

There is a Tide ...

A One-Round AD&D Game Birthright Tournament

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing 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 is 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, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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 capsule their characters for each other and vote. The 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 Background

This adventure takes place in the Barony of Berhagen, which is ruled by Baron Johannas Von Staelen (one of the player characters).

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

During this adventure, word reaches the capital that forces from Rzhlev are mounting an attack, something not unusual. However, there are also bands of orogs attacking the eastern frontier, and there is a rumor that a dragon known as Kejjarrenna may be in league with either or both attacking forces. It is up to the player characters to sort out what is happening, who is allied with whom, and to deal with all threats. To complicate matters, there is a spy in the court who is loyal to Rzhlev, and he reports the characters' actions to his ruler if not stopped, making the characters' jobs more difficult.

Kejjarrenna is not involved in any way with the attacks, and does not even know about them until the characters arrive at his cave unannounced and disturb him. He is not pleased, but sees an opportunity to make some gold without doing anything and will listen if the characters want to negotiate.

The two attacking forces are indeed in league, though the forces from Rzhlev are using the orogs as a distraction to draw the Berhagener forces away from their own assault.

This adventure is organized around a Birthright domain turn, which is a simple mechanic for tracking what happens during a season in a domain. There are four domain turns in a year, each corresponding to one season. This adventure takes place during the summer season.

To begin, read the introduction, then hand out the characters and the appropriate domain turn handouts. Give the players about 15 minutes to prepare their characters and absorb the information presented to them. Then begin the round by going through the domain turn in the order presented below. Some of the actions the characters will choose lead into the adventure.

The domain turn can be just as much a roleplaying experience as talking to a bartender, fighting, or seducing someone can be. Your job is to

encourage the players to interact during the domain turn parts. You control three NPCs who may advise the various player character regents, and you should use them if the players are not interacting when figuring out their actions. They will have to all choose their action rounds and free actions carefully if they want to defeat all foes and save the realm.

There are two main adventure paths in this tournament, rooting out the spy and handling the dragon. The adventure ends when the baron (and anyone else) goes north to fight the Rzhlev forces, so no war cards are necessary. The characters can get into these two adventure paths by making certain choices during the domain action rounds. There is also an optional encounter for handling an diplomatic overtures the characters may make with Rzhlev to avert the fighting.

Before you read further in the adventure, you should read the character sheets.

## Player Introduction

*There is a tide in the affairs of men,  
Which, taken at the flood, leads on to fortune;  
Omitted, all the voyage of their life  
Is bound in shallows and in miseries.  
On such a full sea are we now afloat,  
And we must take the current when it serves,  
Or lose our ventures.*

***The barony of Berhagen, on the eastern shore of Black Ice Bay in northeastern Cerilia, is a rough and wild realm covered in forests and mountains. Most of the people, who descend from the ancient Brecht stock, live by the sea plying the waves for profit. Merchanting comes naturally to the Brecht people, and their rulers are frequently merchant princes. Thus it is surprising to find that the baron of Berhagen, Johannas Von Staelen, is not a merchant prince but a warrior lord like those of southern Anuire.***

***Summer is coming to Berhagen, and summer brings the most prosperous times to the realm. Snow and ice close the mountain passes through the fall, winter, and much of the spring, so a flurry of trading begins once the thaws come. This year, the baron contemplates marriage, as his subjects well know, and they look forward to his upcoming wedding as the celebration of the season.***

***However, into this happy time comes a dark shadow of evil. Word comes from the northern frontier that armies from Rzhlev, the traditional Vos enemy of the Berhageners, are massing in the mountains and preparing for an invasion. Scouts expect the attack in the middle of summer.***

***This would not be troublesome by itself, but the baron's trusted woodsman, Hjordnal Skaving, brings news from scouts in the east. Fierce orogs from the Drachenaur Mountains have begun raiding the eastern villages, stopping trade, avoiding the baron's armies in those provinces, and pillaging unstopped.***

***To set a cap on the situation, Guildmaster Klaus Vurunne comes to the baron's palace with news that a dragon, one of the ancient serpents of the land, may be in league with the orogs and possibly the Vos raiders as well.***

The players should read and prepare their characters now.

## Summer Domain Turn Summary

Once the players are ready, they have to work through the summer domain turn sequence for their characters. The domain turn gives the baron the opportunity to move or muster troops, other characters the chance to verify rumors and possibly track down a traitor, and take other actions which seem appropriate to the welfare of the realm. If the characters want to journey eastward to tackle the dragon, they must choose an "adventure" action in one of the action rounds.

There is a traitor in the court, the chief assistant to Matilend Freiss of the Church of Sera (she is one of the priest regents in the land). The assistant, Kelvinn Lamorn, is using the church's access to the baron and to the people to keep the Rzhlev ruler informed of the baron's actions and the movements of his troops. That is why the attack is happening now, when there is only one unit of troops in the province to be besieged (Karljappen) and the baron is preoccupied with his personal affairs. Katarina has discovered that there is a spy, but has not traced him yet. Klaus is also sure there is a spy in the baron's court, other than his own.

The domain turn proceeds in this order:

### 1. Roll Random Events

The attack by Rzhlev and the orogs is the random event for this turn.

## 2. Determine Domain Initiative

When the action rounds start, Klaus acts first, then Dirk, then Baron Johannas. The other characters, who are not regents, act after the regents. Katarina is considered a lieutenant of Baron Johannas, so she has more options than the other two.

## 3. Collect Regency Points

This is worked out on the individual domain turn sheets. Regency points allow the regent characters to take certain actions.

## 4. Taxation, Collection, and Trade

This is also worked out for the characters. Money is also necessary for most domain actions.

## 5. Pay Maintenance Costs

This is worked out for the characters.

## 6. Declare Free Actions

A list of free actions, who can perform them, and results is below.

## 7. First Action Round

A list of domain and character actions, who can perform them, and results is below.

## 8. Second Action Round

This proceeds like the first action round.

## 9. Third Action Round

This proceeds like the first action round.

## 10. Adjust Loyalty and Regency

The adventure will not get this far.

### Free Actions:

These are actions which do not require an action round to perform, and are generally minor things. The regent characters can do any number of them, and the non-regent characters cannot do any of them.

**Build**– The regent characters can build bridges, lighthouses, roads, farms, and palaces with this action. They cannot build fortifications or castles (that is the Fortify domain action). Costs are given on the attached list, but it is not likely that much will get

built during the adventure. If a regent wants to build something once the action rounds start, he must spend an action round to do so.

**Decree** (Johannas and Klaus)– These two regents can decree just about anything they want, but a decree is just that; it cannot greatly affect the domain. Anything not covered by another listed action can be done with a decree; new taxes cannot be imposed with a decree (that happens during the taxation phase of the turn). For example, the baron could declare he is marrying Arden with a decree, or even that he is marrying Katarina. Dirk could issue a decree, but he probably won't as he has very few people to decree to. Allow anything reasonable, and make a roleplaying scene out of it.

**Disband** (Johannas only)– The baron can disband troops, but he probably won't. He has paid the maintenance cost on his standing army, so they won't disband this turn on their own.

**Espionage** (Klaus Only)– As a thief regent, Klaus can do one free espionage action per turn. He used it to discover the information in the introduction.

**Finances**– The characters do not have this listed, since it involves the exchange of Gold Bars for personal wealth, and there is no personal wealth listed on their character sheets.

**Grant**– Bestow money, gifts, or titles. Any of the regent characters can bestow money, but only the baron can bestow titles during this tournament. It probably won't come up, but allow anything reasonable and make a roleplaying scene out of it.

**Hold Action**– Any regent can hold his action until the end of an action round, and can do so as a free action during an action round. However, the action must be used to respond to a situation, and not to do anything else. For example, moving troops is response to an attack or movement by another regent is allowed, but embarking on research for a new spell is not. Use your judgment to evaluate whether an action is a response or not, should the occasion come up.

**Move Troops** (Johannas only)– The armies of Berhagen are located as follows:

- Holstadt province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights, 1 archer unit.

- Ilfressen province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights
- Karljappen province: 1 elite infantry unit
- Molabrech province: 1 archer unit, 1 levy unit (the berkannen).

It costs 1 Gold Bar per 10 units/provinces moved, so 1 unit can be moved through 10 provinces, 2 through 5, and so on. Troops require one action round to relocate, so they would not be available for an action round. The baron can declare now that they be moved during the second action round, for example, but if he declares later he uses an action round to move the troops.

**Muster Armies (Johannas only)**– The baron does not allow anyone besides himself to muster armies. He can muster military units in a province equal to its level during the domain turn. Armies cannot be used in the action round they are created, but he can declare now that they be created in any action round of the turn. For example, he could muster 2 units of infantry in Cluhagen during the first action round and have them move to Karljappen during the second, and they would be able to fight during the third. This would cost 5 Gold Bars (4 to muster, 1 to move them). See the attached chart for unit costs.

### **Domain and Character Actions:**

These are major actions which take time and resources to accomplish. The characters can do one of the following during an action round, provided their names are listed after the action.

Actions with success chances listed must be checked on 1d20 (exceed the number to succeed). Regents can use Regency Points to better their odds or worsen those of others at a cost of 1 Regency Point for a +/- 1 on the roll. As many Regency Points may be used as the character desires.

Dirk, as a wizard regent, is limited in some of his actions. He can perform agitate, build, and fortify actions only in Karljappen province, where source (5) is located.

**Adventure (all)**– The only adventure in this tournament is the trek to deal with the dragon. The other encounters do not require an action round. Dealing with the dragon does. If the characters embark on a journey to the dragon's lair, go to Encounter Three.

**Agitate**– Regents with holdings in a province can agitate or stabilize the province's loyalty to the

baron. The cost is 1 Gold Bar and 1 regency Point, with a base success of 10+. The difference between the agitator's holding level and the province rating is added as a penalty. If the baron supports the move, his law holding rating for the province is subtracted as a bonus; if he opposes the rating is added as a penalty. The success number can be raised or lowered by spending Gold Bars (1 per point) in buying off the people.

**Contest**– This action allows a regent to contest the rule of another regent over his holding. The cost is 1 Regency Point, with a base success of 10+. A holding (0) is destroyed if successfully contested. If a holding is successfully contested twice, it becomes uncontrolled. Contested holdings generate no Regency or Gold Bars for their owners.

A holding remains contested until the attacker relents, the attacker loses his own holdings or rule of the province, or the defender succeeds in a rule action.

It is unlikely that any of the regent characters will contest anything, but any successful contests do not reflect on the adventure (effects take on the next domain turn).

**Create Holding (Johannas, Klaus, Dirk)**– The regent characters can establish new holdings of the type they control (or another, but none of them can establish a temple holding). Doing so costs 1 Gold Bar, and creates a holding (0) with a base success chance of 10+ on 1d20. Existing holdings cannot be improved or decreased with this action.

Regents with similar holdings to the new one can oppose the creator by adding the level of their holdings as a penalty to the success chance. The baron can always oppose any type of holding creation.

**Declare War (Johannas)**– A declaration of war would allow Johannas to move troops into another domain. He is not likely to do this, but he can.

**Diplomacy**– This action is normally for negotiation with other regents. The only regent likely to need any negotiating with is the ruler of Rzhlev. If any characters engage in a diplomacy action with the Rzhlev forces or ruler, go to Encounter One.

**Espionage**– With this action, a regent can find out a lot of information, including tracing the party responsible for espionage actions directed against them. They could also rescue prisoners, launch an

assassination, or anything else covert-sounding. They must state specifically what they want to accomplish. The cost is 1 Gold Bar. None of the regents can do anything in Rzhlev since you do not control any holdings there.

If any characters decide to use an espionage action to trace the traitor, go to Encounter Two.

**Forge Ley Lines** (Dirk)— Dirk has all the ley lines he needs, so he will not be forging any more.

**Fortify** (Johannas, Klaus, Dirk)— This action builds castles and increases their ratings (castles are treated like holdings in this way). Johannas could build a castle (1) in a province for 18 Gold Bars, and have it done by the end of the domain turn, but not before (so it won't help during the adventure, but would be a good idea in case the war drags on).

Fortifying a holding costs 4 Gold Bars per holding level, and takes 1d6 Gold Bars per turn to complete. The regent can pay 5 extra Gold Bars to have the work progress at 2d6 Gold Bars per turn.

It is unlikely anyone but Johannas will fortify, and he can barely afford it.

**Investiture** (Johannas, Klaus, Dirk, Arden)— Investiture is the process of changing the domain from one regent to the successor. No one has this listed on their sheets, since no investing should happen during the tournament. If anyone tries it, have the NPCs described below advise strongly against it. The ceremony involves a priest.

**Lieutenant** (Johannas, Klaus, Dirk)— The regents can make a person into a henchman and send the lieutenant on special missions. The lieutenant cannot do anything until the action round following his creation. None of the regents have lieutenants established (for simplicity), and there is no reason to establish one now. Johannas can find a likely prospect if his player insists, but the other regent characters take the action looking for a candidate without success.

**Ply Trade** (Katarina, Arden, Hjordnal)— The non-regent characters can engage in trade, and the results of them doing so are listed on their individual sheets.

**Realm Spell** (Dirk)— Dirk, as the only spellcasting regent, is the only one who can cast a realm spell. His spell is successful, and the costs are listed on his individual sheet. He has two realm spells.

Summoning allows him to summon a 2 units of goblins, gnolls, or Stonecrown ogres (cost 5 Regency Points per unit). At the end of the domain turn, the monsters disband and ravage the province where they are. Stats will not be important, as he will not actually have to fight with the monsters.

Transport allows him to move 8 units over 8 provinces, at a cost of 4 Regency Points per unit moved. They move instantly, so they can be used in battle in the same action round. He can only move them into or through provinces where he has ley lines, which is to say that the path has to go through provinces where he has source holdings. He can move enemy units, but the cost is 8 Regency Points per unit moved and he can still only move them where he has ley lines (only in the domain).

**Research** (Dirk, Katarina, Arden)— Any of the spellcasting characters can research a new spell, but it is unlikely they will do so. If any of them tries, there are no results unless they spend three action rounds doing research (i.e. they ignore the adventure and do not participate in the tournament).

