

Signature

done that which is significant and noteworthy in the eyes of the Viscount and the people of Verbobonc

As your adventuring career comes to an end, you feel the need to settle down and enjoy the rewards you have earned throughout your many adventures in Verbobonc. The time has come for others to take up the mantle of hero and face the new and unknown threats to the Viscounty and its people. The AR entries below represent your fate after you complete your final Verbobonc regional adventure. Each AR entry has one or more prerequisites. You may choose any two (2) AR entries for which you qualify. These AR entries are only available to Verbobonc regional characters. Additionally, characters must have no Evil Acts recorded through campaign documentation.

Not Honored Ally of Rockhall

Prerequisites: Coin of Rockhall (VER1-07: Knocking on the Keep), Trust of Clan Rockhall (VER1-07: Knocking on the Keep or VER2-02: Granite Keep), Favor of the Clan Rockhall Dwarves (VER4-05: Dwarven Dawn), Soul Forged (VER5-03: Minions of Shadow and Fire), Favor of Clan Rockhall (VERS7-01: In the Halls of the Mountain King)

Description: Your friendship with the dwarves of Clan Rockhall has been as steadfast and unyielding as granite since you first set foot upon the path to help them reclaim their ancient homeland of Ulthak-Nor. Time and time again, the dwarves had need, and you always answered the call. You are renown through Clan Rockhall as a trusted and stalwart ally of the dwarves, giving you access to resources, council, and assistance far beyond those <mark>of a normal adventurer</mark>. In return, the dwarves only ask that you answer the call when their need is great.

Order of the Lion

Prerequisites: Friend of the Towns (VER5-07: Crown Fire), plus four (4) or more of the following: Influence Point with House Avgustin for telling a good and true tale about Sir Willow Swan (VER3-04: A Matter of Love), Favor of Viscount Langard (VER4-07: Reunification), DFavor of Swan (VER5-05: A Swanlike Ending), DFavor of Calmer (VER7-01: Cleanse Thy House), □Debt of Gratitude (VER7-06: The Swan and the Crow)

Description: Established in the aftermath of the first invasion of the Giants in late 593, the Order of the Lion was founded to recognize those who came to the assistance of the town of Swan, whose original name of Guildren has recently been restored.. Through the years, the town has seen many adventurers, but you have been a constant presence- coming to aid of the town and its citizens whenever the need arose and, as a result, you are inducted into this small and prestigious group. Whenever you are in town, the residents recognize you and hail you as a hero. Well known among the populace from the lowest citizen to the mayor himself, you enjoy the comforts and prestige you have earned.

Stalwart Defender of Keeleene

Prerequisites: Possess one or more of the following: Dilver Pendant of Service (VER1-02: Giants on the Move), Gratitude of the Kron Hills Gnomes (VER3-07: Decision at Sheernobb)

Description: The gnomes of Clan Keeleene remember your efforts during the time of the giant troubles in Verbobonc and how you rose up to defend them. In gratitude, they have erected a monument in your honor so that all may know of your heroism and bravery.

Not the Adventurer of Renown

Prerequisites: Played eight (8) or more Verbobonc regional adventures (including interactives and specials) from any one (1) year; must not have any AR entries that include the following words in the title: Disfavor, Distrust, Infamy, or Scorn.

Description: You have journeyed far across the Viscounty and your name is known throughout the land as an adventurer. Although you have achieved much, yet still much adventure remains to be had. As long as you have breath, you still explore this great region.



Business Magnate

Prerequisites: Own two or more business units in the Verbobonc Town Project, played an adventure set in a Verbobonc Town Project town of which you are a resident and in which you have a business.

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Description: Your investment in the Viscounty has given you prosperity and wealth. Through your commercial endeavors, you provide the citizens of Verbobonc with a needed service. In return, they have embraced you as entrepreneur-cum-adventurer and rewarded your risk with their patronage. Word of your business reaches the ears of the Silver Consortium, a group of merchants and businessmen in Rhynehurst City and they begin sending more business your way. As a result, your business booms and you retire to spend your days in comparative luxury tending to your business.

Order of the Silver Arrow

Prerequisites: One (1) or more of the following:
Favor of Shannus (VER4-03: Glory's Warriors), DFavor of Breyin (VER4-03: Glory's Warriors), DValidia Reclaimed (VER7-05: The Lion and the Dragon)

Description: Twice has the town of Validia been overrun in the Iron Wood, and at least one of those times, you came to the rescue. The hard working people of that town do not forget those who helped them in their time of need. As a result, you are inducted as a founding member into this noteworthy group. Your name is known to all of the residents, and you enjoy the comforts and prestige you have earned while in Validia.

Appointment to the Court of the Viscount

Prerequisites: Played all Verbobonc regional adventures from VER6-01: The Discontent of our Winter to VER8-06: Noble Ambitions, plus VERI8-01: Investiture and VERI8-02: Assault on Castle Greyfist

Description: The years after the Giant Wars have been hard on the Viscounty of Verbobonc. The rise of Halmadar has cast a pall over the land. Only those who were there at the beginning of things had the foresight and knowledge to fully set things right and restore Viscount Langard to his rightful place. The Viscount is mindful of your loyalty and dedication, and has offered you a place as one of his advisors. Such service is voluntary, but carries great prestige as you are deep in his councils and privy to decisions made. Through your advice and counsel, Viscount Langard sets about to undo the harm caused by Halmadar the Cruel and rebuild the trust of the people of Verbobonc.

Landowner

Prerequisites: Landholdings (VER4-08: Beauty and Two Beasts) or Castle Greyfist is Liberated (VER8-06: Noble Ambitions)

Description: Having earned some land during your adventuring career, you feel the call to settle down and tend to your land and those that reside upon it. Establishing yourself a demesne, you set about hiring retainers and starting a family to carry on your name in the coming years. You are permitted to tax the local peasantry in return for protecting them from the dangers in the land.

Clan Advisor of the Gnarley Elves

Prerequisites: Affiliation Score of 30+ in the Elven Clans of the Gnarley Forest, Friend of the Elven Clans (VER6-04: Sign of the Black Orchid), Influence with the Elven Clans(VER6-04: Sign of the Black Orchid); must not possess Lle holma ve'edani (VER6-04: Sign of the Black Orchid or VER6-05: Reclamation), Marked for Death (VER6-05: Reclamation) or Wethraener (VER6-05: Reclamation)

Description: Your support of the Elven Clans through these trying years has been noted by the heads of your Clan. Now that the Clans have a relative peace with the Viscounty, it is time for you to take your place as an advisor to those that lead your Clan. Your counsel shapes the path of the elves in Verbobonc and your word is equated with the law by your fellow elves.

