

Paradigm Concepts
Presents



ANCIENT SECRETS LEFT UNSPOKEN

**A 4-HOUR LEGENDS OF ARCANIS ADVENTURE
SOFT-POINT ADVENTURE 4, CRUSADES YEAR 1
FOEDUS, 1070 I.C.**

BY ANTHONY NIJSSEN

“There is no secret more dangerous to the well being of a people than that which no one knows.”
– Senator Tensen-Balin, 1044, regarding the Malfelan Incursion and the shroud of secrecy the event was kept under.

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

CREDITS

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CAMPAIGN-RELATED INFORMATION

TEMPLES AND SHRINES

Mil Takara is still being rebuilt, but there is a Temple of Hurrian, within which reside the Templars of Hurrian.

Within that Temple, small Shrines to Illiir and Larissa reside.

ORGANIZATIONS

None

PORTALS OF ANSHAR

None.

ADVENTURE BACKGROUND

At the Battle of Hope's End, the man who would be called the First Emperor of the Coryani Empire stood fast against the infernal might of the Arch Devil Lord Uhxbractit during the epic conclusion of the First Crusade of Light. It is said the Gods themselves were there that day, for when all hope seemed lost, they raised the Godswall and exiled the Infernal Horde within the Sealed Lands. (See the *Codex Arcanis*, pgs. 18-19)

A thousand years have passed; the Godswall has fallen, unleashing the demons and devils loose upon the land, led yet again by Uhxbractit. With the darkness threatening to sweep Onara once more, there is yet hope. His prison discovered by a raiding party of Tir Bitoqi warriors, Hirnen val'Mehan took control of one of the slain dwarves to send out a desperate call for help, promising knowledge and information that could bring an end to the Crusade, and the Infernal threat for good.

INTRODUCTION

"It's never really good news, is it?"

Key Concept: Introduction.

The rebuilding of Mil Takara continues apace. The nascent wall that was being laid down is now a good three feet in places. The Keep of the Knight-Commander is almost complete and the bell tower crowning the Temple of Hurrian rings the hour without fail.

Just outside the wall, blunted training weapons are the order of the day as both seasoned and neophyte soldiers drill for yet another battle of the Crusade. Grizzled veterans, having commandeered the arena, stalk amongst the new recruits as you watch, snapping out orders, maintaining discipline, and developing a corps of infantry with the hope that at least some of them will survive their first encounter with the Infernal Horde.

Here and there, individuals have chosen pockets of free space and are training in their own esoteric styles. A Hurrianic Aegis from Milandir defends a training dummy from all blows launched at it by a pair of hooded Cadicans, while a val'Virdan Nierite in full battle-dress sits unmoving on the sands, apparently meditating. A pair of Altherians are examining an assortment of Flintlock pistols, and an ex-Legionnaire, his brand seared off his arm, speaks a low incantation while throwing his gladius at a wooden pole, only to have the weapon return to his hand.

These individuals appear to be the recruits that your commanding officer, Count Felix val'Ossan mentioned. While thus far, fatalities within the two squads of the Count's Irregulars have been very light, the Lady is sure to look away sooner or later and replacements will be necessary.

Allow the Heroes to introduce themselves to each other if they have never adventured together, and to describe what they are doing at the arena.

None of the individuals present are familiar to the Heroes, nor have they much time to talk. Trying to speak with the new recruits will gain the offending PC a glare from one of the Drill Sergeant, who themselves are too busy dealing with the rookies for conversation. All the other NPCs know the same basic information.

What they know:

- The headquarters in Censure is still being built, so the leaders of the Crusade currently hail from Mil Takara.
- Rumour has it that the Infernals have broken through the Tir Betoqi wall before they had a chance to reinforce it and are preparing an assault.
- The more paranoid rumours suggest that Uhxbractit himself has left the safety of the Unsealed Lands to lead the troops himself.
- Havili or *Half-demons* have begun to appear across the countryside in recent years. These beings are first generation offspring from Arch Devils from within the Unsealed Lands. They usually appear human unless you catch them off-guard. It is then that the glimmer of the Infernal Taint can be seen. They are often used as messengers as they are far less noticeable than full-blood Infernals.

Hurrianic Aegis

Russo Dieter is from Tralia in Milandir. He responds favorably to fellow Milandisians, Hurrianites from any nation and anyone with the Veteran of the Wall background (neutral but polite to anyone else). Gruff and filled with good humor, he is a long time Veteran of the Wall, and believes that the only way to deal with the horrors of war is to enjoy the finer things in life; a good drink, a bawdy joke, and a solid night's rest.

In addition to the above, Russo also knows that the Tir Betoqi are getting frustrated. Every time they finish a section of their new wall, the Infernals break part of it down. They simply do not have enough Dwarves to finish the wall and hold off the Infernals at the same time, nor to patrol the finished areas before they can be reinforced.

Russo doesn't make it a secret that he is a devout member of the Milandric Church. He has no special information for any Heroes who share his views at this time.

Cadicans

A pair of Dark-kin, Illyia and Milo are twins, sister and brother, their tainted blood manifesting in an identical manner: A strong sensitivity to sunlight allows them to keep the rest of their features hooded; golden eyes and a pair of sharp fangs can be seen if someone looks closely enough. They come from the streets of Plexus, and were raised to follow Cadic. To any who inquire, they will respond,

“We have embraced one darkness to purge another. By channeling the evil in us to worthy ends, we hope to overcome the taint of our blood.”

They are neither friendly nor hostile to anyone, but they will try to avoid talking to any Tir Betoqi. They've worked very hard to be respected and trusted, but old prejudices and fears are difficult to overcome.

Illyia is a member of the Orthodoxy. Milo is not, and it is the only point of contention between them. Illyia has no special information for any PC members of the Orthodoxy.

Nierite

The Nierite is Borislav val'Viridan, a child of Nova Cormata and one of the very rare *Hunters in Silence*. Quiet but forthright as well as very knowledgeable in history, Borislav firmly believes that the agents of the Silence are out there, and that it is part of his holy mandate from Nier Himself to cleanse the vermin from the face of Onara. He fights with the Crusade as a way to keep his skills sharp.

The Heroes cannot talk to him at the moment, as he is deep in meditation. There will be ample opportunity later to do so.

Altherians

The two dark-skinned Altherians, Jaali and Hasani, are an odd pair. Jaali, the taller of the two, is very temperamental, and utterly convinced of both his own superiority and the superiority of the Altherian Republic. He will not speak to anyone he feels unworthy (Gnomes, Dark kin, and anyone who challenges him about the greatness of Altheria, particularly the recent events involving their time as a Protectorate of the Elorii), and will absolutely never converse with a Ss'ressen.

“They may be renegades from their own people, but they are still reptiles, with reptiles' instincts.”

Hasani is much calmer, and will speak to anyone though he isn't particularly fond of Ss'ressen either. When the Heroes approach, the two are discussing the merits and drawbacks of Flintlock pistols as opposed to rifles, particularly against Infernals. Hasani believes that the precision is far more important from a rifle, while Jaali argues that pistols are much more versatile to any combat situation.

In addition to the above, Hasani has overheard that Count Felix val'Ossan, leader of the Irregulars, has been looking for new people.

“Seems the last group ran into some Devil Hounds and it didn’t end so well for them. I’ve been interested in putting my name forward, but Jaali won’t have anything to do with it. Can’t bear to put himself under the command of someone who isn’t Altherian.”

Ex-Legionnaire

Vincenzo val’Sheem is a Cafellan, formerly of the Legion of the Singers of Sweet Savona. Vincenzo has renounced the Coryani Empire, and burned the mark of the Legion off his skin, for reasons he shares with no one. Whether he was driven away or chose to leave is anyone’s guess. Charming and eloquent, Vincenzo is also a former Battlemage, now fighting as a mercenary for want of anything better to do. He will be very friendly towards ladies of all races except Gnomes and Ss’ressen, and politely disarming to any males.

