

# **Blood of Four Kings**

An AD&D<sup>®</sup> Game BIRTHRIGHT<sup>™</sup> Adventure

## **Round One: *Witch's Get***

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This scenario is a standard RPGA® Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player character sheets. Pass them out randomly, or distribute them based on the players' preference of class only—do not reveal gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It's a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name at the top. The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote.

Standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments. The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

## DM Information

The BIRTHRIGHT™ campaign setting allows players to take the parts of scions or regents, characters granted powerful **blood abilities** which give them abilities unknown to ordinary people. Also, special rules of the setting allow for **domain turns**, actions which affect all the people of a particular realm.

DMs and players need not be very familiar with the BIRTHRIGHT setting to enjoy this scenario. Rounds One and Two require no special DM knowledge (brief but sufficient notes on the setting are provided, and the PCs' blood abilities are described on the character sheets). To run Round Three, however, the DM must have access to a BIRTHRIGHT boxed set and be familiar with the rules for domain turns and war cards. In all rounds, the DM should have a copy of the boxed set handy to share with the players, if they wish to look up their special abilities or equipment.

The main part of this adventure is the infiltration of Boden Keep. The PCs may explore only a fraction or almost all of the keep in their search for Rowena's child. Very quick and clever players may spend relatively little time in this encounter, while others may not finish it at all. Be sure to allow the players to set their own pace; it is less important that they finish

than that they decide for themselves which areas to explore and which to ignore.

For those who play the BIRTHRIGHT setting at home, most of the events of this tournament fit into the established history of Cerilia. In the three rounds of the adventure, the wicked Rowena becomes the awnshegh known as the White Witch, gaining more power and evoking the curse of her own evil deeds.

The notable exception to Cerilian chronology is that Raesa is the destined ruler of Dhoesone, replacing Fhiele Dhoesone from the *Ruins of Empire* book in the BIRTHRIGHT boxed set.

## Adventure Background

One year ago, four regents fell victim to the schemes of a beautiful young Rjuven woman, Rowena Stormsdotter. But she had set foot upon the path of dark power long before.

Even as a girl, Rowena dreamed of ruling her own lands, and she encouraged her father to great ambition. But when Rowena saw that her father was unwilling to usurp the power held by his brother, the jarl, the wrathful daughter persuaded a malleable warrior of the clan to kill him. It was much easier than she had imagined. But it brought her no closer to ruling the northern clans.

Rowena grew more ambitious still. The blood of kings ran in her family, but not strongly. Dedicating herself to Karesha, the Winter Witch, Rowena became an increasingly powerful and wicked priestess. Assuming control of her father's keep, she installed her own chapel and commissioned works of art in honor of Karesha and Rowena herself. With careful subterfuge, she created tentative alliances with certain orog chieftains of the Blood Skull Barony. And still it was not enough. It always came back to the blood, the birthright of regents throughout Cerilia.

Increasing her power through bloodtheft was dangerous at best, and Rowena was no warrior. At last, a Rjuven magician under thrall of her charms gave her the secret she needed. Through vile enchantment and seduction, she could steal the bloodline of a regent and invest that power in her offspring. Through such a child, invested with the blood of kings, she could rule the entire north.

Rowena found the magic she needed, prayed to Karesha for success in her wicked endeavor, and then sought out a powerful regent whose bloodline she could steal. Under guise of diplomatic visits, she met

and seduced not one, but four likely regents. Her enchantments worked just as she had hoped. Three months ago, she bore a child whom she named after herself.

Now Rowena travels north to confront her uncle, the jarl. She doesn't know that the wizard from whom she learned the secret of magical bloodtheft also learned the identities of her regent victims. All four of them now meet in secret, planning to steal back the child in whom their own bloodlines now live.

## Player's Introduction

### *Kings Crossing*

*Chill wind whips your cloaks. The horses stamp and puff in the cold. All around, the white forest rolls beneath the twilight sky. You stand between four hills, at the intersection of two broad trails. Thus met, it is time to plan your rescue of a child you have never seen.*

*Four of you are regents, rulers of your own domains. Landen is the Baron of Dhoesone; Helmut, a merchant-lord of Brechtür; Adan a Khinasi high priest; and Rainer a Rjuven chieftain. Each of you has known the seductive trickery of Rowena, daughter of a Rjuven jarl, and wicked priestess of Karesha.*

*Joining you are two others, each with different reasons for joining you. Ohlaak is a Rjuven magician, freed from Rowena's enchantments and eager to see her thwarted. The youthful Jack Scarper followed Hubert from Müden, thinking he would find adventure. You need Ohlaak's knowledge of Boden Keep, and it is too late to send Jack away, so you must work together, kings and commoners. for Rowena will return to her keep at any time.*

*You must find a way into the keep, locate Rowena's ill-gotten child, and steal away before the witch returns. Otherwise, Rowena will surely use the child's birthright to claim all the lands of the north—and then, inevitably, your own domains.*

## Encounter One

### *Blood Skull Raiders*

From the crossroads, one trail winds through the snowy hills to meet Boden Keep. The PCs can see for miles to the north and east, but to the west and south are thick forest. The keep is about eight miles away. The PCs may choose to follow the path to Boden Keep or to travel under the cover of the forest. Each path has its disadvantages.

If they choose the road, the PCs travel more quickly, but they are ambushed by a band of Blood Skull orogs. If the PCs defeat the orogs, they may continue to the Keep and arrive at the Keep under cover of night. If, on the other hand the PCs choose to travel the forest, they have a better chance of detecting the orog ambush. They may attack or avoid the orogs, then approach the Keep undetected. However, they arrive the next morning, during daylight.

#### **Traveling by Road**

*The road is little more than a broad trail raised slightly above its shoulders, but the wind has blown it clear of snowdrifts. To either side, the forest stands silent and white.*

Determine the PCs' traveling order. Any character actively scouting the sides of the road may make a Wisdom check (PCs with the tracking proficiency gain a +4 bonus to this roll). Success indicates that the PC notices recent tracks through the snow on one side of the road, just under cover of the trees. Examining the tracks reveals, on a successful tracking check, that the tracks were made by six booted humanoids, probably orogs. (One unit of the ambushing raiders traveled carelessly close to the road.)

If the PCs opt to leave the road, go to "Traveling by Forest" below. Otherwise, they may journey half a mile further before the orog ambush. If only one or two characters scout ahead, the orogs wait until the main group arrives before attacking.

Allow the PCs to roll for surprise, but impose a -3 penalty on all rolls. Those who are not surprised detect sudden movement from the trees just before the orogs fire their crossbows. These characters may act in round one. If they shout a warning to the other PCs, all of them may act in the first round. Otherwise, the PCs may not roll initiative until round two of the attack. In any event, the orogs attack first in the first round. Go to "Orog Battle," below.

#### **Traveling by Forest**

*Despite the cover of the trees, the forest floor is difficult to travel. Not only must you wind through trees, but you must lead your horses under the lower boughs and force your way through heavy snowdrifts. But you are sure you can't be seen from the road.*

Any characters in the front rank, whether scouting or not, may make a Wisdom check; those with tracking make the check at a +4 bonus. Success indicates that the PCs have discovered the tracks of a band of 13 orogs (identified on another successful tracking check). Any character with tracking may make a brief search of the area to discover another group of tracks, bringing the total to 18 orogs. The tracks are parallel to the road, and within one quarter mile they turn toward it.

If the PCs avoid the orog tracks, go to **Encounter Two: Boden Keep**. If they follow the tracks and sneak up on the orogs, they discover the ambushers watching the road a half mile further on. Any careful attack by the PCs surprises the orogs (no roll required).

### **Orog Battle**

The orogs crouch on one side of the road, those with crossbows ready to fire upon the road. If the PCs are on the road, eight orogs fire their crossbows first; then the other eight charge the PCs to attack in the same round. On the second round, the crossbowmen join the fray with their battle axes.

If surprised, the crossbow-wielding orogs fire the first round they can act. Note that if the PCs charge into the orogs, the crossbowmen have a chance to hit orogs in melee with the PCs (50/50% chance if firing at a PC fighting one orog). This danger does not prevent the orogs from firing on the first round of combat.

If not surprised, the orogs must check morale only after suffering six or more casualties. If the PCs turned the tables and attacked the orogs, however, the monsters must check morale normally (see DMG/69).

**Orogs** (16): Int High; AL NE; AC 3; MV 9; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg 1d8+2, battle axe or 1d8+1, crossbow; SA +2 to damage; SZ M; ML 13.

**Rogga** (orog war-chief): Int High; AL NE; AC 3; MV 9; HD 6; hp 30; THAC0 15; #AT 1; Dmg 1d8+4, battle axe; SA +4 to damage; SZ M; ML 14.

**Note:** *Crossbows in the BIRTHRIGHT campaign have the special power to ignore two levels of AC derived from armor at medium range, five levels at short range. Thus, a character of AC 5 wearing chain mail is considered AC 7 at medium range, AC 10 at short range. AC adjustments due to magic or Dexterity are not affected this way.*

The Blood Skull orogs wear red war paint in an X-shape crossing between their eyes. The chieftain boasts more elaborate face paint depicting a blood-red skull outlined in white. All of the raiders wear gray or white furs (mostly wolf or bear) over their banded mail. Aside from their weapons, they carry only a few personal fetishes, dried rations, and weak wine.

Captured orogs are defiant but very willing to trade information for freedom. Half of them (determine randomly of those captured) speak Anuirean or Rjuven (50% chance of either) in addition to their native tongue. Unfortunately, they know only a few things valuable to the PCs. Any PC who makes a convincing threat or promise (Charisma check at a -2 penalty, but also with a bonus of +1 to +4 for exceptional roleplaying) can gain one of the following pieces of information for each question:

- The orogs learned that blooded humans would be traveling to Boden Keep and hoped to capture them for ransom. They do not know the source of their information, but they know it was from outside their clan.
- The orog chief (who will not volunteer this information himself, if captured) had hoped to execute one of the blooded men himself, to gain his blood power. The orogs do not understand that one must be blooded in order to perform bloodtheft. Any PC who asks about this will know the orogs can't steal their bloodlines.
- While the orogs have nothing to do with Rowena or the jarl, they do know that Rowena has sent messages to the orog chieftains. There is no formal alliance, but clearly she is not above dealing with them.
- Rowena is said to be traveling north, to Castle Mandal. Otherwise, the orogs would likely not provoke her by coming so close to her own keep. In her absence, the soldiers in the Keep are much more likely to be lax in their patrols.

What Rowena is doing in Mandal, the orogs do not know.

- Not far from here, the orogs captured an Anuirean caravan last month. It carried riches from one of the southern lands (Avanil in Anuire, but these orogs don't know that). All the members of the caravan were slain or captured, the goods taken to the orog stronghold.

What the orogs don't know is that Rowena has been importing goods from Anuire with money taken from her father's treasury. She is preparing Boden Keep for her expected overthrow of her uncle's holdings.

## Encounter Two

### *Boden Keep*

Boden Keep is the second most impressive stronghold in the lands which will soon be known as the Realm of the White Witch. Only Castle Mandel is more impressive. Most Rjuven strongholds are wooden fortresses and fortified longhouses. But Boden Keep shows obvious signs of Anuirean and Brechtur influence in both architecture and material (predominantly stone).

The main building has three levels, but only the first two are completed and mapped. The third level is under vigorous renovation (refurbishing guest and living chambers), and it does not yet include access to the Great Tower. (If the PCs insist on exploring this level, use the map for Level One and ad-lib the room descriptions.)

#### **Patrols**

If the PCs explore the third level, they encounter one of the patrols described below. Further, if the PCs abandon stealth and simply attack the keep, killing everyone they find, setting fires or using spells of mass destruction, or committing similarly blatant acts, one unit of elite guards arrives to attack the PCs each turn. There are a total of 10 such units in the keep.

Elite troops patrol the keep irregularly (discipline has fallen considerably in Rowena's absence). They never appear in the keyed areas unless pursuing the PCs or otherwise noted. Each time the heroes stray from the keyed areas, another patrol appears.

**Elite Guard** (5): AL LN; AC 7; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SZ M (6' tall); MV 12; ML 16; long sword, studded leather armor, blue woolen cloak.

**Commander:** AL LE; AC 4; HD 6; hp 30; THAC0 14; #AT 1; Dmg 1d8+1; SZ M (6' tall); MV 12; ML 16; long sword +1\*, chain mail, shield, blue woolen cloak.

\* **Note:** The first commander encountered wields a *long sword +1, flameblade*. Subsequent encounters are with commanders wielding nonmagical long swords +1.

#### **Approaching the Keep**

*After traveling through the narrow mountain pass, the path winds around an outcropping, and you find yourself traveling along the edge of a precipice, vertical cliffs on your left, and a thousand foot drop-off to your right. This precarious path snakes around another outcropping, and you find yourself looking at an awesome sight.*

*A quarter of a mile away stands a formidable keep. Isolated from the rest of the rugged hills, it rises from a pillar of rock amid a sudden chasm. A small fortification stands balanced on the edge of the path you are following, guarding the arched stone bridge that leads to the keep's imposing gatehouse.*

#### **Entering the Keep**

Upon approaching Boden Keep, the PCs must decide whether to enter by stealth or subterfuge. Those who attempt to enter by force may quickly find themselves facing many soldiers and an alerted keep. In any event, if they leave their horses outside, the beasts remain unharmed for six hours. After that time, a pack of wolves discovers them and attacks, killing and devouring them all. The PCs may lose their means of quick escape if they leave their horses for long.

**Bluffing:** The PCs may attempt to bluff their way past the gate (see area 2) or scale the keep walls. Scaling the walls requires the PCs first to cross the chasm which acts as a moat to Boden Keep. The chasm is 30' wide at its narrowest, but 60' anywhere away from the front of the keep.

**Climbing:** A PC with the mountaineering skill could lead the others down the outer wall of the chasm, then back up the interior wall. The chasm walls are

slippery and rough with ledges. One climbing check is required to descend the outer wall, one to climb the inner wall, and a third to scale the keep wall itself (a rough, dry surface). Those that fail their checks descending or ascending the chasm suffer 3d6 damage. Those failing a climb up the keep wall itself suffer 6d6 damage. Remember that PCs who rope themselves together may save each other a fall, but may also be pulled down after the first PC falls (see PHB/122).

Regardless of the results of the climbing checks, assume any character that fails once does not fail a subsequent roll (one fall per customer).

### **Alarm**

Since Rowena is away at Castle Mandal, the guard has become quite lax. Unless the PCs attempt a frontal assault or create exceptional havoc within the keep, they may move with relative freedom.

At night, the PCs can move through the courtyard unseen, as long as they do not cause a commotion. During the day, they may be spotted by one of the elite guards who patrol the outer walls (50% chance/turn if the PCs are not disguised as guards or servants; 10% chance/turn if disguised). Guards at first question the PCs. Clever role-playing and a successful Charisma check can allow the PCs to bluff their way past the first patrol that stops them. Later encounters with the patrols leads to arrest or confrontation.

Once inside the building itself, the PCs are discovered only if they make much noise or investigate the unmapped areas.

### **Level One**

As the heroes approach the bridge towers, soldiers (see area 4) peer down at them with curiosity and suspicion. They do not fire at the PCs unless ordered to do so, or unless the PCs are actively hostile.

**1. West Watchtower.** This is a combination storage room and sleeping quarters. There are three spare heavy crossbows, 48 quarrels, five spare cloaks, 10 days worth of iron rations, and an unmade bed with a lumpy straw mattress. This room is accessible only from area 19 on the Level Two map.

**2. East Watchtower.** An arrow slit overlooks the path, and a sturdy, ironbound door enters the tower,

right by the bridge. If the heroes attempt to bluff their way into the keep, they must deal with the first guardsman at this point.

*A slightly overweight, tired-looking soldier emerges from the tower as you approach. You see the jarl's hammer-and-axe emblem upon his tabard. He wears old chain mail and a hardened leather helm with nose guard. He seems guarded, but not hostile.*

*"What is your business in Boden Keep?" he asks. His voice is tired and resigned.*

This guard, one Daen, was once the keep's weapons master, but he has been demoted to this position by the new guard captain, who wanted a more familiar face in that position. He is quite demoralized and will accept any reasonable story or proof the heroes offer at face value, then wave them across the bridge. While he is gullible, he remains loyal to the keep (if not especially the guard captain or Rowena), and bribes will not persuade him. If threatened or attacked, Daen sounds the alarm. Within three rounds, two elite guard units arrive to aid him (see above). If those units are defeated, another such unit finds the PCs each turn until the PCs can get inside the main building or otherwise hide themselves.

If the heroes quiz him, they get no useful information from him except that Rowena should return soon (presumably to meet the PCs, if that is part of their story). He chatters about the quality of swords and weapons, as well as the fairness of the old guard captain and caprice of the new, but he has not been paying enough attention to events in the keep to tell the heroes anything about the child or Rowena's new henchmen.

The room beyond the door is a combination office and sitting room. A small desk contains paper, ink, and a quill. There is a small oil lamp that is always burning (it is, in fact, a *lamp of infinite burning*, EM/642). A comfortable armchair stands near the door, with a bastard sword, rapier, and sharpening tools nearby. The bar that can be used to seal the door stands behind the chair. An arrow slit lets inhabitants of the room look out onto the path. A ladder leads up to the next level.

On the wall by the door is a lever. Pulling this lever causes the bridge to the keep to collapse into the gorge.

**3. West Gatehouse.** This area can only be reached by climbing the ladder from area 21 on the Level Two map. There are two warriors armed with heavy crossbows in this room. Should an alarm be sounded, the crossbowmen take turns either firing at any trapped characters in the gatehouse, or firing on the bridge.

Aside from the men posted here, this room contains a table and two chairs. On the table are three ivory dice, 4 gp, and 7 sp. Under the table is an unlocked box of 100 quarrels. Two candles burn in holders on the wall, yet they are not consumed by the flame. They are enchanted, but once they are removed from their holders, the enchantment is ruined.

**Crossbowmen (2):** AL LN; AC 8 (leather); HD 1; hp 6 each; THAC0 20; #AT 1; Dmg 1d8+1 crossbow, 1d8 long sword; MV 12; ML 9.

**4. East Gatehouse.** This area can be reached only by climbing the ladder from area 22 on the Level Two map. There are two warriors armed with heavy crossbows in this room. Should an alarm be sounded, and the gate and portcullises gate have been lowered by the guards in Area 19 on Map Two, they take turns firing at any trapped characters in the gatehouse or firing on the bridge.

Aside from the men posted here, this room contains a table and two chairs. On the table is an illuminated book containing third-rate love poems. It is worth 100 gp. Under the table is an unlocked box containing 100 quarrels. Two candles burn in holders on the wall, yet they do not seem to be consumed by the flame. They are enchanted, but once they are removed from their holders, the enchantment is ruined.

**Crossbowmen (2):** AL LN; AC 8 (leather); HD 1; hp 6 each; THAC0 20; #AT 1; Dmg 1d8+1 crossbow, 1d8 long sword; ML 9.

**5. Courtyard.** As noted previously, the PCs can move across the courtyard unseen at night. During the day, they can move through the courtyard unchallenged only if they entered via the main gate or are disguised as guards or servants of the keep.

*A broad road of cobblestones leads from the gatehouse to the main gate of the citadel within. Arrow slits surround the entrance, and the great doors themselves are firmly reinforced with iron. You see new construction left unfinished upon the walls:*

*fanciful carvings, gargoyles with frosty beards, and a very new statue of an elegant woman in a long dress and cloak.*

*To the right and left of the cobbled road, the ground is churned mud covered with a light sprinkling of snow. You see the ragged border where the workers stopped laying stones for winter.*

*To the west stands a square, solid-looking building. Near the base of its walls are tiny barred windows.*

*On the east side of the courtyard you see a low building with a thatched roof. A wide set of double doors leads to the main building, while a narrow wooden door leads to a smaller attached structure.*

Those who have met Rowena before (everyone but Jack) recognize the new statue as her likeness. Any character commenting on the new construction can make a Wisdom check to realize that Rowena must be planning to return from her meeting with the jarl as a much more important figure—perhaps even the ruler of the domain.

If the heroes are let in by the gate guards, then they may cross the courtyard without event. If they enter areas 6–9, however, a group of the elite guard arrive within one turn to escort them to the main building. The exception is that if the PCs have brought their horses, they are permitted to leave them at the stables without interference.

If the PCs arrived over the wall or via other means, they may cross the courtyard without being seen only if they take precautions (i.e., running quietly along the walls, hiding in shadows, moving under cover of night). The guards are so relaxed in the absence of Rowena that they are not watching the courtyard so much as the road leading to the keep.

**6. Quartermaster's Room.** There are two bunk beds along the north wall of this room. A desk stands in the middle of the room, an oil lamp resting atop it (lit if the PCs enter between nightfall and midnight). The desk contains supply records for the keep, an ink well, and a quill.

At first glance, there is nothing of interest to the heroes. A character with the administration and read/write nonweapon proficiencies can, by examining the records for one turn, uncover some interesting information. One item is uncovered for

each additional round spent searching after the initial discovery:

- Orders for a cradle and other items needed for a young child to be crafted and delivered to the keep. A brief note suggests that the items were received and moved to the top of the Great Tower.
- Cryptic notations which suggest that Boden Keep has had commerce with orogi tribes in the Blood Skull Barony.
- More notes, this time suggesting that Rowena hired two groups of assassins from Brechtur within the past year. Payment for the first group was deferred to the second—apparently because the first failed.
- Documents confirming the order and delivery of specially prepared glass from Alamie, a duchy in Anuire. Anyone with the spellcraft proficiency may make a successful proficiency check to determine that the glass was manufactured in such a way as to allow it to be enchanted.

During the day, there is a 50% chance that the keep's Quartermaster is in this room working on the books. If bribed or threatened (50 gp minimum bribe, or successful Charisma check), he tells the heroes that the child is being kept on the top floor of the Great Tower, but that many guardians keep watch over her. He does not know the nature of the guardians, but he does know that there is a woman who rides a griffon stays in the room with the child. He also knows that the woman and the guard captain each have magical rings they use to control the griffon.

If threatened or otherwise persuaded, Marson promises not to alert the guards to the PCs presence. He is frightened enough that he is telling the truth. Sammel, on the other hand, alerts the guard one turn after the PCs leave, unless the PCs bind and gag him. If Sammel alerts the guard, the PCs encounter one unit of the elite guard two rounds later.

After midnight, the Quartermaster sleeps in one of the bunks, a soldier sleeping in the other.

**Marson** (Quartermaster): AL LN; AC 8 (Dex bonus); HD 3; hp 24; THAC0 18; #AT 1; Dmg 1d4 dagger; MV 12; ML 8.

**Sammel** (keep soldier): AL N; AC 10; HD 1; hp 6; THAC0 20; #AT 1; Dmg 1d4 dagger, or 1d8 long sword; MV 12; ML 9.

**7. Harness Room.** This room has tack and harness and saddles for 10 horses. It is all of the finest quality. (The 10 horses are the property of the commanders of Rowena's Bodyguard.)

In one corner of the room is a pile of filthy blankets and furs. At night, Jan the stableboy sleeps here. If the PCs enter this room during the day, Jan is in area 7. Among the bedding is a small rag doll that is as filthy as the blankets.

**8. Stables.** This room smells strongly of horses and oats. There are 10 horses in here, some whinnying, some stomping. A wiry, rag-clad boy of 15 years is sweeping dung out of one of the stalls if the PCs enter during the day. The residents of the keep have named the boy Jan, one of the few words to which he responds.

As soon as a PC speaks to Jan, he turns and stares at them, sky-blue eyes staring out from under tangled bangs. When a PC speaks to him a second time, Jan's face twists into an expression of animal rage, and with a howl he attacks the speaker.

Jan is a feral child discovered by the Quartermaster in nearby mountains. All efforts to civilize him have failed, although his affinity with horses and ability to perform simple tasks has made him useful. Only the Quartermaster can approach him safely.

Jan is the equivalent of a 1st-level fighter, but he receives two attacks per round (one punch and one bite). The only way to subdue him, short of knocking him unconscious, or killing him (and killing an unarmed child—no matter how violent and frightening his behavior—is not heroic) is for a ranger to attempt to calm him, using his affinity for wild animals. (The DM should play up Jan's savagery to allow the player to realize this is possible.) If the player roleplays well, the boy calm down after one more round of attacks. If the player doesn't roleplay well, give the wild boy a saving throw vs. rods. Success indicates the boy continues to attack; failure indicates that he calms down.

Jan has no useful information, and he can't really communicate with the heroes (although a *speak with animals* spell reveals that he is happy living here with the Quartermaster and the horses and Snuffy (the rag doll). If treated reasonably well, the boy reports the PCs to no one (except Marson, that evening, and Marson will not relay the report for another day).

**Jan (feral boy):** AL CN; AC 6 (Dex bonus); HD 1;



hp 8; THAC0 20; #AT 2; Dmg 1d2 punch, 1d3 bite; MV 12; ML 13.

**9. Gaol.** This is the keep's prison, which includes a small office, four cells on the ground floor, and two large cells in the dungeon. It is presently empty and could serve as a hiding place for the PCs if they enter it without being seen. Likewise, if the PCs are captured or subdued by the guards, this is where they are locked after being disarmed.

A thief character can pick the cell locks at normal chances from outside with thief's picks. With an improvised tool, a thief suffers a -20% penalty.

## Main Building

*Across the cobblestone courtyard, a three-story stone building rises, its roof level with the keep's walls. From the rear of the building, a round tower rises an additional fifty feet. The front of the building is adorned with new construction: frost-bearded gargoyles, and reliefs featuring the visage of a beautiful woman. A wide set of doors, set back from the courtyard and flanked by gargoyles, leads into the building.*

The long, narrow mouths of the gargoyles by the front doors (two on either side) conceal the arrow slits from areas 11. The crossbowmen within do not fire on heroes who have not caused any trouble in courtyard or at the gatehouse. Any attempts to pick the front door during daylight, however, *are* met with a shouted warning and then crossbow fire, as anything short of knocking arouses the guards' suspicion. The warriors each have one heavy crossbow and one light crossbow. The first shots are with the heavy crossbows, after which they change to the light crossbows. Each crossbowman has 15 quarrels.

**Crossbowmen (2):** AL LN; AC 8 (leather); HD 1; hp 6 each; THAC0 20; #AT 1; Dmg 1d8+1 crossbow, 1d8 long sword; MV 12; ML 9.

## 10. Greeting Hall.

*The floor of this room features an old but stunning mosaic depicting the clash of a fierce Rjuven army with savage orog raiders. A more recently-completed mosaic rises up the rounded back wall of the entry hall,*

*where an elegant woman stands in a pillar of blue-white light. Above her, on the vaulted ceiling of the hall, a fantastic image of the ice-goddess Karesha peers down at you.*

When the heroes knock on the door, it is opened from within by one of two guards, who escort them to see the captain of the guard in area 15. The guards do not allow the PCs to go anywhere else; such are their orders.

These guards wear not the hammer-and-axe tabard of the jarl, but the image of an icy white rose upon a pale blue field. This is the emblem of Rowena, who plans to return from Mandal having slain her uncle and usurped his throne. Any character with the heraldry proficiency can make a successful check to realize the significance of the new tabards.

Each guard has keys to the front doors. Any combat in the entry halls alerts the crossbowmen in areas 11, who summon the main guard contingents in areas 12.

**Guards (2):** AL LE; AC 8 (leather); HD 1; hp 6 each; THAC0 20; #AT 1; Dmg 1d8 long sword; MV 12; ML 10.

**11. Bowman Posts.** Each of these small rooms are accessible only from Areas 12. Each room contains a table, a chair, and a case of crossbow quills. The single crossbowman in each chamber behaves as detailed above.

**12. Barracks.** These rooms are combination guard quarters and mess halls. Bunk beds and weapon racks line the walls, while the centers of the rooms are taken up by tables and chairs. At the foot of each bed stands two chests. Each chest contains a spare tabard (all new, and all with Rowena's emblem), ordinary clothes, and 36 gp. At any given time, each room contains 10 warriors who are awake and 10 warriors who are sleeping in the bunk beds.

Any guard interrogated can tell characters of the mechanism for defending the gatehouse (areas 21 & 22), the defensive corridor (area 23), as well as relay the rumor that there is a special prisoner held at the top of the tower. This prisoner is guarded by one of the Rowena's new lieutenants, one of two women who ride a griffon. The new guard captain can be found in area 16. The stairs in area 12b rise to area 29.

**13. Kitchen.** This well-equipped kitchen contains an immense fireplace that is always ablaze with magical

fire. Several cooks are always in here, preparing meals.

The cooks immediately give in to any threats, revealing to the characters that the woman guarding the prisoner in the top tower needs all her meals specially prepared because she eats no meat. Regardless of when (or if) the heroes enter the kitchen, the cooks are preparing a meal for the child's guard. Masquerading as cooks or servants and bringing food treated with a sleeping herb (which can be acquired in area 17) to the guard is a good option for the PCs.

If questioned *without* threats (successful Charisma check, +2 if Jack implores them to help), the cooks reveal that there are traps on the stairs leading up through the Great Tower. They know which steps to avoid on the first three levels, but not how to bypass the wolf on level four. Each has a key to the door to the Great Tower on Level One, as well as the door on Level Three of the tower.

**Astrid and Olga** (cooks): AL N; AC 10; HD 1; hp 4 each; THAC0 20; #AT 1; Dmg 1d3 (rolling pin or knife); ML 7.

**14. Pantry.** This room is a dry pantry, containing a wide variety of nonperishable foodstuffs and fruits and vegetables. Small barrels along one wall store salted meat, including the very strange-tasting flesh of the subterranean lizards raised by orogs. The Captain's griffon has a taste for such fare.

**15. Audience Hall.** This hall is presently locked, as Rowena is not in residence. The wall across from the door is taken up by a large banner displaying her personal coat of arms (the ice rose), as well as representations of the various aspects of the deity she worships. An ornate throne stands on a short pedestal in front of the tapestry. Like the outer decorations, it appears newly refurbished.

**16. Captain's Office.** This conference room has been converted into a temporary office for the new guard captain, who has been displaced by the commanders of Rowena's Bodyguard (who have taken up residence in the captain's suite on the Third Level of the keep. Papers and weapons and uniforms are strewn about.

The Captain (her given name is Kallan, though no one in the keep has ever called her anything but "Captain") is a short, lightly muscled woman with dark hair set in a pony tail. A scar runs from her right

temple, across the bridge of her nose, and down to the left side of her jaw; if not for the scar, she would be beautiful.

A priestess of Karesha, the Captain once enjoyed Rowena's special favor. But lately the jarl's niece has taken only her own counsel, and she has replaced or demoted many of her previous confidants. The Captain is unhappy that she has been displaced by the officers of the bodyguard. Worse, while she has no qualms about Rowena's plans to slay her uncle and assume his power, she finds the whole business of the child distasteful (knowing how Rowena got her). She takes her frustration out on the PCs if they are brought before her.

She dismisses the guard who brings the PCs to her and, regardless of their story, subjects them to intense questioning. The DM should ask the kind of double-edged questions that might make the heroes think she is onto their plan and plans to jail them (though, in fact, she assumes at first that Rowena summoned them here to be her pawns). The PCs should get the distinct impression that she has no intention of letting them leave the keep. Of course, the Captain is simply venting her anger, and she ultimately agrees to allow the PCs to remain in the Keep as long as they maintain a reasonable-sounding story and do not threaten her. If the PCs can retain their composure throughout the encounter, the Captain dismisses them without assigning a guard, assuming they will ask a servant for quarters (on the third, unmapped level).

Should the heroes attack her, the Captain fights to the death. She wears a chain shirt under her tunic and wields a mace +1 (well-crafted and wicked-edged, but nonmagical).

The most important magic item in the Captain's possession is her *ring of griffon control*, carved in an image of the creature it commands. Both Malena (see The Great Tower) and the Captain have one of these rings, and these are the items that allow them to ride the griffon nesting on the roof of the Great Tower.

**Kallan (The Captain):** AL LE; AC 3 (chain shirt and Dex bonus); P6; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 footman's mace; MV 12; ML 17.

**Powers:** *chill touch* 1/day, +1 save vs. cold

**Spells:** *command, cure light wounds, light, fear; charm person, hold person, withdraw; dispel magic*

**17. Herb Garden.** This is a garden where a wide variety of herbs and spices are grown. Any heroes with the herbalism proficiency also recognize several

varieties of curative herbs, as well as a few poisonous plants. One of these plants can be used to for a quick-to-produce sleep drug. This drug may be created within one turn with a successful herbalism check.)

**18. The Great Tower.** The door to this area is locked. Inside, however, a flight of stairs leads upward as they cling to the circular wall. The shaft and stairwell are dimly lit, as every tenth stair or so glows with the effect of a *continual light* spell.

Once the PCs begin to ascend this tower, go to the section entitled, "The Great Tower," following the rest of the keep description.

## Level Two

**19 & 20. Bridge Towers.** This is the top of this structure, and each tower is connected by a bridge. A crossbowman stands atop each tower, ready to fire on hostile characters. They warriors take turns shooting, so that when one is loading on any given turn, the other is shooting; they always duck out of sight while loading. Each warrior has 20 crossbow bolts.

**Crossbowmen (2):** AL LN; AC 8 (leather); HD 1; hp 6 each; THAC0 20; #AT 1; Dmg 1d8+1 crossbow, 1d8 long sword; MV 12; ML 9.

