

JOURNAL OF THE WANDERER



The Wayfarer's Guide to Verbobonc



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Father Pilchus—

It worked, you cunning old codger.

You knew well how much I yearned to return to fair Mitrik, home of culture and enlightenment. And you knew how much time and effort your “Journal of the Wanderer” would take. Catalog the whole of the Viscounty of Verbobonc?! I groaned aloud! I thought it would be weeks before I saw my home in Veluna again. You’re asking: who ever heard of an acolyte of Eharlanghn becoming homesick?

The weeks became months, and I’ve uncovered more interesting people, places, and history here in Verbobonc than I ever knew existed. The Viscounty is a fascinating place, and after all my time here I think I would like to stay. From the intrigue of Verbobonc City, to the rowdy excitement of Rhynhurst, to the good life in Hommlet, and all the hardy, diligent folk between—I would like to make my home in Verbobonc. Now you’re asking: who ever heard of an acolyte of Eharlanghn settling down? But you settled here, Father, and now I see why.

Thank you.

Eno Frendel

Acolyte of the Horizon Dweller

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with assistance from the Verbobonc Council**

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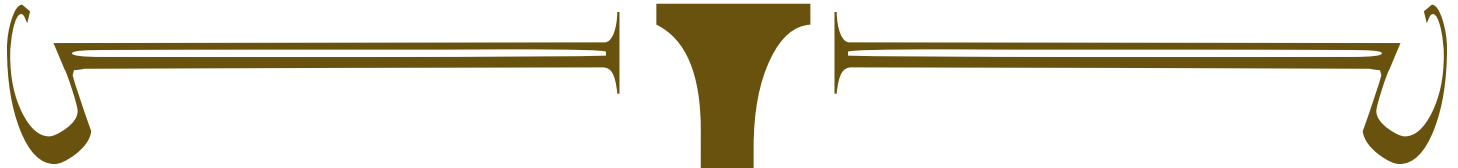


TABLE OF CONTENTS

The History Of Verbobonc	4	Larneystoe	23
Verbobonc Today	7	Loren's Ford	23
Nobles	8	Lortmil Mountains	23
Viscount Langard of Verbobonc	8	Nulb	23
Baroness Elinor Asbury	9	Osnabrolt	23
His Most Honorable Sir Simon Milinous	10	Ostverk	23
Baron Rollof Avgustin	10	Rhynehurst	23
Lord Wendell Rhynehurst	11	Sheernobb	24
Waldgraf Corbin Deleveu	12	Sobanwych	24
Lord Ludovic Langmuir	12	Taymouth	24
Lord Alywen Saflynd	12	Tristane	24
Lord Willem Haxx	13	Tulvar	24
Lord Darius Velysin	13	Twilight Falls	24
Lord Roland Galans	14	Validia	25
Marchioness Mirabella Stefania	14	Velverdyva River	25
Lord Kosak Chondell	14	Verbobonc City	25
Baronet Drenton Vaswell	15		
Lord Rufus and Lord Burneof Doomwatch Keep	15	The Church Of St. Cuthbert	26
Other Interesting People	16	Structure of the Priesthood	26
Betham the Sage, proprietor of Betham's Books	16	The Billets	27
Obble Har, Magister of the Wrinkle Academy	16	The Chapeaux	27
Right Honorable Sir Ferdinand Krompox	16	The Stars	27
"Prince" Jimm	17	Services and Teachings	27
Lord DeChutes	17	Guardianships of Verbobonc	28
Sidebar: Titles in Verbobonc	17	Temple of St. Cuthbert in Verbobonc City	28
Ghen Tayber	18	Church of St. Cuthbert in Hommlet	28
Bishop Haufren	18	Other Religions In Verbobonc	29
Atlas Of Verbobonc	19	Ehlonna	29
Overview of the Viscounty of Verbobonc	19	Fharlanghn	30
Castle Estival	19	The Old Faith	31
Celeb'vara River	19	Trithereon	31
Eglath	19	Zilchus	31
Emirdy Meadows	20	Organizations In Verbobonc	33
Fortress Hagthar	20	The Battirovka Family	33
Fort Wilfrick	20	Gnarley Rangers	33
Gallow's Corner	20	The Verbobonc Standing Army	34
Gnarley Forest	20	Knights of the Faithful Defender	34
Greenway Valley	21	Mounted Borderers	34
Imeryds Run	21	Sidebar: Verbobonc Military	34
Iron Wood	22	Sidebar: Mounted Borderer Ranks	35
Kron	22	Sidebar: Mounted Borderer Companies	36
Kron Hills	22	Gentlemen of the Watch	37
		Map of Verbobonc	39



THE HISTORY OF VERBOBONC



Long before the coming of humanity, Verbobonc was an elven settlement set on a wooded hilltop overlooking a spot where a minor tributary, Gillendyl's Run, enters the Volverdyva River's wide expanse. The small river town featured an impressive elven tower fortress surrounded by yet more tall, thin towers, narrow walkways, lofty ipt-houses, and parkways filled with delicate wood and ceramic statuary. Considered a safe haven on the great river, a market place developed along the riverbank attracting goods from near and far.

The local elves shared their lives and livelihood with the good gnomes of the Kron Hills to the south, banding together to battle off threats from the north and east. Verbobonc, then, was a military town, aligned with the gray elves of Enstad, though a political entity unto itself. Her elven patrols ranged into the deep Gnarlley Forest to the east, the Kron Hills to the south, and through the Iron Wood to the west. The surrounding hills still hold relics of those ancient days, slowly crumbling towers of unsurpassed beauty, troves of buried weapons and still-useful armor. It is even said there remain elven Old Places, sacred refuges hidden in the magical folds of wood and hill.

As civilized humans entered the Flanaess and most elves receded into the woodlands, Verbobonc gained more importance as a trade port on the Volverdyva River. At this time, many elves quit Verbobonc, leaving the town to the gnomes and the new arrivals. Humans soon took over the great elven fortress for which the ground dwelling gnomes had little interest. What few elves remained were content with their ipt-houses. Thus began a new period in the history of the region, in which the two majority races worked together to improve and grow Verbobonc into a state of its own, not beholden to any greater power.

At the dawn of the first century CY, the two primary races

of Verbobonc encircled their growing town with walls. They constructed hundreds of new buildings, mixing a distinctly gnome architecture with the existing elven structures, and more human styles. In this spirit was the slogan "Earth and Stone, Man and Gnome" carved above the city's east gate, a motto and approach to life enduring to this day.

The viscounty was formally incorporated into Veluna and the viceroyalty of Ferrond in 119 CY. Verbobonc became the primary river port for Veluna, a fact that made it a primary target of Keoish aggression in the 350s CY. By 355 CY the Second Keoland Expeditionary Force had taken Devarnish and fanned out into the lands south all the way to the Lortmils and east past the Iron Wood and into the Kron Hills. Only Canon Torgen IV of Mitrik's negotiation of the Treaty of Devarnish saved the remainder of Verbobonc territory from annexation. However, much of the western lands of the viscounty were occupied. The looming Castle Estival, just east of the Iron Wood, housed the furthest eastward Keoish garrison. From there the forces of Keoland controlled all trade traveling on the Great Western Road and controlled the western and southern approaches to Verbobonc Town itself.

In 415 CY, however, a new governor for the northern Keoland provinces arrived, Commander Berlikyn of Gran March. He initiated a program of grim oppression in the occupied lands, and by 436 CY publicly threatened to violate the Treaty of Devarnish and annex the whole of Veluna, including Verbobonc, in the name of the Keoish crown. Whether the king of Furyondy decided to act due to the agents dispatched by the Velunese canon in that year, or because the looming threat of Keoland had simply become too large to ignore, act he did. The armies of Furyondy surged into Veluna, battling south of the Volverdyva in a ferocious series of actions soon known as the Short War. Several volunteer companies from Verbobonc assisted a small Fu-



ryondian force in isolating the Keoland garrison in Castle Estival, rendering them helpless. The bulk of the Furyondy armies battled to the west through Veluna, the Fals Gap, and capturing all of Bissel in the process by 438 CY.

Following the Short War, Verbobonc grew distant from Mitrik. Its viscount still sent a delegate to sit on the Celestial Order of the Moons, but never again would the people of the Viscounty be considered completely willing vassals. The Velunese College of Bishops, rallied by a contingent of orthodox Cuthbertine Overseers, voted overwhelmingly to break from Furyondy in 446 CY signing an agreement known as the Concordat of Eademer. In these years, the church of St. Cuthbert came into great prominence in Verbobonc, inspired in no small part by the actions of the Cuthbertine Overseers in the College of Bishops. To many in the Viscounty it was taken as a sign of autonomy. Gradually, over time, clerics of St. Cuthbert displaced Raoan clerics in important government roles throughout Verbobonc.

CY Verbobonc forces assisted their gnome-friends in the Kron Hills. Gnome volunteers from the Kron in turn assisted their relatives in the Lortmils during the Hateful Wars, when the dwarves and gnomes of the mountains forced out nearly all the major humanoid tribes. Verbobonc forces helped patrol those areas of the Kron left unprotected by the gnomes fighting away from home and protecting their southern frontiers from humanoid incursions.

The trading town might have fallen from the gaze of history if not for the development, in the late 550s of a nexus of evil southeast of the town, in the Kron Hills. This outpost, the infamous Temple of Elemental Evil, soon became a beacon for vile men and humanoids from across the Flanaess. These evil forces began raiding the overland caravan routes which pass through or near Hommlet, thus threatening this avenue of trade between Dyvers and Verbobonc as well as the local hill folk and gnomes. The raids did not appear alarming at first, but gradually increased over time. Efforts by the Gnarley rangers, mounted patrols from Verbobonc, local woodsmen, and gnomes from Ostverk apparently checked, but did not stop, the spread of outlawry and evil.

In the year 560 CY various troubles began to crop up between the Viscounty and the Kron Hill gnomes. Trade goods disappeared on their trek from the Kron Hills to Verbobonc City, gnome merchants reported being harassed by Verbobonc patrols, Verbobonc patrols reported defeating humanoid raiding parties paid by gnomish coin, and gnome claims of human raids on their caravans. Worst of all was an attempted assassination of Prince Jimm of the Gnomes of the Kron Hills, a resident of Verbobonc City. All of these troubles proved to be the doings of an agent from the Temple of Elemental Evil. He was revealed and chased out of the city.

By 568 CY, it became clear that the Temple villains had established an army, and the following year saw a banding together of the forces of good to clear the Verbobonc lands of its evil scourge. Contingents of men-at-arms and cavalry from Verbobonc, Furyondy, and Veluna, together with a force of dwarves from the Lortmils, gnomes from the Kron Hills, and an army of elven archers and spearmen gathered together against the vast horde of evil men and humanoids based at the Temple of Elemental Evil. The opposing forces initially met on the grassy fields south of the Velverdyva River and several leagues to the east of Verbobonc Town. The allied forces of good maneuvered against the evil forces, closing upon the stronghold of the evil creatures, the walled Temple near Nulb. Elven scouts reported that a huge evil army was approaching from the south. The Marshall of Furyondy, leader of the combined forces, ordered a withdrawal northward to a position scouted earlier. This new position would afford more open ground for the heavy cavalry and pikemen to effectively operate. Light cavalry skirmishers were sent out to screen the withdrawal, and no real fighting took place that day.

The horde of evil creatures and men marched forth the next morning into the Emridy Meadows northwest of Nulb. These meadows were so named from the Emridy Run, a small tributary of the Imeryds Run, which enters the larger river from the west. The allied army awaited with formed ranks, pike-men from Furyondy, Veluna and Verbobonc were arrayed so that their right flank was secured by the Emridy Run; in the center were the banners of horse, and on the allied left were deployed bands of dwarves and gnomes, with a few units of elven archers placed in the intervals between. The flank of the demi-humans protected by the Imeryds Run. The humanoids fell immediately upon the allied left, while the men in the evil ranks rode to engage the allied center and right. The hordes of orcs, gnolls, and ogres thrust aside their hated foes and rushed to encircle the balance of the allied army. But, this fell into the Marshall of Furyondy's planned trap. The whole human portion of the allied army pivoted backward to the left as the demi-humans pivoted backward and right, and a large contingent of previously screened heavy cavalry charged into the right flank of the humanoids. Meanwhile, squares of elves emerged from the Imeryds Run where they had remained hidden until this moment. Trapped in this pocket with the pike-men now advancing into their left flank, the cavalry in their front, the demi-humans on their right and the elven squares at their rear, the packed mass of evil humans and humanoids fought hopelessly.

When the great slaughter was finished, the allies went on to besiege the Temple of Elemental Evil itself. It fell after a fortnight. Powerful mages and clerics sealed the temple ruins with arcane bindings, claiming to have trapped a powerful demon within its golden doors.



The peace was short lived. The so-called "Second Rising" of the Horde of Elemental Evil surprised no one. Viscount Wilfrick, alerted to the growing evil by agents in the south, ordered the construction of a castle at the sleepy Village of Hommlet. In the late 570s, dozens of parties of adventurers sallied forth against the temple. After much loss of life, the horde seemed at last to have met defeat. The castle at Hommlet was completed in 581 CY, and the folk of Verbobonc began cautiously to return to a life unhindered by the shadow of evil.

Verbobonc was not an official participant in the Greyhawk Wars, though dozens of volunteer companies native to the viscounty bolstered the armies of Furyondy and Veluna. It was rumored that Scarlet Brotherhood agents and "advisors" had counseled the Viscount to sit tight in those troubled times. Yet no proof was ever discovered. When the volunteers returned from the wars in the north, they found their homeland embroiled in a desperate political struggle with the nations they had left to assist. The Viscount's influence over his own vassal lords also declined to the point where they nearly exerted free rein to rule their small holdings.

In 585 CY, the Furyondian Knights of the Hart called for the annexation of Verbobonc and Dyvers. Wilfrick, more loyal to Veluna, hosted a visit from a Velunan representative. The representative assured Wilfrick and a gathering of the populace in Verbobonc Town itself that their Furyondian allies would do no such thing. But the emergence of the Great Northern Crusade in 586 CY, in which Veluna and Furyondy acted as a single political unit, frightened many in the town who had long preferred the reason (and liberal tax laws) of Mitrik to the zeal (and active monitoring of the finances of the aristocracy) of Chendl.

Wilfrick's age appeared to weigh heavily upon him during this time. He began to lose interest in maintaining patrols into the Gnarley Forest and the Kron Hills. Also, he did little after the visit of the Velunan representative to quell the fears of his own people. The situation came to a head when the old Viscount died in his sleep in Harvester 587 CY, leaving Castle Grayfist to his eldest known son, the Right Honorable Sir Fenward Lefthanded.

The new Viscount publicly denounced all talk of annexation and embarked on a series of well-publicized raids into nonhuman lairs of the Gnarley Forest. At first, the people and nobles of the Viscounty were pleased with the boldness of their new leader. But, Fenward then enacted a number of rash policies that harmed the city and its allies. He declared he had "eradicated all enemies of the viscounty, both imaginable and otherwise." He withdrew all patrols from the Gnarley Forest and the Kron Hills, declaring these patrols to be too costly and no longer necessary. Nonhuman communities that depended on those patrols to protect them from real and still present threats exploded in uproar

against this new policy. Fenward responded to the Kron Hills gnome protests with an ill-thought insult; "the craven little moles can take care of themselves." The gnomes of the Kron Hills summarily declared themselves free from Verbobonc's authority, swearing themselves to their Clan lord, Urthgan the Eldest of Tulvar, and to the Assembly of the Kron Hills, a council of gnome elders. The sylvan elves of the Gnarley, though hard pressed without human patrols, scarcely acknowledged the change.

