



## This Record Certifies that

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

### Has Completed

GRM7-06 The Order of Underworld Travelers  
A Regional Adventure Set in Gran March  
And Received A Dangerous Thing Effect



#### 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)

#### ➤ A Dangerous Thing

Your knowledge brought you to the attention of Euryale, an ultroloth explorer. You vaguely recall being taken prisoner by the yugoloths and dragged somewhere in Gehenna. You managed to escape, but not before you were questioned by a massive nycaloth named Lord Raum and a jackal-headed fiend name Morgraze. You were tortured viciously and subjected to invasive mental magic. You have a distant memory of a hairless, black-skinned creature carrying you through a portal while being pursued by hellish hounds. You do not recall the name of your rescuer, but you recall that she was a shadowy ultroloth, and she returned your possessions to you. Additionally, there is a ruby among your possessions that you do not recall having before your capture.

Your imprisonment and escape have taken 6 additional TUs. During your imprisonment, you were subject to both tortures and fiendish experiments by the withered fiend Morgraze. Morgraze and his minions took information and memories from you by force, and began a process on your flesh and spirit that they called "improving."

This PC has undergone the beginning of the torturous process of becoming half-yugoloth. Fortunately, it was interrupted before it progressed very far. This PC must make a Will save (DC 8 + APL) without benefit of magic items to determine the severity of the impact the torture had on his sanity.

If the PC succeeded at the Will save, the following permanent effects occur:

- PC suffers a loss of 3 skill points. The order in which these points are removed is (from first to last): Knowledge (local – Sheldomar Valley metaregion), Knowledge (local – other metaregions), any Knowledge skill, any skill.
- PC gains a +1 profane bonus to natural armor.
- PC gains a +2 profane bonus to saving throws against poison.
- PC is not evil, but they are treated as evil with regards to spells and effects which harm evil beings (such as *holy* weapons and *holy* spells).
- PC takes damage from holy water as if it's acid.
- PC suffers a -2 profane penalty to saving throws against the *Hellsceptor* or its wielder.

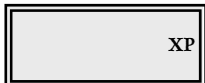
If the PC failed at the Will save, the following permanent effects occur:

- PC suffers a loss of 5 skill points. The order in which these points are removed is (from first to last): Knowledge (local – Sheldomar Valley metaregion), Knowledge (local – other metaregions), any Knowledge skill, any other skill.
- PC gains a +1 profane bonus to natural armor.
- PC gains a +2 profane bonus to saving throws against poison.
- PC is not evil, but they are treated as evil with regards to spells and effects which harm evil beings (such as *holy* weapons and *holy* spells).
- PC takes damage from holy water as if it's acid.
- PC suffers a -4 profane penalty to saving throws against the *Hellsceptor* or its wielder.
- PC gains the smite good (Su) ability, as per the similar ability of a paladin. Using this ability strengthens the PC's ties to the evil nature of yugoloths and may have dire consequences in the future. Each use of this ability should be recorded on this AR, and divine spellcasters who use this ability lose their divine spellcasting ability and may not gain levels in that class until they receive an atonement. After two atonements, the PC permanently loses their divine spellcasting ability.

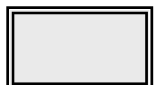
The PC also gathered information from the yugoloths during the torture. They seemed particularly interested in the following subjects:

- Fhar'anod and its contents
- Passwords used throughout Fhar'anod
- Haradaragh
- Any locations inside the Sheldomar Valley where artifacts and writings from the Occluded Empire have been found or where unearthed writings are being housed.

Though not specifically included in the questioning, they seemed to be searching for information on a bargain made between Vecna and someone named Astarte during the time of the Occluded Empire.



FINAL XP TOTAL



TU REMAINING



FINAL GP TOTAL