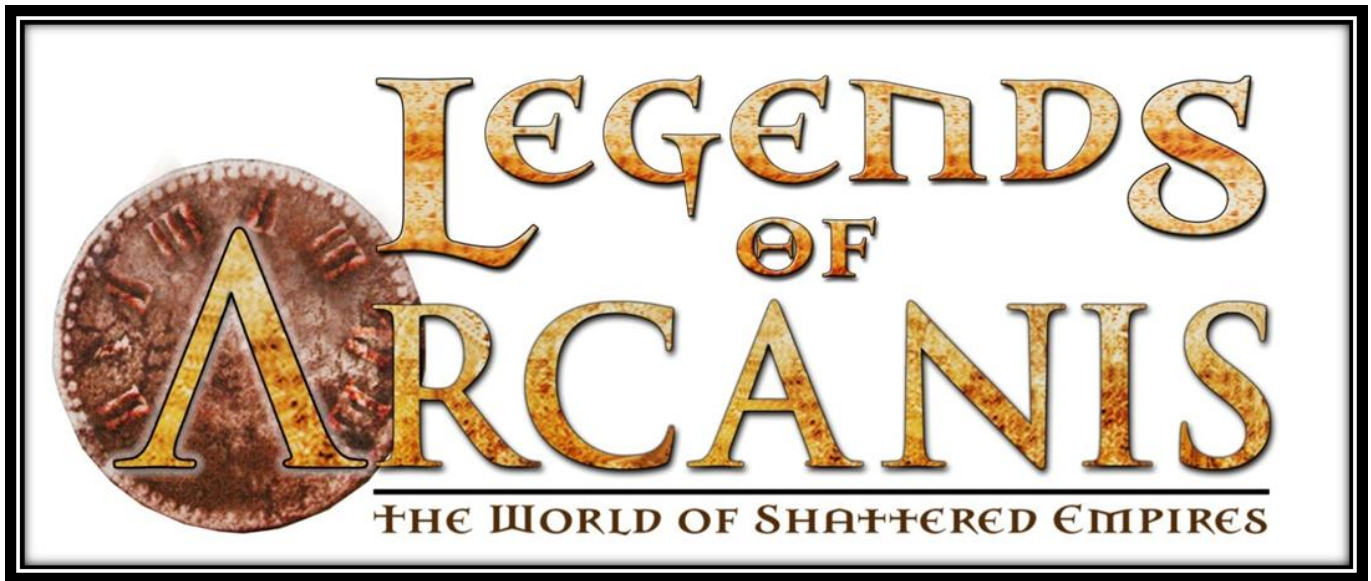


Paradigm Concepts
Presents



RELEVANCE

**A 4 - Hour LEGENDS OF ARCANIS Adventure
Hard Point Adventure 5, Crusade
Year 1**

**IT IS STRONGLY RECOMMENDED THAT THIS HARD POINT BE PLAYED BEFORE
AFTER HARD POINT ADVENTURE 6**

D o c t u s , 1 0 7 0 I . C .

b y H e n r y L o p e z

With reports coming in about a massive Infernal force massing to attack in the East, why are vital resources being shifted to the West? And what does the message, "Make yourself Relevant" mean?

This LEGENDS OF ARCANIS STANDARD adventure is designed for Tier 1.

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C a m p a i g n - R e l a t e d I n f o r m a t i o n

The adventure begins in Mil Takara but quickly moves on to a Keep built near the Sorcerer's Stones in the western portion of the Hinterlands.

TEMPLES AND SHRINES

Mil Takara has a Temple to Hurrian, built and paid for by the Hurranic Templars stationed there.

ORGANIZATIONS

Sanctorum of the Arcane – a member of the Hawk division of this society will make an appearance. The Heroes may receive a Point of Fame for that group by the end of Hard Point 6.

PORTALS OF ANSHAR

No Portals of Anshar are available to the Heroes in this adventure.

A d v e n t u r e B a c k g r o u n d

This adventure assumes that the Heroes will also complete **Hard Point 6, Victory at Any Cost.**

Since the advent of the *Forbearance*, as the separation of the Duchy of Moratavia from the rest of the kingdom is known in Milandir, there has been much discussion on the position of the val'Tensen and the Hurranic priests.

The King has declared that all val'Tensen who wish to remain subjects of the Crown may continue to do so without any recriminations. The Milandric Church however has not been so magnanimous. It has begun to cut funds to the Hurranic Temples and has begun a quiet but systematic propaganda campaign among the people to turn them against Hurrian as the Defender and turn them instead to the other gods, most notably Illiir and Yarris.

This has left many Hurranic priests, Holy Champions and Templars who have been nothing but utterly loyal to Milandir and its Crown at a loss.

Enter the crafty Primarch, Sabinus val'Assante'. Using the same words that he used to sway the monks of the Order of the Inner Demon, he wrote to High Templar Tillman and made a simple request in exchange for the full backing of the Church: "Make yourself relevant".

This simple statement sent in motion desperate plans from the use of demon possessed Khur Gi prisoners to create Sarishan weapons to this current plan.

In conjunction with a certain Holy Champion of the Order of the Inner Demon, it was discovered that the menhirs or monoliths in the area known as the Sorcerer's Stones are somehow able to create a portal to another dimension for a brief time. This other dimension or Realm can be selected through a judicious use of an ancient ritual purportedly inscribed by the Sorcerer-King.

With the surreptitious aid from Primarch Sabinus, Tillman has been diverting resources to move one set of standing stones to surround Jappa. Then, once in place, entice the Infernal Horde massing in the nearby hills to attack the city. Once within the confines of Jappa, the ritual would be completed and if all goes according to plan, the entire area, city, inhabitants, Hurranic Templars and every Infernal would be sent hurling screaming into the Hells.

At least, that's the plan...until the Heroes got involved.

INTRODUCTION

Key Concepts: Back in Mil Takara, the Heroes are summoned by Count Felix val'Ossan. On their way to his offices, they stumble across a minor skirmish...over bread?

It's been a few days/weeks since the heroes have returned from their adventures in Erduk and Nol Dappa.

They are now back in Mil Takara and receive word that Count Felix val'Ossan requests their presence.

When ready to begin, please read or paraphrase the following:

Mil Takara is just as you left it when you went off on your last mission. You are starting to see some activity in shifting the Crusade headquarters from here to Censure, as the large oval table used by the Crusade's leaders is being hauled away by wagon, presumably being carted off to their new quarters.

As you go about your business, a young squire runs up to you and says, "Note from the Command Center, milords. Count Felix requests your presence in a bell's time. As if on cue, the large bell that sits atop the Temple of Hurrian, chimes the noon hour.

So the Heroes have an hour or so to do as they wish. Mil Takara is not a very large settlement and getting to Felix is a matter of a few minutes.

Allow the players to do some role-playing or to do as they wish, however, as they get set to go see Count Felix, continue with the following:

As you start to make your way to your meeting, you spot a bit of a ruckus taking place. Off to one side of one of the buildings, a circle of people seem to be cheering and a bit of money is changing hands.

If the Heroes wish to investigate, they will find that the circle of people creates a makeshift arena within which two men (Crusaders – Milandisian from the looks of them) are fighting over a half a loaf of dark bread!

There is no need to roll initiative or to run this as a combat. If the Heroes get involved, they can easily break things up (this should be run cinematically, i.e. without the rolling of any dice.

The two men, veteran Crusaders both, are from the Milandisian Duchy of Tralia. Each has a score of bruises and minor cuts – the most severe injury is a black eye.

If asked why they are fighting, each will accuse the other of stealing their half of dark bread. This is not the white, crusty bread that is made by the Knight-Commanders baker, but the type sold by a few Khur Gi women from traveling carts.

