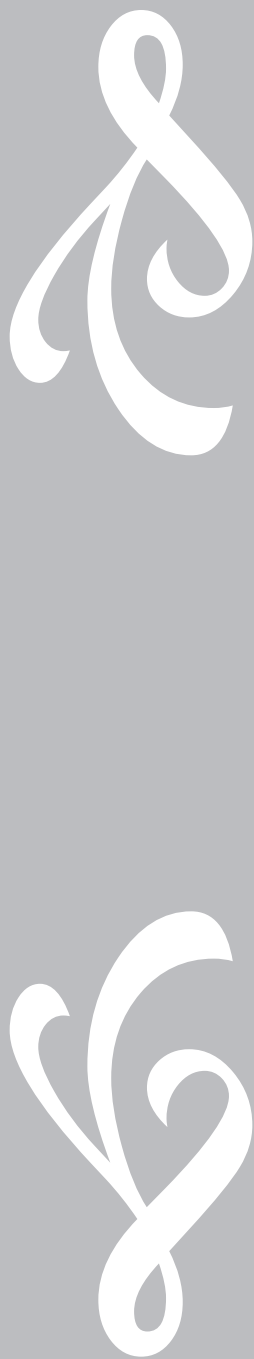


VERBOBONC



Verbobonc Regional Adventure Summary



Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Verbobonc Regional Adventure Summary

This is a synopsis of all Verbobonc regional scenarios to date. Each entry begins with a scenario code (Year, followed by scenario number in that year) and name. A brief synopsis of the scenario follows; if you played in the scenario, it should be enough to jog your memory. If you didn't play in the scenario, this is "summary information" your character may have heard about from other characters. Next, significant NPCs are listed. These are characters that appear in other scenarios, or may appear in the future, or are otherwise important for our region. Then, a "What you should know" section highlights the most important fact or event to arise from the scenario. If the scenario is part of a "tight" series (that is, it has closely-related sequels or prequels), they are also noted. Finally, those Interactive events clearly tied to the Verbobonc regional plotline are noted along with the key scenario to which the Interactive is related (either because it occurs just before or just after the events of the key scenario).

CY 591

VER1-01 Noble Ambitions

Synopsis: A group of adventurers helped the impoverished House Asbury by venturing into an ancient Suel temple and recovering the lost treasures of House Asbury. The abandoned temple was full of orcs and ogres. Along the way, the adventurers rescued an imprisoned dwarf named Thuldon Rockspitter. Thuldon agreed to work as Lady Elinor Asbury's smith in gratitude.

Important NPCs: Lord Simon Milinous, arrogant noble; Lady Elinor Asbury, beloved lady; Thuldon Rockspitter, earnest dwarf.

What You Should Know: Lord Milinous wants Lady Asbury's hand, and is trying to force her to marry him due to her current poverty. Thanks to the actions of the adventurers, the arrogant Lord Milinous does not succeed.

Series Information: many Verbobonc scenarios spring from this opening, including the Dwarven plotline.

VER1-02 Giants on the Move

Synopsis: While scouting for the gnomish village of Sheernobb, the characters discovered a well-fortified hilltop base that appeared to

be the lair of several giants, and a mysterious black-robed humanoid. Commander Keenbolt of the gnomes left on a punitive raid.

Important NPCs: Glenndarc, the ancient Headgnome of Sheernobb.

What You Should Know: Giants are raiding out of the eastern Lortmils (which dip into the Gnarley Forest) and into the Kron Hills.

Series Information: this scenario begins the Giants plotline, which is extensive: it is followed by VER1-05 Games Afoot, VER2-05 Silver Moon, VER3-07 Decision at Sheernobb, and others.

VER1-03 Gift of Beauty

Synopsis: The characters are asked to recover an ipp wood box that was stolen en route to Celene. The characters gain the help and trust of Lord Corbin Delevu, leader of the Mounted Borderers and lord of south-eastern Verbobonc. The characters regain the prize from a gnome illusionist.

Important NPCs: Lord Corbin Delevu, distant noble.

What You Should Know: Lord Corbin Delevu is a good man, but his holdings and his interests

lie far from the main areas of Verbobonc.

VER1-04 How Greenway Was My Valley

Synopsis: Lord Roland Galans is having trouble with gnomes raiding out of the Kron Hills to the south. He asks the characters to look into these raids. It turns out these raiders are men disguised as gnomes, and there is some indication that they work for Lord Milinous.

Important NPCs: Lord Roland Galans, wealthy noble; Lord Simon Milinous, harsh lord.

What You Should Know: Gnome-human relations aren't very good, particularly at the Kron Hills border.

VER1-05 Games Afoot

Synopsis: The characters return to Sheernobb at the request of Glenndarc. Commander Keenbolt and his strike force haven't returned, and the characters are sent out to find out what happened to them. The characters come upon the gnomes' last stand, and are able to turn the tide of the battle. The small giant force is defeated.

Important NPCs: Glenndarc, the ancient Headgnome of Sheernobb

What You Should Know: Giants continue to raid, in increasing numbers. Ogres and hill giants are the most common complement of the giant forces.

Series Information: this scenario continues the

Giants series that began with VER1-02 Giants on the Move.

VER1-06 Forest of Mysteries

Synopsis: The characters are asked, by the rangers and fey of the Gnarley Forest, to rescue a captured unicorn. They track the creature to the abandoned Suel Temple (from VER1-01 Noble Ambitions), and sneak into it using a side entrance. There, they rescue the unicorn.

