

Aventurian Herald

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GM Information

GM Information about

Empress Summons the Aristocracy to the Court Council

At the *All-Aventurian Convention 2016*, which took place in Germany at Castle Rieneck in the Spessart, attendees took the roles of members of the Middenrealmish Court Council. Although players discussed and implemented solutions to important questions, you may assign this and related tasks to your heroes. The Court Council's other business focused on the victory over Haffax and remembering those who fell in the last 25 years.

The negotiations with the envoy of Hasrabal are based on changes wrought in the night sky by the Starfall. Treaties between Gyldenlanders and Tulamydes have always honored previous agreements. Also, since they could not agree upon shared deities at their first meeting, representatives made their vows on the stars and constellations, which both peoples agreed represented Eternity. Unless something radical and unexpected occurs, they will largely maintain the old agreements, but you are free to change minor aspects or even make these negotiations and possible achievements part of an adventure.

The aristocracy also discussed the Starfall and its effects on the people, who seem worried—especially since certain deities and their churches appear to be losing influence.

At the Court Council, there were different factions along the provincial borders: Garetia, Griffonsford, and Perricum went on the offensive with their offer to pay a sum of money to keep the Tobrien serfs in their provinces. Besides Tobrien, Weiden primarily opposed this. Under Hagrobald—with support from allies who wanted to keep the Empress from gaining greater influence—The Northmarches successfully opposed moving the Realm's administration from Elenvina back to Gareth. Throughout the provinces, the aristocracy showed great support for the Order of the Three Sisters. And, considering where the Council was held, it is no wonder the Church of Praios emphasized its influence.

Also present were Comto Erlan Sirensen of Irendor and Cusimo of Grangor—servant to both realms—who lead a delegation from the Horasian Empire. They were there to ensure the Realm of Raul does not currently seek to establish colonies in the Southern Seas or Uthuria.

The newly appointed Councilor of the Realm, who primarily serves as mediator between the administration and the traveling imperial court, is an old-fashioned knight (*976 FB, gray hair, stiff left arm). The veteran of the Onslaught of Ogres served King Cuanu ui Bennain—the current Prince Finnian's grandfather—as Armorial Master. His deputy is Egtor of Ibenburg.

GM Information about Tobrien's Shining Future

This article also deals with events at the *All-Aventurian Convention 2016*, where attendees experienced the Middenrealmish Court Council and watched Jarlak elevated to the title of count. Many of his homeland's customs and traditions are strange to him because he was raised and educated in the traveling imperial court. The Tobrienans' struggle against Transysilia won't succeed without imperial support—which the Court Council refused—and thus will be limited to border skirmishes.

GM Information about

From the Cindy Margins into the Realm's Golden Heart

You can allow your heroes to take the Garetian's or Grangor's side in the negotiations and lead them to success, either way. They may try to prevent Gwydeon from gaining a fiefdom or help Udilbert gain his. Heroes could also gain a minor office or win an important noble's favor.

GM Information about Want to Pay Less: Go to Kyndoch! and The Nobles Are Robbing Us Blind!

The Grangoran Duke and Margrave, Cusimo of Garlichgrötz, uses his position as ruler of two provinces to manipulate customs in favor of his ships. Grangor and Kyndoch greatly profit from the patronage, while trade on the Great River is significantly impeded. The Grangoran port, the Phecadi Steps, and Shadowground Pass gain importance as trade routes, and Cusimo's two fiefdoms grow together economically. Unfortunately, this leads to higher prices and lucrative smuggling opportunities, as it puts their neighbors at a disadvantage. Most merchants are unaware of Cusimo's role; the heroes might uncover clues and even profit in their own way.

GM Information about A Terrible Farce

The strange woman mentioned here (Quelerentixiania, better known as the Dark Trickster) has been terrifying villages in the east for some time. Unlike others with similar motives, she serves no Yol-Ghurmakian or Dark Tobrien lord. Instead she roams the land, taking advantage of recent events to spread chaos and death. Typically, she turns up without warning and attacks using corrupted Trickster spells, which can inflict real damage. Long ago, she formed a pact with Agrimoth in Yol-Ghurmak, gaining incredible strength and some control over the anti-elements. The Dark Trickster appears in some upcoming official adventures, meaning you may use her in your own scenarios if she survives to menace the heroes again.

