

WYRM*STONE



THE
LOST PRINCE

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A GOLD Adventure WSG09-01

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THE ADVENTURE BEGINS...

This is a Society for Adventure Gaming Enthusiasts (SAGE) game, it can be enjoyed as part of a home campaign or played as part of the SAGE™ organized play network. More information on SAGE™ can be found at:

<http://revenantgames.com/SAGE>

If playing this game as part of the SAGE™ campaign, reporting results helps players and judges advance in the campaign.

If running this game as part of a SAGE™ event, it should be run in accordance with the Wyrmstone ORC Campaign Declarations, available on wyrmstone.org.

When printing this document you should make note of when the Player Handouts Starts—these are always at the end, so you can print them single-sided.

PREPARATION

Menace: III (Challenging, TL+1)

Time: Six to Eight hours

Refer to the Fantasy Craft Rulebook page 240 for detailed instructions on preparing NPCs for play, XP and treasure allocation.

Standard NPCs always appear as mobs, unless otherwise specified. This means there are an equal number of Standard NPCs in an encounter to PCs. Special NPCs do not share this quality, and only appear once per occurrence.

INTRODUCTION

BACKGROUND

124 years ago there was a Crown Prince of Vevonne, **Armandt Metisse**, who was quite the Adventurer. He traveled all the worlds making a name for himself, but his biggest challenge was in finding a way to vanquish **Ashanoor Zeqhadaran**, a powerful demon avatar who had plagued the lands of Ra'niah for centuries. Armandt's adventuring leading up to his disappearance was spent seeking a secret powerful enough to use in his fight against Ashanoor. The prince went missing during his quest, and has since been forgotten by all but a few dusty tomes of history.

Armandt's last act was courageous. Shortly before

falling in battle with Ashanoor, he used his sword (a potent artifact) to pin the demon to a wall, both physically and dimensionally. The sword may not be removed by any but mortal hands. The blow was not a killing blow, however, and being immortal Ashanoor is still alive. He has been anchored by the sword ever since, and he is a little put out that he cannot move from the spot.

In this adventure the heroes are approached by **Marcel Ghanri**, who represents the crown of Vevonne. Recent information has come to light in Panea that may lead to the final resting place of Armandt. The heroes are tasked with traveling to Panea, researching the information and following where it may lead. In this case, it leads to the eastern shores of the cursed lands of Grune.

Unknown to the heroes is that Marcel Ghanri is a ghost, Armandt's footman and close companion. Marcel also perished on the final mission. He has been trapped in this world trying to find a way to reclaim his master's remains as well as the powerful sword and shield. Marcel is not rational in this desire, he does not recognize that removing the sword will free Ashanoor.

In this adventure the heroes are led to the final resting place of Armandt following clues left by Marcel. Ashanoor is happy to have company, and tempts the heroes in ways they may not be able to resist.

SYNOPSIS

Opening Sequence: High sailing

In a simple flashback from the deck of a high sailing ship destined for Panea, the Adventure hook is explained to the heroes.

Scene 1: Panea

A historian in the Great Library of Panea has discovered a notation in the Telman Empire's military records. Heroes must use social skills to navigate the bureaucracy surrounding the Great Library of Panea and gain access to the proper ancient tomes. These reveal that Crown Prince Armandt was a visitor for several months in Panea, while he equipped and built a new expedition to chase after Ashanoor.

In Panea the heroes find clues leading to the forsaken seaport of Rhelerige in Panea.

Scene 2: Rhelerige

The ancient ruins of the seaport Rhelerige lie inside the cursed Anhault bay. The heroes can find passage on a seafaring ship that will take them to the edges of the bay, but they must row the rest of the

trip on their own in a ship's boat. Arriving at Rhelerige the heroes discover a small wyrystone ship crash landed in the ruins. Evidence on the scene points inland to Tamidore Abbey.

Scene 3: Up the River

It is a multi-day journey to Tamidore Abbey, following the river. A Grune Mountain Tiger decides to try to pick off one of the heroes (if pressed for time, this encounter can be removed).

Scene 4: Tamidore Abbey

The ruins of Tamidore Abbey are where Armandt was to have journeyed. Little of the Abbey remains but for crumbling walls. Ashanoor took over the catacombs below the sanctuary and was converting it to a harrowed temple when he was challenged by Armandt. Here the heroes find the remains of Armandt, as well as the quite alive Ashanoor, still pinned by the Royal Sword of Corlis, a relic of the Vevonne. Ashanoor uses every wile to try and convince the heroes to free him, promising all manner of reward for the service (and resorting to dark threats if promises don't work).

Aftermath

Taking the relics back to the royal household for reward brings a new surprise. There was no Marcel Ghanri working on behalf of the Crown. However, the crown is quite thankful for the return of these priceless relics and still rewards the heroes for their actions.

OPENING SEQUENCE: HIGH SAILING

STANDARD SCENE

Before beginning this scene ask each player where their character is on Ra'nah and what they would ordinarily be doing. They are free to select any conventional city or location. Make note of this and explain it is for future reference.

During this scene Marcel Ghanri is a ghost but he appears in a manner like a real person. He makes every effort to avoid touching the heroes or handling anything physical, and he approaches them in darkened rooms—taverns or similar. Do not call attention to this, however. Every attempt should be made to avoid tipping off to the heroes that he is a ghost, as this will ruin the surprise of its revelation later in the adventure.

Standing on the deck of a High sailing ship you watch the last of the land as it rolls by below. The broad deck of the ship is a medley of activity as the sailors constantly adjust and tune the various sails sent out in all directions from the ship to bear it along the Aether.

For a while now the salty crisp sea air has become stronger as the ship sails closer to the sea. The forest and buildings below seem so small, and the ship seems to just float in place while the land drifts by at its own pace.

You think back to the events which brought you on this venture...

Go around the table and conduct the following introduction scene for each Hero or group of heroes at the table. Adjust the location to be suitable for a place where a representative of the Vevonne crown may justifiably approach somebody.

A gentleman wearing stuffy Vevonne court attire approaches you (*and your companions*). He looks to be in his thirties, just barely starting to gray, and he wears the garb of the court comfortably.

He waits a polite moment then interrupts, “Pardon my inquisition, but are you of the Adventuring persuasion?”

{waits for response, presuming positive}
“Ahh, very good. I represent the court of Vevonne, and we have need of some brave souls willing to undertake a quest for the crown.”

“You see, over a hundred years ago the crown prince of the time went missing. This was a very sad thing, of course, but the reason it is important now is new information may have come to light about where he went missing. We recently received a letter from the Great Library of Panea that a journal has been found recording what may very well be the last sighting of the crown prince.”

“As you can see, this is something that is of possible interest. If you are willing to conduct a search of this journal and possibly even follow it to the resting place of the crown prince, the court of Vevonne would be greatly indebted. Not only are we interested in finding a proper burial for the remains of the crown prince, but he was lost carrying the legendary Sword and Shield of Corlis, items which had been passed down in the royal family for generations. Bringing back these things will be of much interest to the court.”

“If you are interested, I have passage to Panea on a high sailing ship ready, it departs tomorrow morning.”

Any Hero not accepting the task is thanked for his time and let go his own way, the adventure is over for these heroes.

The obvious (and reasonable) question from the heroes is “Why doesn’t the crown assemble an official search party to follow this lead?” Should Marcel be asked such a question, he explains that the crown can’t openly create such an expedition for political reasons. The heroes’ job is to chase down Marcel’s lead and follow it wherever it may go while he makes other arrangements in Vevonne. Once they have *fully explored* the lead he’ll give them, they are to report their findings, and perhaps the court of Vevonne will be in a better position then to take it from there.

Those who accept are told that he has arranged passage for them on the High sailing ship which departs in the morning. As the heroes arrive at their lodging they find a sealed package. Within the sealed package is a scroll left by Marcel, with the royal seal of Vevonne, and a purse containing 100 eight pieces for expenses (equivalent to 100 silver—these are the small gold wedges minted in Telma that, if properly intact, would make up just over 11 gold Reales).

