



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
COR8-05 Pyre of the Righteous  
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#

598 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region \_\_\_\_\_

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

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

**Wyrmlade:** This +2 holy dragonbane greatsword is famed as Karistyne's personal weapon. Any non-Heironeous worshipper using this weapon receives the Infamy of Karistyne entry.

**Infamy of Karistyne:** Your actions are considered shameful by followers of Heironeous. You have a -4 circumstance penalty on all social interactions with worshipers of Heironeous, but a +2 circumstance bonus on social interactions with Hextor worshipers.

**No More Karistyne Favors:** All Favors of Karistyne from any source are suspended until further notice.

**Favor of the Despotrix:** Use this favor once to renew Adventure access to one item on an AR set in Hardby.

**Favor of Geven:** You may use this favor in one of three ways: negate any one disfavor from the Greyhawk Assassin's Guild; upgrade Geven's Ring with deflection bonuses as a ring of protection; or gain access to Nightsong Enforcer and Nighstong Infiltrator at a cost of 4 TUs.

**Karistyne's Ashes:** You are carrying a sealed urn containing the ashes of the paladin Karistyne. This may have future consequences.

**Favor of Tenser/Rary:** You have done a valuable service for a powerful wizard (delete as appropriate). Once only you may spend this favor and 2 TUs at the beginning of an adventure to have a contingent version of any Core access wizard spell up to 6th level placed on you (CL 13), as per Craft Contingent Spell (Complete Arcane). You must designate the trigger conditions at the time you choose the spell. The contingent spell only lasts until expended or the end of the adventure. Cross this favor out when used.

**Dwarven Spellbook:** All spells are from the PH or Spell Compendium.

**APL 6:** familiar pocket, lesser acid orb, magic missile, nerveskitter, shield, cat's grace, glitterdust, false life, scorching ray, fireball, fly, greater mage armor, greater magic weapon, haste; Cost 2,800 gp.

**APL 8 add:** defenestrating sphere, dimension door, ice storm, improved invisibility, orb of acid; Cost 4,800 gp.

**APL 10 add:** cone of cold, greater fireburst, overland flight, vitriolic sphere; Cost 6,800 gp.

**APL 12 add:** chain lightning, fires of purity, howling chain; Cost 8,600 gp.

**APL 14 add:** brilliant aura, delayed blast fireball, emerald flame fist; Cost 10,000 gp.

TU

Starting TU

TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

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

- ❖ +1 dragonhide breastplate (Adventure; DMG; 1,700 gp)
- ❖ Lesser rod of extend (Adventure; DMG)
- ❖ Boots of striding and springing (Adventure; DMG)
- ❖ \*Gauntlets of giantfelling (Adventure; MIC; 2,000 gp)
- ❖ Ring of spell storing (Adventure; DMG)
- ❖ +2 elven chain (Adventure; DMG; 8,150 gp)
- ❖ +1 frost elven thinblade (Adventure; CW; 4,400 gp)
- ❖ (K)Wyrmlade (Core; 50,350 gp)

APL 8 (all of APL6 plus the following)

- ❖ Oil of sonic weapon (Adventure; Spell Compendium; 300 gp)
- ❖ \*Cirlet of persuasion (Adventure; DMG)

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

- ❖ Scroll of fireball (CL 9) (Adventure; DMG; 675 gp)
- ❖ \*Glove of storing (Adventure; DMG)
- ❖ \*Boots of big stepping (Adventure; MIC; 6,000gp)

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

- ❖ +1 beastskin dragonhide breastplate (Adventure; MIC; 9,700 gp)
- ❖ +1 mighty shock composite longbow (Adventure; DMG)
- ❖ \*Ring of wizardry (1st-level) (Adventure; DMG)
- ❖ (K)+3 improved electricity resistance half-plate (Core; DMG; 51,750 gp)

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

- ❖ +2 beastskin dragonhide breastplate (Adventure; MIC; 16,700 gp)
- ❖ \*Cloak of the bat (Adventure; DMG)
- ❖ (K)Ring of freedom of movement Core; DMG)

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 1/2 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