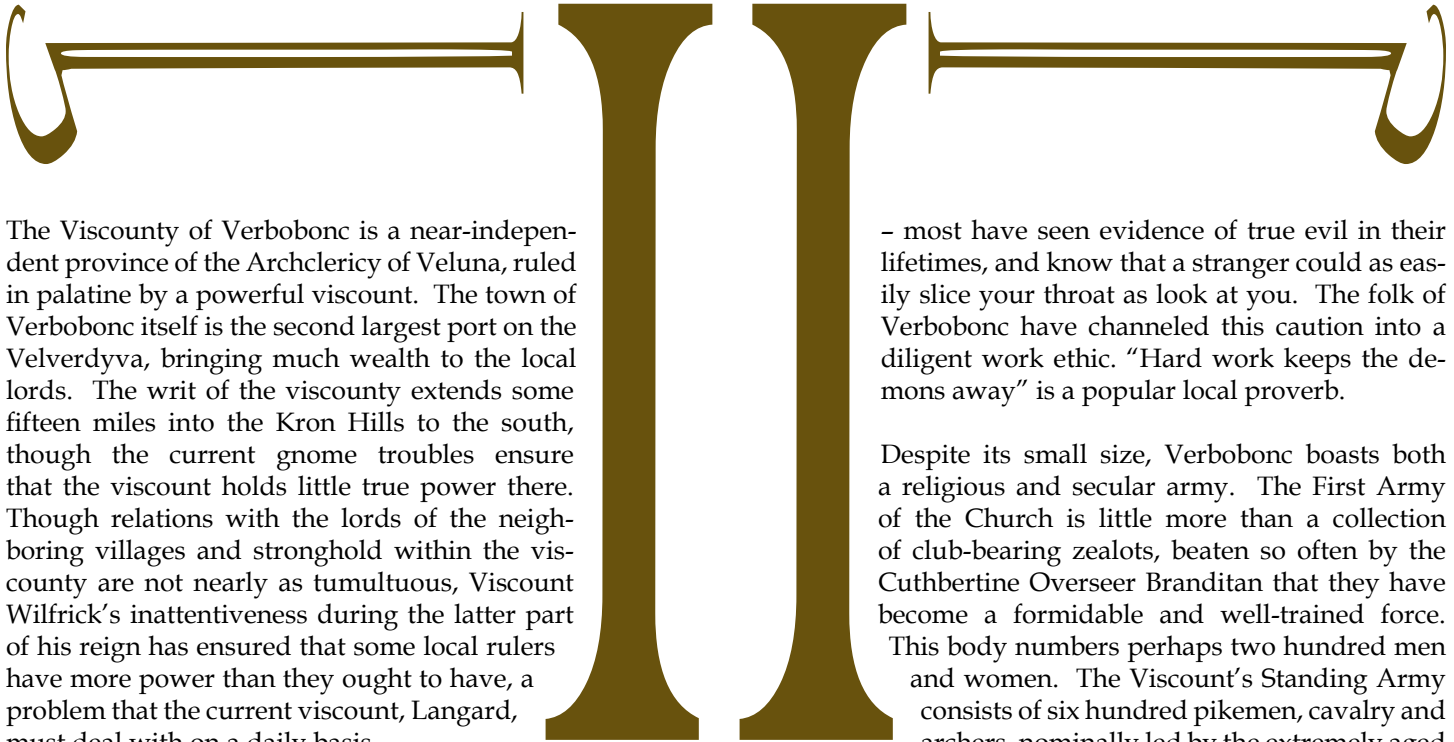
A series of slanderous dispatches between Viscount Fenward and the Kron Assembly followed and left many city gnomes unsure of their allegiance. This dangerous development worsened when papers implicating the viscount as an agent of the Scarlet Brotherhood were discovered in Fenward's chambers. They hinted at plots to cut off all river trade along the Volverdyva and the assassination of those nobles who supported increased patrols. Later, the papers were revealed to be forgeries, a fact that helped Fenward little. As the captain of his own guard attempted to place Fenward under arrest for treason, Fenward resisted and was slain in the resulting struggle by the captain. Shortly after, the guard captain killed himself, supposedly over the humiliation and shame of having killed his Viscount. Again, suspicion fell on the possible involvement of Scarlet Brotherhood. And as before, no real proof could be found. However, a known minor advisor to both former Viscounts had disappeared without a trace.

Thereafter, rulership of Verbobonc fell to Langard of the Gnarley Border, a half-elven, half-forgotten bastard son of Viscount Wilfrick. The new viscount was surprised to find himself in charge of the town, and he is a cautious though naively open ruler (hoping that his past affairs as a minor smuggler do not come to public attention). In a land so controlled by fear (of monsters, evil cults, and annexation), many look upon Langard's "discovery" with the suspicion that he is a Scarlet Brotherhood agent and no relation to the former viscount. No less a personage than the city's venerable Haufren, Bishop of St. Cuthbert, vouches for him. However, he does not have the support of a majority of the nobles, who would rather see one of their own, take control. Langard quickly became popular with the lower classes for his openness. He quickly established fair relations with Veluna and Furyondy. He also wants to smooth relations with the Kron Hill gnomes, boost internal security, and improve trade with Dyvers.



VERBOBONC

TODAY



The Viscounty of Verbobonc is a near-independent province of the Archclericy of Veluna, ruled in palatine by a powerful viscount. The town of Verbobonc itself is the second largest port on the Volverdyva, bringing much wealth to the local lords. The writ of the viscounty extends some fifteen miles into the Kron Hills to the south, though the current gnome troubles ensure that the viscount holds little true power there. Though relations with the lords of the neighboring villages and stronghold within the viscounty are not nearly as tumultuous, Viscount Wilfrick's inattentiveness during the latter part of his reign has ensured that some local rulers have more power than they ought to have, a problem that the current viscount, Langard, must deal with on a daily basis.

Verbobonc is not only a human city, but is home to many elves and gnomes, as well. A few of the former live in lofted ipt-houses, structures built within the boughs of ipp trees. Most gnomes live in "rents", small but comfortable dwellings excavated from the dozens of small hills in the city proper.

The town is rich with trade. The river brings goods of all stripe, with caravans and barges more than happy to leave the region loaded down with gems and copper from local mines. Verbobonc's gnome smiths are renowned across the Flanaess. (Arguably, their most important structure, the Royal Furyondian Mint, spreads their handiwork farther than any other.)

The local temperate is mild, featuring cold winter with little snow. The people of Verbobonc are friendly but cautious

- most have seen evidence of true evil in their lifetimes, and know that a stranger could as easily slice your throat as look at you. The folk of Verbobonc have channeled this caution into a diligent work ethic. "Hard work keeps the demons away" is a popular local proverb.

Despite its small size, Verbobonc boasts both a religious and secular army. The First Army of the Church is little more than a collection of club-bearing zealots, beaten so often by the Cuthbertine Overseer Branditan that they have become a formidable and well-trained force.

This body numbers perhaps two hundred men and women. The Viscount's Standing Army consists of six hundred pikemen, cavalry and archers, nominally led by the extremely aged (and increasingly disabled) Baron Avgustin.

In times of great need, these troops are bolstered by rangers from the Gnarley, contingents of clerics from Veluna, and the famous Bootmen of Furyondy's Duchy of the Reach. An alarming number of adventurers can be found in the viscounty, augmenting the resident forces in unpredictable, often destructive, ways.

Although the Cudgeller is the official state deity of Verbobonc, Verbobonc is a religiously diverse region. In the central, civilized regions of the viscounty Fharlanghn, Pelor, Pholtus, Rao and Zilchus are also widely worshipped. In western Verbobonc, a large and venerable abbey to Heironneous stands, and wields secular as well as religious power in the area. In the wild areas of Verbobonc, older nature gods are revered, such as Ehlonna, Obad-Hai, and Beory.



NOBLES

His Noble Lordship, the Viscount Langard of Verbobonc, Defender of the Faith

Viscount Langard is a young half-elf who came to his position without any formal training or knowledge of the web of political intrigues in Verbobonc. Many guessed that this new Viscount would become a foppish tool of the nobles, an arrogant tyrant, or an impotent figurehead. Langard is none of these. Langard accepted his position in 588, upon the death of his half-brother Fenward, with reluctance. Since that time, Langard has shown himself to be shrewdly practical. He is no-

nonsense and brisk, and does not stand on ceremony when it is not required by tradition. Langard likes informal talks with his people, but the crushing pressures of running the viscounty keep him busy and isolated. The few visitors able to see Langard are impressed with his candor and intelligence. Langard's pragmatic approach to his position and his hard work ethic

have endeared him to the people of Verbobonc in ways that his pretentious half-brother never did. Langard came into his position with the attitude that the viscounty is in a mess (with gnomes in rebellion, dangerous cults on the rise, and monsters lurking on nearly every border), and it's his duty to clean it up. Although Langard has not met with many successes yet, and he is frustrated by the slow movings of political machinery, Verbobonc has become a better place to live under his rule than it has been for some time.

Langard grew up somewhere in the Gnarley Forest, and it's rumored that he was a bandit of some sort

there. Although Langard has denied any criminal past, he is rumored to stay in contact with his former associates, who provide the Viscount with a common-man's view of happenings in the Viscounty. Langard has many friends in his new position as well, most notably Bishop Hauفرن of the Church of St. Cuthbert. This friendship comes as a surprise to many, since Langard is not a particularly religious man. Langard has worked hard to earn the respect and friendship of many of the nobles in Verbobonc. Those nobles that don't respect Langard are cautiously aware that he is a popular ruler and it is currently unwise to show anything other than full support for the Viscount. Langard is unmarried, and has not cultivated any romantic interests in his time as Viscount.

Viscount Langard is a lean, intense young half-elf with piercing eyes and a smile constantly playing at the corner of his mouth. Those that know Langard well have seen lines of worry crease his face more often in the last few years, but he is still by all accounts an extremely handsome man.

Viscount Langard of Verbobonc





Baroness Elinor Asbury

House Asbury was founded in 438CY following the end of the Short War where the combined forces of Veluna and Furyondy drove back the Keoland invaders. During the fighting, a young Knight Ranger of the Gnarley Forest, Artimus Greensward, distinguished himself as the leader of a group known as the Flames of the Gnarley, after the sword wielded by their young leader. Operating behind enemy lines his command wreaked havoc upon Keoish supply lines.

Upon the cessation of hostilities, the Plar of Veluna granted him land and title in the Viscounty of Verbobonc. The grant, situated in the east-central part of the Viscounty, stretched from the Gnarley Forest near the Fens of Tor west for nearly 40 miles and north to south nearly 20 miles and included a parcel known as Asbury Meadow. A manor house was constructed within the Meadow and the house took its name from that location.

Artimus and his lady, Yvonne Greensward, Guide of Ehlonna and member of his company, established their household upon Asbury meadows in 440CY. The region was fertile and blessed with abundant rainfall, and during the 43 years Artimus and Yvonne ruled the holding, it developed a reputation for fair dealings and bountiful harvests.

House Asbury was blessed with the birth of three sons, all of whom followed their father's example with service among the Rangers of the Gnarley. The eldest, Gregory, fell while in that service, and though an occasion of great sorrow to House Asbury, it established the tradition that the sons of Asbury would each in turn serve the forest.

In 483 CY Markus Greensward, second son of Artimus, assumed the title of Knight Protector of Asbury. In 497 CY Artimus Greensward died and was buried in an unmarked grave within the Gnarley Forest, as he requested.

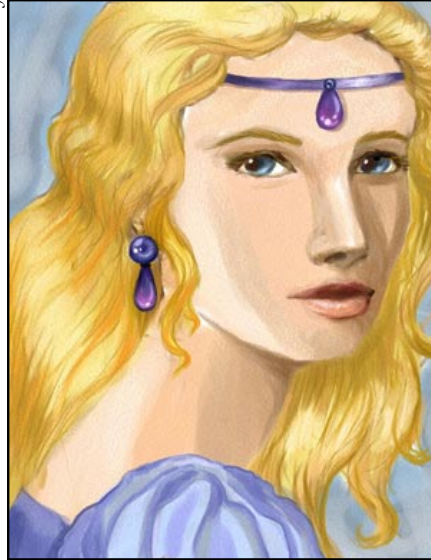
Each succeeding generation continued the close and abiding affection for the land that characterized the first Knight Protector of Asbury. Each male descendant of Artimus served amongst the Rangers of the Gnarley, no few distinguishing themselves in that service. It is rumored that Langard himself can claim men of House Asbury as kinsmen.

The untimely death of Simon Greensward in 566 CY while rescuing the Lady of House Milinous from bandits left House Asbury without a male heir for the first time in the

short history of the holding. Aluna Greensward, a strong-minded Warden of Ehlonna returned to Asbury Manor to assume the duties of the holding.

The marriage of Kyllan Aldowayne Treguard to Lady Aluna Greensward of Asbury surprised many. Kyllan, an untitled adventurer rumored to be from Dyvers, took the family name of his bride in the wedding held at Asbury Manor. Kyllan was guided by the advice of Armount Andalarian, his longtime adventuring companion. Lady Aluna gave birth to Elinor Treguard Andalarian Greensward of Asbury.

Baroness Elinor Asbury



Armount was appointed Elinor's tutor before she was able to walk. As the Temple of Elemental Evil's hordes descended upon Asbury Manor, Sir Kyllan entrusted Elinor's safety to Armount's care. Armount protested, but knew that with Mistress Elinor alive, the Asbury family could recover. With the majority of the Asbury landsmen and guard, Armount evacuated to Verbobonc City. Sir Kyllan, Lady Aluna, and twelve of Asbury's finest guard stood

vigil at Whistler's Bridge. The battle of Whistler's Bridge was brief and costly. All that stood on that battleground died to give Armount and the others time to reach safety behind the massing troops that were to meet the hordes at Emridy Meadows under the banner of His Noble Lordship Wilfrick.

Armount, mindful of his duties, attended personally to Elinor's education, respectfully declining offers of assistance from His Holiness Bishop Hauفرن of St. Cuthbert and His Most Honorable Sir Alerick Milinous. Armount felt that Elinor must remain at Asbury Manor to learn as much from her people as from his tutelage. Elinor grew up working alongside the farmers, herdsman, and craftsmen of her holding, learning their hearts and earning their love. Armount tutored Elinor in history, music, and statecraft. She excelled in the arts of diplomacy and politics while keeping an ever-watchful eye on the faithful people of Asbury Manor. Elinor loved the arts and sponsored many bards and performers with only a single favor asked in return, that being to teach her something new or unique, share a story of legend or gift her peoples with a performance.

The young mistress of Asbury with honey colored hair grew into a beautiful child blessed with compassion, knowledge, and the heart of Verbobonc. Such a resource was not overlooked by His Noble Lordship Viscount Langard. Elinor was recently appointed as Verbobonc's Ambassador to Veluna and given appropriate title. The stateswoman that captured the hearts of so many is now Baroness Elinor



Treguard Asbury, Ambassador of the Celestial Circle, Mistress of House Asbury. Amount still stands by her side as a quiet source of strength. His teachings have led Baroness Elinor to the forefront of Verbobonc's nobility while his attention to her safety has provided Asbury Manor with a legacy.

Lady Asbury was once very much in love with Simon Milinous, and she was preparing to marry him before he left for the Greyhawk Wars. After his return from the wars, Elinor found Simon to be cold and cruel. She understands that the horrors of war can harden a man's heart, but nevertheless Lady Asbury has drawn away from the reclusive veteran. She sadly admits that Simon is not the man she once knew, and any dealings with him are a burden and no longer a joy.

His Most Honorable Sir Simon Milinous

His Most Honorable Sir Simon Milinous left Griffon Manor under the banner of His Most Honorable Sir Jacque Kolgrim in early CY 583 with a hundred Black Griffon Men-at-Arms to join the battle of the Greyhawk Wars. He left a shining example of a kind compassionate man very much in love with Lady Elinor Asbury. His betrothal to Lady Asbury earlier that spring resulted in many joyous festivals and performances from renowned bards at both Griffon Manor and Asbury Manor. Viscount Wilfrick gave his blessings and gave Simon leave of his duties with the Mounted Borders to seek a position in the great wars to the north. By the end of his first year in battle under the flag of Furyondy, Sir Milinous was elevated in rank to Right Honorable Sir for gallantry in battle. Tragedy befell his unit as Sir Milinous fell protecting Sir Kolgrim in a battle that turned back a host of over 1,000 of the Old One's most decorated horde. Sir Milinous and Sir Kolgrim were captured and held for ransom.

Milinous' unit sustained greater and greater losses, but still the young noble pushed forward. Sir Milinous returned to Verbobonc City only after killing the commander of the unit that captured him four years earlier.

Upon returning to Verbobonc, Lord Milinous returned to his duties as a Knight Captain of the Mounted Borders. His disposition had changed greatly. Many said that he would come back into his own after the marriage and children. Lady Elinor was not pleased with his change of heart, the lack of tolerance and kindness causing them to separate further and further. Eventually, Lady Asbury denounced the betrothal and Lord Milinous sunk further into his solitude. He attempted to use House Asbury's debts to House Milinous as leverage to force the marriage, but this failed when Lady Asbury was able to recover her family's lost treasury with the aid of several kind adventurers and good luck.

Lord Simon Milinous is a very strong military leader, believing that might grants right and that nobility is won and maintained by the use of a sword. He has little tolerance of any race other than humans and disdains gnomes and elves. He loathes the forces of the Old One and will slay any orc on sight. He does not attack half-orcs immediately, for they have shown useful in combat with the right amount of discipline. To be weak in his presence is to be unseen forever. Warriors and some adventurers that believe in martial discipline are welcome in his camp as long as they show him complete loyalty. To break the trust and loyalty that House Milinous places in a warrior means death, immediately and without mercy.

Lord Milinous is a stern, dark-haired, broad-shouldered man who seems comfortable in the power he radiates. He stands well over six feet tall, and is intimidating although not thickly muscled. His eyes are as dark as his hair, and any man gazing in his eyes finds them hard and remorseless. Lord Milinous is rarely found without at least a half-dozen of his most loyal retainers, all of them wearing tabards and shields emblazoned with his crest, a black griffon.

