

# HERE THERE BE DEMONS

A quick start adventure for 1-4 players and a GM

## COVER ART, DESIGN, MAPS, AND DIAGRAMS

Heather Gunn

**Editing:** Rachel Gunn, John Hanely; **Additional Writing:** Russell Johnson

**Character and Monster Art:** Jacob Gearhart and Heather Gunn

**Adventure Playtesters:** Jason Lars Berquist, Peter Hanely, John Hanely, John Hegner, Russell Johnson, Andy Maurer, Ian Moore, A.J. Newtown, Matt Perrett, John Stack

**Additional Feedback:** Jacob Gearhart

**Aspect Playtesters:** Lauren Ashley, Amy Bilka, Nate Birkholz, Keetsie Braz da Cunha, Leo Braz da Cunha, Mat Clayson, Mark DeSimone, Jacob Gearhart, John Hanely, Julia Hanely, John Hegner, Russell Johnson, Eric Johnston, Andy Maurer, Ian Moore, A.J. Newtown, Matt Perrett, John Stack, Matt Stults, David Yoon

**Special Thanks:** Rachel Gunn for helping me pursue the dream. My friends for their enthusiasm and ideas.

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This adventure is based on the open beta edition of Aspect. Everything here is subject to change. Join us on our forums and give us your feedback!

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## GETTING STARTED

This booklet provides rules as the players go through the story, so the *Aspect Core Rulebook* is not needed to play this starter adventure.

### What You'll Need

A few other things from our website.

- The character standees and map tokens
- The maps (City Courtyard/Cellar Room)
- The eight player character sheets
- The Aspect New Player Primer

Print them (and this adventure, if you like) from:

[www.StoneTabletGames.com/print](http://www.StoneTabletGames.com/print)

You'll also need:

- One or more players
- A set of dice, for you and each player. Each set consists of a d4, d6, d8, d10, d12 and most importantly a d20
- Some pennies or other tokens for keeping track of action points and other things
- Paper for notes and a pencil is also helpful
- Scissors to cut out the standees and map tokens

### I've Got All That Stuff

So you're ready to run a game of Aspect? If you've run pen and paper roleplaying games before, feel free to skip ahead to Adjudicating the Rules. Otherwise, here's some basic advice.

There are two kinds of participants, players and the game master (GM).

Players make or choose a character to play in the game. The characters in this starter adventure are already made for you, but the full game allows very flexible character creation.

The GM guides the players through the game, plays the other characters in the story and adjudicates the rules.

### Keeping Players Engaged

Look around occasionally to see how the players are feeling.

*If they look tired*, maybe it is time for a break. Take a snack break or maybe just start a low-key social encounter.

*If they seem bored*, spice things up a bit. Add in an extra few minions to the current encounter or add a surprise encounter.

Otherwise, if the players are having fun, game on. Keep track of the parts of the game that the players are really enjoying. Focus more on those parts to keep the players excited. Feel free to ad-lib a bit, be flexible.

### Running the Encounters

You are in control of the conflict, the opposition that the players encounter. Encounters can take the form of many things such as brutal combat, tricky traps, or even clever negotiation.

*You are not trying to defeat players*; rather, you are challenging them. Aspect isn't a competition to see who will survive, but a cooperative storytelling game.

If your players are struggling, feel free to let a monster forget to use a move or minor action. Maybe spread the enemy's attacks around to those with more health. Just don't be obvious about it.

### Adjudicating the Rules

Read the following Primer (pages 2 to 5) to learn how Aspect works. Let the players read it as well. It will teach you the basic rules.

You may encounter situations which are not specifically mentioned here. Take a look at Resolving Rules Conflicts in the Appendix (page Error: Reference source not found) for suggestions on dealing with these.

### Getting Ready

Read the New Player Primer and make the standees and map tokens. Reading through the entire adventure first can be helpful as well.

# STARTING THE ADVENTURE

Let the players choose from the eight characters included with the booklet. Once they pick a character, you probably want to read that character sheet if you haven't already just to learn the character's abilities and background. If you have more than 4 players, see Error: Reference source not found, page Error: Reference source not found.

## Reading This Adventure

Each section is numbered to make it easy to follow along.

*Text in this format is meant to be read aloud to the players.*

Text in this format includes information for the GM.

Whenever a character would be able to do or know something with a passive skill check, we list the names of those characters after the skill check. If a character's name has a star next to it, it means that character would only automatically succeed if they are in Alert Stance.

**Perception DT 15** (Tananda, Jebeddo\*) Text in this format is the information or effects of a successful skill check. *Text in italics will note information for the GM that might affect what the players find out.*

Tananda would be the first to automatically passively make this check (she's listed first because she has the highest bonus). Jebeddo would also passively make this check, but only if he is in Alert Stance. Other characters might still attempt this check, but they will need to roll to have any possibility of making it, and it would have to be a conscious decision.

## WARNING: Spoilers Ahead

If you don't intend to run this adventure, you shouldn't read any further.

### I. SPECIAL DELIVERY

*In the Davine province, the city of Skevin is the last real city before the wild frontier. Recently the city has become overcome by demons.*

*You have been hired to make a delivery of a valuable artifact to the local count's advisor, Vaska. Apparently this item will aid in the banishing of the demons. The talisman was kept in a box at the local shrine in Derriston. Paka, the halfling priestess there, gave you the box with instructions to keep it sealed until you deliver it to Vaska.*

*You were all hired at the same time by Paka, so you have a passing knowledge of each another. Vaska should be able to pay you on arrival.*

Make sure the players have a chance to check out their character sheets and become familiar with their characters background and abilities.

Have the players introduce their characters to one another (just the first paragraph on their sheet is all they need to divulge, make sure they do not read anything labeled *Do not read aloud*). Be sure to give each player one token to represent their action points (two each for Vilpa and Palimbar).

Once everyone has been introduced, continue to section 2.

### 2. THE EAST GATE AT SKEVIN

*Due to some treacherous road conditions, your trek has taken several hours longer than the usual two day journey. You arrive at the east gate of Skevin a few hours after sundown.*

Technically, the players have arrived after the gates close (they close at sundown) and Kovak, the gate guard, is not about to flout regulation just to let in some weary travelers.

*"You're late!" A guard leans over the wall and sneers down at you, "We close the gates at sundown. That was two hours ago. The city is under attack by demons, it's not safe."*

This is a mental attack. Make a Mental Assault roll against whoever Kovak would think is the leader of the party (and is speaking at directly). He has surprise, so gets to act before initiative is rolled, and gains a +2 bonus to accuracy because he gets advantage.

Once he makes the attack, roll initiative (see Error: Reference source not found, page Error: Reference source not found). You get to roll for the guard.

The guard is atop the city wall, which is 10 feet tall. Characters will need to use a power with a range of 2 or better to affect him.

