

# PARADIGM CONCEPTS

PRESENTS A



ADVENTURE

## WHISPERS OF THE GODS

4-hour Introductory Adventure

Intro #4

*As the val'Tensen of Almeric struggle to crown a rightful king, a mysterious pattern of betrayal and slaughter plays out within the ranks of the young nation's warriors. Knights and soldiers, once brothers in arms, turn on their fellows in a seemingly senseless fashion. Will the Heroes uncover the truth in time, or will they too fall into dissention and betrayal?*

An **Introductory** adventure for Tier 1 characters (levels 1 through 3) optimized for **2<sup>nd</sup> level** characters.

5e Premier Date: 08/12/16; General Release Date: 08/12/16

Version 1.1 03/12/18

---

ARCANIS, SHATTERED EMPIRES, and LIVING ARCANIS are trademarks of Paradigm Concepts, Publishing, LLC. Adventure detail is © Copyright 2016 Paradigm Concepts Publishing, LLC. All rights reserved. Visit us on [ParadigmConcepts.com](http://ParadigmConcepts.com)

## CREDITS

---

**Author:** Eric Wiener

**5e Conversion:** Pedro Barrenechea

**Editor:** Maryrita Steinhour, James Zwiers

**5e Rules Editor:** Troy E. Daniel

**Cartographer:** John Bellando

## CAMPAIGN

### INTRODUCTION

---

#### Campaign Staff

**Team Paradigm:** Henry Lopez, Nelson Rodriguez, Pedro Barrenechea, Jim Beck, and James Zwiers.

**Author Liaison:** Cody Bergman

**Chief Editor:** Joe Cirillo

**5e Rules Manager:** Pedro Barrenechea

**Living Arcanis Liaison:** James Vacca

## 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, as such 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 Game Master 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 skill rolls, asking them what their character is doing. If the party is stuck nudge them though some skill rolls or improvised details, just keep the game going.
- During conventions and game days be aware if you are running short or long on time while running an adventure. If necessary, skip some encounters 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 “scaling the encounter” 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 2<sup>nd</sup> level characters.

#of Players	APL to BL	Adventure Difficulty
3-4	Equal to BL	Easy
3-4	Greater than BL	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 a 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 spell 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
Cure wounds (1st level)	10 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Greater restoration	450 gp

Initiate of the Gods Background/Acolyte background/divine spellcasters may 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 BREAKDOWN

---

**Scene One:** Wherein the Heroes encounter the two sides of the recent skirmish. First, they come across the victorious cavalry, who taunt any PCs from Almeric or who look to be Coryani, in an effort to restore their shaken bravado.

The Heroes then find Karl's regiment, in foul spirits and belligerent mood. A skirmish should arise, but an officer will appear on the scene to break it up. They should then learn of Karl's betrayal and death, and his recent journey home. (1 hour)

**Scene Two:** Wherein the Heroes travel to Karl's village to uncover the mystery of his unexpected betrayal and unknown sorcery. They learn of the location of the Ritter farm, and find all within dead. It is at this place that the dark power first makes its presence known, as the Heroes are beset by what appear to be fire spirits. (1 hour)

**Scene Three:** Wherein the Heroes take shelter for the night in a nearby manor house to escape a brewing storm. Once within, they learn that the Knight Protector is ill with fever, and meet his son. This son appears to be one of the noble cavalry the PCs met in Scene One, but is instead revealed to be his older twin, Yvor. Felix, the younger twin, returns home and belligerently threatens his family; confronted by his son, the old Knight's fever worsens. (45 minutes)

**Scene Four:** Wherein the Heroes are faced with a choice: to permit Feliks to supplant his brother and perhaps kill his father, or act to stop him. (45 minutes)

### NOTE TO GMS

The roleplaying opportunities with the knights, soldiers, village headman, and the

Gauptmann family should be allowed to develop. Much of the time spent playing this adventure is intended to be spent interacting with Heroes. Bulldozing from fight to fight will make this a short adventure indeed.

## ADVENTURE BACKGROUND

---

The nascent country of Almeric is torn by war. For a decade, most great lords (and not a few ambitious lesser lords) of the nation have declared themselves the rightful king of the nation. The land is awash with self-described "Princes" and petty tyrants.

