This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

Crystal Caverns of the Cairn Hills

A Core Adventure
Set in the Cairn Hills

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____

_____
Home Region_____

Adventure Record#

594 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM:_____
Signature RPGA #

APL 2
max 900xp; 800gp

APL 4
max 1,295xp; 1,162gp

APL 6
max 1,565xp; 1,492gp

APL 8
max 2,075xp; 2,270gp

Hoidelly's Amazing Boots: These thick, heavy, rubber-soled boots allow the user to carry twice her normal carrying capacity. Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 2000 gp; Frequency: adventure.

Troglodyte Slime: range increment 10 ft., Fort save DC 12; causes affected creature to be sickened for 1d6 rounds; See *Player's Handbook* page 312 for sickened effects; Price: 100 gp; Frequency: adventure.

Guldan Goldtooth's Boon: The great dwarven druid has granted you his blessing. A character with this blessing is granted a +1 circumstance bonus to Survival checks when underground.

Guldan Goldtooth's Curse: The great dwarven druid has cursed you with the memory of the deaths of hundreds of kobolds. A character with this curse has a –1 circumstance penalty on any die rolls pertaining to dragons or kobolds. This curse also carries with it the imprinted memory of the character's misdeed. Any attempt to remove it by anyone except Guldan causes the memory to be flashed in the mind of the caster of remove curse, limited wish, wish, or miracle. This has the effect of causing NPCs to refuse to remove the curse.

TU
Starting TU

4 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:
- ❖ *potion of remove blindness/deafness* (any, DMG)
- ❖ *potion of tongues* (any, DMG)
- ❖ *hoidelly's amazing boots* (any, see above)
- ❖ *troglodyte dung* (adventure, see above)

APL 4: (all of APL 2 plus the following)
- ❖ *oil of keen edge* (adventure, DMG)
- ❖ *potion of haste* (adventure, DMG)

APL 6: (all of APLs 2-4 plus the following)
- ❖ *+1 flaming short sword* (adventure, DMG)
- ❖ *mithril chain shirt* (adventure, DMG)

APL 8: (all of APLs 2-6 plus the following)
- ❖ *hat of disguise* (adventure, DMG)
- ❖ *lesser silent metamagic rod* (adventure, DMG)
- ❖ *vest of escape* (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 Items

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