Use the stats below for Kovak. Be sure to have him fight back in kind, using Mental Assault but escalating to physical combat if players attack him physically. The wall gives him a +6 bonus to physical defenses. Some quips he might use:

*"Just go during the day or you'll be mauled by demons."*

*"I don't like the looks of you. Come back tomorrow."*

*"Besides, it's so dark I can't tell if you're demons."*

*"Vaska, huh? Why should I believe you?"*

Once the players begin to argue with the guard, read aloud the rules for Error: Reference source not found (page Error: Reference source not found). Also make sure to point out the Social Pressure and Mental Assault universal powers on the players' character sheets.

If the players show the artifact box, give them a +5 situational bonus to suggestion and mental or social attacks against the guard.

It takes the guard two rounds to come down and open the door, so if the players only manage to convince him for a single round (because he is unwounded or manages to save against the suggestion in the first round), he'll stop once he gets there and will have to be swayed again (he will speak to the players through the shuttered peephole until they convince him once more).

If the players manage to convince the guard to let them in, read this:

*After a moment, a small door to the side of the gate opens. "Come on, before I change my mind. Watch out for demons, and don't dilly-dally on the way. The less time you spend on the streets the better." The guard slams the door shut behind you.*

City Guard - Crossbowman			Basic Striker
Medium Natural Humanoid (Human)			XPV 90
Senses: Normal Vision, Magic: +4/9; Perception: +6/11			Social Rank: 4
Scratches Pool: 12			Initiative: +16
Physical Health: 18	Mental Health: 12	Social Health: 10	Speed: 6
Str Def: 17	Gen Def: 14	Cha Def: 13	
Dex Def: 21	Awa Def: 14	Sav Def: 14	AP: 2
<input type="checkbox"/> Long Range Form (Move; Personal Stance) Martial – Weapon, Stance Effect: You gain a +1 bonus to per die damage with ranged weapons. Your penalty for firing with ranged weapons at foes beyond your range is reduced by 2, and your critical range with ranged weapons doubles. You are slowed.			
<input type="checkbox"/> Crossbow Melee (Major; Melee 1; One creature) General – Weapon, Simple +9 vs Dex; Hit: 1d8+5 damage.			
<input type="checkbox"/> Mental Assault (Major; Ranged 2; One creature) Universal – Vocal, Simple +6 vs Awa; Hit: 1d8+2 damage to mental.			
<input type="checkbox"/> Crossbow (Major; Ranged 10+, Move Reload; One creature) General – Weapon, Simple +10 vs Dex; Hit: 1d8+3 damage.			
<input checked="" type="checkbox"/> Precise Shot (Full; Ranged 10+, Move Reload; One creature) Martial – Weapon +17 vs Dex; Hit: 1d8+7 damage.			
Huntsman – Threatening Posture; Martial – Heavy Ranged Weapon Proficiency; Heavy Ranged Specialization (Heavy Crossbow); Vicious – Combat Ready Vicious – First Strike: At the start of an encounter, you have advantage against any creatures that have not yet acted in that encounter.			
Stats: Agility 4, Endurance 2, Mental 2, Physical 5, Power 4, Social 1, Height: 5'8" Total Weight: 161.4			
Skills: Athletics +9 Crafting +4 Customs +9 Diplomacy +3 Entertain +5 Faith +3 Fortitude +7 Handy +6 Leadership +5 Magic +4 Nature +6 Nimble +9 Perception +6 Precision +16 Science +6 Shrewd +5 Tactics +6 Trickery +5; Languages: Common			
Equipment: heavy crossbow, simple clothing, simple boots, 10 bolts, torch			

At the end of the encounter, remind the players that they can heal all scratch damage by resting for one minute. Encourage them to do so if they are at all scratched from the encounter.

If the players defeat Kovak or convince him to let them in, award the players 90 experience points (XP), divided evenly among the participants. If there was only one player, reward that player with an action point.

If the players are defeated or do not engage the guard, they will either have to come up with another plan to get past the wall or sleep outside. They can attempt to scale the outer wall, though they will probably have to fight some city guards or use careful stealth to get in (see the Appendix on page Error: Reference source not found for stealth rules, and section 6, page 4, for stats for the other guards). The wall is an Athletics DT 20 to climb or jump. If players fail the check, they take scratch damage equal to

the amount they fail minus their Physical stat. If that happens, remind them that scratches heal with a 1 minute rest.

It is freezing cold that night. If the players end up sleeping outside, they need to make a Fortitude check vs. DT 18. Failure means they are Strained (lose their minor action slot). A Strained character can end this effect by spending an action point. Characters that rest outside the walls heal their Endurance in wounds in each aspect that night.

Once the players are in the city and out of danger, continue to section 3.

### 3. ON THE STREETS OF SKEVIN

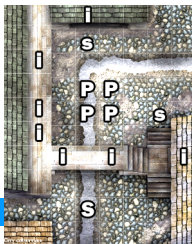
The city streets are still slick with rain from a recent storm. Dark clouds loom overhead, but flickering street lamps help guide your way. The city seems to be devoid of activity and eerily silent.

As you approach your destination, you hear a sound like iron being torn asunder as several creatures appear out of nowhere.

The nearest one points at you and shouts, "Tyxzzalik n'kalactu!"

#### Setup for City courtyard

Get the map marked City Courtyard (it is on the other side of the map marked Cellar Room). Ask the players to put themselves in the center of the map (at the Ps), in any order they like. Get out the following standees (depending on the number of players).



#### Players Demons that attack

1	1 Storm Imp, 1 Soulgorge Devil
2	2 Storm Imps, 3 Nettle Imps, and 1 Soulgorge Devil
3	3 Storm Imps, 3 Nettle Imps, and 2 Soulgorge Devils
4	4 Storm Imps, 3 Nettle Imps, and 3 Soulgorge Devils

Put one Soulgorge Devil at the big S in the figure above and any remaining ones at the other s marks. Place the imps at any of the i marks.

**Faith DT 15** (Gills\*) These creatures are from the infernal realm.

**Customs DT 25** The demon said something to the effect of, "There is the thing we have come for."

The demons want the artifact (they can sense its presence) so they may destroy it and its carriers. If negotiated with, they will attempt to trick the party into going into the infernal realm where they will be made slaves.

Roll for initiative, remember to roll for each type of enemy individually, since they have different initiative bonuses.

The balcony is 10 feet (2 squares) up (**Athletics DT 15** to jump up), so even adjacent creatures need a range of 2 or better to reach. You can use extra 6-sided dice as platforms to show the imps are higher.

Clever players might use pulls or slides to make the imps fall from the upper areas. Be sure to apply falling damage (see Error: Reference source not found, page Error: Reference source not found).

Calls for help will go unanswered. As the demons are defeated, they vanish in puffs of sulfuric smoke that quickly fade away.