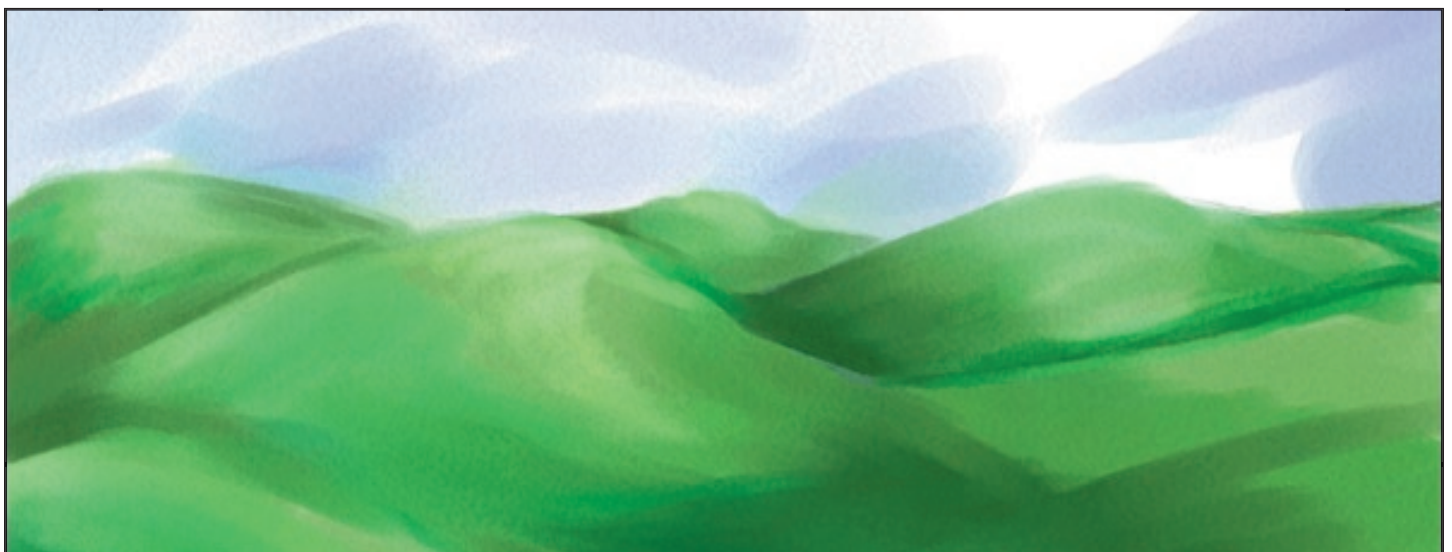
Important NPCs: none.

What You Should Know: Forces of evil, mostly orcs and their ilk, infest the Gnarley and sorely press the forces of good there.

VER1-07 Knocking on the Keep

Synopsis: Thuldon Rockspitter (from VER1-01 Noble Ambitions) reveals that he is a prince among his kind. His people were driven from their underground homes generations ago, and each generation must search for the entrance. Thuldon asks the characters to deliver his fiancée and some mithral to his dwarven kin. Along the way, the characters recover the axe handle of Worm Slayer (an axe needed to earn entrance to Granite Keep) and are gifted with the Shield of Rockhall (another key to gain entrance to Granite Keep).

Important NPCs: Thuldon Rockspitter, tasked dwarf.



What You Should Know: The dwarves need three keys (the Shield of Rockhall, the axe Worm Slayer, and a coin blessed by their priests) to re-enter their home, Granite Keep. Plus, they need to discover where Granite Keep is, since they don't know; it's Thuldon's task to find it, but he's currently indentured to Lady Asbury in gratitude for his life.

Series Information: this scenario truly begins the Dwarven plotline, which continues in VER2-02 Granite Keep.

VER1-08 Abbey of Intrigue

Synopsis: The characters investigate the sleepy hamlet of Larneystoe, overseen by the imposing Abbey of the Valorous Knight, a monastery of Heironeous. The characters investigate murdered monks and discover that a priest of Hextor named Sidanus—who was disguised as a Heironeous monk, but escaped—stole the body of Sir Gregor the Just (an long-dead honored hero of the Abbey) and corrupted it.

Important NPCs: Abbot Rudolphus, benevolent old warrior.

What You Should Know: Sidanus, a priest of Hextor, is opposed to the Abbey of the Valorous Knight.

Series Information: This scenario begins the Abbey of the Valorous Knight Trilogy, along with VER2-01 Enemy Within and VER2-07 Master of Puppets.

VER1-09 Knights and Days

Synopsis: The characters must clear the name of a Knight of the Faithful Defender named Drinsal, accused of consorting with giants. They find that the real culprits behind this mixup are in the employ of an agitator named Conner Bridgeforth.

Important NPCs: Drinsal, lovestruck Knight of the Faithful Defender; Conner Bridgeforth, schemer.

What You Should Know: Some agent is trying to cast doubt upon the elite Knights of the Faithful Defender, a knightly order that protects the Viscount.

VER1-10 For Man Nor Beast

Synopsis: High in the Lortmils, the characters encounter a traveling menagerie. The characters and the menagerie creatures are stalked by a cunning ethereal marauder, and must gain the help of a hermit-priest of Vatun, to stop it.

Important NPCs: Ghen Tayber, menagerie owner; Grobb Winterbeard, ancient dwarven priest of Vatun.

What You Should Know: Ghen Tayber runs a menagerie that travels the area.

VER2-01 Enemy Within

Synopsis: The characters return to Larneystoe, where Garilon Rhynehurst, the third son of Lord Wendell Rhynehurst, is accused of murdering a cleric of the Abbey of the Valorous Knight. Through their investigations, the characters discover it is Sidanus who masterminded the murder, intending to throw the region into chaos.

Important NPCs: Lord Wendell Rhynehurst; Garilon Rhynehurst, haughty noble scion; Lord Krompox, local landowner; Abbot Rudolphus, kindly priest.

What You Should Know: Sidanus is acting against the Abbey once again.

Series Information: this scenario continues the Abbey of the Valorous Knight trilogy, which concludes with VER2-07 Master of Puppets.

