



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
CGR7-01:3 Crowns and Crickets
A Greyhawk Ruins Core adventure
Set in the Domain of Greyhawk



Play Notes:

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

Home Region _____



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

• **Tunnel Fighting:** You have experienced firsthand what it is like to fight in the cramped tunnels of giant ants.

If you did not already have it, you gain Open access to the Tunnel Fighting feat (*Dungeonscape* 46).

If before this adventure you already had Open access to Tunnel Fighting, you can act one time as if you had taken the feat. This benefit lasts for 10 rounds. During that time, you do not take a penalty on your attack rolls or your armor class while squeezing through a tight space.

• **Affiliation Score Gained/Lost:** This PC has Gained/Lost # _____ points with the _____ Greyhawk affiliation. If multiple allegiance, add extra in notes section.

• **Nuari's Ant Egg:** Nuari the Grig has gifted you a magical ant egg. The egg is the size of a human head and weighs 5 lb. When hurled to the ground, the egg shatters releasing a miniature giant worker ant (MM 284). The ant can act in the round the egg is broken but must spend a standard action to grow to normal size before it does anything else. A giant ant does not speak any languages but views the creature that broke its egg as its queen. It will, thus, defend you to the death. Its lack of intelligence means that it cannot employ sophisticated combat tactics or carry out complex tasks. The ant remains for 24 hours before the magic sustaining its attachment to you fades and it wanders off.

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 2

❖ Ring of feather fall (Adventure; DMG)

❖ Brooch of shielding (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