Vincenzo has many secrets, not least of which is his membership in the Followers of the Azure Way. He will flash each member of the party who speaks to him a sign that only a fellow Follower would recognize. If approached as a fellow, he has little to offer other than this admonishment: “Be ready, (brother/sister). There are powers moving in the world. We will be needed to guard humanity again soon.”

After the heroes have been able to settle in a bit, they are assigned some routine guard duties and patrols along with Borislav val’Virdan (the aforementioned Nierite).

Affix a sense of monotony and tedium to these duties. After a short bit to set the tone, have the Heroes perform Challenging (TN:20) Perception Action Rolls. Any characters that succeed see the following, if none succeed, Borislav will point it out:

A ways off, you see carrion birds circling, not an event common to this region of the steppe, but this time you see what looks to be a form in armor. As you get closer you notice it appears to be a Tir Bitoqi Dwarf.

If there is any PC in the party who is val’Mehan, an Awakened Psion, or Divine follower of Sarish, read the following:

Without warning, a voice explodes inside your head, loud and brash: “Help me! Help me! I am Hirnen val’Mehan Please...help me!”

The voice is suddenly cut off by a scream in your head, so piercing that you collapse to the ground. When the ringing in your ears ends, the voice has returned “... trapped here by Uhxbractit. It has pulled back many of my jailors, leaving only a few to torment me. One of them has damaged my prison in its exuberance. This may be my only chance to be freed. This messenger’s body fades, I don’t know how long I can maintain this connection. North, where these dwarves build, come qui....”

As the voice fades, an image imposes itself on your mind’s eye; a plateau with an Infernal camp, sparsely populated, the ruins of the Godswall visible in the distance to the south.

To the rest of the party:

<Insert PC name> and the val-Virdan suddenly collapse on the sand of the arena floor, clutching at their heads. A moment later, they scream and fall prone where they lay for a moment before pulling themselves upright, a distant look in their eyes.

Speaking with the Commander:

Hansdel is otherwise occupied at the moment. His aide will not let the Heroes in to speak to the man. In point of fact, he is hung over, and in no shape to be making any decisions regarding anything serious.

The aide will direct them to Count Felix val’Ossan, leader of the Irregulars.

“That sounds like the sort of thing that would fall under Count Felix’s jurisdiction. Perhaps you should go speak to him. He’s down in the courtyard with his horse, as usual.”

Speaking with Count Felix val’Ossan:

Roleplaying Count Felix: Count Felix is a distant cousin of the King on his father’s side. Standing a few inches over 5 feet in height and slender in physique, the young Felix has had to rely on his sharp wit rather than his strength to carry him through his youth.

That’s not to say that the Count can’t defend himself. In fact, he has the reputation of being the deadliest duelist in the King’s Court for more than just his swordplay. Felix has a penchant of not only wounding with his flashing blade; he has the most infuriating (or entertaining, depending on your point

of view) habit of making biting comments or double entendre insults of his opponent as he duels.

The Count has a tiny moustache that looks more like little black smudges on either side of his upper lip and is never without his riding crop, which he tucks under his right arm. Many people make the mistake of assuming that this means that Felix is right-handed; in fact, he is ambidextrous.

The Count formed the Irregulars in the hopes of leading elite forces into unusual missions. While the King granted his request for such a team, the plan backfired on poor Felix as Osric made it quite clear that he was to stay safely with the Command Structure of the Crusade and not lead the teams himself. This frustrates Felix to no end.

If there are any Dark kin in the party, the horse will be a little unnerved, but not nearly as much as other horses. It is clearly used to Infernal beings.

A man dressed for riding sits against a hitching post, hat over his eyes, as though taking a nap. A fine specimen of a mare stands beside him, fully 18 hands high. Borislav strides over and snaps a sharp salute standing in front of him, a respectful distance from the horse. Hearing his approach, the Count looks up.

“Ah, Borislav. What grim and grisly news do you bring me today?” Count Felix asks with a wry grin.

Allow the players to explain the situation to the best of their ability. If none of them experienced the vision, Borislav will relate it tersely, making note of the pertinent details only: The voice, the screaming as though the speaker was being tortured, and the promise of vital information to end the war.

The Count looks thoughtful as the vision is detailed for him. Climbing to his feet, he grabs a brush and begins to brush out his horse’s mane.

“One of these days, this cursed val’Virdan will bring me good news and I will die of shock,” he comments sardonically, grinning over his shoulder at Borislav. “Well, Swiftstride, I know you are itching to strike out and investigate this, but promotion to command means delegating the more interesting investigations.

The Count turns to you with a sly smile. “This could be nothing more than a mental echo from some dying Awakened or, more likely, a trap; though why the Infernals would go to such elaborate lengths to

capture a few Crusaders is beyond me. But if this call for help is legitimate, think of what it could mean to the Crusade. Are you up for the challenge, <ladies and> gentlemen?”

Presuming they answer yes, the Count will entertain questions. Use the following as guidelines.

What do you actually want us to do?

“Find out who sent the message, and why. If you deem it safe, in your judgment, escort them back here. If it’s a trap, eliminate the threat with extreme prejudice.”

What sort of dangers will we be facing?

“Oh, the usual. The Infernals themselves, the natural perils of the Hinterlands, the Wall, and the Unsealed Lands as you travel, rogue Yhing Hir. Nothing you can’t handle I’m sure.”

Rogue Yhing Hir?

Felix shrugs. “There’s always the possibility. I merely mention it to remind you that the enemy of my enemy is not always my friend. That damned Demon Prince Malvos is proof of that.”

Who is Malvos?

“He claims to be the Arch Devil Uhxbractit’s offspring and approached the King and his court with tidings of aide against his father.

While most suspected this as a ploy to introduce a viper into our midst, Holy Primarch Sabinus surprised all by making the Havili his personal guest.

Any news on Malvos then?

“Nothing worth sharing. He’s still ensconced in the Primarch’s summer home, carefully watched, and seems determined to drain us of our oldest and best wines. Mark my words, he’s up to something. I just wish I knew what.”

What’s so special about Borislav?

“A more serious individual, I have never met. I suspect even Elandre val’Assante has a better sense of humor! But a more loyal and driven soldier one couldn’t ask for, and a fine man to have at your side in a fight.”

What will you pay us?

“Pay? You have your regular pay, soldier and be glad of it!”

Is there anything you can tell us about the Infernal threat?

“I’m sure you’ve already heard the rumors of Havili, the half-breeds. I can personally confirm they are true, though we’ve only seen a few different types. The Rakseer in particular seem fond of any human women they can lay their hands on.

After the players are done asking questions, Count Felix will send them off:

“All done? Then make haste, Crusaders! Borislav, I’m assigning you to go with them. Perhaps you’ll find what you seek in the north, eh?”

Roleplaying Borislav

For the parts of the adventure that Borislav is with the party, roleplay him as a very taciturn individual. He will not share what he is looking for, he will not be socially active, and he will not open up to the party. He is fairly paranoid, and doesn’t trust anyone easily, though he will work well with the party when he has to. His role in the adventure is as plot hook and a means to move the party along when they get bogged down in minutiae; he will get the job done, and he will make sure that others get the job done as well.

Development: The party should now be gearing up and heading off on their adventure. Make sure to determine how they are travelling (on foot, on horse) as it will matter for some of the encounters.

SCENE ONE

“What you don’t know can kill you.”

