

EARTHDAWN™

SHATTERED PATTERN



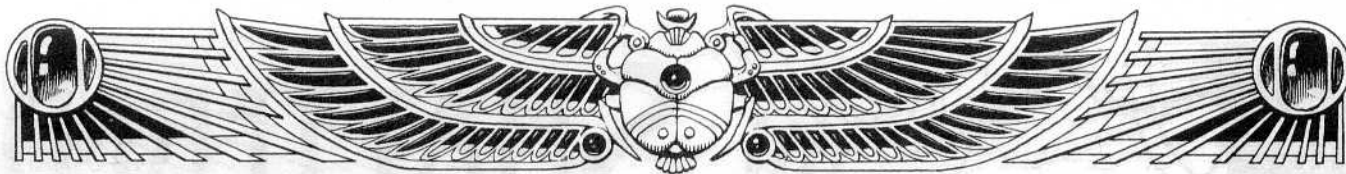
AN EARTHDAWN ADVENTURE BY LOUIS J. PROSPERI

SHATTERED PATTERN

BY LOUIS J. PROSPERI



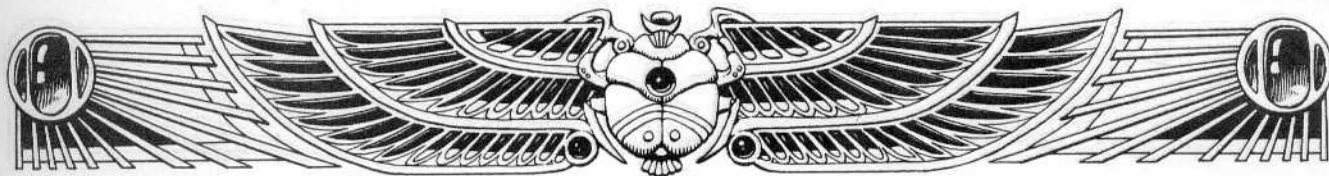
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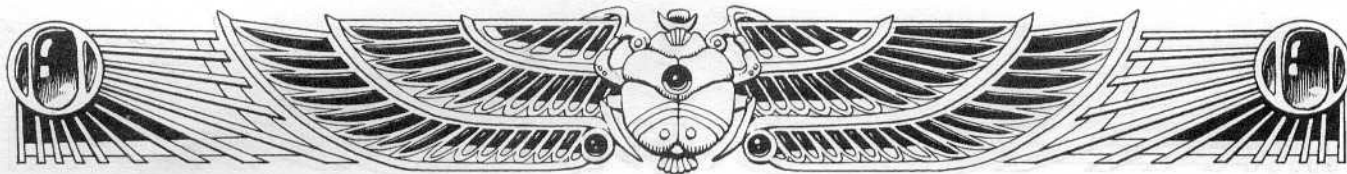
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EVIL IN THE SHADOWS



Escorted by two members of the Royal Guard, Tharr Strongfist strode down the wide corridors of the Inner Kingdom of Throal toward King Varulus's audience chamber. Tharr knew the guard on his left from several years back, when they had served together as green enlistees in the Army of Throal. Tharr was glad to see Reham doing well for himself, though a guard's posting was the last thing Tharr would have chosen for himself. But Reham had a wife and two babes to think of, and royal guard duty allowed him to remain in the army and serve his king without risking his neck. The guard on the right was a young one, barely dry behind the ears. He kept sneaking awed looks at Tharr, as if amazed to be walking alongside a real hero. Tharr smiled to himself. He could almost hear the youngling regaling his mates off-duty with an exaggerated description of "the great Tharr Strongfist, who singlehandedly routed a battalion of Therans during the Theran War." The truth was somewhat less glamorous, but Tharr had done his bit. That's all this hero business was, really—doing your bit and then getting on with the next thing.

Tharr wondered what bit the king had in mind for him this time.

