



Verbobonc

Ruler: His Noble Lordship, Viscount Langard, Defender of the Faith

Major Towns: Verbobonc

Viscounty Alignment: Lawful Good, Neutral and Lawful Neutral

Allies: Veluna, Dyvers, Furyondy (distrusted), Free Alliance of the Kron Hills (in Rebellion).

Enemies: Iuz, Pomarj, Cult of Tsuggtmoy, Evil Cults of Vecna, Elemental Evil, Scarlet Brotherhood

Greetings fine adventures and faithful citizens of Verbobonc. Lands renowned for adventure, ancient riches, and old world mysteries await your claim. With the Battle of Emridy Meadows and the Vanquishing of the Second Rising of the Horde of Elemental Evil, the Temple of Elemental Evil has remained sealed for over a score of winters. Our lands are struggling with internal strife, as nobles attempt to expand their holding while His Noble Lordship Viscount Langard has just taken office upon the sudden demise of his older half-brother the Right Honorable Viscount Fenward Lefthanded. The crops and herds have enjoyed five seasons of prosperity, and the nobles are reaching ever further to gather power, wealth, and knowledge.

Viscount Langard is the long-unknown half-elven son of Viscount Wilfrick, a longtime ruler in Verbobonc. His Lordship Langard was surprised to learn his sire was of noble blood and has taken the to the task of governing the viscounty. His actions to date have been few, and the nobles and commoners alike look on with caution born of many years of hard work and the knowledge of ever-present evil that plagues the land. The common man hopes that the new viscount bears the memory of the life he had before being recognized as a noble, and the Council of Nobles loves to use his naivety in the pursuit of its own gains.

VERBOBONC

A WAYFARERS GUIDE

Verbobonc is anear-independent province of the Archclericy of Veluna, ruled in palatine by a powerful viscount. Her borders range from the Velverdyva River across the northern border, reaching south and entering the Kron Hills. Her eastern borders lies somewhere within the Gnarley Forest. The Ironwood marks the viscounty's western border with that of Veluna.

The viscounty has fourteen freeholds and smaller fiefs and is spiritually guided under a Bishopric of St. Cuthbert. The church of St. Cuthbert is divided into eight guardianships overseen by abbots. Some of the guardianships cover more than one fief or freehold.

The city of Verbobonc is the capital and home to Castle Grayfist. Blessed with the touches of both gnome and elf, the capital city is a beautiful and strong city leading the way for culture and trade. As a trade city, Verbobonc is second only to Dyvers on the Velverdyva River.

The air is right for adventure in Verbobonc as **591 CY** begins:

- ✖ The Gnomes of the Kron Hills have declared themselves free of the writ of the Viscount, establishing themselves as the Free Alliance of the Kron Hills, led by Clanlord Urthgan, Eldest of Tulvar. Many Gnome artisans have left the City of Verbobonc to relocate in the Kron.
- ✖ The Gnarley Rangers are hard pressed to keep the High Road open since the withdraw of Verbobonc Patrols by Viscount Fenward Lefthanded.
- ✖ The Royal Furyondian Mint is a pristine example of the excellence in craftsmanship that can be found within our viscounty. Many artisans make Verbobonc their home as they work wood, steel, precious metals and gems into works of art and war.
- ✖ The city of Verbobonc is a sprawling center for trade. Many a merchant is elated as he plies his trade within the capital of the viscounty, as most leave the region heavily loaded with gems, copper, silver, and timber products.
- ✖ The Knights of the Hart support the viscount in some unknown capacity, as they train within Castle Grayfist under the watchful eye of the Borderers.
- ✖ Parties unknown recently stole the *Renvash Splinter*, a reliquary of the Cathedral of the Holy Cudgel. A body of the church billets searches for the reliquary.
- ✖ The good peoples of Verbobonc are continually plagued by several evil cults. Those of Vecna and Iuz are most feared.

With the renewed conscience of His Lordship Langard, it is time to adventure and travel in this exciting region. Culture mixed of humans, gnomes, elves and dwarves brings rewards yet to be seen. With trade and the yields of the viscounty enjoying a fifth year, the countryside is alive with vigor and danger. Lords and ladies, common folk, villains, and beasts all vie for a position in history. Where will your name fall? Gather friends and trusted companions, garner the knowledge of ages, prepare for battle. The viscounty awaits!

CHARACTER CREATION IN VERBOBONC

The LIVING GREYHAWK™ campaign allows you to choose any character of any race and class combination in the PH. Characters in Verbobonc are sturdy folk who have known the influence of evil their entire lives. They have seen evil in its purest form and are a cautious folk, placing stock in hard work and spiritual guidance. Spiritual guidance from St. Cuthbert, Ehlonna, Zilchus, Fharlanghn, Obad-Hai, or Beory matters not; it is the guidance that wards off evil and evil's corruption. Guidelines for creating a character appropriate to adventuring in Verbobonc can be found below. For more details on Verbobonc, visit www.verbobonc.net. To keep up on the latest news and adventure, join the Verbobonc News List on eGroups at verbobonc-news-subscribe@egroups.com and enjoy.

COMMON PHRASES POPULAR IN THE VISCOUNTY

"Earth and Stone, Man and Gnome": A phrase describing the spirit of co-operation between the races of Verbobonc.

"Hard work keeps the demons away": An oath and work ethic of the peoples of Verbobonc.

Coinage: While Verbobonc produces the coinage for Furyondy, she used a slightly modified name and weight system:

Leaf, platinum; *wheatsheaf* (or "sheaf"), gold; *knight*, electrum; *spire*, silver; and a *common*, copper.

- † Your character lives and adventures in Verbobonc. It is important to remember that you do not need to have been raised here. With the Greyhawk Wars and the viscounty's offerings, you may have migrated here as a young lad or lass looking for a new start. Nevertheless, it is home now.
- † Verbobonc has a combination of freeholds and fiefs loyal to the viscount. Your character may begin the game as a free citizen of Verbobonc. Free Citizens have the right to vote in elections and must be characters raised within the viscounty.
- † Characters who have migrated to the Viscounty may apply for citizenship as part of a **Living Greyhawk™** Interactive at a sanctioned Convention within the borders of the viscounty.
- † Racially, Verbobonc is mainly human, with gnomes, elves, and dwarves in fair numbers. Half-elves are less common, and half-orcs can be found in the Kron Hills and Gnarly regions. The greatest population of gnomes can be found in the vast Kron Hills. Elves prefer the Gnarley, southern reaches of Verbobonc, and the Ironwood. Fewer than a thousand elves live within the walls of Verbobonc City.

† Half-orcs are rare in Verbobonc but are growing, as the Free Hills and viscounty are more tolerant of those who prove their faith and dedication to the cause of good.

† Few barbarians are seen in Verbobonc.

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[HTTP://WWW.VERBOBONC.NET](http://www.verbobonc.net) is the official site for information about LIVING GREYHAWK™ in Indiana and Illinois. <http://www.egroups.com/group/verbobonc-news> is the official news reference for Verbobonc.