Storm Imp	Fodder Controller
<b>Tiny Infernal Humanoid (Imp); 1/2 x 1/2 sq.</b>	<b>XPV 10</b>
Senses: Darkvision, Magic: +4/9; Perception: +6/11	Social Rank: 4
Scratches Pool: 1	Initiative: +2
Physical Health: 1	Mental Health: 2
Str Def: 8	Gen Def: 10
Dex Def: 18	Awa Def: 11
	Social Health: 2
	Cha Def: 10
	Sav Def: 10
	Speed: 4
-4 to saves; AP: 0	
<input type="checkbox"/> Wintery Blast (Major; Adjacent area 4; Each creature) Divine – Nature, Cold, Wind, Simple +6 vs Dex; Hit: 1 cold damage and slide the target 1 square.	
<input checked="" type="checkbox"/> Call Lightning (Full; Melee 2; One creature) Divine – Nature, Lightning +2 vs Str; Hit: 3 lightning damage. The target is knocked prone.	
Divine – Light Armor Proficiency; Weather – Steel Frost	
Stats: All 1s, Height: 1'2" Weight: 2 Total Weight: 5.1	
Skills: All +2 except for Magic +4 Perception +6 Trickery +4; Languages: Demonic	
Equipment: Light cloak, knife, candle	

All imps are Tiny, so four fit in one square easily. The Storm Imps will attempt to use Wintery Blast from maximum range to get players into

melee 2 with a Soulgorge Devil, resorting to Call Lightning only if forced into melee.

Nettle Imp	Minion Controller
<b>Tiny Infernal Humanoid (Imp); 1/2 x 1/2 sq.</b>	<b>XPV 30</b>
Senses: Darkvision, Magic: +6/11; Perception: +7/12	Social Rank: 4
Scratches Pool: 2	Initiative: +5
Physical Health: 2	Mental Health: 4
Str Def: 8	Gen Def: 13
Dex Def: 20	Awa Def: 13
	Social Health: 2
	Cha Def: 11
	Sav Def: 11
	Speed: 4
-2 to saves; AP: 0	
<input type="checkbox"/> Toxic Undergrowth (Major; Melee 2) Divine – Nature, Plant, Stance Effect: Whenever an enemy ends its turn within melee 2 of you, as a free action you may deal ongoing 1 poison damage to that creature. (This counts as an attack.)	
<input type="checkbox"/> Nettlebarb (Major; Ranged 8; One creature) Divine – Nature, Plant +8 vs Dex; Hit: Ongoing 1 damage (save ends).	
<input type="checkbox"/> Plant (Major; Melee 1; One creature) General – Plant, Simple +5 vs Dex; Hit: 1d4+2 damage.	
<input checked="" type="checkbox"/> Stalktwister (Full; Ranged 3, Area 3; You may move one square before the attack; Each creature) Divine – Nature, Plant +6 vs Dex; Hit: 1d4+2 damage.	
<input checked="" type="checkbox"/> Snappod (Full; Ranged 3; One creature) Divine – Nature, Plant +6 vs Str; Hit: 1 damage, target is staggered until the end of your next turn.	
Divine – Light Armor Proficiency; Faith Rituals +5 (Purify)	
Stats: Mental 3, Social 1, the rest are 2s, Height: 1'2" Weight: 2 Total Weight: 5.1	
Skills: Athletics +4 Crafting +5 Customs +3 Diplomacy +3 Entertain +3 Faith +3	
Fortitude +4 Handy +5 Leadership +3 Magic +7 Nature +8 Nimble +4 Perception +7	
Precision +4 Science +5 Shrewd +3 Tactics +5 Trickery +5; Languages: Demonic	
Equipment: Light cloak, worn holy symbol (a thorny branch), 2 gp, 4 cp	

The Nettle Imps stay 2 squares from the nearest foes in order to make use of Toxic Undergrowth while staying out of melee range. They use Stalktwister and Snappod (depending on the foe's defenses). The Nettle Imps are already in their combat stance when they arrive. Describe the precision as thorny noxious plants growing spontaneously near the imp.

Soulgorge Devil	Basic Melee Striker
<b>Medium Infernal Humanoid (Devil)</b>	<b>XPV 90</b>
Senses: Darkvision, Magic: +6/11; Perception: +3/8	Social Rank: 4
Scratches Pool: 20	Initiative: +6
Physical Health: 18	Mental Health: 10
Str Def: 17	Gen Def: 12
Dex Def: 16	Awa Def: 11
	Social Health: 14
	Cha Def: 14
	Sav Def: 13
	AP: 1
<input checked="" type="checkbox"/> x2 Stolen Strength (Minorx2; Ranged 8 Stance; One ally) Supernatural – Parasite, Healing, Stance Effect: The targeted ally gains physical damage reduction 1. Whenever that ally takes any damage, you heal 1 physical scratch. If that ally moves beyond the range of this stance, the stance has no effect until they return.	
<input type="checkbox"/> Handaxe Melee (Major; Melee 1; One creature) General – Weapon, Simple +8 vs Dex; Hit: 1d6+5 damage.	
<input type="checkbox"/> Handaxe (Major; Ranged 5+, Minor Reload; One creature) General – Weapon, Simple +8 vs Dex; Hit: 1d6+1 damage.	
<input type="checkbox"/> Wilting Gesture (Move; Melee 1; One creature) Supernatural – Parasite, Healing +7 vs Str; Hit: 3 necrotic damage and you heal 2 physical scratches.	
<input checked="" type="checkbox"/> Steal Life (Minor; Melee 1; One creature) Supernatural – Parasite, Healing +7 vs Dex; Hit: 1 damage. You heal 1 physical scratch.	
<input checked="" type="checkbox"/> Channel Life (Full; Melee 2; Each enemy) Supernatural – Parasite, Healing +7 vs Dex; Hit: 1d6+5 necrotic damage. Effect: You heal 1d6 physical scratches.	
Supernatural – Melee Weapon and Armor Proficiency; Shadow Stability; Trickery Rituals +7 (Conjure Item); Parasite – Toughness; Improved Toughness	
Stats: Agility 2, Endurance 5, Mental 1, Physical 4, Power 3, Social 3, Height: 4'10" Total Weight: 111.1	
Skills: Athletics +7 Crafting +6 Customs +5 Diplomacy +13 Entertain +6 Faith +8	
Fortitude +9 Handy +3 Leadership +6 Magic +6 Nature +3 Nimble +6 Perception +3	
Precision +8 Science +4 Shrewd +5 Tactics +4 Trickery +7; Languages: Demonic	
Equipment: Talisman (an open-mouthed skull), 4 handaxes, 6 gp, 1 sp, 2 cp	

The Soulgorge Devil will use Channel Life when hurt, since the healing is automatic. Otherwise, it uses its basic melee attack, Wilting Gesture and Steal Life. The Soulgorge Devil will start the combat in the Stolen Strength stance, targeting the strongest ally it has.

