

VER8-01 Mediation

Synopsis: Veluna has decided that Verbobonc has been without a Viscount for long enough, and sends a representative, Richter Warwick, to appoint a new Viscount from among the best options available. Due to generous monetary stipends in the past, Lord Wellborn Estival is endorsed by the adventuring community and is appointed Viscount of Verbobonc.

Important NPCs: Viscount Wellborn Estival, ascendant Viscount; Richter Warwick, Velunan ambassador; Lady Elise Brandenburg, noble with a dire lineage.

What You Should Know: Lord Wellborn Estival is appointed Viscount of Verbobonc.

Interactive VERI8-01 Investiture

Tied with: The premiere of VER8-01 Mediation.

Synopsis: The investiture of Wellborn Estival as the new Viscount has drawn all the nobles of the land to Verbobonc City. The heroes uncover a massive assassination plot aimed to eradicate the nobles, and are quick enough to save roughly half of them. Many popular nobles including Lord Corbin Deleveu, Lord Wendell Rhynehurst and Lord Roland Galans are slain.

What You Should Know: Viscount Estival took the assassination as an opportunity to establish draconian control over the region, folding the Mounted Borderers and other lawful agencies into his own person house guard, the Bondsmen of House Estival. The worship of Trithereon is outlawed, as Trithereonites seemed responsible for the assassinations.

VER8-02 Crypt Things

Synopsis: To save Bishop Haufren from his wasting disease, the characters are sent to an abandoned tomb in the Kron Hills. This tomb belonged to Halmadar the Cruel, warlord and servitor of Vecna. There is further evidence that Halmadar is still active in the region. The Cowled Lady is discovered to be an ally of Halmadar and she is destroyed. The characters discover the missing Langard imprisoned within a magic mirror and set him free. The characters return in time to save Bishop Haufren.

Important NPCs: Langard, missing former Viscount; Bishop Haufren, high priest of St. Cuthbert.

What You Should Know: Halmadar the Cruel had imprisoned Langard, but Langard is now freed (although his whereabouts are unknown).

VER8-03 Mourning Glory

Synopsis: An ancient prophecy altered by Halmadar the Cruel leads Shannus of Glory to believe that the Great Dire Dark has returned. Adventurers discover that this is not the case; instead, they discover that vast deposits of a mysterious substance called Oerthblood pool in various locations throughout the Viscounty.

Important NPCs: Shannus, disgraced noble; Hermann M, druid and protector of the land of Verbobonc.

What You Should Know: A powerful and mysterious substance called Oerthblood is pooled in various locations throughout the Viscounty.

VER8-04 Bred in the Bone

Synopsis: The characters are tasked to recover a kidnapped Elise Brandenburg from imprisonment by Trithereonite forces in Dark hapor, the Rhennee barge-town near Rhynehurst. Once she is rescued, Viscount Estival's forces raze the Rhennee town.

Important NPCs: Viscount Wellborn Estival, ruthless Viscount; Lady Elise Brandenburg, kidnapped noble.

What You Should Know: Viscount Estival is becoming increasingly totalitarian in his administration of Verbobonc.

VER8-05 Quisling

Synopsis: The characters are asked to meet with Langard in the town of Eglath, but Eglath has been destroyed by Viscount Estival's forces for harboring a traitor. Langard asks the characters to uncover certain buried secrets. The characters' path takes them to the basement of Castle Estival outside of the Iron Wood. There, they rescue Lady Elinor Milinous from her imprisonment, question what remains of Obmi the Wicked, and learn that Viscount Estival is in fact Halmadar the Cruel. Worse, Halmadar has plans to ascend to become the proxy of his master, Vecna, on Oerth.

Important NPCs: Lady Elinor Milinous, freed noble; Langard, deposed Viscount.

What You Should Know: Viscount Wellborn Estival is merely a disguise that Halmadar the Cruel has used to advance to become Viscount of Verbobonc in his bid to become a proxy of Vecna. Halmadar is partaking in some sort of dire ritual at Castle Greyfist in Verbobonc City.

Interactive VERI8-02 Assault on Castle Greyfist

Tied with: The premiere of VER8-05 Quisling and immediate precursor to VER8-06 Noble Ambitions.

Synopsis: The heroes of Verbobonc battle through Halmadar's/Estival's minions around Castle Greyfist in order to make an entry into the main keep and put a stop to Halmadar. Willow Swan, former paladin, returns as a death knight to sow discord.

What You Should Know: Halmadar's forces outside the main keep of Castle Greyfist were defeated, opening the way for a small strike team of characters to enter the main keep itself.

VER8-06 Noble Ambitions

Synopsis: Having fought through Halmadar's forces around Castle Greyfist, the characters enter the central keep, fight to the top, and defeat Halmadar the Cruel before he can complete his ritual to sacrifice Lady Elise and become a proxy of Vecna on Oerth.

Important NPCs: Halmadar the Cruel, imposter Viscount; Langard, restored Viscount.

What You Should Know: Halmadar the Cruel is defeated, Lady Elise Brandenburg is rescued, and Langard becomes Viscount once again. All is well in the Verbobonc region.