

PARADIGM CONCEPTS

PRESENTS A



ADVENTURE

IN PLAIN SIGHT

4-hour Introductory Adventure

Intro #6

When her young page has gone missing, Calista val'Sheem, a senator from Savona, requests your help to investigate his disappearance. Can you find the missing boy and what evil lies hidden in plain sight?"

An Introductory adventure optimized for 3rd-level characters; playable by characters of any level.

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RUNNING AN ARCANIS ADVENTURE

When you run an Arcanis adventure you are charged with bringing the world to life. We pride ourselves on delivering a deep world where a player's actions are just as, if not more, important than their die rolls.

We ask our GMs to be familiar with the location the adventure is set in and the cultures the players may encounter. But we also understand that during convention play some GMs may be forced to run an Arcanis adventure on short notice. When cultural details come into play we will do our best to call them out in "Arcanis Cliff Notes" side bars.

Beyond that, the important job you have as a GM is to make the table as fun as possible by engaging players and drawing them into the story.

Pay close attention to the player's actions, not character's, players. Are they on their cell phone or tablet? Do they seem disengaged? Distracted?

Don't be afraid to engage them or shift the spot light to their character a little.

To facilitate this, you are empowered to adjust and modify the adventure in a number of ways:

- You may make on the fly adjustments to the adventure if the players find a clever way to tackle a problem, especially when out of combat. As long as the idea is reasonable, run with it! When you must say "no" always try and say "no, but," This keeps the game moving and makes it fun for everyone,
- Don't be an adversarial GM. Some tables like to be challenged, but there is a difference between being adversarial and offering a challenge. At the same time, don't make an adventure so easy that the players become bored.
- Keep the pace going in order to keep players engaged. Switch the spot light, have them make some rolls, ask them what their character is doing. If the party is stuck, nudge them though some ability rolls or improvise some details, just keep the game going.
- During conventions and game days be aware if you are going short or long on time while running an adventure. Skip some encounters if necessary, but try and tell the entire story. Give the players closure, even if you need to fudge the numbers.
- Read-aloud text may be adjusted as you see fit, but make sure you give the players the appropriate hints and clues needed to keep the story going.

ADJUSTING ENCOUNTERS

Before you begin play you should determine the average strength of the party and compare that to the base level of the adventure. Each combat encounter has a box titled Adventure Difficulty guiding you on how to adjust the encounter to the party's power level.

These adjustments are suggestions; if a party is having an easy or hard time don't be afraid to adjust the difficulty.

To set the adventure difficulty you must first determine your tables Average Party Level.

Add up all the levels of all the characters, then divide by the number of players. Round up fractions to the nearest whole number. This is the Average Party Level

Consult the table below to set the adventure difficulty based on the APL.

ADVENTURE DIFFICULTY

This adventure has been optimized for a table of 5 players playing 3rd level characters.

# of Players	APL to BL	Adventure Difficulty
3-4	Equal	Easy
3-4	Greater	Normal
5	Less/Equal	Normal
5	Greater than	Difficult
6-7	Less/Equal	Difficult
6-7	Greater	Perilous

SPELLCASTING SERVICES

While in a settlement, town, or city, characters may visit a temple or shrine to request spell casting at the cost of a substantial donation. You may only utilize these spell casting services three times per adventure. Any spell casting provided through the story of the adventure, such as an NPC casting a spell for the party, does not count against this limit.

Shrines do not house clergy with which to attend to the needs of the faithful. Instead, one or two itinerant priests tend to the shrine and the needs of the people.

Temples and churches are larger structures attended by full staffs of the faithful, including Templars.

The following services are common to all temples, with additional options available at specific temples as noted in each adventures.

Shrines, regardless of their deity, may only provide players with *cure wounds* and *lesser restoration*.

General Spell Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Greater restoration</i>	450 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp

Initiate of the Gods background/Acolyte background/divine spellcasters receive **one free spell** as long as it is from a church or temple of the same religious faction (Mother Church for example)

If they worship the same god as a particular temple but are part of another religious faction, they can get a onetime 50% discount instead.

ADVENTURE RELATED INFORMATION

This adventure begins and probably ends in the city of **Grand Coryan**, located in the Coryani Empire.

TEMPLES AND SHRINES

The conclusion of this adventure takes place in the Temple of the Pantheon in Grand Coryan. Until that point, there are no accessible temples or shrines along the way.

GOODS AND SERVICES

Grand Coryan has a wide array of markets catering to all sorts of customers. Heroes may purchase any item from the core rules.

ORGANIZATIONS

There are a number of factional interests at work in this adventure.

Every organization has a chapter house (hidden or public) somewhere in grand Coryan.

PORTALS OF ANSHAR

There are no accessible Portals of Anshar during this adventure.

ADVENTURE BACKGROUND

Hidden beneath the city of Grand Coryan, a spider waits in its web. On orders from the Sorcerer King himself, Harvester Zarkanakov has come to Grand Coryan to find and capture those that show the arcane gift. Having entered the city undetected, Zarkanakov has set up a base of operations in the sewers under Stonemarket Square, and using a variety of bio-constructs, begun to hunt.

Zarkanakov's plan is simple. Using a variety of construct called a raxatorn, Zarkanakov identifies those that can use arcane magic. These constructs are created to resemble large sewer rats, but have a small blue crystal organ on their chest, generally kept hidden from sight, that allows them to sense those who are endowed with arcane magic.

Once the target has been identified, a second variety of bio-construct, one that mimics humans, is sent to lure the victim to Stonemarket Square where they will be in range of the uvanori, a semi-immobile bio-construct hiding under the square in the sewers. The uvanori emits a field that paralyzes and immobilizes those who are gifted with arcane magic.

Fortunately, Zarkanakov has suffered a setback in his plans. He recently captured a gifted barmaid called Sienna. As she was being brought down into the sewer, she broke the control of the uvanori. In the struggle, the uvanori was injured, and its ability to emit the immobilization field has been curtailed until it is healed.

This forced a change in the method of operation. Targets now had to be identified by the raxatorn or through more mundane methods, and then captured by the human mimics. Unfortunately, this led to mistakes, such as the capture of a fraud Spurius Naevinius Flaccus whose escape

has compromised Zarkanakov, and forced him to clean up loose ends and prepare to return home.

ADVENTURE BREAKDOWN

Introduction: The Heroes travel to Grand Coryan to answer the plea of a young senator to help find her missing page.

Scene 1: Having accepted the task, the party must begin their investigation and questioning of the locals for clues.

Scene 2: The Heroes investigate Cervari Rodriguez, who seems to be linked to a number of disappearances. As they do so they foil an Ymandrake plan to kidnap the scholar.

Scene 3: After his escape from the Harvester, Spurius Naevinius Flaccus is intelligent enough to realize that he is a loose end that can expose Zarkanakov. Fearing for his safety he has gone into hiding in a poorer neighborhood of the city. Unfortunately, he has been discovered by the Ymandragorans who are intent on silencing him permanently.

Scene 4: The party investigates the Stonemarket Square under the cover of darkness. They discover Tomas, brother of Sienna, the barmaid that has gone missing. After they have finished questioning him, they are set upon by thralls sent by Zarkanakov.

Scene 5: Having discovered the hidden entrance to sewers, the Heroes find themselves in a maze of tunnel under the city of Grand Coryan. Tracks can easily be followed and lead deep underground, but the passage has not been left unguarded. A pack of raxatorn has been assigned to stop any intruders, but once dealt with the party can move forward.

Scene 6: With the escape of Spurius Naevinius Flaccus, Zarkanakov is preparing to flee Grand

Coryan with his captives, but the party arrives just in time to stop him and his bio-constructs.