After the infernal creatures are defeated, continue to section 4.

If the players are defeated, jump to section 8.



#### 4. INVESTIGATING THE SCENE

*There is little here to even show what has happened other than a few scorch marks on the ground from imp attacks and the faint scent of sulfur. The bodies of the imps and demons have vanished.*

Award the players each 100xp for their involvement. Also give each player an action point.

They will probably investigate the scene, looking for clues. **Perception DT 10** (Tananda, Della, Jebbedo, Illania\*, Gills\*) The equipment that the creatures carried can be found on the ground here. **Perception DT 15** (Tananda, Della\*, Jebbedo\*) A small leather pouch lies in the gutter (it contains 5gp and a small damp piece of chalk).

There is a temple to Kala in the city that is likely to take wounded characters in, and there is also the guard barracks for the keep nearby.

If the players go to the temple of Kala, continue to section 5.

For the nearby guard barracks, jump to section 6.

To head to Vaska's to make the delivery, jump to section 7.

If the players are looking for an inn to spend the night, there is the Inn of the Broken Trumpet that they have stayed at before. If they want to go there, jump to section 10.

#### 5. KALA'S TEMPLE

*This imposing edifice of white granite walls and pillars dominates the southgate area of Skevin. Ornately carved statuary depicts the gods Eldar the All-Creator and Kala the All-Mother flanking the immense arched doorway as they seem to gesture you in. As you approach, you see a priestess robed in white just within the doorway look up at you.*

Inya is an acolyte of Kala.

If the players are wounded, she immediately rushes out to help. She asks what happened, appearing quite dismayed if the players mention the demons. Player characters that are wounded are offered room and board at the temple. Though Inya will mention that coin offerings to the goddess are always appreciated, she will not push the issue.

Characters that rest at the temple will heal their Endurance in wounds in each aspect each night, plus an additional 4 points because of the comfort and sanctity of the temple. It is expected that the players offer a gold piece each per night. If the players rest here, remember to reset their action points and scratches pools as well.

Whether or not they spend the night:

For the nearby guard barracks, continue to section 6.

To head to Vaska's to make the delivery, jump to section 7.

#### 6. 3<sup>RD</sup> COMPANY BARRACKS

*A practical stone and mortar building bearing the coat of arms of the Davine province. The recent rains seem to have left this building quite pristine.*

Sergeant Coen Devnarik keeps a well-disciplined barracks. These barracks house 10 bowmen, 35 swordsmen, and 18 crossbowmen. Coen is out fighting off the demons with most of the guard. Only 10 swordsmen and 5 bowmen are resting and watching the barracks.

If the players have any wounded with them, the guards will direct them to Kala's Temple. (If the players decide to go there, jump back to 5.)

Players may wish to report the encounter they had with the demons. The guards are not surprised, and tell the players the encounter is not uncommon, though the Soulgorger Demon is new to them if the players describe it in more detail.

If the players mention their mission to the guards, they will offer to escort the players (with 2 swordsmen and 2 bowmen) to the keep. If the players take them up on the offer, the escort will take them to the front of the keep, then wait until the party gets inside and head back to the barracks.

Once the players are ready to head to the keep, continue to section 7.

In case you want to run an additional combat encounter involving the guards here, you can re-run the first demon battle with the four escorting guards aiding the players, adding two more soulgorge demons to the fray.

If the players decide to battle the guards, use a bowman and swordsman for each player for an above average average encounter that will leave the players a bit wounded.

City Guard - Bowman			Minion Generalist
Medium Natural Humanoid (Human)			XPV 30
Senses: Normal Vision, Magic: +6/11; Perception: +3/8			Social Rank: 4
Scratches Pool: 4			Initiative: +12
Physical Health: 6	Mental Health: 4	Social Health: 2	Speed: 6
Str Def: 13	Gen Def: 12	Cha Def: 11	
Dex Def: 17	Awa Def: 12	Sav Def: 11	-2 to saves; AP: 1
<input type="checkbox"/> Long Range Form (Move; Personal Stance) Martial – Weapon, Stance			
Effect: You gain a +1 bonus to per die damage with ranged weapons. Your penalty for firing with ranged weapons at foes beyond your range is reduced by 2, and your critical range with ranged weapons doubles. You are slowed while in this stance.			
<input type="checkbox"/> Basic Melee, Bow (Major; Melee 1; One creature) General – Weapon, Simple			
+5 vs Dex; Hit: 1d4+3 damage.			
<input type="checkbox"/> Basic Ranged, Simple Bow (Major; Ranged 8+, Free Reload; One creature) General – Weapon, Simple			
+6 vs Dex; Hit: 1d4 damage.			
<input checked="" type="checkbox"/> Precise Shot (Full; Ranged 8+, Free Reload; One creature) Martial – Weapon			
+13 vs Dex; Hit: 1d4+2 damage.			
Huntsman – Threatening Posture; Martial – Heavy Ranged Weapon Proficiency; Vicious – Combat Ready			
Vicious – First Strike: At the start of an encounter, you have advantage against any creatures that have not yet acted in that encounter.			
Stats: Agility 2, Endurance 2, Mental 2, Physical 3, Power 2, Social 1, Height: 5'8" Total Weight: 161.1			
Skills: Athletics +5 Crafting +4 Customs +3 Diplomacy +3 Entertain +3 Faith +3 Fortitude +5 Handy +4 Leadership +3 Magic +4 Nature +4 Nimble +5 Perception +4 Precision +12 Science +4 Shrewd +3 Tactics +4 Trickery +3; Languages: Common			
Equipment: Simple bow, simple clothing, simple boots, 10 arrows, torch, 1 sp, 4 cp			

The bowman uses Precise Shot and Long Range Form from at least 5 squares away if possible. If in melee, he will use the Basic Melee, Bow and shift away, using Basic Ranged as he moves back to safety.

