**Scene IX: Offsi skjulested** Offsus har slått seg ned i en gammel, forlatt stenkjeller. Hvis man åpner døren, reiser der seg straks en elemental av jord fra bakken og angriper.

# Kapittel 28

# Hemlock

#### 28.0.0.1 Eventyret

**Scene I: St. Paul** Gruppen kommer til St. Paul ved solnedgang. De hører hesteglam ved skysstasjonen og der er tydeligvis mye mennesker på Den røde Sten. Omtrent samtidig kommer Sebastian hjem fra skogen. Han gjør patetiske forsøk på å holde seg skjult. Han sniker langs veggene og gjemmer seg i skyggene, uten egentlig å lykkes.

Følget på Den røde Sten kommer i følget til kjøbmennen Daniel og Evrard av huset Archeton. Senere på aftenen kommer sieur Charles til stedet i vogn.

**Scene II: Christian** Fredagen legger gruppen i vei til Partiville. Ved rasteplassen halvveis oppe, treffer de og slår av en prat med Christian.

Her ser de for første gang Hemlocks to ravner, som holder øye med dem.

**Scene III: Ankomst i Partiville** Folk er stadig entusiastiske når de hører at der kommer gjester, men når de ser hvem som kommer, så blir de mer redde. De går med på å innlosjere gruppen, men de krever betalt, en og en halv gang det de har fått tidligere.

**Scene IV: Arnulf** Når gruppen står opp dagen efter, får de høre at Arnulf vil treffe dem. Han advarer mot fjellene og når de sier at de vil se seg om, så ber han om å få slå følge.

**Scene V: Bjørnen** Når gruppen slår leir i skogen ved heksestenen, blir de overfalt av en stor bjørn, som dragekulten har satt til å vokte inngangen til dalen.
**Vis:** 2r. Animalem
**Størrelse:** +2
**Maul:** Init +6, Atk +12, Dam +16
**Tackle:** Init +6, Atk +6, (Dam +14)
**Body levels:** OK/0/0/-1/-1/-3/-5/Inc
**Grunnegenskaber:** Str +4, Dex 0, Cun +1, Per +3, Qui 0, Sta +8
**Ferocity:** +3

**Scene VI: Eremitten** Hemlock lar ofte ravnene sine holde øye med det som foregår nederst i Valdaperte, og når Tartatius nu kommer, så kaller han på ham. Han lurer på hva som skjer, for han har merket høy aktivitet i dalen denne vinteren. Han er en smule bekymret, men mest nyssgjerrig.

Ravnene forteller Hemlock at Tartatius ble skadet av bjørnen og oppsøker dem der. Han tilbyr dem losji i en hule i dalen for å få bedre anledning til å snakke med Tartatius. Han vil være villig til å utveksle historier.

**Scene VII: Harpyene** I dalen bor der en koloni av fire harpyer. Hvis gruppen nærmer seg, vil de straks fatte interesse og prøve å få dem til å hente flere menn fra landsbyen.
**Magisk kraft:** 11 (18)
**Vis:** 3r. rego i tungen (4r.)
**Størrelse:** 0
**Grunnegenskaber:** Str +1, Stm +1; Dex 0, Qik +1; Cun +1, Per +1
**Klør:** Init +5, Atk +4, Def +4, Dam +5
**Fatigue:** +1
**Soak:** +4
**Ferocity:** 2 against men
**Krefter:** *Song of Slumber* ReMe 25/3p. Motstand Int+Stm 10+

**Scene VIII: Hulen** Gruppen undersøker en av dalens dryppstenshuler. I mørket innenfor det første dryppstensfeltet, finnes der flotte hulemalerier som beskriver et tusenår av dalens historie. Der bor også en mengde flaggermus.

Innenfor malerihulen deler hulen seg i et stort kompleks. Mange av gangene er voktet av slanger og andre magiske og halvmagiske vesener.

Ruklin bor i hulen.

Dypest i hulen er et felt med praktfulle edelstener, mange med magiske egenskaber.

**Scene IX: Arnulf og Christian krangler** Dersom gruppen er i landsbyen samtidig med Christian og Arnulf, vil de kunne se dem krangle om kirken, på høyden mot Arnulf.

Dersom gruppen senere treffer Arnulf, vil han kanskje prøve å vinne dem mot kirken.