If any of the Heroes states that they are looking at the men closely and if there appears anything odd about them, let them know that while neither appears to be drugged or not in their right mind, both men's gums appear darker than the normal pink that most have.

Soon thereafter, a few Templars appear to break things up and disperse the crowd.

If the heroes ask if they see any of the Khur Gi women, answer that there are none about.

When they are done, continue on to Scene One.

Development: The Heroes may either ignore the ruckus or investigate and break up the fight. Unfortunately, they Heroes don't have the time to investigate further due to their appointment.

S c e n e O n e : A n U n e x p e c t e d G u e s t

Key Concepts: At a meeting with Count Felix about the curious diversion of men and material to the west, away from the Front, they are interrupted by a Mage from the Sanctorum of the Arcane. Whereby the discover Felix's secret and of a certain Sarishan Holy Champion who has stolen a forbidden scroll from their inner vault.

The Heroes reach the office of their commanding officer, Count Felix val'Ossan.

When ready to begin, please read or paraphrase the following:

As you are admitted into the office of your Commanding Officer, Count Felix val'Ossan, you note that the usually fastidious Count's chamber appear to be in disarray.

The Count himself seems to be mumbling to himself, but quickly stops when he notices your entrance.

Flashing a quick smile and smoothing out his small moustache, as is his custom before he begins his speech, the Count addresses you.

"Excellent – you're just in time. Please close the door and gather around.

"What I am about to disclose to you is confidential – more so than usual, because I seem to have tweaked a nose out of joint that could see me disappear should I prove too persistent.

"I should make it clear that the same warning should apply to each of you, should you decide to follow through with this mission. That being said, I'll understand if any of you wish to back out now.

"We're playing a more dangerous game than usual and none will call you a coward for leaving now."

The Count will wait for anyone to back out. While doubtful any player will, give them the opportunity.

If asked, state that Felix looks nervous – something they have never seen before.

Once the Heroes make it clear that they are staying, continue: **(Feel free to paraphrase this section in your own words as there is quite a bit of information to give to the players).**

“A few weeks ago I stumbled across something odd and began digging. It appears that certain orders from the Knight-Commander or from me have been countermanded and then rewritten.

“The orders themselves are for materials or other resources, never anything huge or critical – basically a few hundred slats of cut wood, requests for ropes and tackle, a transfer of prisoner, things of that nature - nothing urgent or critical.

“Until I noticed that four of our best sappers and engineers were ordered detached from their regiments in the east and transferred to a reserve unit in the Eastmarch.

“That’s what caught my attention – there are no reserve units in the Eastmarch. After some more digging, I discovered that they were actually transferred to Marbok Keep in the north east.

“That was when my inquiries became ‘inconvenient’. I received a visitor from the King’s Court that I had never met before. He inquired as to my father’s health and how one should be careful as his condition could jump to other members of my family.

“My father, of course, passed during the last Crusade. The threat was clear.

“I despise threats – they insult my belief in how the aristocracy should behave.

“After throwing out the rogue, I continued my digging and discovered that the orders were countermanded by some high authority of the Milandric Church – apparently the very highest.

“This morning I received this!” Felix’s hand fairly shakes, but from rage or fear it is difficult to determine.

“This is a letter from my mother, informing me that my niece committed suicide by leaping from the ramparts of my family’s castle.

“My niece was all of nine summers old,” his voice flat and cold, devoid of any emotion.

“[Ladies and] gentlemen, I would like you to go to Marbok Keep and find out what secret was so important that it was worth the life of a little girl!”

Let the player’s discuss things for a moment, but before they decide to storm off in a wave of retribution, continue with the following:

With a loud crack, the door to the Count’s office flies open. Striding boldly within is a man who exudes as much confidence as he does power. His thick, gray speckled beard is neatly trimmed and is a sharp contrast to his bald head. His ornate staff resounds like thunder as he stamps it upon the ground mere paces from your table.

The golden hoop of an earring might lead some to believe that this man is a mariner of some sort, but you know he is no pirate.

A bejeweled finger stabs at Felix as he says, “Talon, disperse this rabble and heed me. Dire plots are in motion and I fear for the safety of all!”

Standing slowly from his chair, Count Felix bows his head slightly in the stranger’s direction. “If things are as dire as you say, Master Sabatini, then these are the people that I would send out to deal with it.

“Please, sit and tell us what has brought you from the Sanctorum.”

Obviously not entirely pleased by Felix’s reaction, Master Sabatini looks over each of you in turn, as a jeweler would scrutinize a gem, looking for any flaws that would make it worthless. Apparently finding none, the Master Sorcerer begins his tale:

“There is a young man who was born ‘neath inauspicious stars - stars that marked him as one of Lord Sarish’s own.

“He was ripped from his mother’s arm while barely weaned and taken to the Monastery of the Sapient Eye where members of the Order of the Inner Demon are trained.

“Years passed before I saw the boy again, this time as a full grown man. His name is Pravin val’Mehan. I could see his mother and father in his face, but his eyes now showed the pain and strain of containing the demon trapped within him.

“Pravin and I worked together for quite some time, safeguarding Milandisian youngsters as well as mature practitioners from the depredations of the Harvesters.

“My trust became my undoing as I eventually showed him a hidden vault within which were held items of forbidden lore taken or stolen from the Sorcerer-King’s agents.

“He had plenty of time to steal things from within – years, in fact. But something new must have changed – something recently must have happened because just a fortnight ago, we discovered that a sealed scroll containing the Gods’ Know What within its ivory scroll case, was stolen and the only person to have been seen in the vault that eve was Pravin .

“Know this – this man has been a loyal subject of the Crown and a courageous and relentless savior of countless of Milandir’s nascent magi.

“But anything penned by the Lord of Ymandragore is too dangerous to be in the hands of any man. Talon Felix, I invoke your pledge and set you upon this hunt – find Pravin val’Mehan and the scroll which he stole and bring them back to the Sanctorum to which you are pledged.”

After a moment, Count Felix will shake his head and say, “I now have other responsibilities, Master Sabatini – but I will honor my pledge one last time.

“These men [and women] have a mission of their own to perform. I will see to your request, personally.”

Without another word, Master Sabatini, turns on his heel and leaves as suddenly as he arrived.

As if nothing had occurred, Felix continues, “As I was saying, I need you to go to Marbok Keep and find out who’s countermanding my orders and for what purpose. If you find something in the works that endangers the Crusade or the people of Milandir or this region, you are authorized to stop it by any means at your disposal!

“Now...any questions?”

It is doubtful that the players will just let this interruption and the information contained just drop.

If they ask to assist Felix, he will thank them but refuse their aid. He insists that their mission is of greater importance.

He will continue by saying that Master Sabatini was always one for the dramatic and that this is probably nothing of importance.

If asked why he was called a Talon, Felix will state that in his younger days, he fell in love with a young woman – the daughter of a val’Dellenov Baroness. It was discovered that she possessed the Gift when the Harvesters came for her. Members of a local Sanctorum attempted to rescue her and Felix assisted them, but though they rooted out a Harvester safe house, she was never found.

Heartbroken, Felix impulsively joined the Sanctorum as a Talon of the Hawk and fought by their side for many years, until his father’s passing when his duties and responsibilities shifted to his house.

He will tell the Heroes that he’ll call in the vonFaerdlau Brothers if things get too complicated.

If asked about the Order of the Inner Demon or the Monastery of the Sapient Eye, Felix will inform them that the Monastery is located in the mountains near the border between Canceri on the Milandir side.

Here, the Monks study the mysteries of Sarish as well as the inducting and training of Holy Champions of Sarish. These poor men and women are trained throughout their childhood until on the cusp of adulthood. Then, magical glyphs are tattooed upon their body to trap the Infernal that is eventually within them. It is said that the demon constantly tries to take over the Champion’s body and that only the Champions will hold it in check.