INTRODUCTION

Key Concepts: The heroes travel to Grand Coryan to answer the plea of a young senator to help find her missing page.

Grand Coryan, the jewel of the Empire. To some it is the bastion of civilization, to others a steaming cesspool of corruption and self-interest. Either way it is a city unlike any other. Her streets and boulevards are wide and spacious. Squares and plazas appear with astounding regularity and are decorated with ornate columns and statues of gods, emperors, priests and patricians. The city is full of prosperity and opulence, at least in the area you travel.

People move past you, either walking or being carried by slaves in covered palanquins. Unlike other cities, you see no wagons or horses. No traders make deliveries to their customers with carts which would slow down the steady stream of humanity travelling from one destination to another. You have been told that under streets you walk upon, there exists another network of roads and laneways that keep the mundane traffic hidden from view.

Your travels take you past the Grand Cathedral of Coryan and the very steps where, some sixty years ago, the Emperor Calcestus executed – or murdered, depending on whom you speak to – the patriarch Felician val'Mehan and took the first steps towards a civil war that would rock the empire. Looking close you can almost imagine a dark stain of blood still on the steps after all this time.

Continuing on, you see the Coryani Senate. There, laws are made and the senators and emperor dance their merry dance. Individuals with the gold and green trims of nobility swarm in and out of the august building, surrounded by a plethora of bureaucratic

minions. One such senator glances up from his conversation with a member of the clergy, looks you over in a moment of fleeting interest as if seeing something obviously out of place, and then returns to his conversation with a sneer on his lips.

Only a short distance further, the opulence turns to a more utilitarian nature, as the road you are travelling on opens to a large plaza and market. Traders with their mobile stalls vie for custom with shopkeepers that have permanent establishments and beggars with nothing to sell at all.

A man lazes in a sedan chair in the shade while his slaves, tied to half a dozen single-person palanquins, sit in the hot sun, sweat trickling down their dark Myrantian skin.

“My friends, welcome to the city of Grand Coryan. I am Titas, humble purveyor of transport. My palanquins are the most comfortable in the city, and my slaves are the fastest there is but will make you feel as if you are floating on air. For you, a special deal as it is hot and the slaves are getting lazy in the sun, for each, 30 decus {silver} for the hour or 1 imperial {gold} for the day, plus a suitable bond to ensure that the chairs are returned in the same condition that they leave here.”

Looking past the slaves and their master, just a short way from the edge of the plaza you see the tavern called “the 12th Legionnaire”. That is where you are to meet a young Savonan woman by the name of Calista who needs assistance in a most urgent matter, her letter of introduction safely on your person.

The palanquins can be hired by the party and the slaves will carry them to wherever that need to go with in the city limits as long as they remain in the respectable areas. The palanquins are comfortable, but not luxurious. They have curtains that can be drawn to keep out the sun and are lined with pillows for comfort. The

slaves are all of Myrantian ethnicity, but will not attempt to escape or flee. They are chained to the chairs, but it is their family, still with Titus, that is the more secure bondage. The bond for hire of the palanquins is 20 gp, refundable on return.

The 12th Legionnaire is small but comfortable tavern. A dozen tables sit in the common room that also contains the bar on one side and a large fireplace on the other. Over the fireplace hangs a crossed pilum and a lancea. Over the bar a well-used gladius of Sarishan steel and a dented scutum are positioned.

A door behind the bar leads off to the kitchen, where the smell of roasting meats and spiced stews drift. Another door opposite the one you came in from leads to what you believe to be the lavatorium. A set of stairs lead up to the second floor.

Behind the bar, a grizzled man with the bearing of an ex-soldier looks you up and down appraisingly.

“I would say by the looks of you, that you are no doubt the ones that the Lady is waiting for. Well if that be the case, you will be having a letter of introduction proving who you are. Once I see it to make sure, then I will take you up to the private room.”

Flavian Rucinni is an ex-legionnaire who served with the Legion of the Sundering Rays, also known as The Twelfth. Upon retiring, he returned to Grand Coryan to start an inn, which he named “the 12th Legionnaire” after his old legion. When hearing about the infernal threat, Flavian once again gathered his old armor and weapons and journeyed north where he joined the Crusade, earning a Sarishan steel gladius for exceptional service. Once the Crusade ended, he returned to Grand Coryan and his inn.

Flavian is a straight-talking, simple man. There are two colors in his world, black and white. As

such he will stand firm and refuse to allow the party entry to the upstairs room unless they prove they are the ones expected. Once they do so, he is more than happy to lead the way.

Satisfied that you are expected, Flavian grabs a large platter of meats, cheeses and breads and motions for you to follow. He leads you upstairs to a small room where a young woman sits. She stands to greet you, her long raven hair cascades over her shoulders, and for a moment her cloak slips, revealing a gold trimmed toga underneath.

"I am so glad you could come. I did not know if you would. My name is Calista val'Sheem, Senator Calista val'Sheem if truth be told, and I need your help." The young senator looks at each of you with hope in her eyes and then as if remembering her manners, motions for you to take a seat.

"Please, there are meats, fruit, cheeses and breads if you are hungry. Water, wine and ale are on the side board. As you refresh yourselves I will tell you why I need your help. " My mother is Liyani val'Sheem from Savona and my father was August val'Tensen. My family is prominent in Savona and traditionally we have held a seat on the Senate. Earlier this year, when my grandfather passed into Beltine's embrace, my mother decided that the running of the household left her too little time for senatorial duties so passed the seat onto myself. Of course I could have declined; no one would have thought worse of me, but my family has always held the seat and the Imperial Senate is the ideal forum to advance issues I am passionate about." The young senator pauses briefly to take a sip out of a silver goblet, the color of her lips identical to the Savonan red contained within the vessel.

"It took some time to organize, but earlier this month I travelled to Grand Coryan to take up my duties. My mother has a dear friend from her younger days who lived in the city and arranged for me to stay with her and her son

until I could secure the rental of a villa of my own. Her son, a young boy by the name of Cassius, was a very bright lad for his age so I took him on as my page. He assisted me with my duties when he was not studying with his tutor.

"The arrangement worked well and he seemed to enjoy helping me. I decided that instead of moving into my own accommodation, I would stay with Cassius and his mother while I was welcome.

"Unfortunately, two days ago disaster struck. We were at home and I was preparing for an important oration. I had left some papers in my rooms back at the Senate building, and I needed them desperately. Cassius said that he would go and get them as the Senate is only a short distance past Stonemarket Square, where we lived. It was not late, so I agreed. Oh how I wish that I had said no. If I had only said no, then he would still be here. You see, he never came home and we don't know what has happened to him."

Young Calista breaks down in tears, her shoulders slump and great waves of wracking sobs pulsate through her body.

Hearing the sound of an upset guest, Flavian bursts through the door with a kitchen knife expertly held at the ready. Calista sees him enters and hold up her delicate hand to show that all is fine. With a nod, Flavian exits the room and shuts the door again.

"Please, it has been two days. His mother is worried to death and ... well it's all my fault. I let him go. Will you please find him?"

Development: If the Heroes decided to investigate young Cassius' disappearance then proceed to **Scene 1** where they can start their investigations.

Should they decline the request for assistance, then the adventure is over and proceed to **Conclusion C**.

SCENE 1: SWEET SAVONAN SENATORS

Key Concepts: Having accepted the task, the party must begin their investigation and questioning of the locals for clues.

A look of relief passes across the face of the young senator and for a moment the stress and worry vanish from her countenance.

"Thank you, you are so very kind and I cannot express enough my gratitude. I am at your disposal. Where do you want to begin?"