**Scene X: Alvene** Alvehøyden har stått urørt i generasjoner. noen sier at det er en gammel gravhaug. Andre mener den blott er stenete og ufruktbar. Bare en og annen unge har virkelig sett alvene, og de glemmer det når de blir større.

Alvene vil ikke foreta seg noget spessielt med mindre de virkelig får føle kirkeplanene. Nattestid og ved hedenske høytider domineres høyden av en alveaura på 4. Dagestid er det den magiske aura på 4 som dominerer.

### 28.0.0.2 Tidslinje

**søndag 3je april** Christian kommer hjem

**primo april** såing

**ultimo april** jernbrudd i myrene, høysesong for rødkrave

**torsdag 21de april** Tartatius og følget kommer til St.Paul.

**fredag 22de april** Christian drar til St. Paul for å treffe presten og kanskje baronen.

**mandag 25de april** Gruppen forlater Partiville. Mens Kark og Fraciscus returnerer til St.Paul, snur Tartatius for å finne Hemlock.

**tirsdag 26de april** Tartatius blir skadet av bjørnen og Franciscus blir budsendt. De møter Hemlock.

**medio mai** De siste rødkraver blomstrer av.

**tirsdag 31te mai** Tartatius kan omsider tygge kaninlår, og han begynner å bevege seg omkring i dalen.

**medio juni** Følget drar fra dalen.

# Kapittel 29

# Konspirasjoner og Lanvals bortgang

#### 29.0.0.1 Bakgrunn

En av capitulatets dommere er død, og en rekke jurister streber efter å overta hans embede.

Samtidig konspirerer en del fremstående mennesker for uavhengighet fra greven.

Et par kjeltringer, Julian og Robert, har gjort et innbrudd forrige natt, hos en av konspiratørene. De fikk med seg en betydelig sum i mynter, 8 toulousiske denarer og cirka 20 denarer hver i mer gangbar mynt. De har gjemt bort det meste, men bærer på seg cirka seks denarer hver, inklusive et par toulousiske.

#### 29.0.0.2 Eventyret

**Scene I: Grogs på tavernaen** En del av paktens grogs tilbringer en aften sammen med Julian og Robert, som de har truffet en og annen gang før. De spiller terning, og kameratene er i godt humør. Gruppen vinner et par sølvdenarer, uten at det ser ut til å gjøre betydelig inntrykk på taperne.

Hvis myntene blir undersøkt, vil man merke seg at et par av myntene er fremmede, men skjoldet er fra Toulouse. Det bør virke underlig.

Om myntene ikke blir undersøkt, så vil det bli oppdaget straks de forsøker å bruke myntene.

**Scene II: Politikerne** Et par av byens politiske personligheter møtes samme eftermiddag. Antagelig er Arnaud og kanskje Alexander til stede. Xavier er til stede og kan gjerne drive samtalen. Han har det meste av nyheter, og kan legge til noe ved behov.

**Scene III: Bakgrunnen** En av konspiratørene virker svært bekymret, og de tre samtaler i smug. Efter det er de alle like bekymret.

I samme verdshus sitter også Nicolas og samtaler med en mystisk fremmedkar. Han har fått besøk av Ignatius av Flambeau fra Doissetep, som selger ham en ring som gir evnen *Posing the Silent Question* tre ganger daglig (InMe 20; pen. 20).

**Scene IV: Patriotene** En av patriotene tar kontakt med Arnaud i håp om å rekruttere ham som patriot i capitulatet.

**Scene V: Nicola amulet** Nicolas prøver å få informasjon ut av Alexander, som antagelig har tilstrekkelig motstand til å motstå.

**Scene VI: Rykter om Ignatius** Xavier vet at Ignatius egentlig kommer fra Toulouse, men at han forsvant med en mystisk fremmedkar da han var barn. Han presenterer det nu som at Ignatius er oppdradd av onde menn ved vestkysten. Xavier kjenner også Ignatii fødenavn, Peder.

**Scene VII: Luc Ponty** Luc Ponty har fått nyss om konspiratørene, og kommer til Arnaud for å be ham føre nyheten frem i lyset. Han betrakter Arnaud som det minste av alle onder. Han ønsker ikke se en sterkere kirke, og absolutt ønsker han ikke patriotene til makt.

