



This Record Certifies that

Played

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

Has Completed

*COR5-17 Times Tide 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

Adventure Record#

595 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

Event: \_\_\_\_\_

Date: \_\_\_\_\_

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

APL 14  
max 1,800 XP; 6,600 gp

APL 16  
max 2,025 XP; 9,900 gp

**Favor of Shemaya:** As a result of gaining her gratitude, you may "Call on Shemaya" to grant you the use of the spell-like ability: *time stop*. The favor can only be used once, and the favor operates exactly like the wizard spell, *time stop*, which can be found on page 294 of the *Player's Handbook*. To use this ability, the PC simply has to clasp his/her fingers together to form a solid fist. Then, raising your hands forward in the air, you shout: "I call on the Power of Shemaya to help me in my plight!" This is a standard action that provokes an attack of opportunity. If the PC cannot speak, or is under *silence* or some other effect that prevents such magic from happening, then this favor may not be possible. Such results are left to the DM to adjudicate.

**Chosen:** This PC endured a number of special trials in the Sulm Empire. Apart from the loss of 20 TU, the PC *gains* the following special abilities:  
∞ +4 competence bonus to Knowledge (history)  
∞ +4 competence bonus to Knowledge (geography)  
∞ +4 competence bonus in Survival  
∞ +1 competence bonus to attack and damage when fighting in desert terrain  
∞ +1 dodge bonus to AC when fighting in desert terrain

In addition this favor may have other affects in later adventures in the Blight on Bright Sands series.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of *cure light wounds* (Adventure; DMG; 750 gp)
- ❖ Oil of *iron silence* (Adventure; CV; 300 gp)

APL 4 (all of APL2 plus the following)

- ❖ Wand of *cure moderate wounds* (Adventure; DMG; 4500 gp)

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

- ❖ *Vest of resistance +1* (Adventure; CA; 1000 gp)

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

- ❖ *Vest of resistance +2* (Adventure; CA; 4000 gp)

APL 10-12 (all of APLs 2-8 plus the following)

- ❖ +1 *Frost Falchion* (Adventure; DMG; 8375 gp)
- ❖ Wand of *cure serious wounds* (Adventure; DMG; 11250 gp)
- ❖ *Cloak of resistance +2* (Adventure; DMG; 4000 gp)
- ❖ *Belt of giant strength +4* (Adventure; DMG; 16000 gp)
- ❖ *Cloak of charisma +4* (Adventure; DMG; 16000 gp)
- ❖ *Ring of protection +2* (Adventure; DMG; 8000 gp)

APL 14 (all of APLs 2-12 plus the following)

- ❖ +1 Beastskin Dragonhide Breastplate (Adventure; DMG; 9700 gp)
- ❖ +1 Shocking Large Falchion (Adventure; DMG; 8750 gp)
- ❖ +3 *Breastplate* (Adventure; DMG; 9350 gp)
- ❖ Wand of *cure critical wounds* (Adventure; DMG; 21000 gp)
- ❖ *Vest of resistance +3* (Adventure; CA; 8000 gp)

APL 16 (all of APLs 2-14 plus the following)

- ❖ +1 *Keen Frost Falchion* (Adventure; DMG; 18375 gp)
- ❖ *Cloak of resistance +4* (Adventure; DMG; 16000 gp)
- ❖ *Belt of giant strength +6* (Adventure; DMG; 36000 gp)
- ❖ *Cloak of charisma +6* (Adventure; DMG; 36000 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 1/2 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