**Rule** (Johannas, Klaus, Dirk)— Ruling is the act of increasing a holding's level by 1 rating point. The cost is 1 Gold Bar plus the target level in Regency Points, with a base success chance of 10+.

Johannas can attempt to rule a province and improve its overall rating, which he might do if he wants to raise a law holding value above the current province rating. This costs the target level in Gold Bars and Regency Points, with a base success chance of 10+.

Regents with like holdings in a province, and the baron, can oppose an attempt to rule, but adding their holding rating (or province rating, in the case of Johannas) as a penalty to the attempt. For example, a regent with a guild holding in a province can oppose the ruling of a guild holding by a rival, but a regent with only temple or source holdings there cannot.

**Trade Route** (Klaus, Dirk)— The regents with guild holdings can establish trade routes. They both have trade routes connecting all his holdings, so they would need to first establish new holdings.

Training (all, but none)— No one has this listed because they are not ready to go up a level right now. That is what this action is for.

## NPCs

**Matilend Freiss, Regent of the Church of Sera, hf (Brecht) P4 of Sera:** Int High; AL LN; AC 10; MV 12; hp 21; THACO 18; #AT 1; Dmg 1d6+1 (mace); SA spells; SD nil; MR nil; SZ M (5'7"); ML 11. Spells as needed (3/2).

Matilend leads the sect called Fortune's Forethought, which looks after the coastal dwellers of this realm Arden is part of this sect, a senior priestess in fact. Matilend is a light-hearted live-and-let-live kind of regent, who cares about the people she serves. She takes her religion more seriously than Arden does, but sees that it is hard to keep a strong faith when no one else does. She is likely to advise for things which make the barony stronger, and especially for anything which benefits the church. She is especially favorably inclined toward the possible wedding between Arden and Baron Johannas.

**Britter Klassen, hm (Brecht) T6:** Int High; AL LN; AC 9 (Dex); MV 12; hp 17; THACO 18; #AT 1; Dmg 1d6+1 (rapier); SA nil; SD average thief skills; MR nil; SZ M (5'11"); ML 10.

Britter came up through the ranks of a thief guild, where he learned the hard lessons of life. He made the leap to baronial advisor about three years ago, and has served well ever since. He is the typical "hard-eyed advisor;" if anyone is likely to point out the negative aspects of a proposal it is Britter. He is not so much against anything as he is realistic; he just comes across as a doomsayer. He supports the baron's decisions, but only after he has had his say on them.

**Luther Bierhaus, hm (Brecht) 0-lvl:** Int Very; AL LG; AC 10; MV 12; HD 1; hp 4; THACO 20; #AT 1; Dmg 1d6+1 (rapier); SA nil; SD nil; MR nil; SZ M (6'0"0); ML 11.

Luther is a consummate politician, oily and ingratiating. He has been thriving in the court environment by playing the various people off each other, sometimes out of necessity and sometimes for fun. He will be sure to advise for anything that would amuse him in some way.

## **Encounter One: Diplomatic Endeavors**

All prior attempts at diplomacy between Berhagen and Rzhlev have failed, mostly due to the stubborn

nature of the Rzhlev ruler, Czar Leonid Markov. This time is different, however. If the baron offers to talk, Leonid will agree to send a party by ship to Holstadt, but Baron Johannas must agree to guarantee the safety of the party until it reaches Vos soil again. Leonid knows that he can delay Johannas by this diplomatic effort, and it does not matter what is promised because Leonid has no intention of keeping the terms.

Leonid sends his chief negotiator, Pavel Okhov, with a retinue of guards and slaves, by coaster to Holstadt harbor. They arrive three days later than expected, with no explanation.

**Pavel Okhov, hm (Vos) F5:** Int Very; AL CN; AC 7 (padded leather armor); MV 12; hp 34; THACO 15; #AT 3/2; Dmg 1d6+3 (saber); SA saber specialization; SD nil; MR nil; SZ M (6'2"); ML 13.

Pavel is haughty, obnoxious, and acts in a superior way at all times. He knows his job is to drag out the negotiations out as long as possible, and that is what he is going to do.

Pavel will be difficult throughout the negotiations, but will eventually agree to delay the Rzhlev attack for two seasons. Once this is accomplished, he will board his ship and head home.

Johannas does not need to attend these talks himself, since Leonid is not here. Arden would be a fine choice to do the negotiating, but any other character may be involved as well.

The ship is attacked on the way home by unknown raiders (actually Rzhlev pirates under Leonid's orders), and the ship will be lost with all hands except Pavel, who will be secretly taken back to Rzhlev. Since Baron Johannas agreed to secure the safety of the envoy, Leonid sends word that this breach of good faith has ruined whatever agreement was reached. Back to square one, with a huge delay.

## **Encounter Two: Whispers of Betrayal**

This encounter involves uncovering the traitor in the court (well, the temple really). Play up the intrigue and secretive nature of the plot.

Katarina knows there is a traitor in the court because she saw a soldier leave the palace at an odd hour and used divinations to find out what he was up to. Unfortunately, she could not find out who he worked for. She let him go, so as not to spook traitor

prematurely, and has yet to tell the baron about the incident; it has not been pressing until now, and she has simply forgot.

Klaus Vurunne has his own spy in the court, and that spy has reported the comings and goings of soldiers from the palace and the church of Sera that would not fall into the category of “routine duty.”

Arden has also observed a soldier making repeated and unnecessary visits to the church, and not during service times either. She does not know what is going on, or who the soldier visits, but she knows of several reasons why he might come (including the fact that many of the priestesses are single and attractive, and the soldier is obviously young and impressionable.

This is enough information to trace the spy to the supposed traitor, Matilend Freiss. The spy is actually her assistant Kelvinn Lamorn, and he has been careful to cover his tracks in such a way that if a traitor is discovered it will appear that Matilend is guilty.

Tracing the path back to Matilend is easy. The soldier in question is in the city and can be summoned before the baron to account for himself. Both the female characters can describe him well enough. If called before the baron, the young soldier, Adler, says that he has been taking messages from the regent at the temple of Sera to the faithful in the north province of Karljappen. He does not know any more, since he never saw the messages. He received them from one of Matilend Freiss’s assistants, Kelvinn something, who acted in her name.

If the baron accuses Kelvinn with no more evidence than this, Kelvinn denies everything and maintains his innocence throughout. Soon after he resigns from the temple and disappears by ship to faraway lands. The traitor was stopped but not caught.

Alternately, and better, the characters could put a watch on the church (Arden would be a natural for this) and watch for the soldier’s next appearance. If this policy is implemented, Adler the soldier shows after a couple of days and is escorted into Matilend’s office at a time when Arden knows that the regent is not there. Soon after the soldier leaves, carrying two messages. One is indeed a message to the faithful in Karljappen, but the other is a coded message containing all of the latest orders from the baron and his plans for the defense of the land, should any be formulated. The soldier leaves unless stopped, and delivers his messages to the priest in the north

(who passes the information on to the Rzhlev forces).

The message to the faithful was written by Matilend, but the coded message was not. A search of the offices finds that the writing matches that of Kelvinn Lamorn. This is enough evidence to arrest and imprison Kelvinn, and he confesses anyway (hoping for leniency– the priests of Sera here are a manipulative bunch). If the message was stopped, then the Vos do not know the baron’s plans.

Neither Kelvinn nor Adler have heard anything about a dragon, and Adler is shocked to learn that he helped a traitor in any way.

## Encounter Three: Eastward Travel

The characters have decided to travel east and deal with the dragon and/or the orog attacks. They do not know precisely where to go, but they can start out eastward and ask along the way.

Alternately, Klaus or Johannes can use an espionage action (a domain action) to discover what they need to know. This takes a whole action round, and is a waste since they will have to use all their action rounds carefully to defeat all threats by the end of the second action round. However, if one of them does this, the character discovers that the orogs appear in the night and seem to attack or pass by the village of Duren most frequently, and that the dragon is rumored to have a lair somewhere north of Duren about two days’ ride into the mountains. That is the best information that can be acquired without an on-the-spot evaluation.

If the characters use Johannes’s Travel power to get to the eastern frontier, then they arrive within two miles of the village of Duren. Skip to Encounter Four. Otherwise, it is assumed that they ride eastward. Read or paraphrase the following:

***Leaving the city of Holstadt behind, and its comforts, you make your way eastward along the trade roads. Your ride is brisk and you see the panorama of Berhagen in all its glory; forests of huge pine trees surround you and call to your souls in some mysterious way. Steep cliffs can occasionally be seen as you pass a hill or outcropping of rock. During the days of your ride, you encounter some of the trappers and hunters who call this rough land home.***



The characters can stop to chat with the woodsmen if they desire. If they merely wave, the woodsmen wave back and bow to the baron, but do not make any other overtures. Eventually the heroes arrive at the village of Duren. All the characters know where the village is, but they don't know of its importance to current events until they arrive. Skip to Encounter Four.

If, however, the characters stop to talk, the woodsmen respond heartily. Since the characters do not exactly know where they are going, stopping to ask a few questions is probably a good idea. The men (and some women) are all trappers, furriers, woodsmen, fishers, or hunters; that is how most of the inlanders make their living. Klaus has a 40% chance to recognize any particular furrier, trapper, or woodsman, but he does not know the others. Hjordnal, who travels extensively throughout the interior, has a 60% chance to recognize any person encountered. The baron is not familiar with these subjects, and will not recognize anyone in particular.

The woodsmen react differently depending on who approaches them and how. A couple of sample "generic" woodsmen are provided below, and then a listing of what the woodsmen know. Add in other non-player characters as appropriate.

Hugo Mierstal, hm (Brecht) F3: Int Average; AL LG; AC 8 (Dex); MV 12; hp 19; THACO 18; #AT 1; Dmg 2d4 (broad sword) or 1d4+1 (knife); SA nil; SD nil; MR nil; Dex 16; SZ M (6'1"); ML 11.

Hugo is 39 and has been a trapper all his life; he was trained in the trade by his father, who was later eaten by a bear. Hugo has a friendly outlook, but is suspicious of city-dwellers because he thinks they are out to cheat him and his fellow guildsmen. He has a habit of looking about himself all the time, even when in conversation. His friends tease him about always looking for bears, and he takes this in good part, but he is more cautious when his father was killed and acts appropriately. He is loyal to the baron.

Tanbert Fressedhl, hm (Brecht) T6: Int Very; AL CG; AC 6 (leather jerkin, Dex); MV 12; hp 22; THACO 18; #AT 1; Dmg 1d6+1 (rapier) or entangle (net); SA nil; SD average thief skills; MR nil; Dex 17; SZ M (5' 7"); ML 10.

Tanbert, at age 27, is rather new to the forest. He used to live in Holstadt, where he was active in the black market, but had to flee town to save his skin. He has since taken up the trade of fisherman and hunter, with some help from his guild (Klaus's,

but use the normal chance above for Klaus to know him personally). He is secretive and patient, but has been trying to take on a more outgoing personality since coming out here, so no one will recognize him. Play him as someone trying to be friendly and talkative but with some hidden reserve that he cannot seem to overcome.

Griselda Florrin, hf (Brecht) 0-lvl: Int Average; AL LG; AC 10; MV 12; HD 1; hp 3; THACO 20; #AT nil; Dmg nil; SA nil; SD nil; MR nil; SZ M (5'4"); ML 12.

Griselda is the daughter of a trapper family that lives in the forest about half way across the realm between Holstadt and Duren. She is 19, somewhat attractive, and flirtatious especially to strangers (there aren't many men near her, and she is not particularly fond of them). She has been living in the forest all her life, and knows the area very well. She also knows the other trappers and such in the area very well, which is why she does not want to marry any of them. She knows all the local information.

What the trappers know:

- ∑ The orog raids have been going on for a couple of weeks. They seem to be concentrated in the east near the mountains, but word has spread and all woods people are on the watch for raiders.
- ∑ The village of Duren has been hardest hit.
- ∑ Dragon? There have been many stories of dragons living in the Drachenaur Mountains bordering Berhagen. These stories are used to keep children from wandering the mountains, and have been passed by travelers for generations. No one really believes them, but one person talked to (Griselda is best) has it on good authority that there is a large cave somewhere in the mountains north of the village of Duren. The source does not know exactly how far north, or where specifically it is located, but can give enough information for Hjordnal to know where to start looking.

Once the characters talk to some natives, they can make their way to either Duren or to the mountains where they can begin looking for the dragon. If they choose the village, go to Encounter Four, if they choose the dragon go to Encounter Six

## Encounter Four: A Village in Ruins

The characters arrive at the village of Duren, near the eastern border of Berhagen. There they discover the damage suffered by the villagers and a possible location of origination for the orog attacks.

***The last few miles have been quieter than the previous ones, as if something ominous was about to happen. Signs of passage begin to appear in the woods, indicating that something large passed through recently. Broken tree branches litter the road, and also the newly-made paths beside the road. Eventually you break out into the plains before the Drachenaar Mountains, and ahead you see something that must be the village of Duren.***

Hjordnal can examine the tracks made by the marauders and discover (on a successful check) that a great many orogs passed through, sometimes carrying or dragging logs. They were accompanied by a number of giant lizards, their preferred steeds.

The village looks indistinct from this far away, but as soon as the characters approach they discover that it has been practically ruined. See map of the village for detail in describing it.

Katarina can use a magic mirror to scry the village from here; if so she sees what they will all see when they arrive.

***Duren, once a large village of miners and trappers, has been almost leveled by some huge force, or perhaps by many smaller ones. Only three buildings stand; hide tents dot the ruins indicating where the remaining villagers sleep. A few cooking fires are lit, but only water pots can be seen hanging over them. People poke through the ruins still, trying to pull apart ruined homes and collect what supplies they can. You see a pile of food and other goods near the center of the village, and as you watch a villager brings a sack and adds it to the pile.***

Once the people see the baron's party, they stop what they are doing and approach. They all recognize the baron, who visited this place two summers ago. He also looks a lot like his father, who was a more frequent visitor while he lived. The people clamor at the baron, firing question too rapidly for him to even understand them. The gist of the questions are:

- Σ Have you come to fight the orogs?
- Σ Can you help us rebuild?
- Σ Do you have any food?
- Σ Several of us are injured and our priest is dead. Can you (priestess of Sera) help us?

