

Adventurian Herald

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GM Information

GM Information about I Urge You to Remain Calm

Though some of the faithful follow the call to donate their Swords of the North to temples of Rondra, they remain in the minority. The Noble Marshal's bestowal of the swords now seems entangled in political considerations. Those bearing Swords of the North receive high prestige, though few are nobles or even resemble typical Rondranian champions. Conspicuously, many of them follow the demigod Kor or, at the very least, sympathize with his ideals.

The Church of Kor is gaining supporters among the Bornland's burghers. Additional shrines and even a temple to Kor were built in the aftermath of the Theater Knights' campaign, to the great dismay of the Church of Rondra. Kor's followers strongly reject accusations that the Alliance of Kor's Sign committed their cruelties in Kor's name. In fact, at the conclusion of the campaign, Leudara of Firunen plans to introduce a unique interpretation of Kor worship—one more strongly based on the Theater Knights' sense of honor. Her followers already refer to her as Kor's Chosen One.

GM Information about Secret Talks in Windhag:

The rumors about Cusimo's stay in Harben are strongly overstated. While it is true the Margrave spent several days in Harben with those mentioned, politics played a minor role in their conversations. Cusimo merely spent a few days relaxing and enjoying wine, women, and song. Since he gives little regard to class conceits and enjoys drinking with common folk, your adventuring party could very well be the mysterious Middenrealms he meets by chance at an inn and generously welcomes into his entourage for a few days.

And the rock samples? One wine-filled evening, the Margrave made a bet with Malrizio ya Duridanya: if he planted a few grapevines in the Windhag Mountains, he could present his own Windhager Wine to Malrizio in a few years—and it would taste far better than the infamous Windhager Tonguecurler. Cusimo's prospectors are searching for a suitable, sunny hill—where the soil has a high slate content—on which to plant his vines.

GM Information about Golden Alliance Crisis Settled... for Now

Nisut Ela found herself with a highly unpleasant dilemma after the assault. The Horasians initially demanded she attack the Corvikaner, which would likely lead to a grueling civil war with uncertain results and massive uprisings in the heartlands around Khefu. Instead, the queen makes far-reaching concessions to buy

time to find a solution to her kingdom's independence and inner peace. Meanwhile, Derija APPlâne uses the Crown's weakness in the colonies to strengthen her own power, gain more autonomy from Khefu, and increase her profits.

GM Information about Price War in Grangor:

Smuggling Northland wares to Grangor is nothing new; neither are rumors about individual merchant houses avoiding customs to put pressure on prices, causing their competitors to lose profits.

This time, however, instead of just a few crates slipping past customs into Grangor, it seems someone managed to smuggle cargo holds full of goods past the border.

The HPNC's (and, therefore, the Sandfort and Liegerfeld families') losses are palpable, though not as severe as the merchant houses claim. Still, as a trading company, they feel losing the ability to set prices for goods threatens their position. This gives them more than enough reason to try to discover which competitor covered for the smugglers and brought the goods into circulation. The guards' aggressive methods and increased raids often end in brawls.

GM Information about Mysterious Incident at Golgarites' Fortified Farmstead

This short report covers the events of the LARP: Sea of Oblivion I—Raven's Call and Web of Dreams. A demon named Morcan—from Thargunitoth's domain—escaped from a damaged Rohal vessel, tormented a farmstead's inhabitants with nightmares, and then took possession of the mind of Etiliane Ravencalm, a Blessed One of Boron. The Blessed One was saved from Morcan's clutches by valiant heroes who managed to re-seal the vessel.

GM Information about Fly, O Green Banner, Lead Us to Victory!

This report conveys the rather elegant way these events unfolded, but exact troop movements, methods of recruitment, and conflict resolution is left to the players who experience The Green Procession adventure.

The only certainties are that Nadjsha of Lionsford leads a successful military campaign, Count Alderich of Needmark proves to be an ally, and the heroes foil the military plans of the Alliance of Kor's Sign.

