

# Dungeons & Dragons 3rd Edition Campaign

## The Deception Of Lerinor

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### 1 PC Statistics (Level 1)

Name	David	Sam	Neil	Michelle	Naath	Katharine
	Samara	Ard-Sen	Keldrith	Kallie	Nerdanel	Blodeuedd
Str	9 -1	12 +1	15 +2	14 +2	10 0	10 0
Dex	16 +3	14 +2	14 +2	17 +3	14 +2	15 +2
Con	7 -2	16 +3	14 +2	14 +2	10 0	14 +2
Int	13 +1	11 0	12 +1	9 -1	14 +2	8 -1
Wis	13 +1	17 +3	12 +1	6 -2	15 +2	16 +3
Cha	17 +3	6 -2	14 +2	17 +3	14 +2	12 +1
Fort	-1	+5	+6	+4	+2	+4
Reflex	+6	+4	+4	+3	+2	+2
Will	+2	+5	+3	0	+4	+5
HP	7	11	12	6	8	10
AC	16	15	16	14	14	13
Init	+3	+2	+2	+3	+2	+2
Spot	+1	+7	+1	-1	+5	+3
Listen	+7	+7	+1	-1	+5	+3
Sense Motive	+7	+3	+1	-2	+2	+3

### 2 Introduction

*Long ago, wizardry was the basis of society on Ambar. The wizards of old tested their skills to the very limits of their ability, travelling to the very ends of the world in a quest for knowledge. Some travelled too far however, to places deep and treacherous, and there it was that they awoke creatures so terrible as to plunge all of Ambar into darkness and despair...*

It is one thousand years since the founding of Lerinor - five nations and five races united under a common leadership. The millennium celebrations are in full swing, due to culminate in a magnificent ceremony in Lindethon (the state capital). There has never before been such a time of peace and prosperity, and it seems that the good times are set to continue. But with rumours of disturbances in the south, and the unfolding of a number of mysterious events, is Lerinor really as secure as it seems?

A group of adventurers embark on a journey of mystery, intrigue and conspiracy, but can they unravel the situation in time to save Lerinor?

### **3 Welcome To Lindethon**

The road into Lindethon was extremely busy, people moving into and out of (but mostly into) the bustling city that was the capital of Lerinor. Never before had such numbers of people arrived at the city's great gates, but then again, never before had the first millennium of Lerinorian rule taken place! People were travelling from all over the continent to attend these celebrations.

Among these many travellers was a finely dressed, and rather proud looking human lad, his sword and shield by his side. Atop his horse, he rode straight down the great road, pulling up to a halt at the gates.

Keldrith and Samara arrive in Lindethon first. Keldrith has a dispute with the guard, asking Samara where the stables are. Together, they head into town and up to the temples, where Keldrith prays at the temple of Yondalla. They then go over to the Sunny Pastures Inn. Samara has booked, but Keldrith has not.

Nerdanel arrives next, and wanders around the city, going to the shrine of Corellan Lorethian. She asks to stay there, but the high priest refuses. She then goes to the inn, where she has a room already booked.

Kallie and Ard-Sen arrive late in the evening, and Kallie is immediately fascinated by the bustle of the city and its sights. She wanders over to the market place, looking in the shop windows. In particular, she is fascinated by the gems in the jewellers. She gets quite a few funny looks from people. Standing in front of the shop window, she raises her arms (as if about to cast a spell), but Ard-Sen stops her just in time. They go over to the inn, where Ard-Sen offers his room to Kallie, but is eventually persuaded to take a room of his own as well.

Last to arrive is Blodeuedd, with her eagle, who enters the city by foot, looking for some place to stay. She wanders around the side streets, until she finds a suitable looking inn, then goes inside.