Their main concerns are survival right now, and once these immediate questions are dealt with the characters can converse with the villagers and learn what happened.

There are 27 villagers still alive here (use Germanic names); the other 42 were slain in the last three orog attacks. These villagers can provide the following information:

- Σ The orogs have attacked six times, and passed by the village thrice more. This began about two weeks ago, maybe a little longer.
- Σ More than half the villagers were killed in the first attack, when the men tried to defend the village. There had been raiders before, but not nearly as many as this. The successive raids have driven the people to hide until the raiders are gone.
- Σ Most of the supplies are gone, and many of the tools, so the people are worried. Thank goodness winter is not for several months, but without some goods soon this village may disappear as the people seek other places to live.
- Σ The orogs come from the mountains directly east of the village. The villagers have not discovered where, but they did not know of any close orog settlements before this. They suppose that new tunnels must have been dug to allow the orogs to raid here.
- Σ Dragons? Yes, there is supposed to be a dragon living north and in the mountains. No one is sure just how far, since anyone who has ventured near the supposed lair has not returned. The people of Duren maintain a healthy distance, and if it were not for the occasional missing sheep they would not have any reason to suppose that the dragon still lived.

The source of Klaus's information in the introduction was Edsel, a man of this village, who had overheard a couple of orogs (he spoke orog) discussing their powerful ally. However, Edsel was killed in the last attack; his body is one of the several piled in a ditch to the south of the village. The

characters can try a speak with dead spell, in which case Edsel can tell them the following:

- Σ Edsel overheard two orogs speaking in their own language after the second raid on Duren. He was hiding in the bush to avoid them, and they passed right over his position. They said, in paraphrase, “With the help of the great serpent from the north, we will soon hold all this land.”
- Σ After the raid, Edsel went north to where the dragon lair was rumored to be, and found distinct evidence that the dragon had been outside recently (some tracks). He did not venture to the lair, because he did not want to be eaten.

The comment Edsel overheard actually referred to the forces from Rzhlev, whom the orogs refer to as the “people of the great serpent.” Their opinion of the Rzhlev ruler is obviously low (or high—it is hard to tell in orog since they use the word serpent in both senses).

While the characters are in the village, the following things happen. If time is running out, they can be skipped.

1. The Falling Hut— one of the remaining three buildings is very unstable, though the villagers have tried to tie it so that it won’t fall. As the characters help around the village, the building falls:

***You work with the villagers to salvage their food and to find out what happened, when suddenly with a great groan and crash one of the three standing buildings collapses upon itself. Frantic cries for help sound immediately, and three men rush to pull planks apart as fast as they can.***

Trapped within the hut are three people, two women and a child of 11. They were clearing out the last of some sacks of grain and did not realize that the sacks were holding up the support beams. Most of the planks are precariously balanced and will slip if the wrong one is pulled out, but the villagers doing the pulling do not seem to care. They are just working as fast as possible. If they are not stopped, they will cause another collapse which will further trap and injure the three victims.

With some forethought, it is easy to clear the rubble, but lack of a plan for avoiding further collapse will result in the injury of the victims. In this

case, the characters see the following when they get enough rubble cleared:

***As you gaze into what was the building’s interior, you see with some horror that one of the trapped women has a plank driven into her body. Her eyes are glazing over, and she stares at you with a mixture of hope and despair.***

She is not dead, and can be saved if the characters act quickly. If the players are handling their characters properly, there may be some difficulty here as Arden, the one who can heal, gains no real benefit directly from healing this nobody, and may object to wasting a spell on someone who is dead anyway. She may also be out of healing spells, as there were several injured villagers she could have helped.

2. The Stampede— As the villagers go about building a makeshift pen for their few remaining livestock, another woman watches them and makes sure that they do not try to run off. The goats and sheep are pretty docile, until a wolf shows up anyway. The wolf approaches from downwind, so the goats and sheep detect it before it detects them. It would not attack the village anyway, as there are too many two-legs in the village and only one of it. However, its scent is enough to drive the animals crazy, and after a couple of minutes of agitation they all break past the woman herding them and flee through the village. This causes more confusion and topples the cooking fires, not to mention almost demolishing one of the buildings. Once past the village, they separate and keep running.

The characters can try to stop the herd, or corral it once it clears the village. There are also two villagers to pull out of the way before they get trampled (which kills them), one right near the cooking pot the characters saw on the way into town. To grab a person and pull him or her out of harm’s way, the character must roll to hit AC 10 (the standard villager AC) and then make a successful Strength check to pull the person to safety. The character receives a +2 bonus to the Strength check if running full speed when the villager is grabbed. Trample damage (in case its needed) is 2d4 for two rounds, and the character being trampled cannot attempt to save himself while the beasties pass over him. He has to be saved by other characters who somehow make the beasts detour (flashy magic works, and the players may have other ideas).

Once the characters are done here, and have discovered where the orogs are coming from, they can go in that direction to investigate (Encounter Five). Alternately, they can choose to go to the dragon's lair (Encounter Six). If the characters stay the night in the village, the orog attack comes to them (have the orogs from Encounter Five attack the village by the best plan you can think of).

## Encounter Five: The Orog Tunnels

The characters pursue the orogs from the village of Duren to a cave in the mountains. There they are attacked by orogs. They can seal up the cave with a landslide, but they cannot hope to enter the orog tunnels and kill all the orogs which live there.

Tracking the orogs is easy once they have the information from the village. Hjordnal can track them without the information, but gains a +2 bonus if he has the information because he has an idea of what he is looking for. Katarina can also use magic mirror to find the cave opening, once the general location is explained to her by Hjordnal or the baron. Arden can use a reflecting pool for the same purpose, though she has trouble finding the right spot because she is not so familiar with her spell. If either woman uses a scrying spell, she sees three orogs guarding the cave. If no scrying is used, then the orogs become aware of the characters first and plan an ambush.

When they arrive, read or paraphrase the following:

***The tracks you have been following have become more pronounced, as if no one was taking the trouble to hide them in any way. You can clearly see a couple of human footprints among the larger orog ones. The trail leads into a cleft in the hills. You turn through a narrow bend and come face to face with a cave mouth, perhaps eight feet across and twice that high. Rocks press in around it, and it would be very hard to find if you were not looking for it.***

The party should suspect an ambush, and they are correct. If they immediately retreat, they can back some distance down the path and use scrying magic on the scene. In this case they can find all the orogs but the four behind the rocks, as those are

very well hidden. They have to have a light source inside the cave to scry into it.

The ambush: Six of the orogs hide in the rocks above the cave entrance with crossbows ready and cocked. Another four hide behind large rocks opposite the cave mouth with battle axes ready. The chief and his bodyguard stand inside the cave ready to charge into the fray, while the shaman is hanging a little further back so he can cast spells and remain hidden.

With all the excitement and time spent in the village, the characters arrive at the cave in the late afternoon (it is only a half hour from the village). It is daylight, and the orogs are at a disadvantage, but they try to fight from the mouth of the cave when possible.

Orog Chieftain: Int High; AL NE; AC 3; MV 9; HD 6; hp 48; THACO 15; #AT 2; Dmg 1d8+4 (large axe) or 1d4+1 (crossbow); SA +4 bonus to damage due to strength; SD nil; MR nil; SZ M (6'7"); ML 14.

Orog Shaman: Int High; AL NE; AC 3; MV 9; HD 5; hp 34; THACO 15; #AT 1; Dmg 1d6+3 (mace); SA +2 damage bonus for high strength, spells; SD nil; MR nil; SZ M (6'4"); ML 13.

Spells: 1st level— bless (on orogs), cause fear, cure light wounds; 2nd level— flame blade, silence 15' radius, wyvern watch; 3rd level— animate dead (on orogs who fall).

Orog Chief's Guards (8): Int Average; AL NE; AC 2 (orog plate); MV 9; HD 3; hp 19; THACO 17; #AT 1; Dmg 1d10+3 (halberd) or 1d4+1 (crossbow); SA +3 damage for high strength; SD nil; SZ M (6'6"); ML 14.

Orogs (12): Int Average; AL NE; AC 2 (orog plate); MV 9; HD 3; hp 19; THACO 17; #AT 1; Dmg 1d8+2 (battle axe) or 1d4+1 (crossbow); SA +2 damage for high strength; SD nil; SZ M (6'6"); ML 14.

Orogs who fail morale checks (make these when the chief or the shaman goes down, or when more than 3/4 the orogs are dead) flee into the cave if they can, quickly escaping unless stopped in the round after they flee. Orogs which cannot flee into the cave run into the mountains and towards another cave about a mile south which leads into the orog tunnels as well. It is a backup tunnel. Run this chase normally; the orogs will run at 3x their normal

speed for the mile and then duck into the cave, quickly losing any pursuit in the dark.

Once the characters defeat the orogs, they can do several things.

Question the orogs:

These villains don't say anything, merely taunting the characters for not killing them immediately, and promising vengeance a hundred fold on the people in the surrounding villages for this outrage.

Seal the cave:

A good landslide will seal the cave mouth, but unless the cave to the south is sealed as well the orog raids will continue. Hjornal can make a check against 1/2 Wisdom to realize that there might be more caves around (he has dealt with orogs before).

Enter the cave and hunt orogs:

This is a bad move, as there are thousands of orogs in the underground lairs (which stretch far into the mountains) and the characters will eventually meet groups of 100 or more orogs and die (or flee).

If the characters go after the dragon from here, go to Encounter Seven. If they skip the dragon, go to the Conclusion.

## Encounter Six: Kejjarranna the Dragon

The characters follow the directions from the villagers into the mountains, where they come upon some carcasses of herd animals. These lead them to the dragon's lair, where they have to negotiate or fight.

***Your trip into the mountains has been hard on your mounts, but they manage to follow as you lead them over paths covered in small rocks, up hillsides, and around cospes of trees. After a couple of days, you come into a small valley littered with bones.***

The bones are those of sheep, cattle, and goats, and they are the remains of the dragon's last meal (about 20 years ago—it has been sleeping since then). There is little else to indicate what these animals were, but the characters can figure them out with appropriate proficiency checks.

Across the valley the characters can see a path winding up the side of the ridge, and there is a wall of old trees just to the right of the path. Behind this wall of trees is a huge cave mouth, which cannot be seen due to the foliage. Once the characters get to the trees, they can see the cave with no problem. The path upward shows no signs of any recent travel, and could almost be called a game trail rather than a real path.

Inside the cave, the characters will find the following:

***The horses tied far down into the valley, you begin to slowly creep into the cave. If there is a dragon living here, it is extremely large. You all know that dragons are known to have bad tempers; that is the report of the few people to have ever encountered a dragon a lived. The huge tunnel winds into the mountains for almost half a mile before it opens into a cavern larger than even you expected to find. Near the far wall you see a huge gleaming pile of gold, silver, and gems. The pile is formed into a bed of sorts, and inside the bed you see a huge serpentine red-gray form. Large leathery wings are folded on its back, and its great head is facing toward a spot on the wall to your right. Its eyes are closed.***

The dragon is not sleeping, but it appears to be. It is Kejjarranna, a very old and very intelligent dragon who has remained undisturbed here for the past 123 years, when it found this cave and moved its treasure here. It subsists on herd animals and the occasional mountain man or trade caravan.

Kejjarranna has been alive for many centuries; he was born soon after the battle at Mt. Diesmar. He is very knowledgeable, but in the last few hundred years he has become somewhat of a recluse, even more so than his kin. He has not ventured out of his valley in more than 10 years, and when he does go for food he does his best to remain unseen. He hopes that most people think him dead. He sleeps a lot, and reads from ancient texts (some magical) in his hoard. He does not mind the tedium; in fact he enjoys it.

He is not at all involved in the attacks on Berhagen, and does not even know about them. The characters might be able to figure out that he has not left the cave in a long while (the bones outside are at least a year old), and that no one besides themselves has been in the valley in at least a year. This is enough information to convince them (hopefully) that the dragon rumor was false. If the

characters never enter the cave, they can escape the valley without meeting the dragon at all. If they enter the cave, they set off an alarm spell which wakens Kejjarranna.

Once they have seen the dragon, it is up to them as to what to do. Here are three options:

1. Flee— not a bad idea, if they figure out that the dragon is not involved. If they turn and flee after they see the dragon, it lifts its head and fires a breath weapon stream at their backs. Then it says, “How inhospitable. And I am so hungry. Have you brought me food?”

2. Fight— probably the worst idea, since the characters are not powerful enough to kill the dragon. If a battle ensues, Kejjarranna tries to use his spells, fear aura, and breath weapon to slay the characters before entering melee. He has survived this long, and wants to become much older before he dies. He fights as viciously as he can.

3. Negotiate— maybe the best option at this point, even though they cannot speak any language that the dragon knows. Kejjarranna is curious as to why they have sought him out, and will react in a non-hostile manner if they do. He has a tongues spell with which he can deign to converse with the characters. He is polite but not formal, and expects to be treated as the most important being in the conversation (which he is, and he knows it). He knows he can squash the puny humans at will, but holds back as long as they don’t bore him. He is bored by stories of battles among humans, and does not care about the baron’s problems. He does, however, still desire more gold, and can be bought off. He does not reveal that he is not involved with any humans or orogs (orogs don’t even taste good—they’re too gristly) and uses the baron’s weaker position to get more wealth.

Kejjarranna will accept 6 Gold Bars worth of wealth (about 12,000 gp) or magical items of that value (use the book values, xp times 5 from the DMG) in return for a “pledge” not to attack Berhagen in the next 10 years. He claims that this is more than twice what the others gave him; this is true since they gave him 0. He also requires 100 stout steers and sheep from the Berhageners over the next 10 years, one per month to be delivered to the base of the mountains and left there on the night of the full moon. If anyone delivering the sheep attacks, the deal is off and Berhagen will suffer.