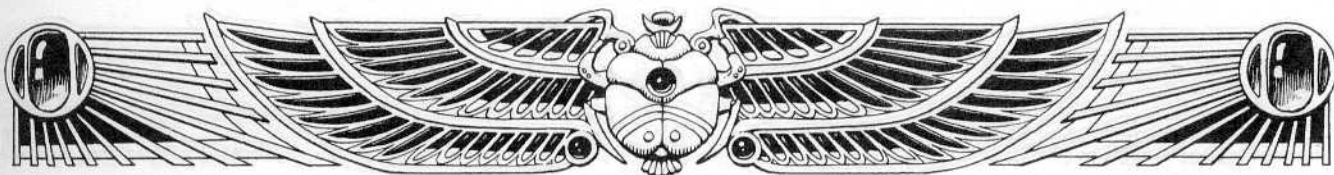
With a friendly goodbye nod to Reham and the youngling, Tharr entered the audience chamber and bowed to the king. "You sent for me, Your Highness?"

"Strongfist. Welcome," said King Varulus III, walking toward the warrior with a smile. The smile both warmed and worried Tharr. It reminded him how much his sovereign valued him, but the apprehension behind it made him nervous. If the king was worried, Tharr wasn't sure he wanted to hear what might be coming next.

Varulus's next words did nothing to soothe him. "Throal and I need your strong arm and quick mind again, my friend. I have heard of troubling events occurring near the Servos Jungle and the Badlands—I want you to take a few of your best soldiers and look into it."

Tharr Strongfist swallowed hard. Few places in Barsaive held as many dangers as the Badlands. Monsters and even Horrors lurked in its caves and gullies, waiting to devour the few travelers that the blasted landscape itself didn't kill. The wild Servos Jungle was little better, full of dangerous creatures and the Passions only knew what else. Any "troubling events" in such places must be truly dreadful.





To his Royal Highness Varulus the Third, King of Throal, greetings.

I regret that this letter must bring Your Highness grave news, but I have recently made discoveries of which I must inform you before it grows too late to take action. As you know, the land of Barsaive is home to many different secret societies, some of which serve the people of Barsaive and some of which most emphatically do not. I fear I have stumbled upon one of the latter, a group whose activities place our entire province in great danger. I refer to a certain Horror cult—the Cult of the Great Hunter, whose adherents serve the fearsome Horror Verjigorm, Hunter of Great Dragons.

In my recent travels through Barsaive, I have heard scores of tales of incidents attributed to the Cult of the Great Hunter. Many of these tales clearly come from the overactive imaginations of Barsaive's Scourge-worn people, but the stories I have heard of the cult's activity between the Badlands and the Servos Jungle have the ring of awful truth. Careful study of these tales strongly suggests that the incidents in question are the work of a single group, because many of the reported incidents have similar methods of execution. I am convinced that the Cult of the Great Hunter exists and may be responsible for these happenings, but the truth of the matter remains a mystery.

We must find out the truth. If I am correct in my conclusions, then the Kingdom of Throal cannot stand idly by while this cult does as it pleases. The cost to us all will be far too great. I urge you to take action toward ridding our land of this plague—the fate of Barsaive may depend on it.

Your most humble servant,

Ardinn Tero
Scholar of the Great Library of Throal, 1506

Before Tharr could reply, the king handed him a piece of folded parchment. "I received this letter just a day ago from the Library of Throal."

Tharr unfolded the parchment and began to read.

Tharr slowly refolded the letter, then looked at his king. "When do we leave, my lord?" he asked, handing the letter to Varulus.

"As soon as you can put together the necessary force. I have arranged for you to meet with Ardinn Tero; he can tell you precisely what he saw and learned on his journey so that you can choose the best course of action."

Tharr nodded, bowed once more and turned to leave, his mind racing. He had faced danger before, but nothing as insidious as a Horror cult. How might he find this enemy? How should he fight a Horror's worshippers?

"Strongfist!" called the king.

Tharr turned. "My lord?"

"May the Passions follow you, old friend."

