



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

CGR8-02:1 A Short Way With Little Knowledge
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

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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

Blind! You drank Blackmoor Brandy and have gone blind. Luckily, you recover after a few days. You must spend 1 TU to recover your sight or pay for a cure blindness spell.

Eyepatch's Gratitude: This favor can be used in one of two ways. Check when used. [] []

- You may negate one enmity with the Greyhawk Thieves' Guild.
- You may smuggle illegal good into the city once.

Eyepatch's Enmity: You angered Eyepatch and he has a lot of friends in Greyhawk. This has the following effects. This enmity does not expire. Be prepared to be searched when entering Greyhawk. You can not claim free upkeep while in the Domain of Greyhawk. All upkeep costs are doubled for you.

Affiliation Score Gained/ Lost: You have gained/lost _____ points with the _____ affiliation. If you are affiliated with more than one group, add extra notes in the notes section detailing your gain or loss.

Thanks of the Church of St Cuthbert: You may exchange this favor for one of the following benefits. Check when used.

- Fulfill the role-playing requirement for Consecrated Harrier (of St Cuthbert).
- Remove the curse of lycanthropy from you or another party member.
- Obtain a free casting of a remove curse or break enchantment by a caster of up to 15th level. May only be used on yourself.

Skeletal Runestaff: This runestaff allows you to cast any of the following spells by expending a prepared arcane spell or arcane spell slot of the same level or higher: command undead (3/day), halt undead (1/day) and hide from undead (3/day). The skeletal runestaff is covered in reddish veins. (MIC 223).

Blessing of Baravar Cloakshadow: When you are the victim of a trap, illusion or ward, you automatically succeed on your next saving throw you have to make. Usable only once; cross off once used.

TU

Starting TU

TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Earthsilk jersey (Adventure, RoS; 150gp)
- Earthsilk rope (Adventure, RoS; 12gp)
- Grasping hook (Adventure, Du; 500gp)
- Insectbane candles (Adventure, A&EG; 1sp)
- Ring of climbing (Core, DMG)
- Ring of jumping (Core, DMG)
- Ring of swimming (Core, DMG)
- Silversheen (Core; DMG)
- Skeletal runestaff (Adventure; see above; 4,600 gp)
- Wand of protection against evil (Core, DMG, 750 gp)
- Wand of resurgence* (Core, DMG, 10 charges, 150 gp)

APL 4 (all of APL 2 plus the following)

- +1 mithral chain shirt (Adventure; DMG; 2,100 gp)

APL 6 (all of APLs 2-4 plus the following)

None.

APL 8 (all of APLs 2-6 plus the following)

- Lesser crystal of acid assault (CL5th; Adventure; MIC; 3,000 gp)
- Lesser crystal of electrical assault (CL5th; Adventure; MIC; 3,000 gp)

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