Kejjarranna will also listen to an offer to ally himself with the barony of Berhagen, but such an alliance would come at a very high price. The dragon gains nothing from it, so there would have to be much gold and livestock involved: at least 10 Gold Bars per season (domain turn) and 20 cattle or sheep. In return for these the dragon would allow the baron to say publicly that an alliance had been reached, and would agree to emerge from his cavern once per year and decimate any enemies that the baron wanted decimated, provided he also got a large share of any loot recovered.

Kejjarranna, Very Old Dragon: Int Exceptional; AL N; AC -1; MV 9, fl 24 (C); HD 20; hp 144; THACO -3; #AT 3; Dmg 1d10+9/1d10+9/2d12+9 (claw/claw/bite); SA spells (all saves at -1), radiate fear in 50-yard radius constantly, gaze paralyzes for 2d4 turns (save at -4), breath weapon—noxious burning venom doing 14d6+14 (save vs breath weapon for half); SD nil; MR 40%; SZ G (75’ long body, 25’ long tail); ML 19.

Spells: 1st level— alarm (cast), cantrip, comprehend languages, read magic; 2nd level— darkness 15' radius, detect invisibility, ESP, shatter; 3rd level— clairvoyance, delude, slow, tongues; 4th level— bestow curse, dimension door, (Evard’s) black tentacles, minor globe of invulnerability; 5th level— monster summoning III (4 orogs, see stats from Encounter Six), telekinesis, transmute rock to mud, stone shape; 6th level— true seeing.

Once the encounter is concluded, ask where the characters are going. If they head for Duren to deal with the orogs, go to Encounter Four (if they have never been to the village) or Encounter Five (if they have). If they return to the court or go north to the battle front, go to the Conclusion.

## Conclusion

The adventure ends when there is no more playing time or when the baron goes to the north battle front to fight the forces from Rzhlev. He could ride there, but that would take several days and would mean that he arrives as the battle starts (no pre-planning and positioning of troops allowed). He can also use his travel blood ability and get there instantly, either from court or from the valley where the dragon lives (or from Duren, for that matter). He can bring the other characters using this power, but not the horses too.

The results of the battle depend on how many troops the baron moves into the battle area (Karljappen province).

- Σ If he has at least six units, the battle is a tie and the Rzhlev forces are driven back into the mountains to regroup. Both sides suffer 25% casualties. Read the following:

***The fighting in Karljappen is fierce as the Vos from Rzhlev push forward into the settled areas. The baron's well-trained armies fight in concert (with the monsters summoned by Dirk, if any) throughout the day and slowly drive the interlopers back. Casualties mount up on both sides, as the fighting seems about even. Finally, as dusk approaches, the Vos begin an organized retreat into the hills. You have won the day, but you know that this conflict is not over.***

- Σ If he has eight or more, then he achieves a victory and the enemy retreats in disarray and with 50% casualties. Read the following.

***The fighting in Karljappen is fierce as the Vos from Rzhlev push forward into the settled areas. The baron's well-trained armies fight in concert (with the monsters summoned by Dirk, if any) throughout the day and slowly drive the interlopers back. Casualties mount up on both sides, but finally the morale of the Vos seems to break and they flee the field. Baron Von Staelen's armies inflict terrible losses on the retreating men, knowing that a crippled foe cannot attack again in the near future. You have won the day, and the celebrations last long into the night.***

- Σ If he has fewer than 4 units, Berhagen suffers a loss and Karljappen is occupied by the Rzhlev forces. The war will no doubt continue, as Dirk will be very upset at this turn of events.

***The fighting in Karljappen is fierce as the Vos from Rzhlev push forward into the settled areas. The baron's well-trained armies fight in concert (with the monsters summoned by Dirk, if any) throughout the day, but it is clear that you are outnumbered by two to one or more. For every Vos that falls, another two step into the breach. Slowly you are forced back, and have to yield the province to the enemy. This conflict is far from over, but you must first regroup and muster more armies if you hope to regain this part of your realm.***

There were some side issues as well between the characters, and these should be resolved between them if time permits.

The End of There is a Tide

## Handout #1–Summer Domain Turn Information for Baron Johannas

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen’s forests provide much of the lumber for Müden’s shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season’s activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You will not have to do all the work of a domain turn here, but the full process is laid out and explained so that you can see how it works.

Start by examining your holdings and where they are. A Law Holding is any form of government, castle, or army which allows the regent to enforce the law. A Temple Holding is a center of worship of any kind, not necessarily a temple. It represents the percentage of people in a province which worship at the church of the priests control the holding. A Guild Holding involves traders and merchants, and thieves, and represents the percentage of the wealth of the province controlled by the regent. A Source Holding is a place of magical power, and represents how much power the wizard regent can draw from the land to accomplish his aims.

In Berhagen, you control most of the law holdings, as shown by province. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune’s Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. You do not control any guild holdings, but you collect taxes from them. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

### Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaben (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen (you); PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.



The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

## **Domain Turn Flow**

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

### **1. Roll Random Events**

*Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.*

### **2. Determine Domain Initiative**

*Result: When the action rounds begin, Klaus will act first, then Dirk, then you.*

### **3. Collect Regency Points**

*Result: Regency points are determined by the lesser of your bloodline strength or the sum of your provinces and holdings. The sum is 36, less than your bloodline score, so you collect 36 regency points this turn.. You had 14 saved from last turn, so you have a total of 50 to use this turn.*

### **4. Taxation, Collection, and Trade**

*Result: Moderate taxes, your usual policy, bring in 17 Gold Bars this season. The domain has been prosperous. In addition, you collect 3 Gold Bars in claims from Klaus's Guild Holdings. Your total income is 20 Gold Bars, which adds to your previous treasury of 40 Gold Bars for a total wealth of 60 Gold Bars.*

### **5. Pay Maintenance Costs**

*Results: Your holdings and provinces cost you 3 Gold Bars this season to maintain, and your court costs you an additional 8 Gold Bars (you have an excellent but not opulent court—you need it for trade negotiations). Lastly, it costs 36 Gold Bars to maintain your armies. Total cost is 47 Gold Bars, which reduces your treasury to 13 Gold Bars.*

### **6. Declare Free Actions**

*You can do a lot here, and you can do as many of the following as you want. However, you have to do them all in this phase, before the action rounds begin. You may wish to begin consulting your advisors and friends if you are not sure which actions to take. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus. You also have advisors and friends among the player characters.*

**Build**— This action is for building halls, palaces, roads, lighthouses, and so on. You must use an action in the action round (fortify) to build castles and fortifications. The DM can tell you what you what things cost, but you have developed things nicely so far, and except for 3 Gold Bars you spend this turn to continue construction and upgrade of lighthouses along the coast, you probably don't need to build anything this season. The lighthouse construction reduces your treasury to 10 Gold Bars.

**Decree**— This action covers any orders or special taxes you wish to pass for this turn, and also any special mission you may wish a subordinate to take (such as "come on this adventure with me"). You can issue two decrees this season (turn), and they cannot have far-reaching effects on the domain turns of the other regents (Klaus and Dirk).

**Disband**— Disband armies or mercenaries. Not a good time for this, in the opinion of your advisors.

**Grant**— Bestow money, gifts, or titles. You can do any amount of this. The base success is 10 (roll 10 or better on 1d20), but it gets higher (worse) for each Gold Bar you grant and each title you bestow. You never can tell if someone is going to become offended. If you fail, then the DM will tell you what happens.

**Hold Action**— You can choose to delay your action to the end of an action round, acting after everyone else.

However, a delayed action must be used to respond to a situation; if you are not responding to some other action or threat then your action is lost. You can do this during an action round as a free action (the only exception).

**Move Troops**— Probably a good idea, in the opinion of your advisors. Your troops are stationed as follows:

Holstadt province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights, 1 archer unit.

Ilfressen province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights

Karljappen province: 1 elite infantry unit

Molabrech province: 1 archer unit, 1 levy unit (the berkannen).

It costs 1 Gold Bar per 10 units/provinces moved, so 1 unit can be moved through 10 provinces, 2 through 5, and so on. Troops require one action round to relocate, so they would not be available for an action round. You can declare now that they be moved during the second action round, for example, but if you declare later you use an action round to do so.

Muster Armies— Another good idea, in the opinion of your advisors. You can muster military units in a province equal to its level during the season (domain turn). Armies cannot be used in the action round they are created, but you can declare now that they be created in any action round of the turn. For example, you could muster 2 units of infantry in Cluhagen during the first action round and have them move to Karljappen during the second, and they would be able to fight during the third. This would cost 5 Gold Bars (4 to muster, 1 to move them). See the attached chart for costs. You don't have all that much money, and you do need to move some troops, so you will have to decide whether you need more units now or not.

Strengthen Bloodline— By spending 43 Regency Points, you can increase your bloodline score from 42 to 43.

## 7. First Action Round

*You can do one of the following actions this round. You act in the order listed under Initiative above.*

Adventure— Go on an adventure. If you want to do something about the dragon, this is where you do it.

Agitate— This action increases or decreases the target province's loyalty by 1, and is not appropriate since you rule all the provinces in Berhagen.

Contest— This action allows you to contest the rule of another regent over a province. You rule all the provinces, so you cannot do this but Klaus and Dirk could do this to you.

Create Holding— This action allows you to create law and guild holdings in provinces. You cannot increase the level of a holding with this action, just create one where you do not have one before. It costs 1 Gold Bar to create a holding (0), which you then have to raise the level of.

Declare War— This has happened to you, and the enemy troops are moving into the domain, so you might want fight them first.

Diplomacy— This action would allow you to try to talk your way out of the war you are facing, but the ruler of Rzhlev has never listened to your diplomatic overtures before, and is not likely to do so now. Cost is 1 Gold Bar and 1 Regency Point to try, with base success 10 (on 1d20). You can spend Regency Points to better your chances.

Espionage— With this action, you can find out a lot of information, including tracing the party responsible for espionage actions directed against you. You could also rescue prisoners, launch an assassination, and anything else covert-sounding. You must state specifically what you want to accomplish. The cost is 1 Gold Bar. You cannot do anything in Rzhlev since you do not control any holdings there.

Fortify— This allows you to fortify holdings and build castles in provinces. You could build a castle (1) in a province this turn; it would cost 8 Gold Bars total and you would have to spend an extra 10 Gold Bars to speed up the work, but it would be finished by the end of the domain turn. The enemy is expected to attack during the second action round, so your castle would not be done in time to fight them. Normal costs are 8 Gold Bars per level (so a castle (3) costs 24 Gold Bars) and work progresses at 1d6 Gold Bars spent per domain turn.

Lieutenant— You can take someone and make them a henchman using this action, but this is probably not the best time. This has no cost. Lieutenants give you one extra action per domain turn (total), but this would not help you this turn.

Rule— This action allows you to increase the level of any holdings you control. You can only increase them to the level of the province. The cost is 1 Gold Bar plus the target (new) level in Regency Points, so bringing a holding (2) to a holding (3) costs 1 Gold Bar and 3 Regency Points. The base success is 10 on 1d20, and you can add Regency Points to better your chances (reduce the success number by 1 per Regency Point spent) if your attempt is opposed by other regents.

You can also try to rule a province, and raise its total level by 1. This costs the target level in Gold Bars and Regency Points, so taking a province (4) to a province (5) costs 5 Gold Bars and 5 Regency Points. Any other regent with a holding in the province may oppose you, as below.

Similarly, if another regent tries to rule a holding in a province where you have a holding, you can oppose the attempt by adding your holding level as a penalty to his chance for success. Regency points can be spent to further affect the die roll.

Trade Routes— The guild controls the trade routes, and this is not a good time to get in a trade war with the guilds. Your advisors strongly urge you not to establish any trade routes with another threat on the horizon.

**8. Second Action Round**

*You can do any one action as described under the first action round. You act in the order listed under Initiative above.*

**9. Third Action Round**

*You can do any one action as described under the first action round. You act in the order listed under Initiative above.*

**10. Adjust Loyalty and Regency**

*You won't get this far in the turn during this tournament.*

## Handout #2–Summer Domain Turn Information for Guildmaster Klaus Vurunne

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen’s forests provide much of the lumber for Müden’s shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season’s activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You will not have to do all the work of a domain turn here, but the full process is laid out and explained so that you can see how it works.

Start by examining your holdings and where they are. A Law Holding is any form of government, castle, or army which allows the regent to enforce the law. A Temple Holding is a center of worship of any kind, not necessarily a temple. It represents the percentage of people in a province which worship at the church of the priests control the holding. A Guild Holding involves traders and merchants, and thieves, and represents the percentage of the wealth of the province controlled by the regent. A Source Holding is a place of magical power, and represents how much power the wizard regent can draw from the land to accomplish his aims.

In Berhagen, you control more than half the guild holdings, but no holdings of any other kind. The rest are held by several smaller guilds. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune’s Forethought) and Pieter Astridsen who worships the nature god Erik. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

### Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaben (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne (you); DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. You do not control any of these troops.

## **Domain Turn Flow**

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

### **1. Roll Random Events**

*Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.*

### **2. Determine Domain Initiative**

*Result: When the action rounds begin, you will act first, then Dirk, then Baron Johannas.*

### **3. Collect Regency Points**

*Result: Regency points are determined by the lesser of your bloodline strength or the sum of your provinces and holdings. The sum is 11, less than your bloodline score, so you collect 11 regency points this turn.. You had to use all of your Regency Points last turn, so you have only 11 to use this turn.*

### **4. Taxation, Collection, and Trade**

*Result: You collect 8 Gold Bars from your holdings, but the Baron claimed 3 in taxes, so you net 5 Gold Bars. Your real wealth is in trade routes, which you have established between all provinces where you have holdings. You collect 38.5 Gold Bars from trade. You had 17.5 stashed, so your total for now is 61 Gold Bars.*

### **5. Pay Maintenance Costs**

*Results: Your holdings cost you 2 Gold Bars this season to maintain, and your court costs you an additional 6 Gold Bars (you have a fine court—you need it for trade negotiations). You spend 8 Gold Bars on maintenance, leaving you with 53 Gold Bars.*

### **6. Declare Free Actions**

*You can do a lot here, and you can do as many of the following as you want. However, you have to do them all in this phase, before the action rounds begin. You may wish to begin consulting your advisors and friends if you are not sure which actions to take. The DM controls three NPCs: Matilend Freiss of the church of Sera, and Britter Klassen and Luther Bierhaus who serve the Baron. You also have friends among the player characters.*

**Build**— This action is for building halls, palaces, roads, lighthouses, and so on. Ongoing construction of new guildhalls in the far eastern provinces costs 9 Gold Bars this turn, leaving you with 44. You know the baron has an ongoing lighthouse building program going, which will help your sea trade.