There are a number of way the Heroes can gain information about the disappearance of young Cassius. These are detailed below:

SENATOR CALISTA VAL'SHEEM:

The Senator is eager to help and will answer the group's questions to the best of her ability. Unfortunately, she is still quite concerned and flustered so she may need forget things and recall certain details later.

Why are you staying with your mother's friend instead of getting your own villa?

"Well, truth be told, while I can afford to rent a villa of my own, I enjoy the company. Also since the death of her husband, money has been tight for Julia and bills need to be paid, not to mention the cost of Cassius' tutor."

Why did you take Cassius on as a page? Why not someone more experienced and qualified?

"Two reasons really. The main one was that the family needs the coin since Cassius' father

was taken from them. This is a way of helping out without making a charity case out of them.

The second reason is that Cassius, despite his age, has a sharp mind, and the training and contacts that his position as my page, combined with the private tutelage he is receiving from the Salantian, will open many doors for him and improve his family's fortunes and status.

Who is this tutor?

"An elderly Salantian gentleman by the name of Cervari Rodriguez. He tutors young Cassius in Mathematics, History, Theology, Science; all things really."

Have you heard of a man called Cervari Rodriguez?

"Yes. He tutors young Cassius in Mathematics, History, Theology, Science; all things really."

What does Cassius look like?

"A young man almost. He is 12 years of age, curly brown hair and blue eyes. He has a small freckle above his right eye and I believe he was wearing his grey toga when he disappeared. Around his neck was an amulet with my symbol on it to show that he is my page. That gives him access to the Senate building"

Have you heard of a man called Alexius Parilli?

"I don't know the man, but I think he has a shop in the market."

Have you heard of a man called Spurius Naevinus Flaccus?

"Yes, a complete bore of a man. I have seen him here many times gambling and drinking until he was either broke, unable to stand or both."

Have you heard of a girl called Sienna Martinus?

"Yes. She is a barmaid here at the inn. Now that you mention it I have seen her in the company of Cassius' tutor a number of times."

Do you spend a lot of time at the Inn?

"Julia, Cassius, and I often come here once a week. Flavian is an old comrade of Julia's husband. They fought in the Crusade together. He was with Marius when he was killed."

Where is the Senate from here?

"The Senate is quite close from here, no more than twenty minutes away across the market towards the cathedral."

Could anyone have seen him?

"People in the square may have seen him. He would have needed to pass through the market on his way to the Senate. Julia also asked him to drop off one of Flavian's togas that she repaired."

Has anyone else gone missing?

"I don't know. How thoughtless of me. Here I have only been thinking of Cassius and did not think to ask if anyone else had gone missing. You could ask Flavian or perhaps around Stonemarket square. They may know."

Do you have any enemies?

"No, not really. I have not been here long. The only people I can think of that dislike me are Senator Janus Hermitinius and Prelate Antonious val'Assante; they are opposing a motion I am preparing for the Senate"

Who are Senator Janus Hermitinius and Prelate Antonious val'Assante

"Senator Janus is the leader of a conservative faction at the Senate. Quite frankly, he is a vile little man that cares only for his privileged benefactors, like the Prelate."

"Prelate Antonious is the real power behind the conservative faction. In theory, being a Prelate, he is not supposed to be involved with the operation of the Senate, so he works through Janus. He is very much a nationalist and concerned with only Coryan."

"When the Crusade of King Osric was in progress, he argued that it was not the concern of Coryan, and we should let both sides weaken themselves so the Empire could then defend itself from a position of strength."

What is this motion you are preparing for in the Senate?

"When the country of Almeric was founded, many Coryani, my father included, found themselves part of a new nation. It was apparently an exciting time. Then things started to fall apart and the newly formed nation was torn apart by war."

Refugees, especially those of Coryani decent, started to flee the country due to poverty, persecution or forced conscription. I am proposing that we help to resettle our ex-countryman, as befits our position an enlightened people."

There are some people who oppose this and want to either forcefully turn them back unless they are willing to pay for their resettlement through coin, property or indenture. Senator Janus Hermitinius' faction is the leading supporter of this view."

Could Senator Janus Hermitinius and Prelate Antonious val'Assante be involved?

"I do not think so. Their politics are vile, but I do not think they would go as far as kidnapping a boy to prevent my introduction of the proposal to the senate floor. But ... I just don't know. This whole business has got me jumping at shadows."

Are we going to get paid?

"Yes of course you will be compensated for your time. Would 100 imperiali (gold) a piece be sufficient? I can't really go any higher."

Unfortunately, what she is saying is the truth and that is the limit of her funds available at this time. If the party ask for more, all she can promise is a favour in the future.

FLAVIAN RUCINNI, OWNER OF THE 12TH LEGIONNAIRE:

Flavian is the owner and operator of the 12th Legionnaire. He is an old friend of Cassius' father, having fought with him on the 6th Crusade. He has tried to find some information on Cassius and his barmaid Sienna who is also missing but so far he has been unsuccessful.

What can you tell me about Cassius?

"He is a fine lad. His father would be so proud with how he is growing up. He and his mother are going through hard times, but I try to help where I can and the Senator has been a godsend taking on Cassius as a page and boarding at Julia's, I mean Senora Rutilus."

Do you know of anyone else going missing?

"Yes, yes I do. I was going to ask if you can also keep an ear to the ground for any information on one of my barmaids, a sweet girl called Sienna. I have not seen her for about 5 days now. It is not like her to just go off like that. Even her layabout brother Tomas was looking for her."

"I've also heard that one of the stonemasons in the area disappeared, I think his name was Alexius Parilli."

"If you manage to find Sienna and young Cassius, or even what happened to them so

that Julia can get some piece of mind, I would be most grateful."

Flavian takes his Sarishan steel gladius off the wall.

"I was given this for service and bravery beyond the call of duty by Prince Gerhart himself, King Gerhart now. It is yours if you can find them."

Why do you care so much for your barmaid?

"She has had a hard time of it. Her parents passed when Neroth sent his plagues to the district they were living in. Since then she has supported both herself and her lazy brother who is more interested in drinking and gambling than working."

I heard there was an altercation with a man called Spurius Naevinius Flaccus?

"You could call it that. He had been here drinking and gambling when it was time for closing. He had lost all his coin and could not settle up, so I threw him out and told him if I saw his sorry behind again I would use it as target practice."

"He carried on quite a bit before deciding to leave as things got quiet again."

What can you tell us of Cervari Rodriguez?

"The Salantian scholar. I have seen him here a few times drinking with the stonemason Alexius. He is also tutoring young Sienna."

What do you know of Alexius Parilli?

"I see him in here a few times. He is a stonemason that has a shop on the other side of the square. I think he lives above it."

Why did you call your inn the 12th Legionnaire?

"I served in the Legion of the Sundering Rays, also known as The Twelfth. Upon retiring I returned to Grand Coryan to start an inn, which I named "the 12th Legionnaire" after my old legion"

I hear you are sweet on Julia, Cassius' mother?

"I really don't see how that's any of your business."

JULIA RUFILUS

Julia is Cassius' mother and is in a very distraught state since her son is missing. To get any information from her, the party will need to succeed on a **DC 15 Charisma (Persuasion)** check. If they succeed they can discover:

- She gave Cassius a toga she repaired for Flavian to drop off at the 12th Legionnaire on his way to the Senate.
- It was almost dark when he left, but not too late for walking the streets.
- Calista did not want to send him out but he insisted he could make it there and back before it got dark.
- Cervari Rodriguez was an old friend of her late husband Marcus. He offered to tutor Cassius in memory of her husband and so that Cassius could make a better life for himself. The rate he charged was only a tenth of what a tutor of his skill could expect.
- She has seen Cervari also tutoring the barmaid Sienna.

