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STARCALLED STUDIOS PRESENTS

ZODIAC EMPIRES

LEGACY OF THE ANUALD: PART THREE

THE WINGS OF THE ANCIENTS

AN ADVENTURE FOR LEVEL 2 CHARACTERS

FEELEY · HO



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Legacy of the Anuald
Part 3
The Wings of the Ancients
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An Adventure for 2nd Level Characters

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WINGS OF THE ANCIENTS

'The Legacy of the Anuald: Wings of the Ancients' is the third installment of an ongoing adventure series meant for 2nd level characters. In this document you will find all of the information required to run Wings of the Ancients.

HOW YOU GOT HERE

After meeting a pair of halflings named Emmi and Brin Kaliriph in the border town of Raken-Ta, the party has been swept up into a global treasure hunt for a series of ancient artifacts created by a long-forgotten group of evil mages known as the Anuald. The party soon learned that they were not alone in seeking these artifacts. A group of Anuald worshipers known as the Black Scales also sought the items and beat the party to the first of the three, the Eye of Kings. The party then found themselves in the frigid wastes of Glacyian looking for the second object, the Staff of Life. The party succeeded in finding the staff and handed it to a man named Alex Kasyanov, an old contact of the Eyes of Vathis.

The halflings have told the party that the last artifact they seek will be the hardest to retrieve, the mysterious item known only as the Wings of the Ancients. The Wings are being held in one of the vaults of the Antares Templar. This powerful organization is known for being the primary banking group throughout Vathis, and their vaults are the toughest to crack in the world. While the halflings would normally attempt to procure the artifact through the proper channels, the urgent nature of the party's current situation does not afford them the luxury of time. The party and the halflings agree that stealing it will be the only way get it in time. To assist you in this endeavor, the halflings have directed you to an old friend who may be able to help.

A THIEF'S OPPORTUNITY

The party finds themselves in a closed carriage, disguised as construction workers at the beginning of the adventure. The Antares Templar guards keep a close watch to make sure no one looks outside as to keep the location of their destination hidden. With the party, in the carriage, are a few other actual construction workers and Rashi, a male inuzen and friend to the Kaliriphs. Rashi is a master thief and has agreed to help the Kaliriphs retrieve the Wings of The Ancients. Conveniently, an Antares Templar vault was damaged in a terrible sandstorm a few weeks ago and the Templar have begun to hire construction workers in order to repair the facility. The Templar are transporting volunteer workers to the site in covered wagons. Rashi has pin-pointed this as a golden opportunity to retrieve the Wings, but he can't do it without the party's help. Rashi has brought along an eldric device that will allow him to contact an airship being flown by one of his hired hands as the party's mean of escape.

THE PLAN

After the party and the workers have arrived at the site they are directed to a large camp and told they may rest for the evening. Work will begin the following day. Once the party is alone Rashi will discuss the plan and make sure everyone is clear on their roles. Rashi says the following to the party once they're alone:

Alright friends, we've made it this far. There's no turning back now. We have tonight to gather any supplies we may need for the job and do anything we need to do to prepare for tomorrow. Remember, these are Antares Templar, they are the best at what they do and won't take kindly to someone breaking in. Once the job goes down we have a very small window of time to get the package, get out, and get far far away. Tonight, I'll store your weapons and gear near the broken part of the vault you'll sneak into. Once we begin work tomorrow we'll start a distraction. We have to make sure it's big enough to hold the attention of the guards. After that, it's up to you all to handle the rest. The inside of the vault is primarily monitored by constructs. They'll attack you if they see you go anywhere you're not supposed to be. Don't be afraid to rough them up if you need to, but hopefully by the time anyone notices the damage we'll be long gone. The vault number that you're looking for 256. You'll have to find it and use the key the Kaliriphs provided us. After that I'm not sure what defenses are set in place, but I'm sure there's something else. Something as valuable as the Wings would have some sort of heightened security, so it'll be up to you to handle anything you find. I think it would be a good idea to use the few hours we have left to do some recon work around the camp and then get some rest.