The tenants of Sarish that the Order follows are those that were laid down by the Mother Church and now the Milandric Church and not those of Canceri. Overall, they are considered honorable and selfless people who damn themselves for the betterment of others.

If asked about Marbok Keep, Felix will inform them that the Keep was built during the last Crusade as a supply point for those fighting at the Wall, but eventually that purpose was supplanted by other, more heavily defended and strategically situated Keeps.

Over the years, Marbok Keep has been staffed by a skeleton crew and is used more as a way of keeping an eye on Canceri marauders than Infernals.

The Keep is relatively small and has a stout stone wall about it. Its usual compliment is 100 knights/cantons.

The Keep is commanded by a veteran knight of the last Crusade, Sir Romilar Larrick. Though up in his years and with a bad case of gout, he still manages to run things smoothly for the King.

The Keep is also a few hundred yards from a unique place known as the Sorcerer’s Stones. These Stones are a series of monoliths, with some of the menhirs weighing well over a ton, arranged in a circle, for the most part.

The area is considered sacred or at least important to the Ehtzara, but Sir Larrick maintains a peace pact, of sorts with them. He leaves them alone and they do the same.

Chronicler’s Note: Ehtzara are the Hinterlands version of a witch doctor/shaman. They claim to be able to speak with the Nature Spirits of the area and are a fairly inscrutable bunch.

If the Heroes ask Felix about the other Irregulars Team and their mission to Jappa, Felix will say that they haven’t received any word from them. But

that doesn't necessarily mean that there's anything wrong. Scouting out an Infernal army camp is not something to be done in a rush.

Finally, if they tell Felix of the fight over bread incident, the Count will shake his head and say, *"I'd wish they save that fighting spirit for the enemy than for each other!"*

Once the Heroes have asked all the questions they wish, Felix gives them leave to arrange for any supplies that they may need and sends them off.

When the Heroes are ready, continue with Scene Two.

Development: This scene should be a straightforward Q&A session. If the Heroes don't cover all the ground laid out above, don't worry. They'll discover some of the information on their own when they arrive at Marbok Keep.

S c e n e T w o : M a r b o k K e e p

Key Concepts: The Heroes arrive at Marbok Keep and find that it has been taken over by the Hurrician Templars under the command of Tillman.

When ready, please read or paraphrase the following:

The journey to Marbok Keep is a long, but uneventful one. Hopefully, Sir Larrick believes in the virtue of hospitality.

The Keep is a relatively small structure with a high stone wall running about it. It sits on what passes as high ground in this area, as the land about it is fairly flat and even.

In the distance, a series of massive stones arrayed in vaguely circular shapes can be seen. Though too far to see any real detail, there seems to be a lot of activity in and about that area.

If the Heroes decide to bypass the Keep and go directly to the Sorcerer's Stones, go directly to Scene Three.

If the Heroes decide to approach the Keep, continue with the following:

As you approach the Keep's gate, a voice will ring out, "Hail and identify yourself and your business!"

The Keep has been commandeered by Templar Tillman and his Hurrician Templars. While Sir Larrick still "commands" this Keep, Tillman has presented him orders from Primarch Sabinus giving the Templars the run of the place and assuring the Knight's cooperation.

Ask the Heroes what they are wearing. If they are wearing the Nol Dappan armor that they may have gotten as a reward from **Hard Point 1-4**, the Templar will yell down, *"Leave off Erdukeen. We have no time for you dogs!"*

The armor from Nol Dappa is quite distinctive, all spikes, flames, pretty dangerous looking. The Heroes will first need to convince the Templar that they are Crusaders and not Erdukeen warriors.

No need for Skill checks –this should be a fairly easy role playing encounter, with the use of the Cloak of the Crusader (also awarded at the end of **Hard Point 1-4**) should be sufficient to prove their affiliation.

Chronicler's Note: Don't let this get bogged down. If all else fails, have Sir Larrick come up and berate the Templar and order them to allow the Heroes within.

Once within the small keep, they will meet Sir Larrick. Please read or paraphrase the following:

As you enter through the gate, young pages arrive to see to the care of your mounts. Walking with at a brisk pace, despite a horrid limp, is a man in his late years – balding, rotund and wearing what appears to be finely tailored garments of the style of the King's Court from the previous season.

An elegant, matronly woman is at his side, helping to steady him. Both wear looks of concern on their lined faces.

These two are, of course, Sir and Dame Larrick.

They will wave the Templars off and escort the Heroes to a side room, where refreshments by the servants will be served.

Once seated within, Sir Larrick will ask the Heroes what he can do for them.

It is assumed that the Heroes are honest with Sir Larrick. If they are not, you, as Chronicler, will have to adjust the box text and events as necessary.

The following is what Sir Larrick knows:

- About two months ago, he received into the Keep a Templar by the name of Tillman and a contingent of his men.
- He had a letter of introduction from Primarch Sabinus himself and orders to extend to Commander Tillman every courtesy possible.
- The first thing Tillman did was reassign the twenty or so knights under Sir Larrick's command to the Wall. Tillman explained that every able bodied man was needed to defend against the Horde.
- Tillman assured that his men could do my men's tasks as well as their own.
- When I asked what those tasks were, Tillman responded by saying that the sacrifices made here would help tilt the balance of the war in our favor.
- Tillman seemed almost apologetic for his usurpation of my position and assured me that it would be a temporary situation.
- As to what the Templars are doing, Sir Larrick is not sure, but they seem to be dismantling one of the Sorcerer's Stones.
- Neither he, his wife nor staff has been ill treated or harmed. They are also able to come and go as they wish.
- Sir Larrick has only visited the site once, when they first began to take the stones down. He hasn't been back since as his gout makes it difficult for him to travel.

If asked if Tillman is here, Sir Larrick will say that he hasn't seen Commander Tillman in quite a few days, although he believes he still has his things in his room on the second level.

The Heroes may go to one of two places – either break into Tillman's room or to the Sorcerer Stones.

If they go directly to the Stones, continue with Scene Three.

If they decide to rummage through Commander Tillman's room, continue with the following:

Following the directions makes it quite easy to find Tillman's quarters. The door, while unguarded, is locked.

This area of the keep is patrolled by two Templars. Assume that they recently passed through this section recently. That should give the Heroes two tries at picking the lock (requiring a successful **Routine**

(**TN: 15) Larceny Action Skill Roll**) to get inside before the Templars arrive.

If they fail the second check, they will have to fast talk the Templars as to why they are loitering beside Templar Tillman's chambers.

They will need to succeed in a **Challenging (TN: 20) Deceit Action Skill Roll** to not make them suspicious. Be sure to ask the Hero making the Check what he is saying to the Templars. Use your judgment and award a +3 to a -3 based upon how good or bad their cover story is.

There shouldn't be a battle, but if there is, run it cinematic and assume that the four to six Heroes can overwhelm two minions. If this occurs, make sure to ask what they do with the Templars.

Once within the room, the Heroes will find that Templar Tillman lives a rather Spartan lifestyle.

If the Heroes decide to look around, they will find that his armor and weapons are missing.