SENATOR JANUS HERMITINIUS AND PRELATE ANTONIOUS VAL'ASSANTE

The Senator and the Prelate can be found in the senatorial offices of Senator Janus, but the party cannot just walk into the office. They must succeed on a **DC 17 Charisma (Persuasion)** or

Charisma (Deception) skill check to be given access to the Senator. Once there the Senator and the Prelate will only answer a total of three questions before telling the Heroes that they are too busy to continue the discussion and it is now time for them to leave

Do you know the boy Cassius?

"I have seen the boy around, little brat running errands for that upstart young girl who thinks she belongs in the Senate."

Do you have any knowledge about the disappearance of the boy Cassius?

"I don't like what you are implying. I am a Senator of Coryan and you will show me the respect I am entitled to."

Why are you hampering the efforts of Calista val'Sheem to find her page?

The resources of the Senate are for Senate business. If that silly little girl is unable to keep track of her staff, then I don't see why she should be able to abuse the privileges of the Senate for a personal search."

How far would you go to stop Senator Calista's motion?

"Be careful what you say there. That almost sounds like an accusation. Besides, I don't need to stop her motion. She has no support in the senate so it is already dead in the water before she even presents it."

You were seen talking to the boy on the night of his disappearance, what was it about?

"That is really none of your business, but if you must know I was offering him a job. Stupid little guttersnipe could have been well looked after but turned me down. If he wants to stay

in the Senate, he needs to learn that loyalty is only until you get a better offer."

What are your thoughts on the senator from Savona?

"The young senator from Savona is a silly little girl who has no idea how the world works. She would give away the empire if she had her way.

What do you have against the Senator's motion regarding the Almeric refugees?

"Coryan is for the Coryani. These refugees left the Empire of their own free will. Now that it has all gone to the seven hells in a hand basket, they want to come back and suck of the teat of the Empire, suck her dry. Unless they have something to contribute, these illegals can go back to the war-torn hellhole that they came from.

ALEXIUS PARILLI

When the PCs arrive at the home of Alexius they will discover that the stonemason is nowhere to be found. If they continue to look around they will hear a voice

"No use looking for Alexius, have not seen him for nigh on a week."

The voice is from Mariana, Alexius' neighbour and she can tell the party the following information:

- I last saw him about six or seven days ago one evening. The next morning the shop was shut and there was a note under my door asking me to keep an eye on things
- I had a few customers looking for him. They were a bit upset that he had just gone away. Especially that Salantian fellow.

- Cervari Rodriguez, I think his name is. Comes around quite often, but I have never seen him buy anything.
- Yeah, I know where he lives. Heard him mention his villa. The one with the small statue of Althares, by the oak tree up on Arcadia Way

TAVERN PATRONS

Regardless of what time of the day the party decides to talk to the patrons of the 12th Legionnaire, there are always a number of old timers willing to talk and pass on the following information

- Cassius is a good boy. Comes here often with his mother or that Savonan senator
- Flavian and the boy's father Marcus were friends and fought in the Crusade
- Flavian has a thing for Julia, Cassius' mother, but won't do anything about it.
- Spurius? I have not seen that layabout noble in here for a couple of days. He still owes me money.
- Spurius Naevinius Flaccus has some level of nobility to him, in theory. Not sure what though, just comes here and gambles, badly
- Last I saw Spurius, he was being thrown out. That was about 3 days ago
- Spurius likes to hint that he is a powerful sorcerer, load of camel droppings if you ask me.
- Have not seen the young barmaid for a few days, but her brother and that Salantian was looking for her.

STONEMARKET SQUARE

During the day the Stonemarket Square is full of people both selling and buying a plethora of common day goods. When not selling, the merchants like nothing more than passing the time talking gossip. By asking around the Heroes can discover the following:

- Strange happenings here in the Market, they say a shadow lurks here after dark.
- I have not seen Sienna or her brother Tomas for a while. Been nearly a week.
- Alexius' shop has been shut a while. Hope nothing is wrong
- That lout Spurius was thrown out of the 12th Legionnaire again the other night. Made an awful racket he did

If they ask about a specific NPC, have them roll a **Charisma (Persuasion), Intelligence (Investigation), or Charisma (Deception)** ability check and consult the lists below for the DC they reached. If no DC is listed, feel free to give out that piece of information for any result.

If they ask specifically about Cassius,

- Good boy, looks just like his father when he was young. He's working as a page for that young senator from Savona.
- Saw him pass through her the other evening as I was packing up. He dropped something into the 12th Legionnaire and then headed towards the Senate.

If they ask specifically about Sienna

- Pretty young thing, works at the 12th Legionnaire
- Supports her no-good brother since their parents died.
- **DC 10:** Can't remember seeing her for a few days.

If they ask specifically about Alexius Parilli

- A stonemason by trade, he lives above his shop on the edge of the square
- **DC 10:** Quiet man, keeps to himself

If they ask specifically about Cervari Rodriguez

- He is a tutor of some sort
- Seen him over at Parilli's

- Lives in one of the nicer wards, big villa on Arcadia Way with an oak tree out front and a small statue to Althares.

If they ask specifically about Spurius Naevinius Flaccus

- He is a layabout and a scoundrel, likes to drop hints that he is a powerful sorcerer.
- There used to be money and estates belonging to the family, but he has gambled it all away.
- **DC 10:** Last saw him 3 nights ago being expelled from the tavern. It was late and I was on my way home. He was making an awful racket, and then it all went quiet. Figured he just went home to his poor suffering wife. But I thought I heard she was off visiting her cousin in Plexus.
- **DC 15:** I saw someone that looked a lot like him in the Fish Market district. He ducked into a hovel there all nervous like.

SENATE INFORMATION

Should the party decide to ask around the Senate, they can discover a small amount of general information by speaking to people coming in and out of the building.

- Cassius is well known around the Senate building
- Cassius was seen retrieving something from Senator val'Sheem's office
- He was seen leaving the Senate and heading back towards Stonemarket Square
- Calista has very little influence in the Senate but speaks well. Unless he offers them something to change their minds, some senators will support her proposal just to annoy Janus

If the party wants more specific information they will need to make a **Charisma (Persuasion)** check to convince people to talk.

- **DC 11:** Cassius was seen being stopped by Senator Hermitinius. The spoke briefly, before the boy shook his head and continued on his way
- **DC 13:** Senator Hermitinius and Senator val'Sheem have a very strained relationship. First day at the Senate he calls her "a child, still wet behind the ears who does not know the way of the world and it would be best if she just voted how her betters instructed". She responded back that he was "an arrogant old goat completely devoid of any human emotion except greed and a lust for power". No-one had spoken to the good senator like that, I thought he was going to collapse in a fit. It was wonderful to see.
- **DC 16:** Young Calista has been trying to garner assistance from the senate legionnaires to help find Cassius, but Janus has been blocking her every request, just out of spite.

Development: Depending on the information gleaned by the Heroes, they have a number of options.

If they choose to investigate Cervari Rodriguez, then proceed to **Scene 2**

If they decide that the patrician needs further investigation, proceed to **Scene 3**

The Stonemarket square may also present itself as a common factor in the disappearances, and should that be the party's next port of call, proceed to **Scene 4**

If, for some reason, they decided to give up then proceed to **Conclusion C**.

SCENE 2: THE HIDDEN MASTER

Key Concepts: The Heroes investigate Cervari Rodriguez, who seems to be linked to a number

of disappearances. As they do so they foil an Ymandrake plan to kidnap the scholar.