**Decree**— This action covers any orders you wish to issue for this turn, and also any special mission you may wish a subordinate to take (such as “come on this adventure with me”). You can issue two decrees this season (turn), and they cannot have far-reaching effects on the domain turns of the other regents (Johannas and Dirk). You are not in a position to make decrees about the realm, just the guild.

**Espionage**— As a thief regent, you get one free espionage action per turn. You used yours this turn discovering the information presented in the introduction.

**Grant**— Bestow money, gifts, or bribes. You can do any amount of this. The base success is 10 (roll 10 or better on 1d20), but it gets higher (worse) for each Gold Bar you grant. You never can tell if someone is going to become offended. If you fail, then the DM will tell you what happens.

**Hold Action**— You can choose to delay your action to the end of an action round, acting after everyone else. However, a delayed action must be used to respond to a situation; if you are not responding to some other action or threat then your action is lost. You can do this during an action round as a free action (the only exception).

**Muster Armies**— Only the Baron can muster troops in Berhagen.

**Strengthen Bloodline**— By spending 15 Regency Points, you can increase your bloodline score from 14 to 15.

## 7. First Action Round

*You can do one of the following actions this round. You act in the order listed under Initiative above.*

**Adventure**— Go on an adventure. Any actions involving the dragon threat which you see to personally fall in this category.

**Agitate**— This action increases or decreases the target province's loyalty by 1. This is probably not a good time.

**Contest**— This action allows you to contest the rule of another regent over a province or holding (but not magical source). It costs 1 Regency Point to make the attempt, and you may add Regency Points to better your chances. The contestee may also add Regency Points to worsen your chances. The result is that a holding or province drops by one rating point.

**Create Holding**— This action allows you to create guild holdings in provinces. You cannot increase the level of a holding with this action, just create one where you do not have one before. It costs 1 Gold Bar to create a holding (0), which you then have to raise the level of.

**Declare War**— You cannot do this, since you have no troops to fight a war with.

**Espionage**— With this action, you can find out a lot of information, including tracing the party responsible for espionage actions directed against you. You could also rescue prisoners, launch an assassination, and anything else covert-sounding. You must state specifically what you want to accomplish. The cost is 1 Gold Bar. You cannot do anything in Rzhlev since you do not control any holdings there.

**Fortify**— This allows you to fortify holdings and build castles in provinces. You could build a castle (1) in a province this turn; it would cost 8 Gold Bars total and you would have to spend an extra 10 Gold Bars to speed up the work, but it would be finished by the end of the domain turn. The enemy is expected to attack during the second action round, so the castle would not be done in time to fight them. Normal costs are 8 Gold Bars per level (so a castle (3) costs 24 Gold Bars) and work progresses at 1d6 Gold Bars spent per domain turn.

**Lieutenant**— You can take someone and make them a henchman using this action. This has no cost. Lieutenants give you one extra action per domain turn (total), but this would not help you this turn.

**Rule**— This action allows you to increase the level of any holdings you control. You can only increase them to the level of the province. The cost is 1 Gold Bar plus the target (new) level in Regency Points, so bringing a holding (2) to a holding (3) costs 1 Gold Bar and 3 Regency Points. The base success is 10 on 1d20, and you can add Regency Points to better your chances (reduce the success number by 1 per Regency Point spent) if your attempt is opposed by other regents.

**Trade Routes**— You have trade routes established between all your holdings, and cannot use any more until you have holdings in new provinces.

## 8. Second Action Round

*You can do any one action as described under the first action round. You act in the order listed under Initiative above.*

## 9. Third Action Round

*You can do any one action as described under the first action round. You act in the order listed under Initiative above.*

## 10. Adjust Loyalty and Regency

*You won't get this far in the turn during this tournament.*

## Handout #3–Summer Domain Turn Information for Dirk Kallnecht

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen’s forests provide much of the lumber for Müden’s shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

The desolate nature of the realm means that sources are strong, and you control some of the strongest.

A domain turn in Birthright is a mechanic to represent a season’s activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You will not have to do all the work of a domain turn here, but the full process is laid out and explained so that you can see how it works.

Start by examining your holdings and where they are. A Law Holding is any form of government, castle, or army which allows the regent to enforce the law. A Temple Holding is a center of worship of any kind, not necessarily a temple. It represents the percentage of people in a province which worship at the church of the priests control the holding. A Guild Holding involves traders and merchants, and thieves, and represents the percentage of the wealth of the province controlled by the regent. A Source Holding is a place of magical power, and represents how much power the wizard regent can draw from the land to accomplish his aims.

In Berhagen, you control the source holdings listed below. Other lesser wizard regents control some of the other sources, but many remain untapped. The Baron controls the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune’s Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds.

### Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaben (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht (you). The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

## **Domain Turn Flow**

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

### **1. Roll Random Events**

*Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.*

### **2. Determine Domain Initiative**

*Result: When the action rounds begin, Klaus will act first, then you, then Baron Johannas.*

### **3. Collect Regency Points**

*Result: Regency points are determined by the lesser of your bloodline strength or the sum of your provinces and holdings. The sum is 15, less than your bloodline score, so you collect 15 regency points this turn.. You had 15 saved from last turn and 6 from the turn before, so you have a total of 36 to use this turn.*

### **4. Taxation, Collection, and Trade**

*Result: You do not collect money this way. See the "Ply Trade" character action below. You have 2 Gold Bars from prior plying of trade.*

### **5. Pay Maintenance Costs**

*Results: Your holdings do not cost anything to maintain.*

### **6. Declare Free Actions**

*You can do a lot here, and you can do as many of the following as you want. However, you have to do them all in this phase, before the action rounds begin. You may wish to begin consulting your advisors and friends if you are not sure which actions to take. The DM controls three NPC advisors to the regent: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus. You also may ask advice from the other player characters.*

*As a wizard regent, you are limited in the actions you can take in certain provinces. Any action not listed is closed to you:*

**Build** (Karljappen province only)– This action is for building halls, palaces, roads, lighthouses, and so on. You don't really build anything, since you have all the buildings you need right now. Besides, you don't rule the land so you have less to worry about. The baron can build the bridges, lighthouses, and such as that.

**Decree**– This action covers any orders or special taxes you wish to pass for this turn, and also any special mission you may wish a subordinate to take (such as "come on this adventure with me"). You have no subordinates and no one to issue decrees to.

**Disband**– Disband armies or mercenaries. You don't have any armies; the baron wouldn't let you muster them even if you wanted to.

**Grant**– Bestow money or gifts. You can do any amount of this. Your grants are always successful, since you do not rule anyone who might get upset.

**Hold Action**– You can choose to delay your action to the end of an action round, acting after everyone else.

However, a delayed action must be used to respond to a situation; if you are not responding to some other action or threat then your action is lost. You can do this during an action round as a free action (the only exception).

**Move Troops**– What troops?

**Muster Armies**– The baron does not let anyone but himself muster troops in Berhagen, and you do not control any sources anywhere else.

**Strengthen Bloodline**– By spending 36 Regency Points, you can increase your bloodline score from 35 to 36.

### **7. First Action Round**

*You can do one of the following actions this round. You act in the order listed under Initiative above.*



**Adventure**– Go on an adventure. If the baron decides to go after the dragon, this is when it will happen, and you may have to go. You could choose to go yourself, and drag the others into it, if you want.

**Agitate (Karljappen province only)**– This action increases or decreases the target province’s loyalty by 1. This may not be a good time.

**Contest**– This action allows you to contest the rule of another regent over a province or holding. If you want to increase the source rating for a province, this is how you do it. Base cost is 1 Regency Point, with a success of 10+ on 1d20. You can use Regency Points to better your chances, and so can the defending regent.

**Create Holding**– This action allows you to create source holdings in provinces where none exist now for you. You cannot increase the level of a holding with this action, just create one where you do not have one before. Base cost is 1 Gold Bar, with a success of 10+. The baron can oppose you, as could any of the other wizard regents if they mattered at all. The baron adds the province rating as a penalty to your success chance if he acts in this way.

**Declare War**– You cannot fight a war with anyone. You have no troops.

**Diplomacy**– This action would allow you to try to talk your way out of the war you are facing, but the ruler of Rzhlev has never listened to your diplomatic overtures before, and is not likely to do so now. Cost is 1 Gold Bar and 1 Regency Point to try, with base success 10 (on 1d20). You can spend Regency Points to better your chances.

**Espionage**– With this action, you can find out a lot of information, including tracing the party responsible for espionage actions directed against you. You could also rescue prisoners, launch an assassination, and anything else covert-sounding. You must state specifically what you want to accomplish. The cost is 1 Gold Bar. You cannot do anything in Rzhlev since you do not control any holdings there.

**Forge Ley Lines**– You have all your holdings connected by ley lines, so you need not do this. The ley lines allow you to cast any realm spell you have from any holding, since you can tap your strongest holding in Karljappen.

**Fortify (Karljappen province only)**– This allows you to fortify holdings and build castles in provinces. You have no need for these, since they weaken sources.

**Lieutenant**– You can take someone and make them a henchman using this action, but you don’t have anyone around whom you would want to be your lieutenant.

**Realm Spell**– You must take an action to cast one of your realm spells.

**Research**– You could research a new spell or magical item, but now may not be the best time.

**Rule**– This action allows you to increase the level of any holdings you control. You can only increase them to the level of the province. The cost is 1 Gold Bar plus the target (new) level in Regency Points, so bringing a holding (2) to a holding (3) costs 1 Gold Bar and 3 Regency Points. The base success is 10 on 1d20, and you can add Regency Points to better your chances (reduce the success number by 1 per Regency Point spent). The baron can oppose by adding the province level as a penalty to your chances.

## **8. Second Action Round**

*You can do any one action as described under the first action round. You act in the order listed under Initiative above.*

## **9. Third Action Round**

*You can do any one action as described under the first action round. You act in the order listed under Initiative above.*

## **10. Adjust Loyalty and Regency**

*You won’t get this far in the turn during this tournament.*

## Handout #4–Summer Domain Turn Information for Katarina Hillen

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen’s forests provide much of the lumber for Müden’s shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season’s activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You are not a regent, but there are some actions you can take during a domain turn. They are summarized below.

In Berhagen, Baron Johannas controls most of the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune’s Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaben (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

### Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

### **1. Roll Random Events**

*Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.*

### **2. Determine Domain Initiative**

*Result: When the action rounds begin, Klaus will act first, then Dirk, then Baron Johannas. You do not have an initiative, since your actions cannot affect the provinces and holdings directly.*

### **3. Collect Regency Points**

*Result: You are not a regent, and do not collect Regency Points.*

### **4. Taxation, Collection, and Trade**

*Result: You do not rule, so you do not collect any Gold Bars. You know that Baron Johannas collected 20 Gold Bars, and Klaus made 38 or so.*

### **5. Pay Maintenance Costs**

*Results: You do not pay maintenance.*

### **6. Declare Free Actions**

*In general, you do not take actions here. You can advise though, and the baron will probably ask your opinion on some things. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus.*

### **7. First Action Round**

*You can do one of the following actions this round, after the regents act.*

**Adventure**— Go on an adventure. If the baron decides to face the dragon, this is where he will do it.

**Espionage**— Even though you are not a regent, you can make a espionage action using your spells and a few contacts. You cannot engage in espionage, but you could trace down someone else's espionage to its source. You must state specifically what you want to accomplish. You are restricted to the province you are in.

**Ply Trade**— You can make 900 gp in an action round selling your diving skills in Holstadt province. You would make much less anywhere else.

**Research**— You could research a new spell, but you have no research in progress and do not in general engage in research.

### **8. Second Action Round**

*You can do any one action as described under the first action round.*

### **9. Third Action Round**

*You can do any one action as described under the first action round.*

### **10. Adjust Loyalty and Regency**

*You won't get this far in the turn during this tournament.*

## Handout #5–Summer Domain Turn Information for Arden Wodell

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen’s forests provide much of the lumber for Müden’s shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season’s activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You are not a regent, but there are some actions you can take during a domain turn. They are summarized below.

In Berhagen, Baron Johannas controls most of the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune’s Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

### Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaben (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

### Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

**1. Roll Random Events**

*Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.*

**2. Determine Domain Initiative**

*Result: When the action rounds begin, Klaus will act first, then Dirk, then Baron Johannas. You do not have an initiative, since your actions cannot affect the provinces and holdings directly.*

**3. Collect Regency Points**

*Result: You are not a regent, and do not collect Regency Points.*

**4. Taxation, Collection, and Trade**

*Result: You do not rule, so you do not collect any Gold Bars. You know that Baron Johannas collected 20 Gold Bars.*

**5. Pay Maintenance Costs**

*Results: You do not pay maintenance.*

**6. Declare Free Actions**

*In general, you do not take actions here. You can advise though. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus.*

**7. First Action Round**

*You can do one of the following actions this round, after the regents act.*

Adventure— Go on an adventure. If something is to be done about the dragon, this is where it will happen.

Ply Trade— You can make 800 gp in an action round selling your priestly spells in Holstadt province, something you do frequently. If you are elsewhere in an action round, you can make 200 gp times the province's level.

Research— You could research a new spell, but you have no research in progress.

**8. Second Action Round**

*You can do any one action as described under the first action round.*

**9. Third Action Round**

*You can do any one action as described under the first action round.*

**10. Adjust Loyalty and Regency**

*You won't get this far in the turn during this tournament.*

## **Handout #6–Summer Domain Turn Information for Hjordnal Skaving**

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen’s forests provide much of the lumber for Müden’s shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season’s activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You are not a regent, but there are some actions you can take during a domain turn. They are summarized below.