GM Information about The Beast of Hazelford

This article reports on the events of a LARP called *Sea of Oblivion II—Travia's Work and Levthan's Contribution*. The LARP primarily told the story of Avesandra of Hazelford, the young daughter of a Blessed Ones of Travia, who began changing into a vampire after touching a meteorite that bore a curse of the Nameless One. At first, her lover, Perval of Sevenreeds, fed her thirst for blood by luring unsuspecting travelers to their doom. As her transformation progresses, he brewed a poison to end her suffering, but he could not bring himself to administer it. The potion eventually found its way into the hands of brave heroes, who used it to destroy the vampire. Feel free to give this task to your heroes, if you like.

GM Information about The Dragon's Eye Closes and Astronomers in an Uproar

The events of the Starfall cause unrest throughout Aventuria; a select number of scholars, mystics, and adventurers are the first to discover the connection. The heroes can take part in this and be forewarned, or warn others, of upcoming events if they play through the adventure *Niobara's Legacy*. "Astronomers in an Uproar" is set immediately after the adventure, and mentions only a few of the places the heroes can visit on their journey through Aventuria—from the Svellt Valley to Altoum.

GM Information about Sacrilegious Theft: Has the Silver Nightingale Gone Too Far?

Emeralda ya Tolvani, also called the Silver Nightingale, is a beautiful woman in her early forties who has managed to scrape by in life on her good looks and smarts. Her reputation plays into her tactic, and she influences people wherever she can. Many either hide Emeralda willingly, or refuse to aid guards or headhunters searching for her. But, she has jeopardized it all with her most recent theft. As GM, you get to decide her motivation for such a bold theft, and her fate.

GM Information about Village Population in the Winhall Hinterlands Goes Missing Without a Trace

This story is neither invented, nor exaggerated. Here, in Beechground, we see the first effects of a conflict brewing between the fairy races. Farindel herself is preparing for war, which is why she drafted the hamlet's inhabitants and took them to the other world to serve in her army. What happened to the small village and how the villagers fare in the other world remains a mystery to the Albernians for quite some time. However, the fairy war has only just begun; its effects will spill over into Aventuria before it all ends.

GM Information about The Jobornan Wedding: Doubters Proven Right and Nostrian Strength: A Clarion Call for the People

The Jobornan Wedding was an attempt to bring peace to the Warring Kingdoms, as heroes discovered in the *New Bonds and Ancient Quarrels* adventure. Immediately following the tragedy, the locals' never entirely suppressed anger flares anew. For more about the conflict's origin, see *The Warring Kingdoms* sourcebook.

GM Information about A New Era on the Great River

The new river galley is a friendly gift from one ruling house to another. It seems, though, the rivalry between the two provinces might interfere with their rulers' good relations. Furthermore, the ship may also serve as a subtle hint from the Prince to the Duke that, in his function as Count of Elenvina on the Great River in Albernian, he is also Finnian's vassal and should make an appearance in his country more frequently.

GM Information about The Peasant Leader's Legacy

No one has yet spoken the last word on Arannja of Rucken's historical role; however, some disciples of Nandus perk up their ears at official institutions' strong rejection of the subversive rumors. The topic remains important for the Hesinde Village's emancipatory powers, and its research continues.

Timeline

Praios, 1039 FB: Warnings about the Starfall and rumors about Niobara's predictions come to light.

Autumn, 1039 FB: A vampire terrorizes the hamlet of Hazelford, in Warunkia.

Firun, 1039 FB: The Eye, a star in the Dragon constellation, disappears but doesn't fall from the sky.

Praios, 1040 FB: During the dispute between the Elvenhuser Countesses Palatine of Weidleth and Elvencounty, the Countess of Elvenhus' farmstead goes up in flames. The countess orders both to appear in Elvenhus.

4th-12th Travia, 1040 FB: The Court Council meets in Beilunk. The Empress and some of the aristocracy do not arrive until the 6th, as they first attended the new Sword of Swords' inauguration.

10th Travia, 1040 FB: In a small grove near Beilunk, Jarlak of Ehrenstein, hereditary prince of the Duchy of Tobrien, receives the title of Count of Tobimora from his father.

Phex, 1040 FB: Prince Finnian of Albernian presents *Concabella*—a sleek river galley—to Duke Hagrobald of the Great River, for his wedding.

Phex, 1040 FB: All residents of a hamlet called Beechground, located in the Winhall hinterlands, disappear without a trace.

Spring, 1040 FB: New Grangoran tariffs take effect. Prices for goods increase considerably in Havena.

Praios, 1041 FB: Tensions between Nostria and Andergast increase in the aftermath of the Jobornan Wedding; however, there may still be a way to avoid war.