Baron Rollof Avgustin

Baron Avgustin is an old man. He has been the Provost Marshal of Verbobonc for over 20 years, and has served faithfully and well in that time. He is known for keeping his head shaved so no one can guess at his age. A strict military disciplinarian, very little is known of the Baron's personal life. It is known that he graduated from the War College of Furyondy when he was a young man and that its recent closing struck a cord inside him. At about the same time, Lord Milinous declared himself the new Provost Marshal of Verbobonc, acting on rumors that Baron Avgustin intended to retire. Whether these rumors originated from Baron Avgustin or not, even Avgustin won't say, and it's

Sir Simon Milinous



The ransom for both lords, and their twenty surviving men, was paid by his Most Honorable Sir Kilgrave Milinous, Simon's father. Sir Kolgrim returned to Verbobonc with grave injuries. Right Honorable Sir Simon Milinous refused to return and continued to distinguish his unit with victory after victory. With each victory, Sir



unclear at present who is serving as Provost Marshal. Baron Avgustin spends his days overseeing his holdings and administering a new College of War in Verbobonc, established with the help of a handful of graduates from the War College in Chendl.

Baron Rolof Avgustin



cessors have all been supporters of the arts, particularly music, and many were bards themselves. The Rhynehursts are lax rulers, which suits their people just fine. Much power has shifted over the decades into the hands of the various merchant companies in Rhynehurst, but the Lords Rhynehurst still enjoy luxurious lifestyles.

Lord Wendell Rhynehurst

In the dark days of the Keoish occupation, the Rhynehurst family (little more than local lords who gave the river-town its name) was driven into hiding. Throughout the eighty-year occupation, the rebellious Rhynehursts led bands of rebels and outlaws based out of the grim Iron Wood. These noble men, particularly Artel Rhynehurst, were instrumental in keeping public sentiment high and harassing the Keoish invaders throughout the occupation. At the Growfest festival in 438 CY, Artel Rhynehurst urged a rebellion. The commoners of the Rhynehurst lands harried the Keoish troops until Furyondian reinforcements arrived to expel the Keoish occupiers from Verbobonc for good. This rebellion could not have succeeded without the aid of the nearby Sir Elistad Krompox. Rhynehurst lands lie north of Castle Estival, surrounding the town of Rhynehurst, along the Celeb'vara River. Sir Krompox held the lands around the town of Larneystoe, south and east of Castle Estival. The Keoish forces had thought the old Sir Krompox to be safely under their thumb, but the clever old lord had been secretly sending aid to Artel Rhynehurst all along. Sir Krompox knew that the only hope for his family's long-term survival lay in the success of the rebel Rhynehurst. Once the lands of Rhynehurst were free, the aged Sir Krompox declared fealty to Lord Rhynehurst, greatly enhancing Rhynehurst's territories.

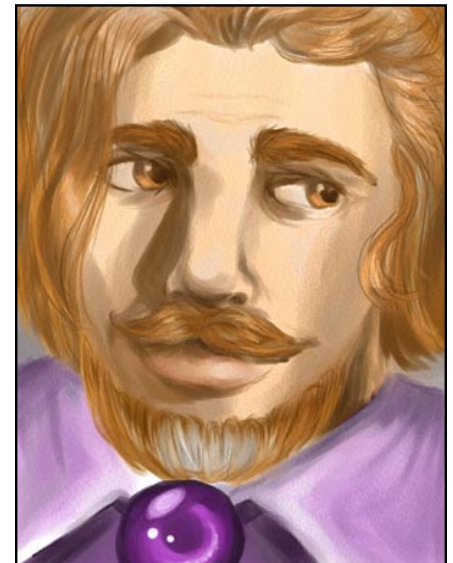
Even with the influx of Krompox's southern holdings, however, Rhynehurst was a despoiled, looted land. However, like all people of Verbobonc, folk of Rhynehurst are a sturdy, proud lot determined to build up their lands when evil lays them low. The area around Rhynehurst was free at last, and the people have prospered since. The town of Rhynehurst has grown in leaps and bounds, and now the trade town is the largest it has ever been. Rhynehurst is a bawdy, colorful place, where the bards of Verbobonc like to gather. The wine and art of Rhynehurst is unsurpassed, and the city is alive with an undercurrent of excitement and intrigue. The famed Riverwalk Society of performers is based out of the town of Rhynehurst.

Since the Short War and the rebellion led by Artel Rhynehurst, the Rhynehurst family has enjoyed tremendous popular support. Artel lived until a very old age, and his suc-

The current Lord, Wendell Rhynehurst, is a spry old bard over fifty years old. Lord Rhynehurst is portly and jolly, and loves to entertain guests. Wendell Rhynehurst is, like all his predecessors, beloved by his people. There are rumors that Lord Rhynehurst not only permits illegal gladiatorial fights in the town of Rhynehurst, but that he is an avid attendee at the matches.

Wendell Rhynehurst has four children. His eldest is a son named Egret, a Knight Commander in the Mounted Borderers, assigned to Fortress Hagthar in the forbidding Lortmils. Egret Rhynehurst is a dour and serious man who is also completely tone deaf. His second son, Braden, is a paladin in the Church of St. Cuthbert. Braden Rhynehurst is loyal to his father and family, but openly disdains the lack of order and lawlessness rampant in his father's lands. Lord Rhynehurst's third child, and only daughter, is Mylindar Rhynehurst, a strikingly pretty 23-year-old. She is a clever and loyal daughter, and handles more and more of her father's financial affairs as he ages. Lord Rhynehurst's youngest son, Garilon Rhynehurst, is twenty. He is a foppish and arrogant young noble, but is good-hearted and loyal to his father. Recently, Garilon was cleared of a murder he did not commit by a group of adventurers. Garilon is also the only one of Lord Rhynehurst's children to follow in his footsteps as a bard.

None of Lord Rhynehurst's children are yet married.



Lord Wendell Rhynehurst



Waldgraf Corbin Deleveu

Far to the south of the Kron Hills, near the border of the fey lands of Celene, lay the holdings of Lord Deleveu. Lord Deleveu is half-elf, both in race and in the manner he lives his life. Lord Deleveu is firmly aligned with Viscount Langgard, but the practicalities of his location make his court seem more elven than human. Lord Deleveu maintains

Waldgraf Corbin Deleveu



his manor, Deleveu Woods, under the protective boughs of the Gnarley Forest, and rangers both human and elven arrive and leave his manor as they see fit. Lord Deleveu's wife is known for her kindness and willingness to care for any wounded creature appearing at Deleveu Woods

seeking aid. In his position far to the south away from most civilization, Lord Deleveu continually faces incursions from the humanoids of the Gnarley Forest, and he maintains an uncomfortable border with the isolationist realm of Celene. Deleveu's lands contain the large town of Ostverk. As the title of the Lord Mayor of Ostverk is traditionally "Waldgraf," that is the title Lord Deleveu uses. Lord Deleveu currently occupies the important post of Knight Captain of the Mounted Borderers. This position, along with Ostverk's large population, makes Lord Deleveu a much more influential noble in Verbobonc than his distant holdings would indicate.

Lord Ludovic Langmuir

The somewhat paunchy and balding Ludovic Langmuir is nominal head of House Langmuir and its small parcel of lands right in the viscounty's heartland. The real power resides with Ludovic's mother "Iron Lady" Godeleva Langmuir, for whom the phrase "too mean to die" was coined (along with other darker whispers, but no sensible person pays them heed). Though in his late 30's, Ludovic is still unmarried, partly because his mother considers most candidates beneath him, partly because she enjoys using marriage prospects as a political ploy, but mostly because eligible noble ladies shudder at the prospect of marrying into that family. Rumors of Ludovic's dalliance with one of the maids ended with the poor lass's tragic fall down the

stairs, and it's best to not discuss implications of such an inappropriate and scandalous topic further. Godeleva is currently tantalizing factions in Veluna with prospects of alliance, which makes her less than popular in many Verbobonc circles. Still, House Langmuir puts on a public face of support for Langard and pays its taxes to the viscounty in full and on time, which allows Godeleva a great deal of latitude in her actions. Godeleva is playing a dangerous game with objectives unclear to any but her, but she may just be shrewd enough to pull it off.

Lord Alywen Saflynd

Lord Alywen Saflynd and the Saflynd family are always the first in line to deal with a lycanthrope threat in either their own lands, or for an organized military response under the auspices of the Viscount. The Saflynds are famous for their exhaustive training in attacks that allow them to do massive damage to lycanthropes while at the same time minimizing their exposure to the enemy's teeth and claws. Many members of the Saflynd family and their retainers train with rangers specializing in dealing with lycanthropes. Rumors swirl that lycanthropy has been found in some of the cadet branches of the family and this is the reason for their vigorous pursuit of all lycanthropes. Another rumor only whispered in the alehouses is that lycanthrope manifests in every member of the Saflynd family and has done so for generations, and it is only controlled with a shadowy ritual performed with quicksilver at the birth of each child. Lord Alywen Saflynd has reaffirmed his great-grandfather's decree that one part in 20 of all land is to be set aside for the growing of herbs that not only are used in the repelling of lycanthropes but also are critical in the treatment of the disease. According to Lord Saflynd this is done in accordance with the family motto: "Mercy for Unfortunates, Death to Evil."

House Saflynd is a relatively new noble line, the current lord being only the second to inherit the title. They do trace their ancestry through many generations, from the foot soldier that first entered House Augustin's service to Alywen's grandfather, a border lord in House



Lord Alywen Saflynd



Avgustin's service, who was ennobled based upon a petition by Lord Avgustin to the Viscount for the Saflynds' many years of loyal service and bravery in battle. This petition was strengthened by the support of House Rhynehurst and House Milinous. The support of House Rhynehurst was easy to understand, as it was well documented how a cadet branch of the Saflynds enlisted in the service of the Rhynehursts during the dark times of the Keoish occupation and many lost their lives in that just cause. The support of House Milinous was unexpected but appreciated and later repaid in blood when Alywen Saflynd's father fell trying to prevent the capture of Lord Milinous in the Greyhawk Wars.

The primary family members of House Saflynd are currently made up of Lord Alywen, his wife Lady Meinwen, their two sons Dafydd and Hywell, and their twin daughters Eirawen and Arwyn. Lord Saflynd's grandfather was the one who discovered the small silver and moonstone mine on their land and commissioned smiths to work it. Lord Saflynd's grandfather once boasted that without his smiths the Silver Guard of Rhynehurst wouldn't exist.

Politically, House Saflynd is very loyal to Verbobonc and the viscount. They always support Lord Avgustin and Lord Rhynehurst, and usually support Lords Milinous and Haxx. Lord Saflynd distrusts Veluna and all those who support stronger ties with them, "until they get off the sheaf and take care of their half of the Ironwood!" This has led to strained relationships with Lords Chondell, Langmuir, and Asbury. Lord Saflynd has a strong distrust of Shannus and his operations in Glory. Lord Saflynd was heard to remark, "The werewolf, at least, are to be pitied their fate as most have been cursed with their condition. But what to say about a being that wants to become an animal, no matter how magical!"

Rumors have sprung up that Lord Saflynd has had secret meetings with representatives of the Moonlord. Other rumors have said that the Moonlord is a descendant of one of the Saflynds that served the Rhynehursts in the Short War.

Lord Willem Haxx

Lord Willem Haxx is an often-seen political and business figure in Verbobonc. The noble house of Haxx is a relatively new compared to the other noble houses of Verbobonc. In fact, Lord Haxx wouldn't garner much respect if it weren't for the fact that that he is wealthy and he served as Lord Mayor of Verbobonc city. Haxx's fortune began with a family shipping business. His shipping company, The Gentle Tradewinds, has been lucrative. This, combined with his position as a noble, has put him in an interesting situation. As a shipping magnate, his customers find it rather easy to get their goods in and out of Verbobonc, due in part to his position and his contacts. Lord Haxx also makes sure that

his local customers' goods make it to other shores as well by developing contacts and shipping offices in other major ports. Those that decide not to do business with his shipping company find it difficult to gain access to the markets, due to high tariffs and duties imposed on them by friends in high places. At times this strategy of partiality has been difficult, as Haxx's business interests conflict with the interests of the current Lord Mayor. Lord Haxx's business practices have made him an unlikely friend of "the Family." Favoritism of certain merchants and inflation of shipping prices has provided lucrative opportunities for the Family. They have found a niche market for their services, smuggling goods into the Viscounty and working with customers that Lord Haxx has gouged in the past.

Lord Haxx's primary objectives are to gain power and wealth, working his heavy influence within the system. He doesn't quite care what needs to be done, so long as he doesn't dirty his fingers in it. Haxx believes that those with power and wealth should only use their station when order is achieved in society. It doesn't matter to him what means are used, as long as his ends are met. Lord Haxx is a firm believer in the spirit of the law and personal codes. Without these, he feels, a truly civilized man would be lost.

Lord Haxx is a heavyset human of Flan descent. Blonde hair and brown eyes give him soft boyish features, but his true charisma is in his tongue. Lord Haxx is known for his command of the common tongue. He detests armor, so he is generally found wearing richly adorned clothes made from textiles from far away lands. Haxx is somewhat aloof, but he is aware that the commoners are the best assets a businessman can have. Lord Haxx will never talk down to any man in public, but has been known to scathingly chastise incompetence in private. Haxx was raised as a fighting monk in the Church of Saint Cuthbert, but he found that business and aristocracy were more to his liking. That's not to say that Lord Haxx can't, or won't, fight—but he prefers talking in lieu of combat.

Lord Darius Velysin

Lord Velysin is the current Lord Mayor of Verbobonc, and he maintains extensive holdings east of Verbobonc City on the Low Road to Dyvers. Lord Velysin upholds a hard line against crime and corruption, and as Lord Mayor he has the full support of the Church of St. Cuthbert and Viscount Langard. Lord Velysin's ties with the Church of St. Cuthbert are particularly close, and the Church has exercised substantial political control in Verbobonc in Lord Velysin's first term as Lord Mayor. Lord Velysin was elected to a second term early in 593 CY, amid an election fraught with intrigue and violence. Lord Velysin's actions during the explosive election were above reproach, even when his eldest son Simon was found murdered. Lord Velysin's next term as Lord Mayor promises to be much like his last: firm op-



position to crime and close relations with the Church of the Cudgeller. Understandably, Lord Velysin is not popular in some circles, particularly those opposed to the Church of St. Cuthbert, and those opposed to harsh laws (such as the Family).

Lord Roland Galans

Lord Roland Galans, known as “the Grand” both due to his girth and his mode of dress, outwardly presents a jovial and welcoming personality. Those that make the mistake of not looking past this friendly exterior miss the cunning business mind he possesses. Lord Galans maintains two very distant holdings: fertile fields in the southern viscounty, and an immense shipping yard in the northeastern tip of the viscounty. Lord Galans stays very informed about the goings-on in both of his holdings, but he actually spends most of his time in Verbobonc City. Inside his lands, Lord Galans also has the nickname of “the Sampler” from those merchants who traverse his domain. Lord Galans will ‘sample’ a small portion of the very best the merchant carries; as recompense, the taxes the merchant pays are significantly reduced. This is a beneficial situation for all parties except the Viscount, who relies on the taxes. As yet, the Viscount’s investigators have been unable to uncover any serious corruption, and Lord Galans has become one of the wealthiest nobles in Verbobonc.

Galans is not popular with other nobles of the viscounty. He is very independent and does not mince words. He is impossible to intimidate. His personal courage and the wealth of his holdings make him a force within the viscounty. He is very knowledgeable about the Kron Hills and the entire southern border region. Lord Galans carefully navigates a political position that lies between Viscount Langard’s attempts to pacify the Kron Hills gnomes, and the extremist nobles who would like to see the gnomes forced to submit; Lord Galans is on no one’s side in the matter. In addition, he is a keen judge of horses and his holdings produce fine mounts for the Mounted Borders and the Knights of the Faithful Defender.

Marchioness Mirabella Stefania



Marchioness Mirabella

Stefania

Lady Stefania was born the daughter and only child of the late Marquis of Visengart, and inherited her title from him. Flaming red hair is the crown that adorns her beautiful slender frame. Gracefulness is a word that does not do her justice: she is poised and appears unruffled no matter the circumstance. Lady Stefania prefers to be found among her people, and is just as comfortable in the local inn as in her private chambers. Although she is quite formal with strangers, she is not stuffy or pompous, and that is reflected in her easygoing attitude. She knows every man, woman and child in the immediate vicinity of the town

of Visengart on a first name basis. In private conversations with her people, Lady Stefania prefers to forgo her title and be simply known as Mirabella. She acts with an authority that belies her age, knowing she has the full support of her people. Lady Stefania is a half-elf, unwed, and is accepting gifts for the honor of courtship. However, all suitors must be approved by her father’s formal general, who is Lady Stefania’s closest friend and confidante—and also a centaur. Mirabella’s most distinguishing feature is her otherworldly beauty, and her symbol is a rampant tiger.

Lord Kosak Chondell

For many years Castle Chondell has been a landmark on the High Road, symbolizing the border of Veluna and Verbobonc. Not much is known about Castle Chondell or its

residents. The only commonly known fact is that Castle Chondell is the home of Lord Chondell. The Chondell family has been the ruling this region for as long as anyone can remember. In truth, the oldest information about the Chondell family comes in the forms of rumors and stories from the Rhennee, from frightening stories they tell to children late at night. True or not, the stories have made many travelers wary of stopping at Castle Chondell.