**Scene VIII: Snikmord** Når patriotene innser hav Luc Ponty vet, får de Xavier til å myrde Luc Ponty.

#### 29.0.0.3 Tidslinje

**Dag I**
- Grogs spiller terning på tavernaen
- Politisk aften; bekymring over Lanval

**Dag II**
- Lanvals bortgang

- Arnaud blir spurt ut om sine ambisjoner

# Kapittel 30

# Gloria Senecta[1]

## Editor's preface

This adventure was originally found on the Berkeley ftp archive. I intend to run it as two paralell stories, the first of which includes a Merinita maga with the "Isolated from the Order" flaw, who travels to investigate rumours on the strange wolves in the forest, being the obvious faerie expert of the covenant.

The second part will be the original adventure, with the Merinita maga taking the role of Praeses and her player being assistant story guide.

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## Preface

Greetings all,

Since some of you seemed to enjoy "Of Mice and Men", I thought I'd also make available the latest adventure I just finished running. I call this one "Trouble at Gloria Senecta" (yeah, I know, the title sucks, but it was the best I could come up with on short notice). Again, a few words of explanation are in order.

It should be rather easy to lift this adventure out of its current setting and place it wherever you want to. In our saga, Gloria Senecta is an ally covenant to the covenant of the players. We have a leader, (a Jerbiton, mentioned

[1] by Henry <henry@critical.mit.edu>, modified and extended.

somewhere in the text briefly) and so introducing this adventure was a snap. The leader called a council meeting and simply stated that a representative from the other covenant had appeared to call in one of their favors, and three of the covenant magi were ordered to go and see if they could solve the problem.

If your magi don't owe tons of favors to various people or don't have a leader, then introducing this could pose a bit of a problem, and I pity you, because leaders and favors are really useful for dragging unwilling magi out of their labs to trapse across the countryside for practically no benefit of their own.

In our saga, Gloria Senecta is located in the Greater Alps Tribunal (but this is not really important). The covenant is a large, partial ruin that stands atop a huge rocky promontory, surrounded by an ocean of trees. It is, of course, in the middle of a fairy forest, with a fairy aura of +8. Note: I don't remember if I emphasise this in the text at all, but the gnome king, Zwerg lives in the same location as the covenant, but in regio. Gloria Senecta is Fairie plagued, haunted, the magi are divided, and their covenfolk and grogs are all (mentally) warped. The grogs are actively lazy.

At the end of the adventure, I have added some of the relevant stats I used for the magi at Gloria Senecta.

In my run of the adventure, three magi were present, a Verditius named Magica ad Infinitum, a flambeau named Fulmen Pulsare, and an Ex Misc. whose name I can't remember. The Ex Misc. had giant blood and could actually use a weapon. The Flambeau was a bit atypical, as he was a nice guy. During his apprentice's gauntlet he stopped to help a farmer fix his wagon, and thus obtained a ride most of the way to the flambeau meeting. He didn't cause any destruction. He therefore has a bad reputation within his house for being a wimp. A couple of interesting asides from this run are added within the adventure in brackets [].

## Disclaimers

1. The creature statistics were fine for the people I chose to go on the adventure. Be careful with those wolves, though.

2. Feel free to use it, redistribute it, but please don't try to sell it or otherwise make any money off of it (other then player-SG bribes, of course).

3. Above all else, have fun...

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## 30.1 The Coming of the Merinita

The magi of the covenant will hear rumours about the faerie wolves of this forest, and they will send their faerie expert to investigate. (I don't care about why she travels, as long as she travels; and in our saga the maga found it to be a good idea, so no more information was necessary.)

The rumours will stress that the wolves are rarely spotted, and only when you leave the road and search the forest in the twilight of sunset or dawn (this allows you to enter the +6 regio by chance).

During the night she may meet the wolves.

During the day, the faeries of the court of king Zwerg will tease her. There will be dwarven gnomes who enjoys shapechanging to rocks, to let people sit on them, and then start complaining. They will also enjoy moving when nobody watches.

Some gnomes of the woods will appear in their ghostly form and watch.

She will also find the clearing of Auretta, and they will feel her powers if they threaten her flowers (but they probably won't).