**21 & 22. Inner Gate Towers.** Each one of these tower chambers has an arrow slit overlooking the bridge to Boden Keep, a ladder that leads up to the open battlements above, and another ladder that leads to areas 3–4. A hallway connects them and gives access to area 19, which contains the controls for the portcullis and gate that serve as one of the keep's most effective defenses. The connecting hallway features slits in the floor, so defenders can fire upon anyone trapped between the portcullises below. Additionally, doors lead to the hallways that run inside the keep walls, thus providing access to the corner towers. Each crossbowman has 45 bolts and a light crossbow.

**Crossbowmen (2):** AL LN; AC 8 (leather); HD 1; hp 6 each; THAC0 20; #AT 1; Dmg 1d8+1 crossbow, 1d8 long sword; MV 12; ML 9.

**23. Defensive Corridors.** These defensive corridors are manned by crossbowman from area 10 if a general alarm has been sounded. They fire on any intruders in the courtyard.

**24. Tower Stairs.** A staircase leads to the next level of each of these round towers (not mapped.) Should the heroes ascend the stairs in either tower, they encounter one of the elite guard units.

**25. False Closet.** This appears to be a storage closet containing broken furniture and torn war banners. In fact, it conceals a secret door to Area 11.

**26. Arrow Slits.** The rather large arrow slits in this room face out over the ravine surrounding Boden Keep. Observant players may wonder what purpose they serve. They are, in fact, just a way to let light in for the stained glass window in area 9. In this defensive hall, it's hidden behind an illusion of stone created by a wizard once seduced and discarded by the mistress of the keep. Rowena deems it blasphemous for the image of her god to be viewed in reverse.

**27. Chapel.** Accessible only from area 29, this is a richly appointed temple to Karesha.

*The walls of this room are covered with reliefs and murals of a pale, white-haired woman performing miracles and glorious deeds. In some scenes, she is portrayed as a great white wolf, devouring her enemies.*

*Behind a carved altar inlaid with silver, a 20' x 20' stained glass representation of the same beautiful woman wielding a huge mace glows between two large banners bearing the emblem of the white rose. The woman is all frosted white and blue, cold against a background of green hills and purple mountains.*

*Below the glass, the altar is awash in a sea of colors. On it is a silver bowl filled to the brim with jewelry.*

The central figure of the stained glass window is a special glass golem. Should any good character touch the altar and its contents, or if anyone in the shrine speaks a prayer to or the name of any good deity, the golem animates and tears itself free from the rest of the window with a delicate sound reminiscent of wind chimes. Likewise, the priestesses of Karesha can command the golem to attack intruders.

**Glass golem:** AL N; AC 4; HD 9; hp 40; THAC0 11; #AT 1; Dmg 2d12; SA -3 to opponents' surprise;

*prismatic spray* once/3 rounds; SD +2 or better weapons to hit; MV 12; ML 20; MM/169.

Glass golems suffer double damage from weapons that can hit them (+2 or better). A shatter spell weakens them so that each blow has a percentage chance equal to double the hp damage inflicted of destroying the creature instantly. This golem pursues its enemies anywhere in the castle, but not out into the courtyard.

**28. Killing Wall.** The arrow slits facing into area 29 are concealed by bright *continual light* spells, which means inhabitants will never know if a crossbow is being trained at them before it is too late. During alarms, this corridor will be manned by warriors from area 12b. A concealed door leads to area 29.

**29. Feast Hall.** This is a vast hall with *continual light* spells glowing from the southern wall every three feet or so. The sconces which they replace are still set in the walls, though the torches have been removed. Three long tables lined with chairs run down the hall, each in the finer style of Anuire, rather than the sturdy fashion of Rjurik. A set of double doors at one end of the hall lead to area 27, while a broad, finely wrought iron staircase winds around a post to the next level at the other end of the feast hall.

**30. Priestess' Chamber.** This room contains a bed, a small table, two chairs, and a tiny shrine to Karesha. Regardless of the time of day the heroes enter, two young women in chain shirts and ice-blue robes pray before the shrine. Questions regarding the child or threats against Rowena cause Anneke and Elke to attack furiously, threatening the PCs with dire consequences from Karesha if they do not surrender.

**Anneke and Elke** (clerics of Karesha): AL LE; AC 5 (chain shirts); P1; hp 5 each; THAC0 20; #AT 1; Dmg 1d6+1 footman's mace; MV 12; ML 13.

**Powers:** *chill touch* 1/day, +1 save vs. cold

**Spells:** *light* (Anneke) and *cure light wounds* (Elke)

Anneke loves to fight, and she will be the first to strike with her mace if given the chance. Elke is more reserved, and she casts her *cure light wounds* on Anneke if necessary. Both priestesses use their *chill touch* ability within the first two rounds of combat, if possible. If one of them falls, the other runs to area 27 in hopes of invoking the golem to attack the intruders.

If captured, neither priestess offers any information

about the keep. Anneke in particular inveighs against the PCs, describing their horrible deaths at the hands of Karesha's servants if they do not surrender at once.

**31. Commanders' Chamber.** Normally the room of the guard captain, this chamber has been taken over by two of the commanders in Rowena's Bodyguard, Brodrick and Jannika, husband and wife. Regardless of when the heroes enter this room, the couple is getting ready for their duty shift. The man haughtily asks the heroes about their intrusion and, regardless of their stories, claims they accompany him to the captain's office to verify their story. Even the slightest hesitancy on the part of the heroes causes this overconfident, evil couple to attack. The wife carries a set of keys that unlocks any locked door in the keep.

The room is furnished with a narrow bed, and a writing desk. A chest contains the clothes of the couple and 300 gp in gems. A wardrobe holds a spare captain's uniform and three elaborate ball gowns, each worth 200 gp, but too bulky for the heroes to carry around. The door in the west wall is locked, and requires a successful Open Locks attempt at -15% to open.

**Brodrick:** AL LE; AC 5 (chain shirt); HD 5; hp 42; THAC0 15; #AT 1; Dmg 1d8+1; non-magical long sword +1.

**Jannika:** AL NE; AC 2 (plate mail); F5; hp 36; THAC0 16; #AT 1; Dmg 1d8; MV 12; ML 11; keys.

Jannika wears the armor of a slain Anuirean knight who roamed too far from Dhoesone in pursuit of adventure. Larrel has a chance (heraldry proficiency check at +2) of recognizing the armor as that of Tannen, a man he himself knighted five years ago. Any other character who makes a successful heraldry check can see that the armor is from an Anuirean knight.

**32. Rowena's Chamber.** This is the extravagantly furnished bedchamber of Rowena. From the four-poster bed to the small writing desk in one corner, it is the height of taste and grace. There are four brass oil lamps that are each worth 50 gp, and 6 silk pillows in the bed that are each worth 25 gp. The bed is carefully made, and the wardrobe is empty apart from a couple of fine silk dressing gowns (each worth 10 gp). The door to Area 18 is locked, and requires a successful Open Locks roll, unless the characters have recovered the keys from Jannika officer in area 31.

**33. Door to the Great Tower.** As on level one, this door is also locked. Those entering here appear on level two of the keep's central tower. See "The Great Tower" for descriptions of its defenses.

**34. Gatehouse.** This room contains the mechanism for lowering the portcullises and a big stone slab that seals the entry into the keep. The floor is also riddled with small holes, so burning oil can be poured down upon people trapped between the portcullises and the stone slab. In one corner stands a metal pot with oil. A fire is waiting to be lit beneath it. One warrior is found in this room at all times.

**Crossbowman:** AL LN; AC 8 (leather); HD 1; hp 5; THAC0 20; #AT 1; Dmg 1d8+1 crossbow, 1d8 long sword; ML 10.

## The Great Tower

Locked doors on levels one and two lead to the Great Tower. There is no other entrance.

The tower is protected by a number of traps and guardians. The cooks know which steps trigger the traps, what word to chant to avoid summoning the elemental, and where to find the lever to pull to subdue the winter wolf. Careful PCs may follow the cooks up the stairs to avoid all these dangers.

**Level One:** The stairs of this level are trapped to collapse when a man-sized creature steps on one of three steps (two unlighted, one lighted). Unless a thief is in the lead, checking for traps, the PCs automatically trigger this trap, causing heavy slabs of stone to fall into the stairway while simultaneously the stairs themselves fall back into a ramp.

PCs on the stairs when they collapse suffer 3d6 from the fall and collapsing stones. Each PC may save vs. petrification (with a bonus equal to the PC's AC adjustment for Dexterity) for half damage.

**Level Two:** On this level, the frequency of stairs with continual light spells increases to one every six steps. Those passing through this area without chanting the name "Karesha" cause a 12-HD ice elemental to appear (a servant of Karesha, bound to this tower in Rowena's service). If the PCs are careful to wait until the cooks climb the steps, they can listen to hear this chant.

The elemental is compelled to attack one turn (10

rounds) before returning to its home plane. If damaged below 20 hp, the creature withdraws up the stairway, freezing the steps (pursuing PCs must make a successful Dexterity check each round or fall 30' to the first level for 3d6 damage) until the duration of its compulsion allows it to flee the plane.

**Ice elemental:** AL N; AC 3; HD 12; hp 60; THAC0 9; #AT 1; Dmg 3d12; MV 6; SA causes 1d4 damage to those within 10'; SD +1 or better weapon to hit; ML 14.

Cold-based attacks inflict half-damage to the elemental, but fire-based attacks cause double damage.

**Level Three:** The stairs on this level are also trapped. Triggering the trap (automatic unless a thief checks for and successfully detects traps) causes the stairs to tilt out from the wall under the PCs' feet. Each PC may make a Dexterity check to cling to the stairs (those characters roped together can hold onto a falling character on a successful Strength check). Those who fail plunge 50' to the bottom of the tower, suffering 5d6 points of damage). The stairs end at a locked door that can be unlocked with the keys from the women in area 13.

**Level Four:** On the fourth level, the stairs stop at a landing on which waits a huge winter wolf chained to the wall. The creature has plenty of room to attack anyone who enters the room. Rowena and her servants pass the wolf by winching its chain tight against the wall, walking quickly past the landing, then releasing the wolf's chain. Hidden behind a loose, pivoting stone (treat as a concealed door) 10' before and after the landing is a winch wheel that operates the chain.

Any character peering onto the landing may make an Intelligence check to notice that the wolf's chain is not bolted, but vanishes into a metal socket (suggesting that it is connected to some sort of mechanism). Any character actively searching the wall of the stairway for a hidden door automatically finds the pivoting stone which hides the winch mechanism.

One round after it suffers any damage, it uses its breath weapon.

**Winter Wolf:** Int Average; AL NE; AC 5; HD 6;hp 30; THAC0 15; #AT 1; Dmg 2-8; MV 18; SA frost; SZ L; ML 13; MM/362.

Once every 10 rounds, the winter wolf can breath a

stream of frost causing 6d4 damage to all within 10'.

**Level Five:** This room contains a bed, a table and two chairs, and a wash basin with dirty diapers. An elderly couple stares at the party with surprise, unless they are convincingly disguised. The couple just wave them upstairs if they believe them to be servants or guardsmen.

Edric and Birgitta have been charged with caring for the child. They are just what they seem to be—an elderly couple. Fortunately for the PCs, neither of them has retained particularly good eyesight, so any attempt at a disguise automatically convinces them.

Should the PCs arrive without disguise, Edric attempts to fend them off with his walking staff. Birgitta hurries up the stairs to warn the Guardian to get the baby to safety.

Edric and Birgitta believe that Rowena is a fair if stern noblewoman. If the PCs can persuade them otherwise (only with remarkable role-playing and a successful Charisma check with a -6 penalty), they agree to remain silent and allow the PCs to confront the guardian—so long as they swear that the child will be raised safely and lovingly.

**Edric and Birgitta** (0-Level Rjuvenes): AL NG; AC 10; HD 1; hp 3 each; THAC0 20; #AT 1; Dmg 1d6-1 Edric, 1d3 Birgitta; AL N; ML 12.

**Level Six:** The stairs from level five stop at a heavy oak door which is closed but not locked. The room beyond is warmed by braziers and a small fireplace. Comfortably furnished with tapestries and carpets, the chamber includes a couch and two padded chairs, a curtained bed with a chest at its foot, and a square table with four wooden chairs. Across the chamber, another set of stairs rise six feet to a landing, then another six feet to a trap door in the roof.

If Malena has been warned of the PCs' presence, the room is obscured by a wall of fog spell, and Malena stands on the opposite landing. She has cast *stoneskin* and *shield* just before the PCs' arrival. The infant lies swaddled in blankets on the floor behind her, and Malena calls out to any intruders, "Leave at once, or I will slay you all. Attack me, and you risk harming the child." She repeats her warning once more (on a second round), then casts her *ice storm* spell as she retreats to the roof. See the roof description for her further tactics and abilities.

If Malena has *not* been warned of the PCs' approach, she lounges on the couch, casually reading

a scroll (not a magical scroll per se, but a scroll containing spells as a spellbook which she plans to add to her repertoire). She idly rocks the elaborately carved cradle with one foot. Rowena's child rests fitfully in the cradle. On the chest at the foot of the bed rests a silver ring fashioned in the image of a griffon; Malena hates wearing rings or bracelets, and she wears the *ring of griffon control* only when she plans to command or ride the creature. A PC in disguise who "cases" the room notices the ring on a successful Intelligence check.

If one or two PCs enter the room disguised as servants or guardsmen bringing her a meal, Malena doesn't give them a second glance (though the encounter calls for a proficiency check by whomever concocted the disguises). She waves the "servants" away, then moves to the table and begins to eat.

If the PCs insinuated the sleeping herb from area 17 into Malena's food, they may return in one turn to find Malena sleeping quietly at the table, head on her arms.

Malena bears a passing resemblance to Rowena. Upon first encountering her, any PC who has seen her (everyone but Jack) must make a successful Intelligence test at -4 (-8 if the room is enshrouded in fog) or believe he is facing Rowena herself! Malena is slender, almost boyish in build, and she has short-cropped, snow white hair. (The one striking difference between Malena and Rowena is that the latter wears her hair long.) Like her mistress, Malena is a powerful opponent with no qualms about killing her enemies.

**Roof:** If Malena retreats to the roof, she hopes first that she can defeat intruders by casting spells down at them. Even if one PC makes it to the roof, Malena tries to defeat him with magic, all the while cradling Rowena's child in her arm. If clearly outmatched, however, Rowena tries to escape on the griffon.

If a PC has surreptitiously stolen her *ring of griffon control*, Malena is surprised when the resentful creature attacks her! Luckily, the griffon's first attack does not harm the child, who Malena then lays carefully on the roof before defending herself against the griffon.

If Malena has her *ring*, then she begins to mount the griffon. If a PC has the Captain's ring of griffon control, then he may contest control of the griffon with Malena, keeping the beast from flying away.

In any event, the griffon balks at flying into the

powerful winter winds for two rounds, allowing the heroes to overtake Malena. Those howling winds whip at PCs and Malena alike, forcing those who would speak to shout to be heard, and endangering anyone near the edge of the roof.

If any PC stands within 5' of the roof, Malena targets him with a *gust of wind* spell, which combined with the already dangerous winds requires the hero to make a successful Strength check or be blown off the roof. A successful Dexterity check allows the hero to grab onto the edge of the roof, and another Strength check by him or another PC brings him back to safety. Failure of the Dexterity check means the victim falls 30' to the roof of the keep.

Everywhere on the roof, the wind tears at the heroes and Malena, who attacks them with spells while she tries to encourage the griffon to flight, all the while cradling Rowena's child in one arm. If struck even once with a melee weapon, or when dealt a mortal blow from any source, Malena falls from the rearing griffon (or from the roof itself, if she is unable to mount the griffon). Any attempt by a PC to catch the child before Malena falls is automatically successful, though the DM should roll some dice behind the screen just for show. Even if the situation demands that Malena falls and no PC is present to catch the child, the child falls safely to the roof floor.

Once Malena is dead, the griffon is freed from the effects of her ring, and—if none of the heroes is wearing a *ring of griffon control*—the monster attacks them. However, if one of them is wearing it, the monstrous beast is more than powerful enough to carry them all to safety.

**Malena** (invoker): AL NE; AC 7 (Dex bonus); W7; hp 21; THAC0 18; #AT 1; Dmg 1d4 or by spell; ML 16; *ring of griffon control*.

Blood ability (Vorynn, minor): resistance (suffers only half damage from invocation/evocation spells, quarter if save)

Spells: *feather fall*, *magic missile* (×2), *shield*, *shocking grasp*; *darkness 15' radius*, *fog cloud*, *stinking cloud*, *strength*; *blink*, *gust of wind*, *lightning bolt*; *ice storm*, *stoneskin*

**Griffon**: AL N; AC 3; MV 12, Fl 36 (C, D if mounted); HD 7; hp 40; THAC0 13; #AT 3; Dmg 1d4/1d4/2d8; ML 12.

## Optional Encounter

## Blood Skull Revenge

If the PCs have escaped Boden Keep with Rowena's child, and at least an hour of the tournament slot remains, the DM may run this encounter. Do not run this encounter if the PCs have done well but are very damaged. Otherwise, proceed to the Conclusion.

If the PCs avoided the Blood Skull orogs in encounter one, then the brutes have finally found their intended prey. If the PCs encountered and defeated the original ambushers, then a second band seeks revenge.

**Orogs** (16): Int High; AL NE; AC 3; MV 9; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg 1d8+2, battle axe or 1d8+1, crossbow; SA +2 to damage; SZ M; ML 13.

**Orog Chief**: Int High; AL NE; AC 3; MV 9; HD 6; hp 30; THAC0 15; #AT 1; Dmg 1d8+4, battle axe; SA +4 to damage; SZ M; ML 14.

The orogs hope to ambush the PCs. If traveling by road (on horseback or on foot), the PCs are ambushed as described in encounter one. If the PCs escaped Boden Keep on the griffon, then the orogs begin their ambush by launching a volley of crossbow bolts at long range as the griffon descends to land (as it must do within two miles of Boden Keep if carrying more than a single rider). Note that if the Griffon suffers damage of 50% or more of its hp, it must land. If the PCs attempt to escape the unmounted orogs by urging the griffon to fly farther, a PC wearing the *ring of griffon control* may make a riding proficiency (at a -6 penalty if using the land-based proficiency) to encourage the griffon to fly farther before landing. If successful, the rider guides the griffon to land one mile further before the creature is exhausted and must land, then rest for two turns before taking flight with a single rider.

A PC wearing the *ring of griffon control* may also ride the creature into combat after allowing the other PCs to dismount. If the orogs face any PC riding the griffon, they make morale checks at a -2 penalty. The griffon *cannot* fight while carrying more than one rider.

If captured, these orogs know nothing more than those in Encounter one.

## Conclusion

### Partings

Once the PCs have left Boden Keep with Rowena's

child, they have effectively succeeded in their quest. After they defeat or escape the Blood Skull orogs, or if they have left the keep with less than an hour of the tournament slot remaining, read or paraphrase the following:

***At last you have escaped Boden Keep with the child you sought. Now you may return to your homes to prepare against the revenge Rowena must surely seek. The cold you feel is not entirely born of the Rjurik wind; it is a hard, cold task you have accomplished.***

***Before it is truly over, you must find a home for the child, somewhere safe from the wicked influence of the White Witch of Rjurik. You are certain that she will not rest until she has recovered her daughter, to raise the child in her own cruel image, with all the power of your stolen bloodlines bent to evil ends.***

***Someone must protect the child until she masters that power and has learned to use it for good. But who can be trusted with such a perilous charge? And who is willing to sacrifice his throne to do so?***

The character backgrounds encourage the character of Landen to abdicate his rulership and raise the child in secrecy. However, the players should be allowed to roleplay their parting as they wish. Regardless of their decision, the second round assumes that Landen abdicates his throne and raises Rowena's child secretly in Dhoesone.

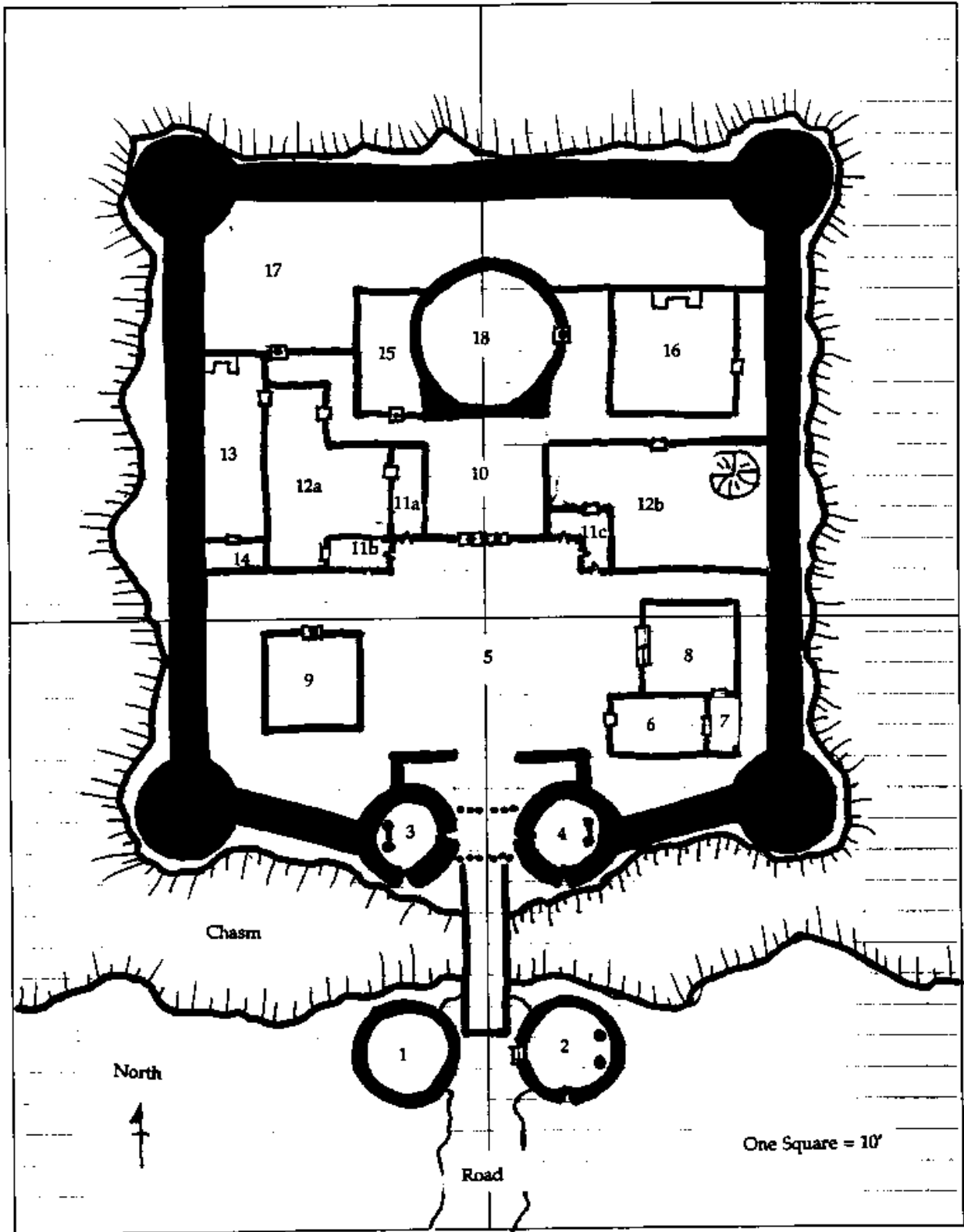
Meanwhile, Rowena slays her uncle and usurped his power, increasing her own but also triggering her own transformation into an awnshegh, the terrible White Witch. Her beauty is lost to reflect her inner evil, and she searches for a means to hide her ugliness. (This search becomes an important point in her later evolution, and to the events of round three.)

The adventure resumes 16 years later, as Rowena's daughter (then named Raesa, by Landen) begins to come into her own power ... and when Rowena finally discovers the location of her estranged daughter.

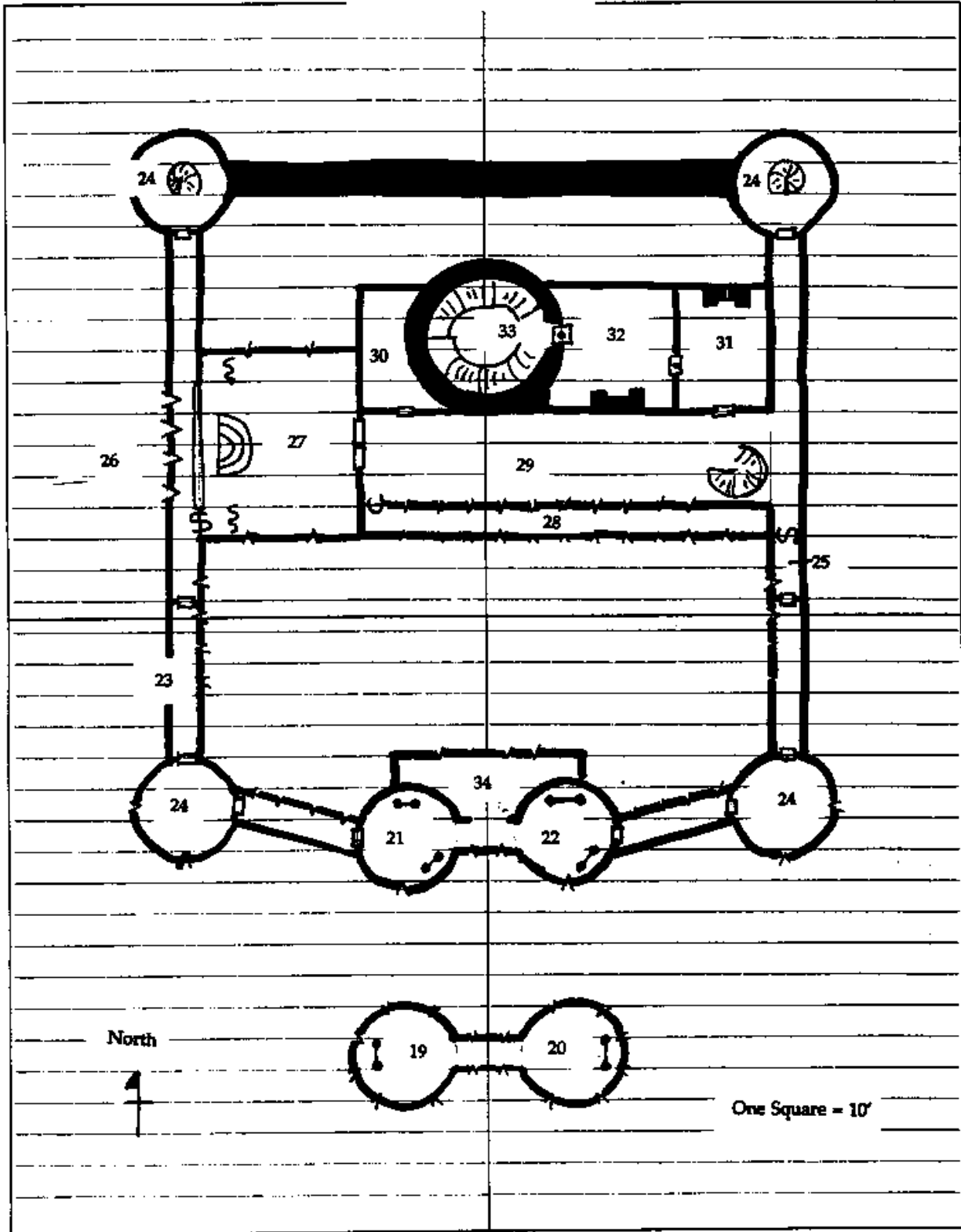
End of Round One



Castle Boden Level One



Castle Boden Level Two



# Landen Dhoesone

## Baron of Dhoesone

Male Anuirean Fighter

*Neutral Good*

<b>Strength:</b>	15	<b>Level:</b>	7	<b>Age:</b>	36
<b>Dexterity:</b>	17	<b>Armor Class:</b>	1/5	<b>Height:</b>	5'11"
<b>Constitution:</b>	14	<b>THAC0:</b>	14	<b>Weight:</b>	180
<b>Intelligence:</b>	16	<b>Hit Points:</b>	45	<b>Hair:</b>	Brown
<b>Wisdom:</b>	14	<b>Movement:</b>	12	<b>Eyes:</b>	Hazel
<b>Charisma:</b>	13				

**Blood Abilities:** (Blood of Reynir, major, 38) Divine aura (major), iron will (minor)

Divine aura reveals you as a scion of power (though not necessarily as a regent). When you concentrate on it, you can *enthrall* any nonblooded creatures within 30' once per day (as the 2nd level priest spell).

Iron will provides you with the equivalent of the endurance proficiency and two bonus hit points (both already added into the sheet. Also, when faced with mind-controlling magic, you gain +2 to your saves.

**Weapon proficiencies:** Claymore, dagger, heavy crossbow, long sword (specialized), quarterstaff

**Nonweapon proficiencies:** Blind fighting, endurance (14), heraldry—Anuirean (16), leadership (12), read/write Anuirean (17), read/write Rjuvan (17), riding—horse (17), speak Anuirean (native tongue), speak Rjuvan (16)

**Equipment:** *Heartbreaker* (long sword +3), chain mail, shield, helmet, black tunic, gray woolen trousers, soft leather boots, wide leather belt, scabbard, dagger, sheath, riding horse ("Graymantle")

**Appearance:** When not in formal baronial garb, you are virtually nondescript. Of average height and weight, you don't *seem* like an expert swordsman or a ruler. As the Baron of Dhoesone, you often used your plain looks to advantage, sometimes dressing plainly to wander the streets of Sonnelind incognito.

Your hair is growing long, but you've kept your thick beard trimmed. Your eyes glitter with intelligence, and you know your gaze is piercing when you are angry.

**Personality:** You can hardly remember feeling joy, though the lines of your eyes and mouth show that you once were quick and often to smile or laugh. Your failings weigh heavily upon you, but despite them you are dealt honorably with friends and foes alike (Rowena the witch excepted). Should you repair some of the harm you have caused, you may grow to love life once more. For now, you are driven by a desire to make right the wrongs you yourself have committed. Because you have been a good leader, you are all the more to blame for your failings, and all the more responsible for those who may be harmed by them.

**Background:** From your father you inherited the barony, but by your own wits and courage you have defended it throughout your own regency. Orog raids from the Blood Skull Barony and rare incursions of monsters from the Giantdowns were your greatest concerns at first. Dealing with them was easy compared to the later challenges of negotiating with the subtle elves of Tuarhivel, the scheming guilders of Cariele, the treacherous goblins of Thurazor, and the uncivilized but somehow noble clansmen of Stjordvik and the rest of Rjurik. These northern clansmen fascinated you, and you wondered about the possibility of forging an alliance with these people who your own kinsman had conquered centuries ago.

It was during a diplomatic visit with one of the northern jarls of the Rjurik that you met Rowena, his beautiful niece. Unlike many of the other Rjuvans, she loved the civilized culture of the south, and soon her questions about them turned into questions about you. In retrospect, you see how calculated it all was. But now you know that what then seemed like a forbidden romance was actually careful manipulation. When at the last she turned cruel, it was only to speed your departure. Yet your own fault remained, and it was you who betrayed your marriage and, in a

very real sense, your own country.

Months after your tryst with Rowena, your guilt was so strong that you decided to confess your infidelity to the baroness, hoping for forgiveness. But the message from Adan of the Khinasi arrived first.

Adan, a priest of Avani, sent one of his acolytes to inquire about your meeting with Rowena. He, too, had met the enchanting niece of the northern jarl. He hinted that he had learned something of mutual interest, and he suggested that you and he meet privately. You realized he knew of your infidelity, so you dressed in the plain clothes that so effectively disguise you, and rode out alone to meet with this Adan.

His story was at first unbelievable. But you could see from his noble face and hear from his honest voice that he spoke the truth. Adan suspected Rowena of villainy, but he had given in to her seductions as well. After she dismissed him with disdain, he wondered at her sudden change. It was when he met Ohlaak that he learned the truth, which he reported to you.

Somehow, through dark magic and the power of Karesha, evil goddess of winter and monsters, Rowena stole the power of your bloodline. You know it must be true, because you have felt your power wane in the year since your meeting with Rowena. You feel you are losing your connection with the land. (In fact, you have lost the 10 bonus hp normally granted a regent.)

Worse yet, what monster would Rowena produce? You shivered to think of it, but more you burned with shame. It is because of your own weakness that she was able to use your own royal bloodline to empower her child. You know that Rowena would raise such a child only for ill ends, not for good and just rule.

Promising to meet again with Adan and the other men he said Rowena had seduced, you returned to Sonnelind determined to make amends for your actions. First you had to appoint a regent to rule in your stead, and so you spoke with your cousin, Brand. Confiding in him, you extracted his promise to rule in your stead, but only so long as you did not return to acknowledge a rightful heir. Brand would never make a great ruler, but he could administer long enough for you to recover the child and bring it to Dhoesone. No matter what sort of monster it is, you won't let it come to harm. It is the child of your blood, after all, and it is your duty to raise the child as best you can, safe from the clutches of its evil mother.

### **Your Companions:**

**Adan the Blue** — The high priest of Avani is a Khinasi lord, one of the subtle magicians of the southeast. Of course he is not actually a wizard, but his people have a reputation for wisdom and honor. He has demonstrated both to you already in warning you of the danger Rowena poses to you all, and in approaching you about it so discreetly. He will provide good advice during your venture.

**Lord Kraggenecht** — The Brechtür are a "civilized" people, not unlike you Anuireans. But their regents come to power as often through gold and scheming as through justice and honor. This Kraggenecht is one such, a merchant-prince. But who are you to judge a man's honor now? Still, you hope this fat merchant will not be a hindrance. And what possessed him to bring the boy along!

