

# Paradigm Concepts

Presents



## What Lies Beneath

**A 4-Hour SHATTERED EMPIRES Adventure  
Soft-Point Adventure 1, Crusades Year 2**

**Vires, 1070 I.C.**

**By Cody Bergman**

All across the Hinterlands, battles rage as the forces of Onara face off against the Infernal Horde. In such battles, casualties are to be expected. However, when entire villages along the Bleak Coast disappear without any signs of battle, something viler than Demons and Devils may be at foot.

**A LEGENDS OF ARCANIS INTRODUCTORY adventure is designed for Tier 1.**

## Credits

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## Campaign-Related Information

The Heroes will be traveling from the town of Pearlspar, where a detachment of Milandisian Crusaders is stationed following the Pearl Maidens joining the Crusade.

The rest of the adventure has the Heroes traveling north up the Bleak Coast of the Hinterlands.

### Temples and Shrines

Pearlspar has a Temple dedicated to Yarris, as well as a smaller shrine dedicated to Saluwé. Smaller pilgrim's shrines also exist to the other gods of the human Pantheon.

### Organizations

This adventure does not have any secret orders at the beginning of the adventure

### Portals of Anshar

There are no known Portals of Anshar in this adventure.

## Adventure Background

Thousands of years ago, the Hinterlands were a lush place filled with rivers, and among these rivers lived a race of amphibians named the Raiyer, dedicated to Yarris. During the First Imperium of Man, the Raiyer came into contact with mankind and became allies of the val'Ossan family. They traded with the First Imperium to the west before it fell to decadence and strife, and the Serpent Kingdom of Valossa to the east before they began worshipping dark forces. The people of this region were the Raiyer's friends, and they have long collective memories.

As the Hinterlands dried out due to the cataclysm that created the Blasted Sea (and the Pirate Isles), the

Raiyer retreated from the now vanishing rivers and lakes to live in the sea. Many of the Raiyer could not make this adjustment and were driven mad. In order to keep this cancer from spreading, the mad Raiyer were banished to the south, while those that remained continued to be friends of man and content to live in seclusion below the waves. True to their continued friendship towards mankind, the Raiyer would keep watch occasionally on human vessels, saving sailors from storms and other hazards that plague Yarris' domain.

Recently, however, one of the High Priests of the Raiyer has been prophesying a coming doom that will afflict humanity. In order to save mankind from this doom, they need to take these humans from shore to the safety of the Raiyer cities underwater. They intend to do this by implanting humans with a parasitic creature they know as Yarris' Gift, which gives the host the ability to breathe underwater and withstand the pressure of the deep. This transformation takes time, however, and they have chosen a secluded salt marsh to house the humans while the transformation takes place.

Unfortunately, the Priest who had the vision isn't what he appears to be. Some time ago, the Infernals learned of the existence of these amphibians, and have sent infiltrators into their ranks. These infiltrators are quite foul creatures in that they take on the appearance, memories, and even some of the abilities of their 'prey' by eating them. One of these infiltrators, named Axblatl, is in fact the "High Priest" who has produced the visions and championed the need to 'save' mankind. He has altered the Yarris' Gifts that will be implanted into the humans to make them thralls for the Infernals, creating an army under his control.

## Introduction

**Key Concepts:** Explain how the characters are in Pearlspar to begin the adventure.

**Author's Note:** It is possible that some players have not played any previous adventure in the Crusade Storyline. If this is so, these Heroes are merely traveling through Pearlspar on their way somewhere else, possibly to Censure, when they meet the other Heroes in the Tavern. Please adjust the following box text accordingly.

*You and your unit march silently into Pearlspar, still covered in the blood of Infernals as well as that of your friends. It has been a rough*

*sortie into Infernal-controlled land to block the recent push against the Tir Betoqi Wall, but you and your unit held. With the breach sealed, your unit has been moved to the rear to recoup and recover.*

*So you now find yourself in Pearlspar, one of the few bastions of ‘civilization’ in the Hinterlands, where you can rest and blow off steam (as well as a few Milandisian Crowns from your Crusader pay).*

If the players who have officially joined the Crusade do not know each other, allow them to introduce themselves now. Those who have not joined the Crusade can enter the Adventure in Scene One.

*While the town of Pearlspar may be far more civilized than the rest of these lands, it still appears as a dusty fishing town compared to the great port cities of Naeraanth or Censure. The Crusaders' barracks are spartan, though still more comfortable than the ground, but the food they offer isn't much better than what you have been eating. However, it does not take you long to find a tavern near the docks that has a few empty barstools and food better than campaign rations.*

Should the Heroes decide to stay in the barracks, continue to Scene 2. If they go to the tavern, continue to Scene 1.

## **Scene One:** **The Shadow of War**

**Key Concepts:** The Heroes will learn of some of the issues currently plaguing Pearlspar.

*As you enter the tavern, you notice that the majority of the patrons appear to be of Takomir stock, though there are certainly other breeds and races. Some of these are obviously Milandisian soldiers, likely the Crusader garrison of the city or other Crusaders on leave such as yourselves; others appear to be sailors who are passing through the city.*

*It is obvious that the locals and the foreigners do not mix greatly, with the division between groups almost clear enough to be drawn on the floor. Luckily for you, there seems to be a table near the middle of the two groups with a few seats left open...*

This is a good time to introduce characters who are not members of the Crusade to the Heroes.

The Heroes are placed almost right between the two groups, and can perform **Routine (TN 15 + modifiers shown below)** **Streetwise: Gossip Action Skill Roll** to learn the following information:

### **From the Locals:**

#### **Interaction Circumstance Modifiers**

- Milandisian: -4 Penalty
- Military Background: -2 Penalty
- Sailor: +2 Bonus
- Priest of Yarris: +4 Bonus
- All others: +0 Bonus

#### **Information available:**

- There have been a lot fewer traders coming through these parts since the Infernals came. It's been making it harder and harder to make a living out here!
- The Pearl Maidens, who normally have defended these parts, were brought into the Crusade by the Milandisians and have since left. In their place a troop of Milandisian Knights and their retainers have taken up the defense of the town.
- The Milandisians have been ‘requisitioning’ food and supplies, giving copper for what should cost silver! If it weren't for the fact we needed them, we'd send them all packing.

### **From the Crusaders:**

#### **Interaction Circumstance Modifiers**

- Milandisian: +4 Bonus
- Veteran of the Wall: +4 Bonus
- Other Military Background: +2 Bonus
- Yhing Hir: -2 Penalty
- Milandisian Exile: -2 Penalty
- All others: +0 Bonus

#### **Information available:**

- We rarely see any action beyond policing the locals.
- This is a backwater assignment. I can't wait to get out of here.
- The locals don't like us here and try to disrupt our actions here at almost every turn.

- Food's been getting scarce lately, so we've had to increase our levies from the locals.
- Lady Adrianna val'Dellanov, the city's Garrison Commander, is known for being quite hard on us when we try to show the locals their place. Makes you wonder where her loyalties lie.

### From the Sailors:

#### Interaction Circumstance Modifiers

- Sailor: +2 Modifier
- Priest of Yarris: +4 Modifier
- Ss'ressen: -2 Modifier\*
- All others: +0 Bonus

\* There are some Altherians in the crowd

#### Information available:

- It's been getting more dangerous in these parts of late. Infernals and pirates have been hitting ships between Naeraanth, Censure, and Joppa.
- It's almost not worth stopping here anymore! The prices of goods have gone up almost three-fold in the last 4 months.
- The Milandisians have been taking more and more to feed the Crusade. There is almost nothing left here to trade.
- Watch yourself; there is a lot of tension between the Takomir and the Milandisians.

