Living Greyhawk

This Record Certifies that

Character Name | Classes and Levels

Player Name | RPGA #

Has Completed

PAL8-01– Law and Disorder

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

Adventure Record#

598 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 #

☛**Ur-Flan Connection**: These Ur-Flan cult secrets, may be useful in future adventures.

☛**Favor of the Githzerai**: You have been trained in the arts of Law, but cannot also gain the *Touched by Chaos* favor. Five times, as a swift action, you can make any natural/unarmed/weapon attacks *axiomatic* for 3 rnds. This is a lawful act. After 3 uses, your alignment permanently shifts one step towards lawful. This is a supernatural ability that does not provoke an attack of opportunity. [] [] []*lawful*[] []

☛**Alliance with the Githzerai:** You have forged an alliance between the githzerai and the Pale. You gain regional access to items marked with a "G"below.

☛**Thanks of the Church Militant:** For destroying forces of chaos, the Church Militant will upgrade any weapon with the *axiomatic* or *bane (chaotic outsider)* enhancements at normal cost. This favor can be used any number of times.

☛**Touched by Chaos**: You have been exposed to the chaos of Limbo, but cannot gain both this favor and the *Major Favor of the Githzerai*. Five times ever, as a swift action, you can make your natural, unarmed, or weapon attacks *anarchic* for 1d6 rounds. This is a chaotic act. After three uses, your alignment permanently shifts one step towards chaotic. This is a supernatural ability that does not provoke an attack of opportunity.[ ] [ ] [ ] *chaotic* [ ] [ ]

☛**Strange Magic**: You have seen some strange spells used against you. You gain access to the following spells:

APL 4: *enrage animal, faith healing, launch item.*
APL 6: *benign transposition, close wounds.*
APL 8: *mass shield of faith, greater resistance.*
APL 10: *Evard's menacing tentacles, wall of chaos.*
APL 12:, *girallon's blessing, heart of earth, lion's pounce, superior magic fang, superior resistance*

TU — Starting TU
0 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 (all of APL2 plus the following)
- ❖ *Armbands of Might*[G] (Adventure; MIC 72, 4,100gp)
- ❖ *Brawler's gauntlets*[G] (Adventure; MIC 82, 1,000gp)
- ❖ *Gauntlets of arrow reflection*[G] (Adventure; MIC 101, 2,000gp)
- ❖ *Ki Straps*[G] (Adventure; MIC 113, 5,000 gp)
- ❖ *Lesser metamagic rod of Silent Spell* (Adventure; DMG 234, 3,000gp)
- ❖ *Scroll of mass align fang* (Adventure; CL 5th; Spell Compendium; 375 gp)
- ❖ *Wand of snake's swiftness* (Adventure; CL 1st; Spell Compendium; 750 gp)
- ❖ *Hat of disguise* (Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following)
- ❖ *Lesser metamagic rod of Extend Spell* (Adventure; DMG 234, 3,000gp)
- ❖ *Metamagic rod of Silent Spell* (Adventure; DMG 234, 11,000gp)
- ❖ *Anklet of translocation* (Adventure; MIC 71, 1,4000 gp)
- ❖ *Greatreach bracers* (Adventure; MIC 108, 2,000gp)
- ❖ *Ring of adamantine touch*[G] (Adventure; MIC 121, 6,000gp)

APL 10 (all of APLs 4-8 plus the following)
- ❖ *Shirt of slaadskin*[G] (Adventure; MIC 135, 15,000gp)
- ❖ Mithral chain shirt (Adventure; DMG 200, 1,100gp)
- ❖ *Mithral full plate mail* (Adventure; DMG 200, 10,500 gp)

APL 12 (all of APLs 2-10 plus the following)
- ❖ *Pink rhomboid ioun stone* (Adventure; DMG 260, 8,000gp)

Lifestyle
- ❑ None
- ❑ Standard (12 gp x round)
- ❑ Rich (75 gp x round)
- ❑ Luxury (75 gp x round)

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