



Death & Heroic Deeds

(RUP Supplement - February, 2002)



Verbobonc Guidelines: RUP3

This document is intended as a regional supplement to the Living Greyhawk Rules Update 3: Adventure Certificates. Contained within are regional modifications and clarifications that apply to open item purchases in the Verbobonc region of the Living Greyhawk Campaign (which corresponds to the real-world US state of Illinois and Indiana). You should have a copy of RUP3: Adventure Certificates on hand to reference when reading this document.

This document is a living document and subject to change at any time. For the most updated version visit the [Verbobonc Website](#) or subscribe to the [Verbobonc Open Forum](#). Join the [Verbobonc Character Discussion](#) for story telling and regional flavor in the Tavern of the Four Trails. This document is also considered regional documentation for the campaign-related purposes contained herein.

THE ADVENTURE CERTIFICATE

The adventure certificate is covered in depth in RUP3: The Adventure Certificate. All fields above and including the "End of Adventure gp" need to be completed by the player and verified by the DM at the end of the scenario, prior to leaving the table.

The equipment list may be completed at any time before the next scenario is played. Methods for completion of this section can be as simple as writing 'see previous Adventure Certificate' if no change in equipment has occurred. Also, the use of labels is authorized. If there has been a change in equipment, simply note what equipment has been removed, sold, or broken with a description of the reason for its exclusion on the new adventure certificate.

Before you begin play at your next game with that character, you should show the DM your last completed adventure certificate, so he/she can verify the math and take a quick look at any special items of note.

The Adventure Certificate Text Block

The text block of the Adventure Certificate contains an area that allows the Verbobonc Triad to provide descriptive information on the scenario, as well as specific items that may be available for purchase from the builder books, and special regional or augmented magical items.

Wayfarer's Guide to Verbobonc'

The Wayfarer's Guide to Verbobonc is divided into two sections, 'Journal of the Wanderer' and 'Death and Heroic Deeds.' These sections guide the player through the lands of the Viscount. The Wayfarer's Guide is a living document, which will be updated as the campaign develops.

'Death and Heroic Deeds'

This section of the players guide provides all the details on regional game mechanics topics. Meta-gaming organizations, rules and regional demographical information are provided to allow players access to all the nuances of the region.

Verbobonc Open Purchase Items

At the end of regional and regionally adapted scenarios, the player character may purchase items directly from the *Player's Handbook* and *Dungeon Masters Guide* under the guidelines of their regional triad.

Items with a value up to 40,000 Wheatsheaves are generally available for purchase in Verbobonc. There are a few items that are banned or restricted. Banned items may not be purchased within the Viscounty of Verbobonc from general play. Restricted items are available with the use of influence granted from regional play. If you lack the appropriate influence the item may be purchased from one of the various merchant houses at increased cost reflected by a price adjustment modifier listed as +percentage after the item. This price modifier does not count towards the level cap per character level per single item purchase. All requirements within this document are in addition to any campaign-related documentation on the availability of item purchases. Note that specific regional scenarios may override this list. Each region may have a different listing, or no listing at all, so it is advisable to check other regions' documentation before purchasing items after a scenario in a "foreign" region.

The Banned and Restricted list are only for those characters that are purchasing items through the open purchase system. Characters [or cohorts] that possess appropriate item creation feats and meet the prerequisites for creation of a restricted or banned item may ignore the restricted/banned list. Creation of a banned item may violate local laws and the character will be held accountable for any laws broken through possession or use of said item.



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RESTRICTED ITEMS

Item	Influence	Cost Modifier	Item	Influence	Cost Modifier
<u>Armor & Shield</u>			<u>Rods</u>		
<i>Enchantment/Enhancement</i> @			<i>Absorption</i>	1 – Appendix A	+10%
<i>Adamantine (any item)</i>	2 – Dwarves **	N/A	<i>Lordly might</i>	3 – Appendix A	+30%
<i>Darkwood (any item)</i>	1 – Elves *	+10%	<i>Negation</i>	1 – Appendix A	+10%
<i>Mithral (any item)</i>	1 – Dwarves*	+10%	<i>Security</i>	2 – Appendix A	+20%
<i>Breast Plate of Command</i>	2 – Viscount	N/A	<i>Splendor</i>	1 – Appendix A	+10%
<i>Celestial Armor</i>	2 – Church	N/A	<u>Staffs</u>		
<i>Dwarven Plate</i>	2 – Dwarves # *	N/A	<i>Life</i>	3 – Appendix A	+30%
<i>Elven Chain</i>	1 – Elves *	N/A	<i>Woodlands</i>	1 – Appendix A	+10%
<i>Plate Armor of the Deep</i>	1 – Appendix A	+10%	<u>Scrolls</u>		
<u>Weapons</u>			<i>None</i>		
<i>Enchantment/Enhancement</i> @@			<u>Wands</u>		
<i>Adamantine (any item)</i>	2 – Dwarves **	N/A	<i>None</i>		
<i>Darkwood (any item)</i>	1 – Elves *	+20%	<u>Wondrous Items</u>		
<i>Mithral (any item)</i>	1 – Dwarves *	+10%	<i>Belt of Dwarvenkind</i>	1 – Dwarves *	N/A
<i>Dwarven Thrower</i>	2 – Dwarves *	N/A	<i>Boots of Elvenkind</i>	1 – Elves *	N/A
<i>Holy Avenger</i>		Contact Triad	<i>Cloak of Elvenkind</i>	1 – Elves *	N/A
<i>Life Drinker</i>	2 – Appendix A	+20%	<u>Elemental Command/Control Items</u>		
<i>Oathbow</i>	2 – Elves *	N/A	<i>Hat of Disguise</i>	1 – Appendix A	+10%
<i>Rapier of Puncturing</i>	2 – Appendix A	+20%	<i>loun Stone (lavender & green)</i>	2 – Appendix A	+20%
<i>Sun Blade</i>	2 – Appendix A	+20%	<i>loun Stone (pale lavender)</i>	1 – Appendix A	+10%
<u>Potions</u>			<i>loun Stone (pearly white)</i>	3 – Appendix A	+30%
<i>None</i>			<i>loun Stone (vibrant purple)</i>	1 – Appendix A	+10%
<u>Rings</u>			<i>Robe of the Archmagi</i>	2 – Appendix A	+20%
<i>Shooting stars</i>	3 – Appendix A	+30%	<i>Vestments of Faith</i>	2 – Appendix A	+20%
<i>Spell storing</i>	2 – Appendix A	+20%			
<i>Regeneration</i>	3 – Appendix A	+30%			
<i>Wizardry III</i>	3 – Appendix A	+30%			
<i>Wizardry IV</i>	4 – Appendix A	+40%			

