



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

Home Region

Adventure Record#

**598 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**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 Hardy.

**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 Nighthong 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.

## 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)
- ❖ \*Circlet 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)

## 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 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**

**TU**

Starting TU

**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**