



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 2

max 900 XP; 900 gp

APL 4

max 1,350 XP; 1,300gp

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600gp

Played _____
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 2

- ❖ Dust of dryness (Adventure; DMG; 800 gp)
- ❖ Hand of the mage (Adventure; DMG; 900 gp)
- ❖ Oil of sonic weapon (Adventure; CV; 300 gp)
- ❖ Ring of sustenance (Adventure; DMG; 2,500 gp)
- ❖ Rotanna's sizing collar (Adventure; see above, 4,800 gp)
- ❖ Scroll of instant locksmith (Adventure; CV; 25 gp)
- ❖ Slashing sand (Adventure; Sandstorm, 2,000 gp)

APL 4 (all of APLs 2-4 plus the following)

- ❖ Armbands of might (Adventure; CV; 4,100 gp)
- ❖ Wand of charm person (Adventure; DMG; 750 gp)

APL 6 (all of APLs 2-4 plus the following)

- ❖ Brooch of shielding (Adventure; DMG; 1,500 gp)

APL 8 (all of APLs 2-6 plus the following)

- ❖ Cloak of elvenkind (Adventure; DMG; 2,500 gp)
- ❖ Necklace of fireballs – type I (Adventure; DMG; 1,650 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 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