VER2-02 Granite Keep

Synopsis: Following rumors of a shepherd boy, the characters trek through the town of Loren's Ford (where they meet a crazy dwarven druid named Rukar) and into the high Lortmils. There, they discover a replica of the entrance to Granite Keep, and see how the axe Worm Slayer, the Shield of Rockhall, and a coin blessed by Moradin are used to open the gates once they are found.

Important NPCs: Shannus, the lycanthrope-hunting elven dragon disciple; Rukar, the crazy dwarf druid; Thuldon Rockspitter.

What You Should Know: Although this scenario doesn't present any further keys or clues to the location of Granite Keep, it does show adventurers how to open the gateway to Granite Keep once it is found.

Series Information: This entry in the Dwarven plotline follows VER1-07 Knocking on the Keep.

VER2-03 A Friend in Need

Synopsis: The characters come upon a pastoral village of halflings and humans called Gallow's Corner. The adventurers are able to rid it of kobolds infesting the caverns beneath the town.

Important NPCs: none.

What You Should Know: Not all villages in the Kron Hills are wrapped up in the human-gnome strife. Some communities are still quite nice.

VER2-04 Goblin Krown

Synopsis: The characters hear of goblins raiding the southwestern heartland of the Viscounty. They are able to follow the goblins to their nearby lair and dispatch a fiendish creature using an artifact of Vecna called the Crown of Kurotha.

Important NPCs: none.

What You Should Know: The Cult of Vecna is active in Verbobonc.

VER2-05 Silver Moon

Synopsis: The characters discover a giant raiding force near the village of Sheernobb that will cross an old druid's shrine. The characters divert or defeat the giant forces, and gain the trust and thanks of the druid and her ranger ally.

Important NPCs: none.

What You Should Know: Giant forces are actively patrolling throughout the Kron Hills.

Series Information: This scenario continues the Giants series.

VER2-06 Glory Town

Synopsis: The characters deliver a horse to Shannus, mayor of the town of Glory in the lycanthrope-infested Iron Wood. They learn that a creature named the Moonlord rules the lycanthropes, and he is Shannus' sworn enemy.

The characters also learn that an evil demonic force, the Great Dire Dark, is present in the Iron Wood as well.

Important NPCs: Shannus, dragon disciple mayor of Glory; the Moonlord, mysterious master of the Iron Wood lycanthropes; the Great Dire Dark, demonic presence.

What You Should Know: The Great Dire Dark, an evil demonic force, is pitting Shannus and the Moonlord against each other.

Series Information: This scenario begins the Glory series, which continues with VER3-03 Glory Dimmed and VER4-03 Glory's Warriors.

VER2-07 Master of Puppets

Synopsis: The characters accept a task from Abbot Rudolphus to investigate the hauntings on the estate of Master Grayfield, an old friend of his. The characters discover that Master Grayfield sent Sidanus to the Abbey in order to topple it, as he now opposed Abbot Rudolphus and the forces of good. The characters defeat Master Grayfield, and conclude the Abbey of the Valorous Knights series.

Important NPCs: Abbot Rudolphus.

What You Should Know: A powerful servant of Hextor is defeated, and goodness reigns in the western heartlands of Verbobonc...for now.

Series Information: This scenario concludes the Abbey of the Valorous Knight trilogy, which began with VER1-08 Abbey of Intrigue and VER2-01 The Enemy Within.

VER2-08 Griffon's Blood

Synopsis: The characters investigate a missing ranger named Swiftarrow. He was lost at the hunting grounds of Lord Kolgrim, a long-time ally of Lord Milinous. The characters learn that Lord Kolgrim is a puppet of his wife, who worships infernal powers. The characters race to stop a sacrifice in the name of Belail, and fight Lady Kolgrim and a host of House Milinous guardsmen.

Important NPCs: Lord Simon Milinous, harsh noble.

What You Should Know: Lord Milinous insists that his guardsmen present at the sacrifice site were disloyal traitors, and he's had them executed for it already, so no there isn't any opportunity to question them, thank you very much.

VER3-01 Armor Class

Synopsis: The characters investigate hauntings of an elite academy for noble children. They discover that one of the professors is behind the hauntings, and intends to take over the school himself. The characters stop him, and save the children from his hag allies.

Important NPCs: Young relatives of many nobles of Verbobonc.

What You Should Know: Nobles often send their children to this elite academy in Verbobonc City.

VER3-02 How Much Wood Would...?

Synopsis: The characters investigate the disappearance of Ipp wood from Verbobonc City, and find an evil halfling druid from the Gnarley Forest is terrorizing the area. The characters are able to stop this druid and his animal companions.

Important NPCs: none.

What You Should Know: There is not actually much friction between the Gnarley Druids and the good people of Verbobonc; only evil elements, like the halfling druid presented here, opposed the Viscount's careful logging practices.

VER3-03 Glory Dimmed

Synopsis: The characters are asked to investigate a strange cavern near the logging camp in the middle of the Iron Wood. The Mist Children elves (degenerate grey elves native to the Iron Wood) swear allegiance to Shannus against the Moonlord. The characters learn that this Shannus-Moonlord hostility is being fueled by the demonic Great Dire Dark, who wishes a war in the Iron Wood. The adventurers also catch sight of the Moonlord himself, who appears as a lambent hound; he is actually a hound archon.

Important NPCs: Shannus, dragon disciple

mayor of Glory; the Moonlord, hound archon and master of the Iron Wood lycanthropes; the Great Dire Dark, demonic presence.

What You Should Know: The Great Dire Dark, an evil demonic force, is pitting Shannus and the Moonlord against each other.

Series Information: This scenario continues the Glory series, which began with VER2-06 Glory Town and concludes with VER4-03 Glory's Warriors.

VER3-04 A Matter of Love

Synopsis: The characters rescue a lost heirloom of Lord Avgustin. It was stolen by an illegitimate child of his, intending to unlock his "legacy." This legacy is a cavern filled with vampires, locked away at the back of a shrine to Vecna where the legendary Sword of Kas was forged.