This is truly a land where brother fights brother, as the soldiers of each would-be king frequently have kin in service to his rivals. So much betrayal occurs as a matter of course that the nefarious powers can work their evil without anyone realizing anything is amiss.

This is one such tale.

A few weeks ago, a young Almerian legionnaire by the name of Karl Ritter travelled home to visit family. When he returned, he was angry, and when pressed by his fellows all he would say was "family troubles." Within a few days, young Karl became feverish, though not to the point of delirium, and the priest of Hurrian travelling with his century was able to keep the fever in check through the use of minor magic and common healing practices. Unbeknownst to his fellows, Karl had a long-simmering resentment against his brother that made him vulnerable to influence by a mysterious dark power, and this dark power was the cause of his malady.

Shortly thereafter, Karl's century was assigned to confront a rival force about recent raids, and although Karl was in the midst of a bout of fever, he insisted upon joining his comrades on the field

of battle. Karl's fellows were heartened by his bravery, making the betrayal of his next actions all the more severe. Once battle was joined with the enemy (a troop of Milandisian-trained cavalymen), Karl suddenly began to manifest strange powers, bursting into flames and scorching friend and foe alike. This betrayal from within broke the legionnaires' morale and they were routed, even as the unearthly fires consumed Karl. The cavalry did not give chase, as they were also unnerved by the strange display. The dark power let loose by Karl's death found purchase within one of the cavalymen -- a young Knight by the name of Feliks Gaupmann, who harbors similar resentment toward his family.

## ADVENTURE RELATED INFORMATION

---

The Heroes will be travelling the countryside of Almeric and will not have access to urban resources such as temples or Gates of Anshar.

### SCENE ONE: PERFIDY

---

**Key Concepts:** The Heroes reach the Pilgrim's Way, the most commonly used pathway into the Blessed Lands from the Known Lands in general and battle scarred Almeric in particular and stop at the Emporium of Fine Goods for the Faithful.

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

*The young nation of Almeric is gripped by war. Banditry is rampant, and the common people starve. Though persons of your relative wealth and capability have little to fear from such mundane troubles, one must*

*take care to avoid becoming embroiled in the local conflicts.*

*Alas, with a mass of knights advancing toward you on the road ahead, avoiding such entanglements may become impossible.*

Have the Heroes attempt a **DC: 10 Intelligence (History)** ability check. Any Hero with the veteran or some other military background receives advantage on their check.

Those succeeding know that these men are equipped and outfitted in the style of Milandisian noble cavalry but bear no Milandisian-specific symbols or heraldry. They number in excess of 40.

Heroes may attempt a **DC: 15 Wisdom (Insight)** ability check to sense that the knights are quite shaken.

The landscape is bare, so there is little opportunity to hide. The knights ride up in good order, and not in a hostile posture (there are more than 40 of them, after all, and only a handful of travelers.)

*The knights ride up to you, and the lead riders stop a few paces away. A young man who seems to be leading them asks, "What business do you have in the lands of Prince Niklas von Rötehof?"*

The Heroes are free to provide whatever explanation they want. As travelers with no obvious affiliations to rivals, they are not going to be attacked or prevented from leaving; however, the knights recently witnessed a terrifying event, and will choose to blow off steam by displaying some bravado. Heroes from Coryan or the formerly Coryani sections of Almeric are subject to taunting, even as they are permitted to pass. (If no Coryani are present, they will instead insult the Heroes' ratty clothing, dull armor, etc.) Intimidation will have little impact, as the soldiers outnumber the Heroes six or seven to one.