City Guard - Swordsman			Basic Diplomat
Medium Natural Humanoid (Human)			XPV 90
Senses: Normal Vision, Magic: +6/11; Perception: +3/8			Social Rank: 5
Scratches Pool: 16, Physical DR 1			Initiative: +6
Physical Health: 14	Mental Health: 12	Social Health: 18	Speed: 5
Str Def: 18	Gen Def: 13	Cha Def: 16	
Dex Def: 16	Awa Def: 11	Sav Def: 14	Action Points: 2
<input type="checkbox"/> Discouraging Stance (Major; Melee 1 Stance) Divine – Weapon, Smiting, Stance			
Effect: Enemies adjacent to you have a -1 penalty to accuracy. You gain a +1 bonus to Diplomacy.			
<input type="checkbox"/> Basic Melee, Broadsword (Major; Melee 1; One creature) General – Weapon, Simple			
+9 vs Dex; Hit: 1d6+3 damage.			
<input type="checkbox"/> Social Pressure (Major; Ranged 5; One creature) Universal – Vocal, Simple			
+6 vs Sav; Hit: 1d6+5 damage to social.			
<input type="checkbox"/> Clarion Strike (Major; Melee 1; One creature) Divine – Weapon, Smiting			
+13 vs Dex; Hit: 1d6 damage. Allies within melee 2 of the target gain a 3 radiant bonus to per die damage until the end of your next turn.			
<input type="checkbox"/> Divine Aid (Move; Melee 1; One creature) Divine – Weapon, Leadership			
+4 vs Dex; Hit: 2 damage. An ally adjacent to the target heals 5 physical scratches.			
<input checked="" type="checkbox"/> Intercession (Full; Melee 1; You are wielding a heavy blade; Before the attack, swap places with an ally within 4 squares; One creature) Divine – Weapon, Smiting			
+9 vs Dex; Hit: 1d6+1 damage, target is knocked prone.			
Divine – Paladin Weapon and Shield Proficiency; Medium Armor Proficiency; Martial – Toughness; General – Increased Social Rank +1 (5)			
Divine Weapon – Divine Inspiration: When you use a power with the Leadership keyword, adjacent allies may make a save as a free action.			
Stats: Agility 1, Endurance 4, Mental 2, Physical 3, Power 3, Social 5, Height: 5'8" Total Weight: 197.1			
Skills: Athletics +6 Crafting +6 Customs +6 Diplomacy +13 Entertain +8 Faith +9 Fortitude +5 Handy +3 Leadership +8 Magic +6 Nature +3 Nimble +2 Perception +3 Precision +2 Science +5 Shrewd +6 Tactics +5 Trickery +6; Languages: Common			
Equipment: Broadsword, light shield, thick hide, simple clothing, simple boots, iron flagon, torch, 16 gp, 6 sp, 8 cp			

The swordsman's tactics are simple. Use Basic Melee and Divine Aid for the most part, and Intercession if he sees an ally in trouble. Clarion Strike is best used when he has nearby allies in range.

## 7. THE COUNT'S KEEP

You work your way through the city streets towards the massive keep at the center of town. You occasionally see guards patrolling the streets, but luckily manage to not encounter any more demons.

You arrive at the keep, a massive structure of stone and heavy timber with five towers, one at each corner and one right at the front gate, where you are now.

If it is daytime, jump to section 9. Otherwise, the gate is closed.

A guard peers at you through the shuttered peephole in the gate and frowns, "Demons are about tonight, go back to your homes quickly."

If the players mention their mission to deliver the artifact to Vaska, read:

"Vaska? He needs you immediately. Quickly now," the guard says.

The players are then immediately let in. Go to section 11.

Players may attempt social or mental combat with the two guards here to get into the keep (see the encounter with the guard at section 2).

Otherwise the players will have to stay the night at an inn or somewhere else. If the players attempt combat with the guards, there is 1 swordsman and 1 bowman for each player.

Otherwise, if the players go to the temple of Kala, jump back to section 5.

For the guard barracks, jump to section 6.

If the players are looking for a place to spend the night, there is the Inn of the Broken Trumpet that they have stayed at before. If they want to go there, jump to section 10.

## 8. RESCUED BY THE CITY GUARD

You wake up in a cot, your joints stiff from resting in an uncomfortable position. An itchy blanket drapes over you.

You appear to be in a guard barracks. A nearby guard sharpens his sword, watching you. "Ah, there you are. Lucky we found you when we did. Those demons were about to eat your hearts."

Each player heals Endurance wounds + 1. Any character still unconscious is healed additional points until they are conscious.

Go back to section 6 (but save the intro paragraph until they get outside).

## 9. THE COUNT'S KEEP AT DAY

There are two guards standing at either side of the open gate. "What is your business here?" one asks as you approach.

The guards are less than friendly.

**Customs or Diplomacy DT 15** (Anak\*, Gills\*) The attitude of the guards improves a bit.

**Shrewd DT 15** (Tananda\*) The guards are just a bit tired.

Once the players let them know what they are up to (the delivery to Vaska), the guards gladly let them in.

"Vaska? He needs you immediately. Quickly now," the guard says.

When the players are ready, a guard will lead them into the keep, to meet with Vaska. Jump to section 11.

## 10. INN OF THE BROKEN TRUMPET

The Inn of the Broken Trumpet is a two-story stone building with a thatched roof in need of repair. In front of the thick glass-paned windows hangs a trumpet that looks like it has been stepped on by a dragon. That is to say, flat.

You catch the familiar scent of the Inn's specialty: fry-wrap steaks.

If the players stay here, it is 5 silver (sp) a night. It does not include food, which is 2 sp per meal. The food is not great except for the fry-wrap steaks (which are superb), but the beds are nice.

Sleeping here heals Endurance +2 (because of the nice beds) in wounds in each aspect. If the players rest here, remember to reset their action points and scratches pools as well.

If the players go to the temple of Kala, go back to section 5.

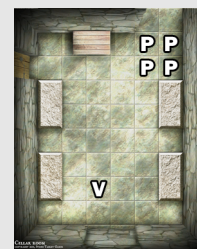
For the guard barracks, go back to section 6.

To head to Vaska's to make the delivery, go back to section 7.

## II. THE CELLAR ROOM

The guard leads you through the halls of the keep and up several flights of stairs. The route seems very circuitous, and you find yourself walking past heavy barricades. Some of the rooms are quite a mess.

The guard takes you underground into the cellar, explaining that Vaska is not in his quarters, but holding the demons at bay in the cellar. Eventually the guard leads you down a hall and through an entryway. Horrible strangled screams come from the room ahead.



### Setup for the Cellar Room

Flip the map over and place the player characters at the wide doorway on the north end of the room. Let the players place themselves in any order on the entry squares there (shown here in the figure). Place the flame vortex map token in the south wall socket. Put the Vaska standee at the V in the figure. Place the guard standee (Leeman) near the players.

You step into the room and see a whirling vortex of flames at the far end of the room. The screams seem to be coming from the vortex. Vaska stands in front of it, wearily making warding gestures. He does not turn around, but says wearily, "Have you... the artifact?"

Vaska has been holding off this portal for three and a half days solid and is badly fatigued (he has been reduced to a single Major action per turn). He wants nothing more than to seal it off finally. He is busy maintaining the ward on the portal, only able to use a free action each turn to converse with the players (thus the pause in his first response - it takes two rounds for him to say it).

The small door here leads to a closet filled with canisters of paint.

Once the players reveal they have the artifact, he'll ask them to break the seal on the box ("Break seal... Open box").

Inside the box is a holy scepter. Anyone holding it gains a +2 bonus to Faith skill checks.

"Seal the altars." Vaska says over the din of the portal. The altars appear to give off an eerie aura of supernatural magic.

Roll initiative. Remember to roll for Leeman (he has a +6 bonus). Place a token (or a coin) on each altar, removing it once the altar is sealed.

