



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed

COR5-20 Phantoms 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)

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; 9,900gp

Event: _____ **Date:** _____

DM: _____
Signature _____ RPGA # _____

† **Favor of Karistyne Castle:** You have performed a valuable service for Lady Karistyne and her court. As a token of her gratitude, she has arranged for some favors in return from members of her court. As such, you may choose one of the favors below:

- Lady Karistyne has arranged with Shianne Stormhanded to make available one of her spellbooks to be copied from. You may choose to copy as many of the following spells into your spell book as you wish (or for other arcane casters, she shows you how to cast the spell): 2nd – *Scimitar of Sand*; 3rd – *Protection from Desiccation*; 4th – *Wall of Sand*; 5th – *Sleep Mote*; 6th – *Scalding Mud*. All spells above are found in *Sandstorm*.
- Lady Karistyne has arranged with Helena Stanmaer to teach you the proper rituals for praying for as many of these spells as you can learn. (Works for any divine caster who would otherwise be able to cast the spell given access to it): 2nd – *Freedom of Breath*; 3rd – *Protection from Dessication*; 4th – *Wall of Sand*; 5th – *Flaywind Burst*; 6th – *Symbol of Thirst*. All spells above are found in *Sandstorm*.

† **Favor of Karistyne Castle (cont.):**

- Lady Karistyne has arranged for the PC to get access to a small supply of magical items. They are considered to have access "Any" to the following items from *Sandstorm*: *scorpion carapace* armor enchantment, *ring of sandstriding*, *cape of the wastes*, *goggles of the desert*, *sandals of the shifting sands* and *replenishing skin*.

Normal costs apply to all of the above favors

† **The Mark of Nevyeh and Nevyah:** You have chosen to allow the phantoms Nevyeh and Nevyah to ritually scar you with their tribal mark (a stylized 'T'). In addition to making you known as a friend to the local tribesmen near Zarak and Azak-Zil, the scar also has a magical ability to it. The ghosts have imbued you with a one-time protection from magical death effects. The next magical death effect targeted at your character will automatically fail. Once used, this should be noted on your AR. The mark itself does not go away however, and may still be of some other use in the future.

TU
Starting TU

2 TU
TU Cost

- TU
Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 12

- ❖ *Cloak of resistance +2* (Adventure; DMG; 4000 gp)

APL 14 (all of APL 12 plus the following)

- ❖ *+2 Chain shirt* (Adventure; DMG; 4,250 gp)

APL 16 (all of APLs 12-14 plus the following)

- ❖ *Amulet of health +4* (Adventure; DMG; 16,000 gp)
- ❖ *Belt of giant strength +4* (Adventure; DMG; 16,000 gp)
- ❖ *Ring of protection +2* (Adventure; DMG; 8,000 gp)

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
FINAL GP TOTAL