Cervari Rodriguez; a name that, during the course of your investigations, has presented itself a number of times. This man, a scholar by all accounts, appears to be well known to most of the missing people.

The leafy streets are quiet and you pass a number of well-kept and comfortable looking villas, each surrounded by small stone walls that are more to mark property boundaries than for any defense. Not what you would expect for a simple scholar that tutors young children.

You round the corner and see the modest, but well maintained residence with the large oak tree and small statue to Althares. This is the place you have been directed to, the scholar's home.

The villa is well maintained and quiet. No lights can be seen from the streets and it gives the impression that no one is home. However, anyone with a **passive Perception of 13** or higher will notice that the front door has some splintering around the lock, caused by a forced entry that someone has attempted covered up. This can also be noticed if the doors are actively checked.

If the Heroes decide to enter the manse, it will seem dark and quiet, but again a **passive Perception of 13** will alert the party to the sound of movement and quiet groan coming from the lounge. As long as the party all succeed in a **DC 13 Dexterity (Stealth)** skill check, they can approach the lounge without being noticed and gain surprise on the Ymandrake thralls. If they are unable to move with enough stealth to go unnoticed, then the thralls have time to prepare. The Heroes must make a **DC 13 Wisdom (Perception)** skill check, or be surprised themselves.

If the Heroes manage to successfully approach using stealth:

You have reached the doorway of what appears to be a large sitting room. Although the room is not lit and the heavy velvet drapes are pulled shut there is enough light to see the body of an armored man with burns up the left side, lying next to an older man in a simple toga. They are surrounded by five other armoured figures similar to the one lying on the floor. They do not appear to have noticed you.

If the thralls are aware of the heroes

You have reached the doorway of what appears to be a large sitting room. Although the room is not lit and the heavy velvet drapes are pulled shut there is enough light to see the body of an older man in a simple toga.

When the Heroes step into the room

As you enter the sitting room, five figures step out from behind the various pieces of furniture where they were concealed, and advance, gladii drawn.

Any of the PCs with a **passive Perception of 16** will notice that there are small sucker-like pads on the tips of the thralls' fingers. There is not enough time for an active check to be made before the remaining thralls attack.

COMBAT

In all this combat consists of

- **Four (4) Ymandrake thrall**
- **One (1) Ymandrake hunter thrall**

See Combat Appendix 1, Scene 2

Adventure Difficulty

- **Easy Mode:** Remove 1 thrall
- **Difficult:** Add 1 thrall
- **Perilous:** Add 2 thralls

Tactics: the Thralls will attack the Heroes, at least 2 per target, while the hunter will focus on paralyzing spellcasters.

Development: Assuming the Heroes are victorious, they discover that the toga clad man was not unconscious or dead, but paralyzed and will soon gain the ability to speak and move. The armored man, if inspected closely, will prove to be not as he appears and is not human.

With a groan, the toga clad man slowly begins to move and eventually recovers enough to speak.

"My thanks, strangers, for your most timely rescue from these thugs. Without your intervention I most surely would have been the guest of the Sorcerer King. But I take it that this is not a social call. Tell me, what business do you seek of me?"

Who are you?

"I am Cervari Rodriguez, owner of this house

Why were you attacked?

Looking at you with a suspicious eye, he seems to be weighing up his options, finally he speaks.

"By your actions, I believe I can trust you. You see I am a mage, a practitioner of the arcane arts and those 'thugs' are actually Ymandragoran thralls sent to capture me and make me a slave to the Sorcerer King."

What do you know of the people who have disappeared?

Cassius and Sienna are current students of mine. Of the patrician you speak of, I am not familiar with him.

Are you able to help us?

"I believe that I can. With the bodies of these creatures as a focus, I should be able to discover where they have been."

Are you a member of the Sanctorum of the Arcane?

"I may have some association with that organization"

Once the party has completed their questioning, Cervari will offer them the comforts of his home while he retires to another part of the house to cast his divinations.

Upon his return:

"I have been able to discover that the Ymandragorans are hiding in a part of the sewers that was once used as a human smuggling route during the Coryani civil war. The access to the tunnels is via a secret passage hidden by the statue of Hurrian in Stonemarket Square. If you are able to commit to a rescue, I believe that the Harvester has now lost the majority of his forces. I need to go and inform some friends of the Ymandrake activity so I am relying on you. But be careful. This foul creature will still be dangerous and we don't have much time as it appears that he is preparing to flee."

It is also possible for the party to discover the location of the secret passage without the help of Cervari. If the Heroes search the bodies of the thralls with a **DC 14 Intelligence (Investigation)** skill check a reddish clay and a small scrap of blue cloth can found. The thralls picked up this trace when they exited from the secret passage in the statue the previous evening.

The Heroes have walked through the square and will notice the same clay on their footwear. With a **DC 15 Wisdom (Insight)** or **Intelligence** check they will be able to remember seeing a cloth merchant selling his goods in Stonemarket

square, using a statue to display his wares, with a cloth the same shade of blue. A **DC 13 Intelligence (Weaver's tools)** check on the cloth will reveal that it is from a bolt of cloth, not a piece of clothing. If the Heroes think of any other appropriate ways of identifying the location, reward them with the information.

If the Heroes fail to determine the location from the clay and cloth, then Cervari can cast *clairvoyance* to see the location.

Development: If the heroes are successful they should proceed to **Scene 5**.

They may wish to investigate the Patrician Spurius before the sewer, in which case go to **Scene 3**.

If the heroes are defeated by the thralls, then go to **Conclusion B**

SCENE 3: THE DECEITFUL PATRICIAN

Key Concepts: After his escape from the Harvester, Spurius Naevinius Flaccus is intelligent enough to realize that he is a loose end that can expose Zarkanakov. Fearing for his safety he has gone into hiding in a poorer neighborhood of the city. Unfortunately, he has been discovered by the Ymandragorans who are intent on silencing him permanently.

Your investigations of the patrician, Spurius Naevinius Flaccus, have led you to a less affluent part of Grand Coryan. The buildings are much smaller. Peeling paint and missing tiles clearly indicate that the wealth of the city does not make much of a showing here.

As you approach the small house with fading blue paint that you were told was the current location of Spurius, you notice that while the streets are empty, a raised, but whiney voice

echoes down the street from the house you are approaching.

"Please don't kill me. I won't tell anyone. I promise. I will take the secret to the cauldron. No, no I don't want to go there now. Please have mercy!"

If the party does not intercede immediately then the patrician will be killed in the next two rounds. If they enter the house straight away, continue with the following:

The house is more aptly described as a hovel, consisting of a single large room that acts as a living area, kitchen and bedroom. In the middle of this room a man in his early forties dressed in a fine, but soiled, toga lays on the ground surrounded by a number of unarmed but aggressive men

The men are really Ymandragoran bio-constructs. They have been ordered to kill Spurius, but should they defeat the Heroes as well, any that live will be taken for the Sorcerer King.

Because the thralls are distracted, as long as the heroes succeed in a **DC 10 Dexterity (Stealth)** check, they can approach the lounge without being noticed and gain surprise.

COMBAT

In all this combat consists of

- **Four (4) Ymandrake thrall**
- **One (1) Ymandrake hunter thrall**

See Combat Appendix 1, Scene 2

Adventure Difficulty

- **Easy Mode:** Remove 1 thrall
- **Difficult:** Add 1 thrall
- **Perilous:** Add 2 thralls

Tactics: The Thralls will attack the Heroes, at least 2 per target, while the hunter will focus on paralyzing spellcasters.