The scroll in the package is Handout #1, which should be provided to the heroes at this time.

SCENE 1: PANEA

STANDARD SCENE

OBJECTIVES

- ◆ Get access to the Great Library of Panea (The Bibliotheca)
- ◆ Retrieve information on the Prince’s activities in Panea.
- ◆ Retrieve a copy of the Diviner’s information on the Demon Ashanoor Zeqhadaran.

CHALLENGES

- ◆ Isaac is dead, and has been replaced by the odious Atrelon Evrelano the third.
- ◆ Layers of bureaucracy exist that must be properly satisfied before the heroes can fully research the information needed.

OVERVIEW

The heroes must work through the bureaucracy of the Great Library to learn the next step of their journey—the cursed shores of Grune.

Isaac Setiory, the historian from the Great Library

of Panea, discovered an ancient notation in the Telman Empire’s military records, almost by accident. While dusting the archives one tome slipped out and he felt compelled to browse its records (he did this often). Therein he discovered the journal notes of the prince’s visit. Knowing the history of the lost prince, he felt compelled to send a letter to the Crown of Vevonne where it was immediately lost in that nation’s own staggering court bureaucracy. The Ghost Marcel was able to use this to his advantage by locating and contacting the heroes as if on behalf of the crown.

Unfortunately, the letter written by Isaac Setiory is several months old, and the Master Scribe has since passed away. His replacement, Atrelon, has been waiting for Isaac to retire for 20 years. He feels his administration over the Military Records vault of the Great Library will greatly improve their efficiency. He is also a bigot, believing that any offshoot of the Telman empire is still in a rebel situation (this includes Vevonne, Veromani and Rytacht). He treats anybody from these offshoot lands with disdain, as being somebody beneath his station. He especially finds the exiled Shahani odious, believing them parasites on the nations of the other worlds.

The vault of the Great Library where the religious documents are stored (the Divinity Vault) is managed by a different individual, Thomas Camoys, who is an easy and affable person who quickly becomes enamored with the adventure of the situation. He is happy to help the heroes find the diviner records regarding Armandt’s expedition, and immediately moves on to find records of Tamidore Abbey.

ACTION

The primary challenge will be establishing a level of bureaucracy without it becoming tedious to the players. It is important to allow the socially-oriented players time to shine, but not to drag it on too long.

The heroes arrive at the sprawling library and first need to get to the right person, this in itself is a challenge.

Through their time at the library the heroes need to discover two documents. The first is a military record of the Prince’s time, which refers to a visit the Prince made to a holy diviner. These records are stored in a different vault of the library, allowing for further journey into the bureaucracy of Telma.

Registration

After arriving in the bustling city of Panea you make your way to the large campus that is the

Great Library. It is a walled campus taking up many city blocks. The gates you have passed up to now are closed with iron portcullises, and the guards ignore your calls for assistance. Eventually you pass around to what must be considered the front entrance. The gate is not closed and beyond is almost a city in itself. Tall stone buildings crowd each side of the street you walk until it opens into a great plaza. A broad array of scholarly folk mill about, crossing between buildings and down other alleys to other buildings. Everyone but you seems to know where they're going.

Noticing your bewildered stares a very small young pech with a red epaulet attached to his shoulder and with heavy wire rimmed spectacles approaches you, "Excuse me, do you need assistance?"

This is Saverio, he is a *Novice*, of the lowest rank of the warders of the library. There are several other people similarly attired with red epaulets in the plaza, and they are tasked with identifying and registering new individuals wishing to visit the Library.

Saverio is a bit nervous, this is his first week on the job. He is a fourteen year old pech from a scholarly family in Panea. His entire life has been around the Library as both of his parents also work here. His worldly experience is non-existent, so any of the heroes who are not human or pech will intimidate him, as will any females. If at all possible he will try to talk to a human or pech in the group (while potentially offensive, a Sense Motive roll can explain his naivete). If forced he'll speak to non-humans, keeping his eyes on the ground.

During this entire process Saverio will only respond to questions, he will direct the heroes on where to go but leaves the questioning and talking up to them.

Once it becomes evident that the heroes are not registered, Saverio guides the heroes to the *Hall and Office of Registration and Augmentation*. All visitors must be registered. If one of the characters is a member of the *Librarians* (a warder Organization PC characters can join), they would know this and be able to pass the Registration process. They would also know what building to go to for Military Records.

The *Hall and Office of the Registration* is a building just to the left of the entrance to the plaza. Great steps lead upwards into a vaulted and busy room with desks and counters. Saverio directs the heroes past several different queues of people to one that ends at a desk with a sign in high Telman stating

"*Professio*" (Declarations).

Saverio will wait with them in line, which will take 10-15 minutes. While waiting he fidgets and bounces from foot to foot, unable to hold still. He also shuffles away from any exotic party member, although can be caught stealing glances at any particularly attractive female in the group.

When they reach the desk of declarations, they are asked their purpose and intent. This conversation may go something like this:

PC: We are here to see Isaac Setiory

Clerk: Who?

PC: He is a Master Scribe in the Military Vault.

Clerk: Oh, that Setiory. Excuse me. (the Clerk will then call over other clerks, who will huddle while determining that Setiory is in fact dead)

PC: Is there a problem?

Clerk: Well, you see, Setiory is dead, and thus cannot be seen. Since you have nobody to see, it would seem you do not need a temporary pass.

PC: Well, let me talk to whoever replaced Setiory, then.

Clerk: The Military vault of the Library is restricted, so you require an invitation and an escorted. As you have no invitation you cannot visit that vault of the library.

PC: I have an invitation right here, from Setiory.

Clerk: Yes, you do have an invitation, but it is from a dead person, and obviously you cannot expect us to honor any invitation from any dead person, as we have no way of verifying the invitation's validity.

PC: Are you serious?

Eventually they will be directed to a different line where they speak to another clerk who will visit with another clerk and at some point they will agree to file an Exception, but it must be approved by a Warder, of which none are present (and nobody in the office is willing to accept responsibility for signing for it without at least a Warder approving it).

Things proceed in this manner until eventually the heroes do receive a stack of papers signed and sealed giving them access to the Library. The access is free,

but there is a small administrative fee of 3 Reales (24 eight-pieces; coin of other realms is not legal tender in Telma, and must be exchanged, with 5 percent of the value lost to the moneychanger). The heroes' paperwork is good for 1 year of general access to the "public" vaults, and 1 week of restricted access to the Military vault, with an *Argus Bibliotheca* escort. At this point in time the clerk will notice Saverio and insist that he will be their escort for the week, and as such he is under their pay (4 eight-pieces a day). Saverio's eyes grow large at this declaration but he straightens up a little more at the responsibility.

Military Vault

The buildings immediately connected to the plaza are the general access and scholarly vaults, or they are for the Office of Augmentations (the lawyers). Saverio guides the heroes down a side street to a smaller plaza where several more buildings are facing. He approaches one and asks the heroes to show their papers to the person at the door. They are gestured in and directed to a side parlor where a moment later an elven female arrives and introduces herself as Adelina, Student Rank III. She wears a blue epaulet with three golden scrolls attached.

After the heroes either explain the situation and/or show her the letter, she stifles a giggle and apologizes. She says she cannot help them, but that they will have to speak to Master Atrelon, he is Isaac's replacement (she says with a smirk). She gives instructions to Saverio as to his office, which is up one level and down the hall to the right.

The office of Atrelon Evrelano is a careful balance of chaos and order orchestrated through paper and leather bindings. Every possible surface in the room is covered with scrolls, papers and books, all pitched at precarious angles as if threatening to fall in at any moment. At the center is an overflowing desk behind which is a large rotund man wearing clothing much too small for his capacity. Sweat rolls down his brow while he glares at you entering his office, his lip twisted in a slight curl as if your mere presence has somehow offended him.