In Berhagen, Baron Johannas controls most of the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune’s Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaben (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

### **Domain Turn Flow**

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

**1. Roll Random Events**

*Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.*

**2. Determine Domain Initiative**

*Result: When the action rounds begin, Klaus will act first, then Dirk, then Baron Johannas. You do not have an initiative, since your actions cannot affect the provinces and holdings directly.*

**3. Collect Regency Points**

*Result: You are not a regent, and do not collect Regency Points.*

**4. Taxation, Collection, and Trade**

*Result: You do not rule, so you do not collect any Gold Bars. You know that Baron Johannas collected 20 Gold Bars.*

**5. Pay Maintenance Costs**

*Results: You do not pay maintenance.*

**6. Declare Free Actions**

*In general, you do not take actions here. You can advise though. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus.*

**7. First Action Round**

*You can do one of the following actions this round, after the regents act.*

Adventure— Go on an adventure. If something is to be done about the dragon, this is where it will happen.

Ply Trade— You can make 100 gp in an action round selling your wilderness skills.

**8. Second Action Round**

*You can do any one action as described under the first action round.*

**9. Third Action Round**

*You can do any one action as described under the first action round.*

**10. Adjust Loyalty and Regency**

*You won't get this far in the turn during this tournament.*

## Characters

### KLAUS VURRUNNE

Male Human (Brecht) 9th Level Thief  
Blooded Guildmaster (Regent)

Str: 10            Int: 14                      Height: 5' 9"                      Hair/Eyes: Brown / Blue  
Dex: 16           Wis: 12                      Weight: 158 lbs                   Skin: Fair  
Con: 12           Chr: 14                      Age: 29                              Alignment: Lawful Neutral

Appearance: You have that debonair, confident look that characterizes "men of the world," but your blue eyes appear to hide secrets you cannot talk about. You favor leather armor, and usually wear your rapier and a coil of silk rope at all times from a wide black leather belt. Sometimes a jaunty cap completes your ensemble.

Weapon Proficiencies: Rapier, Light Crossbow, Garotte, Lasso

Non-Weapon Proficiencies: Administration (12), Alertness (13), Information Gathering (city of Holstadt) (14), Intrigue (12), Juggling (15), Local History—Berhagen (14), Read and Write Low Brecht (15), Rope Use (16), Tumbling (16)

Languages: Low Brecht

Combat Statistics:	AC Normal: 6	AC Rear: 8	Hit Points: 30	Base THACO: 17		
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus
Rapier	1	0	5	17	1d6+1/1d8+1	0
Light Crossbow	1	6/12/18	7	16	1d6+1/1d8+1	0
Garotte**	1	0	3	21	death	0
Lasso	1	1/2/3	10	14	entrapment	0

\*\* Your garotte is made of thin metal wire and slays instantly, but getting it around the neck is very hard (hence the adjusted THACO). Further, you have to backstab to use it at all.

Saving Throws		Thief Skills	Backstab at +4 to Hit and x4 Damage		
Paralyzation, Poison, Death:	12	PP	OL	FT	MS
Rod, Staff, Wand:	12	60% (+5)	55%	50%	40% (+10)
Petrification, Polymorph:	11				
Breath Weapon:	15	HS	HN	CW	RL
Spell:	13	40% (-5)	50%	65% (+10)	60%

Add bonuses in parentheses when wearing no armor

Bloodline derivation—Brenna; strength—Tainted; score—14

Blood Abilities (these are innate powers):

1. Character Reading: you have an uncanny knack for reading a person's character after just one round of speaking with him or her, determining intentions, attitudes, and motivations. You cannot detect alignment unless some action or word of the person so indicates it. You can spot potential traitors and bad faith deals 90% of the time unless your target's intent is magically concealed.
2. Heightened Senses: you have the sight and hearing of a cat. This is expressed in a natural infravision to a range of 30 yards and a +1 bonus on surprise checks.

Magic Items: Light crossbow +2, 12 bolts +1, cloak of protection +2, ring of spell turning



Possessions: As guildmaster, you control a lot of wealth. You can acquire any piece of non-magical equipment that you need from your guild, within the hour.

Role-Playing Notes:

You were born to a rising political family in the Brecht realm of Berhagen. You had an intuitive understanding of the games your parents played as members of the baron's court, but did not want to get involved with them. You entered the furrier and trappers guild, rising in the ranks as you built a small trade network among the distant and scattered trappers. You knew that your bloodline descended from Brenna, but you also knew the family tree contained many commoners, and that your bloodline would soon disappear. As the only child of your parents, you did not think that there was anything to be done.

Someone in the guild introduced you to the underworld, and you immediately prospered. Your knack for organization served you well, and soon you had another network built, one of spies and informants in the capital city of Holstadt. Your trade in the black market brought you to the notice of the guild regent, Arran Skelhaus, who made you one of his most influential assistants. There, you discovered the answer to a question which had bothered you for years: "Why was the guild so ineffectual?" You knew personally that the guild controlled about half the wealth in Berhagen, but it could do so much more. You saw at once that it was the regent's leadership which was lacking. In the interest of guild prosperity, you eliminated the regent and assumed control of the guild, taking the old guildmaster's bloodline in the process. It was an easy decision for you, but not necessarily a pleasant one. Killing should be always the last resort to a careful planner. You do not regret it, though; he was a pleasant man but had to go for the guild to grow.

You have been the Guildmaster for about a year now, and you have just gotten the hang of all the aspects of ruling a huge guild. You now see your way clear to implementing some important changes. Your spy network has kept you informed of the baron's activities, and you have been drawn into the political arena of the court in the interests of the guild (your parents have long since retired to their lands in the north). You maintain your connections with the underworld, and this makes the guild stronger. You are pleasant and debonair at all times, but hard decisions do not scare you and you can be ruthless when it comes to guild business.

**Katarina Hillen, Seer to the Baron:** This beautiful woman is the chief diviner for the baron, and a skilled illusionist as well, and according to your spies she is the baron's mistress as well. She suits him, you think, and it is a pity she has common blood. You are careful not to cross her, but you still feel that if anyone watches you it is her.

Dirk Kallnecht, High Mage of Brechtur: This wizard has been an associate of yours for years, even before you were the guildmaster. As controller of the most magical sources in the land, you felt that he must be an ally rather than an enemy. You do not know what he really wants; he seems happy with his magical power but you have learned to look deeper than the surface with people.

Arden Wodell, Priestess of Sera: Rumor (and reliable spies) report that this woman has been angling to marry the baron for a year or more. She rose from senior priest to important person at the court with amazing speed. In fact, she rose so quickly that you became suspicious and had divination spells cast on her to trace her bloodline. Turns out her bloodline descends from the evil god Azrai, but Arden seems harmless enough so long as you treat her with distinction. There are occasionally exceptions to the general rule, and Arden seems to be different from the other scions of Azrai. You keep your information on her bloodline secret, for possible later use.

**Hjordnal Skaving:** You have hired this woodsman from Rjurik to find and explore new trapping territories, but if you need a wilderness threat neutralized you hire someone with fewer scruples about killing animals. He is a friend of the baron, so you will try to be his friend too. Never hurts to have friends close to the baron.

**Johannas Von Staelen, Baron of Berhagen:** The baron is a strong man and a capable battlefield warrior, and that is where he shines best. You know he has lost support from two key guilds, and that he would like your support very much. He seems very well informed for one who is not a born intriguer (as you are).

Intrigue Non-Weapon Proficiency: You notice when intrigue is afoot around you and can initiate your own schemes. An intrigue takes 3 to 6 weeks of planning and work, but a successful check indicates the scheme

worked. You can identify the players in an intrigue from partial evidence on a successful check with a -2 to -6 penalty (imposed by the DM).

The current situation: The information about the dragon came from Edsel, a man from your guild in the village of Duren (to the east). He is as reliable as any other man in your guild, so you trust that the information is genuine. If the baron wants to find this dragon, you will probably go along. Dragons have a lot of treasure, and one should never waste an opportunity. As for the forces in the north, you have some holdings there that you would like to see protected, but you do not plan to get involved in the fighting yourself. You are much happier offering indirect assistance (extra supplies shipped north in a hurry and at low cost, for example).

You are also sure that there is a spy in the baron's court. There is of course yours, but you think there is another. Your spy sends regular reports of a certain soldier visiting the palace and the church of Sera rather too frequently. You have not acted on this information, because you are not sure of what to do just, of how to use this spy and whoever he works for.

## KATARINA HILLEN

Female Human (Brecht) 9th Level Magician  
Unblooded Commoner

Str: 11            Int: 15            Height: 5' 6"            Hair/Eyes: Blond / Blue  
Dex: 16           Wis: 13            Weight: 130 lbs           Skin: Fair  
Con: 15           Chr: 16            Age: 32            Alignment: Neutral Good

Appearance: You have a very neat figure, a nearly perfect profile, and a clear strong gaze. You wear your long blond in a long braid or pony tail, and choose your clothes to show yourself off as well as possible. Your beauty was once compared to that of a delicate yellow rose.

Weapon Proficiencies: None (you never learned any)

Non-Weapon Proficiencies: Ancient Language–High Brecht (15), Direction Sense (14), Etiquette (16), Intrigue (13), Read and Write Low Brecht (16), Read and Write Rjuven (16), Reading Lips (13), Religion (13), Weather Sense (14)

Languages: Low Brecht, Rjuven

Combat Statistics:            AC Normal: 3            AC Rear: 5            Hit Points: 32            Base THACO: 18

### Saving Throws

Paralyzation, Poison, Death:    13  
Rod, Staff, Wand:                    9  
Petrification, Polymorph:        11  
Breath Weapon:                        13  
Spell:                                    10

### Magician Class Abilities

1. +1 on saves vs illusion and divination spells
2. Impose -1 on saves vs your illusion and divination spells
3. Cast spells of all levels from schools: illusion, divination
4. Can cast only 1st and 2nd level spells from other schools
5. +15% chance to learn illusion and divination spells, -15% chance to learn others

Magic Items: Ring of protection +2, bracers of defense AC 7, robe of scintillating colors, bag of tricks (type A)

Possessions: You are the mistress of the Baron of Berhagen, and he provides for your needs. You have a great many dresses, a fine collection of books (some quite old), and such other small necessities as make life comfortable in the wilds of Berhagen. You have no weapons, as you cannot use any. If you need any non-magical objects, ask the baron.

### Role-Playing Notes:

Though of common blood, your family has occupied a position of importance in the barony of Berhagen, a Brecht kingdom, for many generations. The ability to work magic is in the blood of your family, though you did not inherit it. Your brother Rolf is a true wizard and lives in the Khinasi lands to the south, and your father was a wizard too, until his untimely death from illness. Your mother does not use magic, and lives quietly in the Berhagen capital of Holstadt. Your desires to use magic were strong, and you found a magician who would train you in the lesser arts. You learned quickly, and a few years adventuring honed your skills; since you never learned any weapons you had to be clever in your use of spells to prosper. You also learned a variety of skills and languages to augment your abilities to find things out. When you retired from adventuring, you sought a position in the court of the baron as a diviner or advisor.

The baron, Johannas, noticed you at once and soon you had become his mistress. You and he love each other, and you know that he would marry you if your bloodline was not of common origin. As the baron, and head of a noble and famous bloodline, he must marry someone who will not dilute the strength of his bloodline. You understand; it has been the curse of the commoner for centuries to come second behind concerns of blood. You are also the chief advisor and diviner in the court, and many come to you for a view of the future or advice. Many

men have indicated that you could have a home with them, but you are not interested. Your love for Johannas will survive even seeing him married to someone else, and you have no plans yourself to marry.

Your life has taught you to put a smiling face forward no matter what, and that is very true in the court. You can sense palace intrigues and plots intuitively, and you do not want to become a pawn of someone's bid for power. You keep your eyes and ears open and your face smiling, and hope that no one discovers that you are the reason Johannas is so well-informed about his court. You believe that there might be good in almost everyone, but sometimes you have to dig pretty deep to find it. You are not interested in digging deep into people, so you tend to accept people's surface behavior as indications of what they are probably like. You use your spells to protect yourself, to keep an eye on anyone you suspect of anything irregular, and to make the courtiers happy by telling them basically what they want to hear. No one wants to hear bad news, and you do not want anyone taking bad news out on you. Only with Johannas are you completely honest about what you see.

***Klaus Vurunne, Guildmaster of the Furrier and Trappers Guild:*** You are pretty sure that Klaus murdered the last guildmaster, and though that is a common occurrence in Cerilia you keep an eye on him. He is probably a safe friend so long as you don't threaten his guild, which seems to consume his interest. You occasionally watch him with your magic, and keep the baron apprised of any suspicious activities of his.

Dirk Kallnecht, High Mage of Brechtur: This true wizard wields great power, and you know that he has a close alliance with Klaus Vurunne as well as with the baron. He seems adept at getting what he wants out a situation.

Arden Wodell, Priestess of Sera: This insufferable woman wants to marry Johannas very much. You know it because you watch her in a magic mirror. You do not trust her, but you do not have anything specific to base your distrust on. It is just a feeling that her own interests will always come above those of Johannas or anyone else.

***Hjordnal Skaving:*** This woodsman from Rjurik lands is a large friendly counterpoint to the others at the court. He always treats you well, and other than the stories of his prowess you have heard from Johannas you know little about him. You do not trouble to spy on him.

***Johannas Von Staelen, Baron of Berhagen:*** The baron is a skilled veteran of the battlefield, and sports some scars from encounters with border raiders and Vos enemies from the north. You trust his judgment in most matters.

Intrigue Non-Weapon Proficiency: You notice when intrigue is afoot around you and can initiate your own schemes. An intrigue takes 3 to 6 weeks of planning and work, but a successful check indicates the scheme worked. You can identify the players in an intrigue from partial evidence on a successful check with a -2 to -6 penalty (imposed by the DM).

The current situation: The situation with the dragon is alarming, but you are sure that Johannas can handle it. You will naturally do whatever you can to support him, even if it means going into the wilds to confront the dragon. Your divining powers could be necessary against such a powerful being, as who can say what a dragon has on its mind. Hopefully you can.