Once the thralls have been defeated

"My friends, I do not know who you are but I am in your debt. Those creatures would have surely killed me."

Spurius is very grateful to the party and knows the following information

- He is a gambler and has been pretending to be a powerful sorcerer to get extra time to pay his debts.
- He often patronises the 12th Legionnaire.
- When staggering home one evening he was jumped by these same creatures.
- They carried him through a secret passage that was hidden under the statue of Hurrian in Stonemarket Square.
- The hidden passage led into a section of the sewers that a Harvester used as a hideout.
- As well as the Harvester, there was two others there, a young woman who was the barmaid at the '12th Legionnaire' and a stonemason that had a shop in the square.
- There was also a mushroom-like creature with tentacles. It looked injured.
- Manacles made out of some sort of strange blue veined metal were placed on him. The Harvester expected it to hold him and keep him docile like the other two but he found he could just slip in and out of them.
- When no one was looking he made a run for it.
- He was taken 3 days ago and has been hiding here ever since.
- He has no money to reward the heroes, but will ask them for a small loan that he can use as a pot in a game he knows of.

He is sure to win big and give them back double their stake. (He doesn't).

Development: After successfully defeating the thralls, the Heroes are told of the secret entrance and can proceed to **Scene 5**.

If they are defeated, go to Conclusion B

SCENE 4: STONEMARKET SQUARE

Key Concepts: The party investigates the Stonemarket Square under the cover of darkness. They discover Tomas, brother of the missing barmaid Sienna. After they have finished questioning him, they are set upon by thralls sent by Zarkanakov.

Generally, use this Scene only if the Heroes have not discovered the hidden entrance by another means (Scene 2 or Scene 3), but if you are playing at home with no time limit you can run this as a bonus encounter even if they have already fought the thralls before.

If the Heroes decide to investigate the Stonemarket square during the day or the early evening while the merchants are still trading, they will be able to gather some information from the general gossip around the square (detailed in Scene 1). Tomas Martinus will not show himself until the square is clear, and a cloth merchant has set up a temporary stall near the statue of Hurrian and is rather impiously using it to display his wares.

Silence rules the square at this hour. Gone is the noise and hustle of the daylight trading, replaced with a deep quiet and long shadows cast from the pale moonlight. In the distance a dog barks and is told to be quiet. It ignores this command.

As soon as the Heroes really start to look around the square, they will notice an ineptly hidden cloaked figure (**passive Perception DC 11**). This is Tomas Martinus, Sienna's brother, and he is trying to find some clue on the whereabouts of his missing sister.

Tomas will come out of hiding as soon as he is challenged.

A young man in his early twenties steps out of the shadows where he was ineptly hiding.

"Please don't hurt me. I am just looking for my sister, Sienna."

Once it is clear that the party is also looking for Sienna and the others, Tomas will relax and tell the heroes all he knows.

- His name is Tomas Martinus and he is Sienna's older brother.
- Sienna works as a barmaid where she supports them since their parents were taken from them by Neroth (plague).
- He is a poet and spends his time at the 12th Legionnaire, honing his art. The patrons just don't understand.
- He has been looking for his sister who went missing 5 days ago.
- She was last seen leaving the inn.
- A stonemason, a young senator's page and a patrician have also gone missing. This Square and the inn is the only area they had in common
- He has found nothing at the inn so has been staking out the square for the day.
- His sister was also gifted in the arcane arts and was studying under a man called Cervari Rodriguez.

After the Heroes have finished talking to Tomas, they are set upon by a group of Ymandragoran thralls. Zarkanakov has been informed of the party's investigations by his raxatorn, and

decided to stop them before they discover where he is hiding.

Tomas is knocked unconscious before the combat begins.

The thralls have hurried to the square and so have not hidden their tracks. These tracks will lead the party to a statue of Hurrian in the middle of the square and then disappear. A **DC 12 Intelligence (Investigation)** skill check will allow the party to find the hidden catch that opens the secret passage, now that they know where to look.

COMBAT

In all this combat consists of

- **Four (4) Ymandrake thrall**
- **One (1) Ymandrake hunter thrall**

See Combat Appendix 1

Adventure Difficulty

- **Easy Mode:** Remove 1 thrall
- **Difficult:** Add 1 thrall
- **Perilous:** Add 2 thralls

Tactics: The Thralls will attack the Heroes, at least 2 per target, while the hunter will focus on paralyzing spellcasters.

Development: Once the Ymandragoran thralls have been defeated, it is a simple matter of finding the open secret passage in the statue of Hurrian that leads down to the sewers. Proceed to **Scene 5**.

If the heroes are defeated, proceed to **Conclusion B**.

SCENE 5: THE SEWER

Key Concepts: Having discovered the hidden entrance to sewers, the Heroes find themselves in a maze of tunnels under the city of Grand Coryan. Tracks can be easily followed and lead deep underground, but the passage has not been

left unguarded. A pack of raxatorn has been assigned to stop any intruders, but once dealt with the party can move forward.

This encounter assumes that the Heroes investigate the statue when the square has been emptied of stall holders. If they investigate during the day, then improvise their negotiations with the stall holder who is using the statue of Hurrian to display his wares.

If the Heroes have not been told of the location by Cervari or Spurius, then a **DC 13 Intelligence (Investigation)** check will allow them to find the thralls' tracks or a **DC 16 Wisdom (Perception)** check to find a piece of blue cloth caught on the Hurrian statue.

In the center of the square, bathed in moonlight, is the statue of Hurrian protecting a small child. Although giving the appearance of age and immovability, it is a simple matter of finding a small lever that activates a hidden mechanism. As the statue swivels soundlessly, an tribute to its dwarven creators, a staircase leading into the dark is revealed.

Worn stone stairs descends down into the wet, cold, dark that lies under the cosmopolitan city of Grand Coryan. The steady sound of dripping water or the scurrying of rats, probably rats, are all that you can hear besides your footsteps.

Eventually, the stairs come to an end and a passage leads off for a short distance before joining with a large tunnel that is obviously part of the sewer system running under the city. Above you, you can hear the rumbling of a cart, telling you that you are deeper than even the undercity where all the commercial traffic of Grand Coryan travels. From the left hand tunnel, you see a number of large and extremely bold rats start to approach. Very large, in fact they are the size of small dogs, and you are sure that normal rats don't have a glowing blue crystalline organ growing under their throats.

The rats are a pack of raxatorn, and the blue organ allows them to sense those with the gift for arcane mage if they get within 10 feet. They can also normally communicate telepathically with the uvanori, but it has been injured and is unable to share the raxatorn's senses.

COMBAT

In all this combat consists of

- **Five (5) raxatorn**

See Combat Appendix 2

Adventure Difficulty

- **Easy Mode:** Remove 1 raxatorn
- **Difficult:** Add 1 raxatorn
- **Perilous:** Add 2 raxatorn

Treasure: With a DC 15 Arcana (Intelligence) check, the Heroes may determine that the blue crystalline organs may be cut out of the raxatorn. When crushed, each organ allows the user to cast Detect Magic once. If the Heroes do not recognize this, then Cervari Rodriguez will provide the organs to the Heroes as a thank you.

Development: Once the raxatorn have been defeated, proceed to **Scene 6** where the Heroes will confront the Harvester Zarkanakov as he attempts to flee the city with his catch.

If the raxatorn defeat the Heroes, go to **Conclusion B**

SCENE 6: HARVEST TIME

Key Concepts: With the escape of Spurius Naevinius Flaccus, Zarkanakov is preparing to flee Grand Coryan with his captives. The party arrives just in time to stop him and his bio-constructs.

