



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

TU REMAINING

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items *NOT* found

**APL 2**

- ❖ Ring of feather fall (Adventure; DMG)
- ❖ Brooch of shielding (Adventure; DMG)

\_\_\_\_ 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** \_\_\_\_\_

\_\_\_\_ 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

**Items Sold**


**Total Value of Sold Items** \_\_\_\_\_

Add 1/2 this value to your gp value

**Items Bought**


**Total Cost of Bought Item** \_\_\_\_\_

Subtract this value from your gp value