Important NPCs: Lord Avgustin; rumors of the deceased Sir Willow Swan, hero.

What You Should Know: The Cult of Vecna is still operating within the Viscounty. Some members of House Stefania are descended from Kas.

VER3-05 Something's Rotten in Eglath

Synopsis: The characters are asked to find some good stolen from Lord Vaswell. Lord Vaswell assumes it is the peasants of Eglath, but the characters are able to determine that it is a collection of kobolds operating out of an abandoned sewer. The kobolds follow a mysterious "Green Father." A note clumsily implicates Lord Milinous in the thefts, but Lord Milinous is not responsible.

Important NPCs: Lord Drenton Vaswell, snooty noble; Lord Simon Milinous, harsh lord; the "Green Father," mysterious manipulator.

What You Should Know: Some force is masterminding thefts, trying to pin the blame on others, using kobolds.

Series Information: This scenario begins the

series which continues with VER4-01 So Things Come to Confusion and concludes with VER5-05 A Swan-Like Ending.

VER3-06 Never Read Somebody's Diary

Synopsis: A scouting party of elves uncovered a diary in the ghost town of Nulb, and was captured by drow sent to retrieve it. The characters track the drow to a cave, kill their leader, and rescue the elven scouting party. Unfortunately, the drow wizard escapes with the diary in hand.

Important NPCs: the unknown drow wizard.

What You Should Know: Drow are operating in the Viscounty, and seem free to move about in daylight unhindered. Their origin is, for now, a mystery.

VER3-07 Decision at Sheernobb

Synopsis: The characters arrive in Sheernobb upon rumors of further giant movements. They protect Glenndarc from assassination, but the village of Sheernobb is overrun and taken by the giant forces.

Important NPCs: Glenndarc, aged headgnome of Sheernobb.

What You Should Know: Giant forces are concentrating in great numbers in the western Kron Hills, and taking control of huge swaths of land.

Interactive **VERI3-01** **Divide and Conquer**

Tied with: The premiere of VER3-07 Decision at Sheernobb.

Synopsis: A massive orc and giant raid out of the western Lortmils (where the Gnarley Forest covers the Kron Hills) indicates a far larger force than anyone suspected. A mysterious, black-robed humanoid was occasionally seen coordinating the giant tactics. Although town outside of the Kron Hills were able to repel the attack, it is now confirmed that Sheernobb and Tulvar have fallen to the giant forces. Urthgan, Eldest of Tulvar, and several of his gnomish court managed to escape to the Town of Swan, where they are apparently seeking help in recovering their home.

VER3-08 Mirror in a Quagmire

Synopsis: At the request of Athelia, the Crone of the Kron, the characters enter the Fens of Tor and discover a man buried there for who knows how long. Quick-acting heroes were able catch a glimpse of a mirror housed in the swamp, a mirror that seems to look in on Lord Milinous' manor. The characters turn this buried man, whom Athelia called "Sigh," over to the Church of St. Cuthbert in Verbobonc City in the hopes that his shattered mind can be restored.

Important NPCs: Athelia, Crone of the Kron; "Sigh," a secret buried long ago.

What You Should Know: "Sigh" is under that care of the Church of St. Cuthbert in Verbobonc City.

VER4-01 So Things Come to Confusion

Synopsis: The characters find themselves enmeshed in a conspiracy where several nobles in Verbobonc City appear to be stealing petty items from each other and committing crimes against each other. The characters, who have also been robbed, discover that a gang of kobolds are behind these acts, intending to pit the nobles of Verbobonc against each other.

Important NPCs: “Herald” Battirovka, well meaning criminal; the “Green Father,” mysterious manipulator.

What You Should Know: Some force is trying to pit the nobles of Verbobonc against each other, using kobolds.

Series Information: This scenario continues the series which began with VER3-05 Something’s Rotten in Eglath and concludes with VER5-05 A Swan-Like Ending.

VER4-02 A Costly Gamble

Synopsis: One of Viscount Langard’s spies poses as a merchant in order to ask the characters to recover a missing wagon. In reality, the wagon contains all of House Asbury’s taxes for the year. Although the characters identified Lady Godeleva Langmuir as the instigator of the theft, they were left without any proof of her crime.

Important NPCs: Lady Godeleva Langmuir, scheming noble crone; Lord Simon Milinous, harsh and haughty noble; Lady Elinor Asbury, distressed noble.

What You Should Know: Lady Godeleva Langmuir masterminded the theft of a year of taxes from House Asbury, driving Lady Asbury to desperate straits and ushering in the ascendancy of House Langmuir

Series Information: This scenario continues the Glory series, which began with VER2-06 Glory Town and concludes with VER4-03 Glory’s Warriors.

VER4-03 Glory’s Warriors

Synopsis: The characters are in the town of Validia when it is attacked by lycanthropic agents of the Moonlord. The Moonlord asks the characters to help by proposing a truce with Shannus. The agents of the Great Dire Dark distort the message and incite war between the two forces. At the height of the conflict—the Battle of Light and Honor—the Great Dire Dark makes an appearance and the characters defeat it for good. Task done, the Moonlord returns to Mount Celestia.

Important NPCs: Shannus, dragon disciple mayor of Glory; Breyin the Moonlord, hound archon and master of the Iron Wood lycanthropes; the Great Dire Dark, demonic presence.

What You Should Know: With the defeat of the Great Dire Dark and the retreat of the Moonlord, Shannus is left in effective control of the Iron Wood.

Series Information: This scenario concludes the Glory series, which began with VER2-06 Glory Town and continued with VER3-03 Glory Dimmed.

Interactive VER4-01 Glory’s Domain

Tied with: The premiere of VER4-03 Glory’s Warriors.