The sound of dripping water echoes along the dark empty tunnels. Long abandoned, this

passage still shows evidence of a time when it was used as an underground escape route for those fleeing Coryan during the civil war. Here, a porcelain doll, clothes rotted away; there, a broken knife abandoned in the rush to flee; and over there, a human skull left to lie in the dark.

Because of its long disuse, the tracks of the Ymandragorans are obvious and easily followed. Deeper into the darkness they lead, until, off in the distance, a dim light can be seen.

Zarkanakov has magically warded the approach to his encampment using *alarm*; the 20-foot area of the spell neatly encompasses the diameter of the sewers. If the Heroes trigger the alarm, Zarkanakov will hear the mental ping and begin preparing and this encounter will use the Harvester Ambush map.

If the heroes do not detect the ward, then Zarkanakov knows they are coming and prepares to meet them. The thralls are positioned around the door and the prisoners are used as shields against area affect spells.

The tunnel continues towards the light, passing through a stone arch and into a large chamber. A man in his late thirties stands ready for you. In the centre of the room, a small boy and a young woman are restrained by manacles glowing with energy. Next to them is a creature that can only be described as a large, tentacled mushroom on short stubby legs with a cracked blue crystal imbedded into its crown.

If the spell is detected, the Heroes are able to go around the alarm spell by climbing on a ledge and Zarkanakov does not have time to prepare his defense and combat results using the Harvester Lair map. The Heroes have a chance to catch Zarkanakov unaware by succeeding at a **DC 13 Dexterity (Stealth) check**.

The tunnel continues towards the light, passing through a stone arch and into a large chamber. A man in his late thirties directs a number of human looking servants. Near him, a small boy and a young woman are restrained by manacles of a strange blue veined metal, glowing with energy. Next to them is a creature that can only be described as a large, tentacled mushroom on short stubby legs with a cracked blue crystal imbedded into its crown.

COMBAT

In all this combat consists of

- **Zarkanakov**
- **Five (5) Ymandrake thralls**

See Combat Appendix 3

Adventure Difficulty

- **Easy Mode:** Remove 1 thrall
- **Difficult:** Add 1 thrall
- **Perilous:** Add 2 thralls

Tactics: The thralls attack obvious spell casters first. If there are no obvious spellcasters they focus on the most dangerous looking member of the party, coordinating attacks as much as possible. These creatures are not dumb.

Development: If the Heroes successfully defeat Zarkanakov, then they have saved the captives from being sent to the Isle of Tears. Proceed to **Conclusion A**.

If the Heroes fail to defeat Zarkanakov then they will join the captives on the Black Fleet. Proceed to **Conclusion B**.

CONCLUSIONS & ENDINGS

CONCLUSION A

With the Harvester defeated and the young page Cassius rescued, you know that for a while at least, the city is a little safer.

Your success has brought you a measure of fame in the close-knit community of Stonemarket Square and soon you find that a celebration and feast is put on in your honor.

During the festivities, you are approached by the Julia, the mother of Cassius, and Flavian, owner of the 12th Legionnaire. The two seem quite close with each other and it appears that some good has come from the whole affair.

Flavian says, "My friends, I cannot even begin to express the gratitude that Julia and I have for you. You have returned Sienna and Cassius to us and that is a debt we will never be able to repay. But as a start, please take this. I call her 'The Bright rays of Courage'" Flavian hands you his gladius, made out of the finest Sarishan steel and engraved with the words 'In Honor there is Light. In Light, Darkness cannot hide.' upon the blade.

'Also we would like you to know that should you ever visit the city again, there will always be a room for you.'" Smiling he shakes your hands and Julia embraces you in gratitude, a whispered and heartfelt "Thank you" echoes in your ears.

As the night winds down and people begin to stumble back to their homes, Cervari Rodriguez approaches you. "I know that you have been congratulated and thanked all evening, but I just wanted to let you know that my 'Friends' are also very grateful for what you have done and will remember your deeds." Then with a nod, the 'Scholar' begins the walk home, a little unsteady, but you get the feeling that he is still quite capable of protecting himself if needed.

Dawn's first rays slowly begin to creep over the horizon and you begin to think that now might be a good time to investigate those free rooms at the 12th Legionnaire.

CONCLUSION B

The last thing you remember is blackness. Then comes the sensation of the ground moving and the sound of waves. You cannot understand why this cold, black stone is rocking. It is only when you hear the words "land ahoy" and are brought above deck to see your new rain soaked home that the full realisation of your new situation hits you.

The Isle of Tears awaits.

CONCLUSION C

Politics. You have no time for it. There are more pressing matters to worry about. At least you won't have to be burdened with the title "Hero".

ADVENTURE REWARDS

After the adventure, fill out an Adventure Chronicle for each player. Note the experience gained, the treasure reward received, any favors or boons received and any other pertinent information. Hand it to the player before signing so that they can add in any gold or fame they spent during the adventure and make any choices required on the Chronicle. Once the player is done, sign Chronicle.

EXPERIENCE REWARDS

Arcanis adventures do not necessarily reward experience points for winning combats. Instead Arcanis adventures reward experience for achieving particular tasks or reaching important story points.

Task, Achievement	
Total Exp Award.	450 Exp

FOUND ITEMS

Players may keep any item without an Item Certificate that they find during the adventure. Remember that carrying a flintlock without the right to do so is a crime.

When a player keeps an item, the item's sale value is removed from the shared treasure reward the party splits at the end of the adventure. If the amount removed is greater than a player's share of the coin, the player in question must make up the difference or the other players can chip in from their shares.

The number and distribution of items found in a Living Arcanis adventure is always calculated using the base level of the adventure and a table of 5 players. Even if the party goes through the adventure at a higher difficulty and fights more enemies, any items beyond what is listed here are unsalvageable, lost or confiscated. This helps the Campaign Staff have a better grasp on campaign economy.

SCENE 2, 3, AND 4

- Gladius (5) – 20 gp each
- Lorica musculata (5) – 22 gp each

Total for each of these Scenes: 220 gp (maximum of twice)

SCENE 5

- Raxatorn Crystalline Organs (5) – Item Certificates

SCENE 6

- Gladius (5) – 20 gp each
- Lorica musculata (5) – 22 gp each
- Arcane focus, wand – 5 gp
- *Staff of the warmage +1* – Item Certificate
- *Manacles of Ymandragore* – Item Certificate

Total for this Scene: 225 gp

TOTAL SHARED TREASURE

The party can split 665 gp in items sold.

CONCLUSION A

- Sarishan steel gladius – Item Certificate
- 100 gp per Hero

RAXATORN CRYSTALLINE ORGANS

Scene 5

Wondrous Item, uncommon

When crushed, the blue crystalline organ allows the character to cast Detect Magic once.

MANACLES OF YMANDRAGORE

Scene 6

Wondrous Item, very rare (requires attunement)

These manacles were created upon the dreaded Isle of Tears and are intended to assist with the capture, and containment of arcane casters.

Effect: When you place these manacles a creature they instantly become attuned to the manacles, losing attunement to another magic

item if necessary. The attuned creature loses 10 spell slots, losing an additional 10 spell slots at the beginning of each of their turns until they have no spell slots remaining. As long as these manacles are worn the creature cannot regain any spell slots through any known means.

Anytime a creature attuned to these manacles attempts to cast a cantrip, they suffer 6d6 (21) force damage.

Once locked the individual who placed the manacles on the creature may unlock them with a command word. They may also be unlocked with a successful *dispel magic* (DC 15) or successful DC 20 Dexterity (Thieves' tools) check.

STAFF OF THE WARMAGE +1

Scene 6

Wondrous Item, uncommon (requires attunement by a spellcaster)

This staff was taken from the stiffening fingers of a Harvester.