House Chondell is a minor power in Verbobonc. They rarely take a definitive stand on any matter, and rarely espouse a strong position on any issue. House Chondell has never had a major conflict with another noble family, and has no public alliances with any

Lord Roland Galans





other noble family. House Chondell maintains a presence in the courts of Verbobonc and Veluna. House Chondell's resources come in a variety of locations: they own several small sliver mines in the Lortmils, a trading company based out of Verbobonc City that runs from Dyvers to Veluna, a textile mill in Verbobonc City and a winery in Rhynehurst. These diverse resources, and the income from their lands, keep House Chondell wealthy even during the roughest of times.

House Chondell's land is beautiful and well tended. The commoners that work the land are hard-working but strangely quiet. They wear dark clothes and aren't outdoors after dark. They do not talk ill of House Chondell; in fact they do not talk of House Chondell at all, as if they are afraid someone is listening.

The House Chondell seal is a red dragon on a black field. At least one member of House Chondell has fought for Verbobonc in every major conflict for as long as Verbobonc has been a political entity. The current head of the Chondell family, Kosak Chondell, recently returned from the northern campaign in Furyondy. He is a handsome man, nearly six feet tall, with broad shoulders, dark brown hair, and dark eyes. Lord Chondell is usually quiet, but can be quite engaging when necessary.

Baronet Drenton Vaswell

Baronet Drenton Vaswell is a minor lord of the viscounty. His small holding is situated on the northwestern banks of the Volverdyva River and stretch south some ten miles south. He came into his title upon his father's death from old age in 587 CY.

In terms of power, Lord Vaswell is generally overlooked, as he has no connections with any of the churches, armies, or organizations of the Viscounty. He does own a small fleet of ships, used to transport goods and people on Verbobonc's many rivers. It is rumored that he is on friendly terms with the Rhennee bargefolk; certainly, Lord Vaswell openly employs Rhennee in some of his businesses.

The majority of people know Lord Vaswell for his parties. They are said to be lowbrow affairs, attracting merchants and the older children of nobles. He's been known to pick up a lute and satirize the church, other nobles, and even the Viscount. Many others know him as a forgetful, unfocused lout. It's been said that he has scheduled jousts against other lords, only not to show up. Lord Vaswell never quite pays attention to details, or even the conversations that he's engaged in. Some just think he's an overgrown child.

This opinion couldn't be further from the truth. Baronet Vaswell has a keen eye and ear, and there isn't much that gets past him. He often acts like a spoiled lord because he

enjoys putting other nobles and rich merchants in their place. He has arranged some jousts and meetings, knowing them to be at inopportune times at out-of-the way places for the other attendees. He then either intentionally doesn't appear, or goes to their home and waits for them. He loves pulling pranks. There are rumors that Lord Vaswell is a follower of Olidammara, and his parties are used to coordinate and indoctrinate members into Olidammara's clergy. Of course, there is no proof to any of these rumors.

While Lord Vaswell can be mean-spirited and rude, he seems to have a good heart and avoids outright cruelty. Lord Vaswell is not above getting his hands dirty helping out those in need, but with an understanding that it's done his way and only if he benefits. Lord Vaswell is a human, with rich dark features. His skin is cocoa brown, and he keeps his black hair short. He doesn't wear facial hair, as it gets in the way when he uses disguises. His main goals are to increase his business, gain more followers, and cause problems to his peers just for fun. But above all of these, he wants to enjoy life. And pity the fool who ruins his good time.

Lord Rufus and Lord Burne

of Doomwatch Keep

The fortress of Doomwatch Keep, near the Temple of Elemental Evil, is the home of Lord Burne, a powerful wizard, and Lord Rufus, a skilled fighter. Both are well-respected and powerful adventurers who settled down in this area about fifteen years ago and decided to make it their home. They were granted titles in exchange for a vow to watch over the area around Hommlet and the Temple of Elemental Evil. Burne and Rufus don't get involved with adventures any more. Adventurers who come to their door asking for help—or worse, demanding help—are sent to Elmo, a local ranger, or to the town militia. The two Lords are rarely involved with politics of Verbobonc, content to keep their careful watch over the Temple of Elemental Evil.

Lord Rufus is forthright but a little crass at times. Lord Burne is a careful thinker and a long-term planner who is sometimes quick to anger. Neither suffers fools.

These two essentially run the town of Hommlet. When the old village elder passed away, leadership unofficially passed to them by default. They rule very casually; without asking about the keep overlooking the town, a visitor could stay in town for days without knowing that Lords Burne and Rufus exist.



OTHER INTERESTING PEOPLE

Betham the Sage,

proprietor of Betham's Books

Betham is the proprietor of Betham's Books, a long time feature of Verbobonc City. He is a wrinkled, old gnome of some 163 years. Betham cares little for politics and the daily goings on within the Viscounty. He is obsessed with the written word. His tiny shop is crammed with books, manuscripts, diaries, and treatises. The contents of his shop may only be the tip of the iceberg as it is rumored that many more volumes are stashed away in his private living quarters beneath his shop. Betham is a font of knowledge, legend and rumor although none of it more recent than 50 years ago and then only if it was rendered on paper. The disorder in the shop is daunting to any observer, but Betham has his own sense of organization and knows the location of each title. Of late, he has taken to talking to his books as though they were children. To customers, Betham seems constantly distracted, and most find they must remind him several times of the reason for their visit. However, he has an amazing facility for finding answers to puzzles and riddles, especially if they involve events or personages from the dim history of the Flanaess. Betham has a pair of thick spectacles, which he never seems to use; they remain perpetually perched above his brow.

Obble Har,

Magister of the Wrinkle Academy

Obble Quillkeeper Humbleburrow Har is founder and head of the Wrinkle Academy of Magic, a school for wizards founded in 592 CY. The school fills an abandoned manor

house in Verbobonc City, which always seems under renovation and repair. Those wizards familiar with the Wrinkle Academy swear that the building seems much larger on the inside than it does from the outside.

Well aware that the common people of Verbobonc treat most wizards with suspicion, Obble Har goes out of his way to assure anyone that will listen that magic is nothing but beneficial in the right hands. An otherwise outgoing gnome, Magister Har only answers questions of his origins with a casual wave in the direction of the Kron Hills. Magister Har sports a long, brown beard rapidly going gray, and worn robes he doesn't seem to have time to keep patched. Magister Har is often followed by a steward named Kurl, a tall, gaunt, sallow-skinned human who says little.

Right Honorable

Sir Ferdinand Krompox

Since the end of the Short War one hundred and fifty years ago, the Krompox family (the most powerful and wealthy family in the Rhynehurst lands after the Rhynehursts themselves) has maintained close and friendly ties with the Rhynehurst family. House Krompox rules the lands around the hamlet of Larneystoe as one of Rhynehurst's vassals. House Krompox also oversees the nearby Abbey of the Valorous Knight, a monastery dedicated to Heironeous, but has limited authority over the monastery. For the last one hundred and sixty years, House Krompox has provided troops to Rhynehurst's service and abundant taxes to Rhynehurst coffers. Lord Rhynehurst could not be in the favorable position he is today without the continuous sup-



port of House Krompox.

Such power might corrupt the Krompox family, and encourage a rebellion against Lord Rhynehurst. Two factors, however, have kept House Krompox from staging a coup. First of all, the Krompoxes are an old family, and great respecters of tradition and station. House Krompox is known as upstanding and honorable in all their dealings, with commoners and other nobles alike; the lawlessness and bloodshed of a coup has not been appealing to them. Secondly and more practically, the laissez-faire attitude of the Lords Rhynehurst have allowed House Krompox to act virtually as they see fit in their lands anyway.

House Krompox has been friendly with the Abbey of the Valorous Knight outside of Larneystoe, but the Krompox family has always asserted their loyalty first to the Rhynehursts, and only thereafter to the Heironeans. Usually, this loyalty does not create a conflict, but a taxation dispute early in 592 CY has put House Krompox at odds with the Abbey and the rift is still a sore spot for many commoners and merchants in the area, who feel their own loyalties divided.

Although House Krompox has always been close to the Rhynehursts, the two families are now the closest that they have ever been: Lord Rhynehurst's only sister, Estelle, is married to Right Honorable Sir Ferdinand Krompox, the current ruler of the Krompox holdings. Ferdinand Krompox and Wendell Rhynehurst are very good friends, in addition to being brothers-in-law.

"Prince" Jimm

Faljimm Nizgafal is called by some sources "Gnomeprince," though a better translation of "Nizgafal" is "high gnome spokesperson." Despite various honorifics, Prince Jimm has little actual authority over the Kron Hills, though he does own extensive interests in several gnomish merchant houses inside Verbobonc City. With his handlebar moustache, splendid attire and gregarious nature, he cuts a fine figure in his apparent attempts to restore relations between the Kron Hills and the Viscounty. His meetings in Kron are often taken as events of political intrigue, receiving "diplomats" from various factions who favor or oppose forgiveness for the acts of Viscount Fenward. As Jimm has no real ability to command his "subjects" (or if he does, he doesn't show it), any deals require a consensus of various quarreling parties, which means that usually nothing gets done. Despite his propensity to talk, Jimm actually reveals very little about his own affiliations, preferring to question others to some end rather than espouse a personal viewpoint. Ask any gnome about Jimm, and if you don't get a tall tale about how the Princehood is just an office held by a different gnome every month, you will get a sly smile as if there's an inside joke here that the humans aren't privy to.

Lord DeChutes

Lord DeChutes is the hereditary lord of DeChutes Ford and the lands that encircle it. Lord DeChutes is not one of the major independent lords of Verbobonc, as he is a vassal of Lord Milinous.

Titles in Verbobonc

Courtly travelers and political scholars throughout the Flanaess must make careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following primer on royalty, nobility, titles and honorifics is presented. Travelers are strongly encouraged to investigate local customs and regulations before addressing local officials or nobles, as mistakes can lead to embarrassment, loss of standing, or worse.

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly. Those without titles—gentlemen, yeomen and peasants—are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with title. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen rarely associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers. The Rhennee are outcasts, the lowest of the low, even beneath the beggars of Verbobonc City. Titles are listed here in descending order of importance.

Title	Honorific
Viscount	Noble Lordship
Bishop	Holiness
Baron	Prominence
Lord Mayor	Lordship
Knight Commander	Most Honorable Sir
Abbot	Father Abbot
Knight Bannerette	Right Honorable Sir
Mayor	Honorable Worship
Knight Companion	Most Worthy Sir
Knight Bachelor	Worthy Sir
Elder	Sir
Gentlemen	Master
Esquire	Squire
Yeoman	Socman

Below the Yeomen, or Free Citizens, are all serfs and lesser men pledged to work for another. These peasants rarely use titles other than to identify one another by profession (e.g., "Cooper Flynn") or, rarely, by "Goodman" or "Goodwife."



Lord DeChutes' major accomplishment in life was being born into a noble family. DeChutes is overweight and a physical coward. In his youth, he was considered quite handsome and caused considerable scandal with his carousing and bullying nature. DeChutes is skilled in spreading gossip and misinformation and enjoys playing the nobles of the viscounty against each other. He is aware that his holding is small but also that it sits across one of the most important road junctions within the viscounty. He lacks ambition, merely wishing to maintain his position and income. He has ceded the day-to-day operations of the holding to his agent Cyril Holdforth, and Lord DeChutes trusts this shrewd young man implicitly. DeChutes still considers himself witty and a brilliant conversationalist, but his peers are growing tired of his boorish behavior. His relationship with his subjects is nonexistent, as he has no time to consider those he feels are obviously so far beneath him.

Ghen Tayber

The showman Ghen Tayber owns and operates a traveling menagerie called Tayber's Mundivagant Menagerie. Tayber has owned his menagerie for several years, and it is quite successful. Tayber loves to entertain, so his work delights him a great deal. He is a genuinely cheerful man. Tayber feels no qualms about displaying caged animals for profit; he thinks he's doing townspeople a service by showing them monsters that they wouldn't ever see (or survive to tell of) in the wild. However, Tayber won't allow any mishandling of his creatures, and sees to their comfort even before his own. Tayber does this for economical reason: people will pay more to see healthy, strong animals than sickly, dying ones.

Tayber's workers are all quiet professionals who let Tayber do all the talking. They are as calm and solemn as Tayber is cheerful and outgoing. Observers find it eerie how much the workers defer to Tayber, as though he held them under some sort of magical compulsion. In fact, Tayber has chosen his men specifically for their abilities at handling animals and remaining in the background.

Bishop Haufren

Bishop Haufren of St. Cuthbert is a short, overweight man in his mid-60s. His heavy jowls and puffy cheeks belie the hard, unyielding gaze of his tiny eyes. His appearance makes him seem profligate and debauched, but he is far from it. Haufren is a stern and unyielding defender of the

faith, a product of his own severe upbringing. He dresses in plain clothing and cuts his hair in a tonsure, giving him the appearance of a simple monk. Haufren is far from simple. Haufren's severity has made him ideally suited to his position as a high-ranking official in the Order of Stars. As a Bishop of the order, Haufren's task is to maintain the purity of faith and doctrine among the followers of St. Cuthbert. He does this with great efficiency. He is neither humble nor generous in his position; he is, indeed, considered imperious and high-handed in his dealings, but he has the power to be so.

Grumble as they may about his attitude, others in the church can find no fault with Haufren's moral character. There is no taint on the Bishop's career and in several instances (during the First and Second Risings of the Temple of Elemental Evil, in particular) he has fulfilled his duties with admirable zeal. Bishop Haufren hates evil as much as he hates heresy within the doctrine. Evil is a threat to the strength of the Church and must be ruthlessly crushed before it weakens the faith of the St. Cuthbert's followers. This crusading fervor of Haufren's can make him a very difficult man to deal with. Pagans (those who do not follow St. Cuthbert) find it virtually impossible to gain access to the resources of the church. Even those professing the faith are subjected to proofs of their faith before aid is rendered. A demonstration of faithfulness is useful in overcoming these obstacles. The most common form is a suitable donation (and perhaps a penance) to the church. For non-believers and those without cash, Bishop Haufren has no qualms against using a *quest* spell, giving the petitioners a mission that furthers the goals of St. Cuthbert. Non-believers naturally receive more arduous quests than those of the faith, although backsliders are dealt with most severely. The Bishop also recognizes the usefulness of a modest reward. Those who meet his demands—by piety, payment, or quest—are likely to receive the aid they seek. As the leader of the Church in all the viscounty, the Bishop's resources are considerable. Furthermore, although he is not officially part of the government, Bishop Haufren's word carries much weight in Langard's court. He can recommend individuals for knighthood, as recognition of their services. Indeed, he is generous with knight bannerettes and occasionally even knight commander ranks. This is more than kindness; it is also wise policy. The recipients of titles tend to be grateful to the Bishop, yet these very titles present no threat or cost to the church. There is a growing contingent of young knights in Verbobonc who feel some loyalty to Haufren because of his influence in securing their appointments.



ATLAS OF VERBOBONC

Overview of the Viscounty of Verbobonc

Verbobonc extends from the Iron Wood in the west and well into the Gnarley Forest to the east. The Viscounty of Verbobonc is approximately 150 miles from east to west, although the eastern third of that distance lies within the Gnarley Forest. Past the Iron Wood is the Archclericy of Veluna; past the Gnarley Forest is the trade nation of Dyvers. Verbobonc's northern border is the mighty Ververdyva River, beyond which stands the proud Kingdom of Furyondy. In the south, Verbobonc extends into the Kron Hills. The Viscounty of Verbobonc is about 50 miles north to south. Due south is the Free Alliance of the Kron Hills, which many will say is a part of the viscounty (the gnomes there will hotly disagree). The southwest is bordered by the forbidding Lortmil Mountains, and the southeast is bordered by the isolationist fey nation of Celene.

The grasslands and meadows of central Verbobonc, fed by clear river water and seasonal rains, are rich and fruitful. The foothills to the south are better suited to grazing, and many raise sheep and some small amounts of cattle.

Approximately 177,800 people live in Verbobonc, and another 20,000 or so in the Free Alliance of the Kron Hills. The population of Verbobonc is 79% human (mostly Oeridian, with Flan, Suel, and Rhennee as well), 9% elven (mostly sylvan, or "wood elves"), 5% gnome, 3% halfling, 2% dwarf, and 1% each for half-elves, half-orcs, and other (including centaurs, treants, and fey).

The coinage of the Viscounty is based on the Furyondian money system. In Verbobonc, a platinum piece is called a "leaf," a gold coin is called a "wheatsheaf," a silver piece is called a "spire," and the lowest denomination is the copper "common."

Castle Estival

Castle Estival is a looming edifice high upon a ridge near the Iron Wood. The imposing, empty structure looks out over the Celeb'vara River and the heartland of the Viscounty. This castle was constructed during the Keoish occupation, and it was the last bastion of Keoish forces in the Short War. Verbobonc has done its best to forget the past by forgetting about this castle. Locals say Castle Estival is haunted, and none of the brave explorers who have entered the castle have ever returned.