Key Concept: Dangers of the Hinterlands

For the GM:

This trap is being set by an Ehtzara working with a heretical cult supporting the Infernals. They are trying to collect sacrifices of individuals with strong souls, and heroes certainly fit the bill. As to what the sacrifices are for, or what the day of Khi’tor’ran is, that’s another adventure.

For the how, the Ehtzara has cast a Minor Tricks on the doll in the cave, allowing him to throw his voice to it and lure the heroes into the scorpion den. The doll is connected to the Ehtzara, so keeping it will have an affect on any PC that does.

The rolling hills of the Hinterlands rise and fall around you as you make your way north. Hardy grasses grow in furtive patches, an untamed rock garden. A desert fox regards you from a far rise

before disappearing into a cleft. Far to the north, bolts of lightning streak down from roiling clouds in the direction you are headed. The dark clouds cover the horizon, threatening to make your journey a wet and miserable one.

Have the players perform a Perception Skill action skill roll player with the **highest** check will hear the following:

A gust of wind carries a voice to your ears, little more than a whisper: “*...please. I don’t want to die...*” The voice is that of a little girl, terrified and alone.

If the players investigate, they are being lured into a trap. Who set the trap and why are beyond the auspices of this adventure. There is no way to spot the ambush though. The scorpions are all camouflaged and very good at hunting.

Borislav will be against investigating:

“Every moment we delay makes our mission less likely to succeed.”

If they enter the cave to find the girl, initiate combat.

For Complete Stats and Tactics Appendix 1

After the battle, the players can explore the cave. They will find nothing but a Yhing Hir child’s doll. If any player picks it up, read the following:

As you pick up the doll, a dry voice issues from it: “All are ashes in the end. The day of Khi’tor’ran approaches.”

Leaving the cave, a small sandstorm swirls past on the ridge above. Though you can’t be sure, you could almost swear you saw a robed and hooded figure peering down into the cave. When the dust passes, the figure is gone, if it was ever there to begin with.

Development: Unsolved mysteries abound. The players should be sufficiently worried, but unable to do much but continue on their journey.

Make sure to note whom, if anyone, keeps the doll with them. It will come into play in future

adventures, as it is still linked to the Ehtzara who placed it there.

Anyone who attempts to cast *Discern Residue* upon the doll will quickly realize that it possesses a weak magical aura. And unless the caster, first attempt, surpasses a 35 on their Arcanum action skill roll on to successfully cast the *Discern Residue* they find they simply cannot discern what tradition or source of the magic. If somehow one the players succeeds in the Action skill roll they detect that the source is defiantly *Primal* but with specific aspects which seem to stem from the *Eldritch* traditions, a mystery indeed.

SCENE TWO

“It’s not always about you.”

Key Concept: Infernal raiding party bearing communications. They are to be let past and trailed, or attacked by the party. Documents they are carrying contain useful information about a small part of the Infernal battle plans aimed at Censure, while also including a crude map to where they are supposed to be headed.

Night descends as you draw nearer the storm clouds in the distance. To the west, Illiir’s glory fades. Before you, the fallen Godswall looms large. Though now nothing more than hills and rubble, it is an awe-inspiring sight nonetheless.

Have players make a Wilderness Lore check. Players with the *Veteran of the Wall* Background get a +5 bonus to this check.

Easy: TN 10: The Godswall is still a few hours distant. The place you are now is probably the safest place to camp if you are so inclined.

Routine: TN 15: Since the Infernals tend to favor a scorched earth policy around the Wall, there are very few natural threats in the area. Unfortunately this also makes living off the land a little more difficult.

Challenging: TN 20: This road is well traveled, and recently. It might be a good idea to stay off it if camping.

If the players decide to continue on without resting for the night, the Raiders will catch up to them in about an hour or so, and there will be combat.

If the players decide to camp for the night, the Havili will ambush them and grab Borislav before fleeing into the night. Borislav has accounted for far too many Infernal deaths for them not to know and fear him, so they will take him out as quickly as possible.

In either case, the Infernals are striking and running. They don’t want a prolonged combat, only to take the opportunity to strike out at an old enemy and bring him back for prestige and recognition amongst their full-blooded brethren.

If the players continued traveling:

At first it sounds like thunder coming from behind you. The rain has not yet fallen, but Hurrian’s Sword illuminated the dark road ahead and behind. Too late, you realize that this time wasn’t thunder. Four dark figures mounted on pitch black horses have appeared behind you, seeming hell bent on riding you down. As they draw near, they and their mounts suddenly burst into flame, the flickering light revealing cruel smiles of glee on demonically twisted faces.

Initiate combat.

For Complete Stats and Tactics Appendix 2a

If the players chose to camp for the night:

Allow any players on watch during the first 2 hours a Perception Skill check against the passive Stealth value of the Havili (TN 16). Any who succeed are not surprised when the Infernals come bursting out of the darkness.

The night is calm and quiet. The flickering of your fire makes the shadows dance. A deep howl of a wolf in the distance makes your skin crawl. The darkness almost seems to be breathing... Then a face appears in the darkness, features curved in a malicious smile, before suddenly bursting into flame.

Initiate combat.

For Complete Stats and Tactics Appendix 2b

SCENE THREE

“An axe in the head is worth

two in the leg.”

Key Concept: The fallen Godswall, the new Tir Betoqi wall, and a big hole therein from where an Infernal army broke through not long ago. If the heroes can successfully find the trail to the camp on their own: great. If not, their efforts will lead them to a Tir Betoqi dwarf, badly wounded and the only survivor from a failed assault on the camp due to the power from the tall stone. If they don't find him on the way in, they will find him on the way out.

Dawn lighting the fallen Godswall is a beautiful if bittersweet sight. Before you lay the ruins of not one but two walls, one crafted by the Gods, the other by the Tir Betoqi Dwarves. The latter still stretches east and west, but a very large hole in the wall before you suggests that it was a futile effort against the might of the Infernal Hordes.

Illir's light shines brightly, as though to rebuke Hurrian for his storms the day before. The sky is blue, the air crisp; there would seem no better day to mount a rescue.

Have the players perform three consecutive *Tracking* action skill rolls (Routine 15, Challenging 20, and finally a Daunting 25) to follow the path of the Xavinot who attacked them last night. If the none of the Heroes possess the *Tracking* skill they may instead utilize *Wilderness Lore* increasing all three Challenge ratings by 5 (changing the TN's to 20, 25 and 30). Heroes with the *Veteran of the Wall* Background get +5 on these checks.

If the party does manage to follow the tracks all the way to the camp, continue on to *Scene Five*. They will find the Tir Betoqi Dwarf on the way back.

If the party does not succeed *on all* the tracking checks, or somehow managed to defeat the Havili the night before, continue with the following:

Frustratingly, the tracks from the riders the night before are gone, washed away in the rain. Your searching, however, has turned up something very interesting: a battlefield, and a very recent one at that. A few dead Infernals and Tir Betoqi Dwarves lie strewn across the landscape, shattered armor and scorched patches of earth a testament to the hatred they held for one another. Any Dwarven soul stones to be seen are shattered beyond repair.

Allow the players to perform a *Perception* skill roll TN 10; any players stating they are actively searching the bodies will receive +5 on this action skill roll.

Amazingly, one Tir Betoqi has survived the night. Unconscious but still breathing, the dwarf has an axe embedded in his leg.

Let the players heal him up as they will. The sooner they have him conscious, the sooner he'll be able to give them the information they need.

Who are you?

"I am Alaron, of the Tir Betoqi dwarves, and damn but did we have a good fight last night. I wish it had ended better, but Hurrian was singing our battlechant with us, and my brothers died in the greatest of honor. No doubt I survive only by the grace of the Divine Harlot herself, after the blow I took to the head."

To the head? You have/had an axe in your leg!