Besides a bed, the only other thing of interest is a desk. In an unlocked drawer, they will discover the following:

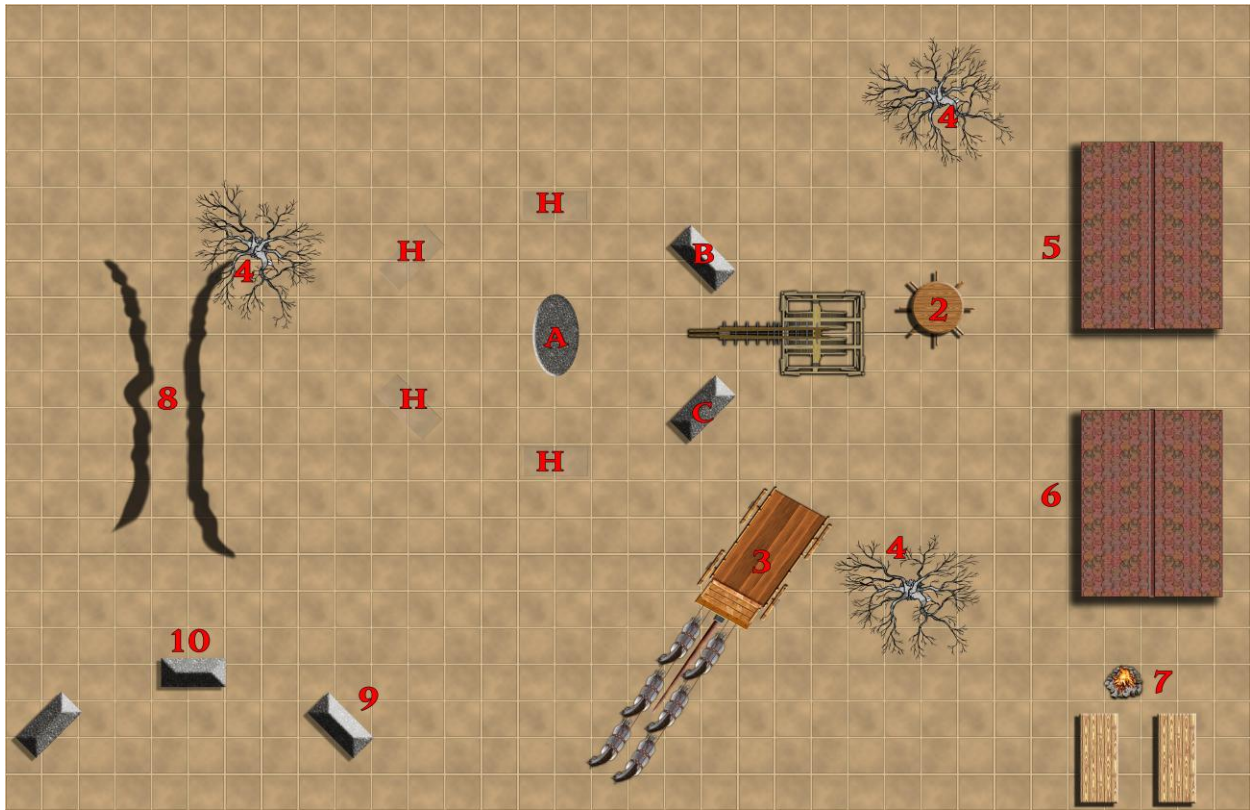
- Letter from Sabinus to Tillman **Handout #1**
- Letter of Introduction for Pravin val'Mehan **Handout #2**
- An old yellowed letter from Tillman's wife **Handout #3**

Once the Heroes are done here, they will probably head to the nearby Sorcerer's Stones. Please continue with Scene Three.

If they go back to Sir Larrick to ask about Pravin val'Mehan, he will say that Commander Tillman had all manner of people coming and going to his and from his quarters at all hours of the day and night. He never saw any of them close enough to be able to identify them.

Development: It is possible that the Heroes went to the Sorcerer's Stones first. If so, then have the reanimation of the corpses occur **AFTER** they search through Tillman's room.

They can hear a far off scream through the window coming from the work site.



Scene Three: The Sorcerer's Stones

Key Concepts: The Heroes arrive at the Sorcerer's Stones and discover a tortured soul.

Chronicler's Note: Please refer to **Map 1 (Basic Layout)** for a layout of the Sorcerer's Stone area. Both major battles take place here and as well as a good portion of the player's time.

1. **Dismantled Sorcerer's Stones:** These stones were set in a circular arrangement (similar to that of Stonehenge) but the blocks are single monoliths, cut as close to rectangles as possible.
 - a. The areas marked with an "H" means that these Stones have already been carted off. All that's left now is a deep depression from when the heavy stone stood there.
 - b. "A", "B", and "C" refer to the three stones still standing in place. "C" is wrapped about with heavy rope and is in the process of being hauled up and over to the waiting wagon. "B" is another stone monolith waiting to be carted off. "A" is different from the others. This monolith is lying flat on the ground, almost like a marker.
2. **Wheel and Pulley System:** This is an elaborate pulley system which the prisoners use to move the stones. The wheel is pinned deep into the ground to hold it in place and the prisoners turn it to haul the rope.
3. **Wagon:** This wagon is built to huge proportions and is similar to the one the Heroes may have discovered covered over in Mil Takara during Hard Point 3. Based on the sturdiness of the wagon, it appears to be able to handle the weight of one of the monoliths. A team of six horses are ready to move it.
4. **Dead Trees:** Three dead trees that reach of height of approximately a dozen feet. There for the players to get creative with.
5. **Prisoners' Barracks:** Like the name implies, this is where the prisoners are housed.
6. **Templars' Barracks:** Again, pretty self explanatory. This is where the Templars as well as the sappers and engineers assigned here sleep.
7. **Cooking and eating area:** Where the food for the Templars and the prisoners are prepared.
8. **Ditch:** Ostensibly used as a latrine, the ditch is where the occasional unfortunate prisoner who suffers a fatal accident is tossed.
9. **The Ehtzara:** Tied to the huge monolith in an adjacent arrangement of Sorcerer Stones, is an Ehtzara who tried to warn Tillman that he was about to release a danger worse than the Infernals. When he started using his magic to break the rope and otherwise sabotaging the

operation, Tillman had his tongue cut out and hung from a nearby monolith. He is suffering from dehydration.

10. **Adjacent Sorcerer's Stone:** Another of the many Sorcerers' Stones in the area. This one is still intact.

As the Heroes arrive at the Work Site, have them accosted by a group of Templars, roughly the same size as Heroes' group.

The head templar here, one Templar Justal, will ask them to identify themselves and to state their business at the site.

If the Heroes try and use Felix's orders to countermand Tillman, Justal will inform them, correctly, that Count Felix's authority doesn't extend to this area or to Hurrian's Templars.

However, if the Heroes succeed in a **Challenging (TN: 20) Deceit Action Skill Roll**, then they will at least get Templar Justal's cooperation. This still will not allow them to "take over" the place, but they will at least be accorded the respect due to Crusaders and perhaps even a tour.

However, before the Heroes and Templars get too chummy, have the following event take place:

As you are speaking with Templar Justal a roar and a cry from within the work place can be heard. One of the monoliths was in the process of being hoisted up when the rope snapped. Before anyone can do more than cry out a warning, the massive stone falls upon one of the workers, literally crushing the life from him.

After a quick count, one of the Templars closest to the accident yells back, "Only one, sir!" and then begins ordering the rest of the workers to repair the rope and tackle pulley system they are using and to lift the monolith onto the back of the wagon.

As for the body, once the stone is lifted, his smashed carcass is tossed into the latrine ditch without a second thought.

If the Heroes are able to gain the confidence of the Templar Justal, he will explain that the timetable set forth by Commander Tillman is being closely followed, despite issues with the prisoners and the sabotage from the heretic.

If asked, Templar Justal knows the following points of interest:

- The workers are mostly Khur Gi prisoners with a smattering of locals who work for a few silvers.
- What did the prisoners do? The usual – theft, assault, rape – you know these savages.
- They are almost done here and hope to be away from this strange place in a couple of days.
- Strange because it always seems as if someone is watching you, even when there's no one around. The very air seems to whisper strange words that are incomprehensible.
- The locals claim that the area is haunted, but they'll work hard enough for a few silver pieces.
- Where are the stones going? I'm sorry – you'll have to discuss that with Commander Tillman.
- Where is he [Commander Tillman]? I wouldn't presume to know that Commanders comings and goings, sir.