That evening, there is a performance by Davan Ildethron over at the

theatre, so Martha, the landlady, tells them. Blodeuedd is extremely tired, so decides to retire. Samara decides to have a look for some other halflings that she knows. She remembers 'The Nut And Squirrel' being a favourite halfling haunt, and walks over there. She vaguely recognises a group of halflings, who look as though they are dressed to go out, and she waits until one of them goes to the bar before approaching him. He recognises her, and asks her to join his party. They go to the theatre afterwards. The others also go to the theatre.

The next day is the Lindethon millennium celebrations. All the players go there, after going to the street party outside the inn first. Blodeuedd goes out to the forest early in the morning, where she is confronted by a strange halfling who calls himself Galdo. He tells her that the answers are in the city. At the celebrations, a strange gnome sitting next to Kallie tells her of a place in the mountains where magic is taught. Davan performs a song called 'The Wonderer' at the ceremony, which causes much intrigue as to its meaning / cause:

*I wonder as I wander,  
O'er mountain and stream,  
Through forest and valley,  
Past rivers that gleam,  
A soul that was gracious,  
And ever did beam,  
Became but a Wonderer,  
Locked from his dream.*

*To wonder is easy,  
As easy as I,  
Do wander these lands,  
With my head in the sky,  
The wanderer of old,  
Would have wonderered why,  
The Wonderer now,  
Would be happy to die.*

*Once was he a prince,  
No more can I say,  
His rightful ascension,  
Did lead him astray,  
This wandering wonderer,  
Wonders what may,*

*If the Wonderer wanders,  
To freedom one day.*

The players notice that Davan is escorted back into the tower.

After the ceremony, they try to get into the tower, to see Davan, but they are refused entry. An avid fan of Davan's tells them that a group of fans will be waiting outside his house. The party decide not to join them, however. Nerdanel and Keldrith go to their temples, to try to gain more information about the history of Lerinor, and the halfling Galdo. Keldrith ascertains that an historian called 'Old Benny' lives just outside the city, but that he was banned from the library for some reason. He resolves to go and see him. In the meantime, Nerdanel pays a visit to the library, where she manages to find very little information.

## 4 History Is Central

Later that afternoon, they go to see old Benedict, who tells them to come back the next day (as he has something to give to them). While Keldrith and Blodeuedd are there, the others go to the feast at the Embassy, where Samara manages to persuade their entry. She finds her cousin, Mirton Kavelliac of Tinthen (near Pilnos), who invites Samara to meet him later in the Crescent Moon pub, to catch up. Kallie sits down next to an elf, however, who becomes rather flustered at her sitting in his cousin's seat. He calls the waiter, who escorts the others out (apart from Samara).

Later on, when Samara visits the pub, she finds Mirton sitting with a few friends, and he introduces her to his friend Tameran Nindletuk, who is a halfling bard of some renown. He is rather depressed, as Davan cancelled his dinner that night, so Samara cheers him up. In particular, she encourages him to take over Davan's concert the next day, given that Davan will most probably not be there.

The next day, when the party return to see Benedict, they find that he has been murdered in the night. They explore his house, and (after getting past a bear by throwing a piece of meat at it) find that a book-shaped object has been taken. They also find three magic rings, which they take, but decide not to use. Along with the rings is a note reading "I give to you these rings as a token of our friendship. Look after Draethil. Yours, Eldaeth." Keldrith takes it upon himself to report the death of Benedict to the guards, who ask him to stay in the city for questioning, and state that the kings will hear of this.

## 5 Strange Happenings

Keldrith is called for questioning at the Lindethon Prison by the city guard, who are highly suspicious of the circumstances under which Benedict was murdered. “You are a supporter of our kings are you not?” they say. “Were you aware that Benedict was considered something of a... heretic?” “How do you feel about Benedict’s views?” “Noble as your intentions may have been, our kings do not look kindly on murderers!” “If you did not kill Benedict, then who do you supposed did?” The result of this interrogation, is for Keldrith to be arrested.

Angered at this decision, Keldrith lashes out at the two guards behind him and runs to and out of the door of the detainment room. As he runs across the prison hallway, the surrounding guards all run to stop him, and he is knocked unconscious before even reaching the guard towers. The guards take him to a prison cell in the lower level, where he is locked up.

