



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.



Verbobonc Builder Book Acquisition

Feats, Spells, and Mundane Items

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Spells and Feat Acquisition in Verbobonc

In the Viscounty of Verbobonc there are many different ways to acquire both spells and feats from the builder books put out by Wizards of the Coast for the 3rd Edition of Dungeon and Dragons game.

- Awarded while playing in a regional Verbobonc Module.
- Joining a regional Verbobonc Meta-Organization.
- Joining a regional Verbobonc Charter Group.
- Or by paying for it with either Influence, Favors, gold, and or Time Units.

Paying for Spells or Feats Acquisition

How it is acquired	Spells and Feats Class A	Spells and Feats Class B
Influence	One Influence Point	Three Influence Points and 2 Time Units
Favors	One Favor and 1 Time Unit	Four Favors and 2 Time Units
Gold (Verbobonc Residents Only)	1250 gold pieces and 3 Time Units	3500 gold pieces and 6 Time Units

Mundane Item Acquisition in Verbobonc

In the Viscounty of Verbobonc there are many different ways to acquire mundane items from the builder books put out by Wizards of the Coast for the 3rd Edition of Dungeon and Dragons game.

- Awarded while playing in a regional Verbobonc Module.
- Joining a regional Verbobonc Meta-Organization.
- Joining a regional Verbobonc Charter Group.
- By paying for it with either Influence, Favors, gold, and or Time Units.
- Or by petitioning the Triad.



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Feats Builder Books

Name of Feat	Source	Class A	Class B
Divine Cleansing	DF	X	
Divine Might	DF	X	
Divine Resistance	DF		X
Divine Shield	DF	X	
Divine Vengeance	DF	X	
Divine Vigor	DF		X
Empower Turning	DF	X	
Extra Smiting	DF	X	
Heighten Turning	DF	X	
Improved Shield Bash	DF	X	
Quickened Turning	DF	X	
Reach Spell	DF	X	
Sacred Spell	DF		X
Shield Charge	DF	X	
Name of Feat	Source	Class A	Class B
Animal Control	MW		X
Animal Defiance	MW	X	
Blindsight	MW	X	
Brachiation	MW		X
Clever Wrestling	MW	X	
Create Infusion	MW	X	
Destructive Rage	MW	X	
Dragon's Toughness	MW		X
Dwarf's Toughness	MW		X
Extended Rage	MW	X	
Extra Favored Enemy	MW	X	
Extra Rage	MW	X	
Extra <i>Wild Shape</i>	MW	X	
Fast <i>Wild Shape</i>	MW	X	
Faster Healing	MW		X
Favored Critical	MW	X	
Flyby Attack	MW	X	
Giant's Toughness	MW		X
Greater Resiliency	MW	X	

Greater Two-Weapon Fighting	MW	X	
Improved Flight	MW	X	
Improved Swim	MW	X	
Instantaneous Rage	MW	X	
Intimidating Rage	MW	X	
Multiattack	MW	X	
Multidexterity	MW	X	
Natural Spell	MW	X	
Off-Hand Parry	MW	X	
Plant Control	MW		X
Plant Defiance	MW	X	
Power Critical	MW	X	
Proportionate <i>Wild Shape</i>	MW	X	
Remain Conscious	MW	X	
Resist Disease	MW	X	
Resist Poison	MW		X
Resistance to Energy	MW	X	
Scent	MW	X	
Shadow	MW	X	
Snatch	MW	X	
Speaking <i>Wild Shape</i>	MW	X	
Supernatural Blow	MW	X	
Wingover	MW	X	
Name of Feat	Source	Class A	Class B
Blindsight 5' -foot Radius	SF	X	
Circle Kick	SF	X	
Close-Quarters Fighting	SF	X	
Death Blow	SF		X
Dirty Fighting	SF	X	
Dual Strike	SF	X	
Eagle Claw Attack	SF	X	
Expert Tactician	SF		X
Extra Stunning Attacks	SF	X	
Eyes in the Back of Your Head	SF	X	
Feign Weakness	SF	X	
Fists of Iron	SF	X	
Hold the Line	SF	X	
Improved Overrun	SF	X	



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Improved Sunder	SF	X	
Knock-Down	SF	X	
Lightning Fists	SF	X	
Mantis Leap	SF	X	
Monkey Grip	SF		X
Off-Hand Parry	SF	X	
Pain Touch	SF		X
Pin Shield	SF	X	
Power Lunge	SF	X	
Prone Attack	SF	X	
Rapid Reload	SF	X	
Remain Conscious	SF	X	
Sharp-Shooting	SF	X	
Shield Expert	SF	X	
Snatch Arrows	SF	X	
Throw Anything	SF		X
Zen Archery	SF	X	
Name of Feat	Source	Class A	Class B
Acrobatic	SS	X	
Alluring	SS	X	
Arterial Strike	SS		X
Athletic	SS	X	
Charlatan	SS	X	
Chink in the Armor	SS	X	
Dash	SS	X	
Disguise Spell	SS	X	
Expert Tactician	SS		X
Extra Music	SS	X	
Fleet of Foot	SS	X	
Flick of the Wrist	SS	X	
Green Ear	SS	X	
Hamstring	SS		X
Jack of All Trades	SS		X
Lingering Song	SS	X	
Multicultural	SS		X
Obscure Lore	SS	X	
Persuasive	SS	X	
Pyro	SS		X

Quicker Than the Eye	SS	X	
Requim	SS	X	
Shadow	SS	X	
Snatch Weapon	SS	X	
Subsonics	SS	X	
Trustworthy	SS	X	
Name of Feat	Source	Class A	Class B
Arcane Defense	TB	X	
Arcane Preparation	TB	X	
Augment Summoning	TB		X
Chain Spell	TB		X
Cooperative Spell	TB	X	
Delay Spell	TB	X	
Energy Admixture	TB		X
Energy Substitution	TB		X
Eschew Materials	TB		X
Extra Slot	TB	X	
Extra Spell	TB	X	
Greater Spell Focus	TB	X	
Greater Spell Penetration	TB	X	
Improved Familiar	TB		X
Innate Spell	TB	X	
Persistent Spell	TB		X
Repeat Spell	TB		X
Sanctum Spell	TB	X	
Sculpt Spell	TB	X	
Spell Specialization	TB	X	
Split Ray	TB	X	
Subdual Substitution	TB	X	
Twin Spell	TB		X
Widen Spell	TB		X



