



This Record Certifies that

played by

Player

RPGA #

Has Completed

TSS4-03 The Woodland Trail

A Meta Regional Adventure

Set in Sunndi and the Glorioles



Play Notes:

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

Home Region

Event: _____ Date: _____

DM: _____

Signature

RPGA #



Adventure Record#

594 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

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

APL 14

max 1,800 XP; 6,600 gp

• **Success!** For a totally successful result the PCs move one step upwards in flavored status with the church of Zilchus in Onnwal, Sunndi and Ahlissa.

For a total failure the PCs move one step downwards in flavored status with the church of Zilchus in Onnwal, Sunndi and Ahlissa.

• **Crypts of Iron Souls:** This PC now knows a significant clue hinting at the location of one of the entrances to the Crypts of Iron Souls, legendary resting place of the favored dead of Glorvardum. This may come in useful in subsequent modules.

• **Silver Goblet:** A silver goblet engraved with the initials JG (10 gp). Only one PC may leave the table with this item.

• **Granite Rock:** A piece of head-sized granite engraved with faded Dwur Runes (0 gp). Only one PC may leave the table with this item.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

APL 4 (all of APL2 plus the following)

- ❖ *Wand of silence* [5 chgs] (Adventure; CL 3rd; DMG)
- ❖ Silver goblet (Adventure, see above)
- ❖ Engraved granite rock (Adventure, see above, 10 gp)

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

- ❖ *Dust of disappearance* (Adventure CL 7th; DMG)

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

APL 10 (all of APLs 2-8 plus the following)

- ❖ +2 *Large wooden shield* (Adventure, CL 6th, Source)
- ❖ +1 *Vicious rapier* (Adventure, CL 9th, Source)

APL 12 (all of APLs 2-10 plus the following)

- ❖ +1 *wounding rapier* (Metaregional, CL 10th, Source)
- ❖ +2 *Large wooden shield* (Metaregional, CL 6th, Source)

APL 14 (all of APLs 2-12 plus the following)

- ❖ +1 *wounding vicious rapier* (Metaregional, CL 10th, Source)
- ❖ +2 *Large wooden shield of arrow deflection* (Adventure, CL 6th, Source)
- ❖ +2 *leather armour of shadow* (Adventure, CL 4th, 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

TU

Starting TU

1 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