Tharr gave the king a small, mirthless smile. "If your scholar is right, sire, may the Passions help us all."

As the doors to the audience room closed behind him, Tharr began drawing up a mental list of soldiers to take with him. He would take Joran for certain. A scout by Discipline, Joran was among the finest in the entire army, and his loyalty was unshakable. He was also a good friend—and if this mission might well end in death, Tharr wanted a friend by his side.

Rathann the elf hesitated outside the immense cavern, fiddling with the straps on his shoulder pouch to make it hang more comfortably. He pulled his leather tunic straight, adjusted the belt and ran slender fingers through his graying hair to untangle it. His master hated personal disarray in his servants, and Rathann was determined not to give him any more cause for anger than he could help. The news he brought would provoke fury enough.

Rathann patted down his hair a final time, then took a deep breath. He couldn't delay any longer. Squaring his narrow shoulders, he stepped inside the cave.

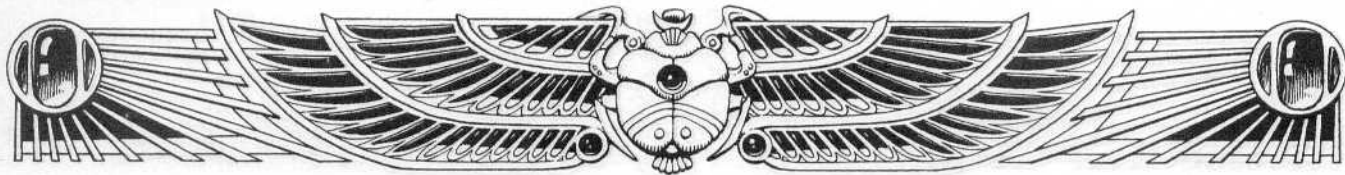
"What is it?" his master rumbled, his voice echoing like thunder off the rocky walls.

Rathann looked up at Icewing the Great Dragon. "Your suspicions were correct, sir. Someone must have used the sculpture—"

The dragon's roar cut Rathann off in mid-sentence. "Don't tell me the eggs are gone!"

Rathann swallowed. "Not all, sir."





"How many?"

"Seven." Rathann braced himself for another outburst of dragon fury, but Icewing remained silent. Emboldened, Rathann continued. "I'm afraid I could discover nothing about the fates of Arondry and Tellanion." After another brief silence, Rathann said awkwardly, "I'm sorry, sir. I wish I had better tidings."

"He has them," Icewing rumbled softly. "The one who has my eggs. Who but my own servants could enter my lair and take seven of my eggs unnoticed?"

Though afraid of the answer, Rathann felt compelled to ask. "What shall I do, sir?"

"Find the eggs. Find Arondry and Tellanion and kill the one who has done this to me!"

Rathann blinked, startled. "You do not wish to slay the criminal yourself?"

Icewing snarled. "If I could, I would tear out the culprit's heart and liver and feed them to the vultures.

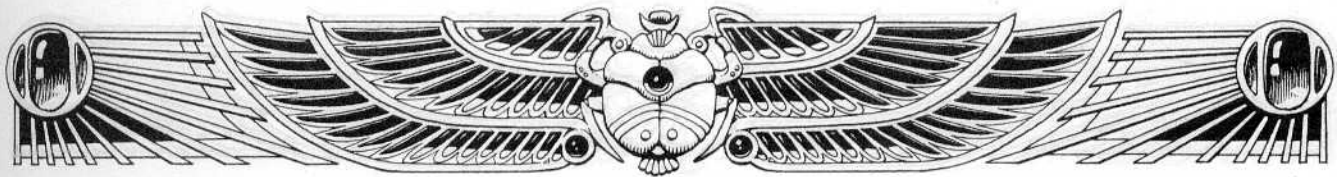
But my remaining eggs are near to hatching, and I must attend them."