## Scene 2:

### Unruly Locals, Unruly Knights

**Key Concept:** There is a fight in the making, and the Heroes can either stop it, join in, or leave.

*While you are chatting with the patrons in the bar and enjoying a bowl of fish stew, you hear something coming from over by the bar. Turning, you see a young, attractive Takomir woman lying on the ground, rubbing her face while a man wearing the tabard of a Milandisian Crusader stands over her.*

*In slurred speech, the man yells at the woman, "You should know your place, woman! We have been protecting you from the threat of the Demons!"*

*You should show me a little respect... and some gratitude..." The Milandisian is obviously very, very drunk from his speech, but the damage is done.*

*Suddenly a large group of Takomir men stand and start moving towards the Milandisian. Seeing this, a group of Crusaders from a nearby table also stand to defend their comrade.*

A brawl is sure to break out between the two sides, and the Heroes have a chance to stop it. The Milandisian (one August Brest) is definitely in the wrong here as far as both sides are concerned, but the Crusaders will still come to his defense and will protect him if it comes to blows.

If the Heroes wish to try to break up the fight, the Heroes may attempt a **Dynamic Intimidate** or **Persuasion Action Skill Roll** against the obvious leaders on both ends. Have the Hero(es) state what they are attempting to say or do; you may award either a bonus (+3) or even an automatic success depending on their roleplaying. If they fail to tell you what they are trying to say, or if what they are attempting to say is completely inappropriate, feel free to apply a -3 penalty or even an automatic failure for particularly inapt reactions.

Each Hero performs their Action Skill Roll at an automatic -3 penalty (for *Dislike*) against the skills of each side's leader. Both leaders possess a base d8 die and +2 ranks per tier.

More than one Hero can participate in this roll, but only towards one of the groups. Heroes gain the same circumstance modifiers as in Scene 1's *Streetwise* rolls. The Heroes will have to succeed on 2 out of 3 rolls to calm each side down. If the Heroes fail on either side, the brawl will occur and initiatives need to be rolled.

The Heroes can also side with one side or another in the brawl; if so, roll initiatives.

The Heroes can also leave the bar. The brawl ensues, but the Heroes avoid combat.

#### Combat: See Appendix 1

The brawl stays "non-lethal" unless one of the Heroes draws steel. If that happens, things get ugly. Daggers will be drawn and people from both sides end up badly injured.

**3 mobs of Yhing Hir** and **2 mobs of Milandisians** (4 people per mob)

When the battle is complete (about 60 ticks after combat), more Crusaders will arrive to take away

those involved. If the Heroes killed any of the locals, they will be fined 20 Silver for each one killed as reparations to the family and earn the **Ire of the Takomir**. If they killed any Crusaders, they will be placed in the stockade and are out of the adventure. (Murder has consequences.) The Heroes should be able to avoid this if they simply state they are aiming to incapacitate rather than kill, or if they are able to escape (making relevant Stealth checks against 3 watchmen's passive *Perception* of 15).

### **Scene 3:**

## **The Garrison Commander's Office**

**Key Concepts:** Assuming the Heroes are not imprisoned, they will be brought up in front of the Garrison Commander of Pearlspar for a mission.

*The day after your very interesting evening in the tavern, you receive a summons to the office of the Garrison Commander of Pearlspar, Lady Adrianna val'Dellanov. You are escorted there by a pair of armored Knights to a non-descript building near the Crusaders' barracks. Approaching the building, you see the drunken Crusader from the tavern in a yoke, his back crossed with lash wounds.*

*Once through the door, you come across a very spartan-looking room with no adornments, save for a large Milandisian coat of arms over the hearth and a large, oak desk covered in parchment. Sitting at the table is a stern-looking woman with clear val eyes.*

This is Garrison Commander Adrianna val'Dellanov. She is a by-the-book disciplinarian and does not appreciate anyone who does not fulfill the Knight's Code, be they a Knight or not. If the Heroes attempted to stop the bar brawl (successfully or not) from Scene 2, she will be appreciative of them and start in a better mood. If the Heroes left before the brawl, she will act irritated, but not directly towards the Heroes. If they joined in the brawl on either side, she will act very coolly indeed.

Either way, she will continue. If some of the Heroes are not Crusaders, alter the box text accordingly to where she had heard of them by reputation and wishes to hire them as mercenaries in the name of the Crusade.

*"Good day," Adrianna begins. "I'm sorry to cut the leave short for our valiant Crusaders, but I*

*have a mission of dire importance and I believe you to be perfect for the job.*

*"The garrison here in Pearlspar, as well as the Crusade itself, requires two things to keep going: the support of the local tribes, or at least their acceptance, and food. While I will admit that we are having less success in the former, the latter is by far more important for a marching army. Up until recently, we have been acquiring our food from local fishermen from Pearlspar and up the Bleak Coast. From there, the fish and other bounty from Yarris is preserved and shipped as far away as Mil Takara.*

*"However, as you may have heard, supplies are growing short, and it isn't because of overfishing. Over the past few weeks, several villages to the north along the coast have disappeared, and with them have gone additional sources of food and supplies for the Crusade. Until recently, defense of this shore has been the purview of the Pearl Maidens, but since King Osric formed an alliance with them against the Infernals, they have been ranging farther north near Censure and Jappa. It is, therefore, the Crown's responsibility to protect these people while the Maidens are away.*

*"Your mission is to travel north and discover why these villages are disappearing, and if possible, put an end to it."*

If the Heroes are members of the Crusade, it is expected that they fulfill this mission. If they refuse, however, proceed to **Conclusion C**. If any of the Heroes were involved in the brawl from earlier, and especially if anyone was killed in the ensuing fight, the Garrison Commander will very pointedly remind them that it might be wise to make themselves scarce from Pearlspar or work off their time in the stockades.

## What Adrianna val'Dellenov knows:

### - How have the villages disappeared?

"They haven't so much 'disappeared' as become completely unpopulated. The buildings are still there, along with possessions, but the people have disappeared without a trace."

### - Any Infernal activity in the area?

"There has been very little in the way of Infernal attacks here in the past several months, especially since Mil Takara is a far more attractive target as the command centre for the Crusade."

### - Why are the Takomir angry?

"The Takomir do not like that we are here, but know that they would be far worse off if we were not. With supplies drying up, and the Crusade still needing to be supplied, we have been forced to take more than we otherwise would from the local population."

### - Can you provide me with a Sarishan Steel Weapon?

"We do not have any unassigned weapons. If you had joined the Crusade in Mil Takara, you would have been issued one."

### - Who is the man outside?

"His name is August Brest, and he, as you should know, was involved in the brawl at the local tavern last night. From eye witness accounts, he comported himself poorly and is facing the price of his behavior."

### - What other threats are in this area?

"There are many beasts which inhabit these lands, many of them dangerous. However, I doubt the local fauna will be enough to stop individuals such as yourselves."

### - What are the locations of the disappearing villages?

"All the villages that have disappeared were within a mile of the sea. There are a few villages farther inland, and all of them have been spared, which only makes this more curious."

### - How much will we be paid?

"Well, I can definitely tell who is here for King and Country, and who is here to fill their purse. I can afford to spend **5 Silver** on each of you for your efforts once you return with an acceptable report. (Note: If the Heroes attempted to stop the brawl, they gain receive a **4 Silver** bonus if they did not ask to get paid)"

Assuming that the Heroes take this mission (and what Hero wouldn't?), proceed to Scene 4.

## Scene 4: Journey by the Sea

**Key Concepts:** The Heroes discover some of the villages that have been depopulated and gain a few clues on what has happened.

