



## This Record Certifies that

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

**Has Completed** GRM7-02 *Gullet*  
**A Regional Adventure**  
**Set in Gran March**  
**And Gained Access to *Hellbreaker***



### 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**

### *Hellbreaker*

*Hellbreaker* is a small adamantine longsword, with the symbol of Arvoreen (two swords) on one side and the symbol of Yondalla (cornucopia) on the other. The Syrloch will claim this weapon for the March, but, in exchange for a deposit (the initial cost of the weapon) to the Syrloch, they will lend you this weapon, so you may wield it and continue *Hellbreaker's* work in the world. The donation (and receipt of the item) can take place during any adventure set in the Sheldomar Valley.

*Hellbreaker* is an intelligent +1 adamantine longsword. It has Int 15, Wis 15, and Cha 10. It speaks, but does not read, Common, Halfling, and Celestial. It can communicate telepathically with the wielder. *Hellbreaker* has 60 ft. darkvision and 60 ft. hearing. Its alignment is Lawful Good, and it can only be wielded by those of LG, LN, or NG alignment, falling from the grasp of all others who attempt to hold them. It counts as good-aligned for the purposes of damage reduction. It has the initial lesser power of *faerie fire*, three times per day. Its initial Ego rating is 6.

*Hellbreaker* bonds to one PC only. Only one, non-cohort PC, may take this special AR. If a PC is already attuned to an intelligent weapon, whether or not they have actually paid for the item, they are not qualified to receive this special AR for *Hellbreaker* unless they agree to void the other AR (without seeing this AR). *Hellbreaker* chooses the PC to bond to by the following criteria (in order of higher importance): worshipper of Arvoreen or Yondalla, halfling, Good alignment, Lawful alignment, class ability that is focused against evil outsiders, class ability that is focused against evil, martial combat oriented PC. The DM uses these criteria to determine the PC who *Hellbreaker* chooses to bond to; if that PC refuses the sword, the next-best candidate is selected.

The sword can be upgraded under the path described below. It cannot be enhanced in any other way except by this path. The following upgrades can be purchased for this weapon. Purchases must be made in the order provided:

1. Grant the sword the lesser power of 10 ranks in Spellcraft. Cost of upgrade is 4,500 gp. This adds 1 point to *Hellbreaker's* Ego.
2. Grant the sword the lesser power of 10 ranks in Knowledge (the Planes). Cost of upgrade is 4,500 gp. This adds 1 point to *Hellbreaker's* Ego.
3. Grant the sword the *bane* (evil outsiders) weapon special ability. Cost of upgrade is 5,400 gp. This adds 1 point to *Hellbreaker's* Ego.
4. Grant the sword the *holy* weapon special ability. Cost of upgrade is 21,600 gp. This adds 2 points to *Hellbreaker's* Ego.

There can be only one *Hellbreaker* at any table. If there are two swords, the sword further enhanced is the real sword and the other is a +1 adamantine longsword. If the swords are enhanced to the same degree, and the players cannot agree on who has the real sword, they both have +1 adamantine longswords.

Strong Transmutation; CL: 12<sup>th</sup>; Prerequisites: can't be crafted; Market Price: 11,115 gp (initial version); Weight: 10 lbs.

When purchased or upgrade during an adventure, mark the costs on the main AR for that adventure.

*Hellbreaker's* Current Ego: \_\_\_\_\_



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL