

# ADVENTURE TRACKING SHEET: SESSION FLOW

## TIME TRACKER

Mark passing hours in the boxes.  
Cross a box to mark a full day.


### Before the game:

- ☐ read *Forest of Mysteries*
- ☐ decide the length (full adventure/medium/short)
- ☐ note down important consequences carrying over from *Goblin Trouble*
- ☐ decide how you're going to resolve forest exploration (hexes, narrative)
- ☐ player characters advance to the 2<sup>nd</sup> level, players create new 2<sup>nd</sup> level characters or select from the pregenerated characters that come with this adventure
- ☐ print out and prepare monster stat blocks
- ☐ decide how you want to use the maps (printouts, on a screen, draw ad hoc or before the game)
- ☐ prepare your notes (print out the adventure, this sheet, the table with NPCs for the players, random encounter tables, summary of mounted combat rules for each player)
- ☐ if you're using tokens or figures to represent player characters and opponents on the tactical grid – have them ready
- ☐ note down each player character's Passive Wisdom (Perception) score – if you're using a DM's screen, you can stick this note to it

### Chapter 1

- ☐ together with the players sum up the events of *Goblin Trouble*, especially the final scenes (the kobolds and the mysterious shadow)
- ☐ if you played a long time ago or the characters are new, ask the players to briefly describe the heroes. And what they feel after their adventures.
- ☐ Run the moot in Chapter 1. Which NPC marked their presence?  
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- ☐ Pabinus Yardon's introduction (thrown out/stayed in).
- ☐ The party learns about the Spirit of the Forest and receives the task to get rid of kobolds.
- ☐ The party attempts to track kobolds (from the New Clearing) OR tries to find the Spirit of the Forest.

**Investigation.** ATTENTION: The investigation does not need to take place in Chapter 1. The party may discover clues each time they return to Oakenville.

NPCs questioned	Gained clue (Y/N, notes)
Mandyk Bor	
Sara Bor	
Jokista	
Bartholomeo Bandau	
Elenya Silverbraid	
Yuri	
Sonia and her gang (Marko, Poory, Cheko and little Tipper)	

Grandpa Klaus	
Marsha	
Marsha's cats – Thyme and Coltsfoot	
Mother Rose	
Bran	
Renya Miller	
Wanda	
Stan	

## Chapter 2 Traversing the forest

- ☐ explain the rules
- ☐ give players their version of the map of the Green Forest (unmarked), where they can make notes
- ☐ remind to establish marching order
- ☐ Award or note down XP for fights, encounters and traps:

- ☐ Notes about events that occurred while travelling (information gained, NPCs met etc.)

- ☐ Is Pabinus with the party? Did he mark his presence e.g. when the party returned to Oakenville?

## Chapter 3 The Spirit of the Forest

- ☐ The party agrees to help the Spirit
- ☐ The party convinces the Spirit to share all the information immediately

## Chapter 4 Dead ruins

- ☐ Prepare enemies: undead insect swarm, skeletons, crawling claw, the Chieftain, skeletal horse
- ☐ Entrance (undead insects) – does the party recall the Chieftain's name? (Malachi)
- ☐ Tunnel (bars, cache)
- ☐ The claw chamber
- ☐ The shattered hall – random treasure rolled in situ or pre-made?
- ☐ Throne room: how was the situation with the Chieftain resolved?

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## Chapter 5 The Ritual of Life

- ☐ the party learns about the ritual and the Spirit Trees
- ☐ how many trees does the party need (3,4,5,6)
- ☐ Has Pabinus learned about the ritual?
- ☐ Spirit Trees found and restored: .....

## Chapter 6 Kobold Lair

- ☐ prepare the kobold's and Kirich's stat blocks
- ☐ If negotiating, what's the result? .....

### Explored areas:

- ☐ Outside
- ☐ The entrance
- ☐ Guard room
- ☐ Workshop and kiln
- ☐ Mushroom farm
- ☐ Barracks
- ☐ Throne room
- ☐ Kirich's room (secret entrance found?), did Pcs notice the map?
- ☐ Latrines
- ☐ The top of the sword (cache found?)
- ☐ Is Pabinus nearby?

## Chapter 7 Clash in the sky

- ☐ the party finds the required number of trees, returns to the Spirit and conducts the ritual
- ☐ emphasise that the day is ending (the read-loud passage in the adventure), the Spirit explains about the tower
- ☐ owls arrive
- ☐ explain/hand out the aerial mounted combat rules
- ☐ prepare stat blocks for giant owls (for players), giant bats, orcs, swarm of bats
- ☐ if you're using the time limit option, let the players know

## Chapter 8 The last elf warrior

- ☐ Has the party arrived in time? How strong is Bel'Quath's shadow?
- ☐ The party reaches the tower
- ☐ The party meets Findronath and finally learns the whole story

## CONCLUDING THE ADVENTURE

- ☐ Experience points
- ☐ player and DM feedback
- ☐ review/rating on the product's page