There are four altars in the room that must be sealed using the characters' Magic or Faith skills. To seal an altar, players roll against a DT of 20, adding their Magic or Faith bonus (as a Major action). Success means the altar is sealed. If a player fails their roll by enough to take damage (see Error: Reference source not found, page Error: Reference source not found), the altar spawns a Soulgorge Devil (page 7) that attacks the players (to a maximum of 3 devils at once). If failed, they can try again, though, Leeman will help fight off the devils. His stats are on page 11. He won't help seal the altars unless players ask him to do so.

Once the first altar is sealed, read the following:

A black sticky tarlike substance coats the altar as the supernatural aura dims. Vaska says in a panicked tone, "Can't hold... much longer!"

Make the following attack against the player that sealed that altar:

Fiery Dart (Ranged 7; One creature) Supernatural – Fire  
+7 vs. Dex; Hit: Ongoing 4 fire damage (save ends with a -3 penalty).

At the end of each round (at initiative 0), make the attack again at a randomly selected player character (the attacks are from unsealed altars).

If the players instead attempt to close the portal, treat it as one of the altars, with each skill check success sealing a random unsealed altar.

As soon as the fourth altar is sealed, continue to section 12.

## 12. DEMONS ARRIVE

The room has turned several degrees warmer as the swirling vortex of flames grows hotter. Sigils appear in the doorways as black ooze pours from between nearby cracks in the walls. The sigils glow a faint dull red.

Vaska points at one of the sigils and shouts, "Destroy the sigils!"

There is a sudden shriek like that of metal being torn asunder as the room fills with flames.

At this point, the vortex will explode, making the following attack:

**Blazing Detonation** (Melee 4; Each non-infernal creature) Supernatural — Fire  
+9 vs. Dex; Hit: 1d6+4 fire damage and the target is pushed 3 squares.

*Vaska crumples in a heap and the doors to the room fade away behind shimmering shadows. A low thrumming sound shakes the room.*

*A piercing voice like shattered glass says "Vkst'laxn Gtallik'nrrang Kul!"*

#### Additional Setup for Cellar Room

Place the demonic door sigils over the open doorway to the north and the small door to the west. Replace the flame vortex with the large portal sigil. The sigils are hard barriers that cannot be passed. They have stats and attacks (see page 11).

Vaska is prone on the floor. **Nature or Shrewd DT 16** (Jebbedo\*, Tananda\*) If the players went straight to the keep and didn't stay the night anywhere, Vaska is slowly dying, but still alive. If the players can manage to heal any of his wounds within the next 5 rounds, he'll live. If the players spent the night somewhere (Kala's temple, etc.), Vaska is dead. The stress of holding the portal for those additional hours was too much for him.

**Nature DT 16** (Jebbedo\*, Tananda\*) An adjacent character can bind Vaska's wounds, keeping him from dying. This is a Major action.

**Athletics DT 12** (Thorston\*, Jebbedo\*, Vilpa\*, Illania\*, Wolf\*, Della\*) To jump onto or over the altars or table.

**Customs DT 25** The voice said, "The time for destruction is now."

**Faith, Magic or Trickery DT 20** (Gills\*, Illania\*, Leeman) The sigils are one-way portals from the infernal realm. The sigils can be destroyed best using mental attacks such as Mental Assault (unraveling the bindings that keep the sigils in this world). They cannot be defeated by skill checks.

*Horrible figures step through the symbol on the walls, intently looking at each of you with black eyes.*

#### Players Demons that attack

1	1 Scourge Demon
2	1 Shock Imp and 1 Fireflail Demon
3	1 Flame Imp, 1 Scourge Demon, and 1 Fireflail Demon
4	1 Shock Imp, 2 Flame Imps, 2 Scourge Demons, and 1 Fireflail Demon

#### Order of Events

**Round 1** Spawn the above listed creatures based on the number of players in the game. Put the demons by the swirling portal and the imps near door sigils. On his turn, Leeman points at one of the sigils and shouts, "Demon Sigils!" and then engages the nearest infernal creature.

**Subsequent Rounds** At the end of the round, spawn a Shock Imp for each player at an active sigil or portal to a max of 4 Shock Imps in the room.

Each sigil will continue to spawn more imps until destroyed. Sigils and the Vortex also have attacks of their own if the players get close.

Flame Imp	Minion Striker
Tiny Infernal Humanoid (Imp); ½ x ½ sq.	XPV 30
Senses: Darkvision, Magic: +6/11; Perception: +7/12 Scratches Pool: 2	Social Rank: 4 Initiative: +5 Speed: 4
Physical Health: 2    Mental Health: 4    Social Health: 2 Str Def: 8    Gen Def: 12    Cha Def: 11 Dex Def: 21    Awa Def: 13    Sav Def: 12	-2 to saves; AP: 0
<input type="checkbox"/> Blazing Torrent (Major; Adjacent line 2; Each creature) Elemental — Fire +7 vs Dex; Hit: 1d4+2 fire damage.	
<input type="checkbox"/> Set Alight (Move; Melee 5; Each enemy) Elemental — Fire +12 vs 15 ritual check; +5 vs Dex; Hit: 1 fire damage.	
• Ignite (Minor; Melee 1, One creature) Elemental — Fire +5 vs Dex; Hit: Ongoing 1 fire damage (save ends).	
<input checked="" type="checkbox"/> Singe (Full; Ranged 3; One creature) Elemental — Fire +13 vs Dex; Hit: 1d4+3 fire damage.	
Elemental — Light Armor Proficiency; Fire — Fire Rituals +12 (Set Alight) Stats: Agility 3, Social 1, the rest are 2s, Base Size: 1'3" Weight: 2 Total Weight: 4 Skills: Athletics +4 Crafting +4 Customs +4 Diplomacy +3 Entertain +3 Faith +3 Fortitude +4 Handy +5 Leadership +3 Magic +6 Nature +5 Nimble +5 Perception +7 Precision +11 Science +4 Shrewd +4 Tactics +4 Trickery +6; Languages: Demonic Equipment: Light cloak, 7 gp, 4 cp	

The Flame Imps stay 3 squares from the nearest foe to use Singe as much as possible. If stuck in melee range, they use Blazing Torrent, trying to hit two foes with it, and then Set Alight (remember to roll for the ritual check before rolling the attack) and Ignite.