Effect: This staff may be used as an arcane focus. While you are holding this staff, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

THE BRIGHT RAYS OF COURAGE

Conclusion A

This Sarishan steel gladius is a non-magical gladius but is considered to be a magic weapon for the purposes of bypassing the damage resistance of Infernals.

FAME

Arcanis is filled with secret societies and powerful organizations that constantly scheme and maneuver behind the scenes. Players may be part of these organizations or even attract the attention of organizations they are not part of, for good or ill.

Story Point	
Conclusion A	All Heroes +1 Fame with The Sanctorum of the Arcane

STORY AWARDS

FAVORS, BOONS, CURSES

CONCLUSION A:

The gratitude of Calista val'Sheem and the citizens of Stonemarket Square: While not in the position to provide any additional funds to the party, the Senator and her friends are extremely grateful for all that you have done. There is always a room available at the 12th Legionnaire and any Charisma ability checks made in the Square are done so with advantage.

CONCLUSION B:

This Hero has been captured by the Harvesters of the Sorcerer King and is now his permanent guest on the Island of Ymandragore where they will remain until rescued. The opportunity for rescue may be provided in future Arcanis scenarios or events.

NOTICE OF THE HARVESTERS

This only pertains to characters who cast arcane magic. Every time during the adventure an arcane caster casts spells in a public place or within sight of common people there is a chance that they had been spotted by a Harvester or an informant.

Unless the caster goes out of their way to hide such spell casting, news of their abilities will, eventually, reach the ears of the "wrong" people.

If the Hero was open about their spell casting in public or failed two consecutive attempts to disguise it, they get 1 point of Harvester Notice.

COMBAT APPENDIX 1; SCENES 2, 3 AND 4

In all this combat consists of

- **Four (4) Ymandrake thrall**
- **One (1) Ymandrake hunter thrall**

See Combat Appendix 1, Scene 2

Adventure Difficulty

- **Easy Mode:** Remove 1 thrall
- **Difficult:** Add 1 thrall (Thralls and Hunter Thrall have multiattack)
- **Perilous:** Add 2 thralls (Thralls and Hunter Thrall have multiattack)

Tactics: The thralls will attack the Heroes, at least 2 per target, while the hunter will focus on paralyzing spellcasters.

YMANDRAKE THRALL

Medium monstrosity (bio-construct)

Armor Class 14 (lorica musculata)

Hit Points 16 (3d6+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	5 (-3)	10 (+0)	10 (+0)

Skills Perception +2, Athletics +4

Senses passive Perception 12

Challenge 1/2 (100 XP)

Flesh Crafting – Thralls can cast *alter self* at will.

Pack Tactics - Thralls have advantage on attack rolls against a creature if at least one of the thrall's allies is within 5 feet of the creature and isn't incapacitated.

ACTIONS

Multiattack (At Difficult and Perilous only) – A thrall makes two melee attacks, one with the gladius and one with the tentacle.

Gladius – *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) piercing or slashing damage.

Flesh Tentacle – *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) bludgeoning damage.

REACTIONS

Mage Hunter – Once per short rest, when an adjacent creature casts a spell the thrall may use their reaction to make a melee attack against that creature.

YMANDRAKE HUNTER THRALL

Medium monstrosity (bio-construct)

Armor Class 15 (lorica musculata)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

Skills Perception +3, Athletics +5, Arcana +3

Senses passive Perception 13

Challenge 2 (450 XP)

Arcane Sense – Hunter thralls can sense the presence of arcane spellcasters within 10 feet.

Flesh Crafting – Thralls can cast *alter self* at will.

Pack Tactics - Thralls have advantage on attack rolls against a creature if at least one of the thrall's allies is within 5 feet of the creature and isn't incapacitated.

ACTIONS

Multiattack (At Difficult and Perilous only) – A thrall makes two melee attacks, one with the gladius and one with the tentacle.

Gladius – *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6+4) piercing or slashing damage.

Paralyzing Flesh Tentacle – *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (2d6+4) bludgeoning damage. If the target is a creature other than a thrall, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Mage Hunter – Once per short rest, when an adjacent creature casts a spell the thrall may use their reaction to make a melee attack against that creature.

COMBAT APPENDIX 2, SCENE 5

In all this combat consists of

- **Five (5) raxatorn**

See Combat Appendix 2

Adventure Difficulty

- **Easy Mode:** Remove 1 raxatorn
- **Difficult:** Add 1 raxatorn
- **Perilous:** Add 2 raxatorn

RAXATORN

Small monstrosity (bio-construct)

Armor Class 12 (Natural Armor)

Hit Points 15 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Skills Stealth +4

Senses Darkvision 60 ft., passive Perception 10

Challenge 1/2 (100 XP)

Arcane Sense – Raxatorns can sense the presence of arcane casters within 10 feet.

Pack Tactics - Raxatorns have advantage on attack rolls against a creature if at least one of the raxatorn's allies is within 5 feet of the creature and isn't incapacitated.

ACTIONS

Bite – *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) piercing damage

COMBAT APPENDIX 3, SCENE 6

In all this combat consists of

- **Zarkanakov**
- **Five (5) Ymandrake thralls**

Adventure Difficulty

- **Easy Mode:** Remove 1 Thrall
- **Difficult:** Add 1 thrall (Thralls have multiattack)
- **Perilous:** Add 2 thralls (Thralls have multiattack)

Tactics: The Thralls attack obvious spell casters first. If there are no obvious spellcasters they focus on the most dangerous looking member of the party, coordinating attacks as much as possible. These creatures are not dumb.

ZARKANAKOV

Medium humanoid (human)

Armor Class 15 (*mage armor* – cast last night)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	15 (+2)

Skills Arcana +5, Perception +3, Deception +3

Senses passive *Perception* 13

Languages Low Coryan (Common), Hell's Speech, Ymandrake

Challenge 2 (450 XP)

Spellcasting - Zarkanakov's spellcasting ability is Intelligence (spell save DC 13; +6 to hit with spell attacks – ignores half cover).

Cantrips (at will): *light, prestidigitation, ray of frost*

1st level (4 slots): *burning hands, mage armor, magic missile, shield*

2nd level (3 slots): *scorching ray, web*

ACTIONS

Staff of the Warmage – Melee Weapon Attack: +2 to hit, range 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6) bludgeoning damage.

REACTION

Harvester – When Zarkanakov sees a spell being openly cast within 30 feet, he may use his reaction to force the caster to make a DC: 14 Constitution saving throw. If the target fails their save, the spell has no effect and the slot used to cast it is wasted. After using this ability, Zarkanakov cannot do so again until after completing a short rest.

YMANDRAKE THRALL

Medium monstrosity (bio-construct)

Armor Class 14 (lorica musculata)

Hit Points 16 (3d6+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	5 (-3)	10 (+0)	10 (+0)

Skills Perception +2, Athletics +4

Senses passive Perception 12

Challenge 1/2 (100 XP)

Flesh Crafting – Thralls can cast *alter self* at will.

Pack Tactics - Thralls have advantage on attack rolls against a creature if at least one of the thrall's allies is within 5 feet of the creature and isn't incapacitated.

ACTIONS

Multiattack (At Difficult and Perilous only) – A thrall makes two melee attacks, one with the gladius and one with the tentacle.

Gladius – *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d6+2) piercing or slashing damage.

Flesh Tentacle – *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d4+2) bludgeoning damage.

REACTIONS

Mage Hunter – Once per short rest, when an adjacent creature casts a spell the thrall may use their reaction to make a melee attack against that creature.