After a moment he looks to Saverio who has managed to hide himself behind your group, and grunts as if speaking to a misbehaving dog, "Novice, you know better than to bring these people to my office, take them away now!"

The heroes will have to work their way into Atrelon's graces to gain access to the original military record specified in their letter. Consult Table 7.26 and

the Disposition rules on pg 373 of the Fantasy craft rulebook. Atrelon's disposition begins at -8, with an additional -5 if the party contains a Shahani dwarf (remember to include shifts for any other species that are Reviled, like Ogres, if applicable). Being able to establish oneself as a scholar will improve his disposition by +5. Note also that while one or more heroes may have abilities that boost a target's disposition, only the highest disposition-boosting effect counts (they don't stack), and as Atrelon is a special character these abilities are only half as effective.

After the characters introduce themselves to Atrelon, roll against the chart to determine if he will assist them or not (1d20, the result must be equal to or less than the Assistance column). If he does not wish to help them, the heroes are allowed to attempt Impress (or Intimidate) checks per the appropriate rules, using the roll modifiers listed on the same chart. If they fail in this check, they must leave and come up with a new plan or tactic to convince Atrelon another way. This must happen on a different day.

Once Atrelon is convinced to help, he will stump off with the heroes to locate the book, in which, he grumbles, they are fortunate because the letter says nothing about what book this was found in, but in cleaning up the office he recently filed a book that is probably the one in question. When this book is located, you can provide Handout #2.

Atrelon does not let the heroes take the book, but he will let them copy the relevant portions. He provides no further help. Saverio suggests that they may be able to get information from the Divinity Vault, if none of the heroes think of it.

Atrelon Evrelano (Special NPC; 42 XP)

Medium Følk Walker;
SZ M (1x1, Reach 1); Spd 30 ft. ground

STR	DEX	CON	INT	WIS	CHA
10 +0	10 +0	10 +0	16 +3	10 +0	6 -2
Init	Atk	Def	Res	Comp	Health
I +DEX	I +STR +DEX	II DP: -1 SZ: +0	II Rflx: (DEX) Fort: (CON) Will: (WIS)	II ACP: 0	IX DR: 0

Skills: Investigate X []

Qualities: Bright I, class ability (Explorer: bookworm II; Keeper: bright idea I).

Attacks/Weapons: None

Gear: N/A

Treasure: N/A

Divinity Vault

This portion of the journey through the Library should be the easiest. The Divinity Vault is managed by a different individual, Thomas Camoys, who is an easy and affable person who quickly becomes enamored with the adventure of the situation. He happens to be at the entrance chamber to the Divinity Vault and overhears the heroes plight, and is quick to inject himself. He is happy to find the diviner records in question with some mild Role Play; provide Handout #3.

The Divinity Vault also keeps records of historical buildings used by the Telman church. If the heroes are not able to do the research themselves, Thomas will eagerly help them find records they seek.

Cathedral of the Holy Mother.

Facts on Rheleridge and its religious locations are scattered but can be located with a successful Investigate/Research DC. Only one roll is required per hero, or they can do a team check. Either way all facts from that DC and below are discovered. It is best to distribute out the facts if more than one person is Researching, so they can be found by different heroes in different books, tomes and wings of the Library.

- DC 0: While there are several Cathedrals of the Holy Mother, there is only one recorded in Grune and it is located in the abandoned Seaport of Rhelerige.
- DC 5+TL: Rhelerige is in the protected Anhault bay and has been built and abandoned countless times.
- DC 10+TL: Rhelerige was abandoned almost 200 years ago. Traders discovered the seaport vacant of any living thing; a ship's log in the archive relates, *"It was an unearthly quiet. There was nor a bark of a dog, scratch of a chicken or even the hum of a fly. Doors and windows were left open in the buildings. You could hear the tap of a loose shutter blowing in the wind blocks away. The place just had a feeling that something very wrong had happened, and we were not welcome. We all felt like the harrowed were just waiting around the corner."* Nobody has resettled Rhelerige since.
- DC 18+TL: Upriver of Rhelerige is Tamidore Abbey, a religious site founded by Liirish monks nearly 300 years ago. There is no map or

directions to Tamidore Abbey. All that can be found is that it is "upriver" from the abandoned seaport Rhelerige.

- DC 21+TL: Tamidore Abbey was founded on the ruins of an older religious site from an unknown religion which had been abandoned long in the past.

NEXT STEPS

The heroes should end this scene with plans to visit Rhelerige.

The potential stumble here is Atrelon. Failure to convince Atrelon to help over more than one day could derail the whole adventure. Should the heroes be particularly non-social, or just particularly unlucky, feel free to bail them out with Adelina. She knows the Military Vault as well as Atrelon, and can find anything he can (and she is much more willing to help, if only out of pity for heroes who have tried and failed to budge Atrelon).

SCENE 2: RHELERIGE

DRAMATIC SCENE

OBJECTIVES

- ◆ Book passage to Grune
- ◆ Locate the crashed Wyrmstone ship in Rhelerige
- ◆ Find clues leading to Tamidore Abbey

CHALLENGES

- ◆ No captain in his right mind will sail to Grune.
- ◆ Rhelerige is home to some nasty spiders.

OVERVIEW

The heroes have to book passage to Grune, where no captain wants to sail. Once they get to Grune they have to venture through the ruins of the town Rhelerige, finding a crashed wyrmstone ship in its center—this is the Prince's old ship. The ship is home to some nasty spiders!

There are two clues leading to Tamidore Abbey. The Prince's journal on the ship is the easiest clue. There are also notes in the Cathedral.

ACTION

The heroes quickly discover that few captains, highsailing or seafaring, want to sail near Grune. The

one captain they find willing to get close asks a base price of 40 sp per person (use the statblock for the Mercenary in the Fantasy Craft Rogue's Gallery page 246 if the heroes want to Haggle over the price). The captain is making a passage to Liir, and his course goes near Grune, and will return in 2–3 weeks. He can drop the heroes off with a ship's boat, leaving them to row to shore on their own (he also wants a 200 sp retainer to guarantee the boat's return). Getting to Grune's shores is uneventful...

As you row the boat into the harbor you cannot help but notice the canopy of dark forest, overgrown and menacing. You glance back and can barely make out the sails of the ship which left you alone with your companions, the last bastion of civilization sailing away while you forge forward into the forgotten lands of Grune.

As you row into the harbor the water becomes calm; there are dense blooms of putrid green–yellow underwater that tug defiantly at your oars...

Ask the heroes for a Search/Perception check (DC 10+TL). With success, the hero sees a movement under the plant mass, it may have been a very large fish, or perhaps a tentacle.

Any hero who looks for the movement can make out a large misshapen tentacle, the sight of which pulls darkly at the corners of their minds. The hero suffers 2d6 stress damage. (This can be aligned with a carefully timed bump as the boat rocks from something underneath it.)

As they pass the creature in the water and approach the ruined seaport, read aloud:

As you row closer to the town it is evident that no docks or ships remain—all have either left or fallen into the sea. Strangely enough the town has not been overcome by the forest. While vines and smaller plants grow across the buildings, you would expect there to be more trees growing throughout the town. Instead the heavy forest canopy stops at the edges and only a scattered tree can be seen here and there growing out of the collapsed remains of a building.

It is while surveying this peculiarity that you notice a further oddity. Two masts and some tattered rigging can be seen over the tops of the buildings, further into the seaport, not at a dock where you would expect it to be.

This is the prince's ship. Walking into town the heroes notice that the town is overgrown but not

deathly quiet. Investigating buildings discovers that most are in a strange state of preservation considering the age, although obviously in disrepair the decay is not as pronounced as it could be. The unearthly quiet recorded by the ship's captain is not apparent, and they can see an occasional bird or other forest creature up and down the streets.