After this Rashi will let you go about your business preparing for the next night. If the party goes and sneaks around there are three different things they might find: some Antares Templar resting, some construction workers resting, or a mage who is with the Templar resting. All three of these groups have something that'll help the party later on.

PREPARING FOR THE HEIST

The party has the opportunity to procure advantages from three different groups. These advantages will make the party have a much easier time once they're in the vault and reveal some secrets about the layout of the vault.

The first group that the party has a chance to encounter are a pair of Antares Templar guards. They'll find the guards patrolling around the camp. The guards are talking to one another about how they hope that this job doesn't last too long and they hope the repairs aren't as bad as they look. The guards also mention how strange the sandstorm was, as if it came out of the blue, and how it's odd that most of the terrain in the area doesn't look



as if it were damaged. If approached directly the guards won't be very talkative. They don't really care about divulging the secrets of the organization they work for to some common laborers. However, if the party follows them unseen, the guards will act a bit more relaxed and one will even place down his things, including an Antares Templar emblem, which will be useful to the party later on.

The second group that the party can interact with are some of the other construction workers in the camp. For the most part they are reasonable and average working-class men and women. The one stand-out is a human male who goes by the name of Rappo. Rappo is a bit of a bully and harasses some of the other workers, in particular the female ones. No one in camp likes Rappo, but he's one of the best builders in the area so the Templar would not be happy if he were to leave. The party, however, can make a show of force against Rappo by either intimidating him or beating him in a brawl or arm wrestle or something similar. If they do beat him the party earns the respect of the majority of the workers as well as the respect of Rappo himself. This will be good for the party when they need to make their escape.

The last person that the party has an opportunity to meet is a Trist wizard who is employed by the Antares Templar. His name is Arisov Muchin, a wizard who specializes in locks. His presence in the camp is somewhat of an enigma to the workers and most of the Antares Templar. He was called in to make sure that the Wings are still secure, as they are one of the more important items being held in this facility. His biggest weakness is that he loves to brag. If the party takes the time to talk to him then he will tell them of his greatest inventions. Unless they say anything to make him think otherwise he'll view them as a group of construction workers who actually want to listen to him. A successful DC 14 Persuasion check will get Arisov to tell them the nature of the mirror room in vault 256. If the party makes a successful Perception check of DC 18 they'll spot a piece of parchment that matches the room he's describing. They may attempt to steal it from Arisov. He will not part with it willingly, so stealing it is the only way to take it. The parchment is a layout of the mirror room with the key to where each mirror leads. See **Map B** for a corresponding map.

BREAKING INTO THE VAULT

In the morning Rashi will hand the party the key the Kaliriphs gave him and head down to the work site. The majority of the work is currently constructing large sandstone bricks that will encase the eldricsteel chambers of the vault to make them more camouflaged.

THE DISTRACTION

The first part of Rashi's plan is to cause a distraction among the workers to draw the attention of the guards. The option that Rashi will suggest is that he start a fight with some of the construction workers while the party slips into the vault through one of the damaged areas. If the party is in agreeance then Rashi will look to them for a way to get the fight started. Let the party think of a way themselves while planning. If they don't come up with anything then Rashi will advise them to just tell the biggest and meanest looking worker that Rashi called them stupid.

There's a large chance that the person who gets in a scuffle will be Rappo. If they bested Rappo in whatever way they came up Rappo will easily listen to them and even help the party when they tell him that they want a distraction.

INSIDE THE VAULT

THE FIRST CHAMBER

After the party has the fight going, they will be able to sneak into the temple with no issues. Rashi will be able to handle himself in the fight well enough, but will make sure it lasts long enough for the party to get well into the vault, so the party will be able to hear the fight going on in the distance. When entering the first chamber read the following:

The chamber you enter is a large rectangular room. Part of the outer wall has collapsed, forming the hole that you entered through. Bits of stone and rubble lie on the floor. The room appears to be made out of stone, except you can clearly tell from the broken portions of the walls that they are lined with eldricsteel behind the stone layers. The room is relatively empty except for a large amount of sand that has blown in from the outside and two large figures that are standing by the door to the hallway, motionless.