**Rainer** — This is one of the Rjuven chiefs you have always admired, one of those whose innate nobility and courage put the lie to the myth of "savage Rjurik." You recognize him from the northern moots you have attended, and you remember him as a cautious ruler, one who often took the counsel of his druid advisors before speaking. His reputation as a warrior is second-to-none, despite his youth.

**Ohlaak** — He is the one who learned of Rowena's plot. You can tell by his eyes that he fears and hates Rowena, perhaps more than any of you regents she has humiliated. Perhaps she ridiculed him for his ugliness. If he can contain his feelings, Ohlaak will be a valuable ally. But should he allow his hatred of Rowena to overcome his judgment, he could endanger your mission. You mustn't allow that to happen.

**Jack Scarper** — You can't believe Kraggenecht allowed this boy to follow him, or to remain once discovered! But the Brecht lord is correct when he argues it is too late to send Jack home, and it would be woefully wrong to abandon him to the snowy wilds. Despite Jack's age and seeming frivolity, however, he seems to keep his wits about him. You must make sure the lad survives this endeavor.

# Adan the Blue

## High Sage-Priest of Avani

Male Khinasi Priest  
*Lawful Neutral*

<b>Strength</b>	10	<b>Level:</b>	5	<b>Age:</b>	37
<b>Dexterity:</b>	12	<b>Armor Class:</b>	4	<b>Height:</b>	5'7"
<b>Constitution:</b>	9	<b>THAC0:</b>	18	<b>Weight:</b>	140
<b>Intelligence:</b>	16	<b>Hit Points:</b>	26	<b>Hair:</b>	Black
<b>Wisdom:</b>	16	<b>Movement:</b>	12	<b>Eyes:</b>	Black
<b>Charisma:</b>	15				

**Blood Abilities:** (Blood of Basaia, major, 23) Enhanced sense, healing

Enhanced sense gives you the vision of a hawk. Missile ranges are reduced one category (i.e., long range shots suffer only a -2 penalty, medium range no penalty). Also, for one turn per day, you can penetrate normal or magical darkness by sending forth narrow beams of fiery sunlight from your eyes (60' range).

Healing allows you to cure 1d6+5 points of damage to one individual per day, plus also allow you to cast *remove paralysis* plus *cure disease* or *cure blindness*.

**Priest Abilities:** +2 saves vs. illusion spells, *flame arrow* 1/day

**Spells (5/5/1): Major Spheres:** All, Divination, elemental (fire), healing, protection, sun, thought (*Tome of Magic*); **Minor Spheres:** Charm, creation, numbers (*ToM*)

**Weapon proficiencies:** Composite short bow, dagger, spear

**Nonweapon proficiencies:** Anuirean (16), Basarji (16), Brechtür (16), diplomacy (15), law (15), read/write Anuirean (17), read/write Basarji (17), religion (16), spellcraft (14)

**Equipment:** Blue robes, improved mail, dark gray fur cloak, gray fur boots, large pouch, scroll: *cure critical wounds*, *stone shape*, holy symbol of Avani (a golden medallion depicting the setting sun), riding horse ("Twilight")

**Appearance:** Like all priests of your temple, you dress in simple if richly-dyed robes. Normally, you would wear the brilliant colors of the sun. But until you have redeemed yourself for your failing, you will wear the deep colors of night and shame.

You keep your hair close-trimmed and your face clean-shaven. Here in these northwestern lands, your smooth brown skin stands out, but even among your own people, your eyes are remarkably dark and penetrating. Appearance means little to you, except that you know you must retain a commanding presence when making an example for others to follow. How else can you guide others along the path of reason but by exemplifying it in both mind and body?

**Personality:** Aloof and intellectual, you are an idealistic schemer. You never plot only to harm another, but always to find the course of the greatest good. In every case, you prefer non-violent solutions to any problem. You like to have time to consider a situation, but you're able to recognize those times when you must decide quickly. After all, much depends on the good advice you give both to your followers and to your fellow regents.

**Background:** Your own pride has been your downfall. You knew Rowena was dangerous, but in your arrogance you felt that you could enjoy her affections without becoming her pawn. You were wrong.

You first met the beautiful niece of a Rjuven jarl when she visited Zikala, where you ruled over the Zikalan Temple of Avani. You noted her intelligence at once, and that attracted you as much as her pleasing form or voice.

But you underestimated her, for after a whirlwind romance, she left suddenly with her diplomatic entourage. You wondered at her departure, but your own emotions blinded you to the fact that she had contrived the whole affair. In short, you had been used, and you couldn't understand what she sought to gain by it. Perhaps she was capricious and loved to manipulate others.

But months later, you learned that she had gained more than you imagined. When Ohlaak first appeared to you, you thought perhaps this scruffy northern wizard was mad. But when you listened to his story of enslavement by then escape from Rowena, you knew he was telling the truth. More horrifying was the news that she had used your intimacy as a means to steal some of your own bloodline, the power which grants you the right and means to rule your temple. After a few divinations, you were certain that Ohlaak spoke the truth. You knew that you had to stop Rowena before she grew too powerful.

You determined that Rowena herself could not become more powerful through her bloodtheft. But she could give her child all your blood power—as well as that from any other king she could seduce. So you set to work learning of Rowena's travels over the past year. There were three other kings she may have tricked, and you contacted each of them in turn. Each agreed to meet with you and Ohlaak. Then you proposed to kidnap Rowena's child and keep it safely away from her evil mother. The other kings agreed.

The business of stealing into Boden Keep to kidnap a child is distasteful to you. You imagine it is even more distasteful to the other kings Rowena has manipulated, since they may not see the inescapable logic of the plan. But the child mustn't be punished for the sins of its mother, and yet the mother mustn't benefit from the power she stole for the child. Where to raise the child, you have not yet decided. You hope to return to your former life as the leader of Avani's worshippers in Zikala. If one of the kings offers to give the child a home, you will be greatly relieved. But you will make sure that the one who takes the child is a good and noble man, one who will raise the child to be a worthy bearer of the power Rowena stole.

If you fail in your quest, you know that your temple will be well-ruled by Shandare, your acknowledged successor. Even if you succeed, you wonder whether you remain worthy to guide your people in reason. It was a failure of reason which allowed you to become Rowena's pawn, and you can only pray that reason will allow you to foil her scheme.

### **Your Companions:**

**Landen of Dhoesone** — In some ways, this man's tragedy is greater than your own. Though you are ashamed that Rowena outsmarted you, Landen burns with the humiliation of a noble heart now tarnished by infidelity. You admire his honor, even as he shares your shameful failing. His shame weakens him, but still he seems the most likely leader among you four regents. You will follow and advise him.

**Lord Helmut Kraggenecht** — The guildier is a schemer, and you respect that. But he accumulates money, not knowledge. Lord Helmut's very appearance betrays his greed and gluttony, but there is some nobility within him. He cannot be so foolish as to allow Jack to accompany him without reason, and you wonder whether it is calculation or affection which motivates him to keep the boy at hand.

**Rainer** — You know little of this young man except his appearance and reputation, both of which tell that he is your opposite, a man of body and action, not mind and thought. Both times you have met, he has seemed uncertain, slow to decide his course. He seems somewhat lost without the counsel of his druids. If you can earn his trust, perhaps he will take your advice, and you can help guide his actions.

**Ohlaak** — You are grateful to this Rjuven wizard for revealing Rowena's schemes to you. But you hope he does not let his hatred overwhelm his reason. As a true wizard, he must have the blood of kings in his veins, as well as the intellect of all magicians. If he can wield those powerful tools with balance and calm, he will be a formidable ally. Otherwise, he may let his actions be as ugly as his face.

**Jack Scarper** — The others do not see it, you think, but there is something of nobility in this boy. Those are not the eyes of a commoner; you are sure they are his bloodmark. He seems unaware of his birthright. What his presence here indicates, you do not know. You hope it is a sign from Avani, an indication that those who oppose

Rowena wield the power of noble blood ... and you pray also the power of just cause.

# Lord Helmut Kraggenecht

## Merchant-Lord of Brechtür

Male Brechtür Thief

*Neutral*

<b>Strength</b>	13	<b>Level:</b>	6	<b>Age:</b>	48
<b>Dexterity:</b>	16	<b>Armor Class:</b>	6/8	<b>Height:</b>	5'10"
<b>Constitution:</b>	14	<b>THAC0:</b>	18	<b>Weight:</b>	240
<b>Intelligence:</b>	13	<b>Hit Points:</b>	30	<b>Hair:</b>	Dk.
Brown					
<b>Wisdom:</b>	15	<b>Movement:</b>	12	<b>Eyes:</b>	Brown
<b>Charisma:</b>	16				

**Blood Abilities:** (Blood of Brenna, major, 33) Character reading (major), detect lie (major)

Character reading makes you perceptive of other people's character. If you can speak with a person for one round, you can form an impression of his honesty and general intentions.

Detect lie gives you the power of the priest spell of the same name, for one turn per day.

**Weapon proficiencies:** Dagger, cutlass (1d6/1d8, SF 5), heavy crossbow

**Nonweapon proficiencies:** Appraising (13), intrigue (15), forgery (15), law (12), Low Brecht (native tongue), read/write Brecht (14), Rjuven (13)

**Thief Abilities:** PP 55%; OL 55%; FT 45%; MS 30%; HS 35%; CW 80%; RL 20%

**Equipment:** Dagger, cutlass, heavy crossbow, 20 bolts, brown fur-lined cape, fur-lined boots, leather jerkin, woolen tunic, leather trousers, belt pouch, thief's tools, heavy riding horse ("Hugo")

**Appearance:** Fat but solid, you are often underestimated because you look more at home behind a goblet or a desk than behind your cutlass. You have a great, jolly laugh and a persuasive smile—both of which you use to your advantage. Some have said that you tend to "waddle" or "lumber," and such remarks hurt you more than you'll acknowledge. You are quicker with your hands than on your feet, but you are not so soft that you can't hold your own in a fight.

**Personality:** You always find a way to have your own way. Usually that means accumulating money and power. But it can also mean something as trivial as having your guests agree that your wine is the finest they have ever tasted. You do not like others to disagree with you, and you'll persuade them as gently as possible to see things your way—but you will try to persuade them.

The one exception to your insistence on having your way is when it comes to military matters. When the battleground consists of ballrooms or guildhalls, you are the master. But on the field of war, other men are the experts.

**Background:** You are beginning to wish you hadn't brought the boy along. He's a good lad, and already he seems loyal to you—which is why you let him stay once you'd discovered him hiding in the ship on the voyage to Aaldvika. And if it's adventure he wants, he'll get enough of it here, surely. The problem is that you've begun to like him, and you're afraid he won't live through what you're about to face.

It's all your fault, really. And usually when you make a mistake, you're good at finding someone else to blame. But this time, it's really no use: People are going to die because you couldn't resist Rowena's temptations. It is so rare that a pretty young woman does more than flirt with you for social advantage! And his particular young woman is beginning to frighten you more than you'd like to admit.

All your life, you've succeeded best by manipulating others. You can see when a man is lying to you, and you are



an excellent judge of a bargain. Earning profit, investing money, forging business agreements (and finding ways around them)—these are your talents. You even fancied yourself a courtier of sorts, despite your advancing age and waistline. But you met your match about a year ago.

Rowena was the beautiful niece of a northern Rjurik jarl. When she came to visit Müden, you thought it was only to establish diplomatic relations with your powerful trade guilds. And when she seduced you, you were so delighted by the affections of such a lovely woman that you didn't worry about what favors she might demand of you later. Unfortunately, when she left unannounced one night, she had already taken what she wanted.

Months later, Adan of Avani (whom you still can't trust, perhaps because you know that *he* knows how foolish you were) contacted you and told you what had happened. Ohlaak the wizard escaped Rowena's keep, where he had been held and tortured for his knowledge of magic. But before he escaped, he learned of Rowena's plan to steal the bloodlines of four powerful kings, regents of domains, guilds, and temples. When he reported that knowledge to Adan, the sage-priest discovered the identity of those whom Rowena had tricked. Of course, that led him straight to you.

You'd be willing to leave Rowena alone. She manipulated you, it's true. And she has stolen from you, which would make you very angry ... if you weren't more afraid of her. Wizards and priests wield powers that you, a man who deals in coins and business agreements, can never understand. So she has stolen from you? Well, you would simply cut your losses and not deal with her again. But if what Ohlaak and Adan say is true, then the power that Rowena stole from you will be invested in her child.

For the first time in your life, you're feeling a sense of responsibility. You don't want any child of yours raised to be used, as you were used by Rowena. You'd like to give your son or daughter the same chances you had, the chance to survive and advance by wits and good sense. But no child of Rowena will be able to live his life for himself. For a short while, you entertained the notion of stealing the child away and raising him yourself, giving him all the advantages of your wealth and power. But that would never work, as Rowena would know where to look for the child. Perhaps one of the other kings involved in this messy business will have a better solution, maybe some faithful retainers who can raise the child in secrecy.

### **Your Companions:**

**Landen of Dhoesone** — Your first impression of this man is that he is melancholy and severe. You just wish he didn't look at you so critically. You aren't sure what he dislikes, but it's plain he doesn't care for you. He looks like a merchant who has decided his price and will not budge from it. Bargaining may not work with him.

**Adan the Blue** — These southern priests are often more subtle than wizards. They are said to disdain monetary wealth—at least so far as that doesn't interfere with their own fine clothing and jewels. At least you can find an intellectual equal in this sage-priest, and probably also a reasonable dealer. He must be here for the same reasons as you—to prevent Rowena from gaining too much power.

**Rainer** — Like Landen, this man is very serious. But he is young, and perhaps more malleable to your suggestions. He often seems like a high-strung stallion, trembling in anticipation of a fight. He has fire in the belly, as the Brecht sometimes say of the Vos berserkers. If it does come to a fight, you'll be glad of him. If you can direct him, he may serve as your protection. But you shall have to be careful with him.

**Ohlaak** — Wizards! Tricky customers, these. Not always as wise as they like others to think, but often more subtle than the most scheming merchants. This one is ugly as a leper—could that be a disguise? If he looks like this to disguise his powerful, then he may be formidable indeed. (Otherwise, he's merely disgusting.) You fear him a little, for he seems to harbor a fury that rivals that of Rainer.

**Jack Scarper** — The boy somehow managed to stow away on your ship. You could have sent him back, or abandoned him in Aaldvika. But the boy is clever, very clever, a schemer like you. And he has learned far too much about your involvement about Rowena. Best to keep him close, where you can watch him. Perhaps one day he would make a good lieutenant.

# Rainer

## Jarl of Clan Anders

Male Rjurik Ranger

*Neutral Good*

<b>Strength</b>	18/67	<b>Level:</b>	6	<b>Age:</b>	28
<b>Dexterity:</b>	12	<b>Armor Class:</b>	6	<b>Height:</b>	6'2"
<b>Constitution:</b>	16	<b>THAC0:</b>	13	<b>Weight:</b>	250
<b>Intelligence:</b>	10	<b>Hit Points:</b>	48	<b>Hair:</b>	Red
<b>Wisdom:</b>	13	<b>Movement:</b>	12	<b>Eyes:</b>	Brown
<b>Charisma:</b>	12				

**Blood Abilities:** (Blood of Reynir, minor, 18) Direction sense, enhanced sense

Direction sense makes it almost impossible for you to be lost; you can always find the direction you seek.

Enhanced sense attunes you to the wilderness, giving you a +4 bonus to tracking and making you difficult to surprise (surprised only on a 1).

**Weapon proficiencies:** Battle axe, dagger, short bow, spear

**Nonweapon proficiencies:** Animal handling (12), Anuirean (10), fire-building (12), Rjuven (native tongue), mountaineering (NA), survival—forest (10), tracking (17), weather sense (9)

**Equipment:** Studded leather armor, gray fur cloak w/wolf's head, shield, battle axe, spear, short bow, quiver w/12 arrows, riding horse ("Freya")

**Appearance:** Your face is pale and smooth, except when anger brings the blood to your face. Sometimes your men call you red-cheeks because you so easily color when roused to ire. Long ago you learned that your face would always betray your feelings, so you don't bother concealing them.

Long-limbed and muscular, you have always been one of the strongest warriors of the Rjurik. Even though you appear nearly ten years younger than you are, those who know you respect you for your valor.

**Personality:** Rash and hasty, but honorable to a fault, you are the greatest warrior of your clan, and thus you became the jarl. While you do not embrace war, you admit that your blood thrills to combat. Fortunately, the druids of the taiga have always advised you. Unfortunately, you did not call upon their advice when dealing with the daughter of the jarl of Mandal. Worse, there are none here to advise you. You must strive to consider the words of the other kings who meet you here; you are a great warrior, but the task before you may require more than battle-prowess.

**Background:** You never thought you would become jarl of your clan so soon, but you always knew you would lead your people one day. When Sigmund died without an heir, everyone knew who the elders would choose to replace him: the fastest, strongest, bravest warrior. You never needed to boast, because those who witnessed your deeds always told of them for you. You never give the bards better gifts for singing of you, though every feast seems to bring a new tale of Rainer the Bear-Slayer, Rainer the Cunning Tracker, Rainer Who Outruns the Deer. You were pleased, and you found joy in all of it.

But what pleased you more was the deed, not the tale. You loved to strain your muscles against the weight of a great snow bear, to search for the spoor of the sneaky forest cats, or to chase the elk across the winter hills. Being jarl was joyful not because the warriors obeyed you, the bards sang your praises, and the druids gave you their wisdom. It was joyful because you could lead by *doing*. Where you ran, the clan followed. You were the clan, from a certain perspective. And when you prevailed, the clan prevailed. You felt much joy in it all.

Sadly, you have faced your first real failure, and now you feel little more than anger and shame. Rowena, niece of the northern jarl, tricked you into loving her. You barely knew the woman, but you could hardly resist her

affectionate advances. But as soon as she had won you over, she turned on you. It didn't make any sense. And for a long time you didn't speak of it.

But when at last you confided in the druids, as you have learned you must always do when a problem baffles you, they grew very quiet. There was no question of dishonor, since Rowena was a noblewoman and had no husband. But the hooded men talked long among each other before they came back to tell you what they thought. "Stay well away from her," is all they could say. "Something is cold in her heart." You pressed them, as always, with many questions they would not answer. This time, you worried that they are not withholding answers to make you figure it out for yourself. This time you feared they themselves did not know what they feared.

But the answer came to you. A southern priest, Adan, sent you a message one day. He said a Rjuven wizard called Ohlaak had told him of Rowena's plan. You had heard the name Ohlaak before. Even the druids called him dangerous, a true wizard who could summon the power of the land. But no one had seen him for years. Rowena captured him, but he escaped. And now he told what he learned while in her thrall.

Rowena worshipped Karesha, The Ice Lady. But Karesha is a wicked goddess, also called the mother of monster. This worship in itself was disturbing, but Ohlaak told that Rowena also sought dark magics made to steal a jarl's blood strength, the very power that granted him the right to rule. And according to Adan, Rowena used this magic to steal your power, along with that of three other regents. Now she would bear a child of great power, a child through whom she would conquer all Rjurik.

Adan proposed that the four kings whom Rowena had tricked band together. Sneaking into Boden Keep, where Rowena lived far from her uncle's sight, you could steal back the child in whom your power rested. Then the child could grow up away from her mother's evil schemes. You agreed to this plan, though you yourself do not wish to raise the child. It may even be a monster, if the goddess Karesha has touched it.

You don't like what you are about to do. You don't like the idea of kidnapping a child. But you fear the thought of Rowena's power wielded through a child of four bloodlines. Once this business is over, you will go back to your clan and rule as you did before. And you hope you can recover the joy you once felt.

### **Your Companions:**

**Landen of Dhoesone** — You have seen this man before. He is one of the Anuirean lords, the ruler of Dhoesone, the last Rjurik territory still held by the southern empire. Unlike the haughty barons and dukes of Anuire, Landen seems to respect the Rjuven people. You wish you had learned more about him before you came here, to depend upon these other kings. You think you can trust him more than the others.

**Adan the Blue** — This high priest of Avani intimidates you, and you wouldn't hesitate to say so to a confidant. But there are no druids here with whom to confer. And yet something about Adan makes you think of the druids. He has a peace about him, an almost visible aura of knowledge. There is precious little time to learn the hearts of these men, but this is one from whom you might gain good wisdom.

**Lord Helmut Kraggenecht** — This man is a fool and a coward. He doesn't seem wicked, but he would never be a jarl in Rjurik. You have no reason to accuse him, but you immediately disliked this fat clerk of a lord. Something untrustworthy shifts in his eyes, and he sweats even in the cold winter wind. You wish one of the druids were here so that you could share your thoughts and hear another Rjuven's opinion.

**Ohlaak** — If this countryman were not a wizard, and had he not served the same woman who tricked you, you would feel comforted by his presence. But wizards wield powers that should never be trifled with, and you know that all too many who brave them find themselves corrupted by personal power. The only power that also brings the right to use it is the blood of kings.

**Jack Scarper** — The boy is small and not very strong. But you cannot abandon him. So he must learn the way of war, even though he comes from a Brechtür city. You hope that Fat Helmut has not been too ill an influence on him. But you can see from the gleam of Jack's green eyes that he is clever, perhaps cleverer than Helmut. If that is so, he may be a help as much as a hindrance on your mission.

# Ohlaak

## Male Rjurik Wizard

*Neutral*

<b>Strength</b>	15	<b>Level:</b>	5	<b>Age:</b>	38
<b>Dexterity:</b>	9	<b>Armor Class:</b>	10	<b>Height:</b>	5'5"
<b>Constitution:</b>	16	<b>THAC0:</b>	20	<b>Weight:</b>	120
<b>Intelligence:</b>	17	<b>Hit Points:</b>	24	<b>Hair:</b>	Black
<b>Wisdom:</b>	12	<b>Movement:</b>	12	<b>Eyes:</b>	Blue
<b>Charisma:</b>	8				

**Blood Abilities:** (Scion of Vorynn, minor, 15) Resistance

Resistance gives you a 25% immunity to wizard spells of the invocation/evocation school. If your resistance succeeds, you suffer only half damage, or quarter damage if a save succeeds and applies.

**Weapon proficiencies:** Dagger, quarterstaff

**Nonweapon proficiencies:** Anuirean (16), astrology (16), herbalism (15), read/write Anuirean (18), read/right Rjuven (18), Rjuven (native tongue), spellcraft (15)

**Spells/Day:** 5/3/2 (one spell of each level must be from the invocation/evocation school)

**Spellbook:** *Alarm\**, *burning hands*, *chill touch*, *feather fall*, *magic missile\**, *phantasmal force*, *shield\**, *wall of fog\**, *flaming sphere\**, *invisibility*, *knock*, *mirror image*, *stinking cloud\**; *blink*, *fireball\**, *haste*, *lightning bolt\**  
(**Note:** \* indicates a spell from the invocation/evocation school)

**Equipment:** Dagger, quarterstaff, woolen cloak, woolen tunic, linen trousers, cloth leg wrappings, large sack (slung over shoulder), riding horse (no name), spellbook, *wand of paralyzation*, scroll: *wall of fire*

**Appearance:** You care little about your appearance. Your hair has never known a comb, and you haven't bathed in years. Your clothes are almost always dirty and patched (or torn). Your teeth are yellow and crooked, you have a thin hooked nose, and your ears are unusually small.

**Personality:** You're not interested in material things; you're interested in cause and effect. You like to see things *happen*, and you love observing the *reasons* that they happened. But you aren't disconnected from moral concerns. You'll work to foil anyone who acts wickedly. Of course, you're always more interested in opposing someone who has hurt or offended you. Right now, you hate nothing in the world so much as Rowena. Nothing matters quite as much as punishing her for hurting you.

**Background:** As a boy, you learned that you could bend magic to your will. But while most noble Rjuvens embrace war or the hunt, or perhaps the mysteries of the druids, you studied the secrets of magic and strengthened the connection between your blood and the *mebhaighl*, the blood of the land. No one else could understand your power—no one but the rare magicians, most of whom lived alone, shunned by other Rjuvens. But even the magicians feared you when you surpassed their power. Not every magician can be a wizard. Once you had learned all you could from them, you traveled to other lands.

You studied with foreign wizards, searched the libraries of great cities (usually under the condition that you bathed and found new clothes). And your devotion earned you great knowledge and great power. But neither was enough; you always thirsted for more. What especially fascinated you was the connection between noble bloodlines and magic. You couldn't be troubled to invest in a holding of your own—not yet, at least. First you had to learn all you could about the matter, to discover ways to increase your own connection to the *mebhaighl*. At last, you began to pursue a line of research that could reveal new ways to enhance blood abilities without the violent business of

bloodtheft.

Your reputation for your studies betrayed you. Rowena, niece of the northern jarl, summoned you to her home at Boden Keep to discuss your research. You refused her command at first; you couldn't be troubled by the requests of some minor lord, even one from your homeland. But she was persistent, and after several attempts to win you over with flirtation, she learned your weakness: the promise of magical power. You should have known she was simply trying to lure you to her keep.

Intrigued by Rowena's hint that she had discovered a rare tome, one which included an important discourse on the nature of bloodlines among wizards, you presented yourself at Boden Keep. At first, Rowena treated you as an honored guest, and you even found yourself vaguely attracted to her, for she was very beautiful and enchanting. But always the promise of knowledge and power was your object, and after days of answering her questions about blood abilities and magical power, you began to suspect that she had lied about the tome, that her only reason for summoning you was to gain your knowledge for herself. Alas, the realization came too late, and when you tried to leave, she imprisoned you.

The next months were agony, as Rowena's guards tortured you for your secrets. Always she descended into the dungeon to direct the questions, always interrogating you about ways in which someone could commit bloodtheft without combat. You could tell by her questions that she meant to use this knowledge, combined with powers granted from her goddess, Karesha the Cold, to steal the power of other regents. Eventually she learned what she needed. The questions stopped, and Rowena left to set her plans in motion. Eventually the guards grew lazy. You mustered what little power remained after your ordeal and escaped the keep, pausing just long enough to recover your spellbooks.

For revenge against Rowena, you learned which regents she contrived to visit over the next months. Finally you learned that she had visited Zikala, one of the Khinasi states. Once you had traveled there, it was a simple matter to learn who she had seduced. At first you feared the sage-priest Adan would be angry with you for your news, but he seemed grateful to you and agreed to help foil Rowena's plans.

With Adan's help, you have gathered the other regents tricked by Rowena. Together you will steal away the child whom she hoped to use as her weapon. You can think of no better vengeance.

### **Your Companions:**

**Landen of Dhoesone** — Here is one of the southern kings, a man too full of pride and "honor" to understand reality. But you can see that he shares your hatred of Rowena. Furthermore, the others seemed to respect him almost at once, so he could prove valuable. You only hope he will not let his pride and honor get in the way of your goal—to deprive Rowena of her powerful weapon, her child.

**Lord Helmut Kraggenecht** — This man is a merchant-thief, and you think he has come here for the wrong reasons. He doesn't want to destroy Rowena; he just wants to keep her from becoming more powerful than him. This isn't some trader's rivalry, and you must make him understand that. If he is too subtle or cautious in your venture, then you must encourage him to be more decisive.

**Adan the Blue** — A priest-sage of the Khinasi lands, this man must surely know what sort of threat Rowena's devotion to Karesha and her theft of his blood power poses. But if he is too reserved, he may not act decisively when the time comes. Still, he brings wisdom to your venture, and you value wisdom.

**Rainer** — This is a great warrior. You have often heard the stories about him, and though he is young for a chief, the first of his legends is already ten years old. He has the fire of righteous vengeance in his blood, however weakened by Rowena's bloodtheft. You know he has always depended on the advice of druids, which is good. But you hope he will take yours as well.

**Jack Scarper** — The boy shouldn't be here, but it is too late to send him back. Besides, he may prove useful if you must slip into Boden Keep unseen. He has the crafty look of a city thief, which is no wonder since he travels with Kraggenecht. It is unfortunate that the boy should face the same danger as you men, but you see in his strange green eyes a certain daring resolve. There may be more to him than the others realize.

# Jack Scarper

## Male Anuirean Bard

*Neutral Good*

<b>Strength</b>	9	<b>Level:</b>	4	<b>Age:</b>	13
<b>Dexterity:</b>	19	<b>Armor Class:</b>	6	<b>Height:</b>	5'3"
<b>Constitution:</b>	8	<b>THAC0:</b>	20	<b>Weight:</b>	100
<b>Intelligence:</b>	15	<b>Hit Points:</b>	14	<b>Hair:</b>	Dark
Brown					
<b>Wisdom:</b>	7	<b>Movement:</b>	12	<b>Eyes:</b>	Green
<b>Charisma:</b>	16				

**Blood Abilities:** (Unknown, 18, minor) Bloodmark (minor), unreadable thoughts (minor)

You don't know that you have a noble bloodline, though you have always liked to think that your father was high-born. You are protected from *ESP*, *telepathy*, *empathy*, and other mind-reading spells.

**Bard Abilities:** 20% chance to know about a magic item; influence reaction (save vs. paralyzation); inspiring songs/stories; Climb Walls 65%, Detect Noise 15%, Pick Pockets 40%, Read Languages 30%

**Weapon proficiencies:** Dagger

**Nonweapon proficiencies:** singing (16), musical instruments—flute, harp, lute (18), tumbling (19), tightrope walking (19), reading lips (13), local history—Müden (16)

**Spells (2/1):** *change self*, *grease*, *jump*, *message*; *fools' gold*, *irritation*, *knock*

**Equipment:** Plain woolen cloak, blue woolen trousers, white cotton shirt, red woolen vest, gray fur boots, small belt pouch, lucky stone (amber river-smoothed pebble), 6 gp

**Appearance:** You're a slender but fit lad, very good looking judging all the sighs of the young girls back in Müden. Your bright green eyes are startling under dark brows, and you've learned that you can use them to great effect if you want to be persuasive or pitiable.

**Personality:** Adventure! Rescuing princesses! This is what you were born to do. If you can't be a hero, you like to tell stories about heroes. You especially like to tell stories in which *you* are the hero.

Even when you were a child, your imagination transported you into the sorts of stories you so love. Anything that has even a hint of adventure captures your interest: beauty, intrigue, exotic lands, ancient mysteries. You want to be a part of it all, and you feel you deserve to be. You aren't conceited, though sometimes people may see you that way. Perhaps you're too dramatic at times. You'll have to work on that. You'd never hurt someone else to get what you want, but you won't hesitate to leap into even a dangerous situation if it seems it'll bring you more excitement and adventure.

**Background:** You were in serious trouble back in Müden. Often you can find a way out of trouble, but this time the only chance you had was to flee. Luckily, you fled right into an exciting adventure.

You've always known you have to be twice as clever as anyone else. When you're a bastard of the streets, you get less than half the respect of the other homeless cutpurses and beggars. Being pretty obviously Anuirean in a Brecht city didn't help, either. But even from such mean beginnings, you know you can rise up to become a great hero. In fact, you'll be a greater hero *because* of your miserable origins. It's just a matter of applying everything you can learn to the situation at hand. And you've been good at learning a little bit of everything (including magic), and even better at applying it.

The main thing you've learned is that information is valuable. People treat you well if you discover what they

want to know, or tell them what they want to hear. So you gossip and flatter, tell stories and pass messages, always for a few coins or—better yet—for more information. You've learned to sing stories as once they were told. You even learned to play the flute, then the lute and the harp, which you could play while still singing. Lately you've even been devising your own music and songs. You wouldn't want to sing for your supper all the time, but it's good to know that you can.

It was while singing one of your own songs that you got into the trouble that led to this adventure. Lord Calder of Müden was a creepy vulture of an exchequer, and you thought you'd captured him well in the lampoon you sang at the Mermaid's Tale. The crowd thought so, too. Except for Lord Calder himself, who sat hooded not ten feet away from you. He had no more sense of humor than gossip told, either. You were lucky to get out of the Mermaid in one piece.

After laying low for a few days, you figured you were safe. But Griselda, one of the maids at the Mermaid's Tail, warned you that some of the rougher thugs of the city were asking after you. You poked around carefully as you could, and what you learned gave you quite a scare. Old Calder had offered a bounty on your head! No sense of humor indeed.

You decided it was time to see the world. But before you could make proper travel plans, three of the Red Boot gang cornered you in an alley. They'd obviously heard about the bounty. There was no bargaining your way out of that one, so the best you could do is run. And the first place you found to hide was an unlocked trunk on the boot of a private carriage. Before it was safe to come out, a great fat man pressed the trunk shut, boarded the carriage, and ordered it to the docks. There you were loaded aboard the ship. It took you *hours* to get out of that trunk. By that time, you were well out to sea.

A little eavesdropping around the ship gave you all the information you needed: Your unwitting benefactor was Lord Helmut Kraggenecht himself, the wealthiest guildler in all of Müden! And judging from the letters you found in his cabin, he was traveling to meet three kings, men with whom he had some sort of intrigue. It all seemed like an adventure, to you! Even after Helmut caught you in his rooms, he was far more reasonable than that buzzard Calder. And he seems to recognize the value of someone who can acquire information so well. Or perhaps he just wants to make sure you don't sell what you've learned about him, and so keeps you close. In either event, you know now that Helmut and the other regents are planning a rescue of some sort, and it'll be your chance to be a hero.

### **Your Companions:**

**Landen of Dhoesone** — This man looks like a warrior, but you see the nobility in his eyes. Something about him makes you trust him more than the others, even though you've known him for less than an hour. He seems exactly like the hero in a story, except perhaps he is a little more sad than a hero should be. He looks at you disapprovingly. Strangely, you wish you could do something of which he'd approve.