## 30.2 Synopsis

The magi are called to help with a problem that their ally covenant is having. Fairies have stolen their magical fountain, their protected source of 20 pawns/year of Vim vis, and incidentally, their only source of drinking water (there's another stream nearby, but it's about a mile away). To complicate things further, the Vim vis is needed in an annual ritual performed by the resident Quaesitor to keep a major demon bound into a magical tree on the covenant grounds (their source of Herbam vis) so that it cannot wreak havoc in the world. A temporary solution may be reached by convincing the divided magi at the covenant that it is in their best interests to provide the vis for the ritual for a year at least, but the only real solution seems to be recovering the fountain from the fairies.

The fairies have stolen the fountain at the urging of Praeses of house Merinita, who has been championing their cause for about 5 years now. Unfortunately, Praeses does not know about the demon and the tree.

## 30.3 The Location

### 30.3.1 The Regio

#### 30.3.1.1 The mundane Level

This level is an ordinary forest of great variety.

#### 30.3.1.2 The lower Level (+3)

This level is almost like the mundane one, and covers the entire forest. It is fairly easy to enter as long as you don't use the roads or paths.

#### 30.3.1.3 The Regio of the Fay

This level has aura +6 at night and +7 at day. It is best entered from the lower level during the night and from the higher levels during the day. This level is dominated by faeries from the higher levels, the unseelie faeries during the night and the gnomes during the day.

#### 30.3.1.4 The Regio of the Night (+8)

In this regio it is always night, and the regio can only be entered from the Regio of the Fay during the night.

#### 30.3.1.5 The Regio of Zwerg (+8)

This is the realm of the gnomes.

#### 30.3.1.6 The Regio of Gloria Senecta (+8)

The covenant is located in a regio partly overlapping the Regio of Zwerg. It is nearly impossible to go directly between the two.

## 30.4 Major Characters

### 30.4.1 The Magi of Gloria Senecta

#### 30.4.1.1 Vigor Invictus of house Bonisagus

Vigor Invictus is obsessed with the creation of, in his words, "The perfect longevity potion." That is, he is seeking immortality. Over the years he has gotten better and better at longevity potions, and he feels that he is on the brink of a major breakthrough (he has felt this way for several years). One of his most current lines of research involves fairies. It is rumored that fairy creatures do not age or die of old age. Vigor Invictus interprets this to mean that there must be some substance to be found in fairies that is responsible for this agelessness. If he can discover what it is, and distill its essence, he can be famous in the order forever (and live to keep reminding everyone). The gnomes that live nearby live in constant fear and hatred of him.

He is also a busybody. When he is not immersed in his research, he is moving about the covenant, finding people to bother and distract. For some reason he is very interested in knowing what everyone else in the covenant is doing. If, for some reason, he perceives that the players are keeping a secret from him, he will try everything to get it out. Failing in that, he will suddenly become unfriendly, and work to hinder their progress. The other magi here put up with him because he designed all of their longevity potions. Without him, most of them would probably have been dead a long time ago. He has also made several longevity potions for the covenfolk and the grogs, with experimentation, of course.

#### 30.4.1.2 Futurus Caecus of house Criamon

Nobody at the covenant remembers seeing Futurus Caecus at all in the last 25 years. He was last seen by the magi at the council meeting before last, held 25 years ago. The grogs say that they leave food by the door to his sanctum and they sometimes find it gone, but none of them report having seen Futurus or anyone else take the food. The magi don't really care that he is apparently missing. The flambeau find his absence refreshing. The Quaesitor is too involved with the tree to have even noticed. The Jerbiton thought he was annoying. Dominus Mundus felt that Futurus was too unpredictable to be included in his plans, and so is glad to not have to deal with his random influences. Vigor Invictus doesn't even remember the name, although if somebody mentions the Criamon, he'll remember. "He was OK, I guess, but his riddles were pointless. It's too bad he could never dedicate himself to any useful research."

#### 30.4.1.3 Ictus Igneus of house Flambeau

He and Vox Mentis are the youngest magi here. 30 years ago, when both were flambeau, they had a falling out over whether to try to reason with unruly mundanes first or just burn them. Vox then joined Jerbiton. They haven't spoken to each other since. Ictus Igneus is the prototypical flambeau: excitable, impulsive, and violent. You don't want to insult him or his house, because he's likely to forget himself for a moment and incinerate you before remembering the code. Fortunately everybody else knows this, and they'll tell the visiting magi, unless they incite Ictus first. When Ictus learns what covenant the players come from, he will seem to like them less. Remember where the covenant's vis resources came from.