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Spells from Defenders of the Faith

Name of Spell	Source	Class A	Class B
Aspect of the Deity	DF		X
Bear's Heart	DF		X
Beast Claws	DF	X(druid)	X(cleric)
Beastmask	DF	X	
Blessed Aim	DF	X	
Blight	DF		X
Bolt of Glory	DF		X
Bolts of Bedevilment	DF		X
Brain Spider	DF		X
Brambles	DF	X	
Briar Web	DF	X	
Burial Blessing	DF	X	
Castigate	DF		X
Chain of Chaos	DF		X
Chain of Eyes	DF	X(cleric)	X(druid)
Crown of Glory	DF		X
Curse of the Brute	DF	X	
Curse of Lycanthropy	DF		X
Divine Agility	DF		X
Divine Flame	DF	X	
Divine Sacrifice	DF	X	
Divine Storm	DF		X
Divine Zephyr	DF	X	
Flame of Faith	DF	X	
Genesis	DF		X
Greater Aspect of the Deity	DF		X
Harrier	DF	X(druid)	X(cleric)
Knife Spray	DF	X	
Lesser Aspect of the Deity	DF	X	
Lesser Telepathic Bond	DF	X	
Maddening Scream	DF		X
Monstrous Thrall	DF		X

Otyugh Swarm	DF		X
Plague Rats	DF		X
Probe Thoughts	DF		X
Rage	DF	X	
Recitation	DF		X
Righteous Wraith of the Faithful	DF		X
Scourge	DF		X
Slime Wave	DF		X
Spikes	DF	X	
Sweet Water	DF	X	
Sword Stream	DF	X	
Touch of Madness	DF	X	
True Creation	DF		X
True Domination	DF		X
Unbinding	DF		X
Unfailing Endurance	DF		X
Weapon of Deity	DF		X
Weather Eye	DF	X(druid)	X(cleric)
Zeal	DF	X	



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Spells from Masters of the Wild

Name of Spell	Source	Class A	Class B
Adrenaline Surge	MW	X	
Animal Reduction	MW	X	
Animal Trick	MW	X	
Beget Bogun	MW		X
Blight	MW		X
Bloodhound	MW	X	
Body of the Sun	MW		X
Bottle of Smoke	MW	X	
Briar Web	MW	X	
Camouflage	MW	X	
Cloak of the Sea	MW		X
Cloudwalkers	MW		X
Contagious Touch	MW		X
Countermoon	MW	X	
Creeping Cold	MW	X	
Darkseed	MW	X	
Dawn	MW	X	
Daze Animal	MW	X	
Decomposition	MW		X
Detect Favored Enemy	MW	X	
Druid Grove	MW		X
Embrace the Wild	MW	X	
Epidemic	MW		X
False Bravado	MW	X	
Feathers	MW		X
Fire Eyes	MW	X	
Forestfold	MW	X	
Greater Call Lightning	MW		X
Greater Creeping Cold	MW		X
Green Blockade	MW	X	
Hawkeye	MW	X	
Invulnerability	MW		X
Kiss of Death	MW		X
Langor	MW		X

Last Breath	MW		X
Lookingglass	MW		X
Mandragora	MW		X
Mass Awaken	MW		X
Mass Calm	MW		X
Mass Trance	MW		X
Miasma	MW		X
Might of the Oak	MW	X	
Nature's Avatar	MW		X
Nature's Favor	MW	X	
Persistence of the Waves	MW	X	
Power of Sight	MW	X	
Protection of All Elements	MW		X
Regenerate Circle	MW		X
Regenerate Critical Wounds	MW		X
Regenerate Light Wounds	MW	X	
Regenerate Moderate Wounds	MW	X	
Regenerate Ring	MW	X	
Regenerate Serious Wounds	MW		X
Sandblast	MW	X	
Scarecrow	MW	X	
Slime Wave	MW		X
Speak with Anything	MW		X
Speed of the Wind	MW	X	
Standing Wave	MW	X	
Thunderswarm	MW		X
True Reincarnate	MW		X
Waterball	MW		X
Wood Wose	MW	X	



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Spells from Song and Silence

Name of Spell	Source	Class A	Class B
Allegro	SS		X
Ambient Song	SS	X	
Blunt Weapon	SS	X	
Choir	SS		X
Crescendo	SS	X	
Easy Math	SS	X	
Fanfare	SS		X
Fine-Tuning	SS	X	
Focusing Chant	SS	X	
Follow the Leader	SS		X
Fortissimo	SS	X	
Harmonic Chorus	SS		X
Harmonize	SS	X	
Healthful Slumber	SS	X	
Hymn of Praise	SS	X	
Improvisation	SS		X
Infernal Threnody	SS		X
Insidious Rhythm	SS		X
Joyful Noise	SS	X	
Listening Coin	SS		X
Lullaby	SS	X	
Otto's Resistible Dance	SS		X
Percussion	SS	X	
Protégé	SS		X
Song of Discord	SS		X
Spectral Weapon	SS		X
Summon Instrument	SS	X	
Sympathetic Vibration	SS		X
Wail of Doom	SS		X
Zone of Silence	SS		X