*Making your way north up the Bleak Coast from Pearlspar, you find the terrain difficult. The Bleak Coast is something of a misnomer for the region; the Rugged Coast would be far more accurate. All along your route, you come across sheer cliffs and jagged rocks, forcing you to travel miles around to travel only a mile forward. It is tough going, but eventually you find a break in the wind-battered cliffs.*

*In a depression caused by a canyon rift, you see a few buildings facing out onto a sandy beach with fishing boats pulled up on shore. It is an image familiar to anyone who has travelled along the sea coast, except for one thing: nothing is moving here.*

This is one of the deserted villages. Have the Heroes perform **Perception Action Skill Rolls** as they search the buildings. Any Hero who succeeds in an **Easy (TN 10) Action Skill Roll** finds food that has gone bad, trinkets of some worth that are still in the house, boats in need of tending, and beds that are not made. Any Hero who succeeds in a **Challenging (TN: 20) Action Skill Roll** will notice that there are many footprints leading from the buildings. A **Daunting (TN 25) Action Skill Roll** or successful **Routine (TN: 15) Tracking Action Skill Roll** will find that these tracks lead towards the beach, but disappear shortly thereafter. (Note: They do not go INTO the ocean, as those tracks have been swept away by the tide.)

The Heroes can now go one of two ways. They can either continue along the coast by land, or they may choose to travel by sea. Any Hero who succeeds on a **Routine (TN: 15) Wilderness Lore Action Skill Roll**

or is trained in *Seamanship* will know that the waters here are rough near the cliffs and it would take a great deal of effort to pilot a boat (requiring **Challenging (TN: 20) Seamanship Action Skill Rolls**). If they choose to travel by sea, they will notice the smoke from a village burning and arrive in time to see the Raiyer retreating into the sea with the villagers that they managed to charm (Scene 5A). If the Heroes go by land, they will come here a few days after the fact, but can still learn much of what they would have gotten otherwise (Scene 5B).

Either way, the Heroes will continue along the coast making **Challenging (TN: 20) Seamanship Rolls** or **Routine (TN: 15) Wilderness Lore Rolls** to deal with their respective terrain until they come across another village. Failed *Wilderness Lore* rolls indicate getting lost, and add time to their journey. (If they fail 3 such rolls, they will find another village empty before they find the Raiyer.) If they fail their *Seamanship* rolls, they find it difficult to navigate their craft; eventually, they are forced into the rocky shore, and will be forced to climb up on shore, meeting the same result.

*Continuing along the coast, you come to yet another hauntingly quiet village by the sea.*

Consider this to be a repeat chance of figuring out the information from the previous village. Once again, the Heroes will find tracks that lead to the sea. Have the Heroes continue to make their relevant rolls before they reach the next village, which has another clue in it.

*As you round the bend in the shore, you come across a much more navigable region of sand dunes that seem to go on for miles. After a short while, you come across another village, this one much larger than the two you have previously seen, but equally deserted.*

In this village the players will find much the same information as before, but here the tide has not washed away the tracks leading into the sea, meaning they can be spotted with a successful **Challenging (TN: 20) Perception** or **Easy (TN 10) Tracking Action Skill Rolls**. Also, with a **Routine (TN 15) Perception Action Skill Roll**, they will find the Temple of Yarris in the village, which contains a fresh (i.e., only a few hours old) offering of fish before the idol. This offering was left by the Raiyer who had taken the villagers.

## **Scene 5:** **Witnessing the Attack**

**Key Concepts:** The Heroes get to see the Raiyer taking another group of humans under water while other Raiyer cover their escape.

If the Heroes approach by sea, read the following:

*Sailing up the coast, you see smoke coming from about ten miles farther up the coast. Moving closer, you see a large group of people being lead, apparently willingly, into the sea by a group of humanoid fish creatures.*

*However, while the majority of the population from the village is descending into Yarris' domain, the village itself is in turmoil. Several fires seem to be burning out of control and it appears that there might be a battle going on between several of the remaining villagers and the strange fish-men.*

The Heroes can either land and join in the battle, or wait it out. If they wait it out, proceed to Scene 5B. If they land, they will be met by a group of villagers aided by a local sorcerer (who, alas, caused the fires with spells) fighting with a group of Raiyer. Once close enough, the Heroes may attempt an **Amazing (TN: 30) Knowledge: (Religion)** or **(Myths and Legends) Action Skill Roll (with divine followers of Yarris gaining a +10 to their roll)** to identify these humanoids as being similar to the ones purportedly involved in the Yarricite Heresies of Salantis in the Coryani Empire.

*Coming to shore, you find a five villagers locked in combat with a larger group of fish-men with large eyes, razor sharp teeth, and vicious-looking claws. It appears that the humans, led by someone who is obviously a sorcerer, are falling back before the superior force assailing them.*

If the Heroes arrived by land, read the following:

*Off in the distance, over the many dunes and crags of the coast, you see smoke beginning to billow. Making haste towards them, you crest the last dune to see another village similar to those you have already come across, except that instead of being deserted, this one is wreathed in flames. You cannot make out much, other than a group of beings are beginning to disappear below the waves.*

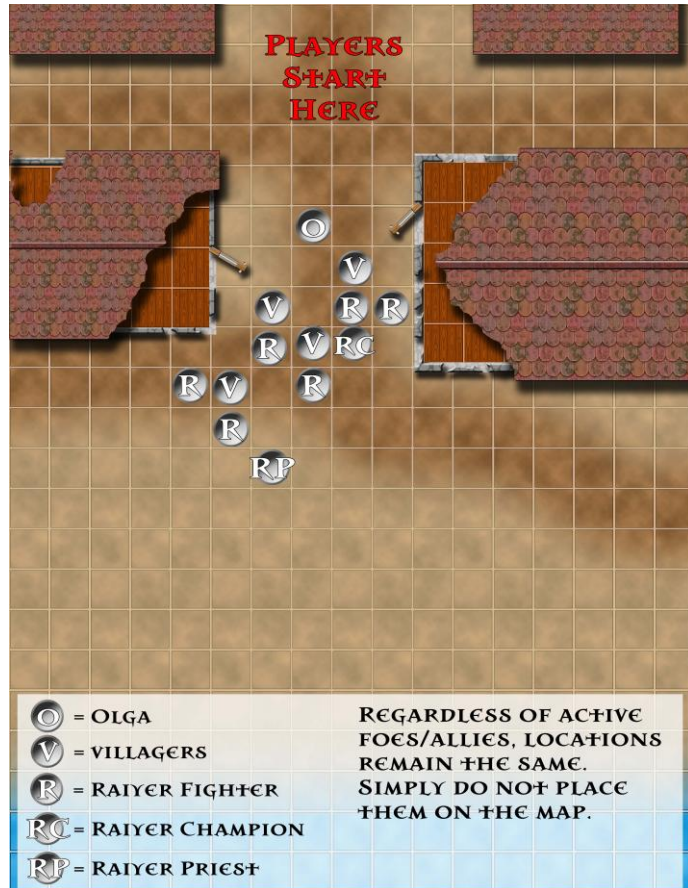
However, as you approach the village, you find that your path towards the people passing into the sea is blocked by a battle. Already half a dozen or so humans lie mangled on the ground, leaving only a single bruised and battered woman facing off against several strange creatures.

Heroes who succeed in an *Amazing (TN: 30) Knowledge: (Religion) or (Myths and Legends) Action Skill Roll (with divine followers of Yarris gaining a +10 to their roll)* to identify these humanoid as being similar to the ones purportedly involved in the Yarricite Heresies of Salantis in the Coryani Empire..

Another option for the Heroes is to wait for the battle to be over and try to track the Raiyer. This is by no means the preferred option, since they will be traveling in the water and would take someone proficient in tracking by sea to follow. Unless the Heroes have the ability to follow & track them underwater (such as a val'Ossan or a Berokene who can breathe underwater with ranks in Tracking), it will be near impossible to keep up with them once they enter the sea. If they can do this, they can follow the Raiyer with a successful *Challenging (TN: 20) Tracking Action Skill Roll*, while making all the appropriate *Stealth* rolls versus the Raiyer's passive *Perception* (the Raiyer possess a passive *Perception* of 18).