Some sample taunts:

If a Hero is carrying a short sword or gladius (or other small sword) **“Nice sword, when you die can my daughter have it?”**

**“The Gods made snakes, and rats, and Coryani!”**

**“Which manner of Coryani are you? The kind that makes bribes or the kind that takes them?”**

**“The only good things that come from the south are wine and harlots, so how much for a toss?”**

These men are really only restoring their bravado, so if a Hero attempts to fight, they will just laugh and ride away. Also, they really don't mind creative taunts tossed back at them. If the Heroes avoid efforts at actual violence, they can learn the following if they ask appropriate questions:

- They recently fought troops in service to a rival leader, Princess Gitta, over in the foothills. They don't know anything else about Princess Gitta, but will cheerfully disparage her heritage, appearance, and chastity (or lack thereof).
- They won the combat. Heroes that succeed on a **DC: 15 Wisdom (Insight)** skill check will notice that they are putting a bit of extra emphasis on that fact.
- The other troops were equipped as Coryani.
- The rivals had a sorcerer among them.

The knights will move along after a few minutes, even if the Heroes want to keep talking. In such a case they will level some other taunt about the Heroes gossiping like a priest's wife.

*The knights ride off, and you are free to resume your travels. After a few hours' time, the road leads into the foothills of the*

*Paerthian Mountains. You pass an area where the battle is likely to have occurred, but it appears the other unit has marched off, taking their dead with them.*

The Heroes should make Perception rolls if they decide to examine the scene. The exact results are irrelevant to the party's success. The two Heroes with the highest result notice that there are some areas that are burned -- not as if from large bursts of fire, but instead in narrow columns about as broad as a man.

Once the Heroes move on from the site of the previous battle and continue with their journey.

Have the Heroes attempt **DC: 15 Wisdom (Perception) ability checks**. Any player who specifically stats that he was keeping an eye out for an ambush in the foothills gains advantage. Heroes that fail are surprised.

*The old Coryani road winds its way through rocky foothills. Suddenly soldiers rush from hiding, weapons at the ready, battle cries resounding from their throats*

## COMBAT

The Heroes may be surprised (see above)

Roll Initiative.

In all this combat consists of

- **Six (6) Legionnaires**

See Combat Appendix One for Stats

### Adventure Difficulty

- **Easy Mode:** Remove 1 legionnaire
- **Difficult:** Add 2 legionnaires
- **Perilous:** Add 4 legionnaires

Allow the combat to continue until one of the two sides (Heroes or legionnaires) are down to half their number.

Centurion Gaius Secundus val'Tensen, will then show up with more troops, and yell at his men to



stand down; assuming the Heroes permit the battle to come to an end, they will do so. The Centurion has a cleric of Hurrian with him, Gustav Donner, who will tend to any wounded, starting with the soldiers. If any Heroes aid in the healing, the Centurion will view them more favorably. Also, if the Heroes specifically noted they are trying not to kill any Legionnaires, then the wounds will be less grievous, and both the Priest and Centurion will notice this – and thus view the Heroes in a better light.

The Centurion and Priest will answer questions once the well-being of the men (and the Heroes) is tended to.

Gaius Secundus will offer an apology right away.

*“My apologies, travelers – my men are on edge and acted rashly. I can assure you that Princess Gitta values all the rules of hospitality and safe conduct.”*

#### **Some example questions and answers:**

Why are your men on edge?

*“We recently fought a battle against some knights and were betrayed by one of our own.”*

Betrayed? How?

*“The traitor was a sorcerer, though none of us knew it, and he turned his power on us in the midst of battle.”*

What kind of power?

*“He could set men aflame with a touch.”*

There was no sign of treachery on his part?

*“No, I thought Karl was an exceptional soldier and loyal to a fault, until this morning.”*

So he didn’t act strangely? / Did he behave strangely recently?

*“He was upset about some trouble at home, or at least that is what he said. The lad wasn’t feeling well so I didn’t press him.”*

Not feeling well? How so?

*“He had a fever, you will have to ask Gustav about that.”*

How long was he sick? / When did he get sick? / Is anyone else sick?

*“Just the past few days, I think he caught the fever when he visited his family.”*

Where is his family?

*“In a farming village west of here.”*

Had he ever mentioned trouble at home before?

*Hm... well, several years back, he got a letter from home, and I remember he crumpled it up and threw it in the fire and walked off into the woods. Got a reprimand when he came back, which is why I recall it, but he wouldn’t say a word about it, not even to Gustav.*

(Note: do not reveal this last piece of information unless the Heroes specifically ask further about Karl’s relationship with his family.)

