



## This Record Certifies that

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

**Has Completed**  
**KEO7-05 Face of the Scourge**  
**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 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

**APL 10**

max 1,350 xp; 2,300 gp

**APL 12**

max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

☛ **Favor of the Refugees of Cryllor:** This PC has had a hand in ending the terror among the refugees of Cryllor. For one year from the date of this Adventure Record, the PC receives free Standard upkeep in any adventure set in Keoland.

☛ **Favor of Count Manz:** Twice in the space of as many days, your actions have pleased the Lord of Cryllor, and Count Ignas Manz has taken a liking to you. He names you a "Defender of the County" and throws a parade in your honor at the end of the Torcsin of Kelanen.

☛ **Let No Man Be Chained:** For your part in ending the slaving ring and slaying his rogue followers, you have curried the Summoner's favor. For one year from the date of this Adventure Record, this PC receives a +4 sacred bonus on Escape Artist or Grapple checks made to resist being grappled or to escape a grapple.

☛ **JAILED!** See the Keoland Crime and Punishments Document. Contact the Keoland Triad for details.

☛ **WANTED!** See the Keoland Crime and Punishments Document. Contact the Keoland Triad for details.

☛ **HUNTED!** See the Keoland Crime and Punishments Document. Contact the Keoland Triad for details.

☛ **An Ironbound Convert:** This PC has listened to the teachings of the Reclusiarch and joined the Ironbound, a Hextorite splinter group.

This PC's alignment immediately becomes Lawful Neutral. If this PC is a divine spellcaster, they must immediately change to Hextor as their deity, but they do not pay any *atonement* costs to do so. As a non-evil worshipper of Hextor, this PC must toe a fine line to avoid a further shift to Lawful Evil alignment and immediate, permanent conversion to NPC status. This PC must avoid casting spells with the evil descriptor and be certain that his actions are clearly not that of an evil being. Future DMs should carefully note any actions this PC takes of an evil nature on the back of this Adventure Record (note the AR# for the actions taken along with what actions were taken). If a DM feels this PC has stepped over the line, please notify the Keoland Triad so they may evaluate whether this PC has moved to Lawful Evil and needs to be removed from play.

Worship of Hextor is a high crime in Keoland, and it risks serious penalties in other parts of the Flanaess. This PC is treated as **WANTED!** in all of Keoland, except Cryllor where the Ironbound are currently given protection. Check with other Triads on the risks of being a worshipper of Hextor in their region. In some regions, you may be able to disguise your worship so you can avoid detection.

Worship in the Ironbound does give you one benefit immediately. This PC no longer suffers a penalty when striking to subdue with a melee weapon that does not normally deal nonlethal damage.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 2, 4:

- ☛ Wand of Magic Missile (CL 3<sup>rd</sup>; Adventure; Dungeon Master's Guide)

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

- ☛ Cloak of Elvenkind (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ☛ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ☛ +1 Adamantine Longspear (Adventure; Dungeon Master's Guide)
- ☛ Circlet of Persuasion (Adventure; Dungeon Master's Guide)
- ☛ Wand of Divine Favor (CL 12<sup>th</sup>; Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ☛ +1 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- ☛ +1 Shocking Burst Compound Longbow, +3 Str Bonus (Adventure; Dungeon Master's Guide)
- ☛ Wand of Divine Power (CL 7<sup>th</sup>; 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

TU

Starting TU

**I 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