**Lord Helmut Kraggenecht** — The pickpockets of Müden call this man the king of the thieves! In fact, he's a noble lord, made respectable by wealth and trading. But you know he gets most of his power from underhanded dealings. He has treated you very well, considering you stowed away on his ship and then in his carriage. You don't trust him, but you can't help but like him. He's letting you in on an adventure!

**Adan the Blue** — This southern man speaks in a rich, low voice. If he told stories, they would sound wonderful! He wears the symbol of Avani, the Lady of Reason, so he is probably very learned. After you all rescue the princess, perhaps you'll ask to travel with him to the Khinasi lands to see more of the world. But he looks pretty serious; he probably won't let you accompany him.

**Rainer** — This one scares you! Tall and muscular, he is a powerful warrior. He looks ready to leap up with a battle-cry at any moment. But he also closely watches all the others as he speaks, and you get the impression he listens carefully and weighs all the words. Still, he frowns often, and you aren't sure whether that means he's angry or that he's thinking.

**Ohlaak** — This wizard is a little unsettling. You think Adan looks and acts more like a wizard than does Ohlaak, who doesn't seem calm or reserved at all. There's a certain wildness in him that makes you think that he and

Rainer have much in common. Of course, they are both Rjuven. Maybe that's it. Whatever it is, they are wild men, full of anger and ready to act. You can't wait to see them fight Rowena's soldier.



# **Blood of Four Kings**

An AD&D<sup>®</sup> Game BIRTHRIGHT<sup>™</sup> Adventure

## **Round Two: *Bloodright***

by Dave Gross & Steve Miller

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This scenario is a standard RPGA® Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player character sheets. Pass them out randomly, or distribute them based on the players' preference of class only—do not reveal gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It's a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name at the top. The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote.

Standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments. The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

## DM Information

The BIRTHRIGHT™ campaign setting allows players to take the parts of scions or regents, characters granted powerful **blood abilities** that give them abilities unknown to ordinary people. Also, special rules of the setting allow for **domain turns**, actions that affect all the people of a particular realm.

DMs and players need not be very familiar with the BIRTHRIGHT setting to enjoy this scenario. Rounds One and Two require no special DM knowledge. (Brief but sufficient notes on the setting are provided, and the PCs' blood abilities are described on the character sheets.) To run Round Three, however, the DM must have access to a BIRTHRIGHT boxed set and be familiar with the rules for domain turns and war cards. In all rounds, the DM should have a copy of the boxed set handy to share with the players, if they wish to look up their special abilities or equipment.

For those who play the BIRTHRIGHT setting at home, most of the events of this tournament fit into the established history of Cerilia. In the three rounds of the adventure, the wicked Rowena becomes the awnshegh known as the White Witch, gaining more power and evoking the curse of her own evil deeds.

The notable exception to Cerilian chronology is that

Raesa is the destined ruler of Dhoesone, replacing Fhiele Dhoesone from the *Ruins of Empire* book in the BIRTHRIGHT boxed set.

## Adventure Background

Four regents of Cerilia fell prey to the seductive schemes of Rowena Stormsdotter, niece to one of the northern Rjuven jarls. Stealing the power of the regents' bloodlines, Rowena bore a child of unusually strong blood ability. Yet before Rowena could raise the child in her own image, the regents banded together to steal the child away, so she could be raised among good people, untainted by her mother's evil.

In the sixteen years since then, Landen Dhoesone has abdicated his throne in favor of his cousin, Brand. Trapped by his own shame, Landen cannot bear to face his people as the regent who betrayed his wife and failed his country. Yet he so loved the daughter born of his infidelity that he raised her himself, abandoning his former life and living among his own people, albeit in a small town far from the seat of the barony. The other regents involved in the White Witch's scheme have returned to their homes, Helmut to die peacefully in bed, Rainer to perish in battle with ice giants, and Adan to resume his priesthood in distant Khinasi. Only Landen, now calling himself Larrel (after a loyal and well-loved retainer) remained to guide and protect the child, but knowing that soon she must fend for herself.

Naming the girl Raesa, Larrel settled down in Rind, learning the trade of the innkeep and living among the common people he once ruled. In the years that followed, he taught her as best he could the skills of rulership and warfare. Among the common folk of Rind, Raesa also learned a love for the land, both the tamed and the wild.

Larrel revealed the secret of her birth to Raesa on her tenth birthday. Raesa knows she has the blood of kings in her veins, and she knows also that her mother searches for her. One day, Raesa realizes, she must face the White Which, who created her to control her power.

But the White Witch (who long ago buried the name Rowena Stormsdotter alongside those she slew in her path to power) has not been idle in those years. Growing in power through conventional and arcane bloodtheft, she has become an awnshegh of formidable power. But that power has had its price, and the White Witch has lost her beauty as she has

won her strength. Masking her ugliness with illusion and disguise does not satisfy her, and she yearns for a way to recover her lost beauty. Until she does, she refuses to leave her stronghold in Mandal, resorting to agents such as her own priest and soldiers, as well as the Blood Skull orogs, to accomplish her goals.

As fortune has it, the White Witch recently learned where Larrel lives. Where she can find Larrel, she reasons, she can find her daughter. Through her daughter, she can lay claim to domains in Rjurik, Brechtür, Khinasi, and Anuire. And if she can subvert her daughter to evil, then she can control the most powerful bloodline since the days of Mount Deismaar.

## Player's Introduction

### *Uncovered!*

*In the dead of night they came rapping on the inn doors. Larrel rose to fetch his sword, Ogni slipped out the back door hefting a stout cudgel, and Raesa strung her bow to stand ready across the common room. But after a few whispered words through the door, Larrel drew the visitors quickly inside. Ogni moved quickly in behind them.*

*Ohlaak and Jack Scarper are old friends, and each has visited the inn several times in past. Each time they came quietly and left the same way. But each time they brought news, always about Raesa's secret and about the White Witch, who seeks her. Now, it seems, the news is more important than ever. The White Witch has earned Larrel's identity. Someone must have recognized him in the past months—someone who told the White Witch.*

*Now you must get to the city of Sonnelind, where Larrel—better known to the people of Dhoesone as Landen, their last baron—can acknowledge Raesa's birthright before the high priest. You always knew this time would come, but you had hoped not so soon. All of you, Raesa most of all, must be strong and clever enough to win past those who would keep her from the throne.*

*Before anyone can say more, again comes a knocking at the door. Even more carefully than before, you take positions around the room, and Larrel calls out to the night-time visitor. Recognizing the voice, he opens the*

*door. Standing before you all is Erin Ardenna, druid of the Oaken Grove of Aerik.*

*"So the time has come," announces the half-elven woman, eyes clear and knowing. It seems that now you are six.*

## Encounter One

### *Flight!*

The PCs must get to the Cathedral of Haelyn in Sonnelind, the small but important capital of Dhoesone. Two obstacles stand in their way, however: the agents of the White Witch, and the soldiers of Lord Brand. The Witch wants Raesa for her own, either to control her daughter or, barring that, to destroy her that she will never oppose her mother. Lord Brand wants to retain the baronial power Larrel entrusted to him sixteen years ago.

If the PCs want horses, they must borrow or buy them from the people of Rind. (Larrel owns no horses, but he is liked well enough that among two or three townsfolk, he can find six horses for a promise of later payment.) Horses cannot travel the rangers' path through the woods, however. Even on the road, the horses will make the PCs easier to spot.

The PCs have two obvious paths to Sonnelind: the road and the forest trails. They may travel quickly by the road, but there they are ambushed by the Blood Skull orogs who seek Raesa for the White Witch. Anyone scouting ahead of the main PC group may, on a successful tracking proficiency check (or an Intelligence check at a -6 penalty), notice the ambush before is sprung. Otherwise, the PCs must roll for surprise at a -4 penalty. The orogs first fire their crossbows, then charge to attack, sparing only Raesa and Erin, whom they attempt to capture.

**Orogs** (16): Int High; AL NE; AC 3; MV 9; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg 1d8+2, battle axe or 1d8+1, crossbow; SA +2 to damage; SZ M; ML 13.

**Erokki** (orog war-chief): Int High; AL NE; AC 3; MV 9; HD 6; hp 30; THAC0 15; #AT 1; Dmg 1d8+4, battle axe; SA +4 to damage; SZ M; ML 14.

**Note:** *Crossbows in the BIRTHRIGHT campaign have the special power to ignore two levels of AC derived from armor at medium range, five levels at short range. Thus, a character of AC 5 wearing chain mail is considered AC 7 at medium range, AC 10 at short range. AC adjustments due to magic or Dexterity are*

*not affected in this way.*

The Blood Skull orogs wear red war paint in an X-shape crossing between their eyes. The chieftain boasts more elaborate face paint depicting a blood-red skull outlined in white. All of the raiders wear gray or white furs (mostly wolf or bear) over their banded mail. Aside from their weapons, they carry only a few personal fetishes, dried rations, and weak wine.

Once the PCs have defeated or escaped the orogs, go to Encounter Three.

If the PCs choose to travel through the forest, then they escape the orogs and encounter Oddboggin, the forest giant. Go to Encounter Two.

If the PCs do not set out within an hour of Jack's and Ohlaak's arrival, then the Blood Skull orogs, never known for their subtlety, arrive to attack Larrel's inn. Any PCs standing guard outside or watching through the windows for attackers may roll for surprise at a -1 penalty (which the DM may ignore if the PCs have a particularly good strategy for watching). Those who are not surprised see the orogs approach four rounds before the attackers begin to light torches. Once they have surrounded the inn, the orogs light torches for three rounds, then hurl them at the inn's roof and walls. Then the orogs fire crossbow bolts at those who emerge, sparing only Raesa and Erin (as they are not sure which is which).

While the first group attacks the inn, two others sweep through the town of Rind, searching for a teenaged human girl. Once the creatures have attacked, the PCs may fight, escape to the forest, or escape to the road.

## Encounter Two

### *Oddboggin*

*The ranger's path leads you through the forest. The trail is almost invisible to the untrained eye, but Raesa and Erin follow it readily, sometimes along game trails, but more often past seemingly impenetrable brush, through narrow briar passages, and under great fallen trees. None but a skilled woodsman could follow you here, you think.*

*The summer air is sweet and cool among the trees, and were it not for your urgent flight you would enjoy the walk. Here the trees part, allowing the light of dawn to spill down upon a green hill, which slopes away*

*from the forest's edge to end at the lip of a sudden gorge that yawns 50 ~~a~~cross.*

*You know the place by name, a common landmark of the forest: Giant's Gap. And there is the fallen giant that serves as its bridge, a huge tree stretching from your side to the other*

On either side of the gorge, the grassy lawns vanish into thick woods. The ranger's trail leads across the fallen tree, back into the woods on the other side. To go around is possible, but it would add another six hours or more to the trip. Also, if the PCs go around the gorge, they encounter another patrol of Blood Skull orogs. (See Encounter One for statistics; the PCs must fight or evade the orogs, evading only if they can first avoid surprise and then each PC can make a successful Wisdom check, if hiding, or a successful Dexterity check, if evading.)

The gorge is 50' deep with steep sides and irregular handholds. Climbing down this side and up the other requires two hours, as skilled climbers must take the time to help the others; falling is also a danger. See *PHB/122* for rules on climbing; the gorge walls are considered rough without ledges. Even if the PCs climb down and back up the gorge, they still encounter Oddboggin, the forest giant.

PCs observing the other side of the gorge may make a successful Intelligence check (or Wisdom, whichever is higher) to notice that the tree nearest the other end of the log bridge seems unusually man-shaped. It is, in fact, Oddboggin the forest giant, posing as a tree in hopes of fooling the PCs. If they call out to him from across the gorge, he laughs deeply and greets them.

*"Halloo, keen-eyed travelers. Would you like to cross my bridge?" The speaker is a giant, his leafy beard spreading beautifully over a bark-like chest. Despite the green hair and wooden skin, he has the shape of a man, albeit with long, root-like fingers ... and albeit rising well over the height of even Ogni, even as he crouches.*

If the PCs fail to see Oddboggin, then once any PC has walked half-way across the fallen tree, the log rises slightly. All PCs on the log must make Dexterity checks. Failure indicates only that the PC must drop to his or her knees and hold onto the tree-bridge.

Oddboggin has lifted his end of the bridge slightly, not to throw anyone off, but to give them a little fright.

**Oddboggin** (forest giant): AL NG; AC 2; HD 16+6; hp 86; THAC0 7; #AT 1; Dmg 2d8+8; SA entangle; SZ H (14' tall); ML 15; BR cardsheet 7.

Oddboggin can *speak with plants* and *speak with animals*. Once per day he can *call woodland beings* and cast *hold plant*, *hold monster*, and *wall of thorns*. Once per turn he may cast *entangle*. Like all forest giants, Oddboggin suffers +1 damage/die from fire attacks.

Oddboggin is unusual for his kind, for he has a tireless sense of humor and a love of riddles and puns, any word-related play. The other forest giants find him tiresome, and so he often travels alone, hoping to meet the occasional druid or ranger who will speak to him. He is not mean-spirited, but he has a rough sense of humor. He doesn't plan to attack the party or to send anyone tumbling into the gorge, but he doesn't see anything wrong with the threat of taking away their bridge.

The forest giant speaks in a deep voice, and he stretches out words for emphasis. He laughs easily and grows more and more friendly to those that treat him well.

Once the PCs have hailed Oddboggin, either from across the bridge or on it, he is at first friendly.

*"Oh, hooo! There's a toll to be paid today, I think. But you look like clever folk. Can you answer my new riddle?"*

*What runs night and day  
but never gets away?*

*What falls from high hills,  
but never blood it spills?*

*What is it, now? Tricky one, isn't it?"*

The answer to Oddboggin's relatively simple riddle is "river." Even if the PCs don't guess the answer, the forest giant is pleased (even more pleased, actually) with them if they try, and he stands back to let them cross. If the PCs are rude or hasty with him, he refuses to give them passage. If attacked or threatened, however, Oddboggin retreats—unless he suffers damage. In that case, he fights back until he has punished whoever hurt him (i.e., reduced that PC to half hit points), then retreats). If threatened with fire, Oddboggin retreats at once.

If the PCs guess his riddle *and* are pleasant to

Oddboggin, he wants to speak with them a little while. Asking where they are from and where they are going, he offers to do them a favor. The favor could be to watch for those that follow (the orogs) and stop them, to scout ahead and watch for danger (the soldiers), to accompany them through the forest (where he can intimidate the Baron's men into retreat, in Encounter Three), or to tell them of a shortcut through the forest (letting them avoid Encounter Three).

If the PCs learn the shortcut or have Oddboggin scout ahead, go to Encounter Four. Otherwise, go to Encounter Three.

## Encounter Three

### *The Baron's Men*

Whether they are on the road or in the forest, the PCs encounter a group of Lord Brand's soldiers. They are under orders to capture—not kill—a man described as Larrel and all who accompany him. They believe the previous baron to be dead, and only one of them would recognize Larrel as Landen, the former Lord of Dhoesone.

Roll for surprise normally. If the soldiers are surprised but the PCs are not, then the PCs may hide from the soldiers if they leave the road or if they are in the forest. Allow each PC a Wisdom check to hide successfully, adding a -6 penalty if the PC is trying to hide a horse also.

Once the soldiers spot the PCs, their captain calls out a challenge.

*"Stand fast there! In the name of the Baron,  
I charge you to submit to our questions."*

**Soldiers** (18): AL LN (6) and LE (12); AC 4 chain mail & shield; F2; hp 11 each; THAC0 19; #AT 1; Dmg 1d8 long sword; MV 12; ML 10 or 14.

**Shaemes** (lieutenant): AL NG; AC 4 chain mail & shield; F4; hp 23; THAC0 17; #AT 1; Dmg 1d8 long sword; MV 12; ML 10 or 14.

**Etienne** (captain): AL LE; AC 3 half plate & shield; F6; hp 36; THAC0 14; #AT 3/2; Dmg 1d8+3 long sword + strength bonus + specialization; MV 12; ML 15.

The soldiers wear blue cloaks over green tunics, each displaying the badge of Dhoesone: a golden sun rising over three oak trees.

Most of the soldiers are decadent, having followed the lead of their commanders back in the city. They are used to using threats and beatings to get their way, and they expect bribes and submission from those they are supposed to protect. The captain, a severe-faced woman named Etienne, is the worst of the lot. She rose to power largely by dint of her own ruthlessness and cruelty. All of the soldiers fear her, except for her lieutenant, an old veteran named Shaemes.

If Larrel speaks, Shaemes has a chance to recognize him. At first, Larrel only seems familiar. But if Larrel ever calls himself Landen, or if he commands the soldiers to stand aside, Shaemes may make an Intelligence (11) check to recognize him. If Larrel simply claims to be the old baron, Shaemes recognizes him immediately.

*"The gods!" cries the old lieutenant. His captain stares at him, but the old man stares at Larrel.*

*"My lord baron," says the man. "You've returned. I was your loyal servant, and shall be again, if you command me."*

If Landen accepts Shaemes's loyalty, four other soldiers, awed at what they know of tales of Landen, balk at the captain's orders. If a fight breaks out now, Shaemes and those four soldiers side with the PCs, and their morale rises to 14. In such a case, Etienne does her best to kill Shaemes, whom she sees as a traitor.

The soldiers fight until they fail a morale check (see DMG/69). Any survivors or captives can give the PCs the following information about Sonnelind:

- Lord Brand named himself Baron approximately two years after Landen was last seen, reporting that his cousin had been slain by Blood Skull orogs. At first he was a benign if somewhat ineffective ruler, weak blooded and uncertain. In the past six years, however, he has shown a new determination. His orders have become more severe, some say even tyrannical.

- Rumors that Baron Landen survived but had been captured by orogs who kept him for ransom became popular about ten years ago. Lately, however, anyone repeating such rumors is beaten or arrested by the guard.

- The soldiers and the city guard have become unruly, some falling to brigandry and robbery. Bribery or submission are the only ways to survive a meeting with the guard in Sonnelind. Baron Brand has hired mercenaries to fill out the ranks of deserters, and they are even worse than the decadent soldiers.

- Brand has spent almost all the treasury, and he taxes the people harshly. Loyalty is lower than ever.

- Lord Gavin of Nolien has been summoned to Sonnelind. Some speculate he will be imprisoned or executed for agitating against Brand. Gavin is an old lord, one who suspects Brand did away with Landen years ago.

Shaemes pledges his loyalty to Landen and encourages the other four soldiers to do the same. If Landen or the other PCs actively attempt to recruit the soldiers, a successful Charisma check gains their loyalty for as long as they do not break morale. If the soldiers are forced to make three morale checks during the adventure and succeed on all of them, then they remain unswervingly loyal, their morale rising to 14.

Shaemes and the soldiers can be helpful in several ways. They can accompany the PCs, or they can return to the city to drum up support for the returning Baron and his heir (in which case the first "Discovered!" encounter they roll becomes "Recognized!"). They can carry a message to the high priest of the Bastion of Truth that he should expect Landen and Raesa to appear for a ceremony of investiture (in which case the temple is **ready** as described in Encounter Five). Shaemes and his men obey reasonable orders from Landen and Raesa, deferring to the other PCs so long as Landen or Raesa indicates they are lieutenants.

## Encounter Four

### *The City of Sonnelind*

*The heavy forests finally part around you, giving way to an open plane that slopes steeply up toward a small walled city. The faint haze of cooking fires and smokestacks masks the pungent odor of domestic animals. Long carts bearing raw logs and rough-cut lumber drive from the road into the city,*

*there to unload the wood for eager traders.*

*Small by southern standards, Sonnelind is still an impressive sight, the slender spire of Haelyn's Bastion of Truth thrusting high above the rooftops. It rises like a golden sword against the bright blue sky.*

Sonnelind lies in northern Dhoesone, in a heavily forested region. Much of the city's economy revolves around logging, and the Old City is home to a wide assortment of laborers related to this industry. The pride of the city is the towering cathedral, Haelyn's Bastion of Truth, located at the heart of the Temple District.

The priests of the temple are charged with the protocols of succession. Fourteen years ago, they grudgingly acknowledged Brand's succession to the throne. While Landen did rightfully acknowledge Brand as regent in his absence, everyone expected the former Baron to return. And none respects Brand as they did Landen.

The high priest of Haelyn, James Ardant, remains loyal to Landen. Upon his former lord's appearance, James immediately recognizes him. However, because Landen abdicated voluntarily, and because he left his domain so long in Brand's stewardship, the question of returning Landen to power is a tricky one. However, should Landen acknowledge Raesa as his child and agree to a ceremony of investiture, then no one could challenge Raesa's right to rule Dhoesone.

Brand is aware of all of this, and he doesn't want to lose his power. The White Witch has promised him that in return for Raesa, she will support his claim to the throne. Brand, like many foolish men before him, believes the Witch's false promises. In fact, she plans to use Brand as a puppet only so long as it takes for her to bend Raesa to her will, then use her own child to rule as much of Rjurik and Anuire as she can conquer.

One last intrigue remains. To curry favor with the powerful White Witch, Brand has spent the last of his treasury locating and acquiring a *ring of beauty*. If she gains the ring, then the White Witch will no longer confine herself to Castle Mandal, leading her own armies into battle, and performing her own insidious form of diplomacy. In short, she will become nearly unstoppable, with or without Raesa's claim to several domains.

Ohlaak has a plan that could curse the White Witch, if only he can gain access to the *ring of beauty*. While

cursing the ring is not necessary to complete the main goal of this round, if Ohlaak can cast his scroll upon the ring and then allow the ring to reach the White Witch, then he will have significantly limited the awnshegh's power.

## **Entering Sonnelind**

Entering the city is not difficult, though the guard has been ordered to arrest anyone resembling Larrel or Raesa. The general populace is unaware of the order, though they have heard rumors that Baron Brand has ordered the arrest of "traitors to the crown." Depending on which encounters the PCs first discover, they may find citizens who report them to the guard, or loyalists who offer them aid.

## **The Main Gates**

*The walls of the city shelter the roofs inside, rough brown stone rising 30 C from the ground. The road winds its way to a gatehouse jutting from the wall. There waits a loose line of oxen, carts, horses, and people with bundles. As you arrive at the end of the line, you see that soldiers are searching carts and questioning the people who enter the city. Over the general din of the crowd, you cannot hear what is asked.*

The city guard is on high alert, stopping all who wish to gain access to the city, asking them the usual simple questions:

*"What is your business in Sonnelind?"*

*"Where do you travel from?"*

In fact, the guards have been ordered to arrest any men whom they do not recognize and who match Larrel's general appearance. They are also arresting any young women they do not recognize. So far, they have arrested only two men and no young women.

As long as Raesa and Larrel are absent or are in disguise, the PCs can pass the gate simply by answering swiftly and self-assuredly. However, Larrel and Raesa are each arrested if they approach the gate. In such a case, the corrupt gate guards are open to bribery. For 20 gp, they allow either Raesa or Larrel to pass (40 gp for the pair). If the PCs offer the guards more than 100 gp, however, the wily soldiers

decide they've definitely got the culprits, and they won't be bribed, hoping instead for a great reward from Baron Brand.

### Over the Wall

If the heroes try to scale the wall, or otherwise sneak in, the DM must judge the effectiveness of their plan. Scaling the wall in broad daylight incurs a 75% chance that a guard patrol (see encounter chart below) spots and confronts the PCs. Even if guards do not spot the PCs, the first witnesses questioned by a guard encounter claim to have seen the PCs scaling the wall.

### City Encounters

The only city locations keyed in detail are the Baron's Chambers (Palace Grounds description) and Haelyn's Bastion of Truth (Encounter Five). The rest of the city is described only by district, and encounters for those districts are determined randomly. Each time the PCs move from one district to another (each takes approximately one turn to traverse, or three rounds if the PCs are running), roll 2d6, modifying the result for district, then consult the City Encounter Chart.

#### City Encounter Roll Modifiers

District	Modifier
Low Ward	+3
Market	+2
Temple District	+1
High Ward	-2
Palace Grounds	-3

#### City Encounter Chart

2d6	Encounter
<3	Baron's Men
3-4	City Guard
5-6	Discovered!*
7	No Encounter
8	Recognized!*
9	Cutthroats
10-11	Lord Gavin's Men*
>11	Assassins*

\* **Note:** These encounters occur only once each. If a later roll indicates an encounter already used, consider it to be "No Encounter."

Whenever a fight breaks out (likely in the "Baron's

Men," "Discovered," or "Assassins" encounters), an additional unit of either the city guard (75% chance) or the Baron's Guard (25%) arrives to support the guard or oppose the assassins in 2-12 rounds. Thereafter, if fighting continues for more than one turn, another unit arrives every 2-12 rounds after the last.

The PCs can escape the guards by running through the market and making a successful hiding check (Dexterity, Intelligence, or Wisdom, depending on whether the PC tries to leap up on an awning, spy a good hiding spot, or just blend in with the crowd). Alternately, they can try to escape by running through alleys in the low ward (same checks, with a -4 penalty). Running through houses and businesses in the other wards can also work, but it requires both a successful Dexterity check **and** a successful Intelligence or Wisdom check (whichever is higher) to escape.

PCs who disguise themselves as guards can move freely about the city, unless they trigger a "Discovered!," "City Guard," or "Baron's Men" encounter, in which case their enemies see immediately through their disguise. In other encounters, the disguises are 75% convincing on all characters but Landen and Ogni, on whom they are only 25% convincing. At the DM's discretion, good role-playing and successful Charisma checks can win the PCs past the "City Guard" encounters, but not the "Discovered!" or "Baron's Men" encounters.

### City Encounter Descriptions

#### Baron's Men

Four patrols of elite soldiers roam the city in case Larrel and companions slip inside the walls undetected. Each has been given a good description of Larrel and a vague description of Raesa. They stop Larrel on sight (unless he is disguised), and they question any young woman they do not recognize.

If Raesa or Erin is stopped, and Larrel is disguised or not present, a Charisma check at -8 (because the guards are very suspicious), along with a very reasonable story about visiting relatives or being new to the city satisfies these guards. (The DM may reduce the penalty by 1-4 points for excellent role-playing and a crafty story.) Any suspicious answers at all, however, cause them to arrest the woman and anyone with her.

If the patrol is responding to an alarm, or if the



patrol sees the PCs running or otherwise acting suspicious, they attack at once. They have orders not to harm the woman (again, they do not know whether it is Erin or Raesa they seek), but they do not hesitate to kill the men.

**Baronial guard** (8): AL LE; AC 4 chain mail & shield; F2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8; MV 12; ML 11.

The baronial guards wear Brand's livery (pale blue tabards with the emblem of an eagle carrying an oak branch and a sheaf of arrows). They wear unfashionable nasal helmets that can act as a poor (30% success) disguise if worn by a PC. Other than their tabards (which fit virtually any PC reasonably well), they carry only leather purses with 2d10 gp, daggers with sheaths, and small clubs with which they punish petty criminals.

**Baronial Guard Captain:** AL LE; AC 3 half plate & shield; F5; hp 28; THAC0 16; #AT 3/2; Dmg 1d8+2 long sword + specialization; MV 12; ML 13.

Guard captains wear Brand's livery over half plate mail, and they have left their helmets in their barracks, preferring just the chain coif when patrolling the city. Each carries a purse with 2d10+20 gp, as well as a stout wand of office. (Treat as a club if used in combat).

**City Guard:** The city guard are on high alert. They've been informed that a man of Landen's description is coming to town to assassinate one of the noble lords. They have also been told to capture, not kill, any young woman traveling with him. (The story is that she is a kidnapped noble's daughter, held close to the assassin as protection.)

The guard is under orders to stop and question any strangers, and to arrest any matching Landen's description—which is to say, any fit Anuirean men of about 50 years whom they do not recognize. Young women traveling alone or without such a man are generally allowed to go after only the briefest questioning (any reasonable story, plus a successful Charisma check, shakes a PC loose). The guards appear in groups of four, each group with a lieutenant with the same statistics as the guards.

**City guard** (5): AL LN; AC 4 chain mail & shield; F2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8; MV 12; ML 11.

### Discovered!

A normal citizen recognizes Landen. (If he is

disguised, he has a chance to evade this encounter based on the effectiveness of his disguise, determined either by proficiency check or percentage; common, makeshift disguises are 25% effective.) As the PCs are walking through the street, an otherwise ordinary person (merchant, craftsman, trader, whatever) points at Landen and cries, *"There he is! The one the guards were looking for. He looks just like the old baron!"*

At this exclamation, the PCs have 1d6 rounds to leave the scene before a unit of the city guard (75%) or Baronial Guard (25%) arrives to investigate. If the PCs have fled to another district before the guard arrives, then they have avoided them entirely.

If the PCs decide instead to convince the person who recognized Landen that he is mistaken, then a successful Charisma check at -4 causes the witness to recant his story and apologize. The guard still arrives after the initial cry, but if the PCs are gone by that time, the witness reports that he was wrong (and is promptly beaten).

### Recognized!

This time Larrel is recognized by a citizen who remembers him as the former Baron of Dhoesone. The man in question—Cobb, an old shoemaker—is still loyal to Landen. He is willing to tell the PCs anything that might help them—as long as they give him at least a brief explanation for why Landen abdicated so long ago. The truth works marvelously well in this case. Anything other than the truth requires a successful Charisma check at -2 to convince Cobb he is doing the right thing by helping the PCs.

While retired, Cobb is still active in the public houses of the city, and he knows how to sift the truth from the wild rumors. He can relay the following mostly accurate information:

- Baron Brand has made a deal with a foreign monarch, perhaps one of the Rjurik. He plans to declare Dhoesone a kingdom and wage war upon Stjordvik. (Mostly true, though Brand fears war.)
- Brand has spent most of the treasury on mercenaries hired to keep rebellious provinces in check. Nolien, in particular, has been resistant to Brand's rule. Lord Gareth of Nolien will ally with Tuarhivel in order to oppose Brand. (Actually, Gareth would never ally against his own country, but he does oppose Brand.)
- The high priest of Haelyn's Bastion of Truth has

agitated subtly against Brand. Brand has been too timid to respond, however, perhaps because the temple holds much wealth, even as it is losing followers to the Oaken Grove. (All true.)

- Couriers from southern Anuire delivered a heavily-guarded coffer to the Baronial palace yesterday. The servants of the palace gossip that Brand had it delivered directly to his room, refusing even to trust it to the baronial vault. (True. He has found the *ring of beauty* that the White Witch covets, and he plans to give it to her as a gift.)

- Many of the city's populace used to repeat a tale which promised that Brand would return one day, not to rule, but to acknowledge his legitimate heir, thus putting an end to Brand's rule. The city guard discourages and the Baronial Guard punishes such talk. (Jack is responsible for this tale.)

### Cutthroats

Under Brand's lax leadership, disbanded mercenaries often linger in the city and turn to robbery or protection gangs. One such gang of thugs attempts to intimidate the characters into surrendering their money. Any payment of 10 gp or more satisfies them, unless it is given at once, in which case they press for at least another 10 gp.

The cutthroats are basically cowards, and they must check morale every round after the first one in which any of their number is injured.

**Cutthroats** (7): AL NE; AC 7 (studded leather); F1; hp 6 each; THAC0 20; #AT 1; Dmg 2d4 broadswords; MV 12; ML 9.

### Lord Gavin's Entourage

Lord Gavin rules the neighboring province of Nolien, and he has come to Sonnelind to accuse Brand of dealing with the White Witch. However, a guardsman loyal more to Dhoesone than to Brand warned Gavin that Brand anticipated his arrival and planned to have him executed. Gavin has since been riding through the city, partly to give himself time to decide whether to flee now or to face Brand, and partly to get a feeling for the populace and their loyalty to the Baron. He doesn't like the idea of rebellion, but he doesn't consider Brand a just or legitimate ruler.

If the PCs encounter Gavin before they encounter the Assassins, then Gavin automatically recognizes

Larrel as Landen (no roll required, regardless of disguise; Gavin sees Landen's divine aura through any costume).

*A nobleman and his six retainers slow their horses to watch you as they pass. The noble is a big-chested man, his beard braided in Rjuven fashion but his armor and clothes of Anuirean style. His eyes scan you all suspiciously, and his guards follow his gaze.*

*"Do I not know you, sir?" He speaks to Larrel.*

If the player running Larrel asks, he does indeed recognize Gavin as a loyal and trusted noble. He had not yet taken over the rule of Nolien when Larrel (Landen) left his throne, but Larrel trusted him even then.

If the PCs reveal their identities, or if they offer to speak privately, Gavin agrees to enter a public house to talk. There, Gavin quickly confides in the PCs once he knows their identities.

*"At first he was not a bad ruler, but clearly he didn't have Haelyn's blessing. Part of that is your responsibility, my lord." Gavin looks pointedly at Larrel. "But I trust you had your reasons for leaving the barony without a proper ruler.*

*"In any event, with your return we can oppose Brand and destroy his connection with the White Witch, for it is said that she is the one who controls him."*

Gavin knows the same information as the lieutenant Shaemes (see Encounter Three) and Cobb the shoemaker in the "Recognized!" encounter above.

After all discussion is done, Gavin offers to keep Brand's guards busy with distractions all over the city. He points out that the guards have already been ordered to arrest him, so he shouldn't accompany the PCs, though he reluctantly agrees to do so, if commanded or persuaded. If Gavin accompanies the PCs, then they automatically trigger the "Assassins" encounter upon moving.

Alternately, Gavin agrees to alert James Ardannt, High Priest of Haelyn's Bastion of Truth, that the PCs are on the way. In this case, the Bastion is **ready** for the PCs.