Basically, Gaius and Gustav will have the following relevant info: Karl was sick, he set people on fire, and he visited home last week.

Heroes who are proficient in Arcana or Psionics and ask about the fire magic will be able to puzzle out that it sounds more like psionics than any other variety of magic, but Karl Ritter is not a Val.

Gustav knows where the village is and will give directions if asked. The village is only a few houses in size and will not appear on any maps; if the Heroes insist on a name, you can call it

Brockton. The Heroes are told to ask for the Ritter farm once they arrive.

It is near nightfall and the Heroes are permitted to share the soldiers' camp if they wish.

**Development:** If the Heroes decide to just ignore the mystery and move on, go to Conclusion A. If the Heroes decide to travel to the Ritter farm, Proceed to Scene Two.

## SCENE TWO: SEEDS OF HATE

Presumably the Heroes will seek to travel to the Ritter farm to unravel the mystery. After all, if they could leave well enough alone, they wouldn't be Heroes. They reach the village sometime around mid-morning.

Read or paraphrase the following:

*Finding the village is easy. A market path leads directly to it, just as Gustav said it would. It is a modest affair, just four houses and a chapel to Saluwé, though the buildings are in disrepair and the fields need work. Your arrival seems to stir some fright, and a dozen old men and young boys muster up with various weapons and farm implements to greet you. A rheumy-eyed old man calls out, "We ain't got nothing worth the stealing!"*

If the Heroes declare their lack of larcenous or violent intentions, the villagers look relieved, but still wary. It will take more than just a few words to put them at ease during this age of strife. If the Heroes make an effort to calm the villagers and talk to them, eventually they are satisfied that bandits wouldn't bother and will share some information.

The old man is Egon Bauer, the *de facto* headman of the village and caretaker of the chapel. The chapel has lacked a priestess since bandits killed her and stole the relics. Princess

Gitta couldn't spare the soldiers to hunt the thieves down. He is a shameless gossip and it takes very little to get him talking. He will hint, and not subtly, that he could stand for a drink.

If the Heroes tell him that Karl is dead he will be legitimately saddened and will curse them as liars if they speak of his treachery against his fellows. If they loosen his tongue with drink or some coins, he will talk about how poor Karl lost out on the love of a woman to his brother and ran off to join the army. He will also share lots of useless information about wives that are cheating while their husbands are gone, this guy being a drunk, someone's daughter being a harlot, etc.

He will also tell them where to find the Ritter farm; it is a few miles north of the village. If the Heroes want to learn that information right away, and don't bother to talk to Egon, then they don't learn about his brother.

When the Heroes set out for the Ritter farm, read or paraphrase the following:

*After an hour's walk, the Ritter farm comes into view. Everything is still; although it is daylight, nobody is tending the fields. As you approach, you hear pigs squealing and see them pressing against the pen looking at you eagerly.*

The farm appears abandoned. Any Heroes proficient in Animal Handling will know that the pigs are crying for food. Any calls by the Heroes will be met with silence. If the Heroes investigate the farmhouse, read or paraphrase the following:

*The large farmhouse is well maintained; it is obvious that the Ritters are a family of some means. Nobody answers your greetings, and once you move to the door, the smell of smoke and cooked meat is strong.*

If the Heroes go inside continue:



*A grim sight awaits. The corpses of an entire family lay on the floor: a man, a woman and 4 children. They are burned horribly, yet curiously only their flesh is burned while their clothes are unaffected.*

Assuming they investigate further, the Heroes can notice that not only are the belongings of the dead unburned, but the building is also unblemished. Have the Heroes roll **Intelligence (Investigation)**; the highest result notices that the woman has an amulet of some kind. Tell the Heroes that if she is just rolled over, they can examine it.