You once saw a soldier leave the palace at an odd hour and used divinations to find out what he was up to. You discovered that he was carrying information for a traitor in the court, but unfortunately you could not find out who he worked for. You let him go, so as not to spook traitor prematurely, and have yet to tell the baron about the incident; it has not been pressing.

Katarina Hillen-

Magician Spells:

First (Choose 5)

- Alarm \*
- Audible Glamer
- Change Self
- Color Spray \*
- Detect Magic
- Find Familiar \*
- Grease \*
- Magic Missile \*
- Phantasmal Force
- Read Magic
- Shield \*

Fourth (Choose 3)

- Detect Scrying
- Hallucinatory Terrain
- Improved Invisibility
- Magic Mirror
- Phantasmal Killer
- Rainbow Pattern
- Shadow Monsters

\* spells are *not* from divination or illusions schools

Second (Choose 4)

- Blur
- Deafness
- Detect Invisibility
- ESP
- Invisibility
- Knock \*
- Locate Object
- Mirror Image
- Web \*
- Whispering Wind
- Wizard Lock \*

Fifth (Choose 2)

- Advanced Illusion
- Contact Other Plane
- Major Creation
- Shadow Door
- Shadow Magic

Third (Choose 4)

- Clairaudience
- Clairvoyance
- Illusionary Script
- Invisibility 10' radius
- Phantom Steed
- Spectral Force
- Wraithform



for years. She was slain in a magical duel by a wandering awnsheigh (an abomination of evil), and you inherited her regency and blood powers. Since then you have added two sources and several key ley-lines to connect them, and you are one of three powerful wizard regents who control the sources of Berhagen. You have given yourself the title of "High Mage of Berhagen," since you have the most power, and the others have not yet contested the title successfully, partly due to your skill and partly due to your blood resistance to invocation magic.

While your mother used her power to help the court and the baron, you prefer to use your powers to better your own position. To that end, you have formed an alliance of sorts with the Trapper and Furrier Guild, as the guild controls more wealth in the realm than the baron does. Money is power in Brechtur, where princes and barons are often wealthy merchants as well. You play the guild and the baron off each other on occasion, if you can gain an advantage from the situation. You know that both rely on you for aid and advice.

It can truly be said that you are out for yourself above all others. You love the power of your sources, and you would not give them up without a desperate fight. Your magical prowess is great, and there is much you could, but you have certain limits. You would not like to rule the barony, because you are not interested in ruling. As long as you have your sources, you have the power you want. You would not resort to evil deeds unless you were directly threatened, as you like having respect and admiration more than you would like to be feared and hated.

One of your hobbies is owl raising and training. You can naturally communicate with these mysterious birds and like to have them around. They are especially useful as night-time spies. You breed them in Karljappen, and have a couple at your house in the port capital of Holstadt.

You have a great interest in people, especially women; you loved your mother very much and seek a wife who is as like her as you can find. So far, no one has shown the charm, strength, and ability to deal with power that she had, but you keep looking. Men interest you because of their underhandedness and petty dealings, something that you have seen since becoming involved with the court at Holstadt. You hope one day to learn the art of intrigue, but for now direct power must be enough for you.

**Klaus Vurunne, Guildmaster of the Furrier and Trapper Guild:** You would not accuse this man of being unscrupulous, at least not to his face. You are sure that he would do anything if his precious guild was threatened, but that does not surprise you since his is the largest guild and the most powerful.

**Katarina Hillen, Seer to the Baron:** This woman of commoner blood uses the lesser magics of divination and illusion, arts which you do not deign to use yourself. She is very competent at spell-casting even though she was not born to it, and you are sure that her constant smile and pleasant exterior hide something. It seems that everybody in the court is hiding something.

Arden Wodell, Priestess of Sera: This woman is a constant fixture of the court, and seems to be angling for the position of baroness. She is very pleasant, but you sense she always acts with a goal in mind, somewhat like yourself. She seems to have a deep desire for recognition which is similar to your desire for power. She is not your idea of a bride, but she may be the baron's; at least that is what the talk of the court says.

**Hjordnal Skaving:** This woodsman is someone you could rely on if you ever needed services like his. His large size and Rjurik accent inspire you with confidence in him. You know he is happier among the wilds and the trappers than he is in the court.

**Johannas Von Staelen, Baron of Berhagen:** The baron is a fair and ordinary man, and as long as he does not try to take away your magical sources by developing his provinces you have no problem with him. If it is to your advantage to support him, you will.

Law Non-Weapon Proficiency: A strong understanding of how the law works helps you keep your sources intact. On a successful check, you can add a +1 bonus to your chances for success in Create Holding, Decree, Rule, or Espionage actions (these are domain actions which affect how strong your sources are and how well you can use them). One roll must be made for each such action, and you can only do as many as the rules allow (explained later).

Leadership Non-Weapon Proficiency: Because of your natural talents at leading, you add a +1 to your Charisma for determining loyalty, reactions, and number of henchmen (but your Charisma score is unchanged). On a successful check, you could improve the loyalty of a province, but you do not yet rule provinces.

The current situation: The threat of the Rzhlev invasion is a serious one to you, since they are reportedly attacking Karljappen province. You do not know about any dragon, but if there is one involved it would be good to eliminate it. You know that the baron would need your help to do so, and in exchange you could urge him to fight harder for Karljappen.

Wizard Spells:

First (Choose 4)

- Armor
- Burning Hands
- Cantrip
- Charm Person
- Enlarge
- (Tenser's) Floating Disk
- Magic Missile
- Mending
- Protection from Evil
- Read Magic
- Sleep

Second (Choose 3)

- (Melf's) Acid Arrow
- Flaming Sphere
- Forget
- Invisibility
- Knock
- Levitate
- Rope Trick
- Scare

Third (Choose 3)

- Fireball
- Flame Arrow
- Fly
- Hold Person
- Monster Summoning I
- Protection from Normal  
Missiles
- Suggestion
- Tongues

Fourth (Choose 2)

- Charm Monster
- Dimension Door
- Minor Globe of Invulnerability
- Wall of Fire

Realm Spells (special)

- Summoning
- Transport



## ARDEN WODELL

Female Human (Brecht) 7th Level Priest of Sera  
Blooded Scion

Str: 13            Int: 11            Height: 5' 7"            Hair/Eyes: Light Brown / Blue  
Dex: 13           Wis: 14            Weight: 138 lbs           Skin: Fair  
Con: 17           Chr: 12            Age: 36            Alignment: Neutral

Appearance: You carry yourself with dignity and ceremony, as befits a senior priestess of Sera at the most important temple in Berhagen. You wear robes of office most of the time. Your eyes always have a look of superiority in them, no matter who you are speaking to.

Weapon Proficiencies: Footman's Mace, Horseman's Mace, Staff

Non-Weapon Proficiencies: Diplomacy (13), Etiquette (12), Healing (12), Local History–Berhagen (12), Read and Write Low Brecht (12), Religion (14)

Languages: Low Brecht, Vos

Combat Statistics:	AC Normal: 6	AC Rear: 6	Hit Points: 52	Base THACO: 16		
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus
Footman's Mace	1	0	7	16	1d6+1/1d6	0
Horseman's Mace	1	0	6	16	1d6/1d4	0
Staff	1	0	4	16	1d6/1d6	0

### Saving Throws

Paralyzation, Poison, Death: 7  
Rod, Staff, Wand: 11  
Petrification, Polymorph: 10  
Breath Weapon: 13  
Spell: 12

### Priest Powers

1. +2 bonus to all Saving Throws
2. Invisibility, as the 2nd level wizard spell, 1/day
3. Curse 1/day – victim suffers -4 to Hit and Saving Throws for 1 week
4. Cannot turn undead

**Bloodline derivation–Azrai; strength–Major; score–28**

### **Blood Abilities (these are innate powers):**

1. Persuasion: you can argue with extreme clarity and logic. You may use a suggestion (as the spell) once per day on any creatures of 7+1 or fewer hit dice and who understands the language you use.
2. Unreadable Thoughts: you are protected from spells and abilities which determine what you are thinking or feeling, such as ESP, telepathy, or empathy. They do not work on you.

Magic Items: Staff of curing (27 charges), ring of fire elemental command, cloak of protection +4

Possessions: You have family wealth, and that of the temple, and you use both for your personal needs. You also have a connection with the Traders Guild, and have access to imported goods at reduced prices. These take weeks to get, sometimes. You can get any non-magical item you want, within reason, as you never spend lavish amounts on anything. You have anything that would be considered normal necessities of life, such as clothing, your holy symbol, some jewelry, etc.

### Role-Playing Notes:

You are the daughter of some merchants, but you quickly put your family behind you in your quest for what you truly desire: position. You have always wanted to be important; you never were to your family. This

childhood neglect possibly drives you to be in the limelight, always among the most important people wherever you are. You were sent south to the Vos land of Molochev to be educated, but the primitive Vos could not give you what you truly desired. Within a couple of years you returned to your home realm of Berhagen and entered the priesthood of Sera. Priests are important and loved among the people, and you discovered that the temple suits you exactly. The people are not very religious, and their lack of piety and devotion allows you to use your position more effectively for your own interests. You are not very pious yourself, but Sera does not seem to notice, or perhaps she is amused by your attitude. You use the ceremony and formality of the temple to your benefit, manipulating every situation so that you benefit.

You use people the same way. You do care for some of the flock in your temple, but people are by and large stepping stones to your destiny. It is ironic that these stepping stones are the ones who give you the position and respect and attention you seek, but individually the common masses are not that important.

The merchant princes and the nobles are another story. You seek always to treat them with respect, as they can advance your position in society and in the barony. Recently, you decided that the unwed baron of Berhagen needed a wife, and that wife would be you. As the baroness, you would practically rule the kingdom. You have been manipulating ever since, working your way into the court and into Baron Johannes's company. After a year, it seems that your desire is about to be fulfilled. The baron has not yet proposed, but you know that his advisors have been pushing him to marry and establish an heir. You know this because you have been quietly suggesting that they push for this. How easy things are sometimes, especially with your blood abilities at your command. Your powers as a priestess are also useful, and though you sometimes curse one who has slighted you, you never have had recourse to use your power of invisibility.

Your bloodline comes from the evil Azrai, but you are not worried that you will become an awnsheigh (an evil creature like the Gorgon or the Vampire) because you have not manifested any body changes so far.

Since the prospect of being married has become close to a reality, you have started to feel maternal feeling. You find yourself wanting to have children, and to help advance their careers and positions as you have done with your own. The game of human chess is fascinating, and you doubt you could ever give it up, but you do feel that you will love your children with a passion rare in you. This makes your waiting for the baron even harder to bear.

***Klaus Vuronne, Guildmaster of the Furrier and Trappers Guild:*** This man could be useful, as he rules the most prosperous guild in the land. You are not yet sure how, but you think on his possible usefulness in your idle times. You think he could be ruthless, and probably has contacts in the criminal world, and sometimes those are necessary to eliminate a rival.

***Katarina Hillen, Seer to the Baron:*** This woman must be Johannes's mistress, you can tell by the way she looks at him when she thinks no one is watching. She is a competent advisor and diviner, but you hope she is not spying on you with her magic. When you are married, she may have to leave the court.

Dirk Kallnecht, High Mage of Brechtur: This man can offer you nothing; he is a wizard who has magical sources. You do not even know what he is like as a man, and you really don't care.

***Hjordnal Skaving:*** This woodsman is fast becoming a friend of the baron, and a trusted advisor. He does know a lot about the wilder provinces, even though he is from Rjurik lands across the sea.

***Johannes Von Staelen, Baron of Berhagen:*** The man who will finally place you in the position you deserve. You would never steal his birthright; being his wife is as close as you want to be to absolute power. He is kind but torn, and you know that things will be better for him once you are his wife.

Diplomacy Non-Weapon Proficiency: You understand the protocol, subtleties, and conventions of diplomatic activities, and are good at getting what you want with a minimum of concessions. A successful check allows you to add a +4 bonus to any Diplomacy domain action, which will be useful to you as the wife of the baron.

The current situation: These threats against the land are the last thing that you need right now, with everyone thinking you will soon marry the baron. This dragon is especially unnerving, and you would not under other

circumstances decide to find it, but if Johannes goes you will too. He will need your healing and your priestly magic.

You have observed a soldier making repeated and unnecessary visits to the church, and not during service times either. You do not know what is going on, or who the soldier visits, but it seems strange and so you took note of it. Probably he is meeting one of the young priestesses.

Spell Spheres: \* spheres and spells are from the Tome of Magic

Major: All, Chaos \*, Divination, Healing, Necromantic, Protection, Summoning

Minor: Charm, Combat, Numbers\*

Priest Spells:

First (Choose 5)

- Analyze Balance \*
- Bless
- Call Upon Faith \*
- Combine
- Command
- Cure Light Wounds

Second (Choose 3)

- Aid
- Augury
- Barkskin
- Chant
- Detect Charm
- Dissension's Feast \*

Third (Choose 2)

- Animate Dead
- Cure Blindness or Deafness
- Cure Disease
- Dispel Magic
- Emotion Control \*
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Detect Evil/Good

Detect Magic

Detect Poison

Detect Snares and Pits

Endure Cold/Heat

Invisibility to Undead

Locate Animals or Plants

Magical Stone

Draw Upon Holy Might \*

Enthral

Find Traps

Hold Person

Know Alignment

Moment \*

Music of the Spheres \*

Mystic Transfer \*

Feign Death

Line of Protection \*

Locate Object

Magical Vestment

Miscast Magic \*

Moment Reading \*

Negative Plane Protection

Prayer

- \_\_\_ Mistaken Missive \*
- \_\_\_ Personal Reading \*
- \_\_\_ Protection from Evil
- \_\_\_ Purify Food & Drink
- \_\_\_ Remove Fear
- \_\_\_ Ring of Hands \*
- \_\_\_ Sanctuary
- \_\_\_ Shillelagh

- \_\_\_ Resist Fire/Cold
- \_\_\_ Sanctify
- \_\_\_ Slow Poison
- \_\_\_ Speak with Animals
- \_\_\_ Spiritual Hammer
- \_\_\_ Withdraw

- \_\_\_ Protection from Fire
- \_\_\_ Random Causality \*
- \_\_\_ Remove Curse
- \_\_\_ Remove Paralysis
- \_\_\_ Speak with Dead
- \_\_\_ Summon Insects
- \_\_\_ Telethaumaturgy \*
- \_\_\_ Unearthly Choir \*

Fourth (Choose 1)

- \_\_\_ Abjure
- \_\_\_ Animal Summoning I
- \_\_\_ Call Woodland Beings
- \_\_\_ Chaotic Combat \*
- \_\_\_ Cure Serious Wounds
- \_\_\_ Detect Lie
- \_\_\_ Divination
- \_\_\_ Focus \*
- \_\_\_ Inverted Ethics \*

- \_\_\_ Protection from Evil 10' radius
- \_\_\_ Protection from Lightning
- \_\_\_ Reflecting Pool
- \_\_\_ Repel Insects
- \_\_\_ Spell Immunity
- \_\_\_ Tongues

## HJORDNAL SKAVING

Human Male (Rjuven) 7th Level Ranger  
Blooded Scion

Str: 17            Int: 9                            Height: 6' 4"                            Hair/Eyes: Blond / Blue  
Dex: 13           Wis: 14                            Weight: 240 lbs                        Skin: Fair  
Con: 15           Chr: 11                            Age: 28                                    Alignment: Lawful Good

Appearance: You are well-muscled and large, a typical Rjuven specimen of a man. Your eyes twinkle with laughter and your shoulder-length hair and beard frame your face well. You wear leather armor even in court, and carry your axes as if you expected to use them at any time.

