



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 4

max XP 600; 380 gp

APL 6

max XP 810; 380 gp

APL 8

max XP 1,200; 1,565 gp

APL 10

max XP 1,500; 2,513 gp

Played by _____

Player

RPGA #

Has completed
Glory Town
A Regional Adventure
set in Verbobonc

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

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 adventure as a trusted friend. This is an Influence Point with the 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 adventure as a trusted friend. This is an Influence Point with the 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 adventure as a trusted friend. This is an Influence Point with the 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 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.

Starting XP

XP Gained

XP Spent

New XP

/

Starting gp

/

Gp Spent

/

End of Adventure gp

/

Bought/Sold Amounts

Event _____ Date: _____

DM: _____

Signature

RPGA #

ITEMS BOUGHT

Total

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wondrous item: market value.
arrow or bolt: 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1.

2.

3.

Consumable Items

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New Starting gp