Alaron searches around for a moment, then grabs a helmet near by. Holding it up, he points out a massive gash straight down the front, then to a very small cut in the center of his forehead. "That axe? Hah! Nothing but a scratch, though it does hurt a fair bit. Nah, I saw the end when a huge Vardogr threw his first axe at my head. 'Twas a grand surprise to wake up just now with my head intact."

Vardogr?

"Ah, you've never had the misfortune of facing a Vardogr? They're like Warped Ones amongst the Infernals, but never mistake their size for stupidity. Those damned things are as clever as they come. Almost like they know what you're going to do before you do it."

What happened here?

"What always happens when we meet any thrice cursed Infernals: We kill them, and they try to kill us." He looks sadly around the battlefield. "Seems they got the best of us this time, though. They've even dragged off some of my brothers for lunch, or worse... We were keeping an eye on a camp just north of here. Uhxbractit himself has been there a number of times, so it was a Place of Interest to us. There were fewer guards than usual, so we were mounting up a raid on the place when a scouting party found us."

Where exactly is the camp?

"Just to the north, over the ridge and down into the valley. The prisoners are kept in a large circle around what appears to be an obsidian obelisk to the west of the camp. If you're going in, watch out for that thing. We don't know what it does, but it seems to channel energy and causes the prisoners

great pain. Just being near the thing makes you feel tainted, one of our scouts told us.”

What are the camp’s defenses?

“A few Arachnosis keep direct watch over the few prisoners they keep. With Kornathin and Xavinot making up most of the rest of the camp. Occasionally Uhxbractit or some of his generals will come by as well. They’re not there now, of course, or we’d have marshaled a far larger force and gone after him.”

Could you come with us?

“I’m sorry, but all I can give you is information. When I can walk again, I’ll be heading back to the wall to bring a report to the other Tir Betoqi. Someone has to.”

When the players have finished asking questions, let them make such preparations as they want before heading into the Infernal Camp.

SCENE FOUR

“Bracing the demon in its den.”

Key Concept: Infiltrating the Infernal Camp.

Chonicer’s Note: Allow the players to investigate the camp from a distance if they like. Everything is just as Alaron told them. The players have some options: Sneak past the bulk of the guards to the prisoners, run a frontal assault, or cause a distraction, or any other number of plans that clever Heroes can come up with. However the Heroes want to get to the prisoners, let them try whatever works. Anything that fails will work out to be the equivalent of going in the front door. Most things will fall under the fight or stealth options. Luckily for the Heroes, the camp is indeed poorly defended. The skirmish with the Tir Betoqi left their numbers depleted and reinforcements haven’t arrived yet.

Though there are Infernal scouts patrolling the camp, there are far fewer than you’d anticipate. The Tir Betoqi apparently inflicted a significant number of casualties, making your job much easier. Getting to the prisoners only requires getting past a couple guards. The guards seem to shy away from the west part of the camp. Around an obsidian obelisk sit thirteen blocks of amber. No one seems to be there but a triad of Arachnosis, skittering about the area.

If the Heroes want to try to sneak in:

Sneaking in requires the heroes to perform a dynamic stealth action skill roll against the passive perception value (13) of the two Xavinot on guard here, they not anticipating anyone trying to attack them so soon after they defeated the Tir Betoqi attack force.

If the Heroes are unsuccessful, treat as below as if they had tried to fight their way in.

If the Heroes are successful in sneaking, read the following:

Moving swiftly and silently you slip past the devils guarding the perimeter of the camp and head for the strange obelisk. There are no obvious chains or cages, but there is no other place in the camp you can see that they could be held. You note that a dozen blocks of what looks to be amber surround the obelisk haphazardly.

As you approach the area, you feel a shiver run down your spine. Even in a camp of Infernals, this place feels evil, and every instinct screams at you to flee in terror.

Have the Heroes perform a **Horror** check TN 12 (Quickstart, pg. 141). Those who succeed are unaffected by the unhallowed ground. The feeling is pervasive, but not the result of any particular focus which diffuses its effect. The effects of failure persist through the scene.

Hirnen is helping to diffuse the aura through sheer will power. If the party is weak from previous encounters or simply not suited to combat, Hirnen will offset the effects of the horror, giving everyone a +5 to their roll and giving each player another roll at the beginning of the next combat if they failed previously.

If the Heroes want to fight their way in:

This is still doable. The two Xavinots on guard, like the rest of the Infernals in the camp, are a fairly arrogant bunch, presuming they can handle the interlopers by themselves. However, they’re not stupid. If the fight continues past 36 ticks, they will call for reinforcements, and another pair of Infernals will come along. Reinforcements will be called for again after another 36 ticks have passed.

To determine which reinforcements, roll 1d10 twice, each roll determines one of the reinforcements.

For full combat stats refer to Appendix 3

Die Roll	Reinforcements
1-2	None
3	Arachnosis
4-6	Xavinot
7-8	Komathin
9	Bone Cracker
10	Devil Hound

There is one other twist to this battle. The obsidian obelisk in the center of the camp was created to channel sorcerous energies and direct them at one of the prisoners imprisoned in the amber.

If any Hero casts a spell (regardless of whether it is an offensive, defensive or utility) at a target more than 2 squares from where they are standing OR if they are casting a spell adjacent to the Obelisk, the spell will be absorbed by the Obelisk (rather than the target) and, if an offensive spell, will randomly direct it at one of the twelve amber prisons arrayed around it. While defensive and utility are simply absorbed by the Obelisk.

Though the battle was certainly a loud one, Larissa favours you today. Only a few Infernals overhead the scuffle and came to the aid of their brethren.

Blades sheathed in blood and ichor, you head towards the western edge of camp. As you approach the area, you feel a shiver run down your spine. Even in a camp of Infernals, this place feels evil, and every instinct screams at you to flee in terror.

SCENE FIVE

“More questions than answers.”

Key Concept: Deciding whether or not to release Hirnen and/or any of the other prisoners.

Overcoming your fears, you approach the circle of amber stones. Closer now, it is possible to see that the stones are in fact prisons. Inside each is a figure: human or Infernal. Some appear to be sleeping, while others stare out of their prisons, anger written in their unmoving features.

You see two Arachnosis and a Havili, which is clearly no longer disguising his infernal nature, with their backs to you, focusing on the obelisk in the center and a tall man imprisoned in the amber beyond it. As you watch, the Arachnosis giggle maniacally while Havili concentrates, rubbing his

clawed hands together to create a spark of electricity, seemingly to channeling it through the stone as a bolt of lightning arcs from the obelisk to the amber prison.

A scream suddenly explodes through your heads. As it fades, you hear a dry voice in your mind. “Please, no more...”

Quickly allow any hero trained in any Arcanum skill to perform Challenging (TN: 20) Arcanum action skill roll to deduce that the Obelisk channels and redirects magic into one of the prisoners. If the any player happens to success in a Daunting (TN: 25) action skill roll also surmises that the Obelisk might drain magic from the imitate area around it as well.

Initiate Combat

For full combat stats refer to Appendix 4

At this point, Hirnen will attempt to convey to those who are receptive to him (either an Awakened Hero or the val’Virdan, if he has been rescued) with the last ounce of his will power. The message is simple...*“Please...”*

Any attempt to use the *Empathy* skill on any of the prisoners will fail. Hirnen and the others are frozen in amber. There is no way to discern anything beyond a slight look of pain in their eyes.

If the Heroes unleash any of the other Infernals, there will be consequences, though not immediately. The Infernal will thank them and leave if permitted, not threatening. Releasing one has the same consequences as releasing any of them, and is to be noted on the Chronicle Page.

If the Heroes release any of the other humans in amber (other than Hirnen) they will find that these beings did not survive their millennia long incarceration.