Shock Imp	Fodder Striker
Tiny Infernal Humanoid (Imp); ½ x ½ sq.	XPV 10
Senses: Darkvision, Magic: +4/9; Perception: +4/9 Scratches Pool: 1	Social Rank: 4 Initiative: +2 Speed: 4
Physical Health: 1    Mental Health: 2    Social Health: 2 Str Def: 9    Gen Def: 10    Cha Def: 10 Dex Def: 18    Awa Def: 10    Sav Def: 10	-4 to saves; AP: 0
<input type="checkbox"/> Fists of Stone (Major; Melee 1; One creature) Elemental — Earth, Stone, Simple +4 vs Dex; Hit: 3 damage.	
<input type="checkbox"/> Burst of Lightning (Major; Adjacent area 2; Each creature) Elemental — Air, Lightning, Simple +4 vs Dex; Hit: 2 lightning damage.	
Earth — Earth's Crust; Elemental — Light Armor Proficiency Stats: All 1s, Height: 1'2" Weight: 2 Total Weight: 5 Skills: +2 except for Fortitude +5 Magic +4 Perception +4 Trickery +4; Languages: Demonic Equipment: Light cloak, knife, 1 cp	

The Shock Imp will attempt to get into short range and use Burst of Lightning to hit two or more foes, otherwise they use Fists of Stone.

Remember that the imps are Tiny, so they take up 1/4 a square. Four fit in one square easily, so if a sigil is completely surrounded, a new imp can spawn in the square another imp is using if need be.

Fireflail Demon	Elite Agile Striker
Large Infernal Humanoid (Demon); 2 x 2 sq.	XPV 200
Senses: Darkvision, Magic: +8/13; Perception: +11/16 Scratches Pool: 21	Social Rank: 4 Initiative: +11 Speed: 7
Physical Health: 29    Mental Health: 20    Social Health: 16 Str Def: 22    Gen Def: 16    Cha Def: 15 Dex Def: 19    Awa Def: 17    Sav Def: 16	+2 to saves; AP: 1+1
<input type="checkbox"/> Basic Melee, Goupillion Flail (Major; Melee 1; One creature) General — Weapon, Simple +10 vs Dex; Hit: 1d10+8 damage.	
<input type="checkbox"/> Demon Rage (Major; Melee 1; One creature) Supernatural — Fire, Weapon, Simple +7 vs Dex; Hit: 1d10+9 fire damage and ongoing 5 fire damage (save ends).	
<input type="checkbox"/> Blazing Ember (Move; Melee 3) Supernatural — Fire Effect: This power creates a small fire elemental animated by the will of the caster. It has no hit points or defenses. The elemental can flank enemies. If the elemental gets more than 3 squares away from you, it dies out. You may use it to make the following actions.	
□ — (Move; Melee 1 from the elemental; One creature) Supernatural — Fire +10 vs Dex; Hit: Ongoing 5 fire damage (save ends).	
• — (Minor; Melee (3)) Supernatural — Simple Effect: The elemental shifts 1 square.	
• Demon Bite (Minor; Melee 1; You have advantage against the target; One creature) Supernatural — Weapon +7 vs Dex; Hit: 5 damage.	
<input checked="" type="checkbox"/> Blazing Inferno (Fullx2; Ranged 6, Area 3; Each creature) Supernatural — Fire +10 vs Dex; Hit: 1d10+5 damage, target takes ongoing 5 fire damage (save ends). Effect: Targets in the center square take 5 fire damage.	
Martial — Heavy Basic Melee; Heavy Specialist Melee; Heavy Melee Specialization; Shields Infernal — Cursed Blaze: You gain a +2 bonus to accuracy with Infernal powers against foes taking ongoing damage.	
Infernal — Hellfire: Whenever you roll a critical hit with a Supernatural attack that deals ongoing damage, the target has an Agility penalty to that save.	
Vicious — Threatening Alliance: You are considered flanking any enemy adjacent to you that an ally is adjacent to if that ally is also adjacent to you.	
Stats: Agility 6, Endurance 3, Mental 3, Physical 5, Power 5, Social 2, Height: 8'11" Total Weight: 627.4 Skills: Athletics +11 Crafting +6 Customs +8 Diplomacy +5 Entertain +7 Faith +5 Fortitude +7 Handy +9 Leadership +7 Magic +8 Nature +9 Nimble +13 Perception +11 Precision +10 Science +8 Shrewd +8 Tactics +8 Trickery +10; Languages: Demonic Equipment: Goupillion flail, light shield, 12 gp, 2 sp, 6 cp	

The Fireflail Demon will use its Blazing Ember as soon as it gets into melee with a foe to create an ember on the other side of its target and gain advantage for Demon Bite. It uses Demon Rage most of the time, and uses its Basic Melee only if it is having a hard time hitting. It will use Blazing Inferno if it can get 3 or more characters in one shot.



**Faith, Magic or Trickery DT 15** (Gills, Illania) The Fireflail Demon's ember cannot be destroyed. It can, however, be disabled for a round by using a cold or water attack on its square.

## Large (Size)

The Fireflail Demon is a large creature. It takes up 2x2 squares instead of a single square. Instead of moving from square to square, it usually moves from vertex to vertex (at the center of 2x2 blocks). It may squeeze into a single square it is currently in as a minor action stance in order to fit through smaller spaces, but it becomes slowed. It may return to normal as a minor action, moving to one of the vertexes of the square it is in.

Flame Vortex Portal			Spawner
Medium Infernal Object (Portal)			XPV 60
Senses: None, Magic: +11/16; Perception: +13/18			Social Rank: 4
Scratches Pool: 12, Physical/Social DR All, Vuln Radiant			Initiative: +0
Physical Health: 10	Mental Health: 18	Social Health: 10	Speed: 0
Str Def: 13	Gen Def: 17	Cha Def: 13	
Dex Def: 14	Awa Def: 18	Sav Def: 14	AP: 0
<input type="checkbox"/> Basic Melee, Psychic (Major; Melee 1; One creature) General – Simple			
+10 vs Awa; Hit: 1d8+5 mental damage.			
<input type="checkbox"/> Basic Ranged, Psychic (Major; Ranged 5; One creature) General – Simple			
+10 vs Awa; Hit: 1d8 mental damage.			