The Noble Marshal conceals that her troops also recovered an ancient document when they obtained the Swords of the North. This document, the so-called Steel Bulla written by Sancta

Rondragabund herself, contains information that could call into question the Bornland's entire political structure.

GM Information about The Great Depths at the World's End

At the end of The Green Procession, the volcano beneath Needmark erupted when Nadjesha's forces struck the legendary Goblin Timbal. The Volcano destroyed sizable portions of the settlement and had a profound impact on the battle against the Alliance of Kor's Sign.

Demands for a jointly organized exploration of Needmark won't be met. Still, researchers do visit Needmark in the future, on the Archmagister of Neersand's orders.

GM Information about Grand Duke Jucho of Dallenthin-Persanzig Officially Declared Missing!

Jucho has indeed gone missing, but he is in good health. Heroes can learn more about his fate in the adventure: The Silver Guard.

It is likely the Grand Duke will not return to the Bornland, which loses an indispensable Blessed One of Phex in him. This loss awakens the desire for power in the god's disciples; but Jucho's replacement is not yet decided.

The Walsach's changes, directly related to Jucho's disappearance, indicate the Bornland's awakening steadily progresses. Over time, the Weal Mountains become increasingly hostile; and the creatures who live there—except the beastingers—more aggressive. In the following years, this process spreads to the country's other interior regions, primarily the Festenland and eastern Seweria, where the locals notice stronger, faster plant growth.

GM Information about Welcome Home, Heroes!

The people see the veterans' victorious return as a triumph of the nobility and the Church of Rondra in the Bornland. However, this triumph happened outside the Bornland—under the Garethian empress' aegis—while those left behind had to deal with the Alliance of Kor's Sign. This situation leads to bad blood.

Regarding the upcoming Noble Marshal's election, no one knows whether Linjan of Elenau has decided to cast a crucial vote against the current office holder. Many journalists, who have long tried to craft a romance between him and Nadjesha of Lionsford in their articles, are already gleefully rubbing their hands together at the thought of this tragic constellation.

GM Information about "O Land of Our Fathers"— A Hope for Friendship Between the Races

Wheelwright sees himself as a pioneer in the understanding between races. He enjoys the sensation his project causes because he knows public interest helps pay the bills. The goblins of Festum and their spiritual leader, Mantka Riiba, also support the project. On the one hand, it is a suitable way to dismantle prejudices and incorporate the goblins more firmly into the city; on the other hand, the enjoyment they get from singing prevents restless goblins from getting into mischief in their free time.

During the riots in Festum, many were shocked at the level of hatred. Since then, there is much talk about reconciliation, even though some do not agree with such thoughts. Most Festumers no longer dare to speak in public about their reservations concerning goblins, instead making jokes to hide their insecurities and show their displeasure the only way they can. The Red Choir plays a vital role in the sixth Theater Knights adventure of the same name.

Timeline

Peraine, 1039 FB: The Duke of the Northmarches reorganizes his council of advisors, The Oaken Chamber.

Peraine, 1039 FB: Alliance of Kor's Sign assassins murder Wahnfried of Ask in Norbury. Afterward, the Noble Marshal's military column sets out toward Needmark.

Ingerimm, 1039 FB: The Noble Marshal's troops recover the Swords of the North.

Rahja, 1039 FB: The Green Procession reaches Needmark. A volcano erupts during the battle, devastating the town. With Count Alderich's aid, the Green Procession defeats the Alliance of Kor's Sign.

Rahja, 1039 FB: A treaty between the Horasian Empire and the Kemi Realm settles the crisis between them, to the disadvantage of the Kemi.

Travia, 1040 FB: The University of Al'Anfa opens a professorship for the exploration of Uthuria.

Efferd, 1040 FB: Jucho of Dallenthin-Persanzig is declared missing.

24th Efferd, 1040 FB: Duke Hagrobald and his consort Concabella's first child and heir, Godehard Jast of the Great River, is born.