If any of the bodies are touched, they are warm to the touch and rapidly heat to the point of burning. Animate wisps of flame leap forth and accost the Heroes. **Roll Initiative.**

## COMBAT

In all this combat consists of

- **Four (4) fire spirits**

See Combat Appendix One for Stats

### Adventure Difficulty

- **Easy Mode:** Remove 1 fire spirit
- **Difficult:** Add 2 fire spirits
- **Perilous:** Add 2 fire spirits and double the hit points of all fire spirits

**During the battle, the spirits will speak.** All they will say is, ***“You are not the blind one. We seek the blind one.”*** And ***“The master has found another, yes, another among the burned riders.”***

Once defeated, there is little in the way of clues, but a thorough tossing of the farmhouse will permit a **DC: 15 Intelligence (Investigation)** or **Wisdom (Perception)** with success uncovering a small coffer with 10 gp.

**In the unlikely event that the Heroes are all killed, the spirits do not kill them;** instead, the

Heroes awake with a fever which weakens them and makes travel impossible. The fever lifts the next evening during a storm. Go to Conclusion A.

Otherwise Proceed to Scene 3.

## SCENE THREE: ACCIDENT OF BIRTH

One can hope the Heroes will sense that the “burned riders” represent the knights, and head back towards them. Even if they don’t, they are certain to depart the Ritter farm eventually. As they travel, read or paraphrase the following:

*It appears that Hurrian promises his people a storm this evening. As you seek out a good site to make camp, the heavens open, and a cold driving rain assails you. The land around the road is liable to flood, so you have little choice but to move onward in a quest for shelter. After perhaps a miserable hour, you catch sight of lantern light in a pair of windows up ahead.*

Assuming the Heroes head for the only offered shelter, continue:

*As you approach, it becomes clear that the windows are the upper floors of a large hall. It appears that you have arrived at the local lord’s manor house. It appears that the door to the hall is on the upper floor, well-worn but sturdy wooden lead up to the heavy bound doors.*

If any Heroes ask for details, the manor house has seen better days, though it appears reasonably well kept. It is made of stone with a wooden roof. The heroes should probably knock if they are seeking shelter, so continue:

*The door is answered by an older man who nervously looks out through a view port. “Who comes hither in this storm?” he asks.*

The Heroes can make introductions, ask for shelter, etc. The old man is hesitant to let them in, but after a moment or so:

*The old man doesn't seem to want to let you enter, but from behind him you hear a young voice, "Let them in, Thayer; we should not forget the rules of hospitality." With those words the door opens, revealing an old man with a flour and grease stained tunic. With him is a young man that you recognize. He is one of the knights that taunted you.*

If the Heroes say they know the man he says:

*"You must mean my twin brother Feliks; he rides in service to Niklas."*

Regardless he introduces himself:

*"I am Yvor Gaupmann, son of Sir Malger, the Knight Protector of this area. Please excuse old Thayer there -- he has become nervous, due to the late unpleasantness that afflicts fair Almeric."*

The hero may have some small talk or questions, here is a sample of what Yvor knows:

Some weather we're having. / Is this storm normal?

*"Yes, quite unseasonable; this is more like the autumn than spring."*

Where is your father?

*"He is unwell. All he needs is some rest, nothing to be concerned about."*

Unwell? Does he have a fever?

*"A mild one; I would expect him to recover shortly."*

Do you not have guards?

*"My father, his squire and I are adequate to hold the manor against a small attack, and a large attack, well, what would it matter?"*

How long has your father been ill?

*"He took ill just this morning. As you may imagine the war makes for a distressing time."*

Questions about Feliks or the state of the Gaupmann family will get evasive answers that share little.

In fact, Feliks was here just this morning and met with Sir Malger. Feliks demanded half of the estate and a manor of his own. The knight refused, as the meager revenues of the area would not support two households. Yvor is the eldest by a matter of minutes, and Malger intends to leave the estate to the elder brother. Malger's fever set in shortly thereafter, and Thayer thinks it is due to stress. Thayer is a fairly accomplished healer and can provide care to any wounded Heroes. There is no lady of the house as Malger's wife died birthing the twins. Some or all of the above can be learned if the Heroes win Yvor's trust during the events of this scene.