If the Raiyer spot them, they will send back a minion group and their commander to deal with them. If you succeed on tracking them without being noticed, please proceed to **Scene 6A**.

When running the allies, simply have the minions attack other minions, 'opening the field' for the Heroes a little. No need to roll attacks; simply drop a few every 6 ticks or so. The Raiyer kill the Takomir villagers mostly, but lose a Raiyer for every 2 Takomir.



**Combat: See Appendix 2**

**If Heroes arrived by sea:**

**Allies –**

- 1 Mob of Takomir villagers, Minions
- Olga, Elite Skohir Sorcerer

**Enemies –**

- 2 mobs of Raiyer Fighters, Minions
- 1 Raiyer Priest of Yarris, Elite
- 1 Raiyer Warrior, Common Brute

**If Heroes arrived by land:**

**Allies –**

- Olga, Elite Skohir Sorcerer at half Stamina

**Enemies –**

- 1 mob of Raiyer Fighters, Minions
- 1 Raiyer Priest of Yarris, Elite
- 1 Raiyer Warrior, Common Brute

## Tracking Failure:

### Enemies -

- 1 mob of Raiyer Fighters, Minions
- 1 Raiyer Warrior, Common Brute

Once defeated, the Heroes will be able to question the culprits (assuming they left any alive. . . ).

If you question the villagers, they will tell you that they have no memory of how the fish-men got into the village, or what they are. All they know is that they would have followed the rest of their fellows into the sea if it weren't for Olga.

Olga, the sorceress, is of obvious Skohir descent and as such looks very different from the rest of the villagers. (Takomir look like pale Asians. Skohir look like Scandinavians.)

### What Olga knows:

- **What happened here?**
- *"I am not sure. I was sleeping in my home when suddenly, in my mind, I hear something calling to me. While initially I started following it, I soon realized that it was some sort of charm effect and was able to throw it off. When I did, I realized that those creatures had charmed the entire village! Unwilling to have my rescuers taken away like cattle, I fought back and was able to break the charms on these five before they attacked me."*
- **Rescuers?**
- *"Yes, I was taken by the Vanomir as a slave. They raided my home near Jappa when I was a child. I lived with them for many years until my Gift started to manifest. At that point, I became too much of a liability to them and they sold me to Garundi pirates, probably to take me to Ymandragore. However, the pirates decided to raid this village first, and the villagers were able to fend off the pirates and free me. I have remained here ever since as thanks for their help."*
- **What happened to the rest of the village?**
- *"I don't know. The creatures cast something on them before bringing*

*them to the shore, and I didn't notice any bubbles when they entered the water. I can only hope they are still alive and did not drown."*

### - **Is there anyone else left in the village?**

*Olga hangs her head in shame. "No, I wasn't able to save anyone else."*

If the Heroes captured any of the Raiyer alive, they can also be questioned. All of the Raiyer speak their own language which is unlike any human language. It would take an **Improbable (TN: 35) Linguistics Action Skill Roll** to be able to comprehend it, dropped to a TN: 20 if the Hero possesses the val'Abebi bloodline ability "The Tongues of Men are of All Men". However, the Commander (Brute Fighter) and the Priest also speak Altheran. If any Hero speaks that language, they can interrogate those Raiyer. The Raiyer will refuse to speak to any of the Heroes unless they make a **Challenging (TN: 20) Persuasion Action Skill Roll** (with any val'Ossan gaining a +5 to this roll) or a **Daunting (TN: 25) Intimidate Action Skill Roll**. If failed, they will simply curse the Heroes for stopping their holy mission and demand to be released.

Alternately any hero may simply spend a hero point to get the Raiyer to talk.

### What the Raiyer Know:

- **Why did you take the villages?**
- *"They have been saved by us. They will be transformed so they can live among us, to protect them from the darkness."*
- **Transformed?**
- *"Yes, they will be changed so they may live among us."*
- **How?**
- *"They will be altered by a Gift of Yarris, given to our people many thousands of years ago. "*
- **Darkness?**
- *"Our High Priest has foreseen a darkness upon the land which threatens these humans. We wish to save them from this darkness."*
- **Who are you?**
- *"We are the Raiyer. We dwell beneath."*

- **Where are the villagers being taken?**  
*"The transformation takes time, and the villagers can only survive in Yarris' domain for a brief time with our spells. As such, they are taken to a Salt Marsh while they change."*
- **Can you take us there?**
- *"We shall bring you there, so you can see the holy work that we are doing."*

If the Heroes convince the Raiyer to bring them to the Salt Marsh, proceed to **Scene 6B**.

## **Scene 6A:**

### **The Quarry In the Marsh**

**Key Concepts:** The Heroes are taken to the Salt Marsh, where they are likely captured and witness the transformations.

If the Heroes got here by tracking the Raiyer, read the following:

*Following the fish-men, they bring you once again inland into what appears to be a salt marsh. Making sure to keep your distance, you can see the humans, still apparently charmed, being lead into the tall grass, blocking them from your view.*

Have the Heroes make *Stealth* rolls against the passive *Perception* of the Raiyer watchers hidden in the grass (Passive is 16). If spotted, the Heroes will be ambushed by a Raiyer force and are all knocked unconscious by darts, taken captive and brought before the 'High Priest'. If not, continue by reading the following:

*Sneaking past the grass, you see a sight that leaves you speechless; hundreds of humans are floating face down in the waters of the Salt Marsh. All of them have something attached to their back and heads. These things appear as a scaly chrysalis, and look to be moving as if breathing. If you look closely enough, the humans seem to have gills moving under the water.*

*Out from the right, not thirty feet from you, a group of humans is being lead towards the marsh. A pair of the creatures carrying a large tank follows them. Once in the waters of the marsh, these new humans are held down in turn by two of the fish-*

*men, and a lump of moving flesh and scales is removed from the tank. Suddenly, one of the creatures tosses the fleshy mass onto the back of a prone human, a girl of no more than 15 years. It then moves up her back to the base of her neck, and she lets out a blood-curdling scream as the mass injects a pair of pincers into her neck.*

This would be the point where the Heroes likely would intervene. If they move up from their hiding spot, they are met with a hail of tranquilizer darts. (The Raiyer have people stationed to make sure none of the humans escape.) If they continue to hide, have them make *Stealth* rolls against the very same guards (Guards are d10 threats with 3 ranks per tier in *Stealth*). If spotted, and surely at least some of them will be, have the guards shower them with darts, knocking them all unconscious. Continue to Scene 7.

## **Scene 6B:**

### **Follow the Leader**

**Key Concepts:** The Heroes are lead to the Salt Marsh by one of their captured Raiyer, and find their way to the High Priest.

*Your captive has carried you from the village, always near the coast as it claims that it would not survive when too far away from the water, to a large Salt Marsh. Upon arrival, you see what looks like a fresh "harvest" of humans coming up from the briny depths of the Pale Sea and into the tall grass of the marsh.*

If the Heroes forced the Raiyer to help them by intimidation, it will start sending subsonic signals to its brethren to prepare an ambush. Due to the difference their hearing structures, ss'ressen have a chance of detecting this. If the ss'ressen is making active *Perception* rolls, they will detect this signal (though not its meaning) with a TN of 25. If they are not actively listening, they will detect it if their passive *Perception* is higher than 22. Detected, the Raiyer will claim not to have done anything, at which time 20 other Raiyer with spears will step out of the grass and take the Heroes captive.

If the Raiyer is willingly leading them, it will use its subsonic signals to inform its brethren they are coming. Due to the difference of their hearing structures, ss'ressen have a chance of detecting this. If the ss'ressen is making active *Perception* rolls, they will detect this signal (though not its meaning) with a TN of 25. If they are not actively listening,

they will detect it if their passive *Perception* is higher than 22. If confronted by this, the Raiyer will tell them truthfully what it is doing.

