



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

**Has Completed**  
**CGR8-02:3 Little Things**  
**A 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#

**598 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 2**

max 450 XP; 450 gp

**APL 4**

max 675 XP; 650 gp

**APL 6**

max 900 XP; 900 gp

**APL 8**

max 1,125 XP; 1,300 gp

☛ **Affiliation Score Gained/Lost:** by this PC with the \_\_\_\_\_ Greyhawk affiliation was # \_ points. If multiple allegiance, add extra in notes section.

☛ **Rescued Mistress Marda:** You are formally invited to her wedding to the Wizard Shamri. The couple also offer Core access to the invulnerability and spell resistance +2 to +3 armor enhancements, the spell storing weapon enhancement, a minor ring of spell storing and a ring of wizardry I; The also offer you training in the following feats: Strong Stomach (Cityscape), Favored Magic Foe (CM) and the buzzing bee (SpC) spell. You must meet all prerequisites and pay all normal costs associated with each.

☛ **Rescued Samael/Jerritt:** for which you are rewarded with Core access to the following: Armor Enh.: glamered, shadow, improved shadow, silent moves, improved silent moves; Weapons: luck blade (o wishes), sword of subtlety; Items: elixir of sneaking, elixir of hiding, ring of evasion; lock slick (Dungeonscape); Spells: detect weaponry, false peacebond, secret weapon (Cityscape); Feat: Combat Tinkering, Quick Reconnoiter, Trap Engineer, Trap Sensitivity (all Dungeonscape); Prestige Class: Trapsmith (Dungeonscape). You must meet all prerequisites and pay all normal costs associated with each.

☛ **Rescued Ariane:** You attend her exclusive Safe Return party and are granted Core access to the following: bolt shirt (MIC); cloak of arachnida, robe of blending, robe of scintillating colors, robe of useful items, vest of escape, and druid's vestment. You must meet all prerequisites and pay all normal costs associated with each.

☛ **Favor of the Temple of Bralm:** For returning the amulet, you receive Core access to the following: swarmguard (Dungeonscape) armor enhancement, swarmstrike (Dungeonscape) weapon enhancement, rod of healing, rod of swarming insects and the summon pest swarm spell (Cityscape). You must meet all prerequisites and pay all normal costs associated with each. In addition, you are immune to the next three swarms you meet: [ ] [ ] [ ].

☛ **Curse of Bralm:** You refused to return the amulet, but it disappeared from your possession shortly afterwards. All you can remember of that night is the sound of thousands of insect wings. With its disappearance, the amulet left a strange legacy. For the next five adventures, whenever you are facing a situation that involves combat or concentration, you must make a DC 15 Fortitude save or be nauseated for 1 round. In addition, if you fail, you must make a Concentration check for spellcasting as though under the influence of a swarm.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

None.

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

### 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