

# NERO VANGUARD

## ROGUE MARSHAL NOTES

*Note: OOG areas are under the lowest bunk. All other OOG containers or areas must be clearly labeled and cordoned off. Once items go OOG they are not allowed back into the game.*

**Event Date:**

**Cabin Number:**

**Player Name of Residents** \_\_\_\_\_ **Character Name** \_\_\_\_\_

**Circle of Power**      **Yes**      **No**      **Multiple**  
**School**      **Exp Date**      **Invested Person**      **Character Name** \_\_\_\_\_

**Ward**      **Yes**      **No**      **Greater**  
**Exp Date**      **# of Keys**      **Invested Person**      **Character Name** \_\_\_\_\_

**Glyph of Protection**      **Yes**      **No**      **Multiple**  
**Exp Date**      **Type**      **Invested Person**      **Character Name** \_\_\_\_\_

**Traps**      **Yes**      **No**

**Other**      **Yes**      **No**      **If yes, please explain.**