Once you are satisfied that the Heroes have learned what they can, continue:

*After a little while Thayer comes back. "Dinner is prepared, Master Yvor."*

*You are guided to the main chamber where there is a raised stage, perhaps for the knight to hold court, and a large table set with wooden plates, pewter knives, and spoons.*

*From the doors on the far wall an older man enters, his skin somewhat clammy and pale, his grey hair brushed back and away from his face. With a nod to each visitor he takes his seat at the head of the table and says, "Eat, my friends. Never let it be said that Sir Malger failed in his duties as a host."*

Thayer and an older woman bring in trays of roasted mutton and assorted tubers as well as a

pitcher of wine. Sir Malger lets his son do the talking, as it is obvious that he doesn't feel well. If the Heroes are reluctant to partake, he encourages them to eat well. He is dignified and a gracious host throughout, but as the dinner wears on he grows even more quiet.

*It is obvious that the old knight is unwell, and after a while he begins to have trouble breathing. What starts as a minor labor rapidly becomes a wracking cough. Yvor rushes to his side, upsetting a platter of vegetables as he does so, and he and Thayer help Malger from the room. As he leaves, the old man looks back at you, his eyes making the apology that his coughs rob from his lips.*

If any of the Heroes are priests and offer to help ease Malger's illness, Yvor will be grateful; otherwise he will want his father left alone. A **DC: 10 Wisdom (Medicine)** ability check tells the Hero that Malger appears to have a simple fever. A *lesser restoration* spell or any ability to cure disease will heal the old knight of the fever, but he will remain weak and tired. A check for magical residue with *detect magic* will reveal none.

Regardless, Malger is not really able to provide much information as he almost immediately goes to sleep. The Heroes are free to either finish eating or turn in for the night immediately.

The servants, what few there are, remain steadfastly loyal to Malger and his son and will not say anything that their masters would not want shared. Their evasive answers will at least confirm everything that Yvor would have told them earlier.

The Heroes are provided with bedding and warm water and are invited to wash and sleep in the great hall. If they have been threatening or rude, Yvor will have Thayer stay in the hall to

guard the door to the family apartments. Otherwise, the Heroes are left alone.

Shortly after the Heroes wash and prepare to sleep for the evening, a visitor comes:

***The rain beats upon the roof, but despite that, the hall is warm and cozy. Distant thunder echoes off the mountains as Hurrian makes his presence known. Just as you are about to drift off into sleep, you hear a voice over the storm.***

***"YVOR! Yvor, you thief, face me!"***

Yvor and Thayer come in at that point and open one of the shutters to look out upon the visitor. If the Heroes go to see, Yvor will not stop them, and they will see that it is Feliks. He is wearing his cuirass and is mounted upon his warhorse, a bastard sword at his side. Heroes with exceptional night vision may also notice that he looks pale.

The Heroes can speak up if they like, and make sure to provide them plenty of opportunity to do so, if not, the conversation goes something like this:

**Feliks:** *"Yvor, our father is dying and we will have your oath to serve me."*

**Yvor:** *"What is it you would have?"*

**Feliks:** *"That which should be mine as much as yours -- the lands and house, and your oath as my man."*

**Yvor:** *"The estate is father's to give."*

**Feliks:** *"You can hide as the loyal son, you scoundrel. The accident of birth that set you first makes things yours by custom. Who is to say that our idiot wet nurse didn't just mix us up one day? We will have what you have taken from me. Give your oath to hand it over, or I swear that we shall take it from you."*

**Yvor:** *"I will respect my father."*

**Feliks:** *"He is not just your father. We will take from you what is mine."*

Have the Heroes make a **DC: 15 (Wisdom) Perception** skill check with anyone succeeding noticing that Feliks' eyes flashed like flames upon this last statement.

*With that, Feliks wheels his horse and rides off into the storm.*

If any of the Heroes that notice that Feliks seems to go back and forth between 'we' and 'I', confirm that yes, that is odd.

Yvor has an offer and request to the Heroes:

*"I apologize that the troubles within my family have come forth while you are our guests. Such matters should be kept quiet, but it appears that Feliks is not concerned with propriety.*

*"I would not normally ask such a thing, but I believe that my brother intends murder. If you could find him and put a stop to this, I can offer only little by way of coin. Our holdings are modest, but I can offer you sanctuary in times of trouble and if you should find yourself in need of aid, I can fight if it comes to that.*

*"I must remain here to protect my father. I fear not just for him, but for the peasants, if war and banditry are permitted to spread into our lands.*

*"Will you aid us?"*

If the PCs refuse and leave the Gaupmann family to its fate, go to Conclusion A.

