



Play Notes:

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



Adventure Record#

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

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**

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
 DM: \_\_\_\_\_  
 Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

Home Region \_\_\_\_\_

**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.

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

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

- APL 4** (all of APL2 plus the following)
- ❖ *Wand of silence* [5 chgs] (Adventure; CL 3<sup>rd</sup>; 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 7<sup>th</sup>; 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 4<sup>th</sup>, 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

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

+ GP

GP Gained

GP

Subtotal

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

- GP

GP Spent

GP

FINAL GP TOTAL