VERBOBONC BANNED ITEMS

<u>Armor</u>		<u>Potions</u>		<u>Wands</u>	
<i>Absorbing Shield</i>		<i>None</i>		<i>Polymorph Self</i>	
<i>Demon Armor</i>		<u>Rods</u>		<i>Polymorph Other</i>	
<i>Rhino Hide</i>		<i>Cancellation</i>		<i>Poison</i>	
<u>Weapons</u>		<i>Rulership</i>		<i>Unholy Blight</i>	
<i>Arrow of Slaying – Fey</i>		<i>Viper</i>		<u>Wondrous Items</u>	
<i>Arrow of Slaying – Outsiders, Good</i>		<u>Rings</u>		<i>Amulet of the Planes</i>	
<i>Bane Weapons – Fey</i>		<i>Three wishes</i>		<i>Darkskull</i>	
<i>Bane Weapons – Outsiders, Good</i>		<u>Scrolls</u>		<i>Hand of Glory</i>	
<i>Assassin's Dagger</i>		<i>Any Evil</i>		<i>Hand of the Mage</i>	
<i>Dagger of Venom</i>		<i>Any Polymorph</i>		<i>Mask of the Skull</i>	
<i>Luck Blade</i>		<u>Staffs</u>		<i>Orb of Storms</i>	
<i>Nine Lives Stealer</i>		<i>None</i>		<i>Talisman of the sphere</i>	
<i>Sword of Life Stealing</i>				<i>Well of many worlds</i>	
<i>Unholy</i>					

@ Any Enhancement or Enchantment advancing the total bonus above a +5 requires +1 Influence point or +10% per plus over 5.
 @@ Any Enhancement or Enchantment advancing the total bonus above a +4 requires +1 Influence point or +10% per plus over 4.
 # 2 TUs for fitting unless magically enchanted at time of purchase.
 * player characters that are a resident of Verbobonc and of the stated race have no additional influence costs.
 ** player characters that are clan members of the Dwarves of Rockhall have no additional influence costs.



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Appendix A - Influence in Verbobonc

Influence is an important advantage in the Verbobonc Regional Living Greyhawk Campaign. These rewards manifest themselves in many ways. Entrance requirements for meta-gaming, emergency aid from the Viscount, the occasional restoration of life to a cherished adventuring companion and the acquisition of an audience with a power that can grant access to magical goods and services.

The ability to speak with powers capable of crafting magical items is an important factor in the fantasy setting of Living Greyhawk. Those groups that have the power to bestow such items will do so only if you have proven yourself to their cause or in some cases have the ability to shoulder the additional acquisition fees. Listed below and maintained on the Viscounty web site is information on what groups are aligned with other groups and what resources each group is normally willing to grant.

Having an influence with the group allows the adventuring hero to tender that influence to gain an audience for obtaining a desired magical item. The audience gets you in and you must have the gold to pay for the item. Some items require multiple influences to

access the greater magic. On items requiring multiple influences, the additional influence may be substituted with the appropriate bonus +percentage gold cost at a rate of +10% per lacking Influence Point. Influence from allies can be added to gain the total influence required but the adventuring hero must start with an influence from the granting source. The allied influence will carry either Full or Half value depending on the strength of the allied association. The following rules apply to the use of influence:

- ↯ The first influence must be from the group that is providing the service or item.
- ↯ Additional influence from an allied group will help reduce the required influence. The allied influence point either counts as full or half value toward the total number of influence points required.
- ↯ Cohorts may apply their influence if the influence is with the group that is providing the service or item. Allied influence from the Cohort may not be used. A cohort's influence only counts as 1/2 value toward the total number of influence points required.

Influence Affiliations

Viscount

- Borderers - Full
- Gnarley Rangers - Half
- St. Cuthbert - Half

St Cuthbert

- Viscount - Full
- Lady Asbury - Full
- Milinous - Half
- Rhynehurst - Half
- Other Religions - Half

Gnarley Rangers

- Viscount - Half
- Borderers - Half
- Lady Asbury - Full
- Ehlonna - Full
- Obad-Hai - Full

Silver Consortium

- Viscount - Half
- Mayor - Half

Rockhall Dwarves

- Lady Asbury - Full

Kron Hills

- Lady Asbury - Full

Merchant House

- Viscount - Half
- Fharlanghn - Half

Milinous

- Viscount - Half
- Borderers - Full

Asbury

- Viscount - Half
- Ehlonna - Full
- St. Cuthbert - Full
- Gnarley Rangers - Half
- Borderers - Half

Delevue

- Viscount - Half
- Borderers - Full
- Gnarley Rangers - Full

Rhynehurst

- Viscount - Half
- Borderers - Half
- Fharlanghn - Half