Once they enter the Marsh, read the following:

*Passing through the long grass, you see a sight that leaves you speechless; hundreds of humans are floating facedown in the waters of the Salt Marsh. All of them have something attached to their back and heads. These things appear as a scaly chrysalis, and look to be moving as if breathing. If you look closely enough, the humans seem to have gills moving under the water.*

*Noticing your gaze, your guide will inform you that this is where the transformations take place, and leads you farther into the grass.*

The Heroes can now ask the Raiyer additional questions.

- **What are those things on their backs/necks?** *They are Yarris' Gift, given to us many thousands of years ago so we could better commune with your people.*
- **Where are you taking us?** *You are being brought to the High Priest. He shall answer your questions.*

All further questions are met with silence.

## **Scene 7:** **Meeting the "High Priest of Yarris"**

**Key Concept:** The "High Priest" explains how he is 'saving' the humans, and gives the Heroes a choice to let them be and not report what they are doing, or be transformed.

If the Heroes were knocked out and captured, please read the following:

*As you awaken from the tranquilizer, you groggily see that you are in a small hut. While the area where you were lying in is fairly dry ground, you see that half the floor of the hut is submerged, with daylight being visible between the water and the hut's wall, indicating an underwater exit. A door on the dry side represents a more conventional exit.*

*However, before you can contemplate your escape, you also notice that there are four fish-men with spears standing around you, as well as another who appears far more elaborately dressed than the others. Around his neck hangs a large Holy Symbol of Yarris made of coral.*

*"Greetings," the creature says in Low Coryani. "I see that you have discovered our holy mission to save your kind from the darkness that now grips this shore. I hope we did not cause too much alarm, but we could not just sit and do nothing."*

If the Heroes arrived at the hut in a more dignified fashion, please read the following:

*As you cross by another one of the transformation pools, you hear a blood-curdling scream, though none of your escorts pay it any mind. "The transformation is not overly comfortable," your guide tells you. Before long, you are brought before what appears to be a simple hut, about 30 feet wide and half submerged. From the side, you can see ripples moving in and out of a water entrance into the hut. Luckily for you, there also appears to be a more standard door on the ground-side of the hut.*

*As your guide leads you into the hut, you see a Raiyer standing near the water's edge, flanked by a quartet of guards wielding vicious-looking spears. The central Raiyer is far more elaborately dressed than the others. A large Holy Symbol of Yarris made of coral hangs around his neck.*

*"Greetings," the creature says in Low Coryani. "I see that you have discovered our holy mission to save your kind from the darkness that now grips this shore. I hope we did not cause too much alarm, but we could not just sit and do nothing."*

The High Priest of Yarris is actually an Infernal doppelganger. If the Heroes choose to make a "Detect Infernal Taint" roll (assuming they have the Talent), the 'Priest' has a Discipline Defense of 19. Do not prompt them to do this at all.

- **Who are you?** *I am High Priest Harravakar of the Raiyer. You may also know of my people by the name 'Lurkers Below the Waves', though that more accurately refers to a different sect of our kin.*

- **A different sect?** *Many centuries ago, when the area you know as the Hinterlands were lush and full of water, we lived among its lakes and rivers. When the cataclysm came that formed what you call the 'Blasted Sea', we were forced into the oceans to survive. Some did not take the change well and we were forced to remove them from our society. They settled to the south, around the area you call 'Salantis'.*
- **Are you the source of the Yarricite Heresies?** *Harravakar draws up, looking insulted. "Our worship of the Sea Lord is far more pure than your own. You surface dwellers have been corrupted by time, but we still remember when the Gods swam among us and have kept our faith in Him."*
- **What gives you the right to kidnap people?** *"We are trying to save them from the darkness I have foreseen. It is better that they live with us, where it is safe, than up on the rocks where they will be ground against the tide of evil!"*
- **What are you doing to them?** *"They are being implanted with one of the Gifts given to us by the Gods, which we refer to as the 'Gift of Yarris'. It is a creature that binds to a living host and merges with it. The Host provides food for the Gift, while the Gift allows the Host to breathe underwater and survive the pressures of the sea."*
- **I have heard nothing of this "Gift of the Gods!":** *Well, maybe Yarris didn't trust your kin with all of his secrets?*
- **Is it reversible?** *After the Gift binds to the Host, and has started the binding, it is difficult to remove without killing both.*
- **Will you join us against the darkness?** *We are fighting the darkness by removing the victims. This is our way.*
- **What are you, cowards?!** *Harravakar gives you a look you assume to be amusement. "We have sat and watched*

*the surface since the fall of your First Imperium. We have seen what you do to each other, and what many of you have done to the sea. We protect Yarris' domain, and that is where we end. However, we also remember our friends among man and are fulfilling our allegiance with our actions now."*

'Harravakar' is not apologizing for anything done, and will not. He has played on the beliefs and morals of the Raiyer to start enslaving these humans.

*Looking at you once more, the High Priest starts speaking in a level, almost threatening, voice. "You have had your chance to learn of what we are doing, and I give you two choices: you will either leave this place and let us continue our work, swearing by the God of Oaths that you will not breathe a word of it to anyone else, or we will be forced to bring you with us to ensure that you do not stop us in our Holy Quest. Choose now, and choose wisely," he says, while the quartet of guards around him moves into a more protective posture.*

The Heroes have a choice: Swear by Sarish that they will leave and not mention what is happening here, or be transformed.

In his current form, he can cast some basic spells that appear to be from a Divine source, either through commonalities or spells he "acquired" from the original priest. The 'Priest' cannot make Sarishan Oaths at all, and if the Heroes bring this up (he's supposed to be a Priest of Yarris, after all), he will simply state that making any Oath in the name of Sarish is binding and trusts their honor in keeping one.

If the Heroes agree to a Sarishan Oath, read the following:

*The Priest brings all of you together into a circle around him. "In exchange for release from myself and my forces, you have all sworn an oath to leave this place and never reveal what has happened here to another living soul. If you break this oath, either by not leaving or by revealing anything they have seen here or heard from the Raiyer, it shall bring injury and pain to you."*

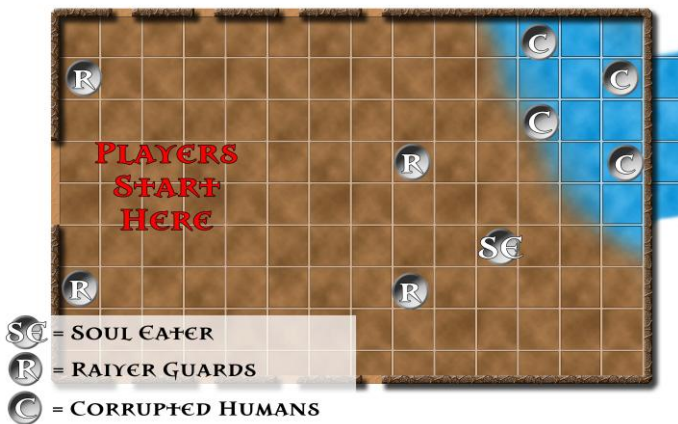
In truth, he will cast the *baneful prophecy* spell on all of them. Should the Heroes think to attempt a *Challenging (TN: 20) Knowledge: (Arcanum)* or *Arcanum: (Shamanism)*, they will be able to identify the spell as *baneful prophecy*, a Tier II Hexes spell.

If they do not leave, or if they reveal what has happened here, or what the Raiyer have told them, they will take d12(d12) Stamina damage from the Hex.

If the Heroes agree to remain silent, or if they lie and are not detected, the Priest will cast his spell and release them back outside of the Salt Marsh. Please proceed to **Conclusion B**.

If the Heroes refuse, or are caught lying, roll initiative.