Celeb'vara River

This river is the second most-traveled river in Verbobonc, stretching from a large upland lake in the Kron Hills through the western viscounty, and joining with the Ververdyva at the town of Rhynehurst. For most of its length, the Celeb'vara is steep-sided and treacherously swift. The name of this river is far older than human occupation of Verbobonc; it means "Silver Protector" in elven. The Celeb'vara is wide, shallow, and safe at two points along its length. At the town of Loren's Ford, the Celeb'vara is shallow enough that it can be forded by carts pulled by strong horses. Near Rhynehurst, the Celeb'vara is wide, slow, and easy to navigate. The famed Rhynehurst River Walk is a collection of shops, art galleries, cafes, and theaters along the banks of the Celeb'vara in the town of Rhynehurst.

Eglath

The small, poor community of Eglath is near the manor of Lord Vaswell. Lord Vaswell shows very little interest in the generous and hardworking people of Eglath, who mostly keep to themselves. An alchemist named Dallerond is the elder of Eglath, and the townspeople look to him for guid-



ance. Despite the callous treatment the people of Eglath receive from their lord, they are proud and happy to work for such an influential noble. The residents of Eglath are mostly human, but two halfling families live here, as well. One of them runs the local inn, named the Wandering Minnow.

Emirdy Meadows

The battle against the forces of the Temple of Elemental Evil were decided in this Meadow in 569 CY. The Emirdy Meadows are found nearly 10 miles south of Verbobonc City. The Meadow is nearly a thousand yards east to west and 500 yards north to south. It was here that the opposing forces met on the grassy fields and fought the greatest battle in the history of Verbobonc--some call it the greatest battle in the history of the Flanaess.

Fortress Hagthar

This inhospitable location is the site of the Mounted Borderer's southwestern outpost. Although much of Verbobonc can pass an entire winter without seeing snow, Fortress Hagthar is covered in snow most of the year. Trappers, traders, and other hardy mountainfolk live in and around Fortress Hagthar, and the Mounted Borderers faithfully patrol the area as much as the weather will allow. The Knight Commander stationed at Fortress Hagthar is Egret Rhynehurst, Lord Rhynehurst's eldest son.

Fort Wilfrick

South of the city of Verbobonc, just north of the Kron Hills, stands the stalwart Fort Wilfrick. This defense of the lands of House Avgustin has been the site of much recent activity. With the incursions of the giants into the Kron Hills, refugees have been pouring into the Viscounty. Many of these refugees, bolstered by the presence of many brave heroes who made this area their home, settled here in the town of Swan under the shadow of the fort. The town is named after the first mayor, a man who died in battle less than a year after he was elected. The church of Heironeous located here still holds its fallen follower in high esteem. With the influx of prospectors, it wasn't surprising that the deposits of gems long hidden near the fort were unearthed. Swan is now a small town of two thousand, ruled by its new mayor Father Owain. It strives to offer hope, law and opportunity on the fringes of the Viscounty.

Gallow's Corner

Gallow's Corner is a peaceful community of halflings and humans. Its gruesome name is derived from an adventurer, Gallow, who gave his life defending the village. The town is most famous for its magnificent hot springs, which draw weary travelers from all over the region.

Gnarley Forest

The Gnarley Forest is dominated with oak and ipp trees with the intermittent groves of dekla and yarpick. Thick ferns are found along the Jewel and Serault rivers. Flowering plants are rare, except in the less wooded highlands where bluebells and crocuses abound. The beautiful ivory blossom (a white, orchid-like plant) can be found throughout the forest. Celene, Dyvers, Verbobonc, and the Domain of Greyhawk claim portions of the immense forest. Where the majority of the woodland was once nominally a part of the loose confederation of the Wild Coast, as the surviving cities of that association were absorbed into Greyhawk's lands, the free-spirited folk inhabiting these woodlands were not swayed by so formal a government. The forest is home to druids, sylvan elves, gnomes, hardy woodsmen, swanmays and enclaves of ogres, gnolls, and orcs (thought to be of the Blackthorn Tribe). Occasional attempts by Pomarj orcs to use the forest as cover for massive flanking maneuvers against Narwell and Safeton meet failure at the hands of the many protectors of the Great Forest.

There is little formal military here, save for the Furyondy Greenjerkins and the Gnarley Rangers. The Greenjerkins are 40 or so rangers who patrol the uppermost regions of the Gnarley across the Volverdyva from their base at Stalmaer. Additionally, the Gnarley Rangers, a force more than 200 strong, patrol the entirety of the forest south of the Volverdyva to the Welkwood, protecting the wood from harm. These folk, and their powerful druidic allies, grow wary of the intrusions from Greyhawk's soldiery.

The Gnarley Druids are dedicated to the well-being of the Great Forest and the training of the younger druids. As long as can be remembered, the Druids have been within the forest, working to keep it healthy. The Gnarley Druids are often referred to as the Bards of the Gnarley, for they value oral folklore, and several druids are even known to enjoy singing or playing a stringed instrument. They protect the forest from intrusion and exploitation by the wanton spread of both humanity and humanoids. This results in neutral relations with the surrounding political entities of Greyhawk, Dyvers, Verbobonc, the Kron Hills Alliance, and Celene. They work with those who have managed to build a place within the Great Forest. The Druids of the Gnarley are on good terms with the Gnarley Rangers, whom they view as companions in their combined stewardship of the forest. They are also on good terms with the Sorority of Swanmays, werebears, and to a lesser extent the People of the Wood. The Druids feel a close kinship to the Oaken Father as partners in the guardianship of the forest trees. Sharing a reference for Ehlonna and all beings in the forest, the Druids and wood elf clans of the Gnarley are on cordial terms. The Faerie Folk and the Druids of the Gnarley are aware of each other. Some brownies and dryads even count the Druids as friends. When outsiders threaten the forest, the Druids' first choice is to send for the Gnarley



Rangers, preferring to remain in the background tending the needs of the forest. However, if matters prove too serious a threat, the Druids support the rangers' efforts with diplomacy if possible, and force if necessary.

A sorority of two score swanmays dwell within the Gnarley. All swanmays accept the guidance of Matriarch Serendya. The swanmay community is devoted to spying the margins of the forest for evil, whether it is around the Welkwood, the Wild Coast, into the Pomarj, to the east with Dyvers or the lands of Verbobonc.

The woodsmen that have chosen the gift of the forest to provide them with home and life are referred to as 'The People of the Gnarley.' They live off the gifts the forest provides and use its resources sparingly. It is not uncommon to witness one of their numbers standing in the forest quietly listening. They 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.

The elven clans of the Gnarley Forest live in small, secluded communities, usually in tree houses thirty to fifty feet above the forest floor. They are divided into four clans. Clan allegiances are a source of pride and a badge of honor. The clans do not usually live separately, preferring mixed clan communities. It is accepted practice that Gnarley elves chose their thiramin, soul mate, from outside their own clan and usually from outside their own village. All Gnarley elves have a preference for Celene over Greyhawk, Dyvers, Verbobonc and the Kron Hills Alliance. They routinely pass on information about events in the forest and beyond to Celene's Court. Thus, humans in general are somewhat distrustful of the wood elves. Elves do not often share their communities with humans, and guard well the borders of their communities.

Gnomes of the forested hills nearer the center between Dyvers, Verbobonc and the Welkwood live a quiet life in harmony with the ancient trees. Many small villages or rents can be found as they gnomes have built and tunneled beneath the roots of the ancients to create intricate warrens blending beautiful gnomish architecture and the trees.

The forest teems with small mammals and birds under the protection of the Lady of the Forest and her worshipers. The one creature of the forest that is most respected but not revered is the ancient great green worm residing in his own pocket realm of the forest. None speak of him and none admit to any knowledge of his realm--but all stay clear. His Lordship Viscount Langard was raised in the northern reaches of the Gnarley and holds a special remembrance for the forest. Many of the forest dwellers hold the Viscount in good standing while many of the elves and those living

in the southern reaches of the forest hold Her Fey Majesty Queen Yolanda as favored.

Greenway Valley

This valley is the center of the gnomish population in the Kron Hills. The fertile upper reaches of the Kron Hills are home to some 20,000 gnomes, and many of these reside in the village of Kron, in the center of the Greenway Valley. Many more live scattered throughout the Greenway Valley itself, gathered in small farming communities.

Hommet

Fifteen leagues south of the large and well-established city of Verbobonc, within the Kron Hills that lie east of the Lortmil Mountains and just west of the Gnarley Forest, nestles a small settlement with a long and dark history. This unremarkable village, called Hommet, witnessed the growth of one of the greatest centers of corruption the world would ever know: the Temple of Elemental Evil.

Hommet is a small town with a population of just under one thousand. Only twelve years ago, it was a hamlet of around one hundred people, although even then most folk referred to it as a village. Since that time, the town has enjoyed unprecedented peace and prosperity. The town is not ruled by a mayor or town council as many others are. Instead, the Viscount of Verbobonc has granted two ex-adventurers, called Rufus and Burne, control of Hommet and its lands. Not many people in the town look at it that way, however. Most folks simply see the two men as the town's "elders", giving them the respect that they earned. Few grumble when it comes time to pay their taxes to the two lords. Most everyone appreciates the protection Rufus and Burne's soldiers provide, as well as the role the two played in the downfall of the original Temple of Elemental Evil (and the threats they have overcome to protect the town since then).

Hommet is a peaceful place. Its people are well fed, safe, and happy with their lot. However, they are wary, for their happiness has been threatened more than once in the past. The people, particularly those who have lived in town a long time, watch with interest the comings and goings of suspicious strangers, and they keep an eye on the old moathouse and temple that were sites of not one but two malevolent insurgencies over the years.

Imeryds Run

This navigable river is a small tributary of the Velverdyva River that follows the western edge of the Gnarley forest. The village of Nulb rests on the river. Imeryds Run is populated mainly with crayfish and gars, including their giant varieties. A good deal of pirating occurs along the Run.



Iron Wood

The western lands of the Viscounty of Verbobonc are marked by the Iron Wood, a dense collection of roanwood, yarpick, and ipp trees said to be haunted by several breeds of hostile lycanthropes. Heavy mist and fog is common here, causing most reasonable folk to shun the place. A thin and little-used trade road named the Iron Road cuts the forest from Verbobonc to the walled city of Devarnish, but most merchants prefer to travel along the Volverdyva.

Certainly, this wood is one of the most dangerous areas of Verbobonc; even bandits shun the shelter of its ancient trees. Lycanthropes prowl the Iron Wood, preying on travelers and shrinking away from concerted attacks from the Mounted Borderers and Rhynehurst's own Silver Guard. It is rumored that the lycanthrope of the Iron Wood are lead by a powerful creature known as the Moonlord.

The Iron Wood is almost 300 square miles, with the bulk of the forest south and west of the Volverdyva River. The wood is nearly 50 miles across by the east-west Iron Road, meaning the trip takes two full days to traverse for a walking human or a laden caravan. At the center of the Iron Road has long stood an inn, the Fallen Timber Tavern. Travelers can enter the Iron Wood from either side early in the morning, push hard, and be at the Fallen Timber Tavern by nightfall. An early start the next morning will allow them to clear the fearsome wood by the next night. Travelers caught in the Iron Wood after dark are commonly found torn to pieces by animals the next day, if they are ever found at all.

An elven dragon disciple named Shannus has established a community around the Fallen Timber Tavern. This boomtown is called Glory, and it prospers from the sale of lumber and exotic herbs. From Glory, Shannus fights a desperate crusade to rid the Iron Wood of the lycanthropes.

Kron

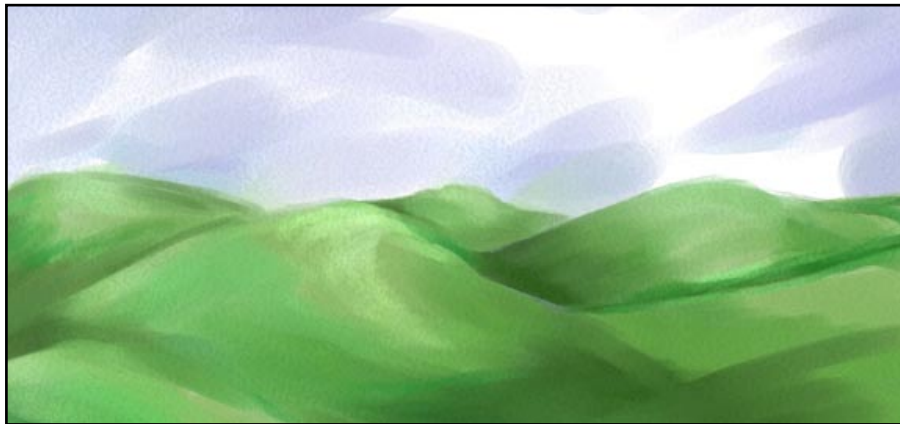
Kron is the largest of the known gnome villages and is located within the Greenway Valley. The burrows of this village are often ancient, intricately carved, and quite comfortable for small folk. The village used to sport several inns and similar buildings catering to "too-tall" visitors, but many

of these establishments have closed since the unpleasant relations with the viscounty began. Tulvar is the center of gnomish politics in the region, and Kron is the center of gnomish trade. Gnomes are generally civic-minded folk, and therefore much of the wealth that flows through Kron has been used to create beautiful gardens, well-maintained roads, and clever systems of pools and streams. Although a large and prosperous village (at least by gnome standards), visitors are often astounded by the number and diversity of animals that wander freely through the village.

Kron Hills

The fertile upper reaches of the Kron Hills are home to some 20,000 gnomes and no few scattered enclaves of loosely aligned humans. Though well-explored, the wooded Kron Hills hold all the dangers of the dark Gnarlly Forest. Mineral wealth is rife throughout the hills. The gnomes get on well with the local nonhumans of the region: the dwarves of the Lortmils, and the isolationist sylvan elves of Celene to the south. Viscount Langard works hard here to convince the self-named Free Assembly of the Kron Hills, and their most outspoken member, Urthgan, Eldest of Tulvar, that Verbobonc is restored to fraternity with the nizfolk.

Kron Hills



These heights spring east and north from the Lortmils and reach almost to Nyr Dyv. Their verge forms the southern boundary of Verbobonc, then stretches besides the Volverdyva for a time before peaking the heart Gnarlly Forest, where many Sylvan Elves happily roam over their crests. Their south-

ern slopes demark the end of the Wild Coast region and are a part of the northern region of Celene. Some dwarven enclaves exist in the Kron Hills where they butt against the Lortmils, although the number of such communities is not known.

The gnomes of the region were instrumental in the organization of the army that drove the humanoid hordes deep into the Lortmils and from the Kron Hills. They likewise served with honor in the host that defeated the horde of Elemental Evil in the battle at Emridy Meadows near Verbobonc. Many gnomes are veterans of the Hateful Wars decades ago, and all are proud of their military traditions.

The Kron Hills are mined for common metals, precious met-



als and gems. The upper slopes are quite fertile and grow many crops in sheltered valley and glen. Quite a number of scattered enclaves of human live in peace with the gnomes and other humanoids of the area, save in the Gnarley Forest, where the Olvenfolk prefer to keep to themselves.

Larneystoe

This village thrives under the protection of the nearby Abbey of the Valorous Knight, a monastery dedicated to Heironeous. The monks of the Abbey watch over the city, and possess a great deal of secular as well as religious authority. Right Honorable Sir Krompox administers the lands around Larneystoe for Lord Rhynehurst with an eye to diligence, honor, and tradition.

Loren's Ford

This little thorp receives a fair number of visitors, as it sits at the crossroads of the High Road leading through the Kron Hills, and the road to Rhynehurst. Loren's Ford is one of the few places at which the Celeb'vara River is easily crossed by wagon or ferry. This thorp boasts several fine inns and a large shrine to Fharlanghn. Many people in and around Loren's Ford raise cattle and sheep. More here than in most places in the viscounty, the people of Loren's Ford are friendly to strangers.

Lortmil Mountains

This low chain of mountains, often fading into hills with age, contains several very imposing mounts nonetheless. It is homeland of many sorts of demi-humans: dwarves, gnomes, and a few venturesome halflings, as well as scattered aarockocra tribes. These folk have acted in concert in the past to expel most of the humanoids and many vicious monsters from the Lortmils, and they are subjects of the small states that have formed in the shelter of the range such as the Ulek realms and Celene. The Lortmil Mountain range contains some of the richest gem and precious metal deposits in the Flanaess. Dwarf clan leaders here are reputed to be as rich as princes, sought by emissaries from foreign nations for aid. The dwarves are notoriously immune to such overtures, except for the benefit of their kin in the Principality of Ulek.

Nulb

Nulb was a disreputable settlement that grew along with the Temple of Elemental Evil. While not every villager was thoroughly evil, Nulb's livelihood was. The village thrived on traffic to and from the temple, supplying needed goods and services, particularly slaves. It was a nasty, unseemly business. With the second fall of the Temple of Elemental Evil, Nulb's trade quickly dried up. Almost overnight, the populace left behind this ghost town of ramshackle buildings.