Releasing Hirnen

While a magical construct, the amber has, for the most part, the normal properties of that material. Simply using brute force will be sufficient, if messy.

The Amber has an AR of 5 and a Hardness of 18.

Should the Hero doing the attack take a moment to inspect the amber looking for fissures or cracks, allow a Perception TN 15. If successful, the AR drops to 2.

Obviously, blunt weapons such as Hammers, Maces, etc will be most effective. Using edged or slashing weapons will prove highly ineffective (reduce the final damage done by ½).

If the Heroes attempt to use sorcerous means (i.e. spells) to break the amber, they may well kill Hirnen. The main means of torturing the prisoners is by using spells. The amber somehow focuses the magical forces and directs efficiently to the prisoner. Given that the prisoner is has no means of showing pain within the prison and the fact that a spell effect that could kill him would leave Hirnen too weak to mentally communicate with his would-be rescuers, means that the Heroes won't know they killed him until they release him from the prison.

Assume that if they did enough damage to crack open the prison by solely sorcerous means, then they killed Hirnen.

Once Hirnen is released from his prison, hopefully alive, but possibly dead, read or paraphrase the following:

As the amber finally cracks and large chunks of it fall away, the tall figure within gasps for air loudly and screams. He then falls from the prison unconscious.

Hirnen screamed because of the pent up years or anguish he has been forced to endure. He falls unconscious as his mind and body finally collapse. Whether he is alive or dead depends on the actions the Heroes took to free him.

Assuming that he lives, no amount of healing magic will awaken him. For the first time in a long while, his mind is able to rest and his body has shut down to allow it to heal.

Troubleshooting: What if the Heroes want to play it safe and want to transport the block of amber back to Crusade lines.

Keep in mind that the block weighs over a ton and is chiseled into a shape that would be easy to convey. And no, they really don't have time to chisel the edges smooth so that they can roll it back!

Not Releasing Hirnen

It is possible that the Heroes may conclude that this is all one huge trap and that it is best to leave the Sarishan within his amber tomb. If so, go directly to Conclusion C.

Borislav val'Virdan and the Dwarves

Searching for the captured Nierite (assuming he was captured) is a simple matter. The Infernals who captured him have him trussed up in a tent awaiting the arrival of an Arch Devil to decide his fate. The same is true for the two surviving dwarves. Alas, the others did not survive the tender mercies of the Infernals.

Role playing Himen val'Mehan

Hirnen val'Mordane is a simple man who conveys a sense of peace and faith - faith in mankind, faith in the Gods and faith that mortal men of courage and daring will always triumph. These beliefs have been tested arduously but they are what gave him the strength to survive where others did not.

He wasn't always this way, but is time with the First Emperor rekindled his faith at a time when he had nothing to hold onto.

Hirnen is nothing like the stereotypical val'Mehan - he doesn't boast or bluster; doesn't radiate menacing or threatening demeanor. In fact, he is quite humble and has a dry, if somewhat twisted wit.

However, being tortured for a millennia does leave its marks on a person - Hirnen is intensely claustrophobic and has a nervous tic whenever he speaks of Infernals and especially of Uhxbractit. He will stutter and break out in a cold sweat.

Also note that Hirnen doesn't use contractions when speaking. This is a side effect of the spell he uses. As he becomes more acclimated with the time period he now resides in, he'll use the spell less and less.

Appearance: Tall and lean man, in his late forties, he carries himself as a person who is used to taking command of a situation, but would rather not.

He wears flowing purple robes emblazoned with Sarishan sigils. His only affectation is an exceedingly long nail on his rightpinky, gilded in gold. His other nine digits are closely manicured.

Being an Awakened Val, the iris' of Hirnen's eyes are clear, leaving an unsettling appearance of him having only two black dots in his eyes.

Development: If Hirnen was killed, continue to Conclusion B. If alive, continue with Scene Six.

Finally, if any players actually freed one or more of the imprisoned Infernal, make a note of it on the Chronicle page and send the information in to the campaign staff and the author.

SCENE SIX

Key Concept: Return to the front line, ideally with the Sarishan.

Assuming that Hirnen val'Mehan is alive, he will awaken a day after his rescue.

Obviously the Heroes will have many questions for him, but rather than list a Q&A below, the following is the parts of Hirnen's story that he will tell.

The first problem will be basic communication. Imagine trying to speak with an Englishman from the Year 1000 A.D. You both speak English but the dialects due to cultural drift will be significant.

As he regains consciousness, the robed man begins to hoarsely babble in a language that is reminiscent of Cancerese, but with words and inflections that you've never heard. Between his archaic words and gestures, you can tell that he's asking for water.

Assuming he's given something to drink, continue.

He nods what are probably thanks and begins to gesture and speak in something that resembles an incantation or invocation.

The Heroes may become concerned and try and stop him. Hirnen is weak and will not be able to resist, but will pantomime that what he's doing has something to do with understanding one another.

If the Heroes refuse to allow him to cast the spell, he will shake his head and ask/gesture for food. He won't say anything else until he arrives at the Crusader camp. Continue to Conclusion A.

If allowed to continue, he will cast a spell that will allow the Heroes to understand his words easily. Read or paraphrase the following:

After a few guttural words, the robed man touches his throat and then his ears. After a pause he says, "Can you understand me now?"

"First, my thanks. I had resigned myself to spending eternity in that Hell. Uhxbractit has a long memory and wishes to punish me for my small role in his imprisonment.

"I am Hirnen val'Mehan, High Priest of Sarish and leader of the General's cadre of Binders.

"I joined the General's crusade against the Infernal wave that washed over our lands and I am ashamed to say that until he arrived within the borders of the Blood Empire, our rulers had abdicated power to powerful Devil-Kings.

"I was a dissident and imprisoned by my fellow Sarishans – it seems that most of my life I've been a prisoner of one sort or another. He came and freed me as well as my people.

"Who is 'He'? Surely history cannot have such a short memory! I was told that he came from some backwater town known as Coryan and started a crusade that freed our peoples from the Infernal Horde.

"Curse the day that I saw him fall to the treachery of Uhxbractit and its ilk! I warned him that it could not be trusted! But he calmly patted me on my shoulder and said that all that was to be had already been written upon the Lady's scrolls; we merely had to play our part and trust.

"His name? I know not who this First Emperor is. Is that what they call him? Do they not even know his name? I always called him "Lord" or General", but a few of closest confidants called him by name – Kael.

"Was he a Val? Of course he was! One of the most powerful I have ever met or witnessed in battle. I saw him fight against Uhxbractit – a battle that lasted days! That is not an exaggeration. However, when the treachery of the Infernals was revealed, I was swept away on the wrong side of the Wall and was captured. For a few years, Uhxbractit delighted in personally torturing me each night and healing me each day. Tormenting me that my Lord Sarish had abandoned me, until eventually he tired and had me imprisoned in that thrice-damned amber stone and had me tortured by his minions for an eternity.

“Until you arrived. I cannot express my thanks. If there is anything I can do to repay you. I know that my knowledge is outdated and probably pales in comparison with what humanity is capable of now, but...”

Any PC who makes a Knowledge: History (TN 10), Knowledge: Coryani Empire (TN 15), or Knowledge: Warfare and Tactics (TN 20) check will know that the Battle of Hope’s End was where the First Emperor faced off against Uhxbractit and the Infernal Hordes shortly before the founding of the Coryani Empire, over 1000 years before. (1070 years to be exact).

Any PC who exceeds their TN by 5 will know that the raising of the original Godswall ended this Battle.

Any PC who makes a Knowledge: History (TN 20) or a Knowledge: Canceri (TN 15) check will know that the Blood Empire is a short lived political organization that roughly equates what is now the central portion of Canceri and was centered, as now on Nishanpur.