If Gavin leaves to create diversions for the guard,

then the PCs can ignore the next *two* encounters with the city guard or the baronial guard. Gavin eventually fights the assassins, surviving the attack if the PCs succeed in this round, perishing if they do not.

### Assassins

A group of assassins searches the city for Lord Gavin. But their leader, a priest of Karesha, is also aware of Raesa's presence. If the PCs encounter the assassins, roll for surprise. The assassins have a +2 bonus to the roll.

If the PCs are not surprised and the assassins are, then a random PC (whomever rolls lowest under his or her Intelligence) notices the suspicious figures and sees a glint of the white holy symbol of Karesha around the neck of the priest. The PCs may avoid the encounter if they immediately duck into a public house or take a side street.

If neither the assassins nor the PCs are surprised, or if both groups are surprised, then the priestess points out the PCs and hisses a command to her minions. The assassins move quickly through the crowd to attack the PCs on the next round, using long swords only.

If the PCs are surprised and the assassins are not, then the assassins prepare an ambush, attacking suddenly from a blind alley (or from a cluster of pedestrians) fighting with their envenomed long swords. None attack Raesa. (The priestess notes Raesa's appearance, knowing that Erin doesn't resemble Raesa's mother.)

**Assassins** (7): AL LE; AC 6 leather armor + Dexterity; F5; hp 23 each; THAC0 16; #AT 1; Dmg 1d8 long sword; SA poison; MV 12; ML 14.

Each assassin's sword has been treated with type D poison (1–2 mins onset time, dmg 30/2d6). This poison is effective only for the first strike of each weapon.

**Dagmar Cold-Eyes**, priestess of Karesha: AL LE; AC 5 (chain shirt); P6; hp 30; THAC0 18; #AT 1; Dmg 1d6+2 footman's mace & Strength bonus; MV 12; ML 17.

**Powers:** *chill touch* 1/day, +1 save vs. cold

**Spells:** *command, cure light wounds, fear, light; charm person, hold person, withdraw; dispel magic*

Dagmar uses her *command, charm person, and hold person* spells to capture Raesa, using the others to defend herself from the other PCs.

### City Districts

The following descriptions of the districts give only a general overview of the activity and locations in each. The most important aspect of these districts is that entering each one requires another roll on the random encounter chart. Returning to a district previously entered invokes *another* random encounter check.

#### Market

*The smell and din of the thriving market district overwhelms you. Anuireans and Rjuvens crowd the street, the errands of nobles and commoners alike threatening to sweep you along through stalls where merchants offer food, weapons, armor, and cookery.*

Should the PCs wish to purchase equipment, they may find anything from the *Player's Handbook* here (within the limits of the BIRTHRIGHT Rulebook, so they cannot purchase an arquebus, for instance). All prices in the marketplace are standard, though PCs may haggle the price to 10–30% with a successful Charisma check (and a little roleplaying).

If the PCs spot a guard patrol before they themselves are spotted (i.e., they are not surprised, but the guards are), they may duck into an inn or tavern to avoid the encounter. No die roll is necessary, other than the surprise roll.

#### Low Ward

*The neighborhood is crammed with diverse buildings, from Rjuven cottages to Brecht frame houses and every common style between. Despite the diversity, this is generally a poor district, but commerce looks brisk. Rough woodsmen and laborers walk the streets, and city guards patrol in groups of five, pausing occasionally to shoo beggars away from the street corners. Sounds of rude merriment resound from the several public houses.*

While in this quarter, the characters gain +1 to their surprise rolls (and -1 to opponents') if actively watching for any guard patrol seeking them. As in the market district, the PCs may escape safely into a public house if they spot a patrol before it spots them.

## High Ward

*The frame houses of the low ward give way to stone town houses and old Imperial manors. Guildhalls and the homes of artisans, nobles, and successful merchants line the streets. Small copses and gardens lend the district a pastoral air. Patrols of the guard seem farther apart, but far less hindered by the traffic of the market.*

The PCs find themselves far more conspicuous in this area, unless they have disguised themselves as soldiers or city guards. They suffer a -1 penalty to surprise rolls unless well disguised. Guard units enjoy a +1 bonus to their surprise rolls here.

## The Temple District

*Not only temples and shrines, but also the tall manor houses of the city's highest nobility stand here. The only other buildings appear to be the shops of sages, jewelers, and other wealthy craftsmen or artisans. But among the temples for which the district is named, two stand out: the simple temple to the Old Father of the Forests; and the fabulous cathedral dedicated to the Lawmaker. The Oaken Grove of Aeris and Haelyn's Bastion of Truth are easily the most impressive structures in the district, each for its own charms.*

*The Oaken Grove is a low wooden building with a thatched roof, quite out of place among the ceramic tiles and wooden shingles of the other buildings. It rests in a large, wild garden, shady with oak trees and colorful with the vines and flowers that grow among them. It appears a peaceful place, and you see folk resting beneath the boughs, some talking with the druids, others lazing alone in the shade.*

*The cathedral is a stark contrast to the Grove. Its central spire stretches into the sky, with surrounding towers dotted with gargoyles and statues of the heroes of legend. But most arresting is the great, round, stained glass window in the cathedral's north wall. It must be fabulously expensive, but*

*from practically anywhere in the temple district, the people of the city can view the glorious scene of Mount Deismaar, moments before the cataclysm that destroyed the old gods and created the new.*

If the PCs enter the Oaken Grove, Erin may make a Charisma check at +2 to gain refuge for the entire party. Raesa may make her own plea for help, but she must make her Charisma check at -2. Failure indicates that the druids promise not to report the PCs, but insist that they not endanger the grove with their presence.

If Erin or Raesa gains succor for the PCs, the druids dispense up to six *cure light wounds*, two *cure serious wounds*, and two *neutralize poison* spells among any party members who require them.

## Palace Grounds

*The baronial palace has changed little in the past twenty years. In fact, it seems ill-maintained, its walls pocked with unrepaired stone-falls and creeping with vines. Wherever Brand has spent his money, it hasn't been on the palace.*

*Beyond the walls, the stately manor rises three stories high, with three turret towers climbing two stories farther. Originally a defensible fortress, the palace seems little more than a residence now.*

The palace guards are sparse, as many of them have been sent to patrol the streets. PCs observing the wall patrols can notice at once that they are few and far between (one every turn). Any character wishing to climb the wall may do with a simple Dexterity check at a -4 penalty. Characters with the Climb Walls thief ability gain a +30% bonus for the vines and many handholds.

Once over the wall, a PC needs only slip across the unguarded courtyard, locate the baron's chamber, and climb the vine-covered wall (same chances as for the outer wall) into the baron's open window on the second floor. Go to Encounter Five.

Inside the baron's room, any PC can immediately notice a small coffer resting in a prominent position on a polished oak table. No one enters the room so long as the intruders do not make extraordinary noise, though the DM can increase suspense by describing

the footfalls of a guard patrol passing the bedroom chamber outside. Any extraordinary noises by the PCs summon a baronial guard patrol (see previous encounters for statistics).

If Ohlaak enters this room to cast the scroll of *honest beauty*, he requires one full turn to complete the magic.

## Encounter Five

### *Haelyn's Bastion of Truth*

#### The Temple to Haelyn

*Visible from nearly everywhere in Sonnelind, the slender spire of Haelyn's Bastion of Truth is the most magnificent sight of the city. Fantastic gargoyles and elegant statues of the heroes of Deismaar rest on the walls and buttresses of the cathedral, and the bright colors of huge, round, stained glass windows reflect the sun on both the east and west walls.*

The new cathedral has been under construction for over a decade, built both to replace the old temple and to grace the city with a work of beautiful architecture. To reach the gargoyle-adorned front of the building, the PCs must cross through the temple district. When they arrive, the temple may be in one of three states: normal, ready, or watched.

In its **normal** state, the cathedral contains only a few priests performing their daily duties, as well as a few worshipers praying before the great altar. No one expects the PCs to arrive here. The High Priest can be persuaded to perform the ceremony of investiture, but by the time he is prepared, Brand and his men arrive to arrest the PCs. The temple guards and priests help the PCs oppose Brand's forces.

In **ready** state, the priests expect Landen and Raesa to come for a ceremony of investiture, but the city guards are not yet aware that the pair has entered the city. High priest James Ardant is ready to perform the ceremony of investiture, and Larrel can transfer his regency to Raesa before Brand's men arrive. If the PCs have sent Shaemes or another messenger to announce their arrival, the cathedral is **ready**.

In a **watched** state, the city guard has sent guards in disguise to await the PCs, and several patrols linger nearby in case of trouble. Almost as soon as the PCs

enter the cathedral, Brand's men attack them. Only after their conflict is resolved may the ceremony of investiture be performed. If the PCs have triggered one or more encounters with the city guard or the baronial guard, and they have *not* asked Lord Gavin to provide a distraction, then the cathedral is **watched**.

It is possible for the temple to be *both* **ready** and **watched**.

When the characters step through the large double doors, they find themselves in an antechamber where two priests are busy replacing the spent candles burned last night. Directly across the hall, a set of doors leads into the cathedral proper.

If the cathedral is **watched**, these acolytes are actually two of the baron's men in disguise, and they lead the PCs into an ambush in the cathedral. Their enemies are arrayed within the main hall, weapons drawn. The false acolytes lead the PCs into the hall, then bar the doors behind them.

If the cathedral is **ready**, then the priests (genuine or false) recognize Larrel from the High Priest's (or Baron Brand's) description, and they immediately lead the PCs into the cathedral proper. If the cathedral is in a **normal** state, then the PCs must roleplay their encounter with the acolytes in order to gain admission to the high priest. Any reasonable story succeeds (no roll required).

**Baronial guards** (2): AL LE; AC 5 chain mail; F2; hp 12 each; THAC0 19; #AT 1; Dmg 2d4 broad sword; MV 12; ML 11.

The baronial guards wear the gold-trimmed yellow robes of the priests of Haelyn. Under their cerements they wear chain mail, and they have hidden their broad swords to either side of the doors to the cathedral proper.

**Oeren** and **Hadrien** (acolytes of Haelyn): AL LG; AC 10; P1; hp 5 each; THAC0 20; #AT 1; Dmg 1d3 fist; MV 12; ML 13.

Once the heroes enter the main temple area, read or paraphrase the following description:

*The main temple stretches out before you, a wondrous if surprising sight. The floor is tiled in abstract patterns of red and black, and three rows of polished wooden benches run the length of the main hall. At the far end, a great marble altar stands upon a wide dais whose steps descend like the rays of the sun toward either side and the benches. Gold-*

*trimmed tapestries cover the walls to either side of a great, golden symbol of the sun and sword, symbol of Haelyn.*

*Statues line the outer aisles of the benches, but all are wrapped in canvas, as are the benches closest to the west and east walls. Climbing up both east and west walls is wooden scaffolding, also covered with canvas hanging in overlapping patterns. Ladders and ropes criss-cross the entire structure, stretching all the way up, past the beautiful stained glass windows, and into the highest reaches of the temple.*

*Through all the clutter, light streams through the stained glass, creating notes of color throughout the vast reaches of the cathedral. Even in its present condition, the temple sustains an air of high ceremony and holiness.*

The action within the cathedral depends on the temple's state.

If the temple is **ready**, then high priest James Ardannt awaits the PCs at the altar. Four junior priests attend him, and six temple guards stand watch near the entrance, just inside the interior doors. Recognizing Larrel as Landen, and having heard report of his arrival, Ardannt beckons the PCs forward.

*"My Lord Landen," says the high priest. "There is so much I wish to say to you, but precious little time. I presume, and I hope not wrongly, that you bring with you an heir, a rightful regent to Dhoesone?"*

*"If so, I urge you to invest your power in her at once. Your cousin, the titular Baron, cannot long remain ignorant of your presence here. And that man will stop at nothing to have his way."*

If the temple is in its **normal** state, then the PCs may still speak with James Ardannt, and he still agrees to perform the ceremony of investiture. While he treats Larrel/Landen with the utmost respect, he feels that the former baron cannot return as the regent of the domain, since he abandoned it—however mitigating the circumstances—without properly investing his regency in a successor. With Raesa, however, Landen has an opportunity to make amends

for his error.

Once Landen and Raesa agree to the ceremony of investiture, read or paraphrase the following:

*"Do you acknowledge this woman, Raesa, as your true and rightful heir?" Ardannt's voice rings through the cathedral. His eyes fix on Larrel. At his assent, the High Priest nods, then turns to Raesa.*

*"And do you accept the mantle of rulership? Do you swear to protect and administer the people of Dhoesone in all honor and humility?"*

Assuming that the PCs respond in the affirmative, Ardannt requires two witnesses—any of the PCs will suit. Once the participants and witnesses are agreed, Ardannt casts his realm spell, *investiture*.

*Golden light suffuses Larrel's body, growing stronger and brighter as the High Priest calls upon the power of Haelyn, god of justice and law.*

*"Let the rightful power of rulership pass from father to daughter, from regent to heir, from today to the morrow!" As you watch, the holy aura passes from Larrel to Raesa. The old baron slumps slightly, as though released of a great weight. But Raesa seems not burdened but lifted by the transferred power. She stands taller and more confident, her eyes bright and alert.*

The rest of the ceremony consists of prayers of thanks and hope, as well as a blessing upon all present (which acts, in fact, just as a *bless* spell for the coming conflict, if the PCs have not yet faced Brand).

While Raesa won't have occasion to use her newfound regency during this round of the tournament, it is this ceremony which causes the people of Dhoesone to recognize her as their regent. In round two, Raesa (and the other PCs) will use their regency to perform domain actions.

If the PCs have not yet encountered Brand and his baronial guard, then the villains burst into the cathedral just as the ceremony concludes.

## **The Enemies**

Whether they lie in wait for the PCs or arrive soon after, Brand orders his men to slay all but Raesa

(whom the White Witch has ordered captured). However, if Brand arrives after the ceremony of investiture, then Raesa may on a successful Charisma check or use of her divine aura blood ability, awe Brand's soldiers into stepping back. They do not yet fight for her, but they disobey Brand if Raesa has already received the regency of the land. In the latter case, or if Landen attacks him, Brand panics and summons his magically-controlled wyvern, commanding it to attack the party, then attempting to mount the creature and escape.

In any event, once a fight breaks out, Brand escapes to the "safety" of the scaffolding, and four of his guards climb with him to cover his retreat. If the PCs prevent Brand from climbing to the fourth level of the scaffolding, he is unable to summon the wyvern which awaits him outside.

**Baronial guards** (20): AL LE; AC 5 chain mail; F2; hp 12 each; THAC0 19; #AT 1; Dmg 2d4 broad sword; MV 12; ML 11.

**Note:** If the PCs have already participated in the ceremony of investiture, or if the temple was **ready** for them, then the temple guards and priests also fight the baronial guards, leaving only ten guards, Brand, and eventually the wyvern for the PCs to fight.

**Brand:** AL NE; AC 3 chain mail; F8; hp 42; THAC0 10; #AT 2; Dmg 1d8+3 long sword; MV 12; ML 13; *ring of protection* +2, *rod of wyvern control*, *Strife (long sword +2)*

Brand hasn't always been evil, but he has allowed his own anger with Landen fester within him. He considered it selfish and villainous of Landen to leave his throne without investing Brand with his regency. Bitterness and frustration made Brand easy prey for the White Witch, who has gradually subverted him to her influence over the years.

Whether he lies in wait for the PCs or catches them after the ceremony of investiture, Brand is angry, nasty, and threatening. But he is also mortally afraid of fighting Landen. The moment Landen moves toward him, Brand runs for the scaffolding, hoping to make it to the fourth level, where he can use his *rod of wyvern control* to summon his mount. (The stone walls of the cathedral block its call, but the glass is no impediment.)

The rod is an ornate brass scepter with a fist-sized crystal captured in a three-fingered wyvern talon at its crown.

**Wyvern:** AL NE; AC 3; HD 7+7; hp 45; THAC0 13; #AT 2; Dmg 2d8/1d6; SA poison (type F; 1d6/death); MV 6, Fl 24 (E); SZ G; ML 14; MM/366.

This trained and magically-controlled wyvern is a gift to Brand from the White Witch. He is supposed to fly the creature to Castle Mandal to bring his mistress the news of Raesa's capture, as well as the *ring of beauty*. When Brand summons the creature, it is to attack the PCs. But if Brand suffers more than 10 hp damage, he attempts to mount the creature and escape.

Unless circumstances dictate otherwise, the wyvern should attack any PC(s) except Larrel, so the former baron can attack Brand. (There's no reason for this tactic, except that it'll make for good drama if the player with Larrel wants revenge.)

Any PC slain by the wyvern (or at any point in the adventure) will be cured and restored to life in the conclusion, as long as the surviving PCs are victorious.

## The Scaffolding

Fighting on the narrow scaffolding is a risky proposition. Each round of combat, all combatants must make Dexterity checks at a -1 penalty for each point of damage suffered in the round. Failure indicates a fall, and the victim may make another Dexterity check at -2 to catch hold of the scaffolding and land one level below, suffering only 1d6 points of damage but also dropping any weapon in hand. Failure of this second Dexterity check means the victim plunges to the tiled floor, suffering appropriate falling damage.

Characters can move from one level to the next in only one round. Those who climb from one level to the next do not gain Dexterity adjustments to AC, and those attacking climbers gain +2 to hit.

A character with the tumbling proficiency may ignore the ladders and swing from level to level by means of the scaffold frame and piping. A successful tumbling proficiency check allows the character to move from level to level while retaining a Dexterity adjustment to AC and without giving attackers a bonus to hit. Characters without the tumbling proficiency may try similar maneuvers, but at Dexterity -6. Failure of such checks indicates a fall, as described above.

PCs may attempt to hurl opponents off the scaffolding instead of making a normal attack. See

Level Four for more information.

### **Level One**

This initial platform is 20' above the floor. The artisans working on the mural above have left three buckets of paint and two trays of mortar on this level. The buckets can serve as a sort of grenade-type missile usable against anyone fighting on the floor of the cathedral near the scaffolding.

A direct hit with a bucket of paint causes no damage; a direct hit with a bucket of mortar causes points of 1d4 damage for each 10' it falls (2d4 at this level, 4d4 from level two). A hit from either mortar or paint reduces a victim's AC by 4 on the first round after a hit, and by 2 on the subsequent round (as the mortar or paint momentarily blinds the victim). A character struck by the paint or mortar may make a successful save vs. petrification to avoid this effect.

Any characters fighting in a 10' area covered by wet paint must make successful Dexterity checks each round or slip, losing their next attack as they recover. Mortar does not have this effect.

### **Level Two**

This platform is 30' above the floor, 10' above level one. The artisans have left chisels and other stoneworking tools here, along with two trays of mortar. The mortar can serve as a grenade missile as described on level one. The chisels and other tools can serve as crude melee weapons (1d4 points of damage) or poor missile weapons (1d3 points of damage, range 1/2/3, -2 base penalty to throw).

### **Level Three**

This platform is 40' high, rising just to the lowest level of the huge stained glass windows on the east and west walls. Various small hammers (treat as clubs), sheets of colored glass, and lead stripping used to repair the edges of the stained glass can be found here.

PCs may use the glass sheets as weapons, inflicting (damage 1d4) On a successful hit, the glass save vs. crushing blow (20). If the save fails, the victim suffers an additional 1d4 points of damage from broken glass. Furthermore, all characters fighting below this part of the scaffolding must save vs. petrification or suffer 1d4 points of damage from the flying glass.

### **Level Four**

At 50' above the floor, in the center of the stained

glass windows, this is where Brand attempts to summon his wyvern steed, commanded by the magical rod sent to him by the White Witch. One round after he makes it this far, Brand raises his rod and speaks the command word, *varak*. On the next round, the wyvern crashes through the *opposite* window, the flying glass inflicting 4d6 points of damage to all on Level Four or below.

Any PC fighting on this level may, instead of making a regular attack, attempt to hurl an opponent through the glass window. To perform such a feat, a PC must first make a bare-hands attack on his opponent, then make a Strength check. If both of these are successful, the PC throws his victim through the stained glass in a spectacular (if vandalistic) display. Victims of such an attack suffer 5d6 falling damage, plus 4d4 damage from the shattered glass.

If Brand is hurled through the window and survives, his wyvern immediately flies to him. One round after the wyvern reaches Brand, if no one can fight the creature, the wyvern flies away with Brand on its back. The fleeing villain and his mount remain in missile range for only two rounds (the first at medium, the second at long) before escaping. Note that flying creatures must land if suffering more than 50% hp total in damage.

### **Level Five**

Those reaching this level (70' from the floor) are actually off the scaffolding and onto a permanent, narrow wooden catwalk that runs above the stained glass. Any PC standing on this level of the scaffolding the round that the Wyvern appears suffers no damage from the flying glass **and** may attack the wyvern from behind, rolling a successful Dexterity check to leap on the creature's back.

## **Conclusion**

*At last the interregnum is over, and the weak, corrupt baron is gone. In his place is and the most powerfully blooded regent since the days of Deismaar. The past twenty years were muddled by the tragic mistakes of heroes and the grasping schemes of villains. But now a rightful regent rules the domain.*

*But the White Witch will not be so easily foiled. Through the Blood Skull orogs and her more subtle agents, sure she will never*

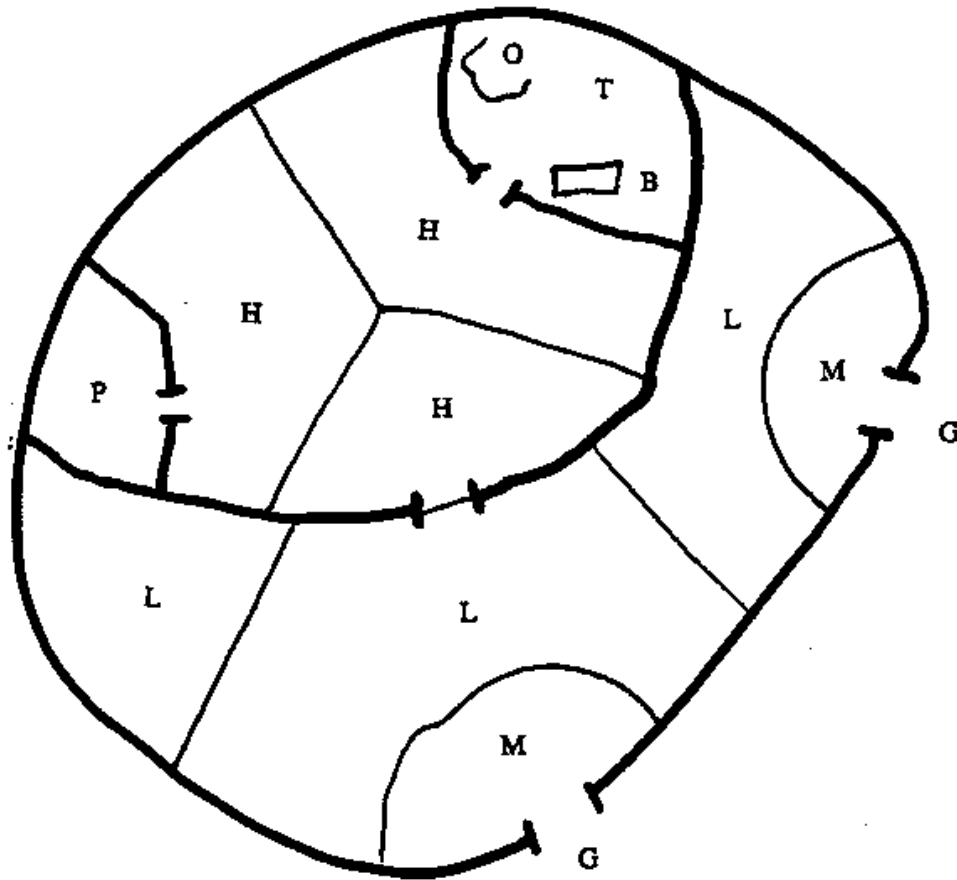


*rest until she has punished those who defied her. And who has defied her more than you?*

*The time for healing may be short indeed, for it cannot be long before intrigue and even war come to Dhoesone. Will you be ready to defend your realm?*

End of Round Two

# Diagram of the City of Sonnelind



M = Merchant District  
L = Low Ward  
H = High Ward  
P = Palace Grounds  
T = Temple District

B = Haelyn's Bastion of Truth  
O = The Oaken Grove

G = City Gates

**Note:** This is a diagram, not a map. It represents the divisions of the city districts, but does not accurately depict the scale or proportions of the city.

# Raesa

Female Anuirean Ranger

*Lawful Good*

<b>Strength</b>	14	<b>Level:</b>	5	<b>Age:</b>	17
<b>Dexterity:</b>	16	<b>Armor Class:</b>	5/7	<b>Height:</b>	5'7"
<b>Constitution:</b>	14	<b>THAC0:</b>	16	<b>Weight:</b>	120
<b>Intelligence:</b>	14	<b>Hit Points:</b>	26	<b>Hair:</b>	Blond
<b>Wisdom:</b>	16	<b>Movement:</b>	12	<b>Eyes:</b>	Hazel
<b>Charisma:</b>	15				

**Blood Abilities:** (Special, great, 60) Animal affinity (great), character reading (great), divine aura (major), divine wrath (major)

Animal affinity gives you empathic communication with foxes up to a range of 60', if you can see and be seen by the animal. Foxes will never attack you. Furthermore, you can speak with foxes within 10', and they see you as an ally and friend, cooperating with reasonable requests. Finally, you can detect a single fox within a 1-mile radius. By concentrating for a round, you can see through the animal's eyes, summon it to your location, or relay information to it through mental communication. Once a day, you can *shape change* into a fox for up to two hours.

**Fox:** Int Semi; AL N; AC 7; MV 15; HD 1; hp 13; THAC0 20; #AT 1; Dmg 1-3; SZ S; ML 7.

Character reading makes you perceptive of other people's character. If you can speak with a person for one round, you can form an impression of his honesty and general intentions.

Divine aura reveals you as a scion of power (though not necessarily as a regent). When you concentrate on it, you can *enthral* any nonblooded creatures within 30' once per day (as the 2nd-level priest spell).

Divine wrath grants you a +3 bonus to attack and damage rolls, one extra attack per melee round, a +3 bonus to saving throws, and resistance to damage (all successful attacks are reduced by 1 point per die). Furthermore, any enemy within 10' of you who meets your gaze must save vs. spell or be stricken with fear and flee for 2d6 rounds. The divine wrath lasts for one turn plus one round per level or until the end of battle, whichever comes first.

Enhanced sense attunes you to the wilderness, giving you a +4 bonus to tracking and making you difficult to surprise (surprised only on a 1).

**Ranger abilities:** May fight two-handed without penalty (normally uses broad sword and hand axe); move silently (31%); hide in shadows (40%); animal empathy (with a -2 penalty on target animal's saving throw)

**Weapon proficiencies:** Broad sword, dagger, hand axe, long bow, quarterstaff

**Nonweapon proficiencies:** Animal lore (14), Anuirean (native tongue), fire-building (15), heraldry (14), leadership (14), Rjuven (14), survival—forest (14), tracking (20\*), weather sense (15)

\* Condition modifiers apply, and rolls of 20 always fail

**Equipment:** Studded leather armor, long bow, quiver w/18 arrows, dagger, sheath, broad sword, scabbard, small leather pouch, river stone (for luck), green cotton shirt, leather trousers, calfskin boots

**Appearance:** Your long wanderings through the woods with Erin have given you strong legs and a good, fit figure. Your golden hair comes from your mother, though your father calls you the sun to her moon. You know you have his eyes, and you're glad of it. While all the young men of town find you very pretty, you like to think you have a more commanding than feminine bearing.

**Personality:** While you have known for many years that you are destined to assume your father's place as Baron of Dhoesone, you've also learned to approach that fate with gravity and responsibility rather than with a romantic view. You know that serving the land, just as it serves you, is most important to a baron. And that service includes assuring the safety and prosperity of the people of Dhoesone. Right now, what's most important to you is the safety of your friends and family. In a sense, you know, all citizens of the land are soon to become your family, too.

**Background:** As soon as you were old enough to understand, father told the story of your birth. Your mother is the White Witch, a woman concerned about her own power and glory. She wanted to use you to steal the power of other regents, giving you a portion of their own bloodlines. Then she would rule more lands, through you. While you have never met your mother, you believe the stories father tells of her, and if she is the same White Witch that other folk talk of in such whispers, then she must be very fearsome indeed.

From your father and each of your friends, you have learned much of what it means to be a ruler. But you have also learned what it means to live in a land of Anuireans and Rjuvens, humans and elves. If you can bring nothing else to the Barony of Dhoesone, you hope you can bring it some peace among its own people. But you know that you may first have to rally them to war, perhaps against your own mother.

#### **Your Companions:**

**Larrel** — Your father has taught you the signs and names of the noble houses, the nature of your own powerful blood abilities, and the wisdom to lead a people. He is driven to give you every advantage he feels he denied you by living away from court, but you love him for all the gentle care and affection he has given you. You want to make him proud.

**Ogni** — This half-orog warrior is the best example of courage and honor you could ever hope for. In a way, he is your brother, as father has quietly adopted him after his grandmother died to leave him an orphan. His deafness never keeps him from understanding you, and his muteness never prevents him from speaking through his mismatched eyes.

**Jack** — Just a year ago you thought you were in love with this rogue. He was a boy when he accompanied your father and the other kings in rescuing you from your mother's castle. And so in a way he is like an older brother to you, like Ogni. But unlike Ogni, he is capricious and free, following his own whim and infatuations. You must embrace responsibility, not his sort of personal freedom.

**Erin** — For an only child, you have many siblings! Erin is your older sister, and she has taught you of the forest and the creatures who live there. Some call her the brown girl and whisper as if she were some spirit to appease. But you know she is as human as anyone, elven blood or none. And she is your best friend.

**Ohlaak** — The others see only this old man's ugly face and hear only his hissing voice. But you can tell he is very sad, very much in pain. Still, you think he causes much of his pain himself, or at least will not let it go. He hates your mother, you know, and from what your father has told you, Ohlaak has good reason. You hope that he can find peace in himself, without having to kill.

# Larrel (Landen Dhoesone)

## Former Baron of Dhoesone

Male Anuirean Fighter

*Neutral Good*

<b>Strength:</b>	15	<b>Level:</b>	8	<b>Age:</b>	52
<b>Dexterity:</b>	17	<b>Armor Class:</b>	1/5	<b>Height:</b>	5'11"
<b>Constitution:</b>	14	<b>THAC0:</b>	14	<b>Weight:</b>	180
<b>Intelligence:</b>	16	<b>Hit Points:</b>	45	<b>Hair:</b>	Brown
<b>Wisdom:</b>	14	<b>Movement:</b>	12	<b>Eyes:</b>	Hazel
<b>Charisma:</b>	13				

**Blood Abilities:** (Reynir, major, 38) Divine aura (major), iron will (minor)

Divine aura reveals you as a scion of power (though not necessarily as a regent). When you concentrate on it, you can *enthral* any nonblooded creatures within 30' once per day (as the 2nd level priest spell).

Iron will provides you with the equivalent of the endurance proficiency and 2 bonus hit points (both already added into the sheet). Also, when faced with mind-controlling magic, you gain +2 to your saves.

**Weapon proficiencies:** Claymore, dagger, heavy crossbow, long sword (specialized), quarterstaff

**Nonweapon proficiencies:** Blind fighting, endurance (14), heraldry—Anuirean (16), leadership (12), read/write Anuirean (17), read/write Rjuvan (17), riding—horse (17), speak Anuirean (native tongue), speak Rjuvan (16)

**Equipment:** *Heartbreaker* (long sword +3), chain mail, shield, helmet, black tunic, gray woolen trousers, soft leather boots, wide leather belt, scabbard, dagger, sheath

**Appearance:** When not in formal baronial garb, you are virtually nondescript. Of average height and weight, you don't *seem* like an expert swordsman or a ruler. As the Baron of Dhoesone, you often used your plain looks to advantage, sometimes dressing plainly to wander the streets of Sonnelind incognito.

Your hair is growing long, but you've kept your thick beard trimmed. Your eyes glitter with intelligence, and you know your gaze is piercing when you are angry.

**Personality:** The last sixteen years have restored some of the happiness you lost when you betrayed your wife and country for the affections of a northern witch. But while you will never escape the guilt you feel for your past failings, you find comfort and joy in your children and friends.

**Background:** Once you ruled the Barony of Dhoesone, protecting it from the raids of the Blood Skull orogs and the rare incursions of monsters from the Giantdowns. You negotiated with the subtle elves of Tuarhieval, the scheming guilders of Cariele, the treacherous goblins of Thurazor, and the uncivilized but somehow noble clansmen of Stjordvik and the rest of Rjurik. You were a good and just ruler.

But then you met Rowena, the northern jarl's daughter. You didn't know then that she would one day fashion herself the White Witch and become the powerful awnshegh who now rules the lands of her father and uncles. Had you the power to see into the future, perhaps she would not have been able to seduce you. Yet she did, and through dark magic she stole the power of your bloodline, weakening your connection to the land, making you unfit to rule. You learned that she had stolen the power of other regents as well, and that she planned to bestow that power upon her own daughter—your daughter.

You couldn't deny your own failing, but you could try to save your child from the wicked plans of her mother, who you knew would only use the child's bloodright to claim more domains for her own ill ends. In retrospect, you realize that you were more a kidnapper than a liberator. But with the help of three other regents, the wizard Ohlaak, and the boy-hero Jack, you stole Raesa away from the White Witch's keep in Boden.

