



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR6-16 Dominion over 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 _____

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 6
max 1,800 XP; 1,800 gp

APL 8
max 2,250 XP; 2,600 gp

APL 10
max 2,700 XP; 4,600 gp

APL 12
max 3,150 XP; 6,600 gp

APL 14
max 3,600 XP; 13,200 gp

APL 16
max 4,050 XP; 19,800 gp

➤ **Honored Ally of Tenser:** You have performed a great service for Karistyne and her patron, Tenser, and they are extremely pleased with you. This has the following effects:

- Free luxury upkeep in any adventure set in the Domain of Greyhawk.
- The desert tribes allied against Rary count you a friend. This friendship gives you "Any" access to the following items from *Sandstorm*: the cool armor special ability, cloak of garden shade, glass of distance, and replenishing skin.
- As a favored ally, Tenser wishes you to continue working in his name. Thus, you may immediately (before your next adventure) alter your home region to that of a triad-controlled region.
- **Savior of the Bright Lands:** You have been instrumental in protecting the Bright Lands from the depravation of Rary. This will almost certainly have ramifications in any other adventures set in the Bright Lands (and possibly other locations).

➤ **Honored Ally of Rary:** You have performed a great service for the Monarch of the Bright Lands, Rary, and he is extremely pleased with you. This has the following effects:

- Free luxury upkeep in any adventure set in the Abbor-Alz or the Bright Lands.
- The desert tribes allied with Rary count you a friend. This friendship gives you "Any" access to the following items from *Sandstorm*: the desiccating weapon special ability, cloak of garden shade, glass of distance, and replenishing skin.
- Enough kherferu metal (*Sandstorm* 136) to make one weapon or 50 pieces of ammunition.
- As a favored ally, Rary wishes you to continue working in his name. Thus, you may immediately (before your next adventure) alter your home region to that of a triad-controlled region.
- **Bane of Ancient Darkness:** You have helped Rary gather the things he requires to unmake the *scorpion crown*. This will almost certainly have ramifications in any other adventures set in the Bright Lands (and possibly other locations).

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Cloak of comfort +1 (Adventure; Complete Mage)
- ❖ Ring of counterspells (Adventure; DMG)
- ❖ Ring of protection +2 (Adventure; DMG)
- ❖ Spellguard rings (Adventure; Complete Mage)

APL 8 (all of APLs 6 plus the following)

- ❖ +2 Large greataxe (Adventure; DMG)
- ❖ Wand of light (Adventure; CL 1st; DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Eyes of the eagle (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +1 flaming scimitar (Adventure; DMG)
- ❖ +3 longsword (Adventure; DMG)

APL 14 (all of APLs 6-12 plus the following)

- ❖ Shadow Essence Poison (Adventure; DMG)
- ❖ +3 Large greataxe (Adventure; DMG)
- ❖ +2 studded leather (Adventure; DMG)
- ❖ Lesser extend metamagic rod (Adventure; DMG)

APL 16 (all of APLs 6-12 plus the following)

- ❖ +1 flaming shock scimitar (Adventure; DMG)
- ❖ +2 chain shirt (Adventure; DMG)
- ❖ +2 Large breastplate (Adventure; DMG)
- ❖ Hand of the mage (Adventure; DMG)
- ❖ Stone of good luck (Adventure; 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 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