



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
NMR8-02— Heresy's Blood
MAIN CERT.

A one-round regional adventure set in the County of Urnst



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#

598 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 14

max 1,800 XP; 6,600 gp

APL 16

max 2,025 XP; 9,900 gp

☛ **Touched by Song:** You have performed an invaluable task for the church of Lydia. Once ever, when you roll a natural 1 on a d20, you may declare that result to be a natural 20 instead. If you are currently under the effect of a *bard's song* you may instead, once ever, treat any one single d20 roll as a natural 20 before or after rolling.

☛ **Touched by the Black Rider:** You have performed an invaluable task for the cult of Incubulos. Until the end of the Living Greyhawk campaign, you are immune to all forms of disease and sickness. Upon retirement, if you are a monk or take levels in monk, you may adopt the title Fist of the Black Rider and worship Incubulos.

☛ **Devil May Cry:** It's possible that Hassirak may spend a few weeks weeping bitter, angry tears about the injustice of it all and then eventually forget about you. Unfortunately, it's far more likely that he will jump right into plotting the deaths of you, your entire extended family and any friends or acquaintances you may have. Either way, you've made this devil furious beyond any mortal measure.

☛ **Tempted:** This PC gains the DEAL WITH HASSIRAK CERT. for this adventure and all the 'rewards' thereon.

ITEMS FOUND DURING THE ADVENTURE

While this adventure does not contain any special item access, the following items are available for purchase after any LIVING GREYHAWK event:

- ❖ All items from the PH, tables 7-3, 7-5, 7-6, and 7-8 with the exception of spells.
- ❖ Cold iron or silver PH weapons as per the DMG, page 284.
- ❖ Any DMG item of an Open spell with a market price of 750gp or less from Tables 7-17, 7-23, 7-24, and 7-26.
- ❖ +1 to +5 enhancement bonuses for weapon, armor and shield
- ❖ Amulet of health +2 to +6 (DMG)
- ❖ Amulet of mighty fists +1 to +5 (DMG)
- ❖ Amulet of natural armor +1 to +5 (DMG)
- ❖ Belt of giant strength +4 to +6 (DMG)
- ❖ Boccob's blessed book (DMG)
- ❖ Bracers of armor +1 to +8 (DMG)
- ❖ Cloak of charisma +2 to +6 (DMG)
- ❖ Cloak of resistance +1 to +5 (DMG)
- ❖ Gauntlets of ogre power (DMG)
- ❖ Gloves of dexterity +2 to +6 (DMG)
- ❖ Headband of intellect +2 to +6 (DMG)
- ❖ Heward's Handy Haversack (DMG)
- ❖ Periapt of wisdom +2 to +6 (DMG)
- ❖ Ring of protection +1 to +5 (DMG)
- ❖ Vest of resistance +1 to +5 (DMG)
- ❖ Complete Adventurer Table 4-1
- ❖ Complete Warrior Table 4-6
- ❖ Frostburn Table 4-1
- ❖ Races of the Dragon Colored Metal (no cost)
- ❖ Races of Stone Tables 7-1 and 7-2
- ❖ Races of the Wild Table 7-1
- ❖ Sandstorm Table 4-1
- ❖ Stormwrack Tables 5-4 and 5-5

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

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



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NMR8-02— Heresy's Blood

DEAL WITH HASSIRAK

A one-round regional adventure set in the County of Urnst



Play Notes:

- ☐ Gained a level
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SEE MAIN CERT