While Justal is a friendly and polite man, he will not betray any confidences and will certainly not betray his order.

Justal knows that the stones are heading to Jappa, although he doesn't know why, exactly. He knows that he needs to send one more stone before he can shut down operations here and then march to Jappa to join the rest of the Hurranic Templars.

If asked specifically about the man hanging on the stone monolith, Templar Justal will look down, ashamed, and state, *"The Ehtzara used his magic to make the pulleys seize and the ropes break. One time he even called a swarm of locust upon us.*

"Commander Tillman had had enough and we set off and captured him. To make sure he couldn't cast any more spells, he had the Ehtzara's tongue cut out. He ordered us to tie him up where we could keep an eye on him and to not release him until we were done.

"Please don't be quick to pass judgment on Commander Tillman. He's under a tremendous amount of pressure and the Ehtzara almost cost us the lives of a few of the prisoners. I make sure the prisoner gets enough water and food to keep him alive."

If asked about the warnings of the Ehtzara, Justal will say, *"He was going on about these stones being ancient markers; boundaries between our world and*

someplace else. He said that some act as prisons and that we were playing with forces beyond our ken.

“The usual hyperbole meant to scare the locals and stir up trouble without actually giving any specifics.”

Should a Hero wish to see if he has ever heard of the purpose of these Sorcerer Stones, have them attempt **A Daunting (TN: 25) Knowledge: Myth and Legends Action Skill Roll, with Sarishan’s gaining a +5 bonus to this roll.** If successful, he/she will know of that legends state that the stones were put here by giants whose knowledge of the arcane arts for outstrips the knowledge held by any of the younger races. It is also hypothesized that the stones are either boundaries to keep things in or portals to travel to other Realms.

If the Heroes ask to speak with the Ehtzara, Justal will refuse. *“We have strict orders that the prisoner be left alone.”*

Once it appears that the Heroes are done with their questioning, but before they start a fight, have the following two events take place:

Read or paraphrase the following:

As you conversed [or whatever they were doing] with Templar Justal, it appears that the sappers and engineers managed to fix the pulley system and have hoisted the large monolith onto the bed of the oversized wagon.

With a horrendous creak, the enormous weight settles into the bed of the wagon. One of the Templars, already in the driver’s seat, yells over to Justal, “I’m off, brother. I’ll see you there!”

Almost at the same time, one of the workers, whether a local or prisoner, begins screaming, “Look out! They’re coming out of the ground! The Dead Walk!”

Find out where the Heroes are when this event occurs and refer to Map #2.

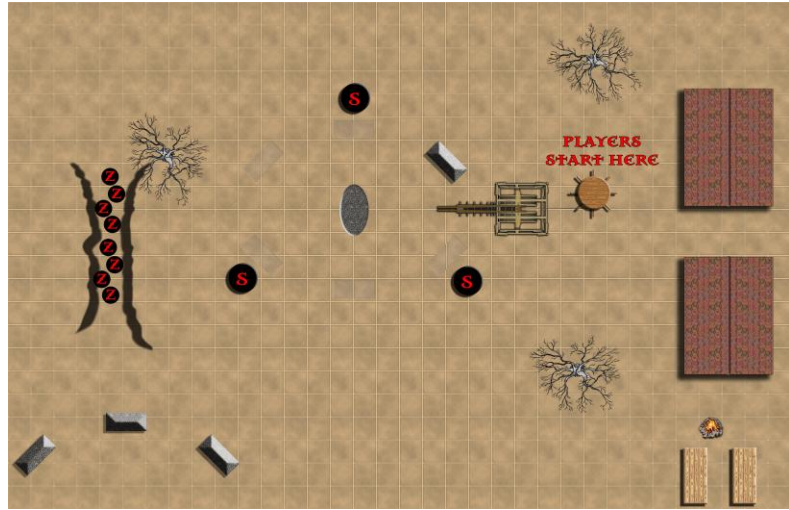
When ready continue with Scene Four.

Development: The biggest point of concern here is ‘what if the Heroes attack the Templars?’ This is a possibility, but before they actually do start the offensive, remind them that there seem to be out-

numbered at least 4:1. Even if the prisoners aided them, they’d still be at a huge disadvantage.

If they still persist, then have the Event begin at once, and go directly to Scene Four.

Also remember, that the wagon with the stone takes off at the first sign of trouble. With six horses, even with a heavy load, it should be able to outdistance any Heroes quickly.



Scene Four: Diggin’ in the Ditches!

Key Concepts: The corpses have been reanimated. Go to the center of the stones and begin to dig.

Refer to **Map #2** and place the Heroes wherever they were in the previous scene.

The Zombies (of which there are two) are the remains of dead prisoners. The Skeletons are much, much older. They appear in the areas designated on the map.

Note that the creatures only attack the Templars, prisoners or the Heroes if they get in the way of their goal; their goal being for some to topple the remaining monolith and while the others dig loose the central stone so that **Sarkana Emastus Tirkun, the Devourer** and her army may rise again!

The Heroes may note, without the need of a Perception Check, that the skeletons appear much

larger than a normal human and that their skulls have only one central eye socket.

If the Heroes are hesitant, have the Templars engage.

If the Heroes engage, have the Templars fight another group or two, preferably the ones trying to topple the monolith. The Heroes would take on the ones heading for the central stone.

Remember, unless things go horribly wrong, the spotlight should always be on the Heroes. Keep the Templars busy and off stage and in the background.

Chronicler's Note: If the Heroes have dispatched their foes by the time the Clock has gone around 3 times (36 Ticks), then the Templars will have just stopped the monolith from tipping over. If it takes longer than 36 ticks, then the monolith will be toppled and the Templars will continue to fight until the Heroes are done as well. They will have suffered a dozen injured Templars.

Either way, Templar Justal will have been killed by one of the giant skeletons by the time the battle is over.

When the battle is over, continue to Scene 5.

Chronicler's Note: Where did these Undead come from? With the stripping away of the majority of the monoliths, Sarkana is able to reach through the Rift and use whatever material there is at hand, i.e. the ancient bones and the recently killed workers, to try and free her from the prison.

Development: While it is convenient of the monolith topples over in this scene, there is a contingency plan in place to assure this does take place.

Remember that Justal dies in this battle. With him goes the Heroes most obvious chance of discovering where the stones are heading.

Scene Five: Never Rains but Pours

Key Concepts: The Heroes catch their breath, and the local workers (Cult of the Jackal members) pull down the last of the stones if necessary.

Give the Heroes a moment to heal up and catch their breath and assess where they are.

The work site should be a mess. With the exception of (maybe) one stone and the central monolith, all the others have been hauled away.

Bodies lie about, moaning in pain, if they're lucky; others merely gurgling their last breaths away.

Among the dead is Templar Justal. One of the other Templars will take command, but if questioned about the wagon and where it was headed, he won't know (honest, he doesn't).

If any of the Heroes take this opportunity to cut down the Ehtzara, they can as the Templars are busy trying to take stock of the situation.

The Ehtzara is badly dehydrated and the ropes used to hold him have cut deeply into his wrists. His frail form weighs nothing as he is carried down.

Even in his weakened state, the Ehtzara is struggling to say something to the Heroes, but it is impossible to understand his gurgles and moans.

If the last monolith did not topple in the last scene, read or paraphrase the following:

In explicably, the local workers rush up to the last standing stone, already unsteady due to the work of the giant skeletons, and with sheer weight of numbers, manage to topple it over.

Shock hits the Templars, one of which cries out, "Why?"

Throwing themselves down onto the ground on all fours, one of the locals responds, "Because it serves the Hyena Queen's purpose, fool!" before shifting into hyenas and bounding away!

Then...nothing happens.

Give the Heroes a few minutes to speculate on what was so important about toppling the final stone.

