



This Record Certifies that



Play Notes:

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



Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 10

max 2,700XP; 4,600gp

APL 12

max 3,150 XP; 6,600gp

APL 14

max 3,600 XP; 13,200gp

APL 16

max 4,025 XP; 19,800gp

by _____
Player _____ RPGA # _____

Has Completed
COR6-02 Rallying Point for Bright Sands
A Core Adventure
Set in the Empire of the Bright Lands

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

‡ **Favor of Karistyne/Geven/Robilar (circle one):** You have delivered the Sulmite research to one of the above. Your patron offers to arrange your purchase of any of the following items from *Sandstorm*: goggles of the desert, lamp of stars, portable shade, replenishing skin, sandals of shifting sands. You pay normal price and may purchase them as often as you like following any adventure set in Hardby or the Bright Lands.

‡ **Favor of Rotanna's Menagerie:** For capturing some of her specimens alive, Rotanna is willing to treat any one animal companion, familiar, special mount, or regular animal with alchemical mixtures and a rigorous training regimen. The treated animal gains +2 inherent bonus to Constitution and increases the animal's natural armor by +1. This costs 2 TUs.

♥ **Rotanna's Sizing Collar:** Any animal wearing this collar can be affected by a *reduce animal* spell twice per day. The effect ends if the collar is removed.

Faint transmutation; CL 3rd; Craft Wondrous Item, *reduce animal*; Price: 4,800 gp; Weight: -.

‡ **Robilar's Approval:** Seeking no reward, you offered to return Robilar's lost standard. Robilar gives you a *banner of law* (*Heroes of Battle* 133) in exchange. You lose *Robilar's banner* and add the *banner of law* to your MIL at no cost. The banner of law is proudly emblazoned with the heraldry of the Empire of the Bright Lands.

♥ **Geven's Ring:** Add this to your MIL at no cost. While wearing this ring, you are surrounded in shadow. This gives you a +3 competence bonus to Hide checks. In addition, once per day may be affected by a *cloak of shade* spell (*Sandstorm*, p. 112) cast at 3rd-level. This ring might upgrade later. While wearing this ring you suffer a -3 penalty to all Charisma-based skill checks.

Faint abjuration; CL 3rd; Craft Ring, *cloak of shade*; Price: 1,980 gp; Weight: -.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

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

- ❖ Adamantine Arrows (Adventure; DMG; 61 gp ea.)
- ❖ Bracers of armor +2 (Adventure; DMG; 4,000 gp)
- ❖ Bracers of armor +4 (Adventure; DMG; 16,000 gp)
- ❖ +1 flaming composite longbow [+5 Str] (Adventure; DMG; 8,900 gp)
- ❖ Lesser silent metamagic rod (Adventure; DMG; 3,000 gp)

APL 12 (all of APL 2-10 plus the following)

- ❖ Figurine of wondrous power - Ivory Camel (Adventure; Sandstorm, 8,500 gp)
- ❖ +1 keen falchion (Adventure; DMG; 8,375 gp)
- ❖ Ring of counterspells (Adventure; DMG; 4,000 gp)
- ❖ Wand of darkness (Adventure; DMG; 4,500 gp)

APL 14 (all of APLs 2-12 plus the following)

- ❖ Boccob's blessed book (Adventure; DMG; 12,500 gp)
- ❖ Dust of disappearance (Adventure; DMG; 3,500 gp)
- ❖ Pearl of power - 2nd-level (Adventure; DMG; 4,000 gp)
- ❖ Ring of freedom of movement (Adventure; DMG; 40,000 gp)
- ❖ Ring of protection +2 (Adventure; DMG; 8,000 gp)

APL 16 (all of APLs 2-14 plus the following)

- ❖ Amulet of health +4 (Adventure; DMG; 16,000 gp)
- ❖ Cloak of Charisma +4 (Adventure; DMG; 16,000 gp)
- ❖ Lesser quicken metamagic rod (Adventure; DMG; 35,000 gp)
- ❖ Scroll of wall of force (Adventure; DMG; 1,125 gp)
- ❖ Vest of resistance +4 (Adventure; CA; 16,000 gp)

Special Note: Staple the low-level AR to this AR for APL 2-8 item access.

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 Items

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

4 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