The enormous dragon disappeared, and in his place stood a young elven male similar in looks to Rathann. Pulling a piece of parchment and a stylus from a nearby cabinet, the young elf scratched out a map and marked three "X's" between the Servos Jungle and the Badlands. "Our adversary has taken Arondry and Tellanion to all of these places—I can feel that they have passed there. The criminal and the two others are sure to be at one of these sites. Go and do not fail me."

Rathann put the map in his shoulder pouch. As he walked out of the cavern, he looked back over his shoulder and saw that the dragon had resumed his former shape.

Rathann stepped outside the long tunnel that led from Icewing's lair to the surface of Mount Vapor. His elven body disappeared as he assumed his true form. The small dragon spread his leathery wings and took to the air.





INTRODUCTION

Shattered Pattern is a roleplaying adventure set in the world of **Earthdawn**.

Thousands of years ago there existed an age of magic and adventure, the age of **Earthdawn**. The power of magic flowed freely through the world, and people could draw on magic to perform both wondrous feats and ordinary tasks. But the dawn of magic also brought Horrors to Earth, creatures from the depths of astral space that devoured all life in their path. For four centuries, the peoples of Barsaive hid underground as the Horrors devastated their lands during the dark time that came to be called the Scourge. Now, the humans, trolls, elves, windlings, obsidimen, and other races of Barsaive have emerged from their sealed kaers and citadels, ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire. From all across Barsaive, bold heroes step forward to champion their land, arming themselves for their daunting task with powerful magical spells and treasures. Through magic, skill, and daring, Barsaive's heroes strive to heal the world of the scars left by the Scourge. In so doing, they become Barsaive's living legends.

Shattered Pattern begins in the city of Kratas and takes the heroes to several locations along the border between the Badlands and the Servos Jungle, two of Barsaive's most dangerous regions. The Scourge seems to have wrought special devastation on this area, for, more so than other places, this part of the land still contains many Horrors, Horror-constructs, and Horror-corrupted folk. Even the hardest and best-equipped adventurers had best take care in this no man's land.

GAMEMASTERING NOTES

Shattered Pattern does not follow a strictly linear story line as did previously published **Earthdawn** adventures. Instead, the events of **Shattered Pattern** occur in specific locations, rather than in a fixed order. Though we recommend that events take place in the order presented, the gamemaster need not follow the adventure as written to run a successful game. (The location called **Tyrllaan's Lair** presents the sole exception to this principle. This location leads directly to the final confrontation of the adventure, and so gamemasters should ensure that their players visit this location last.)

Each of the important locations in this adventure is described in its own section, along with an overview of the events most likely to occur at that location. All encounter descriptions include enough information for the gamemaster to resolve each situation in various ways, depending on the players' actions. This enables the gamemaster to adapt the adventure to suit his particular group of players. To run the adventure, the gamemaster needs a thorough familiarity with the contents of this book, and both players and gamemaster should be familiar with the **Earthdawn** rulebook (ED) and the **Earthdawn Companion**.

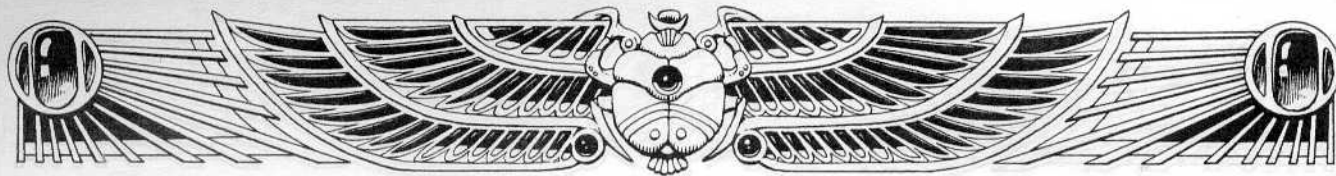
Shattered Pattern is best suited for players using adept characters of the Fifth, Sixth, or Seventh Circles. This adventure is tough and challenging, so keep in mind that things might get a little rough for the characters. The presence of a nethermancer and a troubadour among the player group will help them succeed, though neither is absolutely necessary. A character with the Item History talent will also aid the player characters.