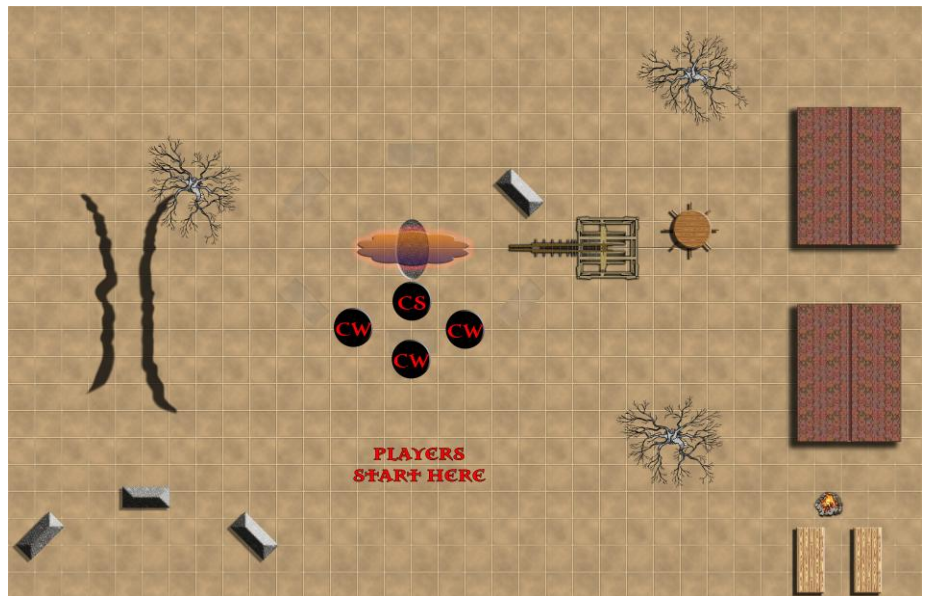
When they seem to have exhausted their speculations but before they try and upright the stone, go to Scene Six.

Development: If the Heroes try and pursue the Hyenas, go directly to Scene Six.

SCENE SIX: A BLAST FROM THE PAST!

Key Concepts: Cyclops Elder Sorcerous erupts from her prison, along with members of his army. Rift must be sealed and the Cyclops defeated.

When ready, please read or paraphrase the following:



It begins with a slight trembling beneath your feet; just a tremor – just a rumble. Then...a pause as if the entire world is holding its breath, fearing what is to come.

CRACK! A deafening roar; the solid ground turning as if to water. One final explosion and the central stone – this massive monolith – is catapulted into the air, cart wheeling like a child's toy, until finally impaling itself, upright, in the soft earth.

In the space above where the stone did lie, a shimmer – like a heat mirage – appears. Towering, dark shapes begin to form within and a blast from a horn, echoes hollowly, as if from a great distance, announces the arrival of an ancient evil!

Stepping across the vast chasm of space and time with a stride used to crushing their enemies beneath their sandaled feet, a number of large beings step from nightmare.

At first they resemble the brutish, drooling Cyclops you encountered deep within the Vault of the fire dwarves. But these creatures are not the degenerate offspring of a race doomed to mowl about – more beast than sentient.

These Cyclops stand proudly, their immaculate armor and razor edged weapons gleam with the promise of an efficient and quick death to those who would oppose them.

From the rear, another Cyclops, but this one slightly taller and with a bearing and swagger reserved for queens and emperors. Her piercing lone orb scans the assembled, small beings before her and causes her to chuckle, like fingernails across a chalkboard.

“Finally! Free of that endless prison! Free to reclaim my place upon the Ebony Throne!

“But what have we here? Have the vermin learned to stand upright since we have been away? They will make a hearty meal to celebrate our return to the empire of Saamuran Urgolath!”

And now we have a fight!

Chronicler's Note: First some background for you: One of the original Elder races, but ironically not psionically empowered, the the Cyclops of the region had an empire that stretched from the eastern shores of what is now the Hinterlands, across to the east to the shores of the Sea of Coryan.

Sadly, this civilization was brought down by their own hand – the Elorii had nothing to do with their extermination and in fact, their empire reached its height before the Ssethrics migrated into this region.

Though their civilization fell, the race that ruled it did not go quietly into that good night. Instead they degenerated into the mostly bestial drooling creatures seen today.

Astute readers may see a similarity between the name of their empire, Saamuran Urgolath and the ruins of a city far to the east called Saam Ur. This is no coincidence and in fact, that city was the last to fall to the Cyclops internecine fighting.

However, before the fall of her people, one particularly depraved and dangerous Sorceress by the name of Sarkana Emastus Tirkun known also as the Devourer for her despicable practice of eating her opponents brains.

Her reign was cruel but relatively brief as her political opponents deposed her and exiled her and her elite guard to a Nether Realm, like a Limbo, there to remain until the sorcerous stones which trapped them crumbled to dust – or until a bunch of Templars carted them off, whichever came first.

For Sarkana and her guard, time has passed achingly slow, but at the same time, no time has passed. They have no sense of the true passage of time and actually would find that her people are gone a blessing as they can no longer stand in her way of her destiny.

Running the Combat

This should be a straight forward fight with a couple of exceptions.

1. **The Templars** – As mentioned before, the spotlight is on the Heroes, not the other Personas. Assume that the Templars are engaged with “other” Cyclops Guards while the Heroes attend to Sarkana and her elite cadre.
2. **The Rift** – Sarkana was trapped with about 500 of her loyal guard. Yep – 500! Too much for the Heroes to deal with. Luckily, they don’t all come out at the same time!

The trick is that the Rift must be sealed and the only plug available is the capstone monolith that is now standing on its end, miraculously perched on the ground next to the Rift, so that if it were toppled over, it would close it.

To do so, the Heroes will first need to come up with that conclusion – so have Sarkana say during the fight – *“Hold them off until your brothers are able to find their way to the Rift. Our numbers will swell until no power on this Realm can defeat us!”*

That should give them the idea that more are coming through and that the Rift needs to be closed.

Closing the Rift: Unless the players figure it out on their own, one of them can expend a Fate point to have a Eureka! moment to know that the stone is necessary to plug the Rift.

To Topple the Stone: To topple the stone by brute strength will require an **Improbable (TN: 35) Athletics: Feat of Strength Action Skill Roll**. The Heroes can work together with each hero granting a +2 bonus to one Hero (see Cooperation pg 136)

However, if the Heroes are smart enough to use the rope and pulley system, it will only require an **Challenging (TN: 20) Athletics: Feat of Strength Action Skill Roll**, again Heroes may assist, as above.

To set up the rope and pulley system takes time and a bit of know-how. To figure out how to set this up, requires a **Challenging (TN: 20) Knowledge: Architecture & Engineering or Daunting (TN: 25) Knowledge: Science Action Skill Roll** to succeed. However, if that is beyond the Heroes ability, then they can always grab one of the engineers or sappers to help out.

Once they know how to do it, it will require a *Demanding Skill Action (7 Ticks)* ticks to rig it up around the monolith. After which they may then attempt to make the Athletics Action Skill Roll, which each attempt requiring another *Demanding Skill Action (7 Ticks)*

Reinforcements: After the first 24 Ticks, an additional Cyclops warrior will appear through the Rift every 12 Ticks thereafter until the Rift is sealed.

Tactics: Sarkana is a powerful Elder Sorceress (meaning she’s not stupid) and she’s been imprisoned for a long, long time. If she sees that her side is losing badly (i.e. she and only 1 guard are left standing) or she has sustained a Wound – she will Teleport herself (and that 1 guard, if possible) to her ancient Stronghold.

Once the battle is over, continue to Scene Seven.

Development: The Heroes may have been able to stop the Cyclops, but they still don’t know where the stones are being sent. If they think, they will use the Ehtzara to discover their destination.

