

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed
IUZ8-02 – *Final Words*
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 _____



Adventure Record#

598 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 12

max 3,150 xp; 6,600 gp

APL 14

max 3,600 xp; 13,200 gp

APL 16

max 4,050 xp; 19,800 gp

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Contemplative:** You gain access to Contemplative if you worshipped Kelanen, Allitur, Telchur, or Vatun (GM circle one of the last two as appropriate) at the start of this adventure.

☛ **Gratitude of a God (Su):** Once ever as a full-round action, you may, as a spell-like ability, use a spell from the Cold or Winter domain as though you were a cleric of level equal to your Hit Dice. You may not use this ability to "cast" a spell that a cleric of level equal to your Hit Dice would not be able to cast.

☛ **The Final Word (Su):** Once ever, as an immediate (mental) action, you may add the following properties to a sword you hold. The effect lasts until the end of your turn or until you are no longer touching the weapon, whichever comes first:

- ❖ Becomes a +3 *keen* weapon in addition to its normal properties.
- ❖ Whenever a foe successfully damages you with a weapon, you may make an attack of opportunity against that foe with the affected weapon. This does not increase the number of attacks of opportunity you may normally make or allow you to make attacks of opportunity against creatures you could not normally reach with this weapon.

☛ **Curse of Wonder:** Whenever you are affected by an arcane spell (whether targeted or in the area of effect), a *rod of wonder* effect triggers as though you had activated it. This curse may only be removed by being the target of an actual *rod of wonder*.

☛ **Enmity of Sunifarel Brightrobe (Ex):** For the next five adventures, at one point of your GM's choosing, in each adventure, you are attacked by 1d4+1 summoned avoral guardinals (*Monster Manual* 141) as per *summon monster IX* (CL 19). If you also have the Enmity of the Boneshadow from IUZ6-03 *The Cup Runs Dry*, this effect is maximized (5 guardinals).

☛ **Stolen Artifact:** The item you stole does not function for you. You do not benefit from any spells cast by clerics of Allitur, Beory, Berei, Dalt, Earth Dragon, Falazure, Kelanen, Mayaheine, Obad-Hai, Pelor, Rao, St. Cuthbert, Stratis, Telchur, Vathris, Zodal, or Zagyg. Beneficial spells cast by other nonevil deities are treated as minimized on you (each die used in the spell is treated as though it had rolled a 1) until you obtain an *atonement* (xp cost version) or *miracle* from a caster worshipping one of the deities listed above.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 12:

- ❖ +1 wounding adamantite greatsword (Adventure; DMG; 21,050 gp)
- ❖ +2 adamantite light mace (Adventure; DMG; 11,005 gp)
- ❖ Boots of speed (Adventure; DMG)
- ❖ Circlet of mages (Adventure; MIC)
- ❖ Greater crystal of security (Adventure; MIC)
- ❖ Greater iron ward diamond (Adventure; MIC)
- ❖ Hat of disguise (Adventure; DMG)
- ❖ Panther mask (Adventure; MIC)
- ❖ Ring of entropic deflection (Adventure; MIC)
- ❖ Shirt of the leech (Adventure; MIC)
- ❖ Third eye freedom (Adventure; MIC)

APL 14 (all of APL 12 plus the following):

- ❖ Ring of greater counterspells (Adventure; MIC)
- ❖ Ring of spell storing (Adventure; DMG)

APL 16 (all of APLs 12-14 plus the following):

- ❖ +1 greater wounding adamantite greatsword (Adventure; DMG & MM2 3.5 Update; 53,050 gp)
- ❖ +3 aporther glimmered mithral breastplate (Adventure; DMG & MIC; 35,900 gp)
- ❖ Arcane scroll of brilliant aura (Adventure; SpC; 2,275 gp)
- ❖ Gwaeron's belt (Adventure; MIC)
- ❖ Third eye conceal (Adventure; MIC)
- ❖ Vest of the master evoker (Adventure; MIC)
- ❖ Wand of silence (Adventure; DMG; 4,500 gp)

Sunifarel Brightrobe (All APLs):

- ❖ Boots of swift passage (Adventure; MIC)
- ❖ Pearl of power (1st & 2nd level) (Adventure; DMG)
- ❖ Robe of mysterious conjuration (Adventure; MIC)
- ❖ Strand of prayer beads (Adventure; DMG; 45,800 gp)

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

2 or 4 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