Hirnen is very curious about the current state of affairs in the world and when told of the latest Crusade, he will be most anxious to lend whatever assistance he can.

If he sees a Dark Kin, he will first mistake it for an Infernal, but when told what a Dark Kin is, his eyes will brim with tears and his voice will tremble. *“As much as we did for our people, we were only so many men. We failed so many...and we failed you.”* Dropping to his knees, he will take the Dark Kin's hand and say, *“Please forgive us. We did our best.”*

Chronicler's Note: The players may want to pepper Hirnen with questions for information on the First Emperor as well and a wide variety of topics.

Hirnen will be polite, but will not have much else to say on the topic of the First Emperor (who he calls the General) as he was never one of his inner circle. He will confirm that he was a Val, but doesn't believe that he was Awakened, although any Val can awaken at any time of their life.

About all else, he will be amazed and eventually say, *“Peace - no more. My mind can only wrap itself around so much. Please - give me time to take all this in.”*

Development: The Heroes will finally escort Hirnen back to Mil Takara. When they are ready to conclude, continue with Conclusion A.

CONCLUSIONS & ENDINGS

CONCLUSION A

Your return to Mil Takara is greeted with a full turn out of the Grandees of the Crusade. Crown Prince Gerhard has just arrived and is eager to hear your tale. He is amazed at the return of Hirnen val'Mehan and says that this could augur a new age of understanding between Milandir and Sarishans. Count Felix val'Ossan congratulates you on a job well-done.

CONCLUSION B

Your return is greeted with grand disappointment. Crown Prince Gerhard, just newly arrived, had been apprised of your mission and was eager to speak with this ancient Sarishan. After being told that he is dead, the Crown Prince softly says to Count Felix, "Perhaps you should reconsider the caliber of people in your Irregulars, Count. I was told they were the best of the best!"

For his part, the Count tells you that he knows you were faced with an impossible situation and that he knows that you did your best. His consolation does little to assuage any regrets or misgiving some of your team may have about their actions in this mission.

CONCLUSION C

Your return is greeted with grand disappointment. Crown Prince Gerhard, just newly arrived, had been apprised of your mission and was eager to speak with this ancient Sarishan. After being told that you decided to leave him in his prison, he is red with anger! He orders Count Felix to send his best men to free the Sarishan and docks your pay for this month.

Needless to say, Count Felix is questioning the decision of inducting your group into the Irregulars.

ENDING: STRINGS AND PUPPETS

A lone Ehtzara with a jackal head staff walks into the now-empty scorpion den and looks about. Apparently speaking to no one, he says "Excellent my lord, all goes as foreseen" The only answer is a short breath of wind.

The End

EXPERIENCE POINT SUMMARY

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
Completing the adventure	100
Defeating the Scorpions	20
Finding the camp on their own OR Finding the Tir Betoqi	20
Sneaking into camp or killing the Infernal guards	20
Actively participating in the decision of whether or not to free Hirnen.	40
Role-Playing Award	0-10
Total Experience Possible	200

TREASURE SUMMARY

Any item listed in the summary below is available for a hero 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 heroes who 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 hero 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 Sc from the adventure. If the hero attempts to steal an item that is worth more than 1 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 silver 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 Sc.

FOUND ITEMS

SCENE TWO

All equipment in this scene was stolen from the Crusade and cannot be sold for coin.

SCENE FIVE

Bastard Sword (50 Sc)
Custom Chain Hauberker (4 Gc)

Total Gc Available for Party: 4 Gc, 50 Sc

STORY ACHIEVEMENTS AND SPECIAL ITEMS

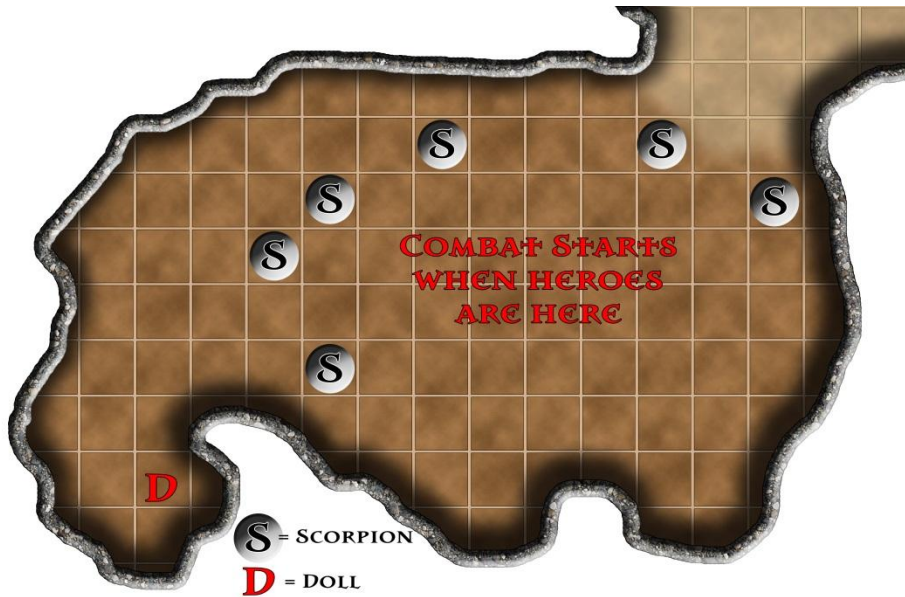
RAGDOLL

You have found, and kept, a non-descript rag-doll of Yhing Hir make.

FRIENDSHIP OF HIMEN VAL'MEHAN

You have freed Himen val'Mehan from his imprisonment. He doesn't have any way of rewarding you at this time, but his involvement in the Crusade is sure to bring about benefits.

APPENDIX 1



Enemies: 1 set of 6 giant scorpions (Medium size, about the size of a large dog).

6 Scorpions		d6, Med, Vermin Minion Threat (Tier 1)	
Avoidance	Fortitude	Discipline	
16	16	12	
St/Wo:	0 (1)	Pace:	20'
AR:	5	Initiative:	2
Attacks:	<i>Claw:</i> +3 (a) d4(d6) Sp: 3, Ra: Melee <i>Tail:</i> +3 (a) 2d4(d6) + Poison Sp: 3 (Rec 5), Ra: Melee Scorpion Poison (d8) +1 (f) Sp: 12 ticks / 24 ticks / 36 ticks Effect: -2 Qu/-4 Qu/Paralysis lasting 1 hour - May only inflict poison once every 12 ticks		
Talents	Natural Armor (T1), Special Attack: Tail, Poisons Attack: Tail		
Weekends	Light Sensitivity When fighting in any condition brighter than shadowy this creature suffers a -2 to all Action Rolls.		
Skills	(+4/15/12) Melee: Unarmed		
Gear	None		

Tactics: The scorpions are instinctual but not overly hungry at the moment. They will attack as many party members as they can, seeking to bite them and inflict their poison that would paralyze the victim so they can save them for a later meal.

Notes on the fight: Fighting in the cave will be fighting in darkness (See Quickstart pg. 144). Using torches, lanterns, or Witchlight will raise the light level to Bright and lessen the penalties.

APPENDIX 2A

HEROES CONTINUED TRAVELING

Enemies: 4 Havili on 4 Hell Steeds

Tactics: They will ride down any obvious magic users in the party, particularly anyone with a blatant holy symbol, harrying them to prevent them from casting. At least two will head straight for Borislav. Fudge the rolls to have them knock him unconscious, and drag him onto one of the horses. Once this is accomplished, they will all depart.

If the party is on horses, 2 of the Havili will target the horses (using *Hamstring* and *Entangle Opponent*) to make it difficult or impossible for the Heroes to follow them. Otherwise they will focus on disarming the Heroes.

