

Difficulty: *[Very High]* This adventure is best completed by a party with significant abilities at diplomacy, intrigue, and with great piety. It is helpful if one or more of the party is a Laranian priest, a Knight of the Order of the Lady of Paladins could also be helpful.

[GM Note: This adventure assumes you've downloaded and read the Abriel Abbey locale from the Lythia.com site.]

LEAD IN

This adventure takes place at Abriel Abbey during the first half of the month of Larane. While this coincides with the Royal Chelebin Tournament of Chivalry at Olokand [Check this], many of the Laranian Clergy, and particularly the followers of the Reluctant Way prefer the ecclesiastical debates to the mock violence of tournament.

Assuming your players have already been adventuring in the area in and around Abriel, you should have little difficulty getting them involved. If they started the campaign stationed at Iversen, then perhaps Edine Kyne has ordered Sir Kjer to protect, his Inquisitor.

If this is not the case, Brinsa of Tushro may simply approach the party and offer to hire their services as body guards.

THE TALE

The Feast of St. Ambrathas approaches... Ilor Hadan and his followers of The Reluctant Way have scheduled their annual meetings for theological debate. Edine Kyne the Archbishop and ambitious political figure in Kaldor could not be more strongly opposed to "The Reluctant Way". It is rumored that he has sent spies to root out acts of heresy. He knows that the sword arm of the church will be extremely important in the upcoming civil war, and unlike the followers of "the Way". Serekela Kyne does not wish to sit idly by.

To this end, the Serekela has dispatched Brinsa of Tushro, an Ethelanca (Inquisitor) to attend these ecclesiastical meetings and to determine the extent of heresy that has occurred in the church. The Ethelanca was requested of the Pontiff by Edine Kyne through the Turintesa in Thay. He arrived in Tashal in late spring.

Brinsa's primary role as Edine sees it is to discredit the movement of "The Reluctant Way" so that a more pragmatic approach to Laranianism can be practiced when needed.

Brinsa should arrive at Abriel (or Iversen if you so choose) by the first of Larane in order to secure the assistance of a personal guard. He will likely require the assistance of clerics, knights, and possibly of those with other skills.

Upon arrival at Abriel, Brinsa will begin his job of rooting out heresy among the members of The Reluctant Way.

He will likely begin by questioning, and releasing without harm, the spies that Edine Kyne has previously sent to Abriel. Namely, X, Y, & Z. From the names gathered in these early sessions, Brinsa will begin to call the priests of Abriel before him to answer for charges of Heresy, Blasphemy and Immorality. Brinsa will choose those who he sees as weak-willed, and most likely to cave into his demands. Brinsa is an expert at interrogation, and will not hesitate to use torture to extract confessions.

Brinsa will continue with these grisly interrogations until he has sufficient evidence to implicate the Rekela or one of the other key leaders of The Reluctant Way. Once he has sufficient grounds, he will torture the unfortunate souls until he receives a confession.

CLUES & RUMORS

Surprisingly, Maldan Harabor, Sheriff of Meselyne shire, is one of Ilor Hadan's most ardent supporters. Most believe that this has more to do with his desire for a weakened military strength in his region than any devotion to the religion. Ilor, however, believes he has found a true convert. He will be disturbed by rumors of the Inquisitor at Abriel, and may send riders and/or an emissary to investigate. The Sheriff has no authority over ecclesiastical affairs, but can provide protection from the inquisitor to the general population at Abriel.

Of course Edine Kyne supports the Earl of Balim, and likely opposes Maldan, simply on principle. He sent Brinsa to root out heresy at Abriel, and will assume reports of extensive torture are exaggerated for political reasons. Were he to hear of the extent of Brinsa's actions at Abriel he would be severely disturbed.

Lerissa of Gwain once met Brinsa while she was in Thay. She finds his current zealousness to be uncharacteristic of the man she knew in Melderyn. She is disturbed, but doesn't know what to do about it.

The sister's Varela are unlikely to interact with Brinsa and his assistants, but they might note that "the spirits" are disturbed.

There are several ethereals in the vicinity of Abriel, and should the players (or the Varela's) attempt to contact them, they will respond with fear, and tell of a blackness that has enveloped their world.

Edine Kyne's primary spy, Golian of Bireth, the Reblena of the chapter house, can give general information about "The Reluctant Way" and its followers, but cannot provide any specifics.