Spells from Tome and Blood

Name of Spell	Source	Class A	Class B
Absorption	TB		X
Acid Orb	TB		X
Arcane Sight	TB	X	
Chain Contingency	TB		X
Choke	TB	X	
Cold Orb	TB		X
Command Undead	TB		X
Corpse Candle	TB	X	
Dimensional Lock	TB		X
Disguise Undead	TB		X
Eagle's Splendor	TB	X	
Electric Orb	TB		X
Energy Buffer	TB		X
Energy Immunity	TB		X
Enhance Familiar	TB	X	
Familiar Pocket	TB	X	
False Life	TB	X	
Feign Death	TB	X	
Filter	TB	X	
Fire Orb	TB		X
Fortify Familiar	TB		X
Fox's Cunning	TB	X	
Gaze Screen	TB	X	
Ghostform	TB		X
Great Shout	TB		X
Hide Life	TB		X
Ice Burst	TB	X	
Ice Knife	TB	X	
Imbue Familiar with Spell Ability	TB		X
Indifference	TB	X	
Lesser Acid Orb	TB	X	
Lesser Cold Orb	TB	X	
Lesser Electric Orb	TB	X	
Lesser Fire Orb	TB	X	
Lesser Sonic Orb	TB	X	



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Mass Darkvision	TB		X
Mass Fly	TB		X
Mass Resist Elements	TB	X	
Mass Teleport	TB		X
Mordenkainen's Private Sanctum	TB		X
Negative Energy Burst	TB		X
Negative Energy Ray	TB		X
Negative Energy Wave	TB		X
Otiluke's Dispelling Screen	TB		X
Otiluke's Greater Dispelling Screen	TB		X
Owl's Wisdom	TB	X	
Repair Critical Damage	TB		X
Repair Light Damage	TB	X	
Repair Minor Damage	TB	X	
Repair Moderate Damage	TB	X	
Repair Serious Damage	TB	X	
Sonic Orb	TB		X
Spiritwall	TB		X



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Wrinkle Academy of Magic

The Wrinkle Academy of Magic is a brand-new school of magic founded by the enthusiastic and intelligent gnome wizard, Obble Quillkeeper Humbleburrow Har. Obble Har founded the Academy in 592 CY, purchasing and renovating an old, sprawling manor house in Verbobonc City. The Wrinkle Academy is so new that many places sport fresh paint and some parts of the building are still under construction. The Academy boasts eight lecture halls, two laboratories (one still under construction), a mostly-empty library (also under construction) and an administrative suite. Obble Har has taken the title of Magister Har, and has thrown the doors of his school open for all who choose to pursue wizardry. Magister Har's academy has been met with some suspicion by the cautious folk of Verbobonc City.

Unfortunately, to run a "premier academy for wizardly instruction of the young and old," Magister Har needs students and teachers. Magister Har has managed to induct an opening class of over 80 students of varying levels of skill. These are almost all Commoners who will, upon graduation, take one level in Wizard, but many adventurers have also signed on as students. Most of the classes taught at the Wrinkle Academy of Magic are time-intensive and designed to produce skilled wizards. However, anyone with a degree of magical knowledge can attend irregular classes to improve their skill, for a small requirement of money and time each academic year. Other than the Instructors and the energetic Magister Har, the Wrinkle Academy has only one staff member: the gaunt and creepy Artemis Kurl, an older human who oversees construction at the Academy and performs other administrative duties.

The Wrinkle Academy is shunned and feared by many of the common folk of Verbobonc, who dislike the idea of a "wizard's school" in their city walls. However, some of the more professional organizations in Verbobonc see a well-run, low-key magic academy as a boon. Magister Har encourages this cooperation among prestigious groups in Verbobonc, as it enhances the reputation of his burgeoning school.

Magister Har emphasizes control and discretion when using any magic, but particularly so when using these spells, which can be easily traced to the Wrinkle Academy and besmirch the academy's reputation. In addition to any legal penalties imposed in Verbobonc, a Student or Magister of the Wrinkle Academy who commits a crime using magic may face sanctions from the academy, up to and including expulsion.

Requirements:

To qualify to join the Wrinkle Academy of Magic, a character must fulfill all the following criteria. Each level's requirements are independent of the previous level.

Student

Skills: 1 rank in Alchemy, Knowledge (Arcana), Scry or Spellcraft

Annual Class Time Units: 3 TU

Library Fee: 150 gold pieces (Campaign Certified Books, Tomes, Scrolls or Spell books may be exchanged at full certified value).

Instructor

Knowledge (Arcana): 4 ranks

Spellcraft: 4 ranks

Additional Skills: 4 ranks in Alchemy or Scry

Annual Class Instruction: 6 TU

Library Fee: 300 gold pieces (Campaign Certified Books, Tomes, Scrolls or Spell books may be exchanged at full certified value).

Benefits:

General

Permanent Influence : One permanent influence with/from the Wrinkle Academy of Magic, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in



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good standing with the Academy.

Student

Education's Bounty – A Student of the Wrinkle Academy of Magic is provided with excellence in instruction granting a +1 insight bonus to Knowledge (Arcana) and Spellcraft. This bonus is granted as long as the student is within the boundaries of the Verbobonc Campaign allowing the student to be close to the Academy's center of instruction.

Arcane Research – A Student is granted relief of 1 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Wrinkle Academy of Magic are relieved [pay no Time Unit Cost for play] in the adventure.

Arcane Lore – A Student may upon gaining a level of wizard research and scribe 1 additional spell into their spellbook for half cost.

Instructor (Magister)

Arcane Lore – The Magister may upon gaining a level of wizard research and scribe 2 additional spells into their spellbook for half cost.

Education's Bounty – A Magister of the Wrinkle Academy of Magic has access to numerous resources to research and seek knowledge. These resources grant the Magister a +2 insight bonus to Alchemy, Knowledge (Arcana) and Spellcraft. This bonus is granted as long as the student is within the boundaries of the Verbobonc Campaign allowing the Magister to be close to the Academy's resources.

Arcane Research – A Magister is granted relief of 2 events within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Wrinkle Academy of Magic are relieved [pay no Time Unit Cost for play] in the adventure.

Builder Book Feats – A Magister has access to the following meta-magic feats from *Tome and Blood: a Guidebook to Wizards and Sorcerers*: Arcane Defense, Chain Spell, Cooperative Spell, Delay Spell, Eschew Materials, Extra Slot, Extra Spell, Sanctum Spell, Sculpt Spell, Spell Specialization, Spilt Ray, Subdual Substitution, Widen Spell. The hero must have met the requirements for feat selected. This is not a bonus feat, it only grants your character the right to take one of the feats listed above when you gain a new feat normally. If you take one of these feats you must bring a copy of the feat when you play an event so that the GM can reference its rules.