Synopsis: After the Battle of Light and Honor between the forces of Shannus and the forces of Breyin the Moonlord, the Great Dire Dark was permanently defeated, and the Moonlord has retreated. As thanks for his vigilant protection of civilization within the Iron Wood, Viscount Langard has ennobled Shannus, granting him all the land within 15 miles of Glory, and the two miles on either side of the road from Glory to the eastern edge of the Iron Wood.

VER4-04 Ship of Fools

Synopsis: The characters meet Lathmir Amanthsal, a spice merchant, and his “uncle” Vardis and escort them to Verbobonc. On the way they discover that Uncle Vardis is not the frail elderly uncle he had appeared to be, and also that they are not the only party interested in Lathmir, he has also attracted the attention of the Family. Uncle Vardis appears to be indoctrinating Lathmir into the ways of the Scarlet Brotherhood and using the merchant to finance its plans in Verbobonc City.

Important NPCs: Uncle Vardis, Scarlet Brotherhood master monk, Lathmir Amanthsal, bigoted Scarlet Brotherhood aspirant. Uncle Krot, obese high ranking member of the Family in Rhynhurst.

What You Should Know: The Scarlet Brotherhood is setting its sights on Verbobonc.

Series Information: This scenario begins the Fools series, which continues with VER4-06 A Fool’s Errand and concludes with VER5-04 Fool’s Gold.

VER4-05 Dwarven Dawn

Synopsis: Thuldon Rockspitter asked the characters to find Rukar, the crazy dwarven druid, as Rukar is the last descendant of the gatekeepers of Granite Keep. The characters tracked Rukar high into the Lortmils, following him and some duergar who were pursuing him, and discover the lost entrance to Granite Keep.

Important NPCs: Captain Yronl, loyal member of House Avgustin; Rukar, crazy dwarf druid; Thuldon Rockspitter, exiled dwarven noble.

What You Should Know: The entrance to Clan Rockhall has been found. Only one key to open the doors to Granite Keep remains to be found: the head of the axe Worm Slayer.

Series Information: This scenario continues the Dwarven plotline. Additionally, the mysterious drow wizard that first appeared in VER3-06 Never Read Somebody’s Diary is aiding the duergar.

VER4-06 A Fool’s Errand

Synopsis: The characters are recruited by both the law and by the Family to deal with the Scarlet Brotherhood presence in Verbobonc. In the process, Lathmir Amanthsal loses his life. The characters are able to stop the total destruction of the Verbobonc Guild House but not prevent the kidnapping of Bub Tympanum.

Important NPCs: Watch Captain Caleb, upstanding Rhenee member of the Gentlemen of the Watch. Uncle Krot, obese high ranking member of the Family. Lathmir Amanthsal, the late bigoted Scarlet Brotherhood aspirant. Bubulos Intaglio Tympanum, a retired master stone mason with a long history of work in the city of Verbobonc.

What You Should Know: The Scarlet brotherhood is inciting violence against the gnomish population while they search for a secret held by Bub Tympanum.

Series Information: This scenario continues the Fools series, which began with VER4-04 Ship of Fools and concludes with VER5-04 Fool’s Gold.

VER4-07 Reunification

Synopsis: Verbobonc’s most skilled heroes are asked to negotiate peace with the rebellious Kron Hills gnomes. The characters negotiate the gnome’s demands, including reclamation of the moot hall of Tulvar from giant forces.

Important NPCs: Viscount Langard, determined leader; Father Cadifel, Raoan priest and peacemaker; Urthgan, Eldest of Tulvar, leader of the Kron Hills gnomes; Faljimm Nizgafal (“Prince Jimm”), gnome noble.

What You Should Know: Peace with the Kron Hills gnomes is at last negotiated. Jimm, a popular gnome personage residing in Verbobonc City, is ennobled as their representative.

Series Information: This scenario is related to the Giants series.

VER4-08 Beauty and Two Beasts

Synopsis: Lady Asbury finds herself woefully in debt due to her losses in VER4-02 A Costly Gamble. To recover her fortunes, she asks the

characters to interview two potential suitors: Lord Ludovic Langmuir and Lord Simon Milinous. The characters discover that “Sigh”, rescued a year ago from the Fens of Tor, is the real Sir Simon Milinous, and has been replaced by an imposter for many years. The characters confront this imposter, Ryjenis, before he is able to marry Lady Asbury. The real Sir Simon Milinous and Lady Elinor Asbury, still in love, marry and join their houses.

Important NPCs: Lady Elinor Asbury, distressed and impoverished noble; Sir Simon Milinous, heroic and determined lover; Ryjenis the Imposter; Bishop Haufren, devoted Cuthbertine priest and keeper of “Sigh”’s secret.

What You Should Know: The real Simon Milinous has been revealed, and a clever imposter in the service of Iuz has been unmasked. Still in love, Simon Milinous and Elinor Asbury marry and join their two houses.

Series Information: This scenario reveals and casts down a longstanding villain that the characters have met many times before, in the role of the evil Lord Simon Milinous. After this, the Milinous/Asbury plotlines are substantially resolved (with the exception of the occasional Interactive and VER6-06 The Ties That Bind).

VER4-09 Wicked Three

Synopsis: The characters escort a dryad prophetess with an important message for Viscount Langard. They also prevent an attack on Viscount Langard by some doppelgangers and gain the notice of the dwarven assassin Obmi, the Hammer of Iuz.

Important NPCs: Viscount Langard, smuggler-turned-noble; Bishop Haufren, devoted protector of Langard and the Viscounty; Elspeth, dryad prophetess.

What You Should Know: Before his ascendancy to Viscount, Langard was a smuggler living in the Gnarley Forest. Verbobonc is being beset by three powerful forces: an assassin, an imposter, and a cowled woman.