Dark and disgusting, this deserted hamlet next to the Imeryds Run seems a direct counterpart to the lovely Hommlet. The structures are made of sod, mud bricks, crude logs, or used timber—probably taken from boats or other buildings. Many of them collapsed. All are now overgrown with vegetation, the woods swallowing up this filthy, foul place as if it never existed.

Osnabrolt

This small village of gnomes was originally built into one large mound. The gnomes skillfully dug their warrens into the sides of the hill, creating an underground village, linked by dozens of interconnecting passages. Windows and doors are cleverly built into the hillsides so as to be screened from sight by sod, bushes, and trees. A few gnomes have built small houses, which dot the hill with little, sod-covered mounds, unnoticeable to all but the keenest-eyed elves and gnomes. Some rumors maintain that this village was once the resting place of the Sword of Kas. However, the gnomes of this warren deny all such rumors.

Ostverk

This isolated town is surprisingly substantial in size, and boasts a very strong militia. The hardy residents of Ostverk are technically part of Verbobonc, but many owe fealty to the forces of the Gnarley or to Her Fey Majesty of Celene. Almost certainly, the residents of Ostverk would count themselves loyal to Lord Deleveu first and to the viscount second. Ostverk is predominantly human, but supports a larger percentage of elves and gnomes than most cities in the viscounty. The militia and foresters of this isolated community are often hard-pressed by evil humanoids of the Gnarley, and they have learned to be resourceful and independent. Lord Deleveu can often be found relaxing here, when not at his manor or in active service in the Mounted Borderers. Ostverk has been traditionally overseen by a Waldgraf, which is why Lord Deleveu bears that unusual title.

Rhynehurst

The Rhynehursts control significant holdings along the western edge of the Viscounty of Verbobonc. The town of Rhynehurst sits about thirty miles upriver from Verbobonc City, where the Celeb'vara River flows into the Volverdyva River. The confluence of these two rivers is a prime location for a trading port, and Rhynehurst has been a trading town since its earliest days. A large collection of Rhennee maintain a semi-permanent encampment just outside of Rhynehurst, and the riverfolk are more welcome in Rhynehurst than anywhere else in the viscounty. Rhynehurst is a rowdy, exciting place that boasts some of the best wine, best parties, and best bards in all of Verbobonc.



Rhynehurst enjoys low taxes and very lax laws, making it a welcoming stop for would-be criminals. However, two factors work to keep crime in Rhynehurst low. The first is the pride and unity the residents of Rhynehurst feel, promoting a community spirit that is resistant to endemic crime. The second factor is the prevalence of the Family, the organized crime network in Verbobonc. The Family likes to have a secure area to pass goods, both legal and illegal, and so the Family works to protect the status quo in Rhynehurst. Smugglers, con artists, and pickpockets from “outside” the Family are not welcome, and dealt with harshly.

The dangerous Iron Wood is less than a half-day away from the town of Rhynehurst. Although the evil forces there rarely foray into Rhynehurst lands, the folk of Rhynehurst are prepared. The Rhynehurst Silver Guard is a military unit dedicated to fighting werecreatures that venture into the civilized lands. Rhynehurst is home to the Riverwalk Society, a collection of bards and other artists ranging from hopefuls to skilled professionals. Patrons of the arts regularly visit Rhynehurst as well, hoping to become a benefactor to the newest talent. Several underground (and, technically, illegal) gladiatorial arenas operate in the city, specializing in man-against-beast and gladiator team matches. These events are wildly successful and well attended, and gladiators can become very popular and wealthy. Although accidents do occasionally happen, very few of these arenas offer fights to the death.

Sheernobb

This village of hardy gnomes has suffered greatly in the recent giant attacks originating in the Gnarley. Sheernobb has voted several times to remain in their village instead of fleeing the giant attacks, and have successfully defended their homes thus far. Sheernobb boasts particularly productive mines, generating a great deal of wealth for this little village.

Sobanwych

Nestled deep within the Gnarley Forest on the High Road to Dyvers is a small community of traders, farmers, and brewers. This village boasts an annual Harvest Festival that draws visitors from all over the region, and Sobanwych's shrine to Wenta is the largest in Verbobonc.

Taymouth

The hamlet of Taymouth is located along the River Road, roughly 100 miles northeast of Verbobonc City. Taymouth is set back about 100 yards from the Velverdyva River, above the flood plain, on the southwest bank of Tays Creek. Small river craft can navigate this creek easily. There is no bridge over Tays Creek, but just southeast of town, the River Road fords the creek over a stone causeway, normally

submerged only about six inches. Only rarely will high water render the river impassible. The causeway is so old that no one remembers who built it. Pelor is the most commonly worshipped deity in Taymouth, and there is a chapel to Pelor on the western edge of town. In the region around Taymouth, all birds fall silent for a few moments at dawn. The reason for this is unknown.

A courier service called Jansen's Runners operates out of Taymouth. This courier service runs between Dyvers and Verbobonc City, using light, lone riders on fast horses. Teenage boys are common in Jansen's Runners. Often, the riders move more quickly than river traffic, allowing merchants to pass information about their goods back and forth while the goods are on the move. Bandits rarely attack the riders, as it is a well-publicized company policy that Jansen's Runners carries only messages, not valuables.

Tristane

Nestled in the Lortmil Mountains is the town of Tristane. With a majestic backdrop of snowcapped mountains, this remote burg offers much to rare travelers in the far southwest of Verbobonc. The church of Heironeous is the focal point of the town. Surrounding the church are a number of shops and taverns including Tara Kane's Tavern, a reputed tankard for the weary traveler. This mining community was originally established to help bridge the gap between the people of Verbobonc and the dwarven clans of the Lortmils. Since then the remote town has flourished. Mayor Drusila Turok welcomes all to come and see the splendor of the town of Tristane.

Tulvar

The northern gnomelands are now a realm unto itself, the so-called Free Assembly of the Kron Hills, ruled by the wise Urthgan, Eldest of Tulvar. Located in Central Kron nearly due south of Verbobonc City, the village of Tulvar is a hotbed of gnomish political scheming. This village is the capitol of the Free Assembly of the Kron Hills, and the gnomes here constantly plot ways to achieve true independence from Verbobonc. Since the village needs a ready market for the gems and metals it produces, and the area nearby is not particularly suited for farming, trade between the humans to the north seems indispensable. Still, this doesn't keep the gnomes here from pursuing their politically isolationist policies. Many of the gnomes here spend their time dismissing Viscount Langard's peaceful overtures and recalling Viscount Fenward's insults.

Twilight Falls

Deep in the Gnarley where the woods cover the Kron hills lies the town of Twilight Falls. It is situated at the crossing of trails from Dyvers to Celene and Verbobonc to Narwell.



Until recently, Twilight Falls was little more than a way station. A large temple complex dedicated to Farlanghan was built in this town, making travel easier. Soon after came the discovery of gold and mithral in the hills, and ipp wood in the nearby forests. After these discoveries, people flocked to the growing town. This small town is situated on the ruins of an ancient elven outpost, and the two giant trees that flank the waterfall in the center of town are silent and majestic reminders of the community now long gone. The town is currently ruled by Lord Mayor Valorek Greymantle, who is assisted by an elected council of advisors.

Validia

Validia is a community established in the southern Iron Wood to study and work with the lycanthropes in the area. Lycanthropes are welcome in the city, but strict laws govern their activities in the town and the surrounding countryside. Validia is a progressive community that embraces all races and all good religions. Elves, dwarfs, humans and half-orcs live in basic harmony together. A few enlightened goblins live and work in the community along with one slow of mind but gentle of personality ogre. Validia offers a safe refuge for the few merchants that travel the southern trade road from the Kron Hills to Devarnish.

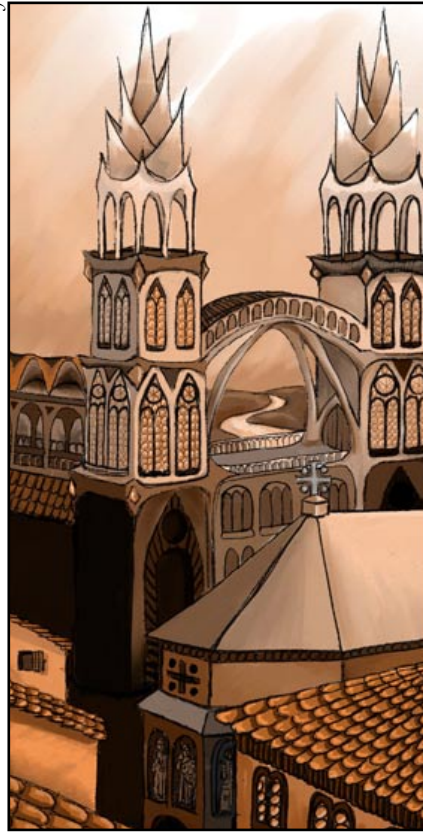
Velverdyva River

The busiest river in the Flanaess is perhaps the second longest. The Velverdyva drains Lake Quag, flows through southern Perrenland, the valley of Highfolk, past the city of Verbobonc, and into the Nyr Dyv near the City of Dyvers. Along much of its length, it separates the Kingdom of Furyondy from Veluna, and is navigable to sea-going vessels from its mouth to nearly the fork of the Fals. Barges can make the journey to Thornward along the Fals, or continue north to Schwarzenbruin. The Rhennee are often seen on its length.

Verbobonc City

Located near the shores of the Velverdyva River, Verbobonc is the capital of the Viscounty of Verbobonc. With a population of 12,700 humans and assorted gnomes and

Verbobonc City



elves, Verbobonc hovers between a large town and small city in size. The city is walled and well maintained, with many fine examples of ancient elven architecture. Long before the founding of the viscounty, elves and humans lived in settlements along the river. Verbobonc was the greatest of these, once the seat of an elven principality. Although few elves remain in the city since the woodlands have been slashed back, present-day human occupants have carefully preserved the elven work. The finest

surviving example is, without a doubt, the palace of Viscount of Verbobonc, and ruler of the land. This is a large complex of buildings and gardens, tastefully arranged to provide natural-seeming vistas from nearly any window. Its construction is typical of most of the elven buildings of Verbobonc. Many slender towers joined by airy, arched bridges grace the palace. Only the nimblest humans brave these perilous trestles, although elves manage them with graceful ease. Inside, the rooms and halls have high ceilings, and many windows pierce the walls. Hallways are narrow and staircases are commonly built without banisters. Wood and very light-grained stone are the common building materials. The military center of the city is the immense Castle Grayfist, which rises above the city on a small hill. Humans in Verbobonc City live and work well with other races, exemplifying the motto engraved above the city's east entrance, "Earth and Stone, Man and Gnome."



THE CHURCH OF ST. CUTHBERT

"St. Cuthbert. You are undoubtedly aware of his position in the hierarchy of the Blessed Oeridian gods. What you may not be aware of is his status as a bastion of humanity here in Verbobonc. In face of the ancient Flan presence of Rao in Veluna, the demi-human strongholds in the Gnarley Forest, Kron Hills, and Lortmil Mountains, and finally the numerous cults of villainy that plague this region, St. Cuthbert perseveres. He has promised protection from the unknown evils that sicken the land, and the people of the Viscounty have listened. You'll learn not to proselytize too loudly when a billet of St. Cuthbert is near."

-Father Pilchus, spoken to a traveling priest of Fharlanghn on her first trip to the Viscounty.

Worship of St. Cuthbert is the fastest growing religion in Central Flanaess. It has a strong backing from the City of Greyhawk to Veluna and from Furyondy to Celene, where temples and shrines are commonplace. In the land of Verbobonc, known for the Temple of Elemental Evil and where evil has gained a foothold in the past, the Stalwart Cudgellers patrol and protect the innocent with an unwavering zeal. Through the tireless efforts of the Church of St. Cuthbert, the viscounty has accepted it as the state-favored religion.

The phrase "state favored", when defined in this region, is a religion that holds strong political influence and has a strong backing from the local citizens. To dismiss a common myth, St. Cuthbert is not the only religion worshipped in Verbobonc. In a land that allows half-orcs as citizens, it

would be ridiculous to assume that such a harsh mandate would stand. St. Cuthbert exemplifies physical and mental characteristics that are shared by the humans of the region. Examples of these fine characteristics are enduring strength, common sense, and harsh vengeance against evil. The effort of the Billets within the community helps strengthen the bond between the Church and its followers. This fact alone draws many to this religion.

St. Cuthbert is popular among nobles as a result of his Lawful nature. Arbiters in Verbobonc are typically a cleric or a faithful follower. Cuthbertine clerics are known for being plain speaking and supportive of authority, which

makes them popular as political advisors. Bishop Hauفرن is the most visible and powerful cleric of St. Cuthbert. The entire viscounty is his bishopric, thus making him second only to the Viscount in power and influence.

Structure of the Priesthood

Not many who meet a cudgeller like him at first. But when the time is taken to get to know them, you will find no better friends and colleges. Priests of St. Cuthbert can be described as stout, stern folk who take a "no nonsense approach" and speak their minds plainly. Honesty and common sense are more prized than worldly knowledge and arcane lore. The faith can be defined as very practical one, with attention to detail of everyday life and the concerns of the common people. Since the Greyhawk Wars, military training and fitness are mandatory, much to the discomfiture of the more rotund members of the priesthood. The priests follow a hierarchy and it is listed here in ascending order: Brothers are priests whose activities are confined to



a particular shrine or chapel. Canons head small churches, or groups of shrines. Abbots head one of the eight guardianships in Verbobonc (see below). Bishops head temples, or groups of churches. An Overseer head major temples, or administer extensive land holdings.

The clergy of St. Cuthbert, known collectively as the Stalwart Host, are divided into three orders: the Billets (the most numerous), the Chapeaux, and the Stars. The population consists of almost entirely humans and nearly two-thirds male. Relations among the orders are good, although individuals among the Chapeaux and Stars argue over doctrine.

The Stalwart Host does not rely upon titles, except to denote positions of responsibility, because the overuse of titles tends to promote hubris. Many priest informally call themselves “Cudgellers,” with the high-ranking priests of the Stalwart Host known as Stalwart Father or Mother. High priests and those of great wisdom are referred to as Revered Father or Mother. Those invested with greater leadership are called Bishops.

The Leaders of the three divisions of the Church each have a unique title. The head of the Billets is known as the “Marshal of the Faithful”. The chief Bishop of the Chapeaux is referred to as the “Mace of Justice” and the “Devout Cudgel” leads the Stars.

The Billets

This is the largest order within the Church of St. Cuthbert. This faction of the Church is larger than the entire clergy of many religions in Verbobonc. Due to the size of the order, Billets are the most diversified group. This order is also where the greatest number of the non-priest clergy will be found. Reformed rogues, particularly bards, are not entirely unknown as lay ministers. Billets act as protectors, healers, and caregivers in the region. Billets are stereotypically considered the least intelligent order. However, what they lack in academics, they made up in heart. Often their activities are done at an individual level, without fanfare. It's important to the Billets that these activities get done, not that the populace knows about them. The Billets devote their time to the welfare of the faithful first and their churches or shrines second. Their primary concern is not with doctrine. They assist the congregants, serve as protectors, minister to the sick and injured, and in general make themselves helpful where they reside. As defenders of the faith, Billets train the best of the Church in the combative arts. Like the Chapeaux, their duties do not afford them much time for sermons, but they are able if the need is called upon.

The Chapeaux

This charismatic order is responsible for spreading and

maintaining the worship of St. Cuthbert. More specifically, they travel to new lands to convert the natives. The majority of “adventuring priests” are of this order. These wanderers are charged with keeping watch over Cuthbert's foes and recovering lost artifacts of the faith. They preach to the faithful at the assorted wayside shrines and humble chapels St. Cuthbert favors. Many of these could well be considered cloistered priests, in that their training is not fundamentally martial. Chapeauxes display rank within their order by the composition of their holy symbol (leafed with copper, silver, gold, or platinum).

The Stars

The Stars are a monastic order charged with upholding doctrinal purity, including copying and translating holy texts. As a result, a large number of them have learned the language of letters, foreign tongues, and historical matters connected with the faith. They maintain records of ecclesiastical councils and commentary, which predates the Kingdom of Aerdy. The order maintains sanctuaries and the indoctrination of the clergy. They work closely with the Billets in this respect.

In some lands (including Furyondy and Verbobonc) the Stars are installed as magistrates. Many are charged with administration of church holdings in secular lands. Stars find themselves as Cuthbert's inquisitors. Any crime committed against the faith is within their writ.

Members of this order correct congregational backsliding, often seeing the quickest path back to the fold of the righteous by through a stern lesson of humility. Erred priests or penitents might be paraded nearly naked through the streets while being whipped with rushes or switches by all present. Trials of the corrupt are conducted, and quests assigned for redemption. Stars have extensive arcane knowledge of how Evil works, both overtly and subtly. This training and knowledge makes the Stars Cuthbert's champions for dealing with fiendish influence on Oerth. Bishop Haufren of Verbobonc is among the most renown of the Stars in the Flanaess.

