



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

COR8-06 Entrapment AR3

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)

Event: Date:

DM: Signature RPGA #

For XP and gp
see AR 1

Spiral of Shothragot

Price (Item Level): N/A (N/A)

Body Slot: - (held)

Caster Level: 20th

Aura: Overwhelming; (DC 25) conjuration and evil

Activation: As spell used

Weight: 4 lb.

This one-foot diameter spiral is made of an unidentified purple metal. The area around the spiral is unnaturally cold and the spiral is constantly covered in a thin layer of purple frost, no matter the ambient temperature.

The *Spiral of Shothragot* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- Endless slumber (CM)
- Insanity
- Storm of fire and ice (CM)
- Wall of force

While you control the *Spiral of Shothragot*, it continually whispers in your mind, speaking of destruction, oblivion, and madness. You suffer a -6 penalty to Wisdom.

Any NPC with ranks in Knowledge (religion) automatically treats you two categories less friendly than they otherwise would.

Once per day, at a time chosen by the GM, the *Spiral* assaults your mind, forcing a DC 23 Will save versus insanity.

If you are ever more than 33 feet from the *Spiral of Shothragot* while you control it, it teleports back to you, even across planar boundaries and within effects that would normally block such transport, such as *antimagic field* or *dimension lock*.

If you attempt to take an action that directly conflicts with the interests of Tharizdun (GM's discretion), the *Spiral* initiates a prolonged ego battle (Ego 23, see DMG 271). Unlike normal ego battles, this battle continues with a new check each round until you either win three times or lose three times. Each success provides a cumulative +2 bonus to future checks and each failure provides a cumulative -2 penalty to future checks. If the spiral wins, it immediately teleports away to an unknown location.

If you wish to rid yourself of the *Spiral*, once per adventure, at the end of the adventure, you may attempt to transfer control of the *Spiral of Shothragot* to an NPC of your choice. In order to do so, you must succeed at a prolonged ego battle, as described above. If you succeed, the *Spiral* teleports away the next round. List the NPC in the Play Notes section and keep this AR for future reference. You may also spend the Favor of Jaran to bypass the ego battle in order to transfer control of the *Spiral*.

The *Spiral of Shothragot* is an epic-level creation; thus, mortal magics and abilities do not harm it or prevent its negative properties. It cannot be destroyed by any known means.