Scene Seven: The End of the Line

Key Concepts: The Heroes have one of two options to find out where the Stones have been sent.

At this point, the Heroes should have some inkling that the Templars use of the stones is a double edged sword at best.

So let’s take stock of what around.

1. **The Templars** – The ones left alive are pretty low on the Totem pole. They have no idea where they were supposed to muster once this mission was completed. They assume that they should head back to Mil Takara to await further orders.
2. **The Prisoners** - They're prisoners- you think Tillman would have told them anything?
3. **Sappers/Engineers** – They are Crusaders, like the Heroes, but again know nothing. Tillman commandeered them from the wall from this project and back to the Wall they will go when this project is done.
4. **The Ehtzara** – He may be able to discover the whereabouts of the stones, but his tongue is cut out.
5. **Wagon Tracks** – Following the Tracks would require a person with expert tracking skills.

So those are the two best options available to the Heroes.

Tracking – Rather than make a Hero make dozens of Tracking checks, instead look at the skill level. If any of the Heroes possess at *least a passive Tracking of 15*, then they will feel confident that they should be able to follow the wagon to wherever it was going.

If the Heroes decide to go this route and have a high enough Tracking Skill, then end the adventure with the Heroes riding off to the east and continue with Hard Point 6.

The Ehtzara – The other option is the Ehtzara. Remember that while all very mystical and mysterious, they are still only human and this Ehtzara has been through the wringer!

Due to the fact that his tongue has been cut out, you, as Chronicler, will need to pantomime whatever it is he wishes to convey.

Paint a picture of a frail, old man, whose body has kept going through sheer will power. And no – he doesn't have the power to regenerate his tongue. He's an Ehtzara, not a lizard.

Assuming the Heroes ask him for help in finding out where the stones have been taken, pantomime the following thoughts:

1. Show him slapping one of the remaining stones and then interlock your fingers. **Meaning:** The stones are linked, somehow.
2. Point to the stone and then hug yourself. Pantomime being behind prison bars, etc. then wave your arms around as if to encompass all the stones. **Meaning:** The stones, acting together, can form a prison.
3. Put your hands together in front of you and make as if you are trying to rip apart the very air before you. Then make a motion to indicate something being sucked into the imaginary hole you ripped. **Meaning:** The stones open a hole to another Realm, where everything within its area is sucked into.
4. Lastly, state that the Ehtzara has plopped himself down on the ground and has entered a meditative state.

After a few minutes, you see that the soil and silt above the ground begins to shift and move. Slowly, an outline of the coast to the east takes form. A tiny wagon made of sand can be seen moving from the west towards that eastern coast.

Without warning, the Ehtzara finger stabs down on a point on the coast near the Wall of the Gods.

The meaning is clear – the stones are going to **Jappa**.

Development: The ending of this adventure leads directly to **Hard Point 1-6, Victory at any Cost!** As such, there is not a separate conclusion for this adventure.

The End

E x p e r i e n c e P o i n t S u m m a r y

Awarding experience points is easy. Sum up the experience listed on the table below for each objective that the heroes accomplished. Additionally, you can grant the Role-Playing Bonus, or any fraction therein, individually to each hero. In fact, we urge you to carefully consider this bonus; granting values in the middle of the range, with higher amounts for players who acted in character, even in challenging situations. Similarly, players who consistently act out of character should receive values at the low end of the range, even 0 if that would be appropriate.

Objective	XP value
Broke into Tillman's room without getting caught	40
Talked their way out of getting caught breaking into Tillman's room. (Cannot get this award with the previous award)	35
Getting Justal to cooperate with them	40
Defeated Zombies/Giant Skeletons	40
Battle Elder Cyclops	40
Closed Rift before more than 2 Cyclops reinforcement arrived	40
Received aid from Ehtzara as to where the wagon is headed	40
Tracked Wagon (Cannot get this award with the previous award)	30
Role-Playing Award	0-10
Total Experience Possible	250

T r e a s u r e S u m m a r y

Any item listed in the summary below is available for a character to keep; alternatively, the party may elect to sell the item for half-value. Items of unusual quality or that possess magical properties will have an entry listed on the *Chronicle Page* associated with this adventure (under Items Found); if the party did not find that item, strike that from the list. Any entry on the *Chronicle Page* is available to all characters that completed the adventure, unless it specifically states otherwise on the *Chronicle Page* or in the Treasure Summary.

On rare occasions, an item may have a certificate issued for it. In such situations, the item may only be kept by whichever character receives the certificate.

Living creatures, be they animals, dominated monsters, minions and so forth, may not be kept from a scenario unless specifically allowed for on the *Chronicle Page* or a stand-alone certificate.

It is okay for the heroes to form relationships with NPCs, but these cannot bring material benefit to the character. Contacts and influence must also be specifically listed as Story Achievements on a *Chronicle Page*.

Theft is against the law, but may be practiced by some heroes. A hero may steal, and keep the proceeds, up to 5% of the listed obtainable Gc from the adventure. If the hero attempts to steal an item that is worth more than 100 Gc that is of personal significance to the owner (including family heirlooms), or is a magical item; the character will be caught. Being caught stealing in this fashion, imposes a fine equal to five times the value of the item that was stolen; if the hero does not have sufficient coin, then items

will be taken from the hero to cover the remainder that is owing.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but that were allowed at the time; although, the circumstances under which such an action will be taken are unusual at best.

The heroes should generally be awarded all items for encounters they defeat unless stated otherwise in the adventure. This includes guards giving the heroes items if they subdue or keep alive minions with those items.

The listed value beside items in the treasure summary is the sale price and represents half of the item's normal market value in Gc.

S T O R Y A C H I E V E M E N T S A N D S P E C I A L I T E M S

The Cyclops' equipment is really not worth anything to general merchants. The Crusade will 'purchase' these items as a courtesy for a total of 10 silver.

Appendix 1

The heroes end up facing 2 packs of Zombies and 3 Cyclops Skeletons in this encounter.

3 Cyclops Skeleton		d8, Large, Undead (Giant)	
Avoidance	Fortitude	Discipline	
16	18	15	
St (Wo)	30 (1)	Pace	35'
AR	4	Initiative	4d10
Attacks	<i>Lg Light Spear</i> : +5 (a) Speed: 5, Range: Melee 10'		d10 (d10)
Talents	Die Hard		
Traits	Natural Armor, Powerful Attribute: Might, Trample, Speed of the Dammed		
Flaws	One-Eye		
Skills	(+3, 18, 15) Athletics, Melee (Balanced, Unarmed), Mettle, Perception, Ranged (Thrown)		
Gear	Large Light Spear		
Encounter Tier Value: 1.5			

2 Packs of Zombies		Pack of 4 Minions (Tier 1.0)		d8, Med, Undead	
Avoidance	Fortitude	Discipline			
15	17	17			
St (Wo)	1 (1)	Pace	35'		
AR	3	Initiative	3d10		
Attacks	<i>Fists</i> : +3 (a) Speed: 3, Range: Melee		d4 (d8)		
	<i>Bite</i> : +3 (a) Speed: 4, Range: Melee		d6 (d8)		
Talents	Quick, Wolf Pack Tactics				
Traits	Natural Armor, Speed of the Dammed, Ravenous, Mob Tactics				
Flaws	Rot of Corruption, Relentless Hunger (Humanoids), Bestial Intellect				
Skills	(+3, 18, 15) Athletics, Melee: (Unarmed)				
Gear	Worthless Rages				
Encounter Tier Value: 1.0					

