



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR5-06 Blood 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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450XP; 450 gp

☛ **Yugoloth Trident:** This large black-hafted trident is a fearsome and obviously otherworldly weapon. The top half of the weapon's haft, along with its three prongs, is covered in a thick layer of dried blood. This blood resists all attempts to remove it.

Obviously a weapon once wielded by one of Rary's extra-planar servants, nomads still free of Rary's rule will view the wielder with distrust and fear.

This weapon functions as a **+1 trident**. It may have other abilities, but these remain unknown.

Faint Transmutation; CL 5th; Craft Magic Arms and Armor, yugoloth heritage; 2,315 gp.

☛ **Spellbook:** The pages of this book are protected by covers crafted from the skin of a horned lizard. The book has 96 empty pages and contains the following spells:

1st - *locate water*; *parching touch*; 2nd - *scimitar of sand*.

☛ **Hospitality of Karistyne Castle:** This PC has served Karistyne and has earned her favor. In subsequent adventures in which the PC works for Karistyne she will bestow upon the PC a gift. At the start of each adventure the PC may choose from one of the following:

Free Standard Upkeep: The PCs equips himself from Karistyne Castle's stores.

One scroll of endure elements. She does not expect this to be returned if it is not used.

Desert Equipment: Karistyne will provide the PC with non-magical equipment up to the value of 25 gp. This equipment can be drawn from allowable items listed in the *Player's Handbook* and *Sandstorm*. She does not expect this equipment returned.

☛ **The Dreaming:** This individual has fallen prey to the Dreaming. Email creighton@greyworks.fsworld.co.uk for more information.

☛ This adventure cost only 1 TU for character from the Bright Lands region.

TU
Starting TU

1 or 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ Darkwood buckler (Adventure; 205 gp; DMG).

❖ Spellbook (Any; 200 gp; see above).

❖ Yugoloth trident (Any; CL 5th; 2315 gp; see above).

❖ *Scroll of waste strider* (Any; CL 1st; 25 gp; *Sandstorm*).

❖ *Scroll of cloak of shade* (Any; CL 1st; 25 gp; *Sandstorm*).

❖ *Scroll of sunstroke* (Any; CL 1st; 25 gp; *Sandstorm*).

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