Services and Teachings

Services in honor of St. Cuthbert are held every morning at dawn, and twice on Godsdays, with the additional service being added at dusk. These services are often conducted in the small, wayside shrines and humble chapels that St. Cuthbert favors. Singing, prayer, recitation of moral tales, and the sharing of simple food (bread, milk, cheese, and gruel) are common activities. On Godsdays Eve, the lesser members of the priesthood who tend these shrines can be found collecting donations at the larger places of worship shortly after midday meal has been concluded.



If one of the Faithful needs guidance or advice, small sticks are tossed upon an altar, and their confirmation enables a priest to select which of St. Cuthbert's Holy Sayings (or combination of Holy Sayings) applies. These Holy Sayings include:

- Square corners can be pounded smooth.
- Thick heads are not made of glass.
- Salvation is better than smart answers.
- Some good folk can understand only one thing.
- Enlightenment can penetrate even the helm of iron.
- Evil, which cannot be removed, must be eliminated.
- Foolishness can be beaten.
- Lawful correction lies in a stout billet.
- Capricious behavior brings knots to the heads of those lacking wisdom.
- Preach quietly, but have a large cudgel handy.

Guardianships of Verbobonc

The Cuthbertine administration of Verbobonc is divided into eight guardianships, and most of these guardianships are headquartered in an abbey. Each abbey provides a home and trains cudgellers in all aspects of their lives as followers of St. Cuthbert. These guardianships operate out of Verbobonc City, Rhynehurst, Taymouth, Hommlet, Os-nabrolt, Lorien's Point (on the western edge of the Gnarley Forest), Loren's Ford, and Ostverk. In most cases, the abbey is not located within the town, but just outside of it.

These abbeys monitor the pulse of land, because rumors and heresy often finds its way to the nearest abbey. The Abbeys also function as strongholds during raids. Their thick stone structure has yet to fall to evil, in any form. These structures show the solid presence of St. Cuthbert in Verbobonc.

Temple of St. Cuthbert in Verbobonc City

The folk of Verbobonc City are an independent lot, worshipping a variety of gods. Of the city's many churches, The Temple of St. Cuthbert is one of the most prominent. Festivals are common there, and its priests are seen everywhere around the viscounty. While always a popular deity within the city, the worship of St. Cuthbert has virtually exploded since the Battle of Emridy Meadows in CY 569. This structure is now the largest temple dedicated to St. Cuthbert in the Flanaess. Built overlooking the Ash Horn Stream and expanded after the Rise of the Temple of Elemental Evil, it serves as a bastion of Good, guarding Verbobonc and the surrounding territories from the incursions of evil. Bishop Haufren oversees the entire Viscounty from the Temple of St. Cuthbert, thus making him second only to the Viscount in power and influence. Though Haufren is one of the Stars, out of necessity each of the three orders is equally represented. Another notable priest of St. Cuthbert in Verbobonc City, the young Bishop Shilgen Davers, was appointed to the Chamber of Verbobonc. The citizens of Verbobonc elect these 13 Chamber Judges to a life term, to check the power of the Lord Mayor and Viscount. The elected Chamber of Verbobonc are also responsible for hearing legal claims, reviewing policy, and for administering the election for Lord Mayor every three years.

Church of St. Cuthbert in Hommlet

This newly built edifice was raised by the Viscount in honor of the aid rendered to him by the Archcleric of Veluna in the war against the Temple of Elemental Evil. Because of the plots of Iuz, various demons, and evil elementals, the Church of St. Cuthbert has become actively aware of events in this region. Canoness Y'Dey administers this vigilant church in the name of the Billets. Though a small church by another deity's standards, it nonetheless is more than adequate for the faithful of St. Cuthbert.





OTHER RELIGIONS IN VERBOBONC



Ehlonna
NG Intermediate
goddess of Forests,
Woodlands, Flora, Fauna,
and Fertility

Ehlonna (eh-LOHN-nah) is a very old goddess. She combats those who would harm or despoil the forest of its resources and beauty. She has a hostile rivalry with Obad-Hai, but is friendly with the elven gods and most good-aligned deities.

Most of Ehlonna's clergy are female, whether human, elven, or fey. They live in forests, are friendly with ranger and druids, and watch for encroaching nonhumans, hunters, and loggers. They educate those who wish to live in harmony with the forest, just as the animals do. They are gentle in their first warning to those who would harm the forest and ruthless in stopping those who persist. They travel to spread their teaching or to protect a forest in danger.

There are two distinct factions of this church. There are those who view Ehlonna as a Flan goddess and the sister of Obad-Hai. They consider her to be a member of the "Old Faith," a loose organizational term for the old Flan deities whose sphere of influence encompasses the natural world. The second faction is composed of those who revere her as Ehlenestra, an elven goddess of the wood. This faction is in the minority, but that minority consists of her elven worshipers in the Gnarley Forest. The two factions have learned tolerance for one another at their goddess's insistence, and besides the legends of her origin, both factions share the same philosophy.

Clerics of Ehlonna/Ehlenestra prefer greens and blues of nature, wearing comfortable and utilitarian clothing suitable for those of the ranger class. The vestments for official ceremonies are pale green robes with a white unicorn, outlined in blue, embroidered over the left breast.

The dogma of Ehlonna/Ehlenestra and her clerics is best discussed in contrast to the dogma of her rival, Obad-Hai.

Despite sharing the spheres of forests and hunting, as well as the animal and plant domains, these two gods are

not on friendly terms. At the core of their dispute, Ehlonna chooses to take a more active role in the forests and among their creatures, while Obad-Hai and his followers are more passive and neutral. Clerics of Ehlonna pray for spells at dawn. Ceremonies tend to be more ritualized than those of Obad-Hai, and involved aromatic herbs, incense, the playing of pipes and flutes and direct sunlight.

Clerics of Ehlonna view themselves as educators and, if need be, protectors of the forests and its creatures. They travel frequently to spread their teachings, but tend to stay centered around a specific temple or shrine more so than those followers of Obad-Hai and Beory. They are the most likely to come to the aid of travelers of the followers of the three nature gods. Unlike followers of Beory and Obad-Hai, clerics of Ehlonna most frequently have ranger skills in addition to their clerical ability, and will gladly assist travelers with education in hunting, fishing, tracking, and the like. Sometimes, clerics of Ehlonna begin their careers as rangers. There are some druids among the ranks of



Ehlonna worshippers, but not as many as with Beory and Obad-Hai.

There are temples to Ehlonna throughout the forests of the land, and one can find shrines to her in small villages and towns near forests, especially those who, at least partially, depend on hunting for survival.

Fharlanghn N Intermediate god of Horizons, Distance, Travel, and Roads

Fharlanghn (far-LAHNG-un) is shown as a seemingly old man with leathery, wrinkled skin and young-seeming bright green eyes. He is on amiable terms with non-evil earth gods and several nature gods. His symbol is a wooden disc carved with the curved line of the horizon. He is the patron of those that walk or ride long distances.

The church of Fharlanghn 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 the constructing of roadways and bridges, and a pair of shoes made by one of his clerics is held to last longer than any other.

Underpriests of Fharlanghn, known as journeymen, have no official garb that they must wear. They must only be ready to undertake long journeys at a moments notice. As such they tend to wear comfortable, sturdy, broken-in, explorer's outfits and have supplies at hand for such trips. They always display their holy symbols, unless it would be suicidal to do so. The senior priests, or at least those who no longer live life on the road, tend to wear earth colored robes. Long years on the road, however, bring habits that are hard to break. They too tend to keep a bag packed just in case...

The open road and what that road may reveal are regarded as Fharlanghn's greatest gift to Oerth by the church. Anything that diminishes one's ability to travel and explore is regarded as an enemy. Tyrannical nobles who prohibit free travel and bandits who prey on the roads of the world must be stopped. In free and open countries, such as Verbobonc, the priest's job is a relatively easy one. Oppressed countries see a different side of the church. The church operates as smugglers and dissidents to topple the oppressive regime. They are the tireless defenders of the traveler and will track bandits to the far ends of the Oerth.

The most common activity of the church is the blessing of caravans and other groups of individuals about to set out on long journeys. "Fair journey friend" is used as a blessing and as a closing in conversations. Other duties include the exploration of unknown territory, updating the stockpiles of maps kept by the various chapterhouses, and serving as scouts and guards to caravans and armies of good aligned nations. Some priests, who tend to keep to a particular area, make excellent guides or caravan masters. An additional duty imposed upon priests within the boundaries of Verbobonc is to gather information about anything that could prove to be politically important. This is not spying, it is just passive information gathering.

Fharlanghn doesn't have churches as most deities do. Instead, his priests have erected chapterhouses that look much like small inns in many of the cities where they stop most often. These generally are ran by the laypeople of the church, such as retired caravan owners, merchants and the like. These chapterhouses have stables and other care for horses as well as baths and sleeping quarters for transient priests. These places, serving as stopover points for priests all over Oerth, tend to have the most comprehensive (and correct) map collections around. These chapterhouses charge minimal fees, but you are expected to contribute to the work needed around the area for your keep, and most importantly, you are not to overstay your welcome when you could be using this time for travel like decent folk would.

There are two main centers of worship for the Dweller on the Horizon in the viscounty. The head of the church, Father Pilchus, works out of Rhynehurst. This church is a large two-story wooden building right off the Riverwalk and adjacent to Randuun's Regalia, the premier wilderness outfitter in the region. It is a quiet building filled with maps, books covering a wide variety of subjects and dormitories for itinerant clerics. The second church of Fharlanghn in the viscounty is in Verbobonc City. This large bustling building is a beehive of activity. Situated directly on the merchants square, with a prime view of the main city gates, these clerics are busy. Blessing caravans, inspecting cargo and transport animals, acting as guides, giving travel advice and weather information, and a myriad of other tasks to assist travelers of all stripes keep these clerics occupied round the clock.

Father Pilchus is the Patriarch of the church of Fharlanghn and is based in the city of Rhynehurst. He is 55 years old, 5'10" tall and weighs 165 lbs. He has salt and pepper hair with piercing gray eyes. Pilchus is an average physical human, but possesses great mental and social talents. If people come asking for help, Father Pilchus most often says that he cannot help them to their faces while arranging to help them without their knowledge.



The Old Faith

Ever since the harsh dawn that saw the birth of man on Oerth, spirits of the wild have been revered. Fertility, creation, protection, sustenance, and death were all seen as aspects of the natural world. From these beliefs the ancient Flan cults worshiping the deities Beory and Obad-Hai arose. While Beory embodies the feminine aspect of the Oerth, Obad-Hai embodies the masculine. Pelor, the wizened sun god, and Nerull, god of death are likened to be the offspring of those two. It is unclear where the goddess Ehlonna originated, although her close ties with the Seldarine lead many to believe that she may be an ideological splinter from that august body. These four deities are the primary focus of what has been termed the "Old Faith."

When human settlers first moved into the area that would become Verbobonc, they brought the Old Faith with them. Their clan chiefs were advised by Druidic councilors and their ceremonies were steeped in Druidic custom. Although the current Viscount is now advised by the Bishop of St. Cuthbert, many of the Old Ways are still followed by the rural folk of the viscounty. Many farmers say "I'd rather face an army of angry Billets than go to harvest without the blessings of the Old Ones." And the matrons of those farms more often than not ask for a druid's presence during the birth of her children to enact the enigmatic *Ritual of Days* upon the newborn child.

The Viscount is no fool. He, and the Church of St. Cuthbert for that matter, sees the influence that the Old Faith has upon certain regions of his viscounty. Rather than incur the wrath of these factions by outlawing their religion or trying to vigorously convert them to the state religion Viscount Langard has gained powerful, yet often overlooked, allies with the nature folk.

Trithereon

CG Intermediate god of Individuality, Liberty, Retribution, & Self Defense.

Trithereon (tri-THEH-ree-on) is shown as a tall well-built young man with red-gold hair, clad in a chainmail shirt and blue or violet clothes. His symbol is the rune of pursuit, representing his relentlessness in hunting down oppressors and tyrants. He fights evil and oppressive law, so he sometimes opposes other good-aligned deities such as Heironeous and Pholtus.

Clerics of the Summoner are rugged individualists, never afraid to question authority. Those in cities instruct commoners in self-defense and recruit like-minded rogues and rangers for the cause of individual liberty. Those in rural areas act as scouts or spies against despotic lords or murderous non-humans. Both sorts keep close watch on Lawful religions lest they become too powerful. The

Summoner's clerics travel far and wide in search of those that need their help.

As a chaotic institution, there is no set garb for Trithereon's clerics. While working in relatively friendly environments, many try to include blue or purple in their day-to-day attire, and all strive to openly show the symbol of pursuit. While in hostile territory, whatever the individual deems appropriate will be worn. Armor and weapons will be carried at all times unless it would be suicidal to do so.

Even though the state church of St. Cuthbert is rigidly lawful, it is not stiflingly so. It is also very popular with the locals, so proselytizing against its inflexibility is kept to a minimum. On the other hand, the undesirables who fled to this area from the Wild Coast when Turrosh Mak made his bid for power in the Southeast, brought with them more than their cults and disease. They also brought with them those who have hunted them for years...the Knights of the Chase. Defending the citizens of their new home from the hidden dangers of their last is the primary goal of this church.

Working with local militias, city magistrates and even the Mounted Borderers keeps this church busy. Offering up their expertise in tracking down cultists and uncovering plots against the common citizen occupy most of their time. The rest is spent teaching the locals that you don't defend your life and home by first looking to others for your protection. An individual's own strength will determine the success of the community.

Although they sometimes work with the legal authorities of Verbobonc, they do not trust them. Verbobonc is generally a law-abiding region, so the Summoner's faithful tend to keep as low a profile as they can. Their expertise in tracking fugitives keeps them out in the wilds, which has garnered some, but not much, cooperation from the Gnarley Rangers and the Church of Ehlonna.

The Church of Trithereon in Verbobonc has set up shop in Rhynehurst. While Verbobonc City would have been a more ideal location, the present of Cuthberian Billets creates too much friction. They have rented a medium sized warehouse, jokingly dubbed the "Summoner's Keep," in the merchant quarter and conduct their business in relative quiet from there.

Zilchus

LN Intermediate god of Power, Prestige, Money, Business, and Influence

Zilchus (ZIL-chus) is a popular Oeridian god, depicted as a well-dressed Oeridian man of plain appearance but great wealth. Husband of Sotillion, brother of Kurell, ally of Rao,



Zilchus has many contacts that reflect his ability to establish relationships that are vital to any businessman. A busy god, he has little time for frivolous pursuits, but is knowledgeable in such things because it allows him to influence others. He acts as a dealmaker between gods, finalizing agreements once Rao convinces warring parties to talk. His symbol is hands clutching a bag of gold.

Zilchus' faithful can be found working and preaching, two things that are very similar in the eyes of the church, on the riverfronts and merchant quarters of the viscounty's cities and towns. They act as currency exchangers, investment solicitors, merchandise appraisers, and (whenever necessary) moneylenders to their communities. Unless promoted into a larger financial network, clerics of Zilchus tend to stay in one community. The longer a community knows a particular cleric, the more comfortable they are with him and the deeper his contacts get.

While adventuring, clerics of Zilchus are encouraged to wear whatever they feel can keep them alive long enough to re-invest their earnings. In urban areas, they tend to adopt the local fashions so as not to draw undue attention to them and more importantly to the wealth they seek to create. While on the job, they wear normal clothing with their vestments of faith and holy symbol prominently visible. Many of the more senior priests also carry a leather bag filled with the scales, weights & measures needed for currency exchange and appraising of goods. These are marked with the symbol of Zilchus and are certified true. The church warns to avoid transactions without these tools and to report any counterfeits seen. As clerics of Zilchus are the only ones allowed to own these certified tools, you can expect a small fee for their use.

Clerics of Zilchus preach that money is divine. Earning it in large quantities is the key to spiritual happiness. Clerics of Zilchus strive to involve themselves with whatever they believe can get them, their employers, and their church as wealthy and prestigious as possible. This single-minded devotion to finance does not see the barrier between investing in a local hospital and placing bets on a rigged jousting match. Legality means nothing as long as you can make enough money and stay around long enough to spend and invest it. Consequently, the Gentlemen of the Watch have several acolytes of Zilchus in the local prison at any given time. This has led to mistrust of the church from government officials and awe from the lower classes.

Clerics assigned to church structures have more of an academic role than their more street savvy brethren. They

maintain records of member activities, lecture younger members on financial strategy, and the most important job is cataloging the wealth of that particular institution. Other clerics get loaned out to nobles to assist in managing their monies, as well as merchant houses, criminal gangs, and any other group that wishes to increase profits while minimizing costs. These services are provided for a modest weekly stipend, of course.

Depending upon his position, a particular cleric could tell you quite a bit about his employer. There are priests who manage noble estates, criminal empires, and watch every piece of merchandise that gets loaded or unloaded from the docks in the city of Verbobonc. The potential for finding the information you seek is very high, but the question is: Can you pay the cost to get it? Adding to the mystique of this church by the common man is the recent sightings clerics of Rao sitting in closed meetings with some of the mid-level priests of Zilchus. To date, no one has paid the price for the answer to this question.