When Ard-Sen and Kallie are walking through Lindethon, they bump into Jared-Kaan. Luckily, he does not see Kallie before Ard-Sen is able to send her away out of sight. Jared enquires about the sorceress that he was responsible for, and the reaction of the guards: “I have been appointed, by our abbot, to represent the monastery of Kaeriah-Nihenna in an audience with the kings. You were deemed to be somewhat [he smiles] lacking in experience.” “I shall be sure to mention the sorceress, as I am certain the kings will be most pleased with us!” He states that the purpose of his visit is to discuss trade agreements.

At this point, while Ard-Sen is distracted by Jared-Kaan, the strange gnome that spoke to Kallie at the ceremony approaches her. “May we speak in private?” He whispers. “I apologise for my performance at the ceremony, but the words of a gibbering fool are easily forgotten. I did not wish to draw undue attention to you. I know a place where we can talk undisturbed.” The others are not willing to let Kallie go off on her own, so insist on accompanying her and the gnome. He leads her through the city to a quiet place in the park. “I am the leader of a resistance movement against the Treaty of Lerinor. The way I see it, is that the treaty is considerably out of date, and is unfair to magic users. Anybody can wield a sword without requiring a licence, so why should the same not be true for magic? After all, we have rights, as citizens of Lerinor, too.” “I have a base up in the mountains, near Hostan, where I am gathering sorcerers from all over the continent. If we can get enough of us together in protest, then the kings will be forced to listen to our pleas. I urge you to join our campaign. If you travel to Hostan, then somebody will be meet you there, and show you our base. But please don’t tell anybody of this - the kings’ spies are everywhere, and nobody is to be

trusted.” Kallie tells the gnome that she will think about this, but that the group are likely to be heading south to investigate the goblin raids near the borders of the Dark Forest.

After the gnome disappears back into the city, the group return to the inn. At the inn, Bruno notices that Blodeuedd is one of the Dark Forest druids: “Are you not one of the forest people?” he asks. Upon answer, he replies, “Our villages are being raided, our crops destroyed, and our people killed. I do not see how we can possibly win this battle.” “I cannot stay here for long - I must return to fight the invasion of our lands. The kings do not care for us - they sit on their thrones without a thought of their people. Where were they when my village was raided? Where were they when my father was killed?” Martha (and consequently Frank) decide to return with Bruno, to see what they are able to do.

When Samara et al go to Davan’s concert in the evening, they find that Tameran is performing instead of Davan. He begins the concert with a fantastic rendition of his new composition:

*Oh, but what it is to be,  
A speck of dust that cannot see,  
Beyond the closest thought.  
A fragrant sense of liberty,  
Free to be as one should be,  
And not as someone ought.  
I look and think, but seldom do I find that place,  
Upon the brink of unknown and defined.  
I stand and drink in views of majesty and grace,  
But never do I find what I must find.  
The dust is but a figment of my mind.*

After Tameran has performed this, to a large round of applause, Davan suddenly tumbles onto the stage and jumps up, singing:

*Praises be to all who see,  
This land so great and free.  
For Lerinor is strong and bright,  
Our Kings do hold the golden light,  
So let us bask before their might,  
And sing with joyous glee!*

“Ladies and gentlemen, I apologise for my late entrance, and I hope that you were not too disappointed by my absence [he looks meaningfully

at Tameran, who glares back]. This, I regret, will be my last ever public performance [gasp from the audience], for I have been appointed into the court of our kings. Let us make this a night to remember!” Davan performs a number of other pieces, all of which relate to the glory of Lerinor and its kings. His performances are fairly average, but nobody seems to notice. Davan leaves soon after the performance has finished.

Meanwhile, Keldrith is locked up in a prison cell. Suddenly, he hears a grating noise behind him, and turns around to find a strange halfling standing there. He motions for Keldrith to be quiet and to follow him out of the cell. “Do you by any chance happen to be Galdo?” asks Keldrith. “I am indeed, but we cannot talk here. Let us leave this place,” he replies. They follow the passage, which has many turnings, hiding in a store room at one point when they hear voices ahead. Eventually, Galdo leads Keldrith up some stairs and outside into what looks to be a forest.

