



## This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

### Has Completed

KEO7-05 Face of the Scourge

Optional Encounter

### 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 \_\_\_\_\_

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

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



Adventure Record#

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

#### APL 2

max 225 xp; 225 gp

#### APL 4

max 338 xp; 325 gp

#### APL 6

max 450 xp; 450 gp

#### APL 8

max 563 xp; 650 gp

#### APL 10

max 675 xp; 1,150 gp

#### APL 12

max 788 xp; 1,650 gp

Cross out any game effects this character does not gain.

☛ **The Calm of Rao:** The Calm God has seen fit to reward you for your unwitting service to him. You have rescued young Averyn Skotti of House Lizhal, a young paladin of Rao, from sacrifice at the hands of Hextorite zealots. This reward manifests itself as a palpable aura of calm radiating from you in times of danger.

Once per adventure you may activate this power as a free action. Any creature attempting a hostile action against you must make a DC 15 Will save. Failure causes the affected creature to take a -2 penalty on attack rolls, damage rolls and saves for ten rounds. This penalty does not stack with any other penalties to these rolls.

☛ **The Hammer of Rao:** Averyn's courage in the face of certain death has strengthened your resolve. Once per adventure, when you are faced with a hostile creature with more hit dice than you, you may gain temporary hit points equal to your level as a free action. These temporary hit points function like normal temporary hit points in all regards.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

❖ Standard of Valor (Adventure; Magic Item Compendium; Limit 1)

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

#### 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