In the years since, you have brought Raesa up among the common folk of Rind, a small town in Dhoesone, where once you ruled as Baron. As you hoped, neither the White Witch nor your own family have ever thought to seek

you out among the farmers and woodsmen of your own land. And so you have taught yourself the trade of innkeeping, a profession that keeps you well informed of events within and around Dhoesone. Such news has allowed you to hide yourself and Raesa whenever you were at risk of discovery, but it has also shown you that you must act soon to acknowledge Raesa as your child and heir.

Although you have given up your own claim to the throne, you left it in trust to your cousin, Brand. Brand is no fit ruler, but you thought he could maintain the land long enough for Raesa to come of age and assume her birthright. Of late, unfortunately, he has lost the loyalty of the people, taxing carelessly and heavily, and growing indolent about trade and diplomacy. The guilds have gathered much power in the past years, and you fear that external forces may be guiding Brand's actions. You fear he may have become a puppet for another, hidden ruler.

You've sent word to James Ardannt, high priest of Haelyn's Bastion of Truth, hinting that a legitimate heir to your rulership has come of age. If Ardannt will perform the ceremony of investiture, then you can bestow your remaining bloodright to Raesa. Thus acknowledged and empowered, she can assume the throne that Brand has tarnished with his indolence and weakness. And through her own regency, Raesa can restore honor and glory to the land you once ruled.

### **Your Companions:**

**Raesa** — You couldn't be more proud of a child than you are of Raesa. She has her mother's beauty and your sense of honor, but you think she will exceed you both, freed of her mother's evil and your own weakness. Nothing is more important to you than Raesa's safety and her assumption of the Barony of Roesone. Only as a ruler in her own right can she survive the inevitable schemes of her mother.

**Ogni** — You consider this half-orog lad your son, ironically, since the Blood Skull orogs have been your longest and most bitter foes. Deaf and mute, Ogni remains a formidable warrior. More importantly, he is the most noble youth you've ever known. He will make a fine lieutenant to Raesa, you think. Before you die, you will make him swear to protect her, but you think he has already made that oath to himself.

**Jack** — You disapprove of the boy . . . well, he is no longer a boy. But you disapprove of Jack's frivolous, selfish nature. In a way he, too, is a son of yours. While still a young lad, Jack helped you rescue Raesa from Boden Keep, where the White Witch kept her. He has continued to serve you and Raesa as a friend, though you hope he doesn't try to become more than a friend to your daughter.

**Erin** — Raesa's best friend is a druid. She counsels your daughter according to the philosophies of Aeric, the Old Father of the Forest. This influence disturbs you only when it conflicts with the righteous path of Haelyn, god of truth and just warfare. However, even though you embraced Haelyn's code, you once betrayed it. Perhaps Raesa will fare better with Erin's good advice combined with the word of Haelyn.

**Ohlaak** — This ugly little wizard still worries you in that he has never foregone his obsession with the White Witch. You cannot complain, however, since his obsession has kept you well informed of the Witch's search for Raesa, allowing you to hide yourselves the better. Through the years, Ohlaak has proven himself a good and loyal friend. But you can't help feeling a little nervous about his quest for power and revenge.

# Erin Ardenna

Female Half-Elf Druid

*Neutral*

<b>Strength</b>	14	<b>Level:</b>	5	<b>Age:</b>	26
<b>Dexterity:</b>	10	<b>Armor Class:</b>	8	<b>Height:</b>	5'9"
<b>Constitution:</b>	15	<b>THAC0:</b>	18	<b>Weight:</b>	140
<b>Intelligence:</b>	12	<b>Hit Points:</b>	32	<b>Hair:</b>	Dark
Brown					
<b>Wisdom:</b>	15	<b>Movement:</b>	12	<b>Eyes:</b>	Brown
<b>Charisma:</b>	16				

**Blood Abilities:** none

**Druid Abilities:** +2 saves vs. fire or electrical attacks; druidic cant; identify plants, animals, and pure water with perfect accuracy; pass through overgrown areas without leaving a trail at normal movement rate; move silently (49%); hide in shadows (62%); animal empathy (as ranger, with a -4 penalty on target animal's saving throw)

**Spells (5/4/1): Major Spheres:** All, Animal, Elemental, Healing, Plant, Summoning, Weather; **Minor Spheres:** Divination, Protection, Travelers (*ToM*)

**Weapon proficiencies:** Dagger, long bow, quarterstaff

**Nonweapon proficiencies:** Animal lore (12), Anuirean (12), healing (13), herbalism (13), Rjuven (native tongue), tracking (15)

**Equipment:** Dagger, sheath, long bow, quiver w/12 sheaf arrows, quarterstaff, dyed leather forest robe (AC 8), woolen breeches, soft leather boots, rucksack (slung over shoulder, equal to three large pouches), trail rations (3 days' worth)

**Appearance:** Some in the village call you the brown girl for your youthful appearance, brown hair, brown eyes, and nearly brown skin. In the summer when your freckles blossom, you're all the more brown. In your leather forest robe, you can be nearly invisible among the trees. While not pretty in the traditional sense, you have an alluring voice with which you love to enthrall the children of Rind, telling them stories of the Old Father of the Forest, Aeríc.

**Personality:** You like people, you just prefer the forest. Others may think you aloof or solitary, but you are never alone among the whispering pines, the chattering squirrels, or the laughing streams. The forest is more full of people than any city could be, and you find yourself at home there. You love to track your sister wolf, not to hunt her but to learn her path. And you know where your sister bear sleeps in winter, and you know never to wake her there. It's this knowledge that makes you comfortable in the woods. Perhaps if you knew more about the way human people work, you'd find yourself more at home in Rind.

**Background:** You never knew your mother, which may be why you and Raesa have been such close friends. Each of you was raised by a father. He never spoke of your elf mother, except to say that she left you with him before returning to Tuarhievel. But you could tell that he grieved over her absence, finding solace only in the bottom of a jug.

You still loved him, even though you spent most of your childhood cleaning up the house and caring for him when the whisky made him sick. On those nights that he raved and wept, you escaped into the woods, where you found your first hiding places and began to create for yourself the craft of the woods. When your father finally drank himself to death, you were as relieved as you were mournful. He had at last found peace, and you, at thirteen, had gained your own way in the world.

The human neighbors tried to take you into their homes, but you ran off to the woods. They'd never been very friendly to you before, you think because of your elven blood. But after weeks of searching for you, they finally realized that you couldn't be found if you didn't wish it. You'd already learned all the tricks of the hills and coves, and over the next years, you learned many more secrets of the forest. These you taught to the one friend you had among the village children: young Raesa, daughter of the innkeeper. Your elven heritage never bothered her, and she looked up to you as an older sister.

At Raesa's insistence, you returned to your father's cottage from time to time, where you found occasional gifts of food and clothing left by the neighbors. Soon, you began leaving gifts for them in return: brooms and baskets, hides and meats, berries and roots. Slowly, you earned their friendship, distant though you kept yourself. And gradually, you began visiting the village again, becoming a member of the community on your own terms. Raesa seemed delighted when you attended your first festival, and you realized that she had coaxed you back out of the forest without your realizing it. She had taught you something in return for the forest lore you'd shared with her.

At eighteen, you met the circle. These druids and their mothers had walked the Aelvinnwode for centuries, and they had been watching you. When you were invited to learn of their mysteries, you at first refused. But when you saw that you could partake of their knowledge and still walk your own paths, become guardian of your own portion of the forest, then you could no longer resist. From the circle you learned the spells with which you mend such damage as you can, healing the creatures of the wood as often as the humans of Rind. And while a part of you still wishes nothing more than to run through the forest paths, wild and free, another harkens to the music and laughter of the inn. Somewhere between the village and the wild is your home.

Through patient listening and observation, you discovered that Raesa's father was once baron of Dhoesone, and that one day she would assume his throne. You kept your tongue still about what you knew, but you also promised that you would one day help your friend find her place in the world, just as she had helped you find yours.

#### **Your Companions:**

**Raesa** — While she didn't realize you knew her secret, she should have known she could never hide anything from her closest friend. Since you were children, you've always tramped through the woods together. You hope you have shared enough of what you have learned from the woods that she will not forget the land itself when she rules the Barony. People are important, but they are not all that is important.

**Ogni** — Perhaps it is unfair of you, but you can't feel comfortable around this half-breed. You pity his lack of speech and hearing, but he seems to have made up for them with the keen eyes and reflexes of a wolf. But like a wolf, you think he is at heart a predator. His orog blood will out, you fear, and he could become dangerous even to his friends. Still, he has never acted in a way to confirm your fears, and you must judge him on his actions, not on your suspicions.

**Jack** — You barely know this handsome man, but the stories you've heard make you want to learn more about him. He's either a tremendous liar or an incredible hero. Raesa seems to think he's a little of both, and you're sure she's more than a little smitten with him. You can't blame her, because you're a trifle infatuated, too. But you know better than to let someone like him get to you. He's far too undependable.

**Larrel** — Since you've known that Larrel is the "lost Baron" of Dhoesone, you've kept his secret, even from the other druids (though you suspect they already knew). Despite his failings, you know he is a good man. But you agree with his pragmatic decision to raise his daughter in secret. Who knows what may have become of her in the city, where all the courtiers of Sonnelind could have worked their schemes on her.

**Ohlaak** — The druids speak of this wizard in quiet tones. Some say he is mad. Others say he loves power too much. Everyone agrees that he is dangerous. In any event, you know he has been a good friend to Larrel and Raesa, and you know he shares their secret. You hope he is as powerful as he is passionate, and that he lets wisdom rule his actions as much as ambition.



# Ogni Kinslayer

Male Half-Orog Fighter

*Lawful Good*

<b>Strength</b>	18/00	<b>Level:</b>	5	<b>Age:</b>	17
<b>Dexterity:</b>	14	<b>Armor Class:</b>	6	<b>Height:</b>	6'4"
<b>Constitution:</b>	16	<b>THAC0:</b>	16	<b>Weight:</b>	260
<b>Intelligence:</b>	10	<b>Hit Points:</b>	44	<b>Hair:</b>	Black
<b>Wisdom:</b>	13	<b>Movement:</b>	12	<b>Eyes:</b>	Brown,
Blue					
<b>Charisma:</b>	9				

**Blood Abilities:** None

**Weapon proficiencies:** Battle axe, broad sword, claymore (specialized), quarterstaff

**Nonweapon proficiencies:** Blacksmithing (18), reading lips—Anuirean (10), reading lips—Rjuven (10)

**Equipment:** Battle axe, claymore, partial plate mail, leather breeches, woolen tunic, hard-soled leather boots, wide belt, small pouch, tiny wooden carving of a mermaid

**Appearance:** You are ugly to all those around you. Even before you left your father's clan, the orogs there thought you ugly for being half-human. Now the humans fear you for being half-orog. But they also fear you for being so large and strong. It doesn't help that you are deaf and mute, and that your eyes are mismatched, your jaw jutting, and your brow craggy and sloped. Anywhere you go, others see you as a monster.

**Personality:** You have been mostly at peace since shortly after your grandmother died. Balance, you like to think of it. When you are in balance, you can move away from danger, or move quickly to help. You have time to think a problem through and know the right response. You like to be in balance. What frightens you is losing that balance, and giving in to anger or fear. A few times when you were young, you had no balance, and so you hurt those who were afraid of you, making them all the more fearful. When you have been in balance long enough, you hope that no one will fear you any more.

**Background:** You remember being born. At first it was like plunging out of a river, into the cool morning air. But before you could open your mouth to shout or sing, you felt a fiery hand slap your face hard. You remember rough hands and hot breath, then a lonely cold and a dull roar which remains to this day the only sound you have ever heard.

Later, you learned the story of your birth. Your mother was a human captive of the orog, your father one of the warriors who claimed her as his property. When you were born nearly a year into her slavery, the orogs argued whether to kill you or keep you as a slave. You think your father wanted to kill you, but others called it wrong to murder a child with orog blood, even if he were tainted by the weaker, human sap. And so you were exposed on a hillside in the Blood Skull lands, left to Azrai's mercy. If you were alive by morning, then the god favored you. Apparently, he did. But for his "mercy," he took your hearing and your voice.

For seven years you lived among your father's people, and there you learned that the strong rule, and the weak obey or die. You quickly became one of the strong, at least among the whelps. When struck, you struck back. Finally, you struck back hard enough to kill a warrior nearly twice your age. Then you were a warrior, too. Four years short of adulthood, you went on your first raid.

What you saw among the burning cottages of the humans filled you with terror and remorse, for you had felt the burning blood of rage, and you had crushed the skulls of the humans that stood before their homes. You did not fear death, but you never wanted to kill again. This time, another god must have granted you mercy. After the fighting, you woke from your silent weeping to find the churned ground empty but for you, and for one old human woman.

You thought she would kill you when she lifted one of the fallen weapons from the ground. And you strove for the balance that would let you sit quietly while she drove the spear through your heart. But she slapped you with the haft of the weapon, her mouth leaping open with the same word over and over. You never heard it, but its shape was, "Bad!" When she collapsed, weeping on the ground beside you, you reached out a trembling hand to stroke her gray hair. Slowly, she raised herself up and embraced you as if you were a child.

The woman took you in and raised you as her own child, or grandchild, as she called herself your "grandma." You couldn't hear that word, either, but you gradually learned to see the shape of words on the mouths of the speakers. "Grandma" was the second one you learned.

Grandma locked you inside and argued with the other villagers when they came to kill you. They were afraid, you knew. They thought you would kill them as you killed the man who defended Grandma's cottage in the raid. Sometimes you were afraid you would kill, too. You practiced finding your balance, pushing away the fire that tried to consume your heart, making it cool and quiet. You practiced while sweeping the cottage, when gathering hay, when chopping wood. You learned to find your balance more and more easily.

When Grandma died, you thought you would lose your balance forever. And when the villagers came to kill you, one stood before them and argued as Grandma had four years before. His name was Larrel, and he ran the inn. Whatever he said to the others, he took you into his home. You became brother to his daughter, Raesa.

In the year since, Larrel has apprenticed you to Robert the Smith, though you still live in Larrel's inn. When you are not hammering iron into horseshoes or nails, you are learning to wield weapons—this time with balance, not with rage. You think Larrel teaches you to fight because you will have to fight for Raesa soon, to help her become the baroness. You don't want to kill, but you know you can do it, if it is for the people who have made you part of their family.

#### **Your Companions:**

**Raesa** — Raesa is your only friend. She accepted you even as others reviled you for your orog blood. None cared that you were half-human; they saw only the monster in you. Raesa has your love and loyalty because she accepted you for all that you are, and you are proud to be her friend.

**Larrel** — He is like a father to you. From him you've learned to become a good warrior, and you've learned to live with honor, even when those around you make it difficult. You think Larrel will not find peace until Raesa is safely established on the throne in Sonnelind. Because you love both Raesa and Larrel, you will make sure that happens.

**Jack** — As you need balance, Jack seems to need anything except balance. He changes quickly, and his center seems always about three feet in front of him. You like him, though you don't understand how he can live without balance. Sometimes you envy him, especially when you see the way Raesa looks into his strange green eyes.

**Erin** — She is frightened of you, you think. But because she is Raesa's friend, she has always been kind to you. Perhaps it is because so many orogs have raided her land in past, and because she knows you once did the same. Or perhaps she sees something wrong within you, something that doesn't belong with the rest of the world. Maybe she sees that you are close to losing your balance.

**Ohlaak** — He is ugly, too. Not like you, though. He does not keep himself clean, which is a very bad thing, you think. And while you work hard to keep yourself strong and fast and balanced, he doesn't seem to care about that at all. Whenever he has come to visit, he talks with Larrel and Jack as if you and Raesa would not understand. Maybe that is so, but you think he just likes secrets.

# Ohlaak

## Male Rjurik Wizard

*Neutral*

<b>Strength</b>	15	<b>Level:</b>	8	<b>Age:</b>	54
<b>Dexterity:</b>	9	<b>Armor Class:</b>	8 (staff)	<b>Height:</b>	5'5"
<b>Constitution:</b>	16	<b>THAC0:</b>	18	<b>Weight:</b>	120
<b>Intelligence:</b>	17	<b>Hit Points:</b>	40	<b>Hair:</b>	Black
<b>Wisdom:</b>	12	<b>Movement:</b>	12	<b>Eyes:</b>	Blue
<b>Charisma:</b>	8				

**Blood Abilities:** (Scion of Vorynn, minor, 15) Resistance

Resistance gives you a 25% immunity to wizard spells of the invocation/evocation school. If your resistance succeeds, you suffer only half damage, or quarter damage if a save succeeds and applies.

**Weapon proficiencies:** Dagger, quarterstaff

**Nonweapon proficiencies:** Anuirean (16), astrology (16), herbalism (15), read/write Anuirean (18), read/right Rjuven (18), Rjuven (native tongue), spellcraft (15)

**Spellbook:** (one spell of each level must be from the invocation/evocation school) 1st level (5)—*Alarm\**, *burning hands*, *chill touch*, *enlarge*, *feather fall*, *magic missile\**, *phantasmal force*, *shield\**, *wall of fog\**; 2nd level (4)—*flaming sphere\**, *invisibility*, *knock*, *mirror image*, *stinking cloud\**, *strength*; 3rd level (4)—*blink*, *fireball\**, *haste*, *fireball\**, *gust of wind*, *lightning bolt\**; 4th level (3)—*fire shield\**, *shout\**, *stoneskin*, *wall of fire\** (**Note:** \* indicates a spell from the invocation/evocation school)

**Equipment:** Dagger, quarterstaff, woolen cloak, woolen tunic, linen trousers, cloth leg wrappings, large sack (slung over shoulder), spellbook, *staff of power* (8 charges)

**Appearance:** You care little about your appearance. Your hair has never known a comb, and you haven't bathed in years. Your clothes are almost always dirty and patched (or torn). Your teeth are yellow and crooked, you have a thin hooked nose, and your ears are unusually small. You know you look 20 or 30 years older than you are, and if you take pride in any aspect of your ragged appearance, it is in this.

**Personality:** You're not interested in material things; you're interested in cause and effect. You like to see things *happen*, and you love observing the *reasons* that things happened. But you aren't disconnected from moral concerns. You'll work to foil anyone who acts wickedly. Of course, you're always more interested in opposing someone who has hurt or offended you. Right now, you hate nothing in the world so much as the White Witch. Nothing matters quite as much as punishing her for hurting you.

**Background:** Since you helped the four kings rescue Raesa from her wicked mother, you have traveled the world. But this time you travel not only to gain power, but to learn more about the power of your enemy, the White Witch. One day she will pay for the tortures you endured while imprisoned in Boden Keep.

The second most important thing is gaining power for yourself. You've never lost your passion for knowledge and the power it brings, especially the knowledge of magic. But vying with this desire is a lingering feeling of obligation to Raesa and, to a lesser extent, to her father and their friends. Part of it is simply that you know by helping Raesa regain her father's regency, you will be helping to thwart the White Witch. But part of it—and you don't like to think too long on this part—is that you feel a sort of friendship and loyalty to them. You know that this is a weakness, but you are certain that it can be overcome by clear thinking and careful action. Still, it is a feeling that sometimes guides you into curious choices. Better not to think about it at all.

Much more comfortable is your friendship—call it a relationship—with Jack Scarper. He has often accompanied you on your little quests, and he has been a great help. One power you will never have, nor ever care to have, is the

ability to make people smile, to laugh, to agree with you. Jack can do that. And he can be persuasive where you are only fearsome or intimidating. You like others to fear you; it is a sign of respect. But sometimes Jack's way is better. If not for him, you would never have learned where to find the *staff of power* that you now wield. Of course, it was your own strength of magic that slew the monstrous awnshegh who held it before you. But Jack has his uses. He is a good and helpful companion.

Now you and Jack have returned to Rind, the little village where Larrel raised his daughter. Your most recent journey has revealed that the White Witch is ready to renew her search for her stolen daughter in earnest. More important, you know she has heard from spies that the girl lives in the area of Rind. So you have come to warn Larrel and Raesa that their time has come. They must move quickly if they are to bring the girl to Sonnelind and persuade the high priest to perform the ceremony of investiture.

Once Raesa is securely in charge of Dhoesone, you will have a safe haven from which to strike at the witch. Over time, your position will be the stronger, and one day you will have your revenge.

### **Your Companions:**

**Larrel** — One of the four kings who originally fell to the wiles of Rowena, now fashioning herself the White Witch, Landen also changed his name, to Larrel. You once thought him too proud, and perhaps he was. But now you know that his real problem is that he is a romantic, an idealist. Yes, he still commands men with the divine power of a king. But you hope he will take your learned advice when he needs it.

**Raesa** — This is the girl. You know that through the magic of the White Witch's bloodtheft, she has the blood of four kings in her veins. One day she will be very powerful. It is tempting to convince her to oppose her mother more forcefully, but you will defer to Larrel's opinion, that the best way to foil the Witch is to help Raesa establish herself independent of her wicked mother.

**Ogni** — What a monster! You hope that Larrel knows how to control this creature. His quiet demeanor doesn't fool you—he has the rage of orogs in his veins. You wouldn't be surprised if he were to prove marked with the blood of Azrai. But you have no evidence that Ogni is blooded at all. In fact, you probably only wish for some such evidence because he frightens you, as much as you hate to admit it.

**Jack** — He's the one person you wish were not afraid of you. He's the closest thing you have to a friend, though you prefer to think of him as a useful companion, and he is reliable. That's what's important: that you know what to expect. But sometimes you can't help wishing that you inspired more trust and less fear, especially in Jack, who you have known since he was a boy.

**Erin** — She follows the path of the Old Man, Eric, god of the forest. That is well, though you could never devote yourself to a faith. But her faith brings her power, just as your studies bring you yours. Working together, you can protect the girl long enough to deny the White Witch what she wants. And that's the most important thing of all.

# Jack Scarper

## Male Anuirean Bard

*Neutral Good*

<b>Strength</b>	12	<b>Level:</b>	7	<b>Age:</b>	29
<b>Dexterity:</b>	19	<b>Armor Class:</b>	6/10*	<b>Height:</b>	5'11"
<b>Constitution:</b>	9	<b>THAC0:</b>	17	<b>Weight:</b>	150
<b>Intelligence:</b>	15	<b>Hit Points:</b>	32	<b>Hair:</b>	Dark
Brown					
<b>Wisdom:</b>	7	<b>Movement:</b>	12	<b>Eyes:</b>	Green
<b>Charisma:</b>	16				

\* You normally use your tumbling proficiency to make yourself harder to hit in combat.

**Blood Abilities:** (Unknown, 18, minor) Bloodmark (minor), unreadable thoughts (minor)

**Note:** You don't know that you have a noble bloodline, though you have always liked to think that your father was high-born. You are protected from *ESP*, *telepathy*, *empathy*, and other mind-reading spells.

**Bard Abilities:** 35% chance to know about a magic item; influence reaction (save vs. paralyzation); inspiring songs/stories; Climb Walls 80%, Detect Noise 25%, Pick Pockets 50%, Read Languages 40%

**Spellbook:** 1st Level (3)—*change self*, *grease*, *jump*, *message*; 2nd Level (2)—*fools' gold*, *invisibility*, *irritation*, *knock*; 3rd Level (1)—*blink*, *lightning bolt*

**Weapon proficiencies:** Dagger, main gauche, rapier

**Nonweapon proficiencies:** Anuirean (native tongue), lip reading (13), musical instrument—flute (19), musical instrument—harp (19), musical instrument—lute (19), singing (16), tumbling (19), tightrope walking (19)

**Equipment:** Fine linen cloak, black leather breeches, white silk shirt, embroidered red vest, black leather boots, small belt pouch, silver rings (tokens of affection from five noble ladies), 37 gp

**Appearance:** You're a slender man, handsome in the dashing sense. Your bright green eyes are startling under dark brows, and you're well-practiced in using them to evoke sighs or laughter.

**Personality:** You haven't changed much since you were a lad. Adventure is what you love, adventure and romance. And you love to be the center of it all. Yes, you know you can be selfish and vain, but you've learned to accept that and know that it is tempered by your good nature and kindness. You're not perfect—oh, that's hard to admit—but you're very, very good.

**Background:** Everyone else might be a little confused about what is going to happen, but you understand it perfectly. You're going to rescue the princess again.

Of course, that's the simple version. In fact, you're going to slip into Sonnelind, confound the dim-witted guards with clever subterfuge, and fight whatever villains stand in your way before bringing Raesa to her rightful place on the throne of Dhoesone. Larrel sees it as a matter of justice, and Raesa herself probably sees it in moral and ethical terms. Ogni just wants to help his "sister," Erin her friend. And Ohlaak, as always, just wants to hurt the White Witch. But you, you're here because it will be fun.

Well . . . and because of Raesa. You first saw her when she was an infant, and you fell in love with her there. She has her mother's beauty, and there's something of a . . . you can't quite say. But it's something to do with queens and princesses and other noble ladies. She is special, far more special than the high-born ladies with whom you've dallied over the years. And whenever you've visited over the years, you've flirted with her as a cousin might. And every time she dimpled at your compliments, you felt that same airy thrill you love to seek in all your endeavors.

Yes, you think you love her still, and the more for her having become such a beautiful young woman. Maybe she will want a baron once she has gained her throne.

Over the years, you have visited Rind only rarely. Larrel and Ohlaak agreed that was best, lest you lead the Witch's spies to the place you meant to protect. And while you've treasured those visits for the time they gave you with Raesa, you loved the journeys between much more. Wherever you went, Ohlaak would immediately seek out the sage, the wizard, the library, or something equally dull. You—you would seek out the court, the ladies, the masquerades, the festivals. And while Ohlaak would return with terse lines of history or "intelligence," you would share the most recent rumors, the gossip, the news from far kingdoms. And while Ohlaak never cared to hear about it, you'd bring away the memories of sighs and whispers, the brisk dances of a dozen lands, and moonlight dalliances with the most beautiful ladies of a hundred domains. You know they remember you, too.

Now you've come back to Rind with Ohlaak to warn Larrel and Raesa that the White Witch has learned where they are. You've spend much time and effort misleading or foiling her spies in past. But it was inevitable that someone would recognize Larrel, or describe Raesa's unnatural beauty eventually. Now it's time to hurry to Sannelind. Once there, Larrel can bestow his own regency upon Raesa, the high priest willing. And you'll be there to thrash any scoundrel who stands in the way . . . with style and panache.

### **Your Companions:**

**Larrel** — It didn't take you long to call him Larrel instead of Landen. Despite his past, Larrel seems better suited to a common man's life than that of a baron. Still, his face and eyes retain that royal strength that you remember. But some of the sadness is gone now, and you're glad of that. Larrel has treated you like his son, even though you more often roamed the world than came back to visit. You can't help thinking of him as the father you never knew.

**Raesa** — Ever since you helped rescue her when she was an infant, you've loved Raesa like a sister. But on your last several visits, you've found yourself flirting with the beautiful young woman—and sometimes she has flirted back. Now you are confused, as you feel uncomfortable courting she who you have considered a younger sister. But still she makes your heart flutter. Ultimately, all that matters is that you do love her, and you'd give your life to protect her.

**Ogni** — What a brute! Obviously, he's more than just an orog half-breed, or Larrel wouldn't treat him as a son—which in a strange way makes you brothers of a sort. And you've never seen anything to indicate that this muscle-bound warrior is anything but the quiet, noble young man that he seems to be. Perhaps you are jealous that he enjoys Raesa's friendship much more than you who are so often away seeking your own glory and pleasure. You'd rather not let it show, if that's the problem.

**Erin** — You hardly know this young half-elf, but you think you will like her. She has a strength, not just of body and voice but also of spirit. Wherever she moves, there is calm. When she speaks, you can't help but listen. And when you think of what she says, you are often persuaded. You like to fancy yourself a skeptic, but Erin can make you an idealist, if only for a little while. You'll have to be sure you let your common sense rule you as much as her stirring arguments.

**Ohlaak** — Even though you've known this man for as long as you've known Larrel, you never warmed up to him the same way. You consider him a friend, but you can't quite trust him. Oh, you're sure he isn't up to anything sinister. But he is unpredictable, and he often follows his own obsession rather than any practical course. He can be dangerous, not only to himself, but also to those around him. Fortunately, his ugliness and poor grooming usually prevent anyone from getting too close, yourself included.

# **Blood of Four Kings**

An AD&D<sup>®</sup> Game BIRTHRIGHT<sup>™</sup> Adventure

## **Round Three: *The Battle of Winter Hill***

by Dave Gross

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This scenario is a standard RPGA® Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player character sheets. Pass them out randomly, or distribute them based on the players' preference of class only—do not reveal gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It's a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name at the top. The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote.

Standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments. The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

## DM Information

The BIRTHRIGHT™ campaign setting allows players to take the parts of scions or regents, characters granted powerful **blood abilities** which give them abilities unknown to ordinary people. Also, special rules of the setting allow for **domain turns**, actions which affect all the people of a particular realm.

DMs and players need not be very familiar with the BIRTHRIGHT setting to enjoy this scenario. Rounds One and Two require no special DM knowledge (brief but sufficient notes on the setting are provided, and the PCs' blood abilities are described on the character sheets). To run Round Three, however, the DM must have access to a BIRTHRIGHT boxed set and be familiar with the rules for domain turns and war cards. In all rounds, the DM should have a copy of the boxed set handy to share with the players, if they wish to look up their special abilities or equipment.

For those who play the BIRTHRIGHT setting at home, most of the events of this tournament fit into the established history of Cerilia. In the three rounds of the adventure, the wicked Rowena becomes the awnshegh known as the White Witch, gaining more power and evoking the curse of her own evil deeds.

The notable exception to Cerilian chronology is that Raesa is the destined ruler of Dhoesone, replacing Fhiele Dhoesone from the *Ruins of Empire* book in the BIRTHRIGHT boxed set.

## War Card Setup

Before starting this scenario, you should set aside the war cards necessary for the final encounter. Make three piles: The White Witch's forces, and Dhoesone's forces. The latter pile represents not only Dhoesone's own armies, but also those mercenary and levy units that the PCs may muster during their domain actions. *Only some of these units will actually participate in the battle, not all of them.* Note that the mercenary cavalry cards represent the elite forces of the White Witch.

### Starting Forces of the White Witch

#43–45	Mercenary Cavalry
#76–77	Orog Infantry
#78	Orog Pikes
#86	Undead Legion

### Potential Forces of Dhoesone

#30	Anuirean Irregulars
#31–32	Anuirean Knights
#37–39	Levy
#64–65	Elf Archers
#66	Elf Cavalry
#67	Goblin Archers
#70	Goblin Skirmishers

In addition to these units, you should also set aside the Battle Cards (#102–110), the Hill (#93) terrain card, and the following War Magic Cards:

#94	Transmutations
#95	Fogs
#97	Walls
#98	Blesses
#100	Wizard Spells
#101	Priest Spells

## Adventure Background

Four regents of Cerilia fell prey to the seductive schemes of the White Witch even as she plotted to



gain control of the northern jarldoms. Stealing the regents' blood power, Rowena bore a child of unusually strong blood ability. Yet before Rowena could raise the child in her own image, the regents stole the child away to raise her among good people, untainted by her mother's evil.

Sixteen years later, the White Witch finally discovered where Raesa, her stolen daughter, had been raised. She sent her minions to recover Raesa and bring her back into the Witch's control. But before the White Witch's priests and orogi allies could stop the girl and her companions, they traveled to the city of Sonnelind. There, Landen Dhoesone acknowledged Raesa as his own daughter and invested her with his own regency, handing over the rulership of Dhoesone to the White Witch's own daughter.

In the years since Raesa took the baronial throne, she has begun healing the wounds left by her own treacherous cousin, to whom Landen had left the barony in order to raise his daughter in secrecy. With the help of her companions, Jack Scarper, Ohlaak the Wizard, Ogni Kinslayer, Erin Ardenna of Aeric, and James Ardannt of Haelyn's Bastion of Truth, Raesa has prepared her country as best she could. For she knows that as long as she lives, her mother shall seek to overthrow and control her. It is not for maternal affection, however, that the White Witch desires her daughter's obedience. It is for the blood of four kings which flows through her veins.

### **Player's Introduction Raesa's Reign**

*It has been four years since the estranged Baron Landen invested his daughter Raesa with his regency. After he was sure she had established herself as the baroness of Dhoesone, he withdrew from court, returning to the town of Rind in Soniele to live among the common folk. The rest of you remained in Sonnelind, working together to heal and strengthen the land against invasion.*

*In the time of your reign, you have found danger in the political maneuvering of the guilders of Cariele, an uncertain peace with both the xenophobic elves of Tuarhievel and the untrustworthy goblins of Thorazin. But the greatest threats you have faced have been*

*the invisible machinations of the White Witch.*

*She never confronts Dhoesone herself, always acting through her lackeys and allies. Any unsolved assassination, any unexplained intrigue, and every whisper of Karesha, the goddess of winter and monsters, suggests the hand of the White Witch. And while the orogi raids into the northern provinces are not unusual, they have seemed far too calculated for orogs, who normally strike to conquer or to steal, never just to unnerve or to test. Someone is guiding them, and only the White Witch has ever succeeded in manipulating the orogs of the Blood Skull Barony.*

*Lately, the Blood Skull orogs have been massing in greater numbers, and your agents warn of a potential invasion in the northernmost province of Dharilien. Today you are accepting none of the ordinary audiences. Instead, you must decide how best to prepare for a full invasion. It may be that the orogs will not invade in force, but you cannot take that chance. Especially if they obey the commands of the White Witch.*

## **Part One Holding Court**

In Part One of this adventure, the PCs may choose from a limited number of domain actions. In a normal BIRTHRIGHT campaign, the PCs have many additional options. For simplicity, only those most appropriate to the coming war are presented here. In some cases, free actions are listed beside others, yet each player may choose only one of the two actions lists for his or her character. If a player insists on making a domain action not listed here, describe the effect as best you can, knowing that it will not affect the coming battle. But if the player can describe a domain action which you think could achieve the same effect as one of those listed, improvise and allow the player the benefit of the effect, especially if he or she demonstrates good roleplaying or problem-solving.