Builder Book Spells – a Magister has access to any 0 through 2nd level spells from *Tome and Blood: a Guidebook to Wizards and Sorcerers*. Further, the Magister is granted access to Arcane Sight, Ice Burst, Feign Death, Negative Energy Burst and Enhance Familiar. The Magister must have met the requirements for casting the spell to include normal scribing costs. If you take one of these spells you must bring a copy of the spell when you play an event so that the GM can reference its rules.

Builder Book Equipment (Mundane) – not available at press release, please contact the Triad if you desire to purchase something from the either *Tome and Blood: a Guidebook to Wizards and Sorcerers*.

Builder Book Equipment (Magical) – not available at press release, please contact the Triad if you desire to purchase something from the *Tome and Blood: a Guidebook to Wizards and Sorcerers*.

Builder Book Specials – a Magister has access to call forth an Improved Familiar as per the feat from Table 2-2 of *Tome and Blood: a Guidebook to Wizards and Sorcerers*. The hero must have met the requirements for familiar selected. This seeking and bonding with the familiar will cost the hero 3 Time Units. If you accept one of these familiars you must bring a copy of the regional certificate when you play an event so that the GM can reference its rules. When you call the familiar contact the Triad to receive the familiar and a supplementary Adventure Certificate, record necessary information on the Adventure Certificate and present it for signature to the GM at your next Verbobonc Regional event, any Verbobonc Council Member or Triad Member. Any questions on familiar selection should be addressed to meta-campaign@verbobonc.net.

Builder Book Prestige Classes – not available at press release, please contact the Triad if you desire to advance in an Adaptable or Special Prestige Class that is available within the Verbobonc Campaign.



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The Church of Fharlanghn

Fharlanghn is shown as a seemingly old man with leathery, wrinkled skin and young-seeming bright green eyes. Brother of the Oeridian god Celestian, he is on amiable terms with non-evil earth gods and several nature gods, and is sometimes tied to Atroa. His symbol is a wooden disc carved with the curved line of the horizon, and he carries a magical version of this symbol called the *Oerth Disc*. He is the patron of those that walk or ride long distances (including travelers in tunnels, and as such is praised by those that must use mountain passes or travel the Under-Oerth.)

The church is comprised of wandering clerics (who favor green and minister to those on the roads) and settled clerics (who favor brown and are usually older clerics whose wandering days are behind them). Clerics of Fharlanghn are encouraged to travel the world and see new things. They bless caravans, explore exotic lands, scout for armies, and record lore on distant places and people. Because they learn many languages and cultures, they act as translators and diplomats. Many aid in constructing of roadways and bridges, and a pair of shoes made by one of his clerics is held to last longer than any other.

Requirements:

To qualify to join the Church of Fharlanghn, a character must fulfill all the following criteria. Each level's requirements are independent of the previous level.

Layman

Knowledge (Local – Verbobonc): 1 rank

Knowledge (Geography – Verbobonc): 1 rank

Annual Devotional Time Units: 2 TU and 200 gold pieces.

Low Ministry (Journeyman)

Knowledge (Religion): 4 ranks

Knowledge (Local – Verbobonc): 2 ranks

Knowledge (Geography – Verbobonc): 2 ranks

Annual Devotional Time Units: 6 TU

Residency: Verbobonc Resident

Special: Must have the ability to cast divine spells and tithe of 10% of earned wealth.

High Ministry (Wayfarer)

Knowledge (Religion): 8 ranks

Knowledge (Local – Verbobonc): 3 ranks

Knowledge (Geography – Verbobonc): 3 ranks

Annual Devotional Time Units: 8 TU

Residency: Verbobonc Resident

Special: Must have the ability to cast 3rd level divine spells and tithe of 10% of earned wealth.

Benefits:

General

Permanent Influence : One permanent influence with/from the Church of Fharlanghn, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in good standing with the church.

Layman

Shelter, Maps & Travel Aid – A Layman of the Church of Fharlanghn may seek refuge at any way station of the Traveler during an adventure. The Layman is provided with a clean room for resting and replacement of any standard traveling equipment that may be required. This does not include ammunition [arrows, bolts or bullets]. Injured Layman will be tended to during the night allowing for the provision of long term care. The Layman animals will be tended by the blacksmith to include medical care [mundane], feeding and grooming. The animal's tack will be cleaned, repaired or replaced as necessary.

Divine Spell Casting – A Layman is granted the casting of 1st through 3rd level divine spells from the tending Cleric of Fharlanghn for free. For divine spells of 4th – 6th level, the Layman is considered to have 1 Favor of Fharlanghn. Spells above 6th level are available at normal costs to the Layman.



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Low Ministry

Regional Devotional – A Journeyman of the Low Ministry is granted relief of 2 events within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that member of the Pioneers of Fharlanghn are relieved [pay no Time Unit Cost for play] in the adventure.

Shelter, Maps and Travel Aid – As Layman, plus the Low Minister is granted free access to the way stations map archive and may have a copy of any desired Verbobonc Campaign map for free.

Divine Spell Casting – A Low Minister is granted the casting of 1st through 6th level divine spells from the tending Cleric of Fharlanghn for free. For divine spells of 7th level, the Low Minister is considered to have 1 Influence Point with Fharlanghn. Spells above 7th level are available at normal costs to the Low Minister.

Travel Competency – A Low Minister is well learned in the roads and wilderness paths of Verbobonc granting a +2 insight bonus to Intuit Direction, Tracking and Wilderness Lore within the physical boundaries of the Verbobonc Campaign.