The two figures standing at the door are Antares **guard golems***. The golem's duty is to guard the door into the rest of the vault. The golems will not attack anyone who doesn't try to go through the doors. They will only yield to an Antares Templar guard or someone with an Antares Templar emblem. If the party acquired an emblem during the distraction then they'll have no problem getting past the golems. If the party attempts to get past the golems without an emblem the golems will attack, viewing the party as invaders. If a fight does break out be sure to stress that the commotion is still going on outside, so the party shouldn't alert anyone to their presence if they do fight the golems.

THE HALL WATCHERS

After the party makes it past the golems one way or another, they'll find themselves in a series of tunnels and doors. This is the heart of the vault, and it is patrolled by small constructs known as **Antares Watchers**. The watchers will travel through the hallways of the inside of the vault searching for intruders. The watchers will automatically call for the help of one watcher if they encounter an intruder and proceed to try and retain the intruder. The watcher that they call will in turn call another one, and so on and so forth, until the intruders are disabled or there are no more watchers.

The vault numbers are organized by floor, then hallway, then individual vault. The vault that the party is looking for is Vault 2-5-6. It's on the second floor, down the fifth hallway, and is the sixth vault in that hallway. Each floor has a main hallway with a staircase at the end leading to different floors. The numbered hallways are all offshoots of this main hallway. The main hallway is 15 ft. wide and the numbered hallways are all 10 ft. wide. The party has several options here, but their best one is to sneak past the watchers. If a watcher does see them it'll try to apprehend them.



The party has 1d4 turns until another watcher shows up after one calls for help. If they are able to dispatch all the watchers around them in time they may attempt to hide again. In any given hallway there are 1d4 - 2 watchers at a time. Once the party figures out the layout of the vault and the numbering system, they will find themselves at the door to Vault 256, which will open easily with the key they were provided.

THE MIRROR ROOM

After unlocking and entering the vault read the following:

In front of you is a panel of what appears to be glass. Looking through the glass you can see a small 15 ft. by 15 ft. room. Resting motionless in the center of the room is another type of Antares construct. After looking at the room for a bit longer you notice that there are eight other rooms exactly the same around the first room, forming a grid of three room rows and three room columns. All of the rooms are divided by the same glass panels.

The **Antares Sentries** are different from the others as they are only to allow specific people through this area. They will attack any of the party members that enter the room. The panels of glass are not glass at all, but rather minor portals that lead to one another. Use **Map A** for what the party can see and **Map B** as a key to the puzzle. The party may have acquired Map B earlier on. If a character steps on a green portal, they are teleported to the red portal of the corresponding number. Stepping on a red portal does nothing. Projectiles fired through the portals follow the same rules as if a person steps through them. It should be noted that stepping back through a portal leads to a different destination than where you may have come from.

If ever a person or projectile enters a room with a sentry, that sentry animates and joins the fight. Keep this in mind for missed shots with ranged attacks. The sentries will utilize the portals and may act as if they know where each of the portal lead. If the party received the piece of parchment from Arisov earlier on, then they will also know the nature of the portals and how to navigate through them. After the party has successfully dealt with all of the constructs or navigated around them successfully, they will come to another unlocked door on the other side of the mirrors. This door leads to the Package Chamber.

THE PACKAGE CHAMBER

After entering the package chamber read the following:

This room looks similar to the room you first entered. There rests a table in the center of the room with a small chest on top of it. On the ground are two more Antares Sentries, except they are both disabled. One of them has had its head torn off, and the other has had its legs removed. They are both terribly mangled and clearly show signs of battle. The chest resting on the table is unlocked with the lid opened. When you approach it you realize that the chest is empty, except for a note and a single black scale. The note reads "You're too late".

The party can search around the room a bit more, but they won't find anything else except for signs of a fight with the constructs.

THE ESCAPE A HASTY RETREAT

After the party finds that the chest is empty they'll have to make their way back to where they came from outside the vault. Notably, all of the constructs that were in the hallway will be missing on their way out. Once the party reaches the outside again they will be met by Rashi, who tells them the following:

Thank the gods it's you. There isn't much time, we need to get out of here and quick. The Templar know our play and they're looking for us. They'll probably think we need a wagon to escape so they'll be guarding that side of the camp. If we exit through the construction worker's camp we should be able to make it into the desert and get far enough away where I can safely call for our ride out of here.

