



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR8-06 Entrapment AR 1
A Core Adventure

Set in the Domain of Greyhawk, the Valley of the Mage, and realms beyond



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd _____
- ☐ Was reincarnated _____

Home Region _____

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

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

➤ **Path of Legends:** You walk a path that thousands walked before, and only six survived. The Mythic Exemplar and Squire of Legend prestige classes (*Complete Champion*) are Open for you; you do not need to become a member of the Disciples of Legend.

➤ **Garivex's spellbooks:** You have recovered one or more spellbooks from the wizard in the Plane of Shadow. See the special AR for more details.

➤ **Favor of Jaran:** Jaran removes any one curse or similar negative effect from any other AR. This works on anything short of direct, deific curses.

➤ **Favor of Evard:** The most erudite information broker in Oerik has given you a *sending* stone that will function 3 times. Each time you use it, he will answer one question for you, allowing you to automatically succeed on one Knowledge check.

➤ **Fate of the Spiral:** Your party hid the *Spiral of Shothragot* or conferred its power to someone. Note which and any details below:

➤ **Laughing Skull of Iuz:** Created by Iuz's Bonehearts, these trinkets are prized by all spellcasters that serve Old Wicked.

Description: This human skull has been polished to a dull shine. Gleaming, round emeralds, giving it an eerie pallor, are set in its eye sockets.

Activation: You must hold this item in order for it to function, typically requiring a move action to retrieve. Once per day as a swift action, its wielder may mentally will it to begin cackling.

Effect: Once activated, the skull's mouth swings open and the skull emits a terrible, shrill cackling sound. This negates any *silence* effects within a 10-foot emanation of the skull, as per *joyful noise* (SpC). The effect lasts for 4 minutes.

Moderate Abjuration; CL 4th; Craft Wondrous Item, *joyful noise* (SpC), *sonorous hum* (SpC); 5,600gp.

➤ **Favor of Tenser:** Tenser is extremely grateful for your actions in freeing him from Iuz's insidious trap. In return, he improves your item access. You may change the access of any three items below to "Any" (from any APL you have access to). Alternatively, you may change the access of any one item from a previous AR from "Adventure" to "Any". Applicable purchase limits still apply.

TU

Starting TU

TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 8

- ❖ +1 adamantite light mace (Adventure; DMG; 5305 gp)
- ❖ Amulet of teamwork (Adventure; MIC)
- ❖ Bracers of accuracy (Adventure; MIC)
- ❖ Chronocharm of the uncaring archmage (Adventure; MIC)
- ❖ Demolition crystal, greater (Adventure; MIC)
- ❖ Laughing skull of Iuz (Adventure; see above)
- ❖ Mask of lies (Adventure; MIC)
- ❖ Periapt of valor (Adventure; CC)
- ❖ Potion of glibness (Adventure; DMG; CL 7; 1050 gp)

APL 10 (all of APL 8 plus the following)

- ❖ Crest of valor (Adventure; CC)
- ❖ Crystal of arcane steel, greater (Adventure; MIC)
- ❖ Helm of the hunter (Adventure; MIC)
- ❖ Horn of resilience (Adventure; MIC)
- ❖ Rapier of desperate measures (Adventure; MIC)

APL 12 (all of APLs 8-10 plus the following)

- ❖ Bow of songs (Adventure; MIC)
- ❖ Circlet of mages (Adventure; MIC)
- ❖ Deathguardian bracers (Adventure; MIC)
- ❖ Gauntlets of war (Adventure; CC)
- ❖ Rod of cats (Adventure; MIC)
- ❖ Torc of heroic sacrifice (Adventure; MIC)
- ❖ Ring of mystic lightning (Adventure; MIC)

APL 14 – APL 16

See AR 2

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 Item

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