The prince's ship crash landed after an air–battle with Ashanoor's minions. The canard masts are snapped and the bow of the ship has crushed through the front of two buildings. The deck of the ship is littered with rubble, beams and rigging. No remains of people are found in or around the ship, and the spiders' nest, if searched, only contains the bones of animals.

The ship has since become home to a large nest of nasty spiders. The heroes can find the captain's log, but this reveals little other than there was a “controlled descent” and the ship was wrecked. They also find the Prince's Journal, left in the same cabinet (Player Handout #4).

The wyrmstone astrolabe and wyrmstones themselves can be harvested from the ship for treasure, but the ship is beyond repair. The harvesting will take four hours (and a successful Craft check from a hero with the Carpentry focus DC 15+TL). This harvesting destroys the array itself but the stones still have value (Roll on the Coin Treasure Table with a +5 bonus).

The Cathedral holds two items of note, which can be found upon searching. In the annex to Saint Daochean they discover a sepulcher stone with the roughly carved name Marcel Ghanri. His remains are in the catacombs beneath this annex. Searching the rectory will reveal several documents and clues about the Liirish Tamidore Abbey further inland, along with directions.

NEXT STEPS

The characters should end this scene with plans to head for Tamidore Abbey. They can spend time scouring the town, but it appears to have been looted long before now, and little of value can be found. However, for every 1 day spent canvassing the ruins the heroes can make a team Search check (DC 15+TL). On success a roll can be made on the Gear treasure table, subtracting 1 for each time something of value has been found (so the items will cumulatively decrease in value).

CAST

Grune Spider Warrior (Standard NPC; 47 XP)

Small Animal Walker;

SZ S (1x1, Reach 1); Spd 30 ft. ground

STR	DEX	CON	INT	WIS	CHA
14 +2	14 +2	10 +0	3 -3	10 +0	8 -1
Init	Atk	Def	Res	Comp	Health
VI +DEX	III +STR +DEX	III DP: 0 SZ: +0	II Rflx: (DEX) Fort: (CON) Will: (WIS)	- ACP: 0	III DR: 0

Skills: Acrobatics IV [], Notice IV [],
Sneak IV []

Qualities: Superior climber III, superior jumper III, tricky (Venom Master)

Attacks/Weapons: Bite I (dmg 1d6+2 lethal + slowing poison; threat 18–10; upgrades venomous)

Treasure: 1A, 1T

Grune Spider Queen (Special NPC; 69 XP)

Large Animal Walker;

SZ L (3x3, Reach 1); Spd 30 ft. ground (Run 150 ft.)

STR	DEX	CON	INT	WIS	CHA
14 +0	12 +0	10 +0	5 +3	10 +0	6 -2
Init	Atk	Def	Res	Comp	Health
VI +DEX	V +STR +DEX	III DP: 0 SZ: -1	III Rflx: (DEX) Fort: (CON) Will: (WIS)	- ACP: 0	V DR: 2

Skills: Athletics III [], Notice III [],
Tactics V []

Qualities: Darkvision II, damage reduction 2, fearsome, grappler, superior climber III, superior jumper II, superior runner I

Attacks/Weapons: Bite II (dmg 1d10+2 lethal + necrotic poison; threat 17–20; upgrades: venomous), Web (entangling attack II: 20 ft. ray; Fort DC 15 or become entangled for 2d6 rounds)

Treasure: 1A, 2T

Tactics

The spiders use their abilities to their advantage. The warriors make quick strikes to poison and slow the heroes, while the Queen stays in back and shoots webbing to ensnare.

The decking of the ship is rotten. Anybody walking on it may fall into the nest of spiders within. Additionally, there is a hole in the side of the ship. Anybody climbing inside or within 10 feet of the entrance is ambushed, vs the Queen spider's Ambush (Tactics). The same is true for the cargo hold opening on the deck of the ship. Walking on the deck of the ship is treacherous, requiring a Climb check DC 10+TL. With failure, the hero's foot breaks through the decking. When they pull back their foot it comes with strands of sticky silky white fibers. Looking into the hole they see only dense webbing. If this happens twice, the queen tires of waiting and jumps to the attack.

SCENE 3: UP THE RIVER

STANDARD SCENE

OBJECTIVES

- Travel to the Abbey, shadowed by a Grune Mountain Tiger

CHALLENGES

- Avoid getting eaten by the Tiger

OVERVIEW

This is a simple scene, designed to build anticipation about Grune while also giving the heroes a sense of accomplishment. The journey to the abbey takes six days on foot. During this time the heroes are shadowed by a Grune Mountain Cat. Heroes straying too far ahead or behind may fall victim to an attack. This is also an opportunity to add stress damage to those heroes not careful.

ACTION

You follow what once was a road leaving the town of Rhelerige. Stones appear to have been placed which is the only helping make the forest passable. The road stays close to the small river,

winding in and out of the forest. At times it is even overtaken and has been eroded away by the river, but you manage to find your path again after following the river's edge.

Ask the players to work out a proper marching order. Pay particular attention to any Hero who wishes to be more than 20 feet ahead or behind of the party. When setting up camp ask the heroes to draw out how the camp is setup and where people are resting for the night.

The cat will not attack immediately, it is patient and cunning and will take its time to work out a good attack. It has never seen creatures such as this, so does not know what to expect when it attacks one of "the herd".

This march takes several days. Allow the heroes Search/Perception checks and let them see things in the canopy—odd beasts climbing from limb to limb, unusual flocks of birds taking to flight, etc.

At some point towards the evening of the fourth or fifth day (towards the end of the journey), the Grune Mountain Tiger attempts to Outmaneuver and then Ambush any hero too far from the party. If nobody is too far from the party, it waits until the evening and try to take somebody from the edge of the encampment. If nobody is too far from the edge of the encampment, then it waits until the next day and just attacks the last person in marching order, using basic Tactics/Ambush instead.

During the journey the heroes can make a Search/Perception check against the cat's Sneak. If the heroes notice the cat and react defensively, the cat aborts the attack, letting the heroes know of its presence with a throaty roar in the distance. Heroes failing a Will save DC 13+TL suffer 1d6 stress damage.

TROUBLESHOOTING

This scene, while easy, has the possibility of killing a lower level hero in the first strike. This is not as dire as it may seem. First, as a Judge be sure to read up on the Special Character Damage section of the rules on pg 207. If a character does actually die, then they can invoke the Cheating Death option on pg 384. For this scene there is a special campaign certificate for any hero dying in this manner. If a hero's wounds are reduced below -10 Marcel Ghanri appears to the dying character in a vision and leads them back to life; the character is returned to 0 wounds and automatically stabilized. There is only one cert, and it may only be used in this one scene. If this happens, merely hand the cert to the player in question and let

them work out the rest of the details through the flavor text.

CAST

Grune Mountain Tiger (Special NPC; 76 XP)

Large Animal Walker

SZ L (1x2, Reach 1); Spd 50 ft. ground

The Grune Mountain Tigers are an ancient breed of cunning cat who have long hunted the forests and mountains of Grune. Sleek black pelts with faint gray stripes allow them to fade into the darkened canopy that covers Grune, and they sport long saber like teeth which they use effectively in ambushing their prey.

STR	DEX	CON	INT	WIS	CHA
18	14	10	6	12	8
+4	+2	+0	-2	+2	-1
Init	Atk	Def	Res	Comp	Health
V +DEX	VI +STR +DEX	III DP: 0 SZ: -1	V Rflex: (DEX) Fort: (CON) Will: (WIS)	- ACP: 0	V DR: 0
Special					
+8 bonus with Stealth and Hide checks while moving and automatically becomes <i>hidden</i> when stationary in the forest. Half damage from any cold attack. 1d6 sneak attack in first 3 rounds of combat (usually first strike)					

Skills: Athletics III [], Notice V [], Stealth III [], Tactics IV []

Qualities: Chameleon II (forest/jungle), Damage defiance (cold), rend

Attacks/Weapons: Bite V (dmg 3d10+4 lethal; threat 16-20; upgrades: grab), Claws II (dmg 1d8+4 lethal; threat 19-20)

Treasure: Special—the pelt of a Grune Mountain Tiger is rarely found in civilized society, and can fetch a decent price to the right buyer. If collected for sale, roll on the Coin table to determine its sale value (which can be adjusted with a Hagggle). If the entire body is intact and has few wounds, add +10 to the roll. If the body is not intact (decapitation, severed limbs, etc.) add +7 to the roll. If only the pelt is retained but it is intact, add +3 to the roll. If only the pelt is retained but it is not intact, use a standard roll.

