

Errata for VER6-03: Castle Estival

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ADVENTURE ENCOUNTERS

Encounter Four: The Church

The following conditions affect the Diplomacy check:

- +10 circumstance bonus if the character is a devout worshipper of Saint Cuthbert (Curate Lellder is an astute man and can Sense Motive (+10+APL) if someone is bluffing him).
- Worshipers of Saint Cuthbert that assist in the Diplomacy check grant a +5 circumstance bonus to the overall skill check instead of the standard +2
- +2 influence bonus for each unused influence point with the Church of Saint Cuthbert possessed by anyone in the party. Double the bonus if the character expends the influence.
- -4 infamy penalty for each Infamy Point with the Church of Saint Cuthbert possessed by anyone in the party.

Encounter Five: The Noble

Tactics: The ambushers do not want to kill the party, merely hurt them and force them give up their mission. Under no circumstances will they use lethal force.

Developments: The ambushers flee when more than half the party is down or dying and contact the Silver Guard to bring charges against the party. If any of the ambushers successfully flee the party will be picked up on assault and/or murder charges at the end of the adventure. They thugs have their House Rhynehurst tabards in their backpacks. The characters may make a DC 5 knowledge (VTF) check to realize the severity of their actions. Lord Rhynehurst, angry that the characters would cross him, will ignore that fact that his men attacked first and pronounce judgment on the characters. If the party is successful, Lord Estival will intervene on their behalf and reduce the penalties to only assault per the *Laws of the Viscounty* document.

Encounter Seven: Castle Estival

The area around the castle is occasionally patrolled by the guards of house Rhynehurst. Because of this the party has a 20% of being spotted by a patrol of Rhynehurst guards. The judge should reduce the likelihood of the party being spotted if they are careful, for example, if the party made inquiries in the town of Rhynehurst about the guard patrols the percentage would be reduced by 10%. If the party is

spotted they will be questioned about their activities and will be escorted off Rhynehurst lands.

Encounter Fifteen: Undercroft

APL 2: The mummy has already used its mummy rot attacks for the day.

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APPENDIX ONE: NPCS

Sir Wellborn Estival's alignment is NG

APL 10

Encounter Eight [Room 15]

Abyssal Ghoul*: CR 10; Medium Undead (Extraplanar); HD 16d12; hp 104 hp; Init +7; Spd 40 ft.; AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 27; Base Attack +9; Grp +15; Atk +15 melee (1d4+7 plus disease, front claw); Full Atk +15/+15 melee (1d4+7, 2 front claws) and +13 melee (2d4+3 plus disease, rear claws); Space/Reach 5 ft./5 ft.; SA disease, improved grab, sneak attack +5d6, wisdom drain 1d6; SQ acid resistance 20, blindsight 90 ft., cold resistance 20, deathwatch, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits; SV Fort +5, Ref +10, Will +12; Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20; Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): if an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin, and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an

additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): if an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to snake Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability limodons like the deathwatch spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): Art abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

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APL 12

Encounter Eight [Room 6]

Dispellingbolt*: CR14; large ooze; HD 11d10+55; hp 117; Init +0; Spd 20 ft.; AC 17 (+6 deflection, +2 natural, -1 size), flatfooted 15, touch 15); Base Atk +8; Grp +21; Atk +16 (1d6+13 plus 11d6 electricity damage plus dispel magic, greater), slam); Space/Reach 10ft./10ft.; SA *dispel magic*, greater, engulf, *chain lightning*; SQ blindsight 60 ft., DR10/magic, ooze traits, SR 21; AL N; SV Fort +8, Ref +3, Will +4; Str 28, Dex 11, Con 20, Int --, Wis 13, Cha 16.

Skills and Feats: --;--

Engulf (Ex): A dispellingharm can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A dispellingharm merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the dispellingharm, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *greater dispel magic* and *chain lightning* effects each round on the dispellingharm's turn, and are considered to be grappled.

Dispel Magic, Greater (Su): A creature hit by a dispellingharm's slam attack or engulfed by it is affected as if caught in an area *greater dispel magic*.

Chain lightning (Su): A creature hit by a dispellingharm's slam attack or engulfed by it takes 11d6 points of electricity damage (Ref DC 19 for half).

Encounter 8 [Room 15]

Abyssal Ghoul, Lurking Terror*: CR 10; Medium Undead (Extraplanar); HD 19d12; hp 125 hp; Init +7; Spd 40 ft.; AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 27; Base Attack +11; Grp +18; Atk +18 melee (1d4+8 plus disease, front claw); Full Atk +18/+18 melee (1d4+8, 2 front claws) and +16 melee (2d4+4 plus disease, rear claws); Space/Reach 5 ft./5 ft.; SA deathly power, disease, improved grab, sneak attack +5d6, wisdom drain 1d6; SQ acid resistance 20, blindsight 90 ft., cold resistance 20, Darkvision 60ft., *deathwatch*, electricity immunity, fire resistance 20, hide in plain sight, SR 20, uncanny dodge, undead traits; SV Fort +6, Ref +11, Will +15; Str 26, Dex 16, Con -, Int 14, Wis 15, Cha 18

Skills and Feats: Balance +20, Climb +21, Hide +23, Jump +23, Move Silently +23, Tumble +23; Dodge,

Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack, combat expertise, Improved disarm

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 21) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 21) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 21) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

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ITEMS APPEARING ON THE ADVENTURE RECORD

The following errata apply for the **Box of the Black Chapel**. It appears on the Regional Documentation certificate but not on the Adventure Record.

❖ **The Box of the Black Chapel:** 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 40). It has an *arcane lock* spell (caster level 20th) cast on it and is immune to *knock* spells and has Hardness 35; 25 hp; Break DC 35. The possessor may attempt to open the box once per adventure 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 below and contact the Verbobonc POC.