Builder Book Spells – a Low Minister has access to any 1st through 3rd level spell from *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Feats – not available at press release, please contact the Triad if you desire to purchase something from either *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Equipment (Mundane) – not available at press release, please contact the Triad if you desire to purchase something from either *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Equipment (Magical) – not available at press release, please contact the Triad if you desire to purchase something from either *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Specials – a Low Minister Paladin has access to call forth a special mount from Table 1-1 or 1-2 of *Defenders of the Faith: a Guidebook to Clerics and Paladins*. The hero must have met the requirements for mount selected. This will cost the hero 3 Time Units for the seeking and training of the mount. If you accept one of these mounts you must bring a copy of the regional certificate when you play an event so that the DM can reference its rules. When you call the mount contact the Triad to receive the mount and a supplementary Adventure Certificate, record necessary information on the Adventure Certificate and present it for signature to the GM at your next Verbobonc Regional event, any Verbobonc Council Member or Triad Member. Any questions on mount selection should be addressed to meta-campaign@verbobonc.net.

Builder Book Prestige Classes – not available at press release, please contact the Triad if you desire to advance in an Adaptable or Special Prestige Class that is available within the Verbobonc Campaign.

High Ministry

Regional Devotional – A member of the High Ministry is granted relief of 3 events within the boundary of the Verbobonc Meta-Regional Campaign. The Adventure Summary must specifically state that member of the Church of Fharlanghn are relieved [pay no Time Unit Cost for play] in the adventure.

Shelter, Maps and Travel Aid – As low Minister except the High Minister is granted free access to the way stations map archive and may have a copy of any desired Verbobonc Meta-Regional Campaign map for free.

Divine Spell Casting – A High Minister is granted the casting of 1st through 7th level divine spells from the tending Cleric of Fharlanghn for free. For divine spells of 8th and above, the High Minister is considered to have 2 Influence Point with Fharlanghn.

Travel Competency: A High Minister is well learned in the roads and wilderness paths of Verbobonc granting a +2 insight bonus to Intuit Direction, Tracking and Wilderness Lore in the physical boundaries of the Verbobonc Meta-Regional Campaign.

Builder Book Spells – A High Minister has access to any 1st through 5th level spell from *Defenders of the Faith: a Guidebook to Clerics and Paladins* or *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Feats – As Low Minister.

Builder Book Equipment (Mundane) – As Low Minister.

Builder Book Equipment (Magical) – As Low Minister.

Builder Book Specials – As Low Minister.



Death & Heroic Deeds



(Meta-Organization Supplement - March, 2002)

People of the Gnarley

The Western Gnarley Forest is home to many and protected by the brave few.

People of the Wood have chose a life of the forest. They live off the gifts of the forest provide and use of its resources sparingly. It is not uncommon to witness on eof their numbers standing in the forest quietly listening. The enjoy hearing the wind rustle the leaves, which they call the "Song of the Trees." When danger nears they tend to band together for their own safety and that of the forest. Wary of strangers at first, they quickly turn to offer warm hospitality for those who mean no harm.

Gnarleyman are well-established residents of the Gnarley Forest. They tend to be on the leaders of their small communications in the woods. Gnarley Rangers and/or Druids are known to stop by a Gnarleyman's home on occasion and be made welcome.

Gnarley Ranger – Junior Rangers are the entry point of the Gnarley rangers and act as the defenders of the Great Forest. Their job is not only to the protection of the wood and its inhabitants, but also to hunt down those who seek to do it harm. The Rangers protect the forest from outsiders, especially humanoids from the Pomarj, but also bandits and evil cults skulking in the Gnarley. Warm relations exist between the Rangers and Gnomes, Gnarleyman, Swanmays, and Werebears. They are closely tied to the Western Gnarley High Druid and the Oaken Father. While they have neutral relations with the Greyhawk, Dyvers, Furyondy, Verbobonc and Celene; they prefer not to see their political expansion in to the forest.

Requirements:

To qualify to join the Mounted Borderers, a character must fulfill the following criteria for each rank. The general requirements are required to petition; thereafter, each Mounted Borderers Rank is independent of the previous rank's requirements.

People of the Wood

Annual Duty Time Units: 2 TU

Residency: Verbobonc or Dyvers Resident, Gnarley Forest Resident

Gnarleyman

Base Attack: +2

Annual Duty Time Units: 3 TU

Residency: Verbobonc or Dyvers Resident, Gnarley Forest Resident

Special: Must have spent six months real calendar time as People of the Wood.

Junior Ranger of the Gnarley

Base Attack: +3

Skills: Wilderness Lore (5 ranks), Listen (3 ranks), Spot (3 ranks), Hide (2 ranks), Move Silently (2 ranks), Animal Empathy (1 rank), Handle Animal (1 rank).

Feats: Tracking and Point Blank Shot

Annual Duty Time Units: 6 TU

Residency: Verbobonc or Dyvers Resident, Gnarley Forest Resident

Special: Must be invited to begin training by a Gnarley Ranger Knight.

Benefits:

General

Permanent Influence : One permanent influence with/from the Gnarley Rangers, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in good standing with the groups of the Gnarley.



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People of the Wood

Forest Children: +1 competency bonus to Wilderness Lore skill checks and +1 insight bonus to Spot skill checks while in the Gnarley Forest.

Forest Lore: May select the following knowledge skills to concentrate study of the Gnarley Forest Lore: Geography-Gnarley Forest, Local-Gnarley Forest, Nature-Gnarley Forest. The Peoples of the Gnarley are able to concentrate study in these fields of knowledge giving them an increased focus on skill checks at the GMs discretion.

Builder Book Feats: Acrobatic, Athletic, Dash from *Song and Silence: a Guidebook to Bards and Rogues*.

Gnarleyman

Forest Children: +2 competency bonus to Wilderness Lore skill checks and +2 insight bonus to Spot skill checks while in the Gnarley Forest.

Forest Lore: May select the following knowledge skills to concentrate study of the Gnarley Forest Lore: Geography-Gnarley Forest, Local-Gnarley Forest, Nature-Gnarley Forest. The Peoples of the Gnarley are able to concentrate study in these fields of knowledge giving them an increased focus on skill checks at the GMs discretion.

Forest Friend: the PC may select the either the Gnarley Rangers or the Gnarley Druids. Once designated, these may not be changed.

Builder Book Feats: Faster Healing and Improved Swimming from *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Junior Ranger of the Gnarley

Insignia: Silver Oak Leaf neck-chain. The insignia acts as an Influence Point with Gnarley Rangers.