Abrac the High Enumerator is the High Priest of Zilchus in Verbobonc. Abrac is short and thin, 5'8" 100lbs, and he is going bald. He has poor vision, and his feeble social skills limit the number of personal friends he has. These matters do not concern him. His supernatural ability with finances and an infallible memory serve to keep his position in Verbobonc secure. This, however, does not give him joy. Due to a cheating scandal in the seminary/accounting academy in the Free City of Dyvers, Abrac was given a less prestigious assignment away from his home city. This makes Abrac very jealous of Dyvers-based priests of Zilchus and this envy makes him bitter and unpersonable. Verbobonc, however, has had marks consistently 0.37% higher than Dyvers from the Auditors since Abrac has taken over the temple in Verbobonc.

The Office of Enumeration is a small one story building in the merchant's district in Verbobonc city. They are responsible for record keeping and the monitoring of all financial activities in the region. This building serves as the warehouse for financial documents of all kinds. Many thieves and blackmailers have tried to investigate this building, and have not been seen again. When the Gentlemen of the Watch investigates the church or serves a warrant to inspect the premises, however, nothing illegal has ever been found. Zilchus may be a material-minded god, but he is still a god. It is not advisable to anger him.



ORGANIZATIONS IN VERBOBONC



The Battirovka Family

Much of the crime throughout the viscounty is orchestrated by a secret organization known as "the Family." Its members are more than leg-breakers and petty criminals; even the lowest-ranked members of the Family are skilled rogues with quick feet and smooth words. Although the Family is pervasive—it certainly operates at minimum in Verbobonc City and Rhynehurst—its exact structure and headquarters are unknown. The Family is organized in a hierarchy, and members rarely know anyone outside of their immediate superior and subordinates. The lowest rank in the organization consists of "Friends of the Family," who receive their orders from "Cousins." Cousins, in turn, receive orders from "Brothers" and "Sisters," who seem to administer the Family's operations. It is rumored that these "Brothers" receive orders from shadowy "Aunts" and "Uncles" of the Family, but these masterminds are virtually unknown. They have certainly never been captured or identified.

Although the Family deals with vice, smuggling, and crime, its existence has arguably done more good than harm to Verbobonc. Most importantly, the Family knows it can only prosper when peace and wealth flow through the land; in many cases, the goals of the Viscount and the goals of the Family are the same (to drive away evil monsters, to increase the prosperity of the citizenry, and so on). Furthermore, the Family avidly guards against outsiders

setting up thieving operations in Verbobonc. One of the foremost goals of all members of the Family is to look out for independent freelance operators—called "black sheep"—and see to it that they ply their trades elsewhere, or end up floating face down in the Velverdyva.

This is not to say that the Family is without its enemies. Certainly, the Church of St. Cuthbert would like

to see all these miscreants thrown out of the viscounty. The Church of Zilchus, often victims of the Family's burglars and pickpockets, also actively oppose the Family. In Verbobonc City, many Family members spend much of their time trying to stay ahead of the vigilant Gentlemen of the Watch.

Gnarley Rangers

The Rangers of the Gnarley are some 200 strong, most of them born woodsmen, with a few half-elves among them. This group became more cohesive during the Greyhawk Wars, and no few of them fought in Furryondy as volunteers. The Gnarley Rangers are democratic and have no leaders who issue orders or directives, but there are seven Ranger Knights who meet at Corustaith every two or three months to share information at the Gilded Acorn there. Each Knight has his own following of younger rangers who swear a personal allegiance to him. In return, each Knight trains the young rangers as needed, and holds an annual feast for all his juniors each Brewfest. The oath is not very



restrictive, involving promises to protect the integrity of the forest, help good folk in need, and to revere a Power of Good (usually Ehlonna).

Ranger Knights do not have formal delineations of territory or spheres of control, although each has a particular area (which may overlap with others) where he has good friends and expends most of his protective efforts. The rangers strive to bring good folk together. They have very warm relations with gnomes, most woodsmen, and with the swanmays and werebears of the Gnarley. They are very cautious in dealings with elves; they are respectful to them, but do not trust them. Cool politeness is the order of the day.

Gnarley Rangers have their own secret tongue, one that is part vocal and part subtle hand and eye signals. This language concerns events and phenomena important in the woodlands and to the ethos of good. Thus, if one ranger looks at someone and then casts his gaze down and to the right, a second ranger viewing this will know that the first ranger considers that person evil or dangerous. An almost imperceptible (to non-Gnarley Rangers) clenching of a fist accompanying this shift in gaze indicates that the ranger feels the person is certainly evil or very dangerous. The Gnarley Ranger language is complex and quite subtle.

The Verbobonc Standing Army

Verbobonc is small in size and population, when compared with many of its neighbors, but it has more than its fair share of dangers. Therefore, the viscounty maintains a standing army, constantly trained and supplied.

This standing army is comprised mostly of yeomen, who are brave and well-trained, but often poor fighters. The Verbobonc Standing Army is the largest section of the military, but the least disciplined and least effective.

The same cannot be said of the officers of the Verbobonc Standing Army. These officers are very skilled and trained in the best tactics and strategies. Many of these officers are Warmasters, having studied at the War College in Furyondy or at the feet of Baron Avgustin himself. The head of the Verbobonc Standing Army is the Provost Marshal of Verbobonc, a position long-held by Baron Avgustin and recently usurped by Lord Milinous.

Although the Verbobonc Standing Army can be mobilized to respond to a threat anywhere in the Viscounty, the bulk of the army remains stationed in the western heartlands of the Viscounty.

Knights of the Faithful Defender

The Knights of the Faithful Defender, sometimes called the White Guard for the white tabards they wear, are the

personal guard of the viscount. They are the elite heavy cavalry, and all are skilled horsemen and powerful fighters. The Knights of the Faithful Defender are a close-knit group who value duty and personal honor highly. There are rarely more than a few dozen of these warriors active at one time.

Viscount Fenward Left-Handed disbanded the Knights of the Faithful Defender during his reign, stating that their protection was unnecessary now that Verbobonc was "tamed." Langard reinstated them soon after he became Viscount, and the Knights of the Faithful Defender have continued to serve with honor and distinction.

Unlike the other divisions of the Verbobonc military, there is little formal organization within the Knights of the Faithful Defender. They are directed by the viscount himself.

Mounted Borderers

The Mounted Borderers, as a group, are considered the most capable soldiers the Viscounty has to offer. Duties of the Mounted Borderers 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 Viscounty's 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 or their re-

Verbobonc Military

The official military of Verbobonc is divided into four sections of unequal size and skill. A number of other military-minded units, such as the First Army of the Church of St. Cuthbert, can assist the viscounty in times of military need.

The largest and least disciplined military division in the viscounty is the Verbobonc Standing Army. The smallest and most disciplined is the Knights of the Faithful Defender, the viscount's personal guard. The Mounted Borderers are a highly-respected group of riders that patrol throughout the viscounty, and the Gentlemen of the Watch are responsible for defense and peacekeeping within Verbobonc City itself.



tainers, 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.

Throughout 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.

The Borderers have existed for about 150 years. 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 the 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 Castle Grayfist in Verbobonc City. It is here that they have their headquarters. They are further charged with upholding the Viscount's 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 as 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 Bachelor and three or four of his Men at Arms, to a couple of Sergeants. In time of war, Mounted Borderers are mustered into the 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.

Occasionally Mounted Borderers 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 his skills, be it intimidation, intelligence gathering through scouting, or even brute force. They will try to utilize any resources that they find, whether 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 willpower 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 Borderers, to the point that even open rooms are left vacant in the event a Knight Borderer does show up from out of the wilds.

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. When a new Viscount is chosen to lead Verbobonc, all Mounted Borderers swear a

Mounted Borderer Ranks

Officer Ranks

Knight Commander
Knight Captain
Knight Bannerette
Knight Batchlor

Enlisted Ranks

Sergeant at Arms
Sergeant
Lance Corporal
Corporal
Trooper First Class
Trooper



Mounted Borderer Companies

The Mounted Borderers are divided up into four Companies, each with its own commander, area of authority, and reputation, as follows:

1st Company - High Guard of the Viscount

Duty - Verbobonc City and the Viscount Directly

Headquarters - Castle Grayfist, Verbobonc City

Commanding Officer - Ryyis el Lendreer, Knight Bannerette

Mounted Borderers who have proved their courage, resourcefulness, and honor while serving the Viscounty may be 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.

2nd Company - "The Spears of Hagthar"

Duty - Western Viscounty, Ironwood, and Southwestern Lortmils

Headquarters - Fortress Hagthar

Commanding Officer - Egret Rhynehurst, Knight Captain

Treacherous mountains and the ominous threat of strange creatures from the west keep the 2nd on their toes. Charged with protecting the western reaches of the Viscounty, they are adept at fighting in all kinds of terrain and weather. It is said that Knight Captain Rhynehurst runs a tight outfit, strictly adhering to rules and regulations. Battle proven and time tested, the "Spears of Hagthar" are considered the most honorable and most organized of all Mounted Borderer companies.

3rd Company - "The Longriders"

Duty - Eastern Viscounty, the Gnarley Forest, Southeastern Kron

Headquarters - Ostverk

Commanding Officer - Waldgraf Corbin Deleveu, Knight Commander

"In the dark forests and rolling hills, one Longrider is worth ten men...maybe more. They use guerilla tactics and their panache for timing to draw out the enemy and unbalance him. Lone wolves the lot of them." - Knight Bachelor Sir Tomas du Envil, Mounted Borderer historian.

4th Company

Duty - Southern Viscounty, Northern Kron

Headquarters - De Chute's Ford

Commanding Officer - Lord Roland Galans, Knight Captain

The 4th is a new company commissioned by Viscount Langard himself in response to increased troubles to the south. Created mainly to provide a defense to the Viscount's southern lands, they also stand as a testament to the Viscount's determination to protect the Kron Hills as well.

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.

Nobles tend to appreciate Borderer patrols and combat prowess, though one or two nobles take offense with the Borderers telling them how to administer 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 Borderers' 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.

Members of other organizations typically show respect to the Borderers on a professional level. 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 crawling 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, and some have not lived to tell about it.

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 a region. They have of late been charged with keeping the roads open for trade, enforcing laws against smuggling and preventing bandit activity. To this end, the Borderers work closely with the Gentlemen of The Watch in Verbobonc City, and other town-based organizations dedicated to enforcing laws to protect the common man. The common citizens appreciate 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 usually find information gathering somewhat easy. Another challenge facing the Borderers is that due to their success and status, they find themselves the target of 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.

The Mounted Borderers is considered an arm of the Verbobonc military, alongside Verbobonc City's standing army, the citizens' militia and the Church of St. Cuthbert's own



troops. Ultimately, the Mounted Borderers answer to the Viscount through a well-established chain of command. Its goals and missions are dictated by the current Viscount. This differs slightly from the Verbobonc Standing Army (which answers to the Nobles as a whole and the Lord Mayor of Verbobonc) and the militia (which answers to its local freemen leaders).

Gentlemen of the Watch

The Gentlemen of the Watch is a small organization dedicated to bringing, and keeping, law and order in the free city of Verbobonc. They are the police force of the city, working under the honorable Lord Mayor. Originally instituted in the 506 CY, they initially were a group of aristocrats and retired adventurers who patrolled the streets, rents, and docks at night. As is implied by the name, the group membership was strictly limited to males of civilized stock (human, demihuman.) This changed in 570CY, a year after the Battle of Emridy Meadows. After the battle it was quite prevalent that the Viscounty had many women who were as capable, or more capable, than their male counterparts. A general membership vote was put forth and by a close margin women were allowed to enter their ranks. As for those of humanoid descent, it was only three years ago that a vote was put forth for limited half orc membership on a trial basis. As of now there are only three in its ranks.

The group itself is now almost entirely made up of commoners, with some aristocrats making up the supervisory positions. For the most part all the lower ranks are made up of common folk who have exhibited an eye for justice, and a temperament for dealing with people. The Gentlemen of the Watch prize their individuality over any type of highly organized structure, and this shows in the organization of the Watch. There are only five ranks within its society. It's common to see some of the watch ranks filled with St. Cuthbert followers, whose stern hand can be felt on those that stray from the right path. Some adventurers however do opt to join the Gentlemen of the Watch and work towards improving the city.

The Gentlemen of the Watch are not quite organized. Their structure has a loose system of checks and balances, and all watch members report to a superior, who in turn reports to another, who eventually reports to the Mayor of Verbobonc. The Gentlemen of the Watch consist of approximately 250 men and women, assigned to the various areas around Verbobonc. These could be the docks, the merchant quarter, the warehouse district, or even Artisan's Row as examples. While their numbers are small, they augment them with finding alternative resources. It is common for members of the watch to work with people outside of the organization. They make good use of the wealth of information at their fingertips. Tavern keepers, merchants, and sometimes thieves offer a plethora of information. The use of divine or arcane magic has also become essential in their attempts to keep the peace. Lastly, many watch members use trained animals to assist in their duties.

The Gentlemen of the Watch are answerable to the Lord Mayor of Verbobonc, who is effectively the highest-ranking member of watch. The Lord Mayor is vested with power from the Viscount, and under codified law, can vest this power with any subordinate, effectively deputizing them. The rank structure of the Gentlemen of the Watch is very simple: the Lord Mayor of Verbobonc oversees the Gentlemen

Five Things You Probably Didn't Know About Verbobonc

1. About 90 years ago, the Lortmil dwarves and the Kron Hills gnomes forced most of the dangerous giants and humanoids out of the Lortmil Mountains in a decade-long purge called the Hateful Wars. As a result, the Lortmils are now one of the safest mountain ranges in the Flanaess.
2. The most populous race in Verbobonc after humans isn't gnomes—it's elves. This is because so much of the Gnarley Forest is technically in the hands of the Viscount, and the gnomes of the Kron Hills are not under the Viscount's authority.
3. The town of Rhynehurst sits at the confluence of the Volverdyva River and a swift, deep river called the Celeb'vara (elven for "Silver Protector").
4. Free Citizens, or Yeomen, of Verbobonc are those raised in the Viscounty who are not a vassal to any of the nobility. Only Free Citizens and titled nobility are allowed to vote.
5. Rumors and accusations that various nobles of Verbobonc are connected to the Scarlet Brotherhood (an evil network of Suel monks and slavers) have often been leveled throughout Verbobonc's history, but no actual proof of Scarlet Brotherhood influence in the Viscounty has ever been discovered. Still, rumors of this insidious network making inroads into the Viscounty remain.



(or Ladies) or the Watch, who oversee Constables. These Constables of the Viscounty supervise Peacekeepers, who direct the numerous Cobwalkers. The first duty of all the Gentlemen of the Watch is to keep the peace. Ultimately the city magistrates are in charge of adjudicating innocence or guilt of apprehended criminals, though one may petition the Viscount for appeal of serious crimes. There are several vested powers that members of the watch have. The generally consist of the following:

- Information gathering.
- Interrogating potential criminals.
- Interviewing of witnesses.
- Reporting back to their supervisor or the Mayor himself whenever they have pertinent information.
- Arresting persons committing crimes in front of Gentlemen.
- Requesting a Writ of Arrest for crimes.

The second duty of the Gentlemen of the Watch is to assist in the defense of the city from either internal or external enemies. It was they who prepared the city for attack during the Greyhawk Wars.

The Gentlemen of the Watch seek only to protect Verbobonc from threats within and without. At the present time, the Gentlemen of the Watch are concerned with policing the populace in the town, enforcing the laws, and arresting the lawbreakers. The Gentlemen commonly try to avoid any types of combat, leaving large-scale fights to the local

militia or Mounted Borderers. Enforcing the law is their chief priority, and in some cases they share this task with Billets of St. Cuthbert. Because of this, it is not uncommon for the two to work together. As a police presence, the Gentlemen of the Watch act with the best interests of the community in mind. The way laws are enforced, however, are up to the individual watch members. Some individuals will often let minor citations slide, choosing to merely chastise the perpetrator. Others find that if one is let go without punishment from the system, that they will break the law again. This is only the case for minor offenses, such as minor theft, brawling, public drunkenness, and others. For more serious crimes, the letter of the law is followed. Because Gentlemen of the Watch are assigned to specific areas of Verbobonc, they often know the people on a first name basis. Often times they use local citizens for information gathering, keeping themselves an arms length from a situation, as not to scare of potential criminals. They have an informal relationship with the communities' local leaders and noteworthy citizens.

The Gentlemen of the Watch work well with church of St. Cuthbert. Many of the Gentlemen belong to the faith and the two organizations share similar goals. The Gentlemen also have opportunities to work with the Borderers every so often, as the latter concerns itself with investigations involving the Viscount directly. Many times criminals will escape to the wilds, or head for the border. When this happens the Watch has a writ issued and they pass it on to the Mounted Borderer headquarters in Verbobonc City.



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