

Has acquired the following in the adventure
He Who Conquers Himself - Special

Counsel of Kassem, the Redeemed: Part Two

Quest of the Redeemed: Stage III

I Seek My Origins (I)

After any adventure set in a city with a Temple of Sarish, OR by spending 10 TU at the end of any module, the character can pay for a *legend lore* spell. The spell itself requires the expenditure of 10 TU and 250 gp. Note the log entry for the spell: _____. Once you have obtained this spell casting, you may proceed to the next stage.

Quest of the Redeemed: Stage IV

I Seek My Origins (II)

After any adventure set in a city with a Temple of Sarish, OR by spending 10 TU at the end of any module to travel to a suitable temple, the character can pay for a *legend lore* spell. The spell itself requires the expenditure of 35 TU and 1000 gp. Note the log entry for the spell: _____.

Roll on the table at the bottom of this cert to determine the type of Infernal Progenitor. Some Feats and class abilities may have

already determined if the PC is descended from a Devil or a Demon; if this is not the case, the PC may choose which half of the table to use before making the roll. Note the final result here: _____.

Once you have determined your progenitor's species, you may proceed to the next stage.

Quest of the Redeemed: Stage V

I Confront My Kind

Record your character level here when you begin this stage: _____.

During each adventure in which you slay an Infernal (only true Infernals, merely Tainted creatures do not count) you should note their species and Hit Dice in your play-notes. When the total Hit Dice of such slain Infernals is equal to or greater than ten times the level noted above, then you may proceed to the next stage.

Quest of the Redeemed: Stage VI

I Confront Myself

Record your character level here when you begin this stage: _____. Note your current log-sheet entry here as well: _____.

From this point onward, the character is forbidden from ever voluntarily committing an evil act, nor may they willingly take the life of a non-evil intelligent creature. Failure to uphold this standard is treated as failing to maintain a good alignment, with all the appropriate penalties.

In addition, for the next 180 TU (no matter how they are spent), the character must spend 2 hours per day in meditation. He may be assumed to be successful at this during any 'off-screen' TU expenditures (such as time spent using skills, selling equipment or crafting magical items). Indeed, the player may elect to enter a period of seclusion living at the hut of T'Mar, simply expending some or all

of the TU required, along with 6 gp per 10 TU (or fraction thereof) spent in this fashion. If the character fails to do this, even once, he must start over—note the 'restart' in the appropriate Log Entry. Note the Log Entry where the last TU is spent here: _____. Once these TUs have passed, you may progress to the next stage.

PROGENITOR TABLE

D20	Devil	Demon
1-2	Hamatula	Babau
3-4	Osyluth	Balor
5-6	Barbazú	Bebilith
7-8	Kyton	Glabrezu
9-10	Erinyes (Male)	Hezrou
11-12	Cornuga	Marilith
13-14	Celugon	Nalfeshnee
15-16	Imp	Quasit
17-18	Pit Fiend	Succubus
19-20	Erinyes (Female)	Vrock

Judge Signature: _____

RPGA#: _____ Date: _____

Convention: _____

Power Level: *Unknown*
Use Restriction (TU to Sell): *Uncommon (-)*
Tradable: *No*
Location: *Within You*

If certificate is traded, a full record of the transaction must appear on the back. The record must include the player name, Character name, and RPGA number of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate removal from play.

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Counsel of Kassem, the Redeemed: Part Three

Quest of the Redeemed: Stage VII I Release My Brethren

At the end of any adventure, the character may spend 10 TU and 2500 gp to locate and arrange for the care of a single Dark-kin orphan. Indicate in the play-notes of each such adventure why the extra time and money was spent; and record the log-sheet entries below.

Orphan One: _____
 Orphan Two: _____
 Orphan Three: _____
 Orphan Four: _____
 Orphan Five: _____

After five such children have been rescued (requiring a minimum of 5 adventures), you may proceed to the next stage.

Any campaign issued certificate that details the care or rescue of a Dark-kin child (or orphan) may substitute for one of the above entries; although you can only substitute for one such entry.

Judge Signature: _____
 RPGA#: _____ Date: _____
 Convention: _____

Quest of the Redeemed: Stage VIII I Seek My Origins (III)

After any adventure set in a city with a Temple of Sarish, OR by spending 10 TU at the end of any module to travel to a suitable temple, the character can pay for a *legend lore* spell.

The spell itself requires the expenditure of 94 TU and 10,000 gp worth of certed magic items (only certed magical items qualify, simple gp expenditure does not suffice here).

Note the log entry for the spell: _____.

The True Name will have a total of 10 syllables, broken into either two or three 'words'. PCs are instructed to avoid puns or 'funny' True Names, but should not worry about making it pronounceable. Write the True Name here:

Once you have determined your True Name, you may proceed to the next stage.

Power Level: _____ *Unknown*
Use Restriction (TU to Sell): _____ *Uncommon (-)*
Tradable: _____ *No*
Location: _____ *Within You*

Quest of the Redeemed: Stage IX I Shatter My Chains

This stage is represented by a personal quest. In order to complete this stage you must email the campaign staff (see the *Living Arcanis Rules Compilation* for the campaign staff's contact information) and request the personal quest.

Completion of this personal quest can be expected to be both challenging, and difficult. Furthermore, while this is designated as a personal quest, you will be permitted to bring companions, however, full details in that respect are to be detailed in the personal quest.

If certificate is traded, a full record of the transaction must appear on the back. The record must include the player name, Character name, and RPGA number of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate removal from play.

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