Forest Children: +1 insight bonus to animal empathy or handle animal skill checks and +1 competency bonus to listen skill checks while in the Gnarley Forest.

Health of the Forest: 10% discount on all purchases (mundane) made from within the Gnarley Forest or made from Gnarley Forest available goods when in either Dyvers or Verbobonc.

Call of the Forest: the Junior Ranger may call upon a Senior Ranger once per adventure for consultation (non-combat) when in the Gnarley Forest.

Forest Lore: May select the following knowledge skills to concentrate study of the Gnarley Forest Lore: Geography-Gnarley Forest, Local-Gnarley Forest, Nature-Gnarley Forest. The Gnarley Rangers are able to concentrate study in these fields of knowledge giving them an increased focus on skill checks at the GMs discretion. Also, access (training) to language – Gnarley Ranger Sign. (A system of hand signals, chirps and whistles known only to the Gnarley Rangers.)

Builder Book Spells: The Junior Ranger has access to all 1st through 3rd Level spells from the *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Feats: Animal Defiance, Brachiation, Chink In The Armor, Close Quarters Fighting, Death Blow, Dual Strike, Expert Tactician, Eyes In The Back Of Your Head, Hold The Line, Off-Hand Parry, Pin Shield, Plant Defiance, Shadow, Sharp Shooting, Zen Archery.



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Mounted Borderers

Description

The Mounted Borderers, as a group, are considered the most capable soldiers the Viscounty has to offer. As the only military arm directly reporting to the Viscount, their duties are many. The Mounted Borderers are responsible for patrolling the frontiers of Verbobonc, from the difficult terrain of the Lortmils to the deep forests of the Gnarley. They are central to the Viscounties defense and make up the majority of its heavy cavalry.

They are also responsible for the administration justice for many of the small thorps and villages that lie on the Viscounty's borderers. In this capacity, they are empowered by the Viscount to actively investigate injustice, pursuing those doing wrong, and bringing them to justice. To this end, Borderers are entreated with help from local magistrates and sheriffs, though they are not obliged to.

When conflicts arise between different Nobles and/or their retainers, the Mounted Borderers are the first to investigate, and if necessary, arrest those breaking the Viscount's laws. It should be clear that while the Mounted Borderers themselves do not have jurisdiction over a noble, they are vested with the power to bring a noble, or their vassals, in front of the Viscount to answer charges.

Size

Throughout the Verbobonc, there are approximately 250 Mounted Borderers in the ranks. Support personal number just under 100. With its stringent requirements, the Mounted Borderers have increased their numbers rather slowly. Many Mounted Borderers have no permanent home, finding themselves always traveling instead. All of the highest-ranking Mounted Borderers are knights, veterans of many battles. The lowest tier is made up of new recruits, many whom are sons and grandsons of Borderers, looking to achieve knighthood.

Culture

The Borderers have existed for about 150 years. There is an old adage goes, "once a Mounted Borderer, always a Mounted Borderer." They were first organized by several army veterans and retired adventurers who vowed to protect the Viscount and his interests. After taking the vow they formed themselves into a secular organization resembling a knightly order. Borderers rely on intense personal combat training and riding skill more than their numbers.

They are given the first responsibility of protecting the Viscount and his interests. A small contingent of Mounted Borderers resides at the Viscounts castle in Verbobonc City. It is here that they have their headquarters. They are further charged with upholding the Viscounts laws on the frontier, bringing criminals and villains to justice through the use of brains and brawn. They are often given the most difficult assignments when it comes to law enforcement and military missions.

Admission to their ranks can be a difficult process, as their membership requirements are strict and only the most qualified applicants find themselves recruited. Even though the Mounted Borderers carry an elite status and institute demanding requirements, Borderers do not consider themselves a step above the common man. In fact they, as well many citizens, view themselves as a symbol of altruistic duty to the Viscounty. They recognize that it is their duty and responsibility to protect the Viscount and his subjects from the ever-present face of evil. To this end, they continuously patrol the areas assigned to them, always on the move. The average Mounted Borderer views the citizens as people who need to be protected. They solely exist to serve Viscount and protect its citizens.

In carrying out their missions, the Borderers work in small groups. This usually ranges from a Knight Baronet and three or four of his Men at Arms, to a couple of Sergeants. In time of war, Mounted Borderers are mustered into their cavalry field units, and directed to assist the standing army. At all other times they try to keep a high state of preparedness and efficiency. They are all taught to plan for every contingency, to seek out the enemies' weakness.



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Occasionally they may be chosen for special missions. Only the best, bravest, and brightest are allowed to operate in such a way. In order to assure the successful result of these missions, the Mounted Borderer will bring to bear all their skills, be it intimidation, intelligence gathering through scouting, or even brute force. They will try to utilize any resources that they find, whether its people, animals, or magic.

As for their military duties, Borderers prove to be impressive foes. The Mounted Borderers as a military organization have two beliefs, prepare for the worst and do not assume. Borderer battles are the subject of many stories and local legends. Through talent and sheer will power they have overcome great perils. Because of their continuous travel and the lack of time to forge relationships, Mounted Borderers often feel most comfortable interacting with each other. Marriages and close friendships amongst the Borderers are very common, while relationships developed with those outside the Borderers are often plagued with problems related to their amount of travel or their commitment to the Viscount. Because of this it is not surprising that several establishments have been set-up by veterans who cater to Borderers. A good example of this is the Grim Wolf inn. Located on the Viscounty's southern border with Celene, it caters almost exclusively to Mounted Border's, to the point that even open rooms are left vacant in the event a Knight Borderer does show up from out of the wilds.

Relationships with other Organizations

The Viscount above all others greatly appreciates the job the Borderers have done, having been on the receiving end of their justice early on in his career. Upon taking office the a census of Mounted Borderer knights, consisting of Knight Baronets and Knight Commanders, make a vow of fealty to the new Viscount. This ceremony is a somber one and figures very highly in the relationship between the Viscount and the Mounted Borderers.