Weapon Proficiencies: Battle Axe, Hand Axe, Halberd, Light Crossbow, Harpoon, Trident

Non-Weapon Proficiencies: Animal Lore (9), Hunting (14), Mountaineering (n/a), Survival-Forests (9), Tracking (20), Weather Sense (13)

Languages: Low Brecht, Rjuven

Combat Statistics:	AC Normal: 5	AC Rear: 5	Hit Points: 56	Base THACO: 14		
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus
Battle Axe	3/2	0	7	13	1d8/1d8	+1
Hand Axe, melee	3/2	0	4	13	1d6/1d4	+1
Hand Axe, thrown	1	1/2/3	4	14	1d6/1d6	+1
Halberd	3/2	0	9	13	1d10/2d6	+1
Light Crossbow	1	6/12/18	7	14	1d6+1/1d8+1	0
Harpoon	3/2	0	7	13	2d4/2d6	+1
Trident	3/2	0	7	13	1d6+1/3d4	+1

### Saving Throws

Paralyzation, Poison, Death: 10  
Rod, Staff, Wand: 12  
Petrification, Polymorph: 11  
Breath Weapon: 12  
Spell: 13

### Ranger Abilities

1. Handle wild animals (see PHB page 41)
2. Move Silently 55%, Hide in Shadows 43% (in wilderness—chances are halved in urban surroundings)
3. Species Enemy—Orog: +4 to Hit, -4 penalty to Reactions

### Bloodline derivation—Reynir; strength—Minor; score—23

#### Blood Abilities (these are innate powers):

1. Healing: you can cure 1d6+7 points of damage; you can use this power once per day on one individual only. Additionally, you can cast remove paralysis once per day and either cure disease or cure blindness once per day. These are cast at 7th level.
2. Enhanced Senses: you are attuned to the wilderness. You receive a +4 bonus to tracking (included above), and you are surprised only on a roll of 1 in 10 while in the wilderness.
3. Poison Sense: You have a natural and involuntary ability to detect poisons or harmful substances within 3 feet of yourself. Within 10 feet, you have only a 25% chance to notice these substances. You have no immunity to them, however.

Magic Items: Leather armor +3, battle axe +3, pair of hand axes +1, trident +1, (Heward's) handy haversack, boots of varied tracks, figurines of wondrous power—golden lions

Possessions: Crossbow, 10 bolts, 50 feet of rope, 100 feet of twine, small hammer, hunting knife, flint and steel. If you need anything else (which is rare), you can ask the baron for it, since he employs you. He can provide most non-magical items within a reasonable time.

Role-Playing Notes:

Originally from Stjordvik in the lands of the Rjurik people, you grew up in the wilderness and highlands of the south provinces. You are the son of a prominent bloodline from Stjordvik, but you have three brothers older than yourself. As you would not inherit any lands at home unless a great calamity happened, and you would not think of bringing such about, you left home on your father's advice to see the world. Your path took you across Anuire (to the south) and eventually back to the Great Bay, where you took ship for the Brecht lands. You arrived in Berhagen and found it to your liking, and explored every inch of the country's wilderness. You made a name for yourself as an expert guide and tracker, and that is how you came to the notice of the baron.

Baron Johannas Von Staelen hired you two years ago to help with a survey of his lands, especially the hazards, and you impressed him with your knowledge and common sense. Though not creative or in any way brilliant, you have a solid grasp of the way things work and can remember most everything you see or hear. When the survey was completed, the baron asked you to join his court as an advisor on the far provinces. You agreed with the condition that you could spend most of your time discovering, not advising.

You have received a warm welcome from the simple people of Berhagen, and have learned a lot about the trapping trade. You know that the trappers have been organized by their guild and though using the old and simple methods, they produce a great many skins and furs each year. You have tried your hand at trapping, but you like animals and would rather not kill them for profit. When you kill an animal, you use as much of it as you can, and leave the rest for the wolves and bears. You like the common people and feel their concerns more than the nobles or the merchant princes do. As an advisor to the baron, you try to see that their needs are known in the court.

**Klaus Vuronne, Guildmaster of the Furrier and Trappers Guild:** This man is very familiar to you; many of his trappers speak well of him. He drives the guild's organization and productivity very competently. You have only seen him in person a couple of times, and he exudes confidence. You think that he would be a fine ally, if you needed one. His guild has hired you a few times to explore new areas for trapping.

**Katarina Hillen, Seer to the Baron:** This woman is the baron's consort, according to the talk of the court. You are rarely there, but you have a couple of friends who keep you up to date. She is pretty and a skilled magician. You have never asked for your future to be read, since you like the little surprises life throws at you. You treat her kindly.

Dirk Kallnecht, High Mage of Brechtur: This man calls himself High Mage, but really he is one of three who control the magic of this land. He likes power the most (you have met the other two, and they pale in comparison with Dirk), and is very sure of himself. You are not sure if he is loyal to the baron or not, so you listen for any news of him.

Arden Wodell, Priestess of Sera: This priestess, who seems very full of herself and her consequence, is likely to be the baron's wife before the year is out. You know that he is expected to marry, and though you think he should wed Katarina you think that he will choose the haughty priestess instead.

**Johannas Von Staelen, Baron of Berhagen:** You have great respect for this man, who you would follow anywhere. He is pulled from many sides by his courtiers and advisors, so you do your best to ask little of him. He gives you plenty anyway.

The current situation: This threat from the north is not serious; you know that the baron's troops can handle the Vos. It is the orogs and the dragon which have you worried.

# JOHANNAS VON STAELEN, Baron of Berhagen

Human Male (Brecht) 7th Level Fighter  
Blooded Regent

Str: 16            Int: 12            Height: 5' 11"            Hair/Eyes: Brown / Green  
Dex: 15           Wis: 9            Weight: 170 lbs           Skin: Fair  
Con: 15           Chr: 12           Age: 38            Alignment: Neutral Good

Appearance: You have the look of a battle-hardened soldier, and bear several scars from vicious battles. You prefer to wear simple but elaborate tunics and breeches in court, with rapier and main gauche riding on your belt. When you campaign you don your chain mail and broad sword. You keep your hair short but neat, and take care that you never appear sloppy, because the people expect their baron to look noble and strong and clean.

Weapon Proficiencies: Broad Sword (specialization), Rapier, Main Gauche, Light Crossbow, Ambidexterity  
Non-Weapon Proficiencies: Etiquette (12), Gaming (12), Local History—Berhagen (11), Mountaineering (n/a), Read and Write Low Brecht (13), Riding—Horse (12), Strategy (10)  
Languages: Low Brecht, Rjuven

Combat Statistics:	AC Normal: 9/2	AC Rear: 10/3	Hit Points: 50	Base THACO: 14		
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus
Broad sword +2	3/2	0	5	11	2d4/1d6+1	+3
Rapier	3/2	0	4	14	1d6+1/1d8+1	+1
Main Gauche**	3/2	0	2	14	1d4/1d3	+1
Light Crossbow	1	6/12/18	7	14	1d6+1/1d8+1	0

\*\* Can parry with this: no attacks but gives +1 bonus to AC

## Saving Throws

Paralyzation, Poison, Death: 10  
Rod, Staff, Wand: 12  
Petrification, Polymorph: 11  
Breath Weapon: 12  
Spell: 13

Bloodline derivation—Brenna; strength—Great; score—42

Blood Abilities (these are innate powers):

1. Travel: by standing on a road, path, or trail, you can teleport to anywhere else on the same road or any road which splits off from it. If you plan, you can go almost anywhere in Cerilia (the continent) via these means. You must know your destination by prior visited or magical study. You can take 7 companions with you. You can do this twice per week.
2. Shadow Form: you can transform yourself and anything you are carrying into living shadow for 17 rounds. In shadow form, you can cross any surface (vertical, horizontal, or in between) easily but you cannot change shape or fly. You cannot affect your environment physically while in shadow form, but you also can only be attacked with magical weapons. Undead ignore you in shadow form. You can do this once per day.
3. *Detect Lie*: you can concentrate on an individual and determine whether he or she is speaking the truth (as the 4th level priest spell detect lie). The effect lasts for 1 turn. You can do this once per day.

Magic Items: Rod of lordly might (24 charges), see DMG p. 205 for powers; chain mail +2, broad sword +2

Possessions: You are the baron, and your wealth is measured in gold bars, not gold pieces. If there is anything non-magical that you want, you either have it or can get it, almost instantly. If something is very expensive, you can always raise the taxes on the guilds for a season.

Role-Playing Notes:

As baron of the Brecht realm of Berhagen, you are a man caught between opposing forces in almost all aspects of your life. You are the latest in a line of Von Staelen barons of Berhagen, and as the eldest son of your parents you were trained to assume the role of rulership. In the six years you have been baron, you have done an excellent job; the people are happy, the land is prosperous, and trade thrives. However, you face constant military threats to your barony from the neighboring Vos realms of Rzhlev and Molochev. These realms keep your military hopping, as do the occasional bandit groups which raid the eastern frontiers. You are more worried about protecting the capital city, Holstadt, where most of the trade occurs, but you keep an eye on these far lands through advisors and scouts so that your power does not slip through your fingers.

You also find yourself torn in your personal life. On the one hand, there is your mistress and the love of your life, Katarina. She is beautiful, docile, amusing, everything you could want. But she is of common blood, and you owe enough duty to your famous bloodline to not ally yourself with a commoner and thus weaken it. On the other hand, your advisors are urging you to marry and produce an heir, and soon. There is the priestess Arden Wodell, of the temple of Sera, who would make a fine bride and an excellent wife for someone in your position, but you hesitate to marry for purely mercenary reasons.

You also find yourself in conflict with the guilds in Berhagen. In Brecht lands, wealth is the measure of power, and you do not control the majority of wealth in Berhagen. Your family used to, but two guilds broke from your family when your father died; untimely deaths of guildmasters shifted the balance of power away from your family. As a result, you have to be careful in your dealings with the guilds, especially the Furrier and Trapper Guild, the most powerful in the land. You do not want to find yourself on the wrong side of a guild war, or even in the middle of one, and you greatly worry that this may happen.

For amusement, you hunt in the north, slay brigands and orogs in the hills, and dance at the many parties thrown in Holstadt. You are always invited, and you know that everyone seeks your goodwill for reasons that you have to find out on your own. You truly care about your people, but you care more for the coastal folk and tend to let the frontier people fend for themselves unless there is an attack.

***Klaus Vurunne, Guildmaster of the Furrier and Trappers Guild:*** It is good to be wary of this man. He rose suddenly to become guildmaster, and you are not sure of his allegiance yet. You work to secure it, and rely on Katarina's information to apprise you of his underworld activities. If you could woo him to your side, you would control most of the wealth in the realm, which is as it should be.

***Katarina Hillen, Seer to the Baron:*** This magician is officially your chief advisor and unofficially your mistress. She enchants you, and her information about what the nobles, merchants, and guilds are up to is always accurate. You do not tell anyone that she is spying for you with her divination magic; her position and maybe her life would be jeopardized.

Dirk Kallnecht, High Mage of Brechtur: This man is one of three wizard regents in Berhagen, and he controls the largest amount of magical sources. You find yourself at odds with him occasionally; when you try to expand your holdings he opposes you. He poses no threat to your rule, but you are not sure of his support unless there is some advantage for himself in what you want.

Arden Wodell, Priestess of Sera: This woman, though not beautiful like Katarina, is well-enough looking and always dignified. She's a senior priestess in the most influential temple in Berhagen, of a good bloodline, and you do enjoy her company. She would make a fine wife, and wants to marry you, but you worry about hurting Katarina. You may not have a choice, though; Arden is the best candidate for baroness you could find anywhere in the land, and heirs are important.

***Hjordnal Skaving:*** This ranger from the Rjurik lands has impressed you with his knowledge of your land and his ability to scout and remember even the smallest detail. In the city he is much less comfortable, so you only see him



for a few days every season when he presents reports, but there is no one you would rather rely on in the wilds. Strange that the most capable and trustworthy woodsman you know is a foreigner.

The current situation: This is the worst time for an invasion. It seems almost as if that Vos Leonid Markov (the ruler of Rzhlev) planned it this way. Spies report that Markov is bringing in six units including troops, archers, and cavalry, his largest invasion force yet.

You know that the people are talking and practically buying gifts now, in anticipation of your wedding to Arden, and you have not even announced the marriage yet, or even proposed. The orog raids look like a Vos attempt to draw away your troops, but the dragon threat could be a problem. There is no way to know with a dragon, unless you seek it out and ask it. The life of a ruler is never easy.

The way things are going, you would think that there is a Vos spy in the court somewhere. Your own spies have not found any traitors, but still the whole situation is too coincidental.