



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

VER6-03 Castle Estival

A Regional Adventure Set in Verbobonc

Play Notes:

- Gained a level
- Lost a level
- Ability Drained

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

- Died
- Was raised/res'd
- Was reincarnated

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

APL 2

Max 900xp; 900gp

APL 4

max 1,350xp; 1,300gp

APL 6

max 1,800xp; 1,800gp

APL 8

max 2,250xp; 2,600gp

APL 10

max 2,700xp; 4,600gp

APL 12

max 3,150xp; 6,600gp

Ring of Estival: This simple unadorned ring seems to blend in with your skin making it hard notice (granting a +10 bonus to your sleight of hand check to conceal the ring's presence). The *Ring of Estival* does not detect as magically even though it is quite powerful. The ring acts as a combination of *ring of feather falling* and *ring of counterspells*. A character may unlock additional powers with the investment of time, money and self. The *Ring of Estival* may be upgraded at the end of any Verbobonc regional adventure provided that all requirements are met. If the ring is ever willfully removed by the character it loses all magical properties. The following rules must be adhered to.

Only one upgrade may be made per Verbobonc regional adventure. The ring may only have ONE upgrade per tier. You must already have an upgrade from the lower tier to 'grow' the *Ring of Estival*. The ring may not be upgraded if you have any infamy or disfavor with House Estival. Does not detect as magic; Cannot be crafted; 8,000gp

Tier One: Upgrade cost: 2,500 gp, 1 TU, 100 xp; Two (2) influence points with Estival; Upgrades: *Sustenance*, or *Filcher's Friend* (CA), or improve protection by +1.

Tier Two: Upgrade costs: 8,500gp, 2 TU, 300xp, Three (3) influence points with Estival; Upgrades: *Force Shield*, or *Mind Shielding*, or improve protection by +1

The Black Chapel Box: You have possession of the box found below Castle Estival. It is sealed airtight and is waterproof. It is locked (Good lock; Open Locks DC 30). It has an *arcane lock* spell (caster level 20th) cast on it and is immune to knock spells, and has Hardness 25; 25 hp; Break DC 25. The possessor may attempt to open the box after playing a Verbobonc regional adventure. To do so they may use the mechanics above and have a judge adjudicate their success or failure. Once opened have the judge sign and date and contact the Verbobonc POC.

Judge _____
RPGA# _____ Date _____ AR Opened # _____

The Wizards Encyclopedia: This tome grants the user a +3 insight bonus to any Knowledge skill check or Bardic Knowledge check made after consulting it. In addition the user may make knowledge checks untrained regardless of the DC. Consulting the *Wizards Encyclopedia* requires one (1) uninterrupted hour in to receive the bonus. This tome may ONLY be awarded to a single character at a table. Cost 7,500 gp. Cannot be crafted

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ *Ring Of Estival* (Freq: Regional; See Above)
- ❖ *Pearl Of Power, 1st Level* (Adventure; DMG)
- ❖ *Brooch Of Shielding* (Adventure; DMG)
- ❖ *Javelin Of Lightning* (Adventure; DMG)
- ❖ *Feather Falling* (Adventure; DMG)
- ❖ *Wand Of Cure Light Wounds* (25 Charges) (Adventure; CL 1st; 375gp; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Bracers Of Armor +2* (Adventure; DMG)
- ❖ *Wand Of True Strike* (25 Charges) (Adventure; CL 1st; 375 gp; DMG)

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

- ❖ *Vestment, Druid's* (Adventure; DMG)
- ❖ *Wand Of Levitate* (25 Charges) (Adventure; CL 3rd; 2,250gp; DMG)

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

- ❖ *Keoghtom's Ointment* (Adventure; DMG)
- ❖ *Swordbow* (Adventure; *Races of the Wild*)

APL 10 (all of APLs 2-8 plus the following)

- ❖ *Lance Of The Last Rider* (Adventure; *Complete Warrior*)
- ❖ *Cloak Of Resistance +3* (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ *Sword Of Subtlety* (Adventure; DMG)
- ❖ *Oathbow* (Adventure; DMG)

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

Subtotal

FINAL GP TOTAL

TU

Starting TU

2 or 4 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