Members of other organizations typically show respect to the Borderers on a professional level. Nobles tend to appreciate Borderer patrols and combat prowess, though one or two nobles find that the issue with the Borderers telling them how to administrate justice. On a personal level, the simple nature of the Borderers often prevents any strong relationships from being developed. The exception to this is the Borderer's relationship with the Gnarley Rangers, which share a level of discipline and training that on some levels unite the two organizations. They also find themselves working on the same problems on the eastern woods and hills.

Accomplishments

The Mounted Borderers were one of the elite fighting groups at the Battle of Emridy Meadows. Their cavalry tactics were indispensable in defeating the armies of humanoids who crawled forth from the hills and forests. They were also effective in supporting attacks against the Temple of Elemental Evil and were partially the reason that Nulb is a ghost town today. They have upheld Verbobonc codified law throughout the Viscounty for over 100 years. Many vile creatures and villains have faced their tempered justice, with some not living to tell about it.

Challenges

The biggest challenge that the Mounted Borderers face is member recruitment. Their numbers have been slowly dwindling for the past decade. The problem lies with the fact that there aren't as many qualified applicants. Many squires have made it through the ranks to become Borderer Knights. They simply do not have enough people to effectively patrol all the fringe areas of the region. They have of late been charged with keeping the roads open for trade, enforcing laws against smuggling and preventing bandit activity. With information of new cult activity in the Viscounty, they are on the look out for any strange activity.

To this end, the Borderers have worked closely with the Gentlemen of The Watch in Verbobonc City, and other town based organization dedicated to enforcing laws to protect the common man. The common citizen appreciates the protection that the Borderers provide them. Many business owners, especially tavern keepers and inn owners, go out of their way to assist Borderers in their duties. This assistance takes the form of information, accommodations, equipment, or introductions. Thus the Borderers find information gathering somewhat easier. Another challenge facing the Borderers is that due to their success and status, they find themselves the target of



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villains and enemies. Many intelligent enemies look to waylay and kill Borderers, trying to make a name for themselves or open up an area to lawlessness.

High Guard of the Viscount

Mounted Borderers who have proved their courage, resourcefulness, and honor while serving the Viscounty, maybe assigned to the High Guard of the Viscount. For a Mounted Borderer, there is no higher honor. Duties generally include day-to-day safety of the Viscount, following up on potential trouble, and fulfilling special tasks called for by the Viscount himself. Many evil deeds have been averted because of the bravery and intelligence of the High Guard.

Mounted Borderers Support Attachment

The Mounted Borderers are an organization with their own logistics and support structure. It is said that if something is needed to complete a task, a Borderer can have it by next day's light. The Mounted Borderers rely on craftsmen and professionals for everyday needs. It is rumored that they have masters of many fields on retainer throughout the Viscounty.

Mounted Borderers Special Detachment

While it is not common knowledge, the Mounted Borderers have a small detachment of uncommon Troopers who specialized in uncommon tasks. The detachment was created after the battle of Emridy Meadows. It is said that the Mounted Borderers were in a need for some magical assistance and put a wizard in their employ. This wizard turned on them in the last minute and had to be put down like a rabid dog. The Knight Marshall of the Mounted Borderers made it policy to enlist citizens with skills uncommon to the average Borderer. Arcane and Divine magic are much appreciated, with the latter usually coming from St. Cuthbert or Heironeous. Skills in scouting, spying, and information retrieval has also become imperative. Those who are approached are given a strict once over before the application process gets started.

Conflicts with Other PCs

While adventuring, a Borderer PC may encounter PCs that act in a way that violates the laws and morals of the Verbobonc. The Borderer PC should feel compelled to act against another player. Here's some guidance on how players and judges should handle such conflicts. If a PC commits an act which would force the Borderer PC to take action, the PC should step "out of character" for a moment. He should explain to the player why acting this way in the Verbobonc will cause severe problems –arrest, imprisonment, or even execution after a trial. Let the player explain and reconsider his PC's actions.

Only if the player decides to continue should action be taken. Physical conflicts should be rare and should only happen when all parties are aware of the consequences of their acts. When a Borderer PC acts to stop another PC from committing an unlawful act, the goal must be to use the minimal amount of force necessary. Stealth, trickery, and tact are encouraged. Preventing loss of life must be paramount. The Borderers are a force to bring people in to face justice and are not the ones to pass judgment. Because of this the Viscount or his representative should be adjudicating such matters.

Summary

The Borderers is a highly elite force wholly devoted to the Viscounty and its citizens, upholding the law and defending the populace. The individual Borderer makes use of whatever means they deem most efficient at achieving their mission. It is an organization well respected and trusted among many throughout the Viscounty. They make extensive use of their own personal combat skills and at the same time take advantage of any help afforded to them by locals; including spells. This tight knit organization fosters much in the way of bonding and members exhibit a high degree of esprit de corps. Borderers take their reputation very seriously and do not take any mistakes lightly.



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Requirements:

To qualify to join the Mounted Borderers, a character must fulfill the following criteria for each rank. The general requirements are required to petition; thereafter, each Mounted Borderers Rank is independent of the previous rank's requirements.

General

Ride: 1 rank

Gather Information: 1 rank

Spot: 1 rank

Influence: 1 Mounted Borderers, Viscount or Invention from play.

Speak Language: Common plus one of the following: Elven, gnome, Dwarf, Halfling or Orc

Alignment: Any Good

Residency: Verbobonc Resident

Special: Petition for admission.

Trooper

Base Attack: +2

Annual Duty Time Units: 4 TU

Corporal

Base Attack: +4

Ride: 2 rank

Feat: Mounted Combat

Annual Duty Time Units: 6 TU

Special: Must have served 4 months real calendar time as a trooper or receive a promotion due to meritorious service.

Sergeant

Base Attack: +5

Ride: 3 rank

Intimidate: 1 rank

Annual Duty Time Units: 8 TU

Special: Must have served 6 months real calendar time corporal or receive a promotion due to meritorious service.

Benefits:

General

Discount: 10% from any merchant that supports the Mounted Borders.

Permanent Influence : One permanent influence with/from the Mounted Borderers, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in good standing with the Borderers.