If they are Heroes, continue with Scene Four.

## SCENE FOUR

### A FAMILY AFFAIR

---

*As you set out after Feliks, the storm abates somewhat, but tracking may be tricky given the downpour.*

Tracking Feliks is initially fairly difficult. Any Hero making the effort must succeed at a **DC: 15 Wisdom (Survival)** ability check to pick up Feliks' trail.

Felix has not gone far, and the Heroes come upon him talking to himself. If the Heroes made themselves known during the argument between Yvor and Feliks, then they make out comments related to "interlopers" and "waiting until they leave," so adapt this into the tirade below.

Feliks is possessed by a spirit of fire and entropy; he will see the Heroes' body heat, and thus is functionally impossible to hide from him short of actual invisibility; he can see even in the confines of a darkness spell.

*You come across a sheepfold. Though the flocks are not in this time of year, a fire burns within and you hear a conversation. The words are difficult to hear clearly, but you can make out the words 'thief' and 'fool' and the tone is definitely hostile.*

*As you approach, the horse shies and whinnies and the conversation stops. Emerging from the fold, you see Feliks, his eyes aflame and his sword drawn. He looks right at you, darkness having no effect on his ability to perceive you.*

*"My brother sent you then? Very well, you will face our wrath."*

*Springing from his eyes, dancing creatures of flame dart out, and their malevolent gaze fixed upon your company.*

**Roll Initiative.**

## COMBAT

In all this combat consists of

- **Three (3) fire spirits (CR 1/2)**
- **Feliks Gaupmann (CR 1)**

See Combat Appendix One for Stats

### Adventure Difficulty

- **Easy Mode:** Remove 1 fire spirit
- **Difficult:** Add 2 fire spirits (5 total)
- **Perilous:** Add 3 fire spirits (6 total)

If the Heroes survive combat, continue to **Conclusion B**. Otherwise, proceed to **Conclusion A**.

## CONCLUSIONS & ENDINGS

---

### CONCLUSION A: LEFT TO FATE

*Tales are told of the death of the Gaupmann family. As the tale goes, the youngest son came and slew the household. Inexplicably he set the manor house aflame and died in the blaze. Tragic, but just. Even more deaths to add to the toll of the Almeric war.*

### CONCLUSION B: WHY?

*By the time you return to the manor house, Sir Malger is hale again, and Yvor is secure in his inheritance -- at least, as secure as anyone can be in this land of ceaseless war. The Gaupmann are at once grateful for your aid, yet somewhat saddened by the need. Though manners will prevent them from saying it, you can tell that the memory of what was done has made you no longer welcome to tarry here.*

*As for the spirit that found purchase within Karl and Feliks, its motives remain unknown, and the disturbing nature of its psionic power remains unexplained. Perhaps in the fullness of time you may find the blind one it spoke of, and with the blind one, the truth.*

## THE END





## ADVENTURE REWARDS

After an adventure make sure players record what experience and treasure they acquire on their adventure chronical, after which check their numbers, mark off any favors, boons, or curses and add any particular game notes before signing the adventure chronical and having it back to the player.

### 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	
Complete the Adventure (Conclusion B)	300 Xp

## 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. This helps the Campaign Staff have a better grasp on campaign economy.

### SCENE TWO

10 gp (if found)

### SCENE FOUR

Feliks' equipment should be returned to his family, as propriety would suggest. Yvor will gift Feliks' sword to the Heroes, as their father did not provide the weapon.

## STORY ACHIEVEMENTS AND SPECIAL ITEMS

### CONCLUSION B: WHY?

All Heroes who reach this conclusion receive the *Favor of the Gaupmann Family* story award.

Additionally, they will receive Stummtod, Feliks' long sword; and a small bursary reward from the Gaupmann Family of 50 gp each.

## FAME

Arcanis is filled with secret societies and powerful organizations that constantly scream 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.