### Combat: See Appendix 3



Enemies:

- 4 Raiyer Guards
- 1 Soul Eater, Adversary Infernal
- 1 Mob of Corrupted humans (4 each)

During combat, the ‘Priest’ will focus on spells such as *elemental bolt*, *brittle bones*, and *diminish fatigue*, while the Guards will block any attempt by the Heroes to reach the Priest. If the Priest is directly assaulted, or if more than half his Guards have fallen, he will summon his new ‘minions’ to attack the Heroes from the rear while he starts loosing all the spells he knows to defeat them.

*As you begin to bear down on the Priest himself, you notice that the pool to the side of the building is stirring. Emerging out of the water like some sort of feral ghouls comes a large group of human-like creatures; their eyes are dark and dead, their teeth look like those of a shark, and they have sprouted claws on their hands.*

*On their backs of their necks you see large fleshy masses with pincers coming from either side*

*of their spinal cords. When they see you, their eyes change suddenly from their lifeless look to glowing red, and they let loose a scream that you have only heard before near the Godswall.*

### Have the Heroes perform a Horror Check TN: 20

These are the humans who have finished being transformed by the Priest and been telepathically summoned to the hut by him. They will attack any Hero who threatens the Priest.

If the Heroes succeed on “Unraveling the Thread” (TN: 19) on the ‘Priest’, they can dispel his Innocent Appearance ability, revealing him in his true form of a tall, gangly-looking creature with hollow eyes and very long sharp claws. This may backfire, as the devil will start to use its natural attacks, which are quite nasty.

When the ‘Priest’ is Vanquished, his body will naturally revert to its true Infernal form.

## Scene 8:

### Where do we go from here?

**Key Concepts:** The Raiyer and the Heroes must face the realities of the situation

*When the Infernal and the last of his ‘saved’ humans finally fall, you have but a moment to rest before a squad of Raiyer burst through the water entrance. Initially focusing on you and their downed brethren, the leader of the group quickly spots the body of the Infernal lying on the ground wearing the finery that is unmistakably that of their ‘High Priest’. Giving his men a signal to hold, he demands to know what just happened here.*

Have the Heroes give a full account, including how the ‘saved humans’ appeared to attack them like slaving minions. The Commander will send out one of his priests after hearing that. After some time, the priest will return and say that the aura of the “Gifts of Yarris” appears to have been tainted by some vile force, which must be the reason the transformed humans acted like this.

**Note:** If the Heroes had not *killed* ‘Priest’ they will still be under the effects of a *Baneful Prophecy* spell and suffer d12(d12) Stamina damage from the Hex.

At this, the Commander will look gravely at the Heroes:

*The Raiyer Commander looks at your group. "It seems that you have saved us from making a very dire mistake. We only wished to save your people from the suffering that the High Priest - that thing - said was coming. When we first came back to the shore, we saw it in turmoil and found that his 'visions' were true. Now I believe we have caused more harm than good."*

If asked if they can reverse the procedure, the Commander will look down.

*"Alas," says the Commander, "we can only remove the tainted Gifts of Yarris from but the most recent of the humans we have brought here. Unfortunately, most of them are too far along to have it removed. We will still bring them to our home, watch over them, and try to rid them of their corruption. Hopefully, we may still save some."*

The Raiyer will agree to begin removing the implants from as many humans as they can, and offer to bring the Heroes closer to Pearlspar (saving them several days travel). They can either accept or refuse this; the Raiyer will understand if they refuse.

If they wish they are also offered the "priest's" *Fine Quality Great Trident*

## **Conclusion A:** **All is well. . .?**

**Key Concepts:** The Heroes have revealed the doppelganger and the Raiyer have begun to return the humans to their homes.

*Back in Pearlspar, you find that the town is much as you left it before: drab, dusty, and full of enough tension you could cut it with a dagger. However, after a few short days when word is received that several of the fishing villages have been repopulated, the people feel a much needed sense of relief at the promise that food and other tradable supplies may become available again.*

*As if to dampen your mood, you hear that the newly returned locals appear to be quite different than before. Many of them still retain scars from their experience, and many apparently seem to be far more comfortable in the water than they used to. Some villagers also purportedly have far shorter*

*temper than previous. One group has even started raiding neighboring villages and tribes!*

*Leaving Pearlspar after hearing this news, you notice an odd shape in the surf. Moving over to investigate, it is unmistakably the form of a dead Raiyer, its body mangled and slashed as though it were clawed to death by some vicious creature.*

## **Conclusion B:** **The Thralls Come!**

**Key Concepts:** The Heroes decided to keep the Raiyer's actions secret.

*As you sit in the tavern in Pearlspar after your journey to the north, you hear reports from a trader from Censure. Even more villages along the shore seemed to have 'disappeared'. Probably more disturbing is his report of hundreds of corpses of strange half-fish creatures washing up on the shores north of Pearlspar, all appearing to have been mutilated by some sort of clawed creature.*

*"Censure's been attacked!" yells a man who bursts through the door of the tavern. When pressed about this, the man elaborates, saying a ship from Censure had reported that during an Infernal probing raid against Censure's defenses. Hundreds of strange creatures rose from the sea to the defender's rear. These creatures appeared to be humans, but had strange growths on their backs and neck and seemed to be commanded by the Infernals themselves. While the defenders were able to defeat the creatures and hold the walls, it greatly weakened Censure's defenses. Only time will tell if the great City of the North will hold against another attack.*

## Conclusion C: **Cowards, all of you are Cowards!**

**Key Concepts:** The Heroes decided not to take the mission.

*Having chosen to not to take the mission, you have since left Pearlspar to your next destination.*

*In the days that follow, you hear of several strange disappearances of Takomir villagers around the Pale Sea, and of a huge attack by strange, almost zombie-like, creatures that rose from the sea against Censure. Whether these two things are related or not is unknown at this time.*

## **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 to Conclusion A or B	90
Stopped the Bar Fight	15
Participated in the Bar Fight	5
Killed Civilians	-5/Person Killed
Discovered the tracks at the villages	10
Stopped the Raiyer Attack in Scene 5A	20
Defeated/Tracked the Raiyer in Scene 6	20
Found the Salt Marsh	20
Defeated the High Priest	25
Role Play	0-25
Total Possible Experience	225

## 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 1/10th its 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 4

- 2 Silver if the Heroes attempted to stop the brawl.
- 5 Silver if the Heroes insisted on getting paid.

### Scene 5

*Note: All this gear is taken away from the players if they successfully reach 6a or 6b (where they are knocked out by tranquilizer darts or lead to the "Priest's" layer.*

- 50 Javelins – 2 Cc each, 1 Sc for all
- 14 sets of Shell Scale Armor\* – 3 Sc each, 42 Sc Total
- 1 Great Trident – 5 Sc
- 1 Light Spear – 3 Cc
- 1 Large Shield – 3 Sc
- The Heroes may “loot” the abandoned village collecting a total of 50 silver per Hero in additional coin, but their actions do not go unnoticed.

\* Armor cannot be worn by the Heroes. And thus the lower re-sell value

### Scene 5 (optional\*)

*This only happens if the Heroes were able to track the Raiyer under water and were seen. As the encounter above they are stripped of this loot when they reach 6a or 6b.*

- 24 Javelins – 2 Cc each, 48 Cc for all
- 11 sets of Shell Scale Armor\* – 3 Sc each, 33 Sc Total
- 1 Light Spear – 3 Cc
- 1 Large Shield – 3 Sc

### Scene 7

The Heroes are not allowed to keep any of the guards' gear, but are allowed to take the “Priest's” *Fine Quality Great Trident*. (May be sold for 1 Gc)

## Story Achievements

### ***“Looter”***

If the Heroes fail to complete the adventure, but sell loot collected from the village in Scene 5, the Heroes gain the title of “Looter”. The Heroes gain a +2 bonus to *Reputation* rolls (pg. 138) by people from the *Pearlspar* and the Crusade to be recognized as a looter. In turn, the Heroes will suffer a -2 penalty to all Social Action Skill rolls when dealing with anyone who has recognized them as a looter.