#### 30.4.1.4 Incendium Spissus et Obitus per Ignis, of house Flambeau

Incendium and Obitus are twin brothers and pretty much interchangeable. In fact, they even share the same character sheet. Both are obsessed with fire in its many forms, and love to watch things burn, especially fairies. They are not as overtly violent as Ictus, although they sometimes seem to share a similar philosophy. Incendium and Obitus retired here from southern Italy, because, in their opinion there were just too many churchmen in Italy.

Vigor Invictus thinks that they were exiled here by their local tribunal over an incident that occurred about 40 years ago when a bishop and his entourage kicked them out of a village inn in which they were staying, and offered them reconciliation when they started swearing at him. According to the story, they burned down the inn and killed the bishop. If confronted with this story, Incendium and Obitus will maintain that they showed great restraint by not burning down the entire village for that terrible insult. They will also maintain that they were not exiled, but chose to come here to get away from such clerical annoyances.

#### 30.4.1.5 Saevitia of house Jerbiton

As her name implies, Saevitia has a cruel streak. Undoubtedly she owes this streak to the many years she spent as a member of house Flambeau prior to her "retirement." She has mellowed considerably in her old age, but can still be pushed over the edge. She dislikes to use her magic unless it is necessary, because her magical addiction has proven to be a problem for her before. If Vigor Invictus is asked by the visiting magi about Saevitia, he will tell them the story behind the ruined northern watchtower. It seems that about 35 years ago when Saevetia was new to the covenant, having just arrived from Iberia, that one of the grogs made rude advances toward her, and she decided to teach him a little lesson. A judicious use of Perdo Corporem made sure that the grog wouldn't be making advances to anyone for about a month. Unfortunately, she lost control, and in a fit of spell casting she levelled the watchtower, and would have continued to destroy the entire covenant if the other magi hadn't taken action.

Saevetia is originally from the Iberian tribunal, where she took part in roasting and otherwise killing as many moors as possible. She mellowed slightly with age and finally decided to retire to house Jerbiton. Of course she couldn't stay in Iberia. She had made too many enemies to relax, and it was getting so that every up and coming Flambeau would challenge her in order to try to increase his reputation. Thus she came to Gloria Senecta to try to live out the remainder of her life in a slightly more peaceful fashion.

She sees everything that she disliked about her former life in the lives of the other Flambeau here, and so she does not associate with them. If she could, she would like to convince them to become less actively violent, or get them to leave.

#### 30.4.1.6 Vox Mentis of house Jerbiton

Vox Mentis also used to be a Flambeau, but he changed to house Jerbiton after he became resigned to the fact that all Flambeau were simply mindless engines of destruction. He and Ictus Igneus had a heated argument over this, and the two of them haven't spoken to each other since.

Since coming to the covenant, Vox has learned of the demon bound in the tree that Vigilax is guarding. He is convinced that it is his doom to be destroyed by that demon. When the players arrive, Vox will be moping about the covenant with a long sorrowful expression. If asked about it, he will explain that he knows for a fact that the characters will fail and the demon will get out and kill him. If they don't know about the demon yet, and they start asking him about it, he will tell them that they ought not to bother with trying to help, since they are already doomed to fail. If they had any sense, they would pack up immediately and return to their covenant. At least then, they would not be killed or corrupted when the demon gets out.

If Vigor Invictus is asked about this, he will respond by telling the players that Vox is just in one of his "moods." Eventually, he'll get over it. He will also tell the characters that if they see Vox and Ictus heading for the same area of the covenant, that the wise thing to do is go somewhere else, immediately.

#### 30.4.1.7 Vigilax Arbiter of house Quaesitor

These days, Vigilax spends most of his time next to the tree that it is his responsibility to guard. In fact, the entire time that the players are at the covenant, they are unlikely to see him move more than 20 paces from the tree. Vigilax likes to lie under the tree and sleep leaning against it. Undoubtedly this is how they will first see him. He will probably not be sleeping though, just pretending. If the characters attempt to pick any fruit from the tree, they will be surprised as Vigilax quickly grabs the offender's arm and orders them never to touch the fruit of the tree. If they ask him enough questions, he will tell them that there is a demon bound in the tree and that he is worried that it may corrupt them, or that they may in some way weaken the enchantment that binds it there. He of course sent for them to come and deal with the problem of the missing fountain, but he will not approach the characters and speak to them. They must find him and ask him about things to learn anything. This is not efficient, of course, but Gloria Senecta is a rather strange place, and stranger things than this are due to happen.

