



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR5-09 Gateway to Bright Sands
A Core Adventure
Set in the Free City of Greyhawk

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

Favor of Despotrix Ilena: Any male PC can use this favor once for a +1 enhancement upgrade to any weapon, shield, armor, *cloak of resistance* or *ring of protection* (to a maximum of +3) OR the imprinting of two spells from any Core source of up to 4th level in a wizard's spell book. The PC is still responsible for all normal costs. Indicate below when this favor is used. Female PCs may use this favor twice. **Favor used AR # _____ and AR # _____.**

Sulm Tattoo: The PC has been given a special scorpion-like tattoo by Danigar. It is not magical.

Attracted Attention: The PC has been noticed by certain parties in Hardby. This may come into play in future adventures.

Worked for Scor: The PC helped out Scor, a pseudodragon, who may call again in the future.

Captured by Slavers: Captured by slavers, this PC was transported to, and imprisoned in, Highport for a time. While incarcerated the PC was often whipped and as a consequence his back is criss-crossed with a web of scars. During his capture the PC lost all his equipment and possessions. During this escape however he managed to accumulate wealth equal to half his pre-captured wealth total.

Magical Tattoo: The PC has access to purchasing magical tattoos from Hlozapatan at a discount rate. These tattoos are activated by touch, which requires a standard action and does not provoke an attack of opportunity. Each is usable once to generate the indicated spell effect at 10th level, though the tattoo remains after the magic is expended. The tattoo takes up the magic item slot appropriate to the part of the body on which it is placed, which must be indicated when the tattoo is chosen. The exact design is left up to the PC.

Spirit Tattoo: This special tattoo depicts a ghostly bird of prey on one side of the PC's face. A PC bearing this tattoo is imbued with the spirit of Gana, an ancient Sulmite wizard. The PC must spend one extra TU on any Blight on Bright Sands adventure (including this one) doing research for Gana but gains the following benefits:

- +2 insight bonus on all Spellcraft, Knowledge (arcana), and Knowledge (the planes) checks.
 - +2 insight bonus on Knowledge (history) and bardic knowledge checks regarding ancient history. (Increase the bonus to +6 if the check concerns the Sulm Empire). These Knowledge (history) checks can be made untrained.
 - Immunity to possession.
- The PC and the tattoo both radiate strong (16th level) necromancy magic. Only one PC per table may take this tattoo.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ +1 vest of resistance (Adventure, CL 5th, CV)
- ❖ wand of grease (Adventure, CL 1st)
- ❖ ring of swimming (Core, CL 2nd, 2,500 gp, DMG)
- ❖ comprehend languages tattoo (Adventure, CL 10th, 250 gp, see above)
- ❖ protection from evil tattoo (Adventure, CL 10th, 250 gp, see above)

APL 4 (all of APL2 plus the following)

- ❖ brooch of shielding (Adventure, CL 1st, 1,000 gp, DMG)
- ❖ bull's strength tattoo (Adventure, CL 10th, 500 gp, see above)
- ❖ invisibility tattoo (Adventure, CL 10th, 500 gp, see above)
- ❖ resist energy tattoo (Adventure, CL 10th, 500 gp, see above)

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

- ❖ tunic of steady spellcasting (Adventure, CL 3rd, CV)
- ❖ cure serious wounds tattoo (Adventure, CL 10th, 750 gp, see above)
- ❖ neutralize poison tattoo (Adventure, CL 10th, 750 gp, see above)

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

- ❖ +2 vest of resistance (Adventure, CL 6th, 4,000 gp, CV)
- ❖ wand of inspirational boost (Adventure, CL 1st, 750 gp, CV)
- ❖ improved ring of swimming (Core, CL 7th, 10,000 gp, DMG)

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

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
Subtotal

GP
FINAL GP TOTAL