



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 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

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

by _____
Player _____ RPGA # _____

Has Completed
COR6-09 Beneath the Bright Sands
A Core Adventure
Set in the Empire of the Bright Lands

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Geven's Ring:** While wearing this ring, you are surrounded in shadow. This gives you a +3 competence bonus to Hide checks. In addition, once per day you may protect yourself with a *cloak of shade* spell (*Sandstorm* 112). While wearing this ring you suffer a -3 penalty to all Charisma-based skill checks. This ring cannot be sold, but you add it to your MIL at no cost.

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

☛ **Geven's Ring (Upgraded):** Replace Geven's Ring on your MIL with this ring at no cost. The ring has all of the same abilities and penalties as before but may now be used to cast *halo of sand* (*Sandstorm* 117) once per day. All spell functions of this ring are command word activated. This ring cannot be sold, but you add it to your MIL at no cost.

Faint abjuration; CL 3rd; Craft Ring, *cloak of shade*, *halo of sand*; Market Price 4,140 gp; Weight: -.

☛ **Appreciation of Scorimongishaz:** You have done a service at the behest of this familiar that in some way benefits his master and others. This and other favors with Scorimongishaz may have bearing in the future.

☛ **Worked for Lord Robilar:** You have earned Robilar's favor for providing the *Bane of Itar* to Rary's forces. In thanks, he provides you with "any" access to the following *figurines of wondrous power*: *silver raven*, *ivory camel* (*Sandstorm*), or *gold beetle* (*Sandstorm*). In all cases, the command to activate the figurines is "Hail Rary!" You must pay full normal price for the item.

☛ **Ambassador of the Bright Lands:** Your diplomatic efforts have been successful. In thanks, she provides you with "any" access to the following items: *heraldic crest of courage* (*Heroes of Battle*), *rod of sure striking* (*Dungeon Master's Guide II*), *clear spindle ioun stone*, *pearl of power* (2nd-level) or *vest of resistance +2* (*Complete Arcane*). You must pay full normal price for the item.

☛ **Supplemental Spellbook of Shianne Stormhand:** Shianne Stormhand provides you with "adventure" access to a spellbook containing the following spells: 1st-*sunstroke* (SS), *wave blessing* (SW); 2nd-*kua-toa skin* (SW), *jaws of the moray* (SW); 4th-*blast of sand* (SS), *parboil* (SS); 5th-*transmute stone to sand* (SS), *wall of magma* (SS); 6th-*scalding mud* (SS). Alternatively, you may purchase spells individually at their normal price.

SS = *Sandstorm*; SW = *Stormwrack*. Market Price: 1,500 gp; Weight: 3 lbs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of cure light wounds* (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Flask of slumber sand* (Regional; *Sandstorm*; 50 gp)

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

- ❖ *Cloak of resistance +2* (Adventure; DMG)
- ❖ Large masterwork breastplate (Any; PHB; 550 gp)
- ❖ Large masterwork heavy steel shield (Any; PHB; 190 gp)
- ❖ Large masterwork mighty composite shortbow (+8 Str) (Any; PHB; 1,050 gp)

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

- ❖ *Belt of giant strength +4* (Adventure; DMG)
- ❖ +1 Large breastplate (Any; DMG; 1,550 gp)

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

- ❖ +1 Large heavy steel shield (Any; DMG; 1,190 gp)

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

- ❖ +1 Large falchion (Any; DMG; 2,450 gp)
- ❖ *Ring of protection +2* (Adventure; DMG)
- ❖ Large masterwork mighty composite longbow (+6 Str) (Any; PHB; 950 gp)
- ❖ Large masterwork mighty composite shortbow (+10 Str) (Any; PHB; 1,200 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

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