Task, Achievement	
Gaining Favor of the Gaupmann Family	Anyone <b>+1 Fame (Almeric)</b>

## 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 a harvester 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

## SCENE 1

In all this combat consists of

- **Six (6) Legionnaires**

### Adventure Difficulty

- **Easy Mode:** Remove 1 legionnaire
- **Difficult:** Add 2 Legionaries
- **Perilous:** Add 4 Legionaries

Allow the combat to continue until one of the two sides (Heroes or legionnaires) are down to half their number.

Centurion, Gaius Secundus val'Tensen, will show up with more troops, see adventure page 6

## LEGIONNAIRES

*Medium humanoid (human), Any*

**Armor Class** 16 (Chain Shirt, Shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Int +0, Wis +0

*Senses* passive Perception 10

**Languages** Low Coryani (Common)

**Challenge** 1/4 (50 XP)

### ACTIONS

**Gladius.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) slashing or piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 1) piercing damage, or 6 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

### Reaction

**Legion Tactics:** When the legionaries are adjacent to another legionnaire they may spend a reaction to grant that legionnaire a +2 to AC against a single attack.

# COMBAT APPENDIX 2

## SCENE 2

In all this combat consists of

- **Four (4) fire spirits**

See Combat Appendix One for Stats

### Adventure Difficulty

- **Easy Mode:** Remove 1 fire spirit
- **Difficult:** Add 2 fire spirits
- **Perilous:** Add 2 fire spirits and double the hit points of all fire spirits

**During the battle, the spirits will speak.** All they will say is, *“You are not the blind one. We seek the blind one.”* And *“The master has found another, yes, another among the burned riders.”*

### FIRE SPIRITS

*Medium Undead, chaotic evil*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	8 (-1)	12 (+1)	8 (-1)

**Saving Throws** Wis +2

**Damage Vulnerabilities** Cold

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** See “body heat” even though darkness spells, *passive Perception* 11

**Languages** Low Coryani (Common)

**Challenge** 1/2 (100 XP)

### ACTIONS

**Burning Touch.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (2d4) Fire Damage.

# COMBAT APPENDIX 3

## SCENE 4

In all this combat consists of

- **Three (3) fire spirits**
- **Feliks Gaupmann**

See Combat Appendix One for Stats

### Adventure Difficulty

- **Easy Mode:** Remove 1 fire spirit
- **Difficult:** Add 2 fire spirits (5 total)
- **Perilous:** Add 3 fire spirits (6 total)

### FIRE SPIRIT

*Medium Undead, chaotic evil*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
1	14	11	8	12	8
(-5)	(+2)	(+0)	(-1)	(+1)	(-1)

**Saving Throws** Wis +2

**Damage Vulnerabilities** Cold

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

**Damage Immunities** necrotic, poison

*Senses passive Perception* 10

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** See "body heat" even though darkness spells, *passive Perception* 11

**Languages** Low Coryani (Common)

**Challenge** 1/2 (100 XP)

### ACTIONS

**Burning Touch.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (2d4) Fire Damage.

### FELIKS GAUPMANN

*Medium humanoid (human), possessed (Neutral Evil)*

**Armor Class** 15 (Breastplate)

**Hit Points** 31 (4d8+8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	13	14	10	12	14
(+2)	(+1)	(+2)	(+0)	(+1)	(+2)

**Saving Throws** Wis +2

*Senses passive Perception* 10

**Languages** Low Coryani (Common)

**Challenge** 1 (200 XP)

**Willingly Possessed.** Feliks is currently a willing vessel for a greater flame spirit. He automatically makes the first 3 saving throws to resist spells and effects that would attempt to sever the bond between them, and gains advantage on all such saving throws thereafter.

**Burning Spirit Within:** Feliks has gained strange powers which grant him some spell casting abilities, (spell save DC 13; +4 to hit with spell attacks). Feliks has the following spells at his disposal:

- Cantrips (at will): *fire bolt*, *produce flame*
- 1st level (2 slots): *burning hands*

### ACTIONS

**Long Sword (two handed).** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) slashing damage.

### Reaction

**Lashing Flames.** Any time Feliks is attacked by an adjacent creature he may spend a reaction to deal 4 (1d8) fire damage to his attacker.