Ilor and his followers planned to create a secret order during their meetings this year, but have decided to postpone that action given the presence of Brinsa. Ilor and his followers are very tight lipped.

THE TRUTH

Brinsa of Tushro had the most unfortunate experience of meeting Torwas of Deharian on his way from Caleme to Olakand. Torwas is an Amorvrus of some considerable power. Confronted with the Bukrai, Brinsa in a terrible moment of weakness abandoned his lifetime religion and accepted his fate as an Amorvrus bound to Torwas.

Torwas discovered the Ethelanca's task and determined that the Inquisitor should complete his mission. Posing as Brinsa's scribe, Torwas decided to travel to Abriel with his new found servant.

As an Amorvrus, Brinsa retains his knowledge and skills from life. He is however bound to Torwas, and now knows he must sacrifice a soul to Bukrai, and pay his debt to Torwas. Exposure to the Bukrai has caused Brinsa into a state of psychopathy. Further, it has exacerbated his previously existing mild tendency to sadism to a more severe form. Becoming an Amorvrus of course eliminated Brinsa's piety (to Larani) and his state of divine grace.

Under cover of night, Torwas will attempt to steal into one of the crypts at Abriel, and create (consecrate) a new resting place for himself and for Brinsa. He has travelled from western Hårn (with the Salt Route Caravan), and should he be killed, he does not wish to return to Rethem.

Brinsa is using his cover as an inquisitor, to weaken the will of his victims, both for the purpose of extracting information regarding heresy, and for the purpose of sacrificing one or more victims to Morgath so that he can pay his debt to Bukrai. He must accomplish this task by the 30th of Larane. Brinsa is intelligent, and he will not attempt to convert any priest that he believes to be pious. He will concentrate his efforts on those who he believes to be heretics.

Brinsa's plan is to torture a soul while demanding they admit to thirteen of the most heinous sins he can imagine, when he has sufficiently broken the victims will, to the point where they will make thirteen such consecutive admissions, he will invoke the Shadow, and attempt to convert them to Amorvrin. Should the conversion fail, Brinsa will likely kill his victim rather than risk exposure.

Brinsa need only sacrifice victims with Aura totalling 13 points.

Torwas paid his debt to Bukrai by recruiting Brinsa. He receives 1/3 the Bukrai points that his bound Amorvrin sacrifice to Bukrai.

Torwas cares little about the heresy, but sees the inquisition as a tremendous opportunity to build his power in the region. If Brinsa can succeed in converting a few key priests, Abriel can become a powerful center for Morgath, with Torwas at its head.

RESOLUTION

This adventure could prove very difficult and dangerous for any group of players. The shadow of Bukrai is a powerful force, and while Brinsa does not have control of it, Torwas has significant capabilities. Further, the misdirection inherent in the adventure could lead your players to believe that Brinsa is actually helping their cause, particularly if they begin play serving in the Lady of Paladins, and see a week church, and Maldan Harabor as enemies.

One by one, Brinsa, with Torwas' help will torture, weaken, and convert the priests at Abriel, beginning with the priests the players likely see as their own enemies. Of course as new Amorvrin are created, they too will owe a debt to Bukrai, and Brinsa will assist them in paying it by supplying a next victim.

The Players can be further side tracked by thwarting an attempt at assassination of Brinsa, likely perpetrated by agents of Maldan Harabor. Should Maldan's attempt fail, he might attempt a raid on Abriel in a desperate attempt to save the Bishop. Again the players would be tasked to prevent this aggression and defend the abbey.

As Brinsa is successful in rooting out heresy, his victims will either perish, or admit their wrong doings, and claim they have seen the light of the true way. Now bound to Brinsa, these Amorvrin will support a stronger sword arm of the church, as Edine Kyne wants, but with that military might bound to Brinsa instead of the Archbishop, and with a significant number of their souls being converted to Amorvrin. Brinsa, and Torwas can build an army of undead.

Eventually Brinsa will come after his own body guards (the PC's). Now strong enough in Bukrai to overcome them, he will attempt to convert them, or have them killed.

In order to avoid this fate, the PC's must either determine what is really going on, and decide to cross their employer, or face him in battle and survive.

Should Brinsa and Torwas succeed, the isolated chapel of Abriel will become a haven for Morvrin, and a nest of the undead.