



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

PAL7-02— Reed Carefully

A one-round regional adventure set in the Theocracy of the Pale



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#

597 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

Rusty Pole Arm: You have recovered a pole arm with an unusually shaped head from Lemme's home. Before you can use it in combat, you must pay someone to polish and sharpen it. You must pay 300 gp immediately after this adventure to keep the rusty pole arm, adding it to your MIL. When you pay to have it sharpened, select the final shape for its unusual head: a glaive or a guisarme. Once you have chosen, it cannot be changed. It becomes a +1 bane (gnome). Check the weapon type: +1 bane (gnome) cold iron glaive OR +1 bane (gnome) cold iron guisarme. The magic of the rusty pole arm is strained, however, slowly fading over time. After 26 TUs (or 6 months real time from the date of this AR, whichever comes first), the rusty pole arm loses all of its magic... for now.

Lemme's Journal: you've found a strange book, it's purpose is yet unknown and it is currently undecipherable.

Thanks From the Church/Dorjan Olrich (circle one): For helping the church you gain access to items marked with a "P." For assisting Dorjan Olrich, you gain access to items marked with a "D"

Payment for Service: You asked for a bit more than the task was worth, but Maloch obliged. You may change access to one item in a previous or future adventure to "any". Once this favor is used, it is difficult to return from the dead; only a resurrection, true resurrection, wish or miracle can do so.

Deal Breaker: You recanted on your deal with Maloch, violating one of the oldest laws of the multiverse, shifting your alignment one step towards chaotic. You cannot restore your alignment without an atonement spell cast by a lawfully aligned priest. In addition, you take a -2 profane penalty on all saves until you have atoned.

Struck a Bargain: You made a deal with the mysterious Maloch. The promise you made has tied you to one of the strongest laws in the multiverse, shifting your alignment one step closer to lawful. You cannot restore your alignment without an atonement spell cast by a chaotically-aligned priest.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Divine scroll of divine protection^P (Regional; SpC 70)
- ❖ Divine scroll of close wounds^{P/D} (Regional; SpC 48)
- ❖ Phylactery of faithfulness^{P/D} (Regional; DMG 264)
- ❖ Divine or arcane scroll of animalistic power^D (Regional; PHII 101)
- ❖ Weapon capsule retainer^D (Regional; CA 122)
- ❖ Quickfrost^D (Regional; CA 122)
- ❖ Quaal's feather token: swan boat^M (Adventure; DMG 264)
- ❖ Scroll of lesser cold orb CL3 (Adventure; SpC, 75gp)

APL 4 (all of APL2 plus the following)

- ❖ Divine scroll of divine retaliation^P (Regional; PHII 110)
- ❖ Arcane scroll of dimension step^{P/D} (Regional; PHII 110)
- ❖ Triple weapon capsule retainer^D (Regional; CA 122)
- ❖ Wand of lesser cold orb CL1 (Adventure; SpC, 750 gp)

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

- ❖ Wand of lesser cold orb CL 3 (Adventure; SpC, 2250 gp)
- ❖ Holy surge weapon enhancement^P (Regional, DMGII 258)
- ❖ Flaming surge weapon enhancement^D (Regional, DMGII 258)

APL 8 (all of APLs 2-6 plus the following)

- ❖ blue-green elemental gem (Adventure; DMG 255)
- ❖ Wand of lesser cold orb CL 5 (Adventure; SpC, 3750 gp)

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

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