Galdo explains that he was unable to talk earlier to Blodeuedd, as there were many people that could have overheard their conversation. He tells of his upbringing, and how he came across a network of passages in the mountains. Hiding and exploring, he discovered the secret base of a growing group of sorcerers that were gathering together under a more powerful gnomish sorcerer by the name of Flinkar Rindlebuk. He was controlling a conspiracy to replace the kings of Lerinor with his own sorcerers, using the powerful illusion spells he had developed. The rule of Lerinor was therefore compromised, and something had to be done about it. Seeing that Keldrith was a friend of the sorceress he sought to protect from Flinkar, and was suspected of knowing about the conspiracy (which was why he had been arrested), Galdo had rescued him. The passage that they had travelled along was part of the network that stretched over all of Lerinor, and was used by Flinkar to free sorcerers that had been arrested.

At this point, Galdo returns to the city to find Keldrith’s companions, who are persuaded to follow him out into the forest. All together, Galdo relays his story to them, and they decide what to do. Considering the options, they reach a decision to travel south to the Dark Forest, but not to go there directly (given that Kallie had told the gnome that they would head south). They therefore decide to travel north-east to the mountains (where they can also visit Blodeuedd’s brother Llud and the other mountain druids), and then to curve around to the south. Galdo says that he will travel with them as far as Drintë, where he will continue north to Flordon to meet with Davan (whom he rescued the previous day in the same manner as Keldrith, and told to head to Flordon). Before they set off, Galdo disguises each of the characters so that they won’t be recognised easily.

As the characters travel through the forest, they come across a solitary

goblin. “Master has been looking for you,” he says, looking at Keldrith and grinning. “The old man is dead, the old man is dead cries you, and they come looking; looking for master. Master is not happy with you.” At that, two worgs jump out from behind the party and attack.

One of the worgs jumps at Samara, who is sitting on her riding dog, and deals her a nasty bite - staggering her. She manages to stay atop the dog, and rides out into the forest, away from the battle, in a desperate attempt to cling onto her life! She manages to find an unused barn not far from the road leaving Lindethon, where she goes to rest and heal.

During the fight, Nerdanel (but nobody else) hears a voice: “Why do you waste your time with these people? You know you are better than them. Join with me! We can be great - we can do great things together.” The voice then continues. “Look at these fools. They would fight for a cause they know nothing of. They care nothing of you. You are just an insignificant wretch in their eyes.” While Nerdanel is pondering this, the voice suddenly commands “grab the sorceress, and bring her to me!”

Unable to resist this strange, yet compelling command, Nerdanel lunges at Kallie and tries to drag her into the surrounding forest. The others, whilst continuing the battle, try to stop Nerdanel but to no avail. They manage to kill the worgs, and to knock out (and tie up) the goblin, but still the cleric behaves in this strange manner. Suddenly, all the characters around Nerdanel are hit with an immense mental blow, stunning most of them. While it seems that things have gone from bad to worse, a sound of approaching people is heard coming from the south. Galdo urges everyone to move away quickly, and to help those that are still stunned to do so. They manage to reach the eastern edge of the forest, where they regroup. Worried about Samara, Blodeuedd sends her Eagle to look for her but to no avail.

As it is getting late, the characters look for someplace to stay the night unnoticed. They spot a suitable looking barn not too far away, which they enter - only to find Samara there. Together again, they rest and heal, ready for the journey ahead.

## **6 Journey To The Mountains**

The characters travel (by horseback) along the road out of Lindethon, they pass through mostly farmland and open pastures - fairly flat countryside in general. There are villages along the road every so often, and it is fairly well travelled. They decide that it is unsafe to stay in a village, so they make camp a little away from the road, keeping watch through the night.