Scourge Demon	Basic Agile Striker
Medium Infernal Humanoid (Demon)	XPV 90
Senses: Darkvision, Magic: +8/13; Perception: +11/16	
Scratches Pool: 12	
Physical Health: 16	Mental Health: 12
Str Def: 17	Gen Def: 14
Dex Def: 19	Awa Def: 15
Social Health: 10	Cha Def: 13
	Sav Def: 14
	AP: 1
<input type="checkbox"/> Heavy Flail Melee (Major; Melee 1; One creature) General – Weapon, Simple	
+7 vs Dex; Hit: 1d8+6 damage.	
<input type="checkbox"/> Spin Slash (Move; Melee 1; Each enemy) Martial – Weapon	
+5 vs Dex; Hit: 4 damage.	
• Stumble Foe (Minor; Melee 1; One creature) Martial – Weapon	
+5 vs Dex; Hit: Slide the target 1 square. The target has a -1 penalty to defenses until the end of your next turn.	
<input checked="" type="checkbox"/> Hellfire Strike (Full; Melee 1; One creature) Supernatural – Fire, Weapon	
+11 vs Dex; Hit: 1d8+6 fire damage. The target takes ongoing 2 fire damage (save ends).	
<input checked="" type="checkbox"/> Blazing Inferno (Fullx2; Ranged 5, Area 3; Each creature) Supernatural – Fire	
+8 vs Dex; Hit: 1d8+4 damage, target takes ongoing 4 fire damage (save ends).	
Effect: Targets in the center square take 4 fire damage.	
Supernatural – Melee Weapon and Armor; Martial – Heavy Basic Melee; Heavy Military Melee	
Infernal – Hellfire: Whenever you roll a critical hit with a Supernatural attack that deals ongoing damage, the target has an Agility penalty to that save.	
Stats: Agility 5, Endurance 2, Mental 2, Physical 4, Power 4, Social 1, Height: 6'7" Total Weight: 394.1	
Skills: Athletics +9 Crafting +4 Customs +6 Diplomacy +3 Entertain +5 Faith +3 Fortitude +5 Handy +7 Leadership +5 Magic +6 Nature +7 Nimble +11 Perception +9 Precision +8 Science +6 Shrewd +6 Tactics +6 Trickery +8; Languages: Demonic	
Equipment: Heavy flail, light shield, 2 gp, 1 sp, 2 cp	

The Scourge Demon will save its action point to use Blazing Inferno when it sees a good opportunity. If the demon gets wounded, it will use the action point at the next opportunity with either the timed action, or just as an extra Basic Melee attack. It tries to use Hellfire Strike as often as possible, resorting to its other attacks otherwise.

Demon Sigil	Spawner
Medium Infernal Object (Sigil)	XPV 10
Senses: None, Magic: +5/10; Perception: +4/9	
Scratches Pool: 2, Physical/Social DR All, Vuln Radiant	
Physical Health: 2	Mental Health: 4
Str Def: 11	Gen Def: 12
Dex Def: 11	Awa Def: 12
Social Health: 2	Cha Def: 11
	Sav Def: 11
	-2 to saves; AP: 0
<input type="checkbox"/> Basic Melee, Psychic (Major; Melee 1; One creature) General – Simple	
+2 vs Awa; Hit: 4 mental damage.	
<input type="checkbox"/> Basic Ranged, Psychic (Major; Ranged 2; One creature) General – Simple	
+2 vs Awa; Hit: 2 mental damage.	

The sigils and the vortex psychically attack nearby creatures, slowly damaging them mentally. Only the sigils attack at first, *the vortex does not attack until all the sigils are destroyed.*

The sigils and the vortex both have Damage Reduction (DR) All in the physical and social aspects. This means that any attack in those aspects will only deal 1 damage plus 1 per die of damage. For example, a 1d10 attack will do a maximum of 2 damage (1 damage + 1 for the die) while an attack such as Thorston's Chop that uses no damage dice will only deal 1 damage.

The best route for the players to conquer the vortex and portal is to use mental attacks to disassemble them. Once a sigil is defeated, it no longer bars that space.

City Guard - Swordsman (Leeman)	Basic Diplomat
Medium Natural Humanoid (Human)	XPV 90
Senses: Normal Vision, Magic: +6/11; Perception: +3/8	
Scratches Pool: 16, Physical DR 1	
Physical Health: 14	Mental Health: 12
Str Def: 18	Gen Def: 13
Dex Def: 16	Awa Def: 11
Social Health: 18	Cha Def: 16
	Sav Def: 14
	Action Points: 2
<input type="checkbox"/> Discouraging Stance (Major; Melee 1 Stance) Divine – Weapon, Smiting, Stance	
Effect: Enemies adjacent to you have a -1 penalty to accuracy. You gain a +1 bonus to Diplomacy.	
<input type="checkbox"/> Basic Melee, Broadsword (Major; Melee 1; One creature) General – Weapon, Simple	
+9 vs Dex; Hit: 1d6+3 damage.	
<input type="checkbox"/> Clarion Strike (Major; Melee 1; One creature) Divine – Weapon, Smiting	
+13 vs Dex; Hit: 1d6 damage. Allies within melee 2 of the target gain a 3 radiant bonus to per die damage until the end of your next turn.	
<input type="checkbox"/> Divine Aid (Move; Melee 1; One creature) Divine – Weapon, Leadership	
+4 vs Dex; Hit: 2 damage. An ally adjacent to the target heals 5 physical scratches.	
<input checked="" type="checkbox"/> Intercession (Full; Melee 1; You are wielding a heavy blade; Before the attack, swap places with an ally within 4 squares; One creature) Divine – Weapon, Smiting	
+9 vs Dex; Hit: 1d6+1 damage, target is knocked prone.	
Divine – Paladin Weapon and Shield Proficiency; Medium Armor Proficiency; Martial – Toughness; General – Increased Social Rank +1 (5)	
Divine Weapon – Divine Inspiration: When you use a power with the Leadership keyword, adjacent allies may make a save as a free action.	
Stats: Agility 1, Endurance 4, Mental 2, Physical 3, Power 3, Social 5, Height: 5'8" Total Weight: 197.1	
Skills: Athletics +6 Crafting +6 Customs +6 Diplomacy +13 Entertain +8 Faith +9 Fortitude +5 Handy +3 Leadership +8 Magic +6 Nature +3 Nimble +2 Perception +3 Precision +2 Science +5 Shrewd +6 Tactics +5 Trickery +6; Languages: Common	
Equipment: Broadsword, light shield, thick hide, simple clothing, simple boots, iron flagon, torch, 16 gp, 6 sp, 8 cp	

Leeman's tactics are simple. Use Basic Melee and Divine Aid for the most part, and Intercession if he sees an ally in trouble. Use Clarion Strike when he has one or more allies in range.

When the demons and sigils are defeated, continue to section 13.

## 13. WRAPPING UP

*As the embers from the last sigil die out, the room becomes quite dark. A few moments later, several more guards show up to help, too late.*

Award each player experience points for completing the final encounter based on the XPV of all the creatures defeated divided evenly among the players, as well as an action point each.

If Vaska is dead, the players are invited by the count to attend his funeral which is a solemn affair. The town is grateful for Vaska's sacrifice, as well as the tremendous help the players gave (if Leeman is still alive, he lauds the players' heroic deeds throughout the city). The count gladly pays the characters 200gp each for the successful delivery, though Vaska was the one who originally requested the artifact.

If Vaska lives, he is immensely grateful for the player's assistance and pays them each 300gp for not only the delivery of the artifact, but aiding him in putting down the demonic threat. The count gives a great feast to honor the efforts of Vaska and the players.

Wrap up the adventure as you see fit, perhaps the party breaks up (if Vaska is dead, the count could use a new adviser, perhaps there are rumors of other demon invasions, and what happens to the artifact?). Let the players guide the wrap up as much as possible (maybe they just want to go hunt down any remaining demons on the streets).