



This Record Certifies that

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Ship of Fools*  
A Regional Adventure  
Set in the Viscounty of Verbobonc



### Play Notes:

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

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



Adventure Record#

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

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**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

• **Family Discipline:** This character, while a member of the Family, refused a direct order from a Brother of the Family. Therefore, this character is immediately expelled from any Family meta-org, and may not rejoin for 6 months from the date of this AR.

• **Family Membership Denied:** This character, although not a member of the Family, refused a mission from a Brother of the Family. Therefore, this character cannot join any Family meta-org for a period of one year from the date of this AR.

• **Favor of Uncle Krot:** The rogue/wizard Krot is pleased that the characters have undertaken a task for him. This favor can be used to increase the bonus on any single standard weapon or armor by +1 (from +1 to +2, for example) by paying the difference. Cross this favor off when used.

• **Uncle Vardis' Approval:** This character appears to share many of Uncle Vardis' beliefs and opinions, and Uncle Vardis has noticed.

• **Favor of Uncle Krot Family Member:** The rogue/wizard Krot is very pleased with results of the task the Family member performed for him. This favor can be used by the Family Member to add one of the following enhancements (Glamered, Shadow, Silent Moves, or Slick) to a single suit of armor by paying the difference for said enhancement. The character must have been a member of the Family prior to the start of this adventure. Cross this favor off when used.

• **Influence with Lord Rhynehurst:** This character is invited to join either the Rhynehurst House Guard or the Silver Watch when the other requirements are met. Any character who is already a member of the House Rhynehurst Guard or Silver Watch is offered a promotion to the next tier, whenever he or she meets the other requirements of that tier and wishes to advance.

• **Infamy with the Family:** This character has earned the enmity of the Family, and it will remain until cancelled by spending (that is, deleting) two Influence with the Family. As long as this Infamy remains, this character cannot use any Influence with the Family he or she may accumulate.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Oil of Mending (Freq: Adv; 1<sup>st</sup> lvl caster; 25 gp; DMG)
- ❖ Potion of Guidance (Freq: Adv; 1<sup>st</sup> lvl caster; 25 gp; DMG)
- ❖ Silversheen (Frequency: Adventure; DMG)
- ❖ Universal Solvent (Frequency: Adventure; DMG)

#### APL 4 (all of APL 2 plus the following)

- ❖ Oil of Align Weapon [Good] (Frequency: Adventure; 300 gp; 3<sup>rd</sup> lvl caster; DMG)
- ❖ Unguent of Timelessness (Frequency: Adv; DMG)
- ❖ Vest of Resistance +1 (Frequency: Adventure; 1,000 gp; Tome and Blood)

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

- ❖ Oil of Keen Edge (Freq: Adv; 5<sup>th</sup> lvl caster; DMG)
- ❖ Potion of Fly (Freq: Adventure; 5<sup>th</sup> lvl caster; DMG)
- ❖ Potion of Neutralize Poison (Frequency: Adventure; 5<sup>th</sup> lvl caster; DMG)

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

- ❖ Oil of Speak with Dead (Frequency: Adventure; 6<sup>th</sup> lvl caster; 900 gp; DMG)
- ❖ Potion of Cure Serious Wounds (Freq: Adv; 5<sup>th</sup> lvl caster; DMG)
- ❖ Potion of Tongues (Freq: Adv; 5<sup>th</sup> lvl caster; DMG)
- ❖ Vest of Resistance +2 (Freq: Adv; 4,000 gp; Tome and Blood)

### 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 Item \_\_\_\_\_

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

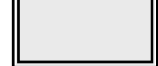
Starting TU

1 OR 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