



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Glory Town
A Regional Adventure
Set in Verbobonc



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#

592 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 600 xp; 380 gp

APL 6

max 810 xp; 380 gp

APL 8

max 1,200 xp; 1,565 gp

APL 10

max 1,500 xp; 2,513 gp

Cross out effects not gained by this character.

☛ This character has begun to ally with one of the factions in the Iron Wood. Only a single trust can be awarded to an individual based on actions within the adventure. Initial the appropriate Trust and cross through the other two not granted:

☛ **Trust of Glory:** Shannus recognizes the above named adventurer as a trusted friend. This is an Influence Point with Shannus of the Iron Wood. Upon petition, Shannus grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc – Death and Heroic Deeds' section.

☛ **Trust of Henk Gurmick:** Henk recognizes the above named adventurer as a trusted friend. This is an Influence Point with Henk Gurmick of the Iron Wood. Upon petition, Henk Gurmick grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc – Death and Heroic Deeds' section.

☛ **Trust of Breyin:** Breyin the Moonlord recognizes the above named adventurer as a trust friend. This is an Influence Point with Breyin the Moonlord of the Iron Wood. Upon petition, Breyin grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc – Death and Heroic Deeds' section.

Characters visiting the Glory and the Fallen Timber Inn make the necessary contacts to purchase the following.

☛ **Infusions:** 1st – Endure Elements (50 gp); 2nd – Delay Poison (300 gp), Lesser Restoration (300 gp); 3rd – Neutralize Poison (750 gp), Remove Disease (750 gp); as described in the Masters of the Wild.

☛ **Goggles of Following:** The lenses of these goggles are tinted with shades of green and yellow. They grant the wearer a +10 competence bonus on Wilderness Lore checks made for tracking. This item is as described in Masters of the Wild.

☛ The ranger templars would offer to assist any ranger or cleric who is a follower of Ehlonna in following the path of a templar.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

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 OF 2 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