



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed

VERS6-01: *Crewel Intentions – Part One*
A Regional Special Set in Verbobonc



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/re's'd
- ☐ Was reincarnated

Home Region _____



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 225xp; 225gp

APL 4

max 337xp; 325gp

APL 6

max 450xp; 450gp

APL 8

max 563xp; 650gp

☛ **Favor of the Seamstress:** Brie is grateful for your assistance in investigating the disappearance of Kayla O'Bannon. She promises to help you out in the future with any sewing needs. For purposes of the Verbobonc Town Project, Brie or another apprentice seamstress will work in any business constructed using Profession [Tailor], eliminating the cost of the required staff for up to four (4) businesses. You must still pay all costs to construct the business.

For more information on the Verbobonc Town Project, see the regional campaign document: *Verbobonc Town Project – Player's Guide and Sourcebook*.

☛ **Influence with the Rhynehurst City Guard:** Captain Drex was well liked in Rhynehurst. That you assisted in the investigation of the kidnapping and murder of his friends speaks well of you in their eyes. You receive five (5) influence points with the Rhynehurst City Watch.

□ □ □ □ □

In addition to the standard uses for influence in Verbobonc, you may use this influence to reduce some of the penalties associated with breaking the law. You may use this influence (and only this influence) to reduce the TU penalty for any Low Crime committed within the city of Rhynehurst by 1 TU per influence point. For more information on Low Crimes, see the regional campaign document: *Laws of the Viscosity: A guide to justice in the Viscosity of Verbobonc*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

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

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

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

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