## Appendix 1

### Unruly Locals, Unruly Knights

Some of the Ying Hir attack with broken chairs (clubs) while others attack unarmed.

<b>Yhing Hir</b>		<b>Mob of 4</b>	
Minion (Tier 1)		<b>d6, Medium Humanoid (Human)</b>	
Avoidance	Fortitude	Discipline	
17	16		
<b>St/Wo:</b>	1 (1)	<b>Pace:</b>	30'
<b>AR:</b>	0	<b>Initiative:</b>	2
<b>Attacks:</b>	<i>Unarmed or Dagger:</i> +3 (a)		d4 (d6)
	Speed: 3, Range: Melee		
	<i>Club:</i> +3 (a)		d6 (d6)
	Speed: 4, Range: Melee		
<b>Talents</b>	Pugilist, Waylay, Wolf Pack Tactics		
<b>Flaws</b>	None		
<b>Skills</b>	(+3/17/14) Athletics, Intimidate. Melee: (Balanced, Unarmed, Unbalanced), Ranged: (Thrown), Ride		
<b>Gear</b>	Broken Chair (Club), Common Garb		
<b>Encounter Tier Value: 1.0</b>			

<b>Milandisians</b>		<b>Mob of 4</b>	
Minion (Tier 1)		<b>d6, Medium Humanoid (Human)</b>	
Avoidance	Fortitude	Discipline	
16	17		
<b>St/Wo:</b>	1 (1)	<b>Pace:</b>	30'
<b>AR:</b>	0	<b>Initiative:</b>	2
<b>Attacks:</b>	<i>Unarmed:</i> +3 (a)		d4 (d6)
	Speed: 3, Range: Melee		
	<i>Broadsword:</i> +3 (a)		d8 (d6)
	Speed: 5, Range: Melee		
<b>Talents</b>	Disciplined, Opportunist, Pugilist		
<b>Flaws</b>	None		
<b>Skills</b>	(+3/17/14) Athletics, Intimidate. Melee: (Balanced, Unarmed, Pole Arms), Ranged: (Archery), Ride		
<b>Gear</b>	Broad Sword, Common Garb		
<b>Encounter Tier Value: 1.0</b>			

## Appendix 2

### Witnessing the Attack

<b>Takomir Villagers</b>		<b>Mob of 4</b>
Minion (Tier 1.0)		<b>d6, Medium Humanoid (Human)</b>
Avoidance	Fortitude	Discipline
17	17	16
<b>St/Wo:</b>	1 (1)	<b>Pace:</b> 30'
<b>AR:</b>	0	<b>Initiative:</b> 2
<b>Attacks:</b>	<i>Fishing Trident</i> +3 <i>(Spear)</i> (a) Speed: 5, Range: Melee	d8 (d6)
	<i>Fishing Knife:</i> +3 (a) Speed: 3, Range: Melee	d4 (d6)
<b>Talents</b>	Quick	
<b>Flaws</b>	None	
<b>Skills</b>	(+3/17/14) Athletics, Melee: (Balanced, Unarmed, Pole Arms), Ranged: Thrown, Ride, Seamanship, Swim, Wilderness Lore.	
<b>Gear</b>	<i>Fishing Trident (Light Spear), Small Shield, Fishing Knife, Common Garb</i>	
<b>Encounter Tier Value: 1.0</b>		

<b>Olga</b>		<b>d8, Medium</b>
Elite [Arcane] (Tier 1.0)		<b>Humanoid (Human)</b>
Avoidance	Fortitude	Discipline
18	17	19
<b>St/Wo:</b>	35 (1)	<b>Pace:</b> 30'
<b>AR:</b>	0	<b>Initiative:</b> 3
<b>Attacks:</b>	<i>Short Sword:</i> +3 (a) Speed: 4, Range: Melee	d6 (d8)
<b>Spells Known</b>	Cast at +3 All Universal, Elemental Bolt, Force Push, Quicken Step, Confound.	
<b>Talents</b>	Die Hard (d8+2), Mind over Body, Quick	
<b>Flaws</b>	None	
<b>Skills</b>	(+3/18/15) Athletics, Arcanum: (Sorcery), Melee: (Balanced), Perception.	
<b>Gear</b>	Short Sword, Common garb	
<b>Encounter Tier Value: 2.5</b>		

<b>Raiyer Fighters</b>		<b>Mob of 6</b>
Minion (Tier 1.0)		<b>d6, Medium Humanoid (Raiyer)</b>
Avoidance	Fortitude	Discipline
16	18	17
<b>St/Wo:</b>	1 (1)	<b>Pace:</b> 20' (Swim 60')
<b>AR (n):</b>	3 (0)	<b>Initiative:</b> 2
<b>Attacks:</b>	<i>Claws</i> +3 (a) Speed: 3, Range: Melee	d4 (d6)
	<i>Javelins:</i> +3 (a) Speed: 4, Range: Thrown 30'	d6 (d6)
<b>Weapon Tricks</b>	Javelin: Mighty Throw	
<b>Spells Known</b>	Cast at +4. Spells Known: <i>Witchlight</i>	
<b>Traits</b>	Breathe Water	
<b>Talents</b>	Wolf Pack Tactics, Waylay, Stealthy	
<b>Flaws</b>	Vulnerability: Fire	
<b>Skills</b>	(+3/17/14) Athletics (Swim at +13), Melee: (Unarmed), Perception, Ranged: Thrown, Seamanship, Stealth.	
<b>Gear</b>	4 Javelins, Shell Scale Armor (can't fit normal humanoids)	
<b>Encounter Tier Value: 1.0</b>		

<b>Priest of Yarris</b>		<b>d10, Medium</b>
Elite [Divine] (Tier 1.0)		<b>Humanoid (Raiyer)</b>
Avoidance	Fortitude	Discipline
16	20	21
<b>St/Wo:</b>	40 (1)	<b>Pace:</b> 20' (Swim 60')
<b>AR (n):</b>	3 (0)	<b>Initiative:</b> 4
<b>Attacks:</b>	<i>Great Trident</i> +5 (a) Speed: 7, Range: Melee	d12 (d10)
<b>Spells Known</b>	Cast at +5 Spells Known: <i>All Universal, Diminish Fatigue, Castigate, Brittle Bones, Ward of Protection, Witchlight.</i>	
<b>Traits</b>	Breathe Water	
<b>Talents</b>	Adaptation: Rapid Spell, Spell Affinity: Diminish Fatigue, Sidestep Charge	
<b>Flaws</b>	Vulnerability: Fire	
<b>Skills</b>	(+5/21/16) Athletics (Swim at +15), Deceit, Melee: (Pole Arms, Unarmed), Perception, Ranged: (Thrown), Seamanship, Stealth	
<b>Gear</b>	Great Trident, Shell Scale Armor (can't fit normal humanoids)	
<b>Encounter Tier Value: 2.5</b>		

