



This Record Certifies that

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

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

Has Completed

### PAL7-01- Orderly Encounters

An one-round adventure set in the Theocracy of the Pale  
AR1/2

#### Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

# 597 CY

## ADVENTURE

### LEVEL OF PLAY

(CIRCLE ONE)

#### 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

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

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

**Mass Murder by Poison or Killing of Innocents (circle one):** For this heinous crime, your alignment shifts one step toward evil (Good to Neutral, Neutral to Evil (removed from play)) and one step toward chaos (Lawful to Neutral, Neutral to Chaotic). You suffer all penalties of the new alignment. You cannot voluntarily change your alignment until you get an *atonement* and adventure for 52 TUs (for mass murder) or 4 TUs (for killing of innocent villagers). TUs spent crafting, incarcerated, and so forth do not count.

**Crimes against the State:** You committed the crimes below but have not yet been caught. If you are ever sent to a New Dawn Camp on an AR or are otherwise subjected to questioning by the Pale authorities, your crimes come out and you must pay the penalty.

**Mass Murder by Poison:** Confiscation of all possessions and monies; Execution with no legal raising or resurrection permitted. Only an AR favor for the rescuing of the body can return the PC to play.

**Murder:** 15,000 gp minimum fine; 26 TU minimum sentence in a New Dawn Camp.

**Deadly Assault:** 10,000 gp minimum fine, 4 TU minimum sentence in a New Dawn Camp.

**Unholy Desecration:** 5,000 gp minimum fine, 2 TU minimum sentence in a New Dawn Camp.

**Other Crimes** (as noted by the judge): \_\_\_\_\_ punishable under the latest Pale Gazetteer Law Document (available online).

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

#### APLs 4-6

❖ Lightning lance (Adventure; CL 3rd; Lords of Madness; 3,800 gp)

❖ Grell crystal dust (Adventure; Lords of Madness; 10 gp per pound)

❖ Wand of invisibility purge (Adventure; DMG)

❖ Helm of teleportation (Regional; DMG)

#### APL 8 (all of APLs 2-4 plus the following)

❖ Greater lightning lance (Adventure; CL 5th; Lords of Madness; 18,000 gp)

❖ Mithral chain shirt (Adventure; DMG)

❖ +1 frost shortsword (Adventure; DMG)

❖ Boots of elvenkind (Adventure; DMG)

❖ Brooch of Shielding (Adventure; DMG)

❖ Cloak of elvenkind (Adventure; DMG)

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

❖ +1 Corrosive frost shortsword (Adventure; DMG & AEG)

❖ +1 flaming composite shortbow (+1 Str) (Adventure; 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

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

#### 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



This Record Certifies that

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

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

Has Completed

### PAL7-01— Orderly Encounters

An one-round adventure set in the Theocracy of the Pale  
AR2/2



#### Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

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

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

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



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## ADVENTURE

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#### APL 10

max 1,350 XP; 2,300 gp

#### APL 12

max 1,575 XP; 3,300 gp

**Second Half of the Tiger Scroll:** You gain Regional access to the spell *Tenser's eye of the tiger* (wizards may copy it into a spellbook for the standard cost), and Regional access to the *tiger cloak of Chakyik* and the *balance* and *jumping* weapon enchantments.

#### Tenser's Eye of the Tiger

Divination

Level: Sor/Wiz 1, Asn 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Harmless)

The subject gains the Blind-Fight feat for the duration of the spell. He may feel almost as if he were being guided by imaginary whiskers when moving at three-quarters normal speed in darkness and poor visibility. The material component is a tiger's whisker and a bit of carrot.

**Tiger Cloak of Chakyik:** Fashioned from the complete hide of an adult tiger, this cloak includes dangling claws at the sides. After the wearer has attuned the cloak by wearing it continuously for 24 hours, he may as a swift action cast the spell *lion's charge* (SC 133). The cloak may be activated three times per day.

The wearer also gains a +2 circumstance bonus to Charisma-based checks with regard to Tiger Nomads, but a -4 circumstance penalty on such checks with regard to Wolf Nomads, or the tribes of the Burneal Forest.

Faint transmutation, CL 5th; Craft Wondrous Item; *lion's charge*; Price 16,200 gp.

**Weapon of Balance:** When actively wielded, a weapon of balance grants a +5 competence bonus to Balance checks. Faint divination; CL 3rd; Craft Magic Arms and Armor, *balancing lorecall*; Price +3,750 gp.

**Weapon of Jumping:** When actively wielded, a weapon of jumping grants a +5 competence bonus to Jump checks. Faint transmutation; CL 3rd; Craft Magic Arms and Armor, *jump*; Price +3,750 gp.

### ITEMS FOUND DURING THE ADVENTURE

SEE AR 1/2

SEE AR 1/2

Starting TU

SEE AR 1/2

TU Cost

SEE AR 1/2

Added TU Costs

SEE AR 1/2

TU REMAINING

SEE AR 1/2

Starting XP

SEE AR 1/2

XP lost or spent

SEE AR 1/2

Subtotal

SEE AR 1/2

XP Gained

SEE AR 1/2

FINAL XP TOTAL

#### Lifestyle

- None
- Standard (12 gp x TU)
- Rich (50 gp x TU)
- Luxury (100 gp x TU)

Lifestyle Cost

SEE AR 1/2

Other Coin Spent

SEE AR 1/2

Total Coin Spent

SEE AR 1/2

Starting GP

SEE AR 1/2

GP Spent

SEE AR 1/2

Subtotal

SEE AR 1/2

GP Gained

SEE AR 1/2

Subtotal

SEE AR 1/2

GP Gained

SEE AR 1/2

Subtotal

SEE AR 1/2

GP Spent

SEE AR 1/2

FINAL GP TOTAL

#### Items Sold

SEE AR 1/2

Total Value of Sold Items

#### Items Bought

SEE AR 1/2

Total Cost of Bought Items