



# This Record Certifies that



### Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated



Adventure Record#

# 597 CY

ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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

## Has Completed

KEO7-05 Face of the Scourge  
Optional Encounter

## A Regional Adventure Set in Keoland

Home Region \_\_\_\_\_

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

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

**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.

TU

Starting TU

**1 or 2** TU

TU Cost

- TU

Added TU Costs

TU REMAINING

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

All APLs:

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

XP

Starting XP

- XP

XP lost or spent

Subtotal

+ XP

XP Gained

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

Subtotal

+ GP

GP Gained

Subtotal

+ GP

GP Gained

Subtotal

- GP

GP Spent

FINAL GP TOTAL

### Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

### Items Bought

Total Cost of Bought Items

Subtract this value from your gp value