Vigilax has been guarding this tree for about half a century now. It is his grand obsession. If he is asked what will happen when he dies, he will say that somebody else will take over the job. He will then look at that character as if to imply that it will be him. This may stop the questions from that character.

Vigilax has become quite warped from his many years guarding this tree. Probably his most disturbing trait, however, has to be his "imaginary friend" Astan. Vigilax acts as if Astan is a real person that he met 20 years ago or so, who is kind enough at times to keep him company at the tree. He will think that the players are playing a joke on him if they claim that they cannot see or hear Astan. The other magi at the covenant have given up trying to convince him that Astan is not real. The real question is, however, is Astan really a manifestation of Vigilax's mind, or a manifestation of the demon trapped within the tree (Astan, Satan, who knows...)?

#### 30.4.1.8 Dominus Mundus of house Tremere

Dominus Mundus is always plotting and planning. One of his favorite activities is playing the Jerbiton off the Flambeau and watching the ensuing arguments. He is currently the de-facto leader of the covenant, not really because of his political shenanigans, but rather simply because he is the only one who really cares. The Bonisagus is too busy with his research, the Criamon hasn't been seen in decades, the Quaesitor won't (or can't) leave the vicinity of the tree, and the Jerbiton and Flambeau are too busy arguing with each other to care about much else. He is the only one of the magi to still go to tribunals, so he is also their major source of information.

Dominus can often be found talking to Vigor Invictus when Vigor is not doing his research, because he knows that Vigor is always current on the latest gossip. Vigor thinks that it's just that Dominus likes him, and isn't at all aware that he's really interested in his stories about everyone else. After he gets over being offended at the player's presence (see below), he will probably try to get them involved in a long conversation with Vigor Invictus, so that he can hopefully learn all about them.

Dominus loves certamen, and is itching for an opportunity to establish his superiority to the visiting magi.

### 30.4.2 Covenfolk of Gloria Senecta

The covenfolk of Gloria Senecta have given up trying to use their real names. The magi at the covenant are constantly referring to them by a latin title, and have never used their real names. Hence, the players will probably never learn their real names, simply because they will introduce themselves by their titles. Also note that the covenfolk will be perhaps stranger than the magi, as they have been fed Vigor Invictus' experimental longevity potions and their usual source of drinking water is the Vim vis fountain.

#### 30.4.2.1 Librariolus - Scribe/Archivist

Librariolus spends most of his time in the covenant library, trying desperately to copy faster than the books can decay. It's not easy, since the library is so big, and he doesn't have any help, not even to make the ink. The magi have chewed him out repeatedly over the condition of the arcane books, but they seem to not care a whit about the mundane knowledges. Thus, Librariolus spends most of his time with the arcane books. The once great mundane library is in truly sorry shape indeed. Only a few books remain that are legible.

Librariolus is harried and somewhat reclusive. He will take anything the players say to him as a useless interruption to his work. If they persist, he will eventually talk to them. At first, he might call for guards, not having heard about their arrival, or mistaking them for fairies come to steal or ruin the covenant books. Librariolus is so involved with his scribing, and perhaps getting so blind as a result, that late at night, when the skeleton of a long dead archivist comes to converse with him, he treats it exactly as he treats the players, with disdain for the interruption of his time.

#### 30.4.2.2 Dux - Autocrat

Dux is always depressed. It is his job to maintain the covenant, and it's an impossible task with only 40 grogs to man the place. There aren't enough people to keep the place clean, let alone keep the walls in good repair. Couple that with an extreme sense of doom. He will find some way to be depressed about anything that the players can say to him. He also walks in his sleep.

#### 30.4.2.3 Venator - Hunter

Venator is perhaps the most normal of the covenfolk of Gloria Senecta, probably because he spends the least time there. He spends most of his time hunting for game to feed the covenant members. Of course, he also spends a good deal of his time evading the fairies, and hopefully avoiding their jokes. He will be assigned to them if they ask for a guide to find the fairies nearby the covenant. They may be rather distrustful of him after the initial scene, where they are led to the covenant by a fairy impersonating him.

Venator has a magical bow, which gives him the ability to enter and leave the regione as long as he goes the road. He does not know this, however.