SCENE 4: TAMIDORE ABBEY

DRAMATIC SCENE

OBJECTIVES

- ◆ Notice the circle of containment around the abbey
- ◆ Locate the Prince's encampment
- ◆ Defeat the Dreadmarks
- ◆ Negotiate with Ashanoor

CHALLENGES

- ◆ Dreadmarks
- ◆ Ashanoor Role Play vs party members.

OVERVIEW

The heroes arrive at the abbey and have some time to search the ruins while being antagonized by movements in the shadows they cannot pinpoint (the Dreadmarks). This scene is about setting atmosphere, and the heroes should hear noises and movements in shadows that may cause stress damage (flapping, rustling, but nothing they can see or pinpoint).

The heroes eventually discover the Sanctuary which has an entrance to the temple Ashanoor was building below. Within this underground temple can be found the remains of Armandt and the very alive Ashanoor, still pinned by the Sword of Corlis.

Ashanoor makes an offer some heroes may not be able to refuse. Release him, and he will give them their wildest dreams. He is a creature bound by oaths, and will honor his word. With some players this section alone can be a long period of roleplay, encourage them to spend time debating the various possibilities and working out a conclusion. Steer them away from intra-party fighting.

As the heroes leave the sanctuary they are attacked by the Dreadmarks in the tower/altar area of the abbey, unless they have the protection of Ashanoor. These vile harrowed creatures were a special favorite of Ashanoor's and have taken up residence while he is imprisoned below.

ACTION

The overgrown road you have been following turns away from the river and starts up a hill. Through a break in the trees you catch a glimpse of the top of a stone tower climbing out of

the forest. Your reverie is disrupted as a flock of crows take flight from the ruins ahead and perhaps it is just your over excited imagination, but for a moment it appears they formed the shape of a skull in the sky over what must be the ruins of the Abbey.

You look askance at your companions and trudge forward. As you come upon the ruins there is a point where you feel a sense of resistance and suddenly the trees and shrubs grow ashen and gray. Looking back you can see a distinct edge to the grayness and it seems to follow around the ruins.

Of Tamidore Abbey, the walls are all that remains and beyond them a tower presumably off the nave. The ceilings have long ago fallen inward and even some walls have crumbled giving easy access to the inner chambers and cloister. Purple gray vines spider across the walls, and you can make out vile red harrowed markings scribbled on its walls.

There is an ancient circle of containment and protection created around the abbey by the Prince. The only visible sign of the circle is the vegetation changes. On one side the plants are vibrant and on the other they are still green, but have an ashen and gray tone. This circle is still in effect, and is keeping the Dreadmarks from expanding as well as hiding Ashanoor from scrying and detection actions. No teleport or similar action may leave or enter the circled area, though a creature may use such actions to move *within* the area.

The ruins of Tamidore Abbey are where Armandt was to have journeyed. Little of the Abbey remains but for crumbling walls.

When investigating inside the circle there are obvious signs of conflict including the long decayed remains of soldiers and other demonic creatures scattered throughout the ruins. The Dreadmarks will leave the heroes alone, only playing tricks in the far shadows and adding stress damage as appropriate.

Various items of interest can be found in the collapsed ruins. Most items have long ago rotted away—the biblioteca (in the bottom right region) is filled with mounds of pulp from the rotten books, none of which are salvageable. Spending 5 hours scouring the ruins of the Abbey reveals some items of note. There are prayer beads (Magic Item Cert) and Treasure: 2C, 2G, 2L, 4M.

Ashanoor

The heroes cannot collect the Prince's remains, the Sword or the Shield unless they remove the Sword (Ashanoor will not allow it). There are other ancient remains from the camp from around the abbey that can be collected, however. These are minor items, but enough to authenticate the group as the Prince's expedition and this as the site of his resting place.

In the center of the rubble of the Sanctuary is a dark hole. The darkness seems to consume the light around it, drawing it inward. You feel both frightened and also compelled to move closer to the hole.

Ashanoor was given word of the arrival of the heroes by the Dreadmarks and he puts into motion a plan he has been concocting over the last century. He, with the help of the Dreadmarks, has specially consecrated the ground of the temple (he is an Avatar of the Hollow after all). Any unaligned person entering the temple will be healed of all stress damage and feel calm. Heroes aligned to a Hearth power also gain the benefit, but recognize that it comes from a power base foreign to theirs.

There are roughly hewn steps leading downwards. As you tread upon the first you are consumed with a sense of calm and well being. You stop for a moment and in the silence you hear breathing, a deep husky slow inhale and exhale coming from somewhere below.

This scene plays even better if only one or two heroes can enter the area first, but it also fine if the entire party enters as Ashanoor has telepathy.

This scene must be played carefully. Ashanoor will mix vocal and telepathic communication to seduce somebody into removing the sword, as only mortal hands can remove the sword. He is the epitome of politeness, he has the most silken words, and he is very, very believable. He converses telepathically with each hero and probes to learn their deepest desires. This is the garden, and he wants one hero to pluck the fruit, and he will promise nearly anything to make it happen.

His attitude is very careful, and he gives every appearance of humility and thanksgiving. He is grateful for the heroes arrival, he thanks them, and asks them to pull the sword and complete their task.

When making deals be realistic. Ashanoor is immortal, he can wait, somebody else will come along. This in fact is an argument he will make. However, if there is a hero willing to make a personal

deal, trading the freeing of the harrowed for personal gain, Ashanoor will deliver as promised. The hero's character is forfeit and becomes an NPC in the campaign, a lieutenant to the harrowed.

Ashanoor is not easily distracted, and will converse with the Heroes as long as they will let him.

If the heroes decide to try ranged attacks, there is a chance the sword will become dislodged (depending upon the attack). At your discretion you can use 1 Action Die to dislodge the sword if the actions are appropriate. Depending upon how the conversation had been going, Ashanoor may simply go incorporeal to leave the circle around the abbey and then teleport away to freedom, or he may stop and play a little before teleporting away. He can also go incorporeal for a period of time to avoid physical attacks, if he believes he can still convince somebody to remove the sword.

If combat ensues with Ashanoor, remember this is a Menace III adventure with TL+1, and Ashanoor has Veteran V, giving him a total of TL+6, and the area is consecrated to the Hollow. Fortunately for the heroes, his goal is to get away to freedom, not to stay in the area any longer, so he will teleport away after only a round or two.

Dreadmarks

After the heroes have dealt with Ashanoor, and return to the tower/altar area, the Dreadmarks attack. The scribbled marks on the walls are harrowed graffiti scribbled by the Dreadmarks. They use these as part of their confusion attacks. At any appropriate time with a proper amount of shadows and "marks" at hand, while investigating the ruins, the Dreadmarks attack.

NEXT STEPS

Once the heroes leave the abbey, move onto Aftermath.

CAST

Dreadmark (Standard NPC; 81 XP)

Tiny Outsider Walker;
SZ T (1x1—4 per square, Reach 1); Spd 30 ft. ground.

The Dreadmarks of Grune are noxious harrowed creatures. They breed in shadowy hives barely touching the mortal plane on desecrated ground aligned to the hollow, scratching infernal symbols throughout the grounds. In combat they move through the shadows, crawling across the walls and key their attacks off the symbols.