Series Information: This scenario established the three key followers of Iuz working ill within the Viscounty. The first is Obmi, a dwarven assassin who makes a more direct appearance in VER5-02 Fallen Hero and VER5-07 Crownfire. The second is Ryjenis, who has been masquerading as Lord Milinous for several years (revealed in VER4-08 Beauty and Two Beasts). The third is the Cowled Lady, who directs the giant forces in the Lortmil Mountains.

Interactive VERS4-01 Return to the Fens of Tor

Tied with: The Dwarven series.

Synopsis: The characters learn of a dwarven assassin who has poisoned Thuldon Rockspitter. The characters must venture back into the dungeon from VER1-01 Noble Ambitions and VER1-06 Forest of Mysteries in order to face the assassin’s minions and cure Thuldon Rockspitter. This assassin is Obmi, the Hammer of Iuz, taking a more direct hand in the Viscounty.

VER5-01 Deep in the Lortmils

Synopsis: The characters travel to the town of Irondelve at the behest of Thuldon Rockspitter to recover the head of the axe Worm Slayer from one of the deepest mines beneath the city.

Important NPCs: Balin Rockshaper, Forge Father of Moradin's Soul Forge in Irondelve; Grobb Winterbeard, ancient dwarven priest of Vatun and keeper of Worm Slayer.

What You Should Know: The axe Worm Slayer is recovered and the doors to Granite Keep are at long last open.

Series Information: This scenario continues the Dwarven plotline, which concludes in VER5-03 Minions of Shadow and Fire.

VER5-02 Fallen Hero

Synopsis: The characters travel to Avgustin Manor for the funeral of Baron Rollof Avgustin. There, they foil attacks of the dwarf assassin Obmi and his minions, although Obmi escapes. The characters may learn that Elise Brandenburg, the new ruler of House Avgustin, is secretly a devotee of Trithereon.

Important NPCs: Obmi, dwarf assassin; Elise Brandenburg, youthful heir to House Avgustin; Captain Yronl, regent to the young Elise Brandenburg.

What You Should Know: Elise Brandenburg is secretly an heir to House Avgustin; Obmi the Wily is becoming bolder in his attacks; Lord Iver Avgustin, Baron Rollof Avgustin's son, was slain by Obmi and could not be resurrected.

VER5-03 Minions of Shadow and Fire

Synopsis: This adventure details Clan Rockhall's fight to retake their homeland, the city of Ulthak-Nor far beneath Granite Keep. Ulthak-Nor has been partially transferred to the plane of Shadow, where it is occupied by illithids, drow, duergar, and other evil creatures. The characters confront the illithid

masterminds and destroy their tenuous link to the dwarven city. Ulthak-Nor is reclaimed.

Important NPCs: Thuldon Rockspitter, dwarven hero.

What You Should Know: Clan Rockhall recovers its ancient home and completes a quest generations old.

Series Information: The drow wizard appearing in VER3-06 Never Read Somebody's Diary and VER4-05 Dwarven Dawn is an agent of the occupiers of Ulthak-Nor. This scenario formally concludes the Dwarven plotline in Verbobonc, although certain other dwarven-related events (such as the interactive at Winter War 2007 and VER7-04 Hidden within Halls of Iron) later occur.

Interactive VERI5-01 Assault on Granite Keep

Tied with: The premiere of VER5-03 Minions of Shadow and Fire.

Synopsis: The dwarven forces push through Granite Keep, held by a variety of evil forces, to the lost dwarven stronghold of Ulthak-Nor in the caverns below Granite Keep.

VER5-04 Fool's Gold

Synopsis: The Law and the Family team up to direct the characters towards ending the influence of the Scarlet Brotherhood in Verbobonc. Information gleaned from a reincarnated Lathmir Amanthsal allows entrance into the Scarlet Brotherhood's base of operation and recovery of Bub Tympanum. The characters race to the Verbobonc Guild Hall where Uncle Vardis is intent on destroying the Royal Furyondy Mint. A battle on the Astral plane with Uncle Vardis follows and the characters are able to recover the Royal Furyondy Mint.

Important NPCs: Watch Captain Caleb,

upstanding Rhenee member of the Gentlemen of the Watch. Uncle Krot, obese high ranking member of the Family. Lathmir Amanthsal, the reincarnated gnomish Scarlet Brotherhood aspirant. Uncle Vardis, Scarlet Brotherhood master monk

What You Should Know: The Scarlet Brotherhood's plans to destabilize Verbobonc failed.

Series Information: This scenario concludes the Fools series, which began with VER 4-04 Ship of Fools and continued with VER4-06 A Fool's Errand.

VER5-05 A Swan-Like Ending

Synopsis: The characters race to disarm exploding statues all over the town of Swan. A gate in the sewers of Swan leads to a confrontation with the hag Frieda and her kobold dupes (who follow her illusionary creation, the "Green Father" dragon).

Important NPCs: none.

What You Should Know: Adventure is afoot in Swan.

Series Information: This scenario concludes the series which began with VER3-05 Something's Rotten in Eglath and continued with VER4-01 So Things Come to Confusion.

VER5-06 On the Viscount's Secret Service

Synopsis: At the behest of Viscount Langard and Bishop Haufren, the characters visit the isolated town of Sojourn and, from there, assault the extradimensional stronghold of the Cowled Lady. There, the characters recover the Renvash Splinter, a relic of St. Cuthbert long ago lost to forces of evil.

Important NPCs: Viscount Langard, dedicated ruler; Bishop Haufren, devoted protector of Langard and the Viscounty; Athelia, the Crone of the Kron; the Cowled Lady, Iuz-worshipping mage and master of giants.

What You Should Know: The Renvash Splinter is recovered. The Cowled Lady is poised to lead a massive strike against the Viscounty. The Cowled Lady speaks of a duty to another, but has ignored this duty in favor of her machinations against the Viscount.