The total duration of this combat shouldn't exceed 48 ticks. If the Heroes manage to knock one off his horse, the others will ride on without their fallen comrade.

APPENDIX 2B

CAMPING FOR THE NIGHT

Enemies: 4 Havili and 4 Hell Steeds

Tactics: One Havili will head straight to Borislav before he can wake up and knock him over the head, trying to grab him and get away. The rest will harry the Heroes as best they can, setting fire to camping gear, attacking horses (using *Hamstring* and *Entangle Opponent*), disarming opponents who get their hands on weapons. Once Borislav has been grabbed, all 4 will call their mounts, mount up, and leave.

The total duration of this combat shouldn't exceed 48 ticks. If the Heroes manage to knock a Havili unconscious, the others will leave without him.

Development: The Heroes should at this point have lost Borislav as an asset, turning this into a double rescue mission. If they have managed to prevent Borislav from being taken, great. The original mission remains unchanged.

APPENDIX 2A & 2B

COMBAT STATS

Havili During Combat

During combat the Havili will remain in their human form. If cornered or killed, they will revert to their fiendish form (wings, claws, etc).

4 Havili		d10, Med Infernal (Devil)	
Half-Devils		Elite Threat (Tier 1.5)	
Avoidance	Fortitude	Discipline	
17	18	19	
St/Wo: 35 (1)	Pace: 30'		
AR: 3	Initiative: 4		
Attacks:	<i>Scimitar</i> : +4 (a)	d8(d10)	
	Sp: 5, Ra: Melee		
	<i>Bola</i> : +4 (a)	d4(d10)	
	Sp: 5, Ra: 20' (80' max)		
Talents	Fel Sight, Innocent Appearance (human), Die Hard, Weapon Proficiency: Scimitar, Bola		
Weapon Tricks	Entangle Opponent (bola), Hamstring (Scimitar)		
Weakness:	Vulnerability: Sarishan Steal		
Skills:	(+4/20/17) Athletics, Melee: Balanced, Range: Thrown, Stealth, Ride, Tracking, and Wilderness Lore.		
Special, Fiendish Form:	Pace: Flight (agile) 60' Natural Spell Casting: Breath of the Dragon, Cast at +4 (passive 20)		
Gear	3 Bola, Scimitar, Chain Shirt		

4 Hell Steeds		D8, Large Infernal (Devil)	
Devil		Common Threat (Tier 1)	
Avoidance	Fortitude	Discipline	
17	19	15	
St/Wo: 30 (1)	Pace: 60'		
AR: 3	Initiative: 3		
Attacks:	<i>Hoof</i> : +3 (a)	d6(d8)	
	Sp: 4, Ra: Melee		
Talents	Quick, Toughness, Energy Aura (Fire), Natural Armor x1		
Weakness:	Bestial Intellect, Vulnerability: Sarishan Steel		
Skills:	(+3/16/13) Athletics, Melee: Unarmed		
Gear	Saddle (Riding), Bit and Bridle, Saddle Bags (Empty)		

HAMSTRING

Attack: Avoidance (Pr)

Speed (Recovery): +2 (1)

Range: Melee (1 Target)

Effect: Weapon, if your attack roll also surpasses your target's Fortitude defense, their Pace is reduced by half until your next action.

Weapon: Scimitar

ENTANGLE OPPONENT

Attack: Avoidance (Pr)

Speed (Recovery): +2 (3)

Range: 30' (1 Target)

Effect: *Weapon*, your target must perform a Dynamic Athletics (Qu) action skill roll against the result of your attack roll. If they fail they becomes *Immobilized* and *Prone*.

The target may spend two *Complex Skill Actions* to work their way free regardless of the amount of active *Entangle Opponent* effects on a single target (for example multiple bolas)

Weapon: Bola

APPENDIX 3

DESCRIPTIONS

Arachnosis

This demon may have been previously encountered in the adventure *CSE-A1-HP1-2 Desperate Times*; although these have already reached their final stage of development.

These immense creatures are a bizarre and horrid mix between humans and spiders. The human torso, positioned as if lying on its back, has hairy thick legs jutting out of its sides. Its head, looking at you upside down, is that of a human male; all except for its eyes - its large multi-faceted eyes that track you every movement.

Kornathin

Also previously detailed in *CSE-A1-HP1-2 Desperate Times*.

You see a ghastly Infernal - squatting bow legged, its long spindly arms resting on its distended belly. Their melon sized heads are topped with a stiff wiry hair and a razor teeth filled maw smiles as they see you enter the chamber.

While *Devil Hounds* and *Xavinots* are may be found on page 153 of the Quickstart Guide.

Devil Hound			d10, Large Infernal (Devil) Brute Threat (Tier 2)		
Avoidance	Fortitude	Discipline	Avoidance	Fortitude	Discipline
20	24	22	18	19	17
St/Wo: 58 (1)	Pace: 70'		St/Wo: 28 (1)	Pace: 40'	
AR: 5	Initiative: 4		AR: 3	Initiative: 4	
Attacks:	Bite: +6 (a) Sp: 6, Ra: Melee	d8(d10)+5	Attacks:	Claws or Bite: +3 (a) Sp: 5, Ra: Melee Tail Slam: +3 (a) Sp: 5 (Rec: 3), Ra: Melee	d8(d10) 2d6(d10)+5
Special:	Howl +6 (f) Sp: 3 (Rec 7), Ra: 20' Radius If this attack also bypasses the targets <i>Discipline</i> , the target becomes <i>Shaken</i> for the remainder of the scene.	d4(d10)	Talents	Fel Sight, Natural Armor (T1), Special Attack: Tail Slam, Powerful Attack: Tail Slam.	
Talents	Fel Sight, Natural Armor (T3), Energy Aura (Fire), Powerful Attack: Bite, Special Attack: Howl, Quick		Weakness	Vulnerability: Sarishan Steel	
Weakness	Vulnerability: Cold, Sarishan Steel, Bestial Intellect		Skills:	(+3/19/16) Athletics, Melee: Unarmed, Deceit	
Skills:	(+6/22/16) Melee: Unarmed, Tracking, Stealth				

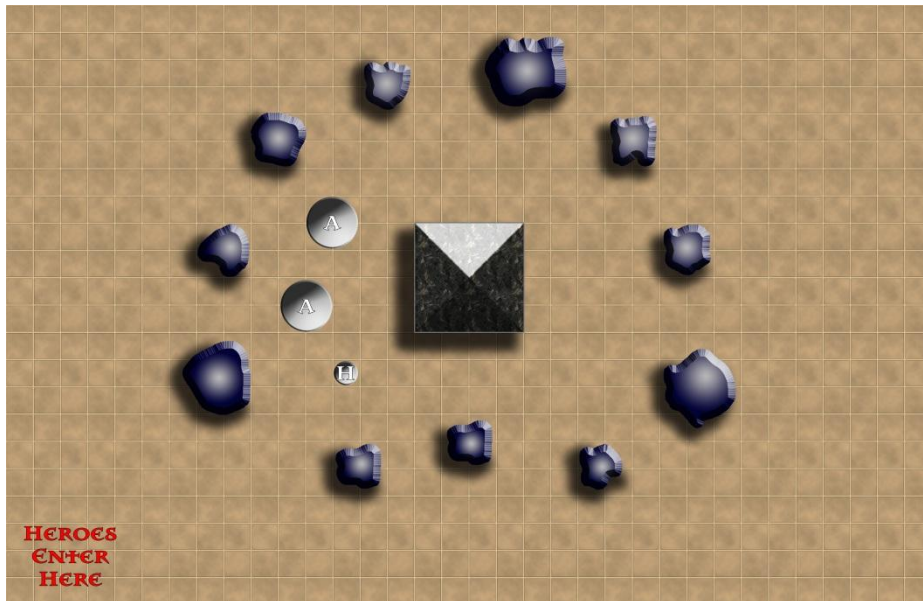
Kornathin Devils			d8, Med, Infernals (Devil) Common Threat (Tier 1)		
Avoidance	Fortitude	Discipline	Avoidance	Fortitude	Discipline
18	17	14	18	17	14
St/Wo: 26 (1)	Pace: 20'		St/Wo: 26 (1)	Pace: 20'	
AR: 3	Initiative: 3		AR: 3	Initiative: 3	
Attacks:	Claws : +3 (a) Sp: 4, Ra: Melee	d4(d8)+5	Special:	Insane Laughter +3 (d) Sp: 3 (Rec 3), Ra: 10' Radius	2d4(d8)
Special:	Insane Laughter +3 (d) Sp: 3 (Rec 3), Ra: 10' Radius	2d4(d8)	Talents	Natural Armor (T1), Special Attack: Insane Laughter, Powerful Attack: Claws	
Talents	Natural Armor (T1), Special Attack: Insane Laughter, Powerful Attack: Claws		Weakness	Vulnerability: Sarishan Steel	
Weakness	Vulnerability: Sarishan Steel		Skills	(+3/18/15) Athletics, Melee: Unarmed, Knowledge: (Arcanum, Infernals)	

