



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed

COR6-13 Tears for 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 # _____



596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 14

max 1,800 XP; 6,600 gp

☛ **Favor of Orca:** To repay your help, Orca can arrange for you to be trained in the Aquatic Shot, Sanctify Water, or Steam Magic feats (all from *Stormwrack*) at the cost of 2 TUs per feat. PCs also get Core access to the following: aquatic longbow or crossbow (*Stormwrack*), plate armor of the deep, aquatic weapon upgrade (*Stormwrack*).

☛ **Gana is Unhappy:** You have upset the spirit of your Spirit Tattoo and he is sulking. For the next three adventures, he refuses to give you any assistance unless you spend an extra 2 TUs per adventure pacifying him and make a DC 25 Diplomacy check.

☛ **Favor of Karistyne:** For successfully completing this task for Lady Karistyne, she uses her contacts and resources to grant you one of the following boons (must be chosen now, cross off when used):

- Core access to any one limited cleric or bard spell from *Sandstorm*, to a maximum level equal to the half the APL of this AR. All normal costs apply.
- Core access to any +1 (APLs 4-8) or up to +2 (APLs 10-14) weapon or armor special ability from the *Dungeon Master's Guide* that could be crafted by a cleric.

☛ **Favor of Messalina:** For successfully completing this task for Messalina, she uses her contacts and resources to grant you one of the following boons (must be chosen now, cross off when used):

- Core access to any one limited sorcerer/ wizard spell from *Sandstorm*, to a maximum level equal to the half the APL of this AR. All normal costs apply.
- Core access to any +1 (APLs 4-8) or up to +2 (APLs 10-14) weapon or armor special ability from the *Dungeon Master's Guide* that could be crafted by a wizard.

☛ **Gratitude of Rary:** Rary has given you an emblem bearing his symbol, which improves the reaction of any servant or ally of Rary by one step if openly displayed. The PC also gains the benefit of the **Favor of Messalina**, above.

☛ **Disfavor of Karistne:** The magnitude of the betrayal to Lady Karistyne prevents the PC from ever being trusted enough to work for her again and negates all Favors of Karistyne the PC has earned up to this point.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Sharkskin armor (Adventure; *Stormwrack*)
- ❖ Bag of teeth (Adventure; *Stormwrack*)
- ❖ Pearl of the sirines (Core; *DMG*)

APL 6 (all of APL 4 plus the following)

- ❖ Masterwork sharkskin armor (Adventure; *Stormwrack*)
- ❖ Large masterwork mighty composite longbow (+6 Str) (Adventure; *PHB*)
- ❖ +1 Large spiked chain (Adventure; *DMG*)

APL 8 (all of APLs 4-6 plus the following)

- ❖ +1 sharkskin armor (Adventure; *Stormwrack*)
- ❖ Large masterwork mighty composite longbow (Str +7) (Adventure; *PHB*)
- ❖ Trident of warning (Adventure; *DMG*)

APL 10 (all of APLs 4-8 plus the following)

- ❖ +2 sharkskin armor (Adventure; *Stormwrack*)
- ❖ +1 Large chain shirt (Adventure; *DMG*)

APL 12 (all of APLs 4-10 plus the following)

- ❖ +3 sharkskin armor (Adventure; *Stormwrack*)
- ❖ +1 Large adamantite spiked chain (Adventure; *DMG*)
- ❖ +2 Large chain shirt (Adventure; *DMG*)

APL 14 (all of APLs 4-12 plus the following)

- ❖ +4 sharkskin armor (Adventure; *Stormwrack*)
- ❖ +3 Large chain shirt (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 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