APPENDIX 2

3 Cyclops Warrior Guards		d10, Large, Humanoid (Giant)	
Avoidance	Fortitude	Discipline	
17	19	16	
St (Wo)	30 (1)	Pace	30'
AR	4	Initiative	4d10
Attacks	<i>Large Great Sword</i>		d12 (d10) +1
	<i>Swords: +5 (a)</i> Speed: 6, Range: Melee 10'		
	<i>Large Javelins: +5 (a)</i>		d8 (d10)
	Speed: 4, Range: 20' (Max 60')		
Special	<i>Eye Beam: +5 (a)</i>		2d6 (d10)
	Speed (Strain): 4 (+8), Range: 90' (10' Radius) Special: This attack deals <i>Fire</i> damage, If this attack <i>also</i> surpasses the target's Fortitude it forces the targets 5' away +5' for every 5' of damage dealt.		
Maneuvers/ Tricks	Weapon Tricks: Great Sword: <i>Mighty Swing</i> Monstrous Maneuver: <i>Monstrous Throw</i>		
Talents	Dedicated Defender (T-I)		
Traits	Natural Armor, Powerful Attribute: Might, Trample		
Flaws	One-Eye		
Skills	(+3, 18, 15) Athletics, Melee (Balanced, Unarmed), Mettle, Perception, Ranged (Thrown)		
Gear	Fine Large Great Sword, 4 Large Javelins, Large Chain Hauber,		
Encounter Tier Value: 1.5			

Cyclops Elder Sorcerer		d10, Large, Humanoid (Giant)	
Avoidance	Fortitude	Discipline	
17	18	22	
St (Wo)	60 (1)	Pace	30'
AR	4	Initiative	5d10
Attacks	<i>Large Light Spear: +4 (a)</i>		d10 (d12) +1
	Speed: 5, Range: Melee 10'		
Special	<i>Eye Beam: +5 (a)</i>		2d6 (d10)
	Speed (Strain): 4 (+8), Range: 90' (10' Radius) Special: This attack deals <i>Fire</i> damage, If this attack <i>also</i> surpasses the target's Fortitude it forces the targets 5' away +5' for every 5' of damage dealt.		
Spells	Spells Cast at: +6 (d12+2) Spells Known: Arcane Shield <i>Creation: Flash, Arch of Lighting, Lighting Strike.</i>		
Talents	Adaptation: Elemental Empowerment, Spell Affinity: Lighting Strike.		
Traits	Natural Armor, Powerful Attribute: Might, Trample		
Flaws	One-Eye		
Skills	(+5, 22, 17) Athletics, Arcanum: (Sorcery), Melee (Balanced, Unarmed), Mettle, Perception, Ranged (Thrown)		
Gear	Fine Large Light Spear, Large Chain Hauber		
Encounter Tier Value: 3.5			

Monstrous throw

Some creatures are so powerful that they can send their opponents flying.

Category: Advanced

Attack: Avoidance (Pr)

Speed (Recovery): +2 (2)

Range: 120' (1 Target)

Effect: *Weapon* +5, increase your weapons range increment by 10', and lastly the Target is knocked back 5' + 5' for every 5 points of damage dealt (before AR). If your attack roll also surpasses your Target's **Fortitude**, they are knocked prone.

If, for any reason, your Target hits a solid object when they are knocked back, you deal Damage to the object equal to the damage you dealt to the Target.

Special: If used with a Piercing weapon and a critical strike is rolled the target is *impaled*. They are knocked prone and unable to move until they or someone preforms a Demanding Skill Action to remove the weapon.

Weapons: Hand Axe, Great Trident, Javelin, Light Spear, Pilum, Sling, Smith's Hammer.

H a n d o u t 1

Letter from Sabinus

My Dearest High Templar,

It is with great pleasure that I hear of your fervent desire to assure that the grand cathedrals, monasteries, and temples to the Great Lord Hurrian are kept in immaculate condition. I understand that the proud Cathedral of the Shield suffered significant damage during a running battle between two princes of Almeric that spilled over the border.

Imagine my further distress when I must inform you that such restorations, not to mention that care and feeding of the Great Defender's clerisy, demand large amounts of money. The very thought of commingling the lofty piety with the sordidness of a street moneylender makes my very frame tremble in disgust!

However, the economic reality we face must, at times, intrude upon the ephemeral realm of worship. With the loss of Morotavia, as well as the rich pockets of the val'Tensen families, the amount of parishioners that attend His Temples have dwindled to a mere trickle, not to mention the generous tithes that the larger masses would make available to the clerisy.

I've spoken at length with various priests and even with Bishop Riddolf - the people of Milandir are turning to the other temples for succor and solace. I hear that the Temples of Great Illiir and the Sea Lord fairly overflow with tribute.

This war is a far-off thing. While the King wisely warns of the threat to us should the foul Infernals not be stopped - to most citizens it's a war that's over "there". Food still finds its way into our bellies and children are not disappearing in the night.

The Defender is not needed here.

We are safe in our homes.

Let me be frank, dear Tillman. Hurrian is no longer relevant. YOU are no longer relevant. And unless that changes, then I fear that the Larissan brothels - temples, I mean, will become more popular than a stodgy old man going on about duty, sacrifice and austerity.

Make yourself Relevant, my friend and I assure you the coffers will open.

*By my Seal,
Primarch Sabinus val'Assante'*

H a n d o u t 2

Letter of Introduction for Pravin val'Mehan

My Dearest High Templar,

I hope this letter finds you in good spirits - I find that mine were lifted when you decided to dedicate yourself and your Templars to do whatever was necessary for the benefit of the Crusade!

I assure you my son, you and your men are absolved from any trifles that you feel might blot your souls. I guarantee a place in the Paradise of the Gods! As long as you do not falter in your resolve.

While the debacle in Mil Takara was an unfortunate set back, especially for the lives that will be lost because our brave Crusaders lack the Sarishan Steel they so desperately need, your other plan is sheer brilliance and will clearly deliver a blow to the Infernal Horde that will send a signal to their Devil King to stay on their side of the Wall!

My heart is heavy upon reading of the sacrifice you and your men must make but agree that at times, innocent blood must be spilt so that the greater good may prevail.

Thus consider this to be a my blessings on your current course of action as well as my dispensation on behalf of the souls of the Templars of Hurrian and the innocents.

The man carrying this letter is Pravin val'Mehan, a Holy Champion of Sarish and a member of the Order of the Inner Demon. He and his Monastery have found themselves in a similar situation and would also like to show the benefit and relevance of the Lord of Binding.

He has in his possession an item of "forbidden lore", liberated from the Sanctorum of the Arcane. Who knew these recluses had such magnificent toys - a further pity they lack the vision to know when they need be hidden and when they need be used.

Pravin is a man of vision and is willing to make the same sacrifice as you and your men. Trust him to do what is necessary. But keep one eye open at all times - he is, of course, a Sarishan.

May the Gods have mercy on all your souls!

By my Seal,

Primarch Sabinus val'Assante'

H a n d o u t 3

Yellowed Letter from Tillman's Wife

My Darling Husband,

I write to say that our future homeland is a paradise indeed. The green pastures, crystal cool rivers and lakes, and the red cliffs of Nevanne are wonder to be seen.

How sad that so many generations of val'Tensen was deprived of the bounty our Lord Hurrian that one or the other side of the family possessed. Truly when Duke Gustov and Darius meet in a few weeks, a glorious new day will dawn, full of promise and hope for our wounded family and that our ancestors may finally know peace.

Please know that this moratorium on anyone other than a val'Tensen to attend the great conclave of our family is a temporary thing. Once our house is set in order, I'm assured that all those who have married into the family shall be allowed to join us.

The children miss you terribly and complain of my cooking. It appears that only Dada knows how to fix their morning eggs just right. Every night at prayer, they ask Lord Hurrian to look after you. It makes my heart ache at how much they love you.

Almost as much as I love you, my dearest.

Never forget - you are our world! We shall be in each other's arms soon.

Your adoring wife,

Wilamena