gp)
- ❖ \*Ring of freedom of movement (Regional, 40,000 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 OF 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