



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

CORS8-02 – *Wheels within Wheels*

A Core Special Adventure set in:

The Vault of the Drow, County of Urnst, and Abyss



### 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#

598 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 12

max 6,300 xp; 13,200 gp

APL 14

max 7,200 xp; 26,400 gp

APL 16

max 8,100 xp; 39,600 gp

### Null's Wretched Cloak of Avoidance

This silk-lined black cloak is stained with blood and reeks of death. It provides a +5 resistance bonus to saves and a +3 insight bonus to Armor Class.

Strong abjuration & evil; CL 15; Price 58,750 gp.

### Jumper's Lurid Purple Boots of Indiscriminate Jaunting

These violet boots flash intermittently with random colors. The wearer is able to teleport 3/day, but is always assumed to roll a "similar area" mishap. The boots can also be used to plane shift 1/day, but the wearer need not have an appropriate planar fork and the destination plane is determined randomly. Activation is command word.

Strong conjuration & evil; CL 13; Price 36,000 gp.

### Panshazek's Blood-Stained Robes of Retribution

These white robes are permanently stained with blood and cannot be cleaned by any means. Anyone who strikes the wearer with a melee attack gains 1 negative level (no save). The robes can bestow 5 such negative levels per day. Any good character wearing the robes gains two negative levels.

Strong abjuration & evil; CL 15; Price 48,000 gp.

### Wounding, Greater

**Price:** +4 bonus; **Property:** Melee weapon; **Caster Level:** 15<sup>th</sup>; **Aura:** Strong; (DC 22) evocation; A greater wounding weapon deals 2 points of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon. **Prerequisites:** Craft Magic Arms and Armor, Mordenkainen's sword; **Cost to Create:** Varies. **Source:** MM2 3.5 Update.

➤ **Epic Legend:** You have faced the most powerful evils on all of Oerth and managed to prevent their insidious plans from coming to fruition. All creatures of Good will soon know of your deeds and bards will sing your songs for generations to come. You gain a +2 Great Renown bonuses to Leadership.

➤ **Cataclysmic Failure:** Though you strove to stop the Old One, you were unable to prevent him from calling forth significant quantities of apocalyptic energy. It is unknown exactly what this energy has done to the Old One, or if it might have brought forth something else as well... You gain a -2 Failure penalty to Leadership.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

### APL 12

- ❖ +1 dagger of greater dispelling (Adventure; MIC; 18,302 gp)
- ❖ +1 scimitar of greater dispelling and wounding (Adventure; DMG & MIC; 32,315 gp)
- ❖ Gloves of dexterity +2 and strength +2 (Adventure; DMG & MIC; 8,000 gp)
- ❖ Ioun stone, orange prism (Adventure; DMG)
- ❖ Panshazek's blood-stained robes of retribution (Adventure; see above; 48,000 gp)
- ❖ Periapt of wisdom +4 and health +2 (Adventure; DMG & MIC; 20,000 gp)
- ❖ Ring of regeneration (Adventure; DMG)
- ❖ Strand of prayer beads (Adventure; DMG)

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

- ❖ +1 dagger of greater dispelling and wounding (Adventure; DMG & MIC; 32,302 gp)
- ❖ +1 scimitar of greater dispelling and greater wounding (Adventure; DMG & above; 50,315 gp)
- ❖ Null's wretched cloak of avoidance (Adventure; see above; 58,750 gp)

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

- ❖ Dispelling cord (Adventure; MIC)
- ❖ Flying carpet 5' x 10' (Adventure; DMG)
- ❖ Gloves of dexterity +6 and strength +4 (Adventure; DMG & MIC; 52,000 gp)
- ❖ Ioun stone, pale blue (Adventure; DMG)
- ❖ Jumper's lurid purple boots of indiscriminate jaunting (Adventure; see above; 36,000 gp)
- ❖ Luckstone (Adventure; DMG)
- ❖ Periapt of wisdom +6 and health +6 (Adventure; DMG & MIC; 72,000 gp)
- ❖ Ring of arcane might (Adventure; CM)
- ❖ Ring of enduring arcana (Adventure; CM)
- ❖ Ring of freedom of movement (Adventure; DMG)
- ❖ Rod of wonder (Adventure; 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 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

TU

Starting TU

4 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