VER5-07 Crownfire

Synopsis: The characters race across the Viscounty, from Cienega Valley to Swan to Twilight Falls, trying to stop reckless assassinations and murders by Obmi, the Hammer of Iuz. Obmi ultimately leads the Mounted Borderers into a trap, from which the characters rescue Thuldon Rockspitter and Lord Corbin Deleveu.

Important NPCs: Obmi, dwarven assassin; Thuldon Rockspitter, dwarven ruler; Lord Corbin Deleveu, leader of the Mounted Borderers.

What You Should Know: Obmi was impersonating Fredrique the sculptor to gain information on the towns of Verbobonc in preparation for the giant invasion. Obmi is known to move extremely fast.

Interactive VERI5-03 March of Giants

Tied with: The premiere of VER5-06 On the Viscount's Secret Service and VER5-07 Crownfire. This Interactive concludes the Giants series.

Synopsis: The characters rally the forces of Verbobonc in a climactic clash against the giant forces of the Cowled Lady. Obmi is captured, the Cowled Lady is driven away, and the giant army is forever broken.

VER6-01 The Discontent of Our Winter

Synopsis: The winter has been hard in the Viscounty and food is scarce. A well-meaning merchant with designs in the Viscounty, Wellborn Estival, hires the characters to investigate a missing shipment of food. The characters learn that a group of Trithereonites has stolen the food with the intent to frame House Langmuir for the crime.

Important NPCs: Wellborn Estival, aspiring noble; Vershan, Trithereonite cleric.

What You Should Know: The winter in Verbobonc is very bad. Wellborn Estival is trying to help the people of Verbobonc. Vershan, the leader of the Trithereonites, went missing after these events.

VER6-02 Delve the Wizard's Dungeon

Synopsis: At the behest of Magister Har of the Wrinkle Academy, the characters enter an abandoned gnomish monastery in the Kron Hills to recover an old map. They identify some terrible tragedy that killed all of the gnomes there. A halfling warlock attempts to stop the characters.

Important NPCs: Magister Har, founder of the Wrinkle Academy; Gurtom Starcheek, halfling

warlock for hire; Threnodee, gloomy dust mephit.

What You Should Know: Magister Har is seeking a map of key locations throughout the Viscounty, and someone does not want him to get it.

Series Information: This scenario begins the Skyroad Series, which continues with VER6-07 Ride the Merchant's Highway and VER7-02 Storm the Dragon's Bastion, and concludes with VER7-08 Race the Spirit's Lightning.

VER6-03 Castle Estival

Synopsis: Wellborn Estival asks the characters to enter the dire abandoned Castle Estival to recover his patents of nobility. The characters do so, despite the fact that Lord Rhynehurst and the Church of St. Cuthbert have interdicted the area.

Important NPCs: Lord Wellborn Estival, well-meaning aspiring noble; Lord Wendell Rhynehurst, laissez-faire protector of his lands.

What You Should Know: Estival is diligently pursuing his family's fortunes and his right to be recognized as a noble of Verbobonc.

VER6-04 Sign of the Black Orchid

Synopsis: The characters are in the very full town of Twilight Falls for a festival. A murder occurs, bearing startling similarities to a murder from the past. At the behest of the elven delegation present in Twilight Falls, the characters learn that the past murder was perpetrated by Father Cadifel. The elves have framed Father Cadifel for this recent murder in order to bring his past crimes to light. Father Cadifel confesses, but the characters reveal the elven involvement.

Important NPCs: Father Cadifel, Raoan priest and peacemaker with a dark past; Eraisothon, peacemaker within the elven clans; Rygor, Eraisothon's headstrong military advisor.

What You Should Know: Relations with the

MAGISTER OBBLE HAR



Gnarley Elves are not good. Even the most peace-loving of the Gnarley Elves do not treat well with human settlements in the Gnarley Forest.

VER6-05 Reclamation

Synopsis: While seeking a shipment of gnomish statuary for a member of the Family within the Gnarley Forest, the characters learn of an attack by the Blackthorn Orcs on the town of Ketter's Hearth and a simultaneous attack on Terra Verte by the Gnarley elves. The characters choose to stop the orc threat. Ketter's Hearth is saved, but Terra Verte is destroyed.

Important NPCs: Rygor, elven war-leader.

What You Should Know: The elves of the Gnarley Forest are sorely pressed by the Blackthorn Orcs, but are also using the orc attacks to initiate their own agendas.

VER6-06 The Ties That Bind

Synopsis: While celebrating Brewfest in beautiful Cienega Valley, the characters are tasked by Lord Simon Milinous to find a present for his wife that has been stolen. The characters track the theft onto House Avgustin lands, where they confront the thief, a ranger/rogue named Selma. The characters recover the gift, a gem, but realize it has been trapped. The characters return the gem to Lord Milinous, and Lady Elinor Milinous' soul is stolen and perhaps destroyed.

Important NPCs: Lord Simon Milinous and Lady Elinor Milinous, noble couple.

What You Should Know: Lady Elinor Milinous' soul has been imprisoned.

VER6-07 Ride the Merchant's Highway

Synopsis: Magister Har asks the characters to activate one of the three Pylons to the mystical Skyroad. When the characters do, he asks them to race along its length to determine just how fast this eldritch conveyance is. House Haxx attempts to stop the characters, as Lord Haxx is opposed to Lord Galans' good fortune with the Skyroad.

Important NPCs: Lord Roland Galans, entrepreneurial noble; Threnodee, gloomy dust mephit.

What You Should Know: The Skyroad system is safe and fast. Lord Galans stands to make a great deal of money from tolls along the Skyroad. Magister Har is also in favor of Skyroad activation, but why he should be in favor of this is not clear.

Series Information: This scenario continues the Skyroad Series, which began with VER6-02 Delve the Wizard's Dungeon, continues with VER7-02 Storm the Dragon's Bastion, and concludes with VER7-08 Race the Spirit's Lightning.