STR	DEX	CON	INT	WIS	CHA
12 +1	18 +4	10 +0	12 +1	10 +0	14 +2
Init	Atk	Def	Res	Comp	Health
VI +DEX	I +STR +DEX	IX DP: 0 SZ: +2	IV Rflx: (DEX) Fort: (CON) Will: (WIS)	II ACP: 0	I DR: 0

Special

he did it!: Successfully Taunt an opponent to force him to attack any character adjacent to you (other than himself). May be used a number of times per scene equal to starting action dice (where TL is the NPCs level, reference Table 1.4 pg 27).

Dreadmark Caster: This is treated as a tiny short bow, but the effects appear to be shooting daggers of blackened shadow. To a collector the Dreadmark Caster is worth 20 sp. This is a ritual weapon for the Dreadmark.

Dreadmarks inflict +2 damage against helpless and sprawled characters.

They may cast Consecrate and Scare II once per scene. If casting Consecrate in the Altar (room 2), the effects are doubled.

Shadow Step: Behaves as Teleport I but may only go from one shadow to another within sight. Because of this limitation the Survival and Deviation are not a part of the spell.

Skills: Acrobatics VII [], Bluff V [], Climb VI []

Qualities: class ability (Burglar: he did it!), interests (Alignment – Hollow), devoted II (Evil), natural spell (Command I, *Shadow Step* x 3), swarm

Attacks/Weapons: *Dreadmark Caster* + 30 standard arrows (dmg 1d4 lethal; threat 19–20; range 20 ft. x 6; qualities: AP 2, cavalry, poisonous)

Treasure: 1M

Gear: Fast–acting baffling poison (3 uses)

Ashanoor Zeqhadaran (Special NPC; 178 XP)

Large Outsider Walker;

Ashanoor is a powerful Harrowed, forced to manifest a segment of his power in Tamidore Abbey by Prince Armandt. He has been dimensionally pinned on the mortal plane for some time, and is not too happy about it.

SZ L (2x2—Reach 2); Spd 40 ft. ground.

STR	DEX	CON	INT	WIS	CHA
20	14	14	14	10	12
STR	DEX	CON	INT	WIS	CHA
+5	+2	+2	+2	+0	+1

Init	Atk	Def	Res	Comp	Health
IV	VIII	VI	VI	III	VI
+DEX	+STR +DEX	DP: 0 SZ: +2	Rflx: (DEX) Fort: (CON) Will: (WIS)	ACP: 0	DR: 0

Skills: Intimidate X [], Resolve VIII [], Spellcasting III []

Spells: Cause Wounds II, Consecrate, Teleport II

Qualities: Contagion immunity, damage immunity (fire, stress), damage reduction 5, devoted (Darkness V), dread, feat (Glint of Madness, Greatsword Basics, Greatsword Mastery, Greatsword Supremacy), menacing threat, regeneration II, spell defense IV, telepathic, unnerving, veteran V.

Attacks/Weapons: *Large Zweihander* (dmg 2d6+5 lethal, threat 19–20, qualities: Guard +1, massive), *Kick III* (dmg 2d8+4 lethal, threat 19–20), *Damning Glare* (shaking attack IV: 50 ft. gaze; Will DC 25 or become shaken)

Treasure: 2A, 2M

AFTERMATH

Returning to Corlis for reward may bring a new surprise. If the heroes have not already figured it out, there was no Marcel Gahnri working on behalf of the Crown, at least not today. However, the crown is quite thankful for the return of any priceless relics and still rewards the heroes for their actions.

If questioned, the scribe who copied the letter did not see any customer. The order was on his desk when he arrived in the morning, along with payment. He figured somebody else had just dumped the work in his lap. After he had finished the copies he went to lunch. When he returned it was gone, so he assumed the person had picked it up.

Investigation into Marcel Gahnri will all result in similar activities. The package was left on the ship with their names on it, so the ship's boy placed it into the heroes bunk, etc.

In the case where a player has managed to keep the sword but is still free with their own will, they wake one day to find it has disappeared from their possession, within a week or two after everything is resolved. Now that it is no longer hidden from their site, it has returned to its proper owners.

REWARDS & PENALTIES

REPUTATION

Refer to Fantasy Craft page 342 for details on Reputation Rewards.

Reward: 10

Penalties:

♦ Join Ashanoor	Relinquish PC to NPC
♦ Accidentally assist in Ashanoor's release	-3
♦ Attack Ashanoor without discussion	-2

XP REWARDS

Scene-1: Panea

A) Get access to Great Library	50 XP
B) Get access to Great Library in record time, through good negotiation and personal skills	75 XP
A) Gain more information on Tamidore Abbey	50 XP
Defeat Atrelon (Convince him to help) (Using Adelina does not count as defeating Atrelon)	42 XP

Scene-2: Rhelerige

A) Encounter the tentacled creature	50 XP
A) Locate Prince's ship	50 XP
Defeat Grune Spider Warriors	47 XP
Defeat Grune Spider Queen	67 XP

Scene-3: Up the River

A) Explore the depths of Grune	50 XP
Defeat/Encounter Grune Mountain Tiger	76 XP

Scene-4: Tamidore Abbey

A) Find the remains of the Prince's camp	100 XP
A) Explore Tamidore Abbey	50 XP
A) Spend time role-playing the possibilities with Ashanoor	100 XP
Encounter Dreadmarks	81 XP
Encounter Ashanoor	178 XP

PRIZES AND CERTIFICATES

Treasure may only be rolled and collected when an NPC is defeated. If the players did not collect the treasure at the time of defeating the NPC, and did not go back to collect it at a later time, they may not have the treasure. Be sure to have the heroes apply Prudence after dividing the treasure.

List any Prizes or other Certificates featured in the adventure and any special rules about how they are gained. Also complete the CERT appendix for any described certificates.

Cheat Death

This is only granted if a character is killed by the Mountain Tiger.

Favor of Ashanoor

This is granted to any and all heroes who accidentally release Ashanoor through their actions. This does not include heroes who are unaware of secret deals made by others in the party, but is intended for those who make action to try to retrieve the remains without freeing Ashanoor, and through these actions free Ashanoor.

Prayer Beads of Ruadin

These are found when searching the Abbey.

Favor of Vevonne

If any verifiable antiquity is returned to the royal household in Vevonne, the heroes receive this favor.

ADVENTURE RESULTS SURVEY

This page is to be filled out by the Judge at the end of the adventure. Depending upon the format of the event the Judge can keep this survey and submit the results online at <http://WurmStone.org/>, or the event coordinators can collect the results and input the information together.

It is important to return these results back to the Campaign Staff. This is how the campaign evolves by player input.

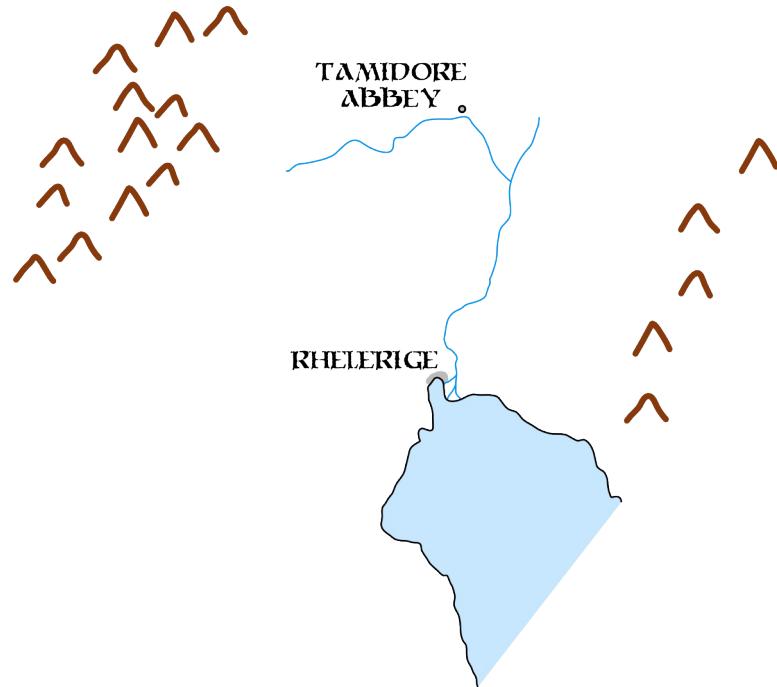
1. Was Ashanor released

Yes: No:

