

# Living Greyhawk

This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

has completed

## IUZ7-05 – Know Thy Enemy

A Metaregional adventure set in **Iuz's Border States**



### Play Notes:

- ☐ Gained a level \_\_\_\_\_
- ☐ Retrained \_\_\_\_\_
- ☐ Lost a level \_\_\_\_\_
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died \_\_\_\_\_
- ☐ Was raised/resurrected \_\_\_\_\_
- ☐ Was reincarnated \_\_\_\_\_

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

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

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_



Adventure Record#

**597 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

☛ **Master Spy:** This favor Opens the Shadowbane Inquisitor PrC<sup>Ad</sup>, Shadowbane Stalker PrC<sup>Ad</sup> and Gray Guard PrC<sup>CS</sup>. It also grants access to the items marked \* below.

☛ **Avara's Thanks:** You gain Metaregional access to Avara's equipment listed below and the *called* enhancement (MIC).

☛ **Iuzian Chapbook:** This tiny prayer book expounds the tenets and dogma of Iuz, in psalter, verse, and proverbs. If 10 minutes are spent studying the chapbook, it grants a +5 competence bonus to any Knowledge (religion) check concerning the Old One.

☛ **Naughty Boys and Girls:** Based upon the number of Iuz Points you earned during the adventure, you gain Additional Favors and Adventure access to all items at or below your point total:

Result	Item Access	Additional 'Favor'
0	None	None
1-4	hair shirt of suffering, toxic gloves	None
5-10	flesh ring of scorn, skull plaque	Evil Act
11-16	fiend helm, flesheater, scourge of pain shirt of demon skin	Alignment Shift
17+	None	Retired

☛ **Not in Your Right Mind:** You are possessed by a succubus or incubus, which makes you immune to further possessions until the demon is exorcised. Until then, treat the possessing demon as a 'mutterer' per the Demonic Possession rules from *Fiendish Codex* p.21; future adventures may modify the demon's role.

☛ **Evil Act:** You have committed one (or more) willful evil act(s). You lose any relevant class abilities and may suffer further in the future. Restoration of abilities requires *atonement* for willful acts.

☛ **Alignment Shift:** Your alignment shifts to Neutral on the Good-Evil axis. If already Neutral, it shifts one step towards Chaotic. If already Chaotic Neutral, this has no effect.

☛ **Atonement:** You have committed an evil act, but your superiors have been convinced it was for a good cause. You receive the benefits of an *atonement* spell at no cost.

☛ **Beat-stick of Iuz:** This ordinary club was given by Mistress Blackmanta to inflict punishment upon your peers. While it has no special powers, it evokes fond memories of your time with her and you hold this club dear to your heart. *One PC Only*

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6:

- ❖ +1 *called full plate* (Metaregional; MIC; 4,650 gp)
- ❖ +1 *called heavy steel shield w/ shield sheath* (Adventure; MIC & RoS; 3,195 gp)
- ❖ *Cloak of weaponry* (Adventure; MIC)\*
- ❖ *Possum pouch* (Adventure; CAD)\*

APL 8 (all of APL 6 plus the following):

- ❖ +1 *frost longsword* (Metaregional; DMG; 8,315 gp)
- ❖ +1 *mindarmor full plate* (Adventure; DMG; 5,650 gp)
- ❖ *Boots of speed* (Metaregional DMG)
- ❖ *Contact medallion* (Adventure; MIC)\*
- ❖ *Glove of storing* (Adventure; DMG)\*
- ❖ *Mask of lies* (Adventure; MIC)\*

APL 10 (all of APLs 6-8 plus the following):

- ❖ +1 *adamantine frost longsword* (Metaregional; DMG; 11,015 gp)
- ❖ +2 *called mithral full plate* (Metaregional; DMG; 16,500 gp)
- ❖ *Bracers of quickstrike* (Adventure; MIC)
- ❖ *Brute gauntlets* (Adventure; MIC)
- ❖ *Hat of anonymity* (Adventure; MIC)\*

APL 12 (all of APLs 6-10 plus the following):

- ❖ +2 *adamantine axiomatic frost longsword* (Metaregional; DMG; 53,015 gp)
- ❖ +3 *called mithral full plate longsword* (Metaregional; DMG; 21,500 gp)
- ❖ *Ring of freedom of movement* (Metaregional; DMG)

### 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

I or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL