



This Record Certifies that

Played

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

Has Completed  
**VER4-06 A Fool's Errand**  
A Regional Adventure  
Set in the Verbobonc Region

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

**APL 10**  
max 1,350 xp; 2,300 gp

- ☛ Influence with the Gentlemen of the Watch.
- ☛ Infamy with the Gentlemen of the Watch.
- ☛ Influence with the Family.

☛ **Krot's Displeasure:** This character either failed Uncle Krot or otherwise disappointed him. This counts as Infamy with the Family. Furthermore, this character is banned from the Smuggling branch of the Family meta-org (if a current member of the Smuggling branch, you're ejected; if not a member, you may not join) for one year from the date of this AR. This character cannot earn Family Supplies or the Favor of Uncle Krot (below). Until this Infamy point is removed, you notice burly thugs watching you and casually trailing you whenever in public in Verbobonc City or Rhynehurst. They don't do anything other than follow and watch you from a distance...yet.

☛ **Meta-Org Supplies:** A character who was a member of the Family meta-org while playing this scenario may treat the first items listed under each APL below as Frequency: Regional. A character who was a member of the Gentlemen of the Watch meta-org while playing this scenario may treat the second items listed under each APL as frequency: Regional.

☛ **Favor of Uncle Krot:** As a reward to this character for performing work for the Family, the rogue/wizard Uncle Krot offers to sell a custom-made belt of sizing to the character once in the future (frequency: Regional).

☛ **Krot's Belt of Sizing:** This sturdy leather belt was created by the rogue/wizard Krot to assist in disguise. A humanoid wearer of the belt can increase or decrease his size as though under the effects of enlarge person or reduce person. Each effect can be maintained for only 10 minutes per day, but the 10 minutes need not be consecutive. Increasing or decreasing size requires a standard action, as does returning to normal size before the 10 minutes have expired. These actions do not provoke an attack of opportunity. Faint transmutation; CL 3rd; Craft Wondrous Item, *enlarge person, reduce person*; Price 15,000 gp

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XP

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ \*Elixir of hiding (Freq: Adventure, DMG)
- ❖ \*Lens of detection (Freq: Adventure, DMG)
- ❖ Ki straps (Freq: Adventure, S&F)
- ❖ Krot's robe of sizing (Freq: Regional, see above)
- ❖ Slippers of spider climbing (Freq: Adventure, DMG)

APL 4-6 (as APL 2 plus the following)

- ❖ \*Elixir of sneaking (Freq: Adventure, DMG)
- ❖ \*+1 glamerd mithral chainmail (Freq: Adv, DMG)
- ❖ Amulet of mighty fists +1 (Freq: Adventure, DMG)
- ❖ Bracers of armor +2 (Freq: Adventure, DMG)
- ❖ Cloak of elvenkind (Freq: Adventure, DMG)
- ❖ Vest of resistance +1 (Freq: Adventure, T&B)

APL 8 (as APL 2-6 plus the following)

- ❖ \*Cape of the mountebank (Freq: Adventure, DMG)
- ❖ \*+1 merciful quarterstaff (Freq: Adventure, DMG)
- ❖ Ring of mind shielding (Freq: Adventure, DMG)
- ❖ Ring of wizardry I (Freq: Adventure, DMG)
- ❖ Stone of alarm (Freq: Adventure, DMG)

APL 10 (as APL 2-8 plus the following)

- ❖ \*Amulet of fortune prevailing (Freq: Adventure, MH)
- ❖ \*Circlet of persuasion (Freq: Adventure, DMG)
- ❖ Vest of resistance +3 (Freq: Adventure, T&B)

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