APL 8

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APL 10

SEE MAIN CERT

APL 12

SEE MAIN CERT

APL 14

SEE MAIN CERT

APL 16

SEE MAIN CERT

☛ **Greater Disfavor of the Gods:** for committing an unspeakable atrocity never to be forgotten by the gods of Oerth. You now detect as Neutral Evil. When subject to a beneficial divine or arcane spell cast by a non-evil caster, results based on the CL are based on the minimum level required to cast the spell (and not the actual CL. Due to your deliberate slight to the goddess of music, you may never gain any beneficial effect from a *bard's song* and upon hearing one (irrespective of who sings/plays it) must make a DC 15 Fortitude save or be instantly slain, your soul transported directly to Tharizdun's prison and consumed by the Unmaker himself. From now on the spells *remove curse*, *break enchantment*, *undetectable alignment*, *delay death*, *raise dead*, *reincarnate*, *resurrection*, *true resurrection*, *atonement*, *dimension door*, *teleport*, *greater teleport*, *plane shift*, *limited wish*, *miracle* and *wish* will never have their desired effect when cast upon you, or by you. Instead, all living creatures within ten miles and all paladins within a hundred and fifty miles receive a telepathic vision detailing your full and true name, a complete and detailed description of you, details on exactly how you earned this disfavor and your current precise location. You lose any favor granted by a goodly deity, the church of a goodly deity, or any Lawful Good NPC. This is a permanent effect which may not be suppressed or removed by any means. You must always declare this disfavor to all DMs for this character.

☛ In return for giving the knowledge of the location of Amala Maelidi to Hassirak of Baator, you have received the reward named _____

from Hassirak of Baator. Circle the description in the Hassirak's Rewards box. (Tick the appropriate reward description in the Hassirak's Rewards box.)

As a result of this deal, your eyes glow a bright crimson regardless of lighting conditions, and you gain a -4 penalty to all Charisma-based interactions as others recognize your devil-touched state. This includes interactions with devils, who, after all, don't know which one of their rivals you are aligned with.

Hassirak's 'Rewards':

LUST: [] Gain a permanent +6 profane bonus to your Charisma. Unfortunately, this kind of attractiveness has its price and you suffer a -4 profane penalty to your Constitution as a result.

GLUTTONY: [] Add *Gluttony*, a bag of holding type IV, to your MIL at no cost. *Gluttony* does not function like a regular bag of holding; any item placed inside it is instantly, permanently and utterly destroyed, as though it had passed through a sphere of annihilation. *Gluttony* refuses to consume powerful items such as artifacts, for fear of Bad Things happening to the universe.

GREED: [] You may add 200 gp times your current character level (____) in gold pieces to your MIL at no cost, this once only. Total = [_____]

SLOTH: [] Once per adventure, as a supernatural ability which doesn't provoke an attack of opportunity, you may cast *slow* (DC 21 Will negates, duration 20 rounds) as a standard action as though you were a sorcerer with caster level of 20 and Charisma 26. You must also make a Will save in order not to be affected by this spell.

ENVY [] Once per adventure, you can take the result of an opponent or ally's attack roll, saving throw, or skill check and use it for yourself. Their attempted attack, save or check automatically fails. You must declare that you are taking their roll when it is rolled and you must use that roll the next time the same attack, saving throw or skill check is called for in that encounter. If the roll is unused at the end of the encounter, then you lose the opportunity to use it. Results gained in this way cannot be saved for use beyond the next time you are called on to make the kind of roll you 'stole' with your envy of another obtaining it.

PRIDE: [] You may add a permanent +4 profane bonus to any stat of your choice. At the same time, you suffer from a -2 penalty in every other stat.

Lifestyle

- ☐ None
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Lifestyle Cost

SEE MAIN CERT

Other Coin Spent

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Items Sold

SEE MAIN CERT
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Items Bought

SEE MAIN CERT
SEE MAIN CERT
SEE MAIN CERT
SEE MAIN CERT
SEE MAIN CERT
SEE MAIN CERT
SEE MAIN CERT
SEE MAIN CERT

SEE MAIN CERT

Starting GP

SEE MAIN CERT

GP Spent

SEE MAIN CERT

Subtotal

SEE MAIN CERT

GP Gained

SEE MAIN CERT

Subtotal

SEE MAIN CERT

GP Gained

SEE MAIN CERT

Subtotal

SEE MAIN CERT

GP Spent

SEE MAIN CERT

FINAL GP TOTAL

SEE MAIN CERT

Starting TU

SEE MAIN CERT

TU Cost

SEE MAIN CERT

Added TU Costs

SEE MAIN
CERT

TU REMAINING

SEE MAIN CERT

Starting XP

SEE MAIN CERT

XP lost or spent

SEE MAIN CERT

Subtotal

SEE MAIN CERT

XP Gained

SEE MAIN CERT

FINAL XP TOTAL