



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
**COR5-11 Dark Deceit on Bright Sands**  
A Core Adventure  
Set in the Empire of the Bright Lands



#### 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#

**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 2**

max 450 XP; 450gp

**APL 4**

max 675 XP; 650gp

**APL 6**

max 900 XP; 900gp

**APL 8**

max 1,125 XP; 1,300gp

☛ **Banner of Robilar (Su):** This war-tattered banner displays the device of Lord Robilar. All sentient creatures of the Bright Desert Region opposed to the Empire of the Bright Lands within 60 ft. of it must make a DC 12 Will save or become shaken. The banner must be flown (and visible) at the start of the battle to be effective. Charisma-based skill checks (except Intimidate) towards desert centaurs suffer a -10 circumstance penalty if the banner is visible.

Faint necromancy; CL 1<sup>st</sup>; Craft Wondrous Item, *cause fear*; Price 4,000 gp.

☛ **Karistyne's Arms and Armor:** For reporting back to her castle with a job well done, Lady Karistyne grants the PC's access to several different magical items. This favor grants the PC Core access to the following items as long as he remains in the good graces of Karistyne. They are not gained as treasure for the GP cap. The list is cumulative.

**APL 2:** +1 fortification, light full plate; mithral heavy shield; darkwood buckler; +1 bane (dragon) longsword; +1 bane (dragon) longbow, composite (+2 str); potion of shield of faith +4.

**APL 4:** ring of protection +2; potion of fly; +1 bashing mithral heavy shield; +2 chainmail; shatterspike.

**APL 6:** scroll of flame strike; scroll of dispel evil;

☛ **Karistyne's Arms and Armor (cont.):**

**APL 6 (cont):** scroll of undeath to death; scroll of chain lightning; gloves of dexterity.

**APL 8:** amulet of natural armor +2; bracers of armor +3; stone horse, courser; perapt of wound closure.

☛ **Blue Dragonhide Mantle:** A dragon's hide can be rendered flexible enough to wear as a cloak. Grafting a dragonhide mantle requires as much hide as a suit of hide armor, and the mantle must be created to fit the wearer's size. A blue dragonhide mantle grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (electricity for blue).

This resistance is treated as an extraordinary (and thus non-magical) feature of the mantle. It doesn't stack with any other energy resistance (of the same type) possessed by the character. In addition, the wearer of a dragonhide mantle gains a +2 circumstance bonus on Intimidate checks against dragons.

Dragoncraft Price: 3,800 gp; Dragon Part: blue dragon hide; Skill: Craft (leatherworking); Weight: as ordinary hide armor.

☛ **Mystic Parchment:** This parchment is made from the skin of a gold dragon. Its cryptic writings tell of a crown that must be destroyed and what items and incantations are needed to unmake it.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

##### APL 2

❖ *Blue Dragonhide Mantle* (Adventure; 3,800 gp; See above and the *Draconomicon*)

❖ *Banner of Robilar* (Core, 4,000 gp; See above)

##### APL 4 (all of APL2 plus the following)

❖ +1 *shocking small longbow* (Core; 8,330 gp CL 6<sup>th</sup>; DMG)

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

❖ +1 *large spiked chain* (Core; 2,650 gp CL 5<sup>th</sup> DMG)

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

❖ +1 *large keen spiked chain* (Core; 8,650 gp; 6<sup>th</sup>; DMG)

#### 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