MAKING TESTS

During the course of **Shattered Pattern**, whenever characters attempt to take actions such as casting a spell, swinging a sword at an opponent, tracking a Horror, or flirting with a barmaid, the gamemaster or the player rolls dice and compares the result to a Difficulty Number to determine the action's outcome. These dice rolls are called tests. To make a test, the player or gamemaster rolls the appropriate Action dice based on the step number of the ability being used (see the **Step/Action Dice Table**, p. 36, ED). If the dice roll result is equal to or greater than the Difficulty Number, the test is successful and the character accomplishes his action. If the result is less than the Difficulty Number, the test is unsuccessful and the character fails. In tests that deal with magic, the dice roll result often determines the duration of a magical effect.

A test result often determines not only success or failure, but the level of success as well. A test may have one of five success levels: Poor, Average, Good, Excellent, and Extraordinary. A Poor success level indicates failure bad enough to have unpleasant side effects. An Average success, equal to or barely exceeding the Difficulty Number, means that the character just managed to accomplish his action. A somewhat better dice roll yields a Good success, and a result close to double the Difficulty Number means





an Excellent success. To achieve an Extraordinary success requires an even better roll. Any success level greater than Average may give the character some added advantage to his actions or provide valuable extra information. The gamemaster determines the type of advantage unless otherwise noted.

In many situations, player characters are instructed to make tests using specific abilities against a given Difficulty Number. For example, a Perception (13) Test means that a player character must use his Perception ability against a Difficulty Number of 13.

HOW TO USE THIS BOOK

Aside from the **Earthdawn** rulebook, this book contains everything required to run **Shattered Pattern**. Gamemasters may also find the **Barsaive Campaign Set**, the **Earthdawn Gamemaster Pack**, and the **Earthdawn Companion** useful. Read the entire adventure and familiarize yourself with its background before beginning the game. You need to know the basic outline of the plot, as well as precisely which plot developments trigger later events. This preparation will help you to deal with the unexpected.

The **Plot Synopsis** in this section summarizes the story and provides an overview of the most probable course of the adventure. The chapters that follow, called encounters, describe specific locations where portions of the adventure take place, as well as situations the characters must face and the events most likely to occur during the course of the adventure. Each encounter contains five sections: **Overview**, **Themes and Images**, **Events**, **Troubleshooting**, and a fifth section specific to each encounter.

The **Overview** summarizes the information provided in the encounter, lists the encounter's objectives, and briefly describes important events, people, items, and so on that the characters are likely to experience, meet, or find. The next section, **Themes and Images**, provides background the gamemaster can use to set the mood and pacing for the encounter. This section includes hints about imagery to use in the scene, emotions to convey, sounds, sensations, and so on. The information provided varies in form and content from scene to scene, ranging from general themes to specific impressions.

The next two sections provide all the information needed to run the encounter.

The first of these sections is named for the specific location where each encounter takes place; this section provides the gamemaster with a description of the location and its general atmosphere, as well as any maps needed to

play the encounter. The second section, **Events**, describes the events most likely to occur in the location: encounters with gamemaster characters, creatures, traps, and so on. Any statistics needed for gamemaster characters, creatures, and the like appear in this section. In both sections, special instructions to the gamemaster appear in **boldface** type.

The final section of each encounter, **Troubleshooting**, suggests ways to bring the adventure back on track should things go too far wrong. For example, the characters may miss an important clue or lose a fight they need to win. This section offers options for getting through such trouble spots and keeping the game going. Of course, gamemasters can always ignore these hints and invent their own solutions or simply let the chips fall where they may.

Following the encounters, the section entitled **Loose Ends** sums up the consequences of the adventure and suggests ways to use material from **Shattered Pattern** in future adventures and campaigns. This section also includes **Awarding Legend Points**, guidelines for awarding Legend Points earned during the adventure to the player characters. The gamemaster awards Legend Points after each gaming session (see **Game Session Legend