<b>Veteran Warrior</b>		<b>d8, Med,</b>	
<b>Common [Aquatic, Brute] (Tier 1.0)</b>		<b>Humanoid (Raiyer)</b>	
<b>Avoidance</b>	<b>Fortitude</b>	<b>Discipline</b>	
16	19	17	
<b>St/Wo:</b> 55 (1)	<b>Pace:</b> 20' (Swim 60')		
<b>AR (n):</b> 3 (0)	<b>Initiative:</b> 4		
<b>Attacks:</b>	<i>Claws: +3 (a)</i>	d4 (d10)	
	Speed: 3, Range: Melee		
	<i>Light Spear +5 (a)</i>	d8 (d10)	
	Speed: 5, Range: Melee		
<b>Weapon</b>	<i>Light Spear: Mighty Throw</i>		
<b>Tricks,</b>	<i>Martial Techniques:</i>		
<b>Martial</b>	Unbalancing Attack		
<b>Techniques</b>	Disarm Foe		
<b>Spells Known</b>	Cast at +4. Witchlight		
<b>Talents</b>	Die Hard (d8+2), Mighty Foe (Might), Forward Stance, Challenge		
<b>Flaws</b>	Vulnerability: Fire		
<b>Skills</b>	(+4/19/15) Athletics (Swim at +15), Deceit, Intimidate, Melee: (Pole Arms, Unarmed), Perception, Ranged: (Thrown), Seamanship, Stealth		
<b>Gear</b>	Light Spear, Shell Scale Armor (can't fit normal humanoids), Large Shield		
<b>Encounter Tier Value: 1.5</b>			

# Appendix 3

## Meeting the “High Priest of Yarris”

The “High Prest” is in reality a devil commonly known as a *Soul Eaters*

These foul creatures are the preferred infiltrators of the Infernal Armies. They appear to be approximately 6 feet tall, emaciated, with long limbs and hollow looking eyes. When they come across their prey, they attack and subdue them. Once appropriately subdued, the *Soul Eater* then proceeds to eat the creature alive. By taking in their flesh, the *Soul Eater* is able to take on the appearance of the eaten being, and if they consume the brain as well, the *Soul Eater* also can take on the memories and even some of the abilities of the eaten creature.

<b>Soul Eater</b>		<b>d10, Medium Infernal (Devil)</b>	
<b>Adversary [Arcane] (Tier 1.0)</b>			
Avoidance	Fortitude	Discipline	
20	19	22	
<b>St/Wo:</b>	65 (3)	<b>Pace:</b>	30' (Swim 60')
<b>AR (n):</b>	3 (0)	<b>Initiative:</b>	4
<b>Fate</b>	4	<b>Fate Score</b>	4
<b>Attacks:</b>	<i>Great Trident:</i> +5 (a)		d8 (d10) +1
	Speed: 5, Range: Melee		
	<i>Huge Claws:</i> +5 (a)		d6 (d10) +2
	Speed: 3, Range: Melee		
	<i>Two-Weapon Fighting</i> with claws, only in demonic form.		
<b>Spells Known</b>	All cast at +6 with d12 <i>Spells Known:</i> All Universal Spells, Arcane Shield, Blaspheme, Brittle Bones, Diminish Fatigue, Elemental Bolt, Inflict Pain, Witchlight		
<b>Traits</b>	Mighty Foe (Charisma), Fell Sight, Resistance: Fire (AR: 10 vs. Fire), Innocent Appearance, Unbound		
<b>Talents</b>	Leadership (T1), Prodigy (Sorcery), Spell Affinity: Blaspheme.		
<b>Flaws</b>	Vulnerability: Sarishan Steel, Tempered Sarishan Steel		
<b>Skills</b>	(+5/21/16) Athletics, Arcanum: Sorcery, Deceit, Etiquette, Melee: (Balanced, Pole-Arms, Unarmed) Persuasion.		
<b>Gear</b>	Fine Great Trident, Shell Scale Armor (can't fit normal humanoids)		
<b>Encounter Tier Value: 3.5</b>			

## Blaspheme

**Tradition:** Infernal Corruption [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+5)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*The simple words of the Infernal tongue are poison upon the soul, but there are other words, darker words, words filled with such hatred and madness that there every utterance crates a scar upon the soul of the righteous.*

**Effect:** A target successfully affected by this spell suffers d4 (Primary) Stamina damage that bypasses any AR provided by worn or natural armor.

**Special:** Infernals or those with Infernal blood (dark kin or corrupted) are immune to this spells effects.

**Adaptation:** Increase the CTN by 4 and Strain by 1 change the spells range to 10' centered upon the caster.

## Unbound

**Requirements:** Infernal

**Benefit:** Unbound Infernals are immune to the *Banishment* and *Ward Against the Unnatural* spells. They also possess a +1 bonus to all Defenses against spells cast with the *Arcanum: (Theurgy)*.

**Special:** All unbound Infernals also gain Vulnerability: Tempered Sarishan Steel

## Innocent Appearance

**Requirements:** None

**Benefit:** This creature may take on an alternate form, a form more innocent than actual appearance. For example a creature that can take the form of a common beast, or a human, or even someone as unthreatening as a tree.

When a creature is disguised, it is indistinguishable from the “real thing”. Changing in and out of its alternate form is considered a *Complex Skill Action* which might trigger a *Horror Check* (commonly equal to the passive skill value of the creature) the first time a Hero is exposed to that specific kind of creature (after which the heroes know what to expect) though particular circumstances might require their own Horror Check (for example learning that what you thought was your father was in fact a doppelganger).

removed with a successful use of the Unravel the Thread spell, with the Tier of the effect being equal to the Tier of the attacking creature.

<b>4 Raiyer Guards</b>		<b>d8, Medium Humanoid (Raiyer)</b>	
<b>Common [Aquatic] (Tier 1.0)</b>			
Avoidance	Fortitude	Discipline	
16	18	15	
<b>St/Wo:</b> 25 (1)	<b>Pace:</b> 20' (Swim 60')		
<b>AR:</b> 3	<b>Initiative:</b> 3		
<b>Attacks:</b>	<i>Light Spears +4 (a)</i>	d8 (d8)	
	Speed: 5, Range: Melee		
<b>Weapon</b>	<i>Light Spear: Mighty Throw</i>		
<b>Tricks, Martial Techniques</b>	<i>Martial Techniques: Sweeping Strike</i>		
<b>Spells</b>	Cast at +4. Witchlight		
<b>Talents</b>	Die Hard (d8+2), Forward Stance, Weapon Mastery (Light Spear)		
<b>Flaws</b>	Vulnerability: Fire		
<b>Skills</b>	(+4/19/15) Athletics, Deceit, Intimidate, Melee: (Pole Arms, Unarmed), Perception, Ranged: (Thrown), Seamanship, Stealth, Swim (at +13)		
<b>Gear</b>	Light Spear, Shell Scale Armor (can't fit normal humanoids), Small Shield		
<b>Encounter Tier Value: 1.5</b>			

<b>Corrupted Humans</b>		<b>Mob of 4 d6, Medium Humanoid (Human)</b>	
<b>Minion [Aquatic, Corrupted] (Tier 1.0)</b>			
Avoidance	Fortitude	Discipline	
19	18	19	
<b>St/Wo:</b> 1 (1)	<b>Pace:</b> 20' (Swim 60')		
<b>AR (n):</b> 2 (2)	<b>Initiative:</b> 2		
<b>Attacks:</b>	<i>Pincers +4 (a)</i>	D6 (d6)	
	Speed: 4, Range: Melee		
<b>Traits</b>	Infernal Heritage (Natural Armor), Corrupting Touch, Ravenous, Fell Sight, Breath Water		
<b>Talents</b>	Wolf Pack Tactics		
<b>Flaws</b>	Vulnerability: Fire, Sarishan Steel		
<b>Skills</b>	(+4/18/14) Athletics (Swim at +13), Melee: (Unarmed), Perception, Stealth		
<b>Gear</b>	None		
<b>Encounter Tier Value: 1.5</b>			

## Corrupting Touch

**Requirements:** Infernal

**Benefit:** If one of the creature's attacks possesses this ability, increase the attack's Speed by 1. Upon a successful attack, and only if the attack also surpasses the target's Discipline, the target suffers a Die Penalty to all healing effects until the end of the Scene. Unlike many such effects, this effect is cumulative, with each successive successful attack applying an additional Die Penalty. Special,

**Removal:** This is a magical disease, and thus may be