The next day, as they continue their journey, they encounter a ranger,



with the insignia of the Lerinor Guard. He warns them that the road is not too safe of late, as he is tracking a band of robbers, who have been attacking travellers on the road. He gives Kallie a rather prolonged look, as though trying to remember a connection, but gives up, and bids the party a safe journey and to be careful.

A day later, they reach the town of Drintë, where Galdo leaves them to travel north to Flordon. Deciding to risk staying at an inn in Drintë, they play safe by visiting the less prosperous part of the town. There, they find a rather seedy looking place, which they enter and bed for the night. A lot of noise is heard from the bar downstairs during the night, but nothing untoward happens, apart from a lack of comfort. In the morning the party leave Drintë, and continue along the road to the mountains and the Pass of Mithos.

Later that day, as the road passes through a copse, they encounter two rather roughly clad humans, standing in the middle of the road. As the party stop, one of the men grins at them expectantly. “Now then, now then. What have we here? This road is a little rough for such fine ladies to be travelling, with so little protection,” he says, glancing at Ard-Sen. “But my companion and I do not wish to delay your travel, so if we settle this little matter of payment, let us say for your safety.” The other man approaches Samara, and stroking the fabric of her clothes, moves to whisper in her ear. “Hand over your money, if you value this pretty little body of yours.” At that, Samara draws her dagger and stabs the guy, initiating a short fight that follows. The characters don’t have much trouble defeating the robbers, although one of them, hiding in the copse behind them, sneaks up and deals quite a hefty blow to Samara.

After knocking out all of the robbers, they search them for any belongings, finding three nice rings (non-magic), 100GP, and a gold brooch. Upon seeing the brooch, Nerdanel cries out, as she instantly recognises her family crest on it, and identifies it as belonging to her mother. Worried at what might have happened, she slightly heals one of the robbers, to bring him around, holding a knife to his throat. “Where did you get this from?” she asks, shoving the brooch in his face. It takes little persuasion for the robber to tell of a carriage, a little over a mile away, that they had ambushed. Knocking the robber out again, Nerdanel rushes for her horse and gallops down the road.

A short while later, she comes to a carriage in the road, with two dead bodies lying behind it. There is a footman standing by the door to the carriage, to whom she calls as she quickly dismounts her horse. “Where are my mother and father?” she cries, and is shown into the carriage where her mother (Mythelae) is sitting, cradling her father (Firthul). Seeing the dagger

wound of her father, Nerdanel quickly heals him, and he begins to recover. Not long afterwards, the rest of the party catch up. Nerdanel returns the brooch to her mother, who explains that they had been visiting friends in Cendalyn, and were travelling to Lindethon for a function at the embassy. She enquires about her daughter's strange companions, and tries to persuade Nerdanel to accompany them back to Lindethon, where she will be much safer than on the open road. Nerdanel flatly refuses.

The party continue on towards the mountains, passing through Aeonon, and increasingly rough terrain. As they near the mountain pass, Blodeuedd sends her eagle with a message to her brother Llud, to meet them in two days time, just beyond the Pass of Minthos. At this point the terrain is extremely rocky and rather barren, with patches of snow underfoot, making for much slower travelling. Upon reaching the pass, the party notice a creature on the mountain slopes above them, looking to be a white coloured wolf. This creature turns immediately hostile and charges down at them, only to be met with a volley of arrows. The characters manage to dodge most of its attacks, although it deals out a couple of nasty bites. They keep up the attack and take down the creature quickly.

A short while after the battle, Blodeuedd's eagle returns with the reply from Llud:

*When the hour is late,  
Look for the sign,  
By the mountain gate,  
'Neath the steep decline.*

The party head for a location at the other side of the pass, lead by Blodeuedd, where they wait for evening to come. As the day draws to a close, they see a wolf approach them, although it does not seem hostile. As it nears, Blodeuedd recognises it as one of her brother's animal companions, and sure enough Llud is soon to arrive. He leads them to a sheltered cave to rest for the night.