A stylized green dragon with a pink heart on its forehead, set against a pink background. The dragon's body is composed of thick, rounded segments, and its head is positioned at the top right. The overall style is reminiscent of a comic book or pulp magazine cover.

SHADOW  
SWORD &  
SPELL

EMBRACE

**EMBRACE**







SHADOW  
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SPELL

**EMBRACE**

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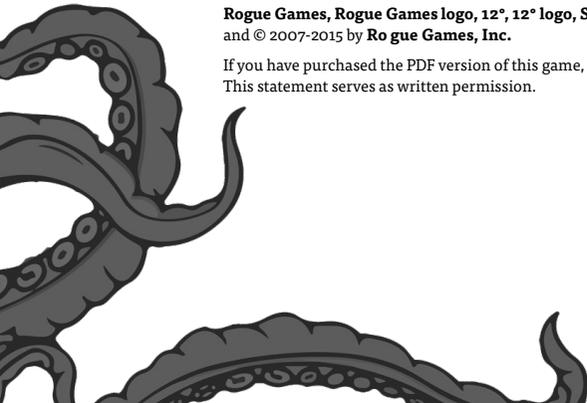
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# INTRODUCTION

**HIRED TO LOCATE A MISSING PERSON**, the characters begin this two-part adventure in the city of Crossroads. Although seemingly straightforward, they will soon find that things are not what they appear. This will lead them to uncover a sinister plot that may well tear the League Of Merchants apart. The characters must find a way to destroy the force behind the scheme before they become one of its many victims.

*Embrace* is designed for a group of characters who have some experience. Though *Embrace* is designed to be a one-off adventure, there are plenty of hooks within allowing it to be used as a springboard to further adventures. In addition, like the adventure *It's in the Wine* found in *Shadow, Sword & Spell: Basic*, this adventure can easily serve as the start of an ongoing campaign centered on The League of Merchants.

Sometimes it does not pay to be curious. Curiosity is dangerous. In Karl Magnussen's case it cost him his life.

Considered to be one of the foremost theologians of his time, Karl has two passions in life: his wife and his research.

When word reached him of some strange religious practices taking place in the small village of Lake in the Hills located in The Vintage, the scholar wasted no time traveling there. Upon arriving he soon discovered that not everything is what it seemed. Evil lurked, and its' embrace not only encompassed the village, but if left unchecked, might threaten The Vintage as a whole. Sadly, Karl was not fast enough to flee, and he soon found himself in the embrace of this growing evil. His life lost due to his curiosity, Karl is just another victim in the plot.

Worried, and unaware of her husband's fate, Karl's wife now seeks answers. To get these answers, she hires a group of adventurers to locate her husband and help her discover his fate. Following Karl's trail, they slowly hear rumors emanating from the area. These rumors are both unsettling and deeply concerning.

**Embrace** is a voyage into the heart of a evil plot. Something strange is happening, and long held beliefs are being perverted to fit another's evil ways. How the characters accomplish their task, and handle the looming crisis, is another matter all together...



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