Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO5-06 A Tale of Two Lions

A Regional Adventure
Set in Keoland

Play Notes:
- ❑ Gained a level
- ❑ Lost a level
- ❑ Ability Drained _____
- ❑ Died
- ❑ Was raised/res'd
- ❑ Was reincarnated

_____
_____
_____
Home Region_____

Adventure Record#

595 CY ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 6
max 1,800 xp; 1,800 gp

APL 8
max 2,250 xp; 2,600 gp

APL 10
max 2,700 xp; 4,600 gp

APL 12
max 3,150 xp; 6,600 gp

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

Cross out any game effects this character does not gain.

☛ **A Stern Encounter**: You have met an Aspect of Wee Jas, fulfilling the special requirement for the Contemplative prestige class for that deity.

Wrath of the Stern Lady: You have made the mistake of defiling, damaging, stealing from, or otherwise disrespecting the Monastery of the Ruby Crypt while you were being observed by the goddess Wee Jas. Her wrath has fallen on you, and now death follows your every step. Whenever a foe strikes you and threatens a critical hit, the roll to confirm that critical hit is assumed to always be successful, with no actual roll made. When interacting with divine casters who worship Wee Jas, they will sense your offense, reducing their initial attitude by one step. If you are a divine caster who worships Wee Jas, you are stripped of your divine spell-casting ability. This effect is normally permanent. It may only be removed by a cleric of Wee Jas of 15th or higher caster level with the *atonement* spell, or by a donation in restitution to the Stern Lady. This donation is 500 gp x the current character level of the PC at the time this **Wrath** was "earned."

However, if you gained this **Wrath** from disturbing the remains of the Kings of Keoland or from attacking the Aspect of Wee Jas, this effect may not be removed – Wee Jas has forever marked you in anger. Circle this paragraph if this is the case, and notify the Keoland Triad of your PC's actions.

☛ **Friends in High Places**: For your service to the Empire, Lashton and the artificers of the National Academy of Wizardry have pledged to repair (if damaged) or replace (if destroyed) any three items you carried with you in the course of this adventure that were damaged during the adventure. Choose three items that were destroyed or damaged and list them below. This repair or replacement is done at no cost to you.

_____
_____
_____

Should this PC have met their demise in the final encounter of this adventure, Lashton and/or Reynard will see to your being restored to life. You may be the recipient of a *raise dead*, *resurrection*, *reincarnation*, or *true resurrection* (circle one) – the adventure details for the DM what options are available to your PC. This is done at no cost, and Lashton does this regardless of whether or not your PC wished to be raised from the dead (though your soul can decline to return to your body, as normal, causing the spell to fail). Make a note of this restoration to life in the Play Notes section of the Adventure Record.

TU
Starting TU

2 or 4 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 6 (all of the following):
- ❖ *+1 Mithral Buckler (Adventure; Dungeon Master's Guide)*
- ❖ *Arcane Scroll of Teleport (CL 9th; Adventure; Dungeon Master's Guide)*
- ❖ *Vest of Resistance +2 (Adventure; Complete Arcane)*

APL 8 (all of APL 6 plus the following):
- ❖ *Huge Masterwork Ironwood Trident (Adventure; Player's Handbook/Dungeon Master's Guide)*

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *Arcane Scroll of Time Stop (CL 17th; Adventure; Dungeon Master's Guide; Limit One)*
- ❖ *Divine Scroll of Blade Barrier (CL 11th; Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Magic Missile (CL 5th; Adventure; Dungeon Master's Guide)*

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *Divine Scroll of Mass Cure Light Wounds (CL 11th; Adventure; Dungeon Master's Guide)*
- ❖ *Divine Scroll of Repel Metal or Stone (CL 15th; Adventure; Dungeon Master's Guide; Limit One)*
- ❖ *Wand of Fireball (CL 6th; Adventure; Dungeon Master's Guide)*

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