Begin this part by reading the introductory text, then give the players their domain action options (provided on handouts attached to this adventure) and allow them a few moments to review them. After they have had some time to discuss their plans, ask the player to

your left what his PC will do. After he has declared an action, ask the player to his left. Do not report the result of any of these actions until after all actions have been chosen.

If the PCs wish to confer with each other before choosing their actions, that is fine. But once two players have determined their domain actions, run **Event One: The Ambassador**. After resolving that event, ask the other four PCs for their actions.

### **Event One: The Ambassador**

After two players have determined their domain actions, read or paraphrase the following:

*With the succinct flourish that announces a visitor, the entrance doors open and in walks the baronial herald, Shaemes. The old veteran has changed much since you overthrew the usurper, Brand. Where once his shoulders slumped in resignation beneath chain armor, now they are square and proud beneath the brilliant livery of Baroness Raesa Dhoesone. But while the past four years have brought a proud smile back to his face, now he wears a frown of consternation.*

*"Your Highness," he bows to Raesa. "A visitor craves an audience. She claims to be an . . . ambassador."*

*Who could it be? An emissary from Cariele, perhaps, petitioning again for control of the southern guilds. The sneering Ambassador Parniel does little more than deliver veiled threats, but Parniel never comes unannounced. Maybe it is the snivelling ambassador from Thurazor, but he has never summoned the courage to visit the palace, despite his letter of safe passage. And Shaemes has introduced all the ambassadors who have visited before. Who would he not recognize?*

If asked about the ambassador, Shaemes responds in an uncertain voice, *"She says she is an emissary for . . . for your mother, Your Highness."* Like most citizens of Dhoesone, Shaemes has heard that Raesa is the daughter of the White Witch. Unlike most others, Shaemes knows it is true. He won't say the name, White Witch, unless commanded to do so. It is a superstition with him that to name an awnshegh is to draw her attention.

Four baronial guards stand outside the great hall, and with them waits Anneke Frostmaiden, a powerful priestess of Karesha. She has told the truth, that she is an ambassador of the White Witch. However, she has come for more than diplomacy; if Raesa refuses to surrender the provinces of Romiene, Hidaele, and Dharilein and acknowledge the White Witch as queen of the northern lands, then Anneke is to slay as many of Raesa's advisors as possible, then attempt to capture the baroness herself.

*"Your highness," says the ambassador, her pale blond hair spilling across her white face as she bows, holding a heavy scepter across her chest in a courtly gesture.*

*"My mistress bids me to relay her greetings, as well as her sincere hopes that her message finds you in good health."*

Once Raesa or another PC instructs Anneke to get to the point, she states:

*"Your mother's bidding is simple and just: Acknowledge her sovereignty in all the lands of the north, and show your fealty by surrendering your three northernmost provinces." The woman's expression is utterly shameless as she relays this message.*

*"Oh," she continues. "And she requires that you relinquish this little barony at once, thereupon to attend her in Mandal, where you will begin your true education." The ambassador's smile is nothing less than insulting!*

Even if the PCs pretend to agree to this outrageous demand, Anneke does not believe it. The moment anyone refuses her demand or takes action against her, Anneke raises her scepter and cries out, "Karesha!" The blue crystal flashes with brilliant light, and six winter wolves appear throughout the great hall.

**Anneke Frostmaiden:** AL LE; AC 3 (magical vestment, previously cast) P11; hp 54; THAC0 14; #AT 1; Dmg 1d6+1 footman's mace; MV 12; ML 20; *scepter of winter*; S 14, D 9, C 15, I 13, W 17, Ch 13.

**Powers:** *chill touch* 1/day, +1 save vs. cold, *wall of ice* or *ice storm* 1/day, *cone of cold* or *Otiluke's freezing sphere* 1/day.

**Spells:** *command* (×2), *cure light wounds* (×2), *light* (×2), *protection from good\**; *charm person*, *hold person* (×4), *withdraw*; *animate dead*, *dispel magic*, *feign death*, *magical vestment\**, *prayer\**; *abjure*, *animal summoning I*, *protection from lightning\**; *animal growth*, *transmute rock to mud (cold slush)*; *word of recall*

#### Round Anneke's Action

- 1 Summons winter wolves with scepter
- 2 Summons ice trolls with scepter
- 3 Casts *wall of ice* to block entrance
- 4 Casts *cone of cold* on any attackers
- 5+ Casts spells to slay PCs or to capture Raesa.

Anneke is not locked in to these actions. If circumstances dictate that she should cast a *dispel magic* on round 3 (to rid herself of an inconvenient *web* spell, for instance), then she defers the *wall of ice* to the next round.

If wounded below 30 hp, Anneke casts *feign death* and collapses as if slain by the last attack to hit her. Hoping that her attackers will move on to fight her summoned monsters, Anneke then tries to attack by surprise, rising from "death" (-3 to PCs' surprise rolls unless the players voice suspicions that she is not dead). At any time Anneke sees she is in danger of immediate death, or in any event if she is reduced to 15 hp or fewer, she casts her *word of recall*.

Anneke saves her *command* ("surrender!", which causes an opponent to throw down his weapon and stop fighting for the spell duration), *charm person*, and *hold person* spells for any guards who win through. She saves at least one *hold person* spell to capture Raesa.

**Winter Wolves** (6): Int Average; AL NE; AC 5; HD 6; hp 30 each; THAC0 15; #AT 1; Dmg 2–8; MV 18; SA frost; SZ L; ML 13; MM/362.

Once every 10 rounds, a winter wolf can breath a stream of frost causing 6d4 damage to all within 10'. Two wolves breath frost at their opponents each round for the first three rounds of combat.

**Ice Trolls** (8): Int Average; AL CE; AC 8; HD 2; hp 11 each; THAC0 19; #AT 2; Dmg 1–8/1–8; MV 9; SA regeneration in water; SZ L (8'); ML 11; MM/349.

Note that ice trolls must be in contact with water to regenerate. The icy mud created by Anneke's *transmute rock to mud* spell is sufficient to give the trolls regeneration, but it reduces their movement (and

that of all other characters in the slush) to 1. Anneke casts the spell so that the mud is only 2' deep, since she has orders not to kill Raesa, which deeper mud might certainly do.

Note also that ice trolls are especially brittle, and PCs sever the trolls' limbs on any natural roll of 20 with an edged weapon. Severed limbs also regenerate.

**Baronial guard:** AL LN/LG; AC 4 chain mail & shield; F2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8; MV 12; ML 13.

**Shaemes** (lieutenant): AL NG; AC 4 chain mail & shield; F5; hp 28; THAC0 16; #AT 1; Dmg 1d8 long sword; MV 12; ML 15.

As soon as any noise of combat occurs, the guards from outside the grand hall arrive to help, while Shaemes summons more guards. Afterward, groups of eight guards arrive every third round, with Shaemes leading the first group. However, if Anneke has successfully cast her *wall of ice* spell, then the guards cannot enter the hall. If reinforcements are able to enter the grand hall, Shaemes should not be slain if possible. If he is reduced to 0 hp or less, assume he is healed before Event Two.

Whatever the results of Anneke's attack, she should be dead or escaped by the end. If by some chance the PCs manage to capture her alive, she attempts to escape as soon as an opportunity presents itself. However, if faced by magic that she fears may make her betray the White Witch or Karesha, Anneke calls out to her goddess for succor. Karesha hears her servant, and she reaches out to grant her wish in a way Anneke did not expect.

*"Karesha save me! Do not let them use me against your favored champion!" The woman's voice cracks, and at first you think it is with desperation. But then you see the glimmer of sweat upon her white face, and then you see her blue eyes widen.*

*With a harsh crackling, the ambassador's flesh turns quickly to ice. Her hair lies like snow upon the white frost of her face. Crystalline eyes reflect the light like huge sapphires.*

Anneke is dead, slain by a "boon" of Karesha. No divination spells like *speak with dead* can reach her, and no restorative spells can cure her.

#### Domain Action Results

After **Event One: The Ambassador**, and after the players have all declared their domain actions, read or paraphrase the results of each action:

### **Raesa Dhoesone**

**Diplomacy:** Raesa must roll a 10 or better to succeed in forging an alliance with the elves of Tuarhievel. If she spends regency points or gold bars to improve her roll, she may improve it by 4 before the White Witch begins to spend regency points to thwart her. No matter how many points Raesa invests, the Witch spends enough to keep the roll at 6 or better.

A successful roll indicates that the elves send two units, one of archers (#65) and one of cavalry (#68) to Dhoesone. Add these cards to the players' starting cards in Part III.

**Move Armies:** Raesa may move the two additional levy units plus the Anuirean irregulars to Dharilien without trouble. Add these cards (#38 & #39) to the players' starting cards in Part III. The gold bar cost can be noted, if the player wishes, but it is unimportant to the rest of this scenario.

### **Jack Scarper**

**Diplomacy:** Jack must roll a 10 or better to forge an alliance with the goblins. The White Witch allows him to spend only 2 regency points before she opposes him (it doesn't matter how much he spends; she'll spend enough to keep the success to 8+). If Jack spends gold bars, however, the White Witch does not compensate with regency points until his roll falls below 5+, in which case she opposes him to keep him at that level.

A successful roll indicates that the goblins of Thurazor send two units, one of archers and one of skirmishers in exchange for control of some of Dhoesone's guilds. Add these cards (#67 & #70) to the players' starting cards in Part Three.

**Espionage:** If Jack chooses espionage, he learns two things:

First, the Blood Skull orogs have been receiving ambassadors from the White Witch. After the last such visit, the orogs began massing forces just north of Dharilien. The units include infantry and pike.

Second, he learns that Larrel (Landen Dhoesone), Raesa's acknowledged father, has been leaving his rural inn to scout alone into the Blood Skull lands—without Raesa's knowledge. Larrel has not yet returned from his last such outing.

### **Ogni Kinslayer**

**Move Troops:** Like Raesa, Ogni can move troops to Dharilien without worrying about the gold bar cost or any impediments. Ogni commands two units of Anuirean Knights. (Normally, Move Troops is a free action; in this tournament, however, Ogni's player has the option of moving troops *or* training. Moving the troops is by far the better option.)

Add these cards (#31 & #32) to the players' starting cards in Part Three.

**Training:** Ogni can gain an additional hit point before the events of Part Two. This is not a very good choice for him.

### **Ohlaak**

**Dispel Realm Magic:** If the *dispel realm magic* is cast just north of Dharilien, then the summoning of the undead legion unit is foiled. Remove that unit from the battle setup in part three. If the dispel is cast in Dharilien, then the White Witch's units do not begin the battle with the effects of a *bless army*.

Eliminate Card #86 from the starting forces of the White Witch in Part Three.

**Scry:** This spell gives Ohlaak insight into the plans of the White Witch. She knows that Raesa has been turned against her, but she cannot bring herself to slay her own daughter. Still, she will try to subjugate Dhoesone. Except for this information, this spell has no immediate effect on this scenario.

### **James Ardannt**

**Dispel Realm Magic:** If the *dispel realm magic* is cast just north of Dharilien, then the summoning of the undead legion unit is foiled. Remove that unit from the battle setup in part three. If the dispel is cast in Dharilien, then the White Witch's units do not begin the battle with the effects of a *bless army*. Eliminate Card #86 from the starting forces of the White Witch in Part Three.

**Honest Dealings:** If this spell is cast, James prevents the White Witch's forces from spying in Dharilien. It also upsets the plans of the scheming guilders of Cariele, and it embarrasses a goblin trader who hoped to trick several merchants into relinquishing valuable territory. Otherwise, it has no impact on the rest of this scenario.

### **Erin Ardena**

**Bless Land:** This spell has no immediate effect on

this scenario, though it benefits Raesa and her companions in the long run—assuming they survive the Battle of Winter Hill.

**Bless Army:** This spell increases the offensive scores of all friendly units at the Battle of Winter Hill by one point.

Once all the PCs have chosen their domain actions, run Event Two.

### Event Two: A Friend in Need

*Weeks after the White Witch's "ambassador" failed in her deadly task, the results of your strategies are now coming to fruition. Reports of action come in almost by the hour, and the entire barony seems to tense like an animal sensing the presence of a hunter in the woods. It is up to you to make sure that Dhoesone becomes no one's prey.*

*Shaemes brings the latest dispatch into the hall. You can see by his face that something is wrong. His gentle smile has vanished again.*

Depending on the PCs' commands, Shaemes reports the news he has just read, or he simply hands over the dispatch. The substance of it is this: Larrel, also known as Landen Dhoesone, former Baron of Dhoesone and Raesa's acknowledged father, is missing from the inn which he made his home after leaving Sonnelind a second time. While most assumed he had chosen to retire among the people he once protected (and failed), in fact he continued to serve his country in a covert fashion. From time-to-time, he would leave the inn in the hands of Mieve, the woman who lives with him, thence to scout the border of the Blood Skull Barony—or even farther north. He seldom spoke of these journeys, but his friends always had the impression that he was drawn to the Realm of the White Witch, presumably in hopes of discovering any invasion before it arrived. (Others speculate that he never overcame his fascination with the woman, despite her wicked nature.)

Whatever his reasons, Larrel left on one of these scouting trips some months ago, returning only recently. But almost at once he left again, this time in the middle of the night. Mieve says that Larrel would never leave without telling her that he would be gone for a time, and she fears that he roamed out one

evening and fell afoul of something. She is especially worried since neighbors reported finding signs of orogs nearby.

Residents of Romiene just reported orog raiding parties along the Northbryn river. The most recent account, made just yesterday, included the description of an Anuirean captive among the orogs, a man of 50 years or more, whom the orogs kept with them as they traveled along the river. It could be Larrel.

If the reports are accurate, the orogs could escape Dhoesone in a matter of days. And if that is Larrel they have captured, it can only be to deliver him to the White Witch. None of the PCs should like to imagine what will happen to him should he fall into her hands.

Unless dismissed, Shaemes stands near the throne for further orders. Having read the dispatch when it arrived, he worries about Larrel. If the PCs choose to send a unit of soldiers to investigate and rescue Larrel, Shaemes stares unbelieving a moment before recovering himself. If reprimanded or questioned, Shaemes exclaims, *"But he's your father, Highness! And for any failings, he was a good baron, a good man. I beg your leave to be among those who go after him."*

What Shaemes is not saying, and what he will admit if questioned further, is that he thinks that Raesa—and Jack, and Ogni, and in fact all the PCs—should care enough about Larrel to go after him themselves. He expresses this opinion politely, but he feels strongly about it.

It is possible that the PCs will insist on sending the army, or on splitting themselves and sending only a few PCs to rescue Larrel. The DM should use Shaemes as a device to encourage them to go themselves. The best situation is that the PCs choose to rescue Larrel on their own, without baronial guards (even if that's a somewhat unrealistic decision for most other regents—but these are our heroes).

The PCs may, of course, acquire horses and any amount of normal equipment they require. They may also take either a contingent of baronial guards (20 soldiers as described above) or an entire unit of soldiers. Their mission will succeed best, however, if they travel alone.

## Part Two *Rescue*

This part of the tournament is a mini-adventure

intended for the PCs. While in the *Birthright* campaign, regents may deal with domain events by decree or proxy, this scenario works best if the PCs attend to the matter themselves. If the PCs insist on sending lieutenants or other proxies, then the orog scouts are routed, but not before they slay Larrel.

If the PCs bring an entire unit of soldiers in their attempt to rescue Larrel, then the orog scouts spot the soldiers long before they are overtaken. They slay Larrel and flee. The PCs may run them down and attack them, but they won't be able to save their friend.

If the PCs bring 20 or fewer guards, then they have a chance to take the orogs by surprise. Upon approaching the orog camp, however, they suffer a -2 on surprise rolls, and the orogs gain +2 to their surprise rolls.

If the PCs travel alone and with any attempt at stealth, then they have normal chances to surprise the orogs, plus they automatically spot the orog camp before any sentries see the PCs.

Once the PCs have chosen to rescue Larrel, read or paraphrase the following, adjusting the description for their choice of entourage (or lack thereof):

***Traveling through Dhoesone is easy enough. The roads are clear and dry in summer, and it takes you only a day to reach the Northbryn river, where the orogs were spotted. If the reports are accurate, then you have only to follow the river north to find the war band.***

Any character attempting to track the orogs can do so on a successful tracking proficiency check made a +2 due to the orogs relatively large numbers and the accuracy of the reports. Once the trail (indicating about two dozen orogs, plus drag marks from a litter or cart) is found, overtaking the orogs is easy. The PCs can spot a trail of smoke and then the tip of Heskapa's tent very close to the river only one day after they set out. The PCs spot their prey about 10 yards away from the clearing in which the orogs have camped for the day.

The orogs have grown complacent, since they have encountered no patrols since discovering and capturing Larrel in Soniele four days ago. They have been traveling by night, resting in the shelter of the woods during the day.

Larrel still lives for two reasons. First, when

discovered, he put up such a fight that he slew five orogs before they overwhelmed him with crossbow fire. He survived the assault, and the orog war-chief was at once impressed with his prowess and angered at losing five warriors. Now he gives Larrel the "reward of the valiant foe" each night, torturing him while praising his fighting ability. Secondly, Heskapa suspects (rightly) that Larrel is in fact Landen Dhoesone. The Blood Skull orogs remember his name and description from his exploits as baron, leading assaults against their clans, and later in his covert assault against the White Witch before she came to power. The Witch has hinted that anyone bringing her Landen Dhoesone will be richly rewarded.

### **Stealthy Approach**

The PCs may (wisely) attempt to rescue Larrel without alerting the entire orog camp. Any scouting after the initial sighting of the campfire automatically locates the positions of the three sentries. (Show the PCs the campsite map.)

Getting past the sentries is not difficult, as long as the PCs approach with stealth. The sentries spot them only if a PC moves within five yards of a sentry and fails a surprise roll *and* the sentry does not fail a surprise roll.

One successful move silently and one successful hide in shadows (while it is daylight, a PC can move up quickly, using foliage as cover) can get a PC to Larrel's position. While his guard is inattentive, he is not asleep. He must be incapacitated before a PC can free Larrel. Cutting Larrel free from the rack takes one round; untying him takes four rounds.

Except that Larrel cannot walk on his own, getting him out of the camp is mostly easy . . . at first. The moment a rescuer carries Larrel to the edge of the wood, one of the sleeping orogs wakes up and sees the PC and Larrel (no roll necessary; this is dramatic license). The PC rescuing Larrel can get him out of harm's way automatically if the other PCs attack the orogs.

For this entire encounter, Larrel is completely unable to fight or walk on his own. The PCs must protect him, or else the first round he is faced by an orog opponent, he is slain.

### **Assaulting the Orog**

If the PCs do not surprise the sentries, or if they fail to slay or silence one they have surprised within one round, then a sentry screams a warning. Likewise, if

the PCs assault the camp without stealth, or if they bring an army or guards and do not surprise the orogs, then the camp is alerted at once. Upon sighting the PCs, the guard near Larrel stands up to slay him. Unless the guard is stopped, he kills Larrel (automatically) on the second round after he sees a large force arrive. If the PCs have not brought guards, then the orog guard hesitates one additional round, afraid that if he slays the captive without sufficient cause, Heskapa will be angry.

### **Orog Camp**

The orog camp is a simple affair, consisting of one tent for Heskapa and his three bodyguards, a single fire pit, a crude rack on which Larrel hangs painfully, and three sentry points. The orogs are fairly well prepared for an assault along the river, where the bank provides wide trails, but they are less prepared for anyone approaching through the forest.

**A. Sentries.** At each of these points stands an orog sentry. Any character scouting ahead and making a successful Move Silently roll may automatically surprise one of these sentries. If the PC can slay or otherwise silence or incapacitate the sentry in one round, then camp remains unaware of the PCs.

**B. Prisoner's Rack.** Here lies Larrel, stretched painfully over an X-shaped rack of rough-cut but strong oak branches. During the night, the orogs drag him along on this rack. At dawn and dusk, Heskapa orders his bodyguards to loop ropes about his wrists and ankles, stretching him torturously while Heskapa quizzes him about his identity. Heskapa is pretty sure Larrel is Landen Dhoesone, but Larrel has so far given no certain answers.

When the PCs discover the camp, a single orog sits near Larrel, acting as his guard. The orog is nearly asleep, however, so anyone successfully sneaking through the camp gains automatic surprise on the guard. See below for statistics.

**C. Heskapa's Tent.** The orog war-chief sleeps here, along with his three bodyguards (see below for statistics). Two of the bodyguards are up and ready to fight one round after a disturbance, as they sleep in their armor and are very alert. Heskapa and the other bodyguard are ready six rounds after a disturbance, as Heskapa does not sleep in his armor, and his guard helps him put it back on.

**D. Firepit.** While the fire has been banked, its smoke is still clearly visible from the forest, even in daylight. The orogs don't need the fire for warmth, but they prefer their meat cooked and they have grown careless about avoiding Anuirean patrols.

Beside the firepit are the bare remains of a deer, as well as two empty wine sacks.

**E. Sleeping Orog.** Here sleep the majority of the orogs (17), each on a rough bed of willow boughs. All sleep uncomfortably in their armor. At any alarm, 10 rise to fight the round after the disturbance. The other seven are prepared to fight on the second round after.

**Orog** (22, including guards and sentries): Int High; AL NE; AC 3; MV 9; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg 1d8+2, battle axe or 1d8+1, crossbow; SA +2 to damage; SZ M; ML 13.

**Heskapa** (orog war-chief): Int High; AL NE; AC 3; MV 9; HD 6; hp 30; THAC0 15; #AT 1; Dmg 1d8+4, battle axe; SA +4 to damage; SZ M; ML 14.

The Blood Skull orogs wear red war paint in an X-shape crossing between their eyes. These raiders wear light cloaks over banded mail, shedding their usual furs in the summer heat.

## Part Three *Witch's War*

The natives of Dharilien call it Winter Hill not because it is especially vulnerable to that white season, but because those who dare to climb it feel an evil presence. The ground seems hard as with frost, and even in summer one's breath turns white in the air. The trees here are the last to bloom and the first to shed their leaves each year. More than once a man has vanished without a trace after climbing Winter Hill on a moonless night.

In fact, Winter Hill is one of the places in which the Shadow World is very close to the real one. Although the dark realm will not cross over into Cerilia during this adventure, it remains a place of ill omen.

The White Witch has ordered her orog allies (she considers them servants) to attack and occupy the northernmost province of Dhoesone. She hopes to intimidate her estranged daughter into surrender. Even if Raesa and the other PCs have tried to appease the White Witch, or to trick her into thinking Raesa will capitulate, the Witch has the orogs attack just to be

sure.

Depending on the PC actions of Parts One and Two, the forces of Dhoesone may have gained allies, and the Forces of the White Witch may have lost one or two units. Be sure to add any allies gained from Part One to the Forces of Dhoesone, and to remove the Orog Pikes (#78) and/or the Undead Legion (#86) cards from the Forces of the White Witch, if necessary.

Be sure to lay down the battle map included with the *Birthright* boxed set. Many of the players may not be familiar with war cards and the battle resolution, so give them a brief overview of the war card setup, sequence of play, rules for movement, and battle resolution. As the DM, you should pay special attention to pages 60–72 of the *Birthright* rulebook and coach the players with both advice and rules. It isn't important that all the players walk away with a firm grasp of the battle rules; just that they are able to understand the basics well enough to run the scenario.

### Assembling the Forces

Allow the PCs to divide their war cards among themselves. It's a good idea to let each player determine the actions of at least one war card, though of course they should coordinate their actions with each other.

Give the players the **Hill** terrain card (#93). As they set up their war cards, they may place the **Hill** card anywhere on the map except the reserve.

If the players need advice for setting up their war cards, don't hesitate to offer. Give them good advice, making sure that they understand the affects of terrain, archery, charges, and the like.

The army of the White Witch sets up with mercenary cavalry on the flanks, orog infantry on the right and left center, and orog pikes in the center. One mercenary cavalry and the undead legion remain in the reserve. If the PCs misled the orog pikes in the previous part of the tournament, then they are replaced by the undead legion or—if the undead legion was also eliminated—by the reserve cavalry.

### Strategy of the Invaders

While the White Witch herself ordered her orog allies to attack Dharilein, she is not present for the battle. (She refuses to leave Castle Mandal without the *ring of beauty*, and yet when she wears it she is not an effective commander for her darker plots). Thus, her forces are commanded by Blood Skull orogs

and a few priests of Karesha. The orogs are simple tacticians; they simply close with other infantry units and attack. The mercenary cavalry tries to charge infantry or archer units, preferably staying out of range of archer units that have not advanced.

Each cavalry unit includes a priest of Karesha. While the statistics for those priests are unimportant, each casts a bless spell on his or her unit (see war magic card #98 for the effect). The priests are each 7th level.

### Running the Battle

As you run the first round of battle, be sure to explain each step as you perform it. Encourage the players to follow the brief rules summary and the sequence of play listed on the battlefield map.

If at any time during the battle, a question about the rules arises, do check your rulebook—don't waste too much time looking up the answer. *If you are unsure how a rule works during the battle, rule in favor of the PCs.* Especially if they are not familiar with the war cards, the most important thing is that they get a taste of it and have fun fighting the enemy.

## Conclusion Aftermath

If the Forces of the White Witch defeated the defenders of Dharilein, read or paraphrase the following:

*Defeat is always bitter, but never so harsh as when you lose defending your own land. Yet a battle is not a war, and this defeat is not the end for Dhoesone. The survivors of the Battle of Winter Hill must muster themselves quickly, gathering their strength and mustering the people to drive off the next invasion.*

*The White Witch risked little of her own power, and still she gained, weakening yet another rival at the cost of a few orogi puppets. One day, someone must stand against her and not fail, or else she will sweep down from the north to rule all the lands she can conquer.*

If the PCs successfully defeated the orog invasion of Dharilein, read or paraphrase the following:

*Victory! It is a small one, to be sure. But after*



*the Battle of Winter Hill, the orogs will think twice before obeying the orders of the White Witch. You may not even have to defeat the cold queen of the north to secure your borders; it may be enough to break her hold over these Blood Skull tribes.*

*Even so, this victory is not an end, but a bare beginning—the true beginning of Baroness Raesa's reign. Together, you noble allies of Dhoesone, you must bring prosperity and peace to this land with whose rule you are divinely charged. For the remainder of your days, you must prove yourselves worth of your own birthrights.*

End of Round Three

# Player Handouts: Domain Actions

## **Raesa Dhoesone**

Normally, you have many domain actions from which to choose, including free actions such as grants or mustering troops. For the purposes of this tournament, however, you may choose one of these two actions:

### **Diplomacy**

This action allows you to forge or break alliances, create agreements allowing trade routes, force concessions from another regent, respond to events such as feuds, unrest, or brigandage, or otherwise conduct relations with other regents.

The elves of Tuarhievel rarely disguise their dislike of humans. In the few years of your rule, however, you have always treated the elves with respect, and in the few instances of dispute between your people and theirs, you have established at least a civil rapport with them. Perhaps they would be willing to send troops to defend against an orog invasion. A diplomatic mission is the only way to find out for certain.

### **Move Armies**

You already have one levy unit in Dharilien, but with the threat of invasion, perhaps you should bolster the defense in that province. You have two levy units in Sonnelind which you can send to Dharilien.

## *Jack Scarper*

Normally, you have many domain actions from which to choose, including free actions such as grants or mustering troops. For the purposes of this tournament, however, you may choose one of these two actions:

### **Diplomacy**

This action allows you to forge or break alliances, create agreements allowing trade routes, force concessions from another regent, respond to events such as feuds, unrest, or brigandage, or otherwise conduct relations with other regents.

Currently, you have established relations with the goblins of Thurazor. These humanoids are the most civilized goblins you have ever known, though that doesn't prevent them from raiding Dhoesone periodically, and they are still wicked, untrustworthy creatures. Their king, Tie'skar Gracher is a cunning goblin warrior. You know he took the throne by treachery, and he expects to lose it the same way. Between his relative civility and his fear of overthrow, you know he is willing to make a deal. If you allow him limited control of Dhoesone's guilds, he may be willing to contribute military units to defend against the White Witch.

### **Espionage**

Among other things, this action allows you to catalog troop movements and strengths in a foreign province. Considering the impending threat from the White Witch's orog allies, now might be the right time to scout the southern reaches of the Blood Skull Barony.

# Player Handouts: Domain Actions

## **Ogni Kinslayer**

Normally, you have many domain actions from which to choose, including free actions such as grants or mustering troops. For the purposes of this tournament, however, you may choose one of these two actions:

### **Move Troops**

You already have one levy unit in Dharilien, but with the threat of invasion, perhaps you should bolster the defense in that province. Two Knight units under your command could be sent to support Dharilien.

### **Training**

On occasion, you are free from duties long enough to rejoin your personal regimen of hard training. It has made you one of the most formidable warriors of this or any realm, and you must constantly strive to improve yourself as an example to your knights. If you choose this option, you may gain one additional hit point.

## **Ohlaak**

Normally, you have many domain actions from which to choose, including free actions such as grants or mustering troops. For the purposes of this tournament, however, you may choose one of these two actions:

### **Dispel Realm Magic**

In the coming conflict, there can be little doubt that the White Witch or her minions will employ realm magic. You have heard that several of her most highly-placed priests of Karesha have congregated in the southern province of the Blood Skull Barony. If you dispel any realm magic from that province, you may prevent whatever effect they hope to achieve.

Alternately, you may cast the spell on the province of Dharilien, hoping to negate any dire spell cast there.

### **Scry**

This spell allows you to peer into another domain magically, effectively allowing you to count troop strength and movements and perhaps learn of your enemy's other tactical decisions.

# Player Handouts: Domain Actions

## James Ardannt

Normally, you have many domain actions from which to choose, including free actions such as agitating or bestowing grants. For the purposes of this tournament, however, you may choose one of these two actions:

### Dispel Realm Magic

In the coming conflict, there can be little doubt that the White Witch or her minions will employ realm magic. You have heard that several of her most highly-placed priests of Karesha have congregated in the southern province of the Blood Skull Barony. If you dispel any realm magic from that province, you may prevent whatever effect they hope to achieve.

Alternately, you may cast the spell on the province of Dharilien, hoping to negate any dire spell cast there.

### Honest Dealings

This spell allows you to cast a widespread charm effect over an entire province, encouraging the citizens toward honest and upright practices. It prevents espionage and agitate actions against that province and makes diplomacy actions more difficult.

## Erin Ardenna

Normally, you have many domain actions from which to choose, including free actions such as agitating or bestowing grants. For the purposes of this tournament, however, you may choose one of these two actions:

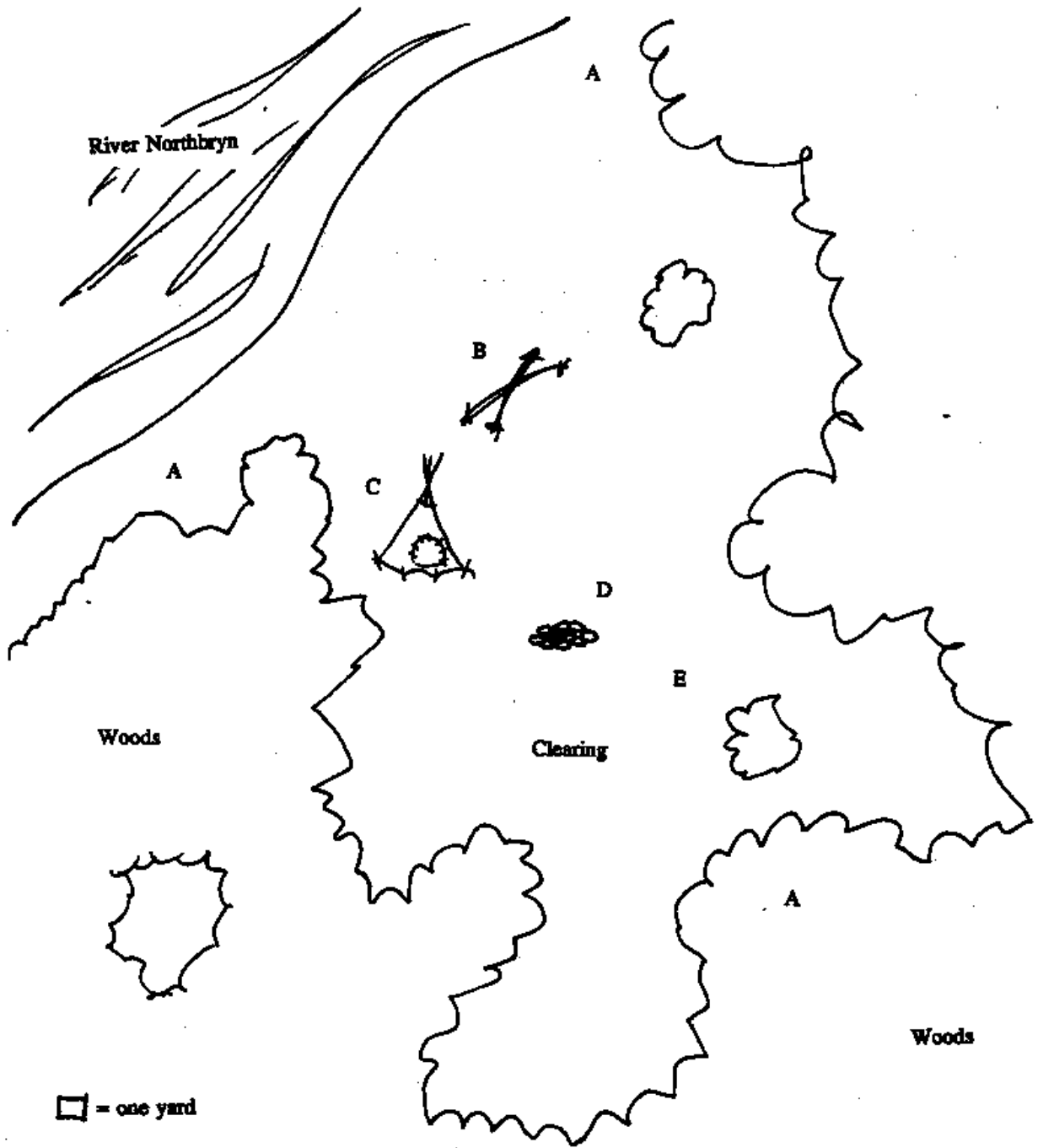
### Bless Land

This spell invokes the blessing of Aeric for several provinces. It bolsters Raesa's regency and increases the revenue from the affected provinces. If the White Witch or other regents interfere with Raesa's rule, the extra money and regency could make a difference.