Builder Book Feats: Duel Strike, Expert Tactician, Eyes in the Back of Your Head, Hold the Line, Improved Overrun, Pin Shield, Power Lunge, Sharp Shooting, Shield Expert.

Special: Eligible for special awards or promotion recommendations base on play. Influence cost is waived for buying magical or special material arms or armors.

Builder Book Equipment (Mundane) – not available at the present time. Items will be reviewed as released in future publications.



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Builder Book Equipment (Magical) – not available at press release, please contact the Triad if you desire to purchase something from *Sword and Fist: a Guidebook to Fighters and Monks* or *Defenders of the Faith: a Guidebook to Clerics and Paladins*.

Builder Book Prestige Classes – not available at press release, please contact the Triad if you desire to advance in an Adaptable or Special Prestige Class that is available within the Verbobonc Campaign.

Trooper

Regional Duty – A Trooper is granted relief of 1 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Mounted Borderers are relieved (pay no Time Unit Cost or Upkeep for play) in the adventure.

Uniform – receive Mounted Borderers Uniform Tabard to be worn during play in any Verbobonc Regional Campaign scenario.

Military Presence – + 1 insight bonus to Gather Information skill checks the boundary of the Verbobonc Campaign.

Corporal

Regional Duty – A Corporal is granted relief of 2 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Mounted Borderers are relieved (pay no Time Unit Cost or Upkeep for play) in the adventure.

Uniform – receive Mounted Borderers Uniform Tabard with rank insignia of Corporal to be worn during play in any Verbobonc Regional Campaign scenario.

Military Presence – +1 insight bonus to Gather Information skill checks the boundary of the Verbobonc Campaign.

Military Training - +1 competency bonus to Ride skill checks.

Sergeant

Regional Duty – A Sergeant is granted relief of 3 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Mounted Borderers are relieved (pay no Time Unit Cost or Upkeep for play) in the adventure.

Uniform – receive Mounted Borderers Uniform Tabard with rank insignia of Sergeant to be worn during play in any Verbobonc Regional Campaign scenario.

Military Presence – +2 insight bonus to Gather Information skill checks the boundary of the Verbobonc Campaign.

Military Training – +2 competency bonus to Ride skill checks.



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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			
<i>Dwarven Plate</i>	2 – Dwarves # *	N/A	<u>Staffs</u>		
<i>Elven Chain</i>	1 – Elves *	N/A	<i>Life</i>	3 – Appendix A	+30%
<i>Plate Armor of the Deep</i>	1 – Appendix A	+10%	<i>Woodlands</i>	1 – Appendix A	+10%
<u>Weapons</u>			<u>Scrolls</u>		
<i>Enchantment/Enhancement</i> @@			<i>None</i>		
<i>Adamantine (any item)</i>	2 – Dwarves **	N/A			
<i>Darkwood (any item)</i>	1 – Elves *	+20%	<u>Wands</u>		
<i>Mithral (any item)</i>	1 – Dwarves *	+10%	<i>None</i>		
<i>Dwarven Thrower</i>	2 – Dwarves *	N/A			
<i>Holy Avenger</i>		Contact Triad	<u>Wondrous Items</u>		
<i>Life Drinker</i>	2 – Appendix A	+20%	<i>Belt of Dwarvenkind</i>	1 – Dwarves *	N/A
<i>Oathbow</i>	2 – Elves *	N/A	<i>Boots of Elvenkind</i>	1 – Elves *	N/A
<i>Rapier of Puncturing</i>	2 – Appendix A	+20%	<i>Cloak of Elvenkind</i>	1 – Elves *	N/A
<i>Sun Blade</i>	2 – Appendix A	+20%	<u>Elemental Command/Control Items</u>		Contact Triad
<u>Potions</u>			<i>Hat of Disguise</i>	1 – Appendix A	+10%
<i>None</i>			<i>Ioun Stone (lavender & green)</i>	2 – Appendix A	+20%
			<i>Ioun Stone (pale lavender)</i>	1 – Appendix A	+10%
<u>Rings</u>			<i>Ioun Stone (pearly white)</i>	3 – Appendix A	+30%
<i>Shooting stars</i>	3 – Appendix A	+30%	<i>Ioun Stone (vibrant purple)</i>	1 – Appendix A	+10%
<i>Spell storing</i>	2 – Appendix A	+20%	<i>Robe of the Archmagi</i>	2 – Appendix A	+20%
<i>Regeneration</i>	3 – Appendix A	+30%	<i>Vestments of Faith</i>	2 – Appendix A	+20%
<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>		<i>Polymorph Other</i>
<i>Rhino Hide</i>	<u>Rods</u>	<i>Poison</i>
	<i>Cancellation</i>	<i>Unholy Blight</i>
<u>Weapons</u>	<i>Rulership</i>	
<i>Arrow of Slaying – Fey</i>	<i>Viper</i>	<u>Wondrous Items</u>
<i>Arrow of Slaying – Outsiders, Good</i>		<i>Amulet of the Planes</i>
<i>Bane Weapons – Fey</i>	<u>Rings</u>	<i>Darks skull</i>
<i>Bane Weapons – Outsiders, Good</i>	<i>Three wishes</i>	<i>Hand of Glory</i>
<i>Assassin's Dagger</i>	<u>Scrolls</u>	<i>Hand of the Mage</i>
<i>Dagger of Venom</i>	<i>Any Evil</i>	<i>Mask of the Skull</i>
<i>Luck Blade</i>	<i>Any Polymorph</i>	<i>Orb of Storms</i>
<i>Nine Lives Stealer</i>		<i>Talisman of the sphere</i>
<i>Sword of Life Stealing</i>	<u>Staffs</u>	<i>Well of many worlds</i>
<i>Unholy</i>	<i>None</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.

Verbobonc Website – www.verbobonc.net

Verbobonc Open Forum – www.yahoogroups.com/group/verbobonc

Verbobonc In Character Discussion – www.yahoogroups.com/group/verbobonc-news



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(RUP Supplement - February, 2002)



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 ½ 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