



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR8-06 Entrapment AR 2
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)

For XP and gp
see AR 1

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Garivex's Spellbook 1: 5th—overland flight, shadow evocation; 4th—heart of earth (CM), greater invisibility, repair critical damage (SpC), shadow conjuration, solid fog; 3rd—displacement, fireball, haste, lightning bolt, heart of water (CM); 2nd—bull's strength, false life, glitterdust, mirror image, scorching ray, see invisibility; 1st—grease, mage armor, protection from good, ray of enfeeblement, shield, silent image; 0—detect magic, mending, prestidigitation; Cost: 6,500 gp

Garivex's Spellbook 2: 6th—contingency, disintegrate, shadowy grapppler (SpC); 5th—friend to foe (PH2), overland flight, shadow evocation; Cost: 3,300 gp

Garivex's Spellbook 3: 4th—dimension door, heart of earth (CM), greater invisibility, repair critical damage (SpC), shadow conjuration, solid fog; 3rd—displacement, fireball, haste, lightning bolt, heart of water (CM); 2nd—bull's strength, false life, glitterdust, mirror image, scorching ray, see invisibility; 1st—grease, mage armor, protection from good, ray of enfeeblement, shield, silent image; 0—detect magic, mending, prestidigitation; Cost: 5,900 gp

Garivex's Spellbook 4: 7th—forcecage, solipsism (SpC); 6th—chain lightning, contingency, disintegrate, shadowy grapppler (SpC), superior resistance (SpC); Cost: 5,400 gp

Garivex's Spellbook 5: 5th—friend to foe (PH2), overland flight, shadow evocation, wall of force; 4th—dimension door, heart of earth (CM), greater invisibility, repair critical damage (SpC), shadow conjuration, solid fog; 3rd—displacement, fireball, haste, lightning bolt, heart of water (CM); 2nd—bull's strength, false life, glitterdust, mirror image, scorching ray, see invisibility; 1st—grease, mage armor, protection from good, ray of enfeeblement, shield, silent image; 0—detect magic, mending, prestidigitation; Cost: 7,900 gp

Garivex's Spellbook 6: 8th—greater shadow evocation, lightning ring (SpC); 7th—forcecage, solipsism (SpC), spell turning; 6th—chain lightning, contingency, disintegrate, shadowy grapppler (SpC), superior resistance (SpC); Cost: 6,700 gp

Garivex's Spellbook 7: 9th—time stop; 8th—moment of prescience, greater shadow evocation, lightning ring, superior invisibility (SpC) (SpC); 7th—forcecage, solipsism (SpC), spell turning, stun ray (SpC); 6th—chain lightning, contingency, disintegrate, shadowy grapppler (SpC), superior resistance (SpC); Cost: 9,900 gp

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 14 (all of APLs 8-12 plus the following)

- ❖ +2 mithral shirt (Adventure; DMG; 5250 gp)
- ❖ Badge of valor (Adventure; MIC)
- ❖ Boots of tracklessness (Adventure, MIC)
- ❖ Dove's harp (Adventure, MIC)
- ❖ Quiver of energy, cold (Adventure, MIC)
- ❖ Tabard of valor (Adventure, CC)
- ❖ Third eye penetrate (Adventure, MIC)

APL 16 (all of APLs 8-14 plus the following)

- ❖ Badge of the svirfneblin (Adventure, MIC)
- ❖ Banner of the storm's eye (Adventure, MIC)
- ❖ Boots of the mountain king, greater (Adventure, MIC)
- ❖ Goggles of the ebon hunter (Adventure, MIC)
- ❖ Metamagic rod of substitution, greater, electricity (Adventure, MIC)
- ❖ Metamagic rod of quicken, lesser (Adventure; DMG)

Garivex's Spellbooks

APL 8: Garivex's Spellbook 1

APL 10: Garivex's Spellbooks 2 and 3.

APL 12: Garivex's Spellbooks 4 and 5

APL 14: Garivex's Spellbooks 5 and 6

APL 16: Garivex's Spellbooks 5 and 7

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

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