



This Record Certifies that

Played

by

Player

RPGA #

Has Completed  
**ZEF7-05 Korsan**  
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 450 xp; 450 gp

**APL 4**

max 675 xp; 650 gp

**APL 6**

max 900 xp; 900 gp

**APL 8**

max 1,125 xp; 1,300 gp

**Hamza has shared a secret with you:** In exchange for your extra recorder at no charge, Hamza is willing to share with you the first word in the command phrase for your recorder. Uttering this word and spending a standard action acts like a *blessspell* (CL 18), but the bonuses only work against outsiders and the bonus is considered a competence bonus instead of a morale bonus. This can only be used once per day.

**Feroza is in your debt:** In exchange for your helping her, Feroza will arrange to have any one weapon or item that you own and is broken (but not completely destroyed) repaired for you at no cost, but it will take some time requiring you to wait around for 1 TU per 5,000 gp value of the item (minimum 1).

**What's Yours is useful:** The nugget given to you from the Zarif copper mine (ZEF17-03) is in fact useful, or at least could be. You have discovered that when it takes 30 points of fire damage in one round, it will explode into shrapnel in a 5' burst, doing 5d6 damage (no DR, no SR, no save) to all within those spaces.

**You have angered the Matron Sultana:** The Matron Sultana is aware of your actions in Korsan and is not happy with you. She will use the massive means at her disposal to vent her displeasure at some time in the future.

**The Gnome likes you:** Up to five times in the future when you make a Gather Information check in a Zeif regional adventure, roll 1d20. If the die is even, you may add +5 to the Gather Information check. If it is odd, you add nothing.

**The Most Glorious Magic Carpet that ever existed my friend, and you are lucky to own it!** This 5' x 5' carpet functions exactly like a *carpet of flying*, but with one quirk. It works normally for 1d4 rounds, but every round after has a 50% chance of failing to work for 1d4 rounds. If currently being ridden, it immediately falls to the ground. There is no obvious way to tell that it will do it until after the first time it is used. Other than that, it works perfectly. (as DMG but cost is 5,000 gp).

**Contract Breaker:** The PCs have gone back on a contract they made with Nafis. The next item they purchase worth over a 1,000 gp will cost one TU getting through the red tape. The consortium does not smile on contract breakers.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ Blessed Bandage (Regional; HoB; 10 gp)
- ❖ Hewards Fortifying Bedroll (Regional; CM; 3,000 gp)
- ❖ Sacred Scabbard (Regional; CW; 4,400 gp)
- ❖ Wheel of Fortune (Regional; CS; 6,000 gp)
- ❖ add Keen (Regional; DMG)
- ❖ add Sizing (Regional; CA)
- ❖ add Merciful (Regional; DMG)
- ❖ add Holy (Regional; DMG)
- ❖ add Easy Traveling (HoB)
- ❖ 1 suit of up to Medium Mithral Armor (Regional 1-time purchase only; DMG)
- ❖ add Death Ward (Regional; CA)
- ❖ 1 suit of up to Medium Adamantine Armor (Regional 1-time purchase only; DMG)
- ❖ Ring of Swimming (Regional; DMG)
- ❖ Spellguard Rings (Regional; CM; 4,000 gp)
- ❖ Ring of Instant Escape (Regional; CM; 9,000 gp)
- ❖ Ring of Water Walking (Regional; DMG)
- ❖ Rod of Extend Spell, Lesser (Regional; DMG)
- ❖ Rod of Sculpt Spell, Lesser (Regional; CA; 5,400 gp)
- ❖ Rod of Spellholding (Regional; CM; 9,000 gp)
- ❖ Rod of Magical Precision (Regional; CM; 12,000 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 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