VER7-01 Cleanse Thy House

Synopsis: While aiding in the capture (or escape) of the Trithereonite Vershan, the characters become enmeshed in the infighting between House Langmuir, House Avgustin, and the Mounted Borderers. At Vershan's trial, evidence is presented by a gnome forger named Hodgi Pepperquill. Hodgi admits to the greater crime of forging evidence of Viscount Langard's heritage. Outraged by the accusations of Langard's illegitimacy as Viscount, Bishop Haufren consults the Renvash Splinter (a holy artifact of St. Cuthbert) and is thrust into a magical coma. Viscount Langard is taken to Veluna to assert his legitimacy, but disappears somewhere in the Iron Wood.

Important NPCs: This scenario reads like a "who's who" list of Verbobonc. Viscount Langard, viscount of dubious legitimacy; Bishop Haufren, comatose high priest of St. Cuthbert; Canoness Y'dey, retired Cuthbertine; Captain Yronl, regent of House Avgustin; Lord Ludovic Langmuir, angry noble; Lady Godeleva Langmuir, controlling mother; Hodgi Pepperquill, gnome forger.

What You Should Know: Viscount Langard's legitimacy is in question, and he has disappeared. Bishop Haufren is in a magical coma.

VER7-02 Storm the Dragon's Bastion

Synopsis: The characters accompany Lord Galans into the Iron Wood. Lord Galans attempts to convince Lord Shannus to activate the Skyroad Pylon in the Iron Wood. Lord Shannus refuses, and a skirmish between the two forces results. Regardless, Magister Har's familiar activates the Iron Wood Pylon, completing the entire Skyroad system.

Important NPCs: Lord Roland Galans, financially-minded noble; Lord Shannus, xenophobic noble.

What You Should Know: Lord Shannus is becoming increasingly erratic and isolationist, prone to keep anyone out of the Iron Wood.

Series Information: This scenario continues the Skyroad Series, which began with VER6-02 Delve the Wizard's Dungeon and VER7-02 Ride the Merchant's Highway, and concludes with VER7-08 Race the Spirit's Lightning.

VER7-03 Mourning Glory

Synopsis: The characters seek Mounted Borderers missing in the Iron Wood. Lord Shannus indicates that he has not seen the Borderers, but in fact he keeps them imprisoned. The characters free the Mounted Borderers and witness Lord Shannus' attack on the town of Validia in the southern Iron Wood.

Important NPCs: Lord Shannus, aggressive and xenophobic noble.

What You Should Know: Lord Shannus has closed the Iron Wood and is making overt attacks into the lands of nobles inside of "his" forest.

VER7-04 Hidden Within Halls of Iron

Synopsis: The characters investigate mysterious goings-on and terrible foes beneath the town of Irondelve.

Important NPCs: none

What You Should Know: Even though the Dwarven series is resolved, adventure is afoot beneath the Lortmil Mountains.

VER7-05 The Lion and the Dragon

Synopsis: The characters march with the armies of House Avgustin, House Stefania and House Chondell to eject Lord Shannus' forces from the town of Validia. The town is retaken, but Captain Yronl is slain.

Important NPCs: Lady Elise Brandenburg, scion of House Avgustin; Captain Yronl, slain hero of House Avgustin.

What You Should Know: Yronl was nobly killed in battle.

VER7-06 The Swan and the Crow

Synopsis: At the behest of Elise Brandenburg, the characters travel to Swan. There, they learn that House Langmuir is planning to march on the town and lead Lord Corbin Deleveu and his Mounted Borderers into a trap. The characters foil the trap as Lord Ludovic Langmuir stands up against his mother and wrests control of his house from her.

Important NPCs: Ludovic Langmuir, harried noble; Godelva Langmuir, domineering mother; Elise Brandenburg, blossoming scion of House Avgustin; Lord Corbin Deleveu, head of the Mounted Borderers.

What You Should Know: Ludovic Langmuir has arrested his mother for her treachery and now leads House Langmuir; Lord Langmuir and Elise Brandenburg show feelings for each other.

VER7-07 A Bitter Pill

Synopsis: The characters are hired to present an offer of truce from Lord Shannus to Lord Galans, but one of Lord Shannus' agents sabotages the message and tensions between the two nobles remain.

Important NPCs: Lord Galans, entrepreneurial noble; Lord Shannus, xenophobic noble and master of the Iron Wood.

What You Should Know: Lord Shannus is acknowledging his weakening stance with a desperate bid for allies, but Lord Shannus' own people conspire against his attempts at reconciliation.

VER7-08 Race the Spirit's Lightning

Synopsis: The characters experience a dramatic Skyroad failure near the lands of Lord Estival. The characters learn that Magister Har is drawing upon the power of the Skyroad to fuel his ascension to a quasi-divine state. A dark force known as "Halmadar" attempts to usurp Magister Har's ritual to become a proxy of Vecna, but is thwarted.

Important NPCs: Magister Har, master wizard aspiring to godhood; Threnodee, gloomy dust mephit; Lord Wellborn Estival, helpful noble; Lord Roland Galans, bankrupted noble; Gurtom Starcheek, traitorous halfling warlock; Halmadar, servitor of Vecna.

What You Should Know: The Skyroad, the eldritch elevated conveyance, is forever burned out and inactive. Lord Roland Galans is impoverished as a result of his heavy investments in the Skyroad. A powerful entity named "Halmadar" is active in the Viscounty.

Series Information: This scenario concludes the Skyroad Series, which began with VER6-02 Delve the Wizard's Dungeon and continued with VER6-07 Ride the Merchant's Highway and VER7-02 Storm the Dragon's Bastion.

VER7-09 Jinxed

Synopsis: The characters investigate a series of mysterious murders initiated by an evil necromancer in Verbobonc City.

Important NPCs: none.

What You Should Know: Adventure is afoot in Verbobonc City.