### Bless Army

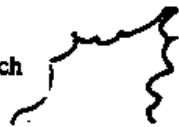
If you cast this spell upon the units in Dharilien (you can affect all units which arrive there by the next turn), you enhance their fighting ability. You can affect one unit per level.

If the Blood Skull orcs do invade the land, this spell could make the difference between defeat and victory.



Part Two Map: Orc Camp

PCs' Approach



# Raesa Dhoesone

Female Anuirean Ranger

*Lawful Good*

<b>Strength</b>	14	<b>Level:</b>	7	<b>Age:</b>	21
<b>Dexterity:</b>	16	<b>Armor Class:</b>	3/5	<b>Height:</b>	5'7"
<b>Constitution:</b>	14	<b>THAC0:</b>	14	<b>Weight:</b>	120
<b>Intelligence:</b>	14	<b>Hit Points:</b>	37	<b>Hair:</b>	Blond
<b>Wisdom:</b>	16	<b>Movement:</b>	12	<b>Eyes:</b>	Hazel
<b>Charisma:</b>	15				

**Blood Abilities:** (Special, great, 60) Animal affinity (great), character reading (great), divine aura (major), divine wrath (major)

Animal affinity gives you empathic communication with foxes up to a range of 60', if you can see and be seen by the animal. Foxes will never attack you. Furthermore, you can speak with foxes within 10', and they see you as an ally and friend, cooperating with reasonable requests. Finally, you can detect a single fox within a 1-mile radius. By concentrating for a round, you can see through the animal's eyes, summon it to your location, or relay information to it through mental communication. Once a day, you can *shape change* into a fox for up to two hours.

**Fox:** Int Semi; AL N; AC 7; MV 15; HD 1; hp 13; THAC0 20; #AT 1; Dmg 1-3; SZ S; ML 7.

Character reading makes you perceptive of other people's character. If you can speak with a person for one round, you can form an impression of his honesty and general intentions.

Divine aura reveals you as a scion of power (though not necessarily as a regent). When you concentrate on it, you can *enthrall* any nonblooded creatures within 30' once per day (as the 2nd-level priest spell).

Divine wrath grants you a +3 bonus to attack and damage rolls, one extra attack per melee round, a +3 bonus to saving throws, and resistance to damage (all successful attacks are reduced by 1 point per die). Furthermore, any enemy within 10' of you who meets your gaze must save vs. spell or be stricken with fear and flee for 2d6 rounds. The divine wrath lasts for one turn plus one round per level or until the end of battle.

Enhanced sense attunes you to the wilderness, giving you a +4 bonus to tracking and making you difficult to surprise (surprised only on a 1).

**Ranger abilities:** May fight two-handed without penalty (normally uses broad sword and hand axe), move silently (43%); hide in shadows (55%); animal empathy (with a -3 penalty on target animal's saving throw)

**Weapon proficiencies:** *Heartbreaker* (broad sword +3), dagger, hand axe, long bow, quarterstaff

**Nonweapon proficiencies:** Animal lore (14), Anuirean (native tongue), administration (12), fire-building (15), heraldry (14), leadership (14), Rjuven (14), survival—forest (14), tracking (20\*), weather sense (15)

\* Condition modifiers apply, and rolls of 20 always fail

**Traveling Equipment:** Elven chain mail (a gift from Tuarhievel), long bow, quiver w/20 sheaf arrows, dagger, sheath, broad sword, scabbard, small leather pouch, river stone (for luck), fine silk tunic, soft leather breeches, soft leather boots

**Appearance:** You have a regal bearing, a fit and muscular figure. Your golden hair comes from your mother, though your father calls you the sun to her moon. You know you have his eyes, and you're glad of it. You are every inch a royal figure, your beauty commanding respect more than desire.

**Personality:** While you have known for many years that you are destined to assume your father's place as baron of Dhoesone, you've also learned to approach that fate with gravity and responsibility rather than with a romantic view. You know that serving the land, just as it serves you, is most important for a baron. And that service includes assuring the safety and prosperity of the people of Dhoesone. Right now, what's most important to you is the safety of your friends and family. In a sense, you know all citizens of the land are soon to become your family, too.

**Background:** Unlike the princesses of fairy stories, you always knew you were the heir to Dhoesone. When the time came, you and your friends fled the agents of your mother, the White Witch, and fought your way to Haelyn's Bastion of Truth, the cathedral in Sonnelind. There, James Ardannt performed the ceremony of investiture that granted you your father's waning regency, adding it to your own formidable bloodright to give you a great advantage in ruling your domain.

In the four years since then, you have had to learn what it means to be a baroness without the years of proper training that a regent normally receives. Your father taught you as well as he could, but there is still so much to learn. Fortunately, the friends who helped you gain your throne have remained to help you keep it. Your love for them has transformed to the devotion a regent feels for his trusted lieutenants, but you would still give anything to protect them. However, you must balance your loyalty for your friends with your duty to all your people. So far, you haven't had to make a hard decision about endangering one of your friends and advisers. You fear the time will come soon, however.

Your only regret is that Larrel, your father, once known as Landen Dhoesone, chose to return to the village of Rind. His shame at his previous failing, when he was seduced by the White Witch and abdicated his throne, still burns within his noble heart. He couldn't bear to face the people he once abandoned. Now he lives in Rind, among the common folk. You hear that the widow Maere has gone to live with him, and you hope she can make him happy. Still, you miss his gentle strength, advice, and comfort. But now you are the one to carry his sword, *Heartbreaker*, and it is to you whom others look for strength and leadership.

#### **Your Companions:**

**James Ardannt** — In the absence of your father, this priest has guided you in matters of justice. You almost always agree with his advice, and when you don't he treats you with respect, not just deference. Though you have known him for far shorter a time than your other advisers, you trust him completely.

**Ogni** — Your adopted brother is the general of your armies. The soldiers at first resented him, but most have come to respect him for his quiet courage and honor. His lack of speech and hearing is a hindrance, but his captains have quickly learned to look at him when they speak, so he can read the words from their lips.

**Jack** — Your childhood infatuation with this rogue has matured into a deep and abiding friendship. Sometimes you wonder whether the warmth you feel for him indicates a greater affection, but there is no time to examine that now. You must work together to make Dhoesone safe and peaceful.

**Erin** — Her advice often conflicts with that of James Ardannt, and while you love your best friend dearly, you find yourself compromising her concerns for the good of the people of Dhoesone. But you will never fail to listen to her, for she has only the good of the land in mind. She remains your best friend.

**Ohlaak** — His advice is often sharp and harsh, but he is the cleverest among your advisers. You were surprised that he stayed with you after you assumed the throne. You expected he would leave again to seek his revenge against your mother, the White Witch. Perhaps his presence means he thinks he will find his revenge by staying near you. You hope he is wrong, and that you need not face your mother so soon.

# James Ardannt

## High Priest of Haelyn

Male Anuirean Priest

*Lawful Good*

<b>Strength</b>	9	<b>Level:</b>	11	<b>Age:</b>	63
<b>Dexterity:</b>	12	<b>Armor Class:</b>	2	<b>Height:</b>	6'1"
<b>Constitution:</b>	8	<b>THAC0:</b>	14	<b>Weight:</b>	170
<b>Intelligence:</b>	13	<b>Hit Points:</b>	48	<b>Hair:</b>	White
<b>Wisdom:</b>	18	<b>Movement:</b>	12	<b>Eyes:</b>	Blue
<b>Charisma:</b>	16				

**Blood Abilities:** (Blood of Anduiras, minor, 19) Protection from evil (minor), resistance (minor)

Protection from evil causes evil creatures in a 10' radius to suffer -1 to attacks against you, and they cannot *charm, magic jar, or dominate* you unless you agree to it.

Resistance gives you a 25% resistance to spells of the enchantment charm school, priest spells of the charm sphere, and similar spell-like powers.

**Priest Abilities:** +2 bonus vs. *fear, hold,* and mind-affecting magic; 3 attacks per 2 rounds; +1 to attacks with long sword

**Spells (7/6/5/4/2/1): Major Spheres:** All, Charm, Combat, Elemental (air), Healing, Law (*Tome of Magic*);

**Minor Spheres:** Divination, Guardian, Necromantic (*ToM*)

**Weapon proficiencies:** Claymore, long sword, morning star

**Nonweapon proficiencies:** Ancient history (12), Anuirean (native tongue), diplomacy (17), law (11), read/write—Anuirean (14), read/write—Rjuven (14), religion (18), Rjuven (13), spellcraft (11)

**Equipment:** *Plate mail +1*, long sword, holy symbol, fine linen robes and overlay, warm woolen hose, sturdy leather shoes

**Appearance:** Age has granted you a stately grace, though you sometimes regret the waning of your strength. Your commanding bearing serves you every bit as well in court as it did on the battlefield, so many years ago. Your white hair is still thick and vital, even though the youthful color has died from it.

**Personality:** Conservative and authoritative, you know the value of your own wisdom. You may defer to the etiquette of modesty, but you find it hard to abide impudence or disrespect. Whenever you confront those who will not defer to your experience and knowledge, you try at first to persuade them with quiet argument and aphorisms. Rarely do you lose your temper to the point of shouting. But on those occasions that you have, the acolytes have fled in fear. You cannot help but smile in memory of the respect you commanded as a field commander for Baron Landen's armies, bellowing your orders across a field of colorful banners floating above a silver ocean of armor.

**Background:** In your youth, you petitioned for a place as a paladin of Haelyn. Unfortunatleym, the trials of virtue found you wanting. In your desolation at your failure, the priests consoled you by encouraging you to follow the priesthood itself. You could not surrender to despair, and so you pledged yourself to the clergy, learning to minister not to the warriors of the barony, but to the mild citizens of Sonnelind.

Yet you could never forgo your dreams of martial glory. When the Blood Skull orogs began raiding the northern provinces in greater numbers, Baron Landen Dhoesone called for support from Haelyn's Bastion of Truth. What he had expected, you know, was a monetary contribution. But along with the generous coffers sent by your elders, you accompanied the temple guards and offered yourself as a warrior-priest. Lord Landen himself accepted your petition, and soon you found yourself a part of Haelyn's arm, serving alongside the same paladins you had so



wanted to join before.

In your earliest years of service, you devoted your time equally to clerical and martial pursuits, advancing quickly in the temple and in the army. You were puzzled by Lord Landen's mysterious departure, and you never trusted his cousin, Brand. In the years of Brand's rule, you watched him carefully, always wary of his more subtle dealings with Cariele, Thurazor, and—most disturbingly—agents who you always suspected served the White Witch. In truth, there were markedly fewer orog raids within five years of Brand's rule, but you suspected that they were appeased by secret tribute, not fear of the weaker ruler.

When asked to assume the role of high priest when your predecessor passed away, how could you refuse? You were no longer needed in the army. And you began to feel you could better perceive and—if necessary—thwart the machinations of Lord Landen's cousin from your cathedral in Sonnelind. It wasn't long before your new resources confirmed your suspicions. Brand was little more than a puppet of the White Witch.

When Lord Landen sent word that he wished to return to Sonnelind, not to resume his throne, but to acknowledge his rightful heir and displace the corrupt Brand, you were at first suspicious. But once you saw Landen's face again, you knew it was truly he who had returned. So you performed the ceremony of investiture which bestowed his once great power upon his daughter, Raesa Dhoesone.

In the past four years, you have striven to teach Raesa all she must know in order to rule with justice and honor. Landen had taught her well enough, but her life away from court ill-prepared her for all the diplomacy and intrigue she would face. So you have sought to guide her in Haelyn's wisdom, struggling against the sometimes dangerous advice of her other advisors.

#### **Your Companions:**

**Raesa Dhoesone** — She is a fine young woman, and a worthy heir to the throne. You only wish she had lived her life in court, so she would more quickly see the wisdom of your advice. Where she is ignorant or inexperienced, she is honorable and just. She should more often take your advice over that of her childhood friends, who don't have the experience to guide her in such grave matters as she must face.

**Ogni** — He is a simple creature, but there is a peace within him which controls the baser urges of his orog blood. As a half-breed, he could never be a paragon of the temple. But sometimes you think he shares something of the paladin's virtues. He commands the men well, after surpassing their initial distrust and prejudice. If you had more time to devote to him, you would try to mold him closer to your own ideals.

**Jack** — He is a terrible influence on Raesa! He is conceited and trivial, hasty and impetuous. Nothing matters to him so much as his own desires, and you would go so far as to call him a leech upon her Ladyship's affections. But you know you dare not criticize him, for Raesa still clings to her childhood infatuation with the rogue. At best, you can contain the damage his advice so often does.

**Erin** — Another poor influence on the baroness, but at least a more moderate one. Erin is a druid of Aeric, who certainly has his place among the pantheon. But animals and trees are not on the same order of being as are humans, and Erin fails to understand human matters. You must be sure that Raesa does not place too much stock in the druid's suggestions.

**Ohlaak** — A thoroughly wicked man, you thought at first. Even after the years he has spent in Sonnelind, the ugly old wizard seems more interested in his own power than in serving the crown. And while he has surely been of service to Raesa, you fear that he shall remain so only as long as it also serves his own purposes. He and Jack conspire together, you are sure.

# Erin Ardenna

Female Half-Elf Druid

*Neutral*

<b>Strength</b>	14	<b>Level:</b>	7	<b>Age:</b>	30
<b>Dexterity:</b>	10	<b>Armor Class:</b>	8	<b>Height:</b>	5'9"
<b>Constitution:</b>	15	<b>THAC0:</b>	16	<b>Weight:</b>	140
<b>Intelligence:</b>	12	<b>Hit Points:</b>	33	<b>Hair:</b>	Dark
Brown					
<b>Wisdom:</b>	15	<b>Movement:</b>	12	<b>Eyes:</b>	Brown
<b>Charisma:</b>	16				

**Blood Abilities:** none

**Druid Abilities:** +2 saves vs. fire or electrical attacks; druidic cant; identify plants, animals, and pure water with perfect accuracy; pass through overgrown areas without leaving a trail at normal movement rate; move silently (63%); hide in shadows (78%); animal empathy (as ranger, with a -5 penalty on target animal's saving throw)

**Spells (5/4/2/1): Major Spheres:** All, Animal, Elemental, Healing, Plant, Summoning, Weather; **Minor Spheres:** Divination, Protection, Travelers (*ToM*)

**Weapon proficiencies:** Dagger, long bow, quarterstaff

**Nonweapon proficiencies:** Animal lore (12), Anuirean (12), healing (13), herbalism (13), Rjuven (native tongue), tracking (15)

**Equipment:** Dagger, sheath, long bow, quiver w/12 sheaf arrows, quarterstaff, dyed leather forest robe (AC 8), woolen breeches, soft leather boots, rucksack (slung over shoulder, equal to three large pouches), trail rations (3 days' worth)

**Appearance:** Some in the village call you the brown girl for your youthful appearance, brown hair, brown eyes, and nearly brown skin. In the summer when your freckles blossom, you're all the more brown. In your leather forest robe, you can be nearly invisible among the trees. While not pretty in the traditional sense, you have an alluring voice with which you love to enthrall the children of Rind, telling them stories of the Old Father of the Forest, Eric.

**Personality:** You like people, you just prefer the forest. Others may think you aloof or solitary, but you are never alone among the whispering pines, the chattering squirrels, or the laughing streams. The forest is more full of people than any city could be, and you find yourself at home there. You love to track your sister wolf, not to hunt her but to learn her path. And you know where your sister bear sleeps in winter, and you know never to wake her there. It's this knowledge that makes you comfortable in the woods. Perhaps if you knew more about the way humans work, you'd find yourself more at home in Rind.

**Background:** You long for the peace of the forest, but you know your place is here, with Raesa.

In the four years that you have lived in the city, you've found precious little time to wander even the nearest stretches of the Aelvinnwode. And when you sought out the other members of the druidic circle, they would not show themselves to you. You hope it a temporary shunning; you feel that it must be. But still, you crave the peace of the trees, the comforting voices of the wild. Soon, you hope, you will be free to return to your home.

In the meantime, you must lend your strength to Raesa and her people. They are your people, too, you realize. But she is the one who has assumed responsibility for them. Your responsibility is to help ensure that she rules wisely and well, and that she is reminded that her duties extend not only to the humans in Dhoesone, but also to the land itself and all the creatures who live within the domain.

### **Your Companions:**

**Raesa** — If not for her, you'd be back in the forest. But your friendship is worth the sacrifice, even though it pains you. And you know that you must always remind her of the importance of the land, even as James Ardannt petitions her to increase his own power and that of his church.

**Ogni** — You know he isn't the monster he appears, but he still frightens you. Like the wolf, he is in some ways a natural creature, a dangerous hunter. But he struggles with the instincts in his heart, and you think that makes him more dangerous than the rage he feels in battle. Sometimes you think he would be less dangerous if he just gave in to his rage.

**Jack** — You like this man more than you thought you would, especially since he has given up his flirting with Raesa. He prides himself on his amorous conquests among the ladies of the court, and that makes him rather shallow. But like a songbird, he must sing his own praises.

**James Ardannt**— You wish you could just hate this man. He and his church are completely wrong-headed. They see glory only in the human heart, ignoring all that is good and wonderful about the rest of nature. But you know he thinks he is right, and that he is doing good. He is just far, far too narrow-minded.

**Ohlaak** — This old wizard is still creepy. You think Jack made him take a bath last year, which helps quite a lot. But watching him try to socialize with the other members of the court is pitiful. You feel sorry for him, because you've had similar problems. But in his case it isn't because he longs for another place; it's because he has never tried to deal with people before.

# Ogni Kinslayer

Male Half-Orog Fighter

*Lawful Good*

<b>Strength</b>	18/00	<b>Level:</b>	7	<b>Age:</b>	21
<b>Dexterity:</b>	14	<b>Armor Class:</b>	6	<b>Height:</b>	6'4"
<b>Constitution:</b>	16	<b>THAC0:</b>	14	<b>Weight:</b>	260
<b>Intelligence:</b>	10	<b>Hit Points:</b>	60	<b>Hair:</b>	Black
<b>Wisdom:</b>	13	<b>Movement:</b>	12	<b>Eyes:</b>	Brown,
Blue					
<b>Charisma:</b>	9				

**Blood Abilities:** None

**Weapon proficiencies:** Battle axe, broad sword, claymore (specialized), quarterstaff

**Nonweapon proficiencies:** Blacksmithing (18), reading lips—Anuirean (10), reading lips—Rjuven (10)

**Equipment:** Battle axe, claymore, partial plate mail, leather breeches, woolen tunic, hard-soled leather boots, wide belt, small pouch, tiny wooden carving of a mermaid

**Appearance:** You are ugly to all those around you. Even before you left your father's clan, the orogs there thought you ugly for being half-human. Now the humans fear you for being half-orog. But they also fear you for being so large and strong. It doesn't help that you are deaf and mute, and that your eyes are mismatched, your jaw jutting, and your brow craggy and sloped. Anywhere you go, others see you as a monster.

**Personality:** You have been mostly at peace since shortly after your grandmother died. Balance, you like to think of it. When you are in balance, you can move away from danger, or move quickly to help. You have time to think a problem through and know the right response. You like to be in balance. What frightens you is losing that balance, and giving in to anger or fear. A few times when you were young, you had no balance, and so you hurt those who were afraid of you, making them all the more afraid. When you have been in balance long enough, you hope that no one will fear you any more.

**Background:** You would never have believed it, but you are a leader of human soldiers.

When Raesa had Brand's supporters removed from their positions of power and placed her own trusted friends as her advisors and lieutenants, you were sure that the people would refuse to accept you, a half-orog warrior. And indeed, there was much resentment among the soldiers and the citizens. The first year of your command was nearly impossible, as the captains conspired against you, refusing to help you learn what you must to lead them. But gradually you earned their trust, beginning with your first encounter with a raiding band from your father's people.

You insisted on leading a patrol every month—and you still do so today. On the fourth night of your circuit, Blood Skull orogs surprised your camp and had slain nearly all the watchmen before one sounded the alarm. When one of the men shook you awake, at first all you could see were the blazing campfires and the ghost image of the burning cottages from the first and last raid in which you participated as a youth. But then you saw the orogs butchering the men for whom you were responsible. Before you could think to maintain it, your balance was gone, and you raged into the thick of the melee. The rest was a silent blur of red flames and black blood, the shuddering tremble in your arms whenever you brought the heavy claymore down across an orog's shoulder.

When at last you turned, panting, searching for another opponent, you saw only the survivors among your own men. All of the enemy were dead, and your men gestured wildly, shaking their fists and raising their weapons at you. Startled, you realized that they were cheering you for saving the unit from a complete massacre. Looking back at the path you had cut from your tent to where you stood over the orog commander, you grew cold to witness the trail of carnage you had created. But the violence, however terrifying, had won you the admiration of your soldiers. More importantly, it had saved the next innocent victims of the raiders from a horrible fate.

The tale grew quickly in the telling, you are sure. When Jack signed it for you, he said the men claimed you had killed fifty raiders single-handed. Ridiculous as it seems, many of the people of Dhoesone look on you now as a hero. Your half-breed heritage has changed from a mark of shame to an emblem of legend. It would please you the more if you could have won the admiration through any other means than killing. But if you can serve Raesa and Dhoesone only with this talent, then you will pursue it with all your strength.

#### **Your Companions:**

**Raesa** — As you always knew she would, Raesa has become a fine baroness. The people love her, even though some still whisper about her dark conception. But she is not to blame for the situation of her birth. And though she has ruled for only four years, she has learned much that a ruler should know.

**James Ardannt** — You rarely see this man. He makes you uncomfortable. You think he blames you for your orog heritage, or that he at least fears you for it. Even though you realize he doesn't know you well enough to judge you, he makes you feel almost guilty. At times he has offered you what seemed like fatherly advice, but you cannot tell whether he is sincere or whether he is simply trying to manipulate you.

**Jack** — Jack has become a good friend to you these past years. He has spent time with you, helping develop a simple code of hand signals that makes it easier for you to communicate with your captains and Raesa's other advisers. He is also one of the few who never seems uncomfortable with your silence; he is always willing to talk enough for both of you.

**Erin** — The druid no longer fears you, but now she seems to pity you. That's worse, you think. You haven't learned much more about her in the four years that you have been at court. But you know she longs for the forest. She stays, you think, for love of her friend Raesa.

**Ohlaak** — He still has the rage in him, but you think he is beginning to learn a little balance. The ugly little wizard has grown to love Raesa and the other advisers at least as much as his selfish heart allows. And you can see that even though he fails in almost all his attempts at socializing, at least he has tried. He is becoming a better man than he was.

# Ohlaak

## Male Rjurik Wizard

*Neutral*

<b>Strength</b>	15	<b>Level:</b>	10	<b>Age:</b>	58
<b>Dexterity:</b>	9	<b>Armor Class:</b>	8 (staff)	<b>Height:</b>	5'5"
<b>Constitution:</b>	16	<b>THAC0:</b>	17	<b>Weight:</b>	120
<b>Intelligence:</b>	17	<b>Hit Points:</b>	46	<b>Hair:</b>	Black
<b>Wisdom:</b>	12	<b>Movement:</b>	12	<b>Eyes:</b>	Blue
<b>Charisma:</b>	8				

**Blood Abilities:** (Scion of Vorynn, minor, 15) Resistance

Resistance gives you a 25% immunity to wizard spells of the invocation/evocation school. If your resistance succeeds, you suffer only half damage, or quarter damage if a save succeeds and applies.

**Weapon proficiencies:** Dagger, quarterstaff

**Nonweapon proficiencies:** Anuirean (16), astrology (16), herbalism (15), read/write Anuirean (18), read/right Rjuven (18), Rjuven (native tongue), spellcraft (15)

**Spellbook:** (5/5/4/3/3) (one spell of each level must be from the invocation/evocation school) 1st Level (5)—*Alarm\**, *burning hands*, *chill touch*, *enlarge*, *feather fall*, *magic missile\**, *phantasmal force*, *shield\**, *wall of fog\**; *flaming sphere\**, *invisibility*, *knock*, *mirror image*, *stinking cloud\**, *strength*; *blink*, *fireball\**, *haste*, *fireball\**, *gust of wind*, *lightning bolt\**; *fire shield\**, *polymorph self*, *shout\**, *stoneskin*, *wall of fire\**; *cloudkill*, *cone of cold*, *wall of force* (**Note:** \* indicates a spell from the invocation/evocation school)

**Equipment:** Dagger, quarterstaff, woolen cloak, woolen tunic, linen trousers, cloth leg wrappings, large sack (slung over shoulder), spellbook, *staff of power* (4 charges)

**Appearance:** You care little about your appearance. Your hair has never known a comb, and you haven't bathed in years. Your clothes are almost always dirty and patched (or torn). Your teeth are yellow and crooked, you have a thin hooked nose, and your ears are unusually small. You know you look 20 or 30 years older than you are, and if you take any pride in your ragged appearance, it is in this.

**Personality:** You're not interested in material things; you're interested in cause and effect. You like to see things *happen*, and you love observing the *reasons* that things happened. But you aren't disconnected from moral concerns. You'll work to foil anyone who acts wickedly. Of course, you're always more interested in opposing someone who has hurt or offended you. Right now, you hate nothing in the world so much as the White Witch. Nothing matters quite as much as punishing her for hurting you.

**Background:** You've wasted these past four years! That's not really true, but sometimes it feels that way. Scraping and ingratiating yourself to the members of the court has gained you very few allies—all are frightened by your appearance and your intensity. Fools, most of them. And trying to forge alliances with them has cost you precious time you could have spent learning more spells and seeking out new knowledge to help you in your quest for revenge.

But strangely, you've come to care about the land itself more than you ever would have expected. Long ago you surrendered to the feeling that Raesa and her friends meant something to you. A weakness, perhaps. But you will accept that one. It is good to have friends, even if you can never be warm and intimate with them. Sometimes you think that defending them—and even the realm of Dhoesone itself—may be more important than your own revenge.

## **Your Companions:**

**James Ardannt** — He busies himself with politics and social niceties. A man like him could wield tremendous power, but he makes it all trivial with his subtle diplomacy. On the other hand, he may be far more effective than you realize. In fact, you are sure he is a greater power in the country than he acknowledges. You will be careful never to underestimate this priest.

**Raesa** — You still think of her as the child you helped rescue, the girl you helped come to power. But now she is the woman you serve. Serve! That very word grates upon your teeth. And that she is the very image of her mother is a horrible irony. For one day, you must slay the mother, even as you now strive to support and . . . serve . . . the daughter.

**Ogni** — There is much more to this great brute than you first realized. Brute is perhaps the wrong word. He is a monster of the first degree. In fact, you still are not entirely sure that he is not tainted by the blood of Azrai. How else could he be so powerful? So strong? You are glad that he serves Raesa, and not the White Witch.

**Jack** — The last four years have brought you some few joys. One of those few is the realization that Jack considers you a friend. Of course, you shrugged off the idea when he drunkenly remarked upon it. But it made you glad to think that there was at least one person who didn't care about your appearance and didn't simply fear you for your power. It is good to know you have at least one friend.

**Erin** — The druid seems lost among the people of the city, and you don't understand why she stays here instead of returning to the forest. Perhaps she, like you, stays to serve Raesa. You feel a kinship with her, but you would never say so. It would be awful to see her recoil from your proffered intimacy, especially after stooping to such a weakness! You won't think about it any more.

# Jack Scarper

## Male Anuirean Bard

*Neutral Good*

<b>Strength</b>	12	<b>Level:</b>	9	<b>Age:</b>	33
<b>Dexterity:</b>	19	<b>Armor Class:</b>	6/10*	<b>Height:</b>	5'11"
<b>Constitution:</b>	9	<b>THAC0:</b>	16	<b>Weight:</b>	150
<b>Intelligence:</b>	15	<b>Hit Points:</b>	40	<b>Hair:</b>	Dark
Brown					
<b>Wisdom:</b>	7	<b>Movement:</b>	12	<b>Eyes:</b>	Green
<b>Charisma:</b>	16				

\* You normally use your tumbling proficiency to make yourself harder to hit in combat.

**Blood Abilities:** (Unknown, 18, minor) Bloodmark (minor), unreadable thoughts (minor)

**Note:** You don't know that you have a noble bloodline, though you have always liked to think that your father was high-born. You are protected from *ESP*, *telepathy*, *empathy*, and other mind-reading spells.

**Bard Abilities:** 45% chance to know about a magic item; influence reaction (save vs. paralyzation); inspiring songs/stories; Climb Walls 80%, Detect Noise 35%, Pick Pockets 70%, Read Languages 40%

**Spells** (3/3/2): 1st level—*change self*, *grease*, *jump*, *message*, *phantasmal force*; 2nd Level—*fools' gold*, *invisibility*, *irritation*, *knock*, *stinking cloud*; 3rd level—*blink*, *gust of wind*, *lightning bolt*

**Weapon proficiencies:** Dagger, main gauche, rapier

**Nonweapon proficiencies:** Anuirean (native tongue), lip reading (13), local history—Sonnellind (16), musical instrument—flute (19), musical instrument—harp (19), musical instrument—lute (19), singing (16), tumbling (19), tightrope walking (19)

**Spells** (3/3/2): *change self*, *grease*, *jump*, *message*; *fools' gold*, *irritation*, *knock*

**Equipment:** Fine linen cloak, black leather breeches, white silk shirt, embroidered red vest, black leather boots, small belt pouch, silver rings (tokens of affection from five noble ladies), 37 gp

**Appearance:** You're a slender man, handsome in the dashing sense. Your bright green eyes are startling under dark brows, and you're well-practiced in using them to evoke sighs or laughter.

**Personality:** You haven't changed much since you were a lad. Adventure is what you love, adventure and romance. And you love to be the center of it all. Yes, you know you can be selfish and vain, but you've learned to accept that and know that it is tempered by your good nature and kindness. You're not perfect—oh, that's hard to admit—but you're very, very good.

**Background:** Since Raesa became the Baroness, you've enjoyed a notoriety among the citizens of Rind as her "swashbuckling defender." You never thought of yourself as a swashbuckler, but you like the attention it brings you—especially among the ladies of the court. You've become quite an influence in Sonnellind's society, and even in the four short years that you have lived here, you've become well-versed in the alliances and rivalries. You always know the best gossip, and how to use it.

While Ognì prepares the armies to defend Dhoesone, Ardannt and Erin lobby Raesa for their own religions, Ohlaak gathers more and more knowledge and power, and Raesa tries desperately to learn how to rule the land, you try hardest to enjoy yourself. You think you deserve a little peaceful fun, especially since you know you'll soon be called upon to defend the land. Your contacts in the neighboring realms serve well to keep you informed of



impending danger. And lately, you have heard that the Blood Skull orogs are mobilizing again. More importantly, the guilders of Cariele hint that the White Witch is once again the power behind those armies. If so, she may come seeking her daughter once more. You doubt this time it is for anything so gentle as a family reunion.

### **Your Companions:**

**James Ardannt** — He's stiff and authoritative, and you know he disapproves strongly of you. But you love to tweak him with a wink, or a naughty double-entendre. He has the country's well-being in mind, and you know he sincerely believes in the advice he gives Raesa. But you hope to counter-balance his influence sometimes and show Raesa how to have a little fun.

**Raesa** — Now that she is the baroness and your liege lord, your relationship has come into focus. It isn't the focus you'd imagined: you are good and trusted friends. In some ways, that's better than the romance you had hoped for. And it leaves you free to dally with the other ladies of the court. But you are very careful to conceal that part of your life from Raesa. She is still special to you.

**Ogni** — In the past four years, you've learned that he is not the brute he appeared to be at first. He is a good and gentle soul, noble and wise in his own way. But when he leads his soldiers into battle and unleashes what he describes in his limited sign-language as "balance," he is as terrible as Azrai himself. You would run from him if he ever turned that rage on you.

**Erin** — "The Brown Girl," the villagers used to call her. "The druid" is how she is known here in the city. You know that living in Sonnelind has stifled her, and she yearns for the forest. You sympathize with her on those counts, and you've often shared stories with her, sometimes in the public houses, sometimes on long walks in the woods near the city. She is in some ways a kindred spirit, longing for the wild the way you long for adventure.

**Ohlaak** — The old wizard never changes. You think now that his body has been warped by his own hatred of the White Witch. It is a pity he cannot let that hatred go. But he is knowledgeable and wise, and he has shared the secrets of some of his spells with you. He is your oldest friend, and you will be loyal to him so long as he does nothing to harm Raesa or the others.