From here, Rashi leads the party through the work camp. He stops them at several points along the way to hide from the Templar. There will be a couple of close calls, but with Rashi's guidance the party will be able to make it to the outskirts of the construction worker's camp. It is here that the party is met by Rappo, the large bully of a construction worker they may or may not have dealt with before. If the party did not deal with Rappo the brute lets out a yell and he and his three goons try to apprehend the party. Use the stats for **Rappo*** and three **bandits*** for this encounter. If the party took the time to best Rappo in a match of strength or a brawl already, Rappo tells his men to stand aside and assures you that he won't tell them where you went. If your party intimidated Rappo to get him to leave the other workers alone, some of the other workers, inspired by your previous bravery, step out of their tents and together create a large enough show of force to get Rappo to step aside. They then assure you that no one will know where you've gone. From here the party makes their way to the desert.

THE PICK UP

After making their escape from the work camp, the party and Rashi find their way to the desert. Once they are far enough away Rashi will activate the device he had in a rocky outcropping that he and the party come across. Only a few hours later an airship will arrive with the Kaliriphs on board. The party will then get the chance to share what happened in the vault and inform the halflings that the Wings were already gone when they arrived. The halflings also have news for the party. They tell them that Alex, the man they gave the Staff of Life to, has betrayed them. He has allied with the Black Scales and given them the final item. This means that the Black Scales now possess all three of the Anauld Artifacts.



WHAT HAPPENS NEXT?

The party is now faced with the daunting task of stopping whatever sinister plot the Black Scales have planned. The Kaliriphs think they know where the nefarious cult is headed and plots a course for that direction. The fourth part of The Legacy of the Anuald, The City of Secrets Past, finds the party trekking through a long uncharted island south of Washu. Through these dense jungles and perilous cliffs the party will hopefully be able to find the Lost City of the Anuald and try to stop the Black Scales before it's too late.

REWARDS

If you are running the Legacy of the Anuald Campaign using milestone experience the party gains a level after completing this adventure. If you are running this as a one shot or using regular experience rules the party splits the following XP:

- The party gains 100 XP for each of the groups the successfully benefited from in preparing for the heist.
- The party gains 900 XP for defeating the stone guards.
- The party gains 25 XP for each Antares Watcher they destroyed and 40 XP for each Antares Watcher they successfully snuck by without engaging.
- They gain 100 XP for each Antares Sentry they destroyed in the mirror room.
- Finally, the party gains 400 XP for getting through the work camp during their escape no matter how they accomplished it.

APPENDIX

Rappo as Thug*

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	11(+0)	14(+2)	10(+0)	10(+0)	11(+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions:

Multiattack The thug makes two melee attacks.

Mace *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Guard Golem as Stone Guard*

Large construct, lawful neutral

Armor Class 12 (+2 natural armor)

Hit Points 12 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	8(-1)	16(+3)	5(-3)	7(-2)	7(-2)

Senses blindsight 50ft., passive Perception 8

Languages common

Challenge 2 (450 XP)

Actions:

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Antares Watcher

Small construct, lawful neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	10(+0)	3(-4)	14(+2)	5(-3)

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 1/8 (25 XP)

Keen Sight The Antares Watcher has advantage on Wisdom (Perception) checks that rely on sight.

Actions:

Arcane Bolt. *Ranged Weapon Attack:* +4 to hit, reach 30 ft./90 ft., one target. *Hit:* 6 (1d6 + 2) force damage.

Antares Sentry

Medium humanoid (gno/1), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	11(+0)	6(-2)	10(+0)	7(-2)

Senses darkvision 60ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Actions:

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

An Antares Sentry has a large quiver on its back that holds a total of 3 spears in addition to the one in its hand.



Bandit*

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR DEX CON INT WIS CHA
11(+0) 12(+1) 12(+1) 10(+0) 10(+0) 10(+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions:

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



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