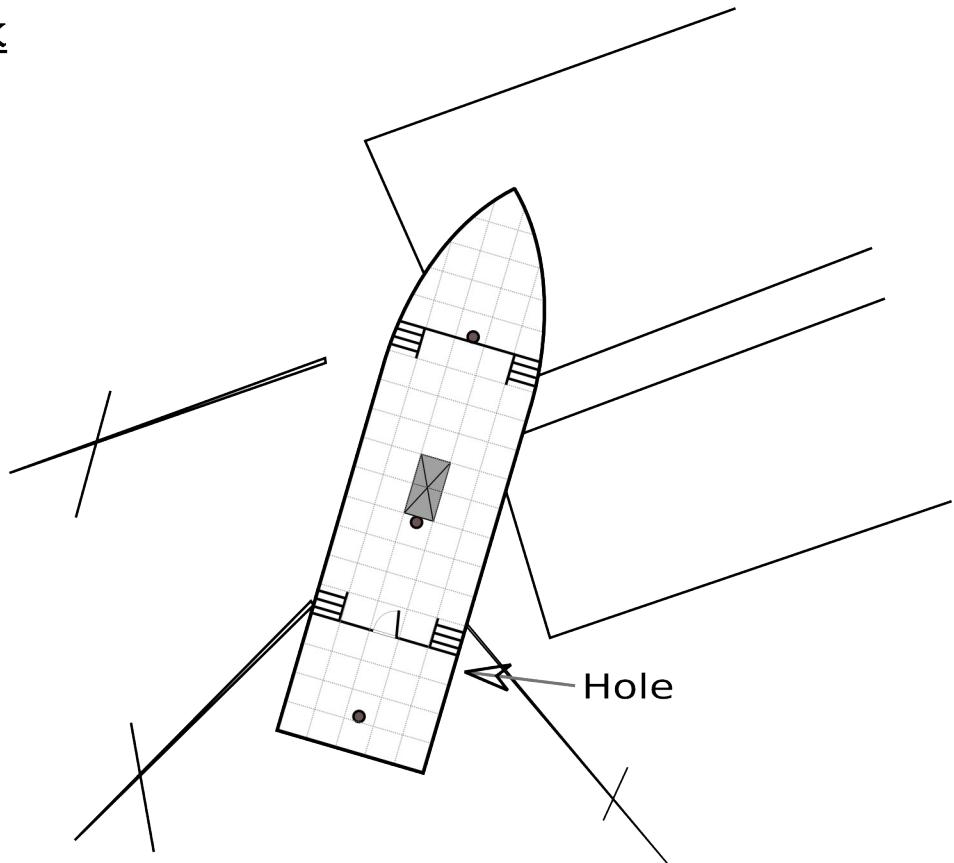
2. Did any character receive rewards from Ashanor, if so include character names:

APPENDIX: MAPS

GRUNE, RHELERIGE AND TAMIDORE ABBEY



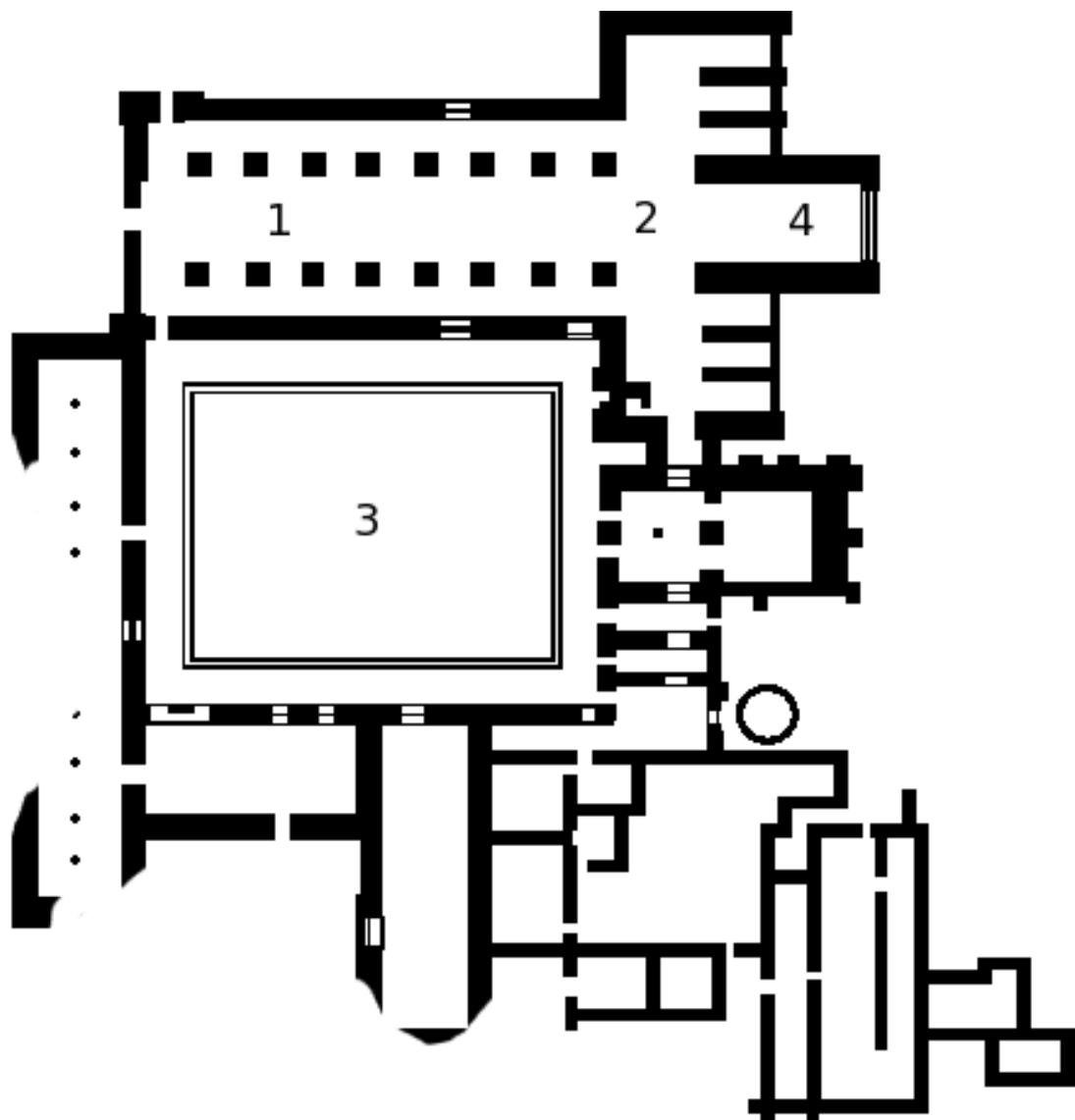
SHIPWRECK



TAMIDORE ABBEY RUINS

1. Nave
2. Altar & Tower
3. Courtyard / Cloisters
4. Sanctuary

Nearly all of the roofs have collapsed. Many of the walls have also crumbled.



PLAYER HANDOUT #1: HISTORIAN'S LETTER

ENCLOSED IS A POUCH TO COVER EXPENSES AND A COPY OF THE LETTER FROM THE LIBRARY OF PANEA. I AM CONFIDENT YOU WILL BE SUCCESSFUL IN YOUR JOURNEY. THE CROWN OF VEVONNE WILL BE GREATLY INDEBTED TO YOU, AND WILL APPRECIATE THE RETURN OF THE PRINCE'S REMAINS AND ANY AND ALL POSSIBLE ARTIFACTS FROM THIS EXPEDITION.