Xavinot			d10, Med Infernal (Devil) Elite Threat (Tier 1)		
Avoidance	Fortitude	Discipline	Avoidance	Fortitude	Discipline
18	19	17	18	19	17
St/Wo: 28 (1)	Pace: 40'		St/Wo: 28 (1)	Pace: 40'	
AR: 3	Initiative: 4		AR: 3	Initiative: 4	
Attacks:	Claws or Bite: +3 (a) Sp: 5, Ra: Melee Tail Slam: +3 (a) Sp: 5 (Rec: 3), Ra: Melee	d8(d10) 2d6(d10)+5	Talents	Fel Sight, Natural Armor (T1), Special Attack: Tail Slam, Powerful Attack: Tail Slam.	
Talents	Fel Sight, Natural Armor (T1), Special Attack: Tail Slam, Powerful Attack: Tail Slam.		Weakness	Vulnerability: Sarishan Steel	
Weakness	Vulnerability: Sarishan Steel		Skills:	(+3/19/16) Athletics, Melee: Unarmed, Deceit	

Bone Cracker Devil			d10, Large Infernal (Devil) Brute Threat (Tier 2)		
Avoidance	Fortitude	Discipline	Avoidance	Fortitude	Discipline
18	20	18	18	20	18
St/Wo: 56 (2)	Pace: 25'		St/Wo: 56 (2)	Pace: 25'	
AR: 4	Initiative: 4		AR: 4	Initiative: 4	
Attacks:	Claws: +6 (a) Sp: 5, Ra: Melee 10'	d6(d10)+5	Talents	Fel Sight, Natural Armor (T2), Powerful Attack (Claw), Monstrous Charge, Martial Technique (Sweeping Strike)*	
Talents	Fel Sight, Natural Armor (T2), Powerful Attack (Claw), Monstrous Charge, Martial Technique (Sweeping Strike)*		Weakness	Vulnerability: Sarishan Steel, Bestial Intellect	
Weakness	Vulnerability: Sarishan Steel, Bestial Intellect		Skills:	(+6/27/16) Athletics, Melee: Unarmed, Tracking	
Skills:	(+6/27/16) Athletics, Melee: Unarmed, Tracking		Gear	Nil, may not wear armor of any kind.	
Gear	Nil, may not wear armor of any kind.		Special Note:	Due to this Infernal's abnormally large arms and claws, it may utilize sweeping strike with its claw attacks.	

Arachnosis Demon		d10, Large, Infernal (Demon)	
Final Stage		Adversary Threat (Tier 1.5)	
Avoidance	Fortitude	Discipline	
18	20	19	
St/Wo:	70 (1)	Pace:	45'
AR:	4	Initiative:	4
Attacks:	<i>Bite</i> : +4 (a)		d8 (d10)+5*
	Sp: 6, Ra: Melee		
	* Poison: +2 (f) 1d8 after 12t		
Special	May speak to spiders, not effected by webs and may climb at full pace upon walls and objects without requiring any die rolls, May cast <i>Entangling Webs</i> (at +4 (passive 20))		
Talents	<i>Fel Sight, Trample, Natural Armor (T2), Natural Spell Casting (Entangling Webs), Poisonous Attack, Ravenous, Quick, Powerful Attack (Bite).</i>		
Weakness	Vulnerability: Tempered Sarishan Steel, Sarishan Steel		
Skills	(+4/20/16) Athletics, Arcanum: Sorcery at +5 (+2 when casting <i>Entangling Webs</i> , Deceit, Melee (Unarmed), Stealth, Perception.		

APPENDIX 4



Tanabay		d12, Med Infernal (Devil)	
Havili Half-Devil		Adversary Threat (Tier 1.5)	
Avoidance	Fortitude	Discipline	
19	20	15	
St/Wo: 75 (1)	Pace: 20'	Initiative: 4	
AR: 4			
Attacks:	<i>Bastard Sword</i> : +4 (a)	d8(d12)	
	Sp: 5, Ra: Melee		
	<i>Electrical Bolt</i>	d6(d12)	
	Sp: 4, Ra: 60' (1 Target)		
Talents	Fel Sight, Innocent Appearance (human), Die Hard, Gifted (T1), Natural Spell Casting (Breath of the Dragon), Sidestep Charge		
Spells	Whirling Blade, Earthen Shied, Black Ice, Entangling Webs		
Cast at +4			
Weapon Tricks	Mighty Swing (Bastard Sword)		
Weakness:	Vulnerability: Sarishan Steal, Atmospheric Disturbance: Bitter cold in the area		
Skills:	(+4/20/17) Athletics, Deceit, Melee: Balanced, Range: Thrown, Empathy, Perception		
Special, Fiendish Form:	Pace: Flight (agile) 50' Natural Spell Casting: Breath of the Dragon, Cast at +4 (passive 20)		
Gear	Bastard Sword, Custom Chain Hauberk (Custom to allow flight)		

2 Arachnosis, Final Stage		d10, Large, Infernal (Demon)	
Adversary Threat (Tier 1.5)			
Avoidance	Fortitude	Discipline	
18	20	19	
St/Wo: 70 (1)	Pace: 45'	Initiative: 4	
AR: 4			
Attacks:	<i>Bite</i> : +4 (a)	d8 (d10)+5*	
	Sp: 6, Ra: Melee		
	* Poison: +2 (f) 1d8 after 12t		
Special	May speak to spiders, not effected by webs and may climb at full pace upon walls and objects without requiring any die rolls, May cast <i>Entangling Webs</i> (at +4 (passive 20))		
Talents	<i>Fel Sight, Trample, Natural Armor (T2), Natural Spell Casting (Entangling Webs), Poisonous Attack, Ravenous, Quick, Powerful Attack (Bite).</i>		
Weakness	Vulnerability: Tempered Sarishan Steel, Sarishan Steel		
Skills	(+4/20/16) Athletics, Arcanum: Sorcery, Deceit, Melee (Unarmed), Stealth, Perception.		
Gear	Nil		

Strategy: They will make use of *Entangling Webs* in an attempt to utilize *Arachnosis* ability to walk through webs unheeded, while Tanabay will take to the air.

Hirnen himself cannot be questioned properly while he remains in his amber prison. Remember, this man has been imprisoned and tortured for over one thousand years. The very fact that he's able to communicate at all is miraculous.

Any attempts to communicate with him, regardless of the question will be met by ever weakening mental impressions of "Help me" and "Please".