SINCERELY, MARCEL GAHNRI

Message copied by the scribes at St Vincent's Scriptorium in Corlis, and is certified to be an accurate copy of original missive by Acolyte Marcel De'mar

To whome it may concerne

Whilst I did peruse the grande and noble stacks of the mighty annals of the Military vault of the Great Library of Panea, by misfortune or perchance by divine intervention I found myself gazing upon an old and mighty tome of military lore (TC 1822, gold record 12). Upon the delicate pages that had not been gazed upon for many a century I discovered a transcription recording the exploits of the erstwhile noble and mighty prince Armandt Metisse during his last grande voyage. Although many have heard this mighty tale recounted, I personally fancy myself something of a specialist in this lore. I hope I do not offend by suggesting that I am at times called an expert in these matters by my peers, but the study of the history of the one-time Telman province of Vebonne has always kindled a spark of joy inside my old heart. Upon consideration I believe that this may very well be one of the last records concerning Prince Armandt that can be founde in the civilized worlde. If it is in the interest of the crown of Vebonne, I offer my services for any further investigation that may be desired.

Yours Truly

Isaac Setiory
Scribe Magnus
The Great Library of Panea

PLAYER HANDOUT #2: MILITARY RECORDS

143 day 1138 IAC Records of the Scribitor Militarium, and its related bodies, with those of the Court of the Tenth, and the Office of Augmentations. Division within E. Records of the daily activities at the secondary training house of Telma in the third district. These are the records of the Pontiff's Remembrancer, may his holiness reign supreme on this day. For these Accounts Various we proceed.

{there are two pages of activities recording the comings and goings of soldiers within the station, checking weapons, the types of weapons, and the times they used the training grounds and the purposes of their activities}

4th day bell, 12 candlemarks: Prince Armandt Metisse of the valorous kingdom of Vevonne has requested and been granted exclusive access to the western training grounds. This access was granted by Captain Morehain of Carmarthen, master of the grounds. The purpose for this training is so the Prince and his companions may prepare themselves. They report to Captain Morehain that they are on a journey to destroy the mighty fiend, of whose name we do not write but with the notoriety of violating the coasts of Liir, Telma and Vevonne and the inhabitants therein. The access to these grounds are for the period of one month or until the use is no longer necessary, whichever may come first.

{Farther into the book, two weeks later is the next record of merit}

10th day bell, 41 marks: Captain Morehain reports that Prince Armandt Metisse of the valorous kingdom of Vevonne has sent notice that he and his company have visited with the holy diviner in the order of Tristiva at the Basilica on seventh regas. The prince has given notice that they no longer require the training grounds nor its facilities.

PLAYER HANDOUT #3: TRISTIVA RECORDS

155th day 1138 JAC Records of the holy diviner.

This day is reserved for the holy divinations requested by Prince Armandt Metisse. Conventional queries in the past as to the whereabouts of the fiend in question, who shall not be named in this document, have provided no results. After much and solemnous preparations on this day and with proper sacrifice made by Prince Metisse I requested of Lady Fortune as to the whereabouts of the Prince's target. I was overcome and visited by Tristiva; she bequeathed upon me the knowledge that this fiend has found the shores of Grune and is currently desecrating the forgotten Cathedral of the Holy Mother.

ON THE LANDS OF GRUNE

The following information is related by Scribe Thomas about the lands of Grune:

The cursed land of Grune is anathema among the other populated lands of Ra'niah. The forest has created a dense gnarled canopy that spreads across all but the farthest hyperborean reaches of Grune. Very few venture to this land, although there are many legends about ancient civilizations that once resided within its shores. There were times over the years when one ruler or another tried to claim the wild lands of Grune for his own. These errant settlements lasted little longer than a generation. In every story the tale always ends when a traveler arrives to find the villages vacant with no sign of what transpired.

The oldest legend says that long before the arrival of highsailing there was once a mighty empire on Grune, its great capital resting somewhere past the gelid and snow-capped mountains, deep at the heart of the now dark and marauding forest. Now all that can be seen from sea are a few ruined settlements near the cliff edges, the bleached and pocked stones hoary monuments to the many people who have tried to discover the secrets beyond.

PLAYER HANDOUT #4: PRINCE'S JOURNAL

The Journal recounts the Prince's last adventure as he hunted the Demon Ashanoor. While a long and interesting recounting of his activities and ego, the final page contains the most useful information for your quest:

Today is both a day of sorrow and hope. While we captured a spy, it was only at the loss of Marcel Gahnri, my loyal footman. Marcel was like a brother to me, and I have interred his remains in the Cathedral under the watchful eye of Saint Daochean.

I admit to having felt some despair as we searched the city but did not find Ashanoor. We have come all this way and only to another apparent dead end. But it appears that one of the sailors, crewman Bair Jessop, had been tainted by the hollow, and was sending updates to Ashanoor as to our whereabouts. Marcel discovered his writing and was mortally wounded in the ensuing scuffle. Crewman Jessop kept a small journal with which he would write in blood, and the text would disappear. A very curious item, unfortunately it is vile to the touch. Presumably Ashanoor or one of his minions holds the other part of this book. After questioning Bair we learned that he has been long in the employ of the harrowed, and he has been sending missives as to my activities for years!

Bair did not know exactly where Ashanoor was, just that he had gone up-river to find a place of power to build a harrowed temple. We know not where this place of power may be. However, the records within the Cathedral of the Holy Mother reveal that there is a road leaving town to a Tamidore Abbey up-river. It is as good a target as any, and we are making ready to leave in the morning.

The cursed lands of Grane have me concerned, so I shall leave this journal behind in-case we do not return, that the captain may deliver it to my family and another may take up my quest. The captain is under strict orders to leave this isle by any means in 2 weeks if I do not return.

Prince Armandt

CHEATING DEATH!

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Accomplishment)

Everything fades away, even the sharp pain. You find yourself floating in a light warm light, wondering what to do next, when suddenly before you stands the form of a man you think you recognize. He is speaking but you cannot hear him. He looks frustrated and points back, speak again, "It is not your time, go and continue your quest." You feel a tug on your soul and suddenly you are awake, gasping for air. You wonder who it was you saw, and it dawns on you that may have been your contact with the crown, Marcel Gahnri.

You have Cheated Death. Your Wounds are at 0. You may roll twice on the Cheated Death table pg 384 selecting the Petty result of your choice.

Result: _____

(DIS)FAVOR OF ASHANOOR

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Signature, Prize Slot 0, Report)

Select the proper favor/disfavor:

[] Favor

The avatar demon Ashanoor is grateful that you helped him escape from his containment.

He remembers you, and your name.

[] DIS-Favor

The avatar demon Ashanoor is free, and he knows that this is not with your assistance.

He remembers you, and your name.

(DIS)FAVOR OF ASHANOOR

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Signature, Prize Slot 0, Report)

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PRAYER BEADS OF RUADIN

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Cert Qualities)

These are beads of Ruadin's Heroism, meant to be wrapped around the wrist. When worn in this manner they provide the wearer +10 vitality.

Current Level: _____ (starts @ TL)

Level	Essense	Charm	Rep
1-6	Lesser Vitality	Greater Defense	20
7-12	+10 Vitality	+1 Defense	28
13-18	+10 Vitality	+2 Defense	36
19-20	+10 Vitality	+3 Defense	42

(DIS)FAVOR OF ASHANOOR

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Signature, Prize Slot 0, Report)

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FAVOR OF VEVONNE

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Prize Slot 1)

The Royal Family is grateful for your work in this regard and have offered their favor for your services.

Any time you are in Vevonne you may call upon this favor. You may select any Noble favor renown level 6 or less, and the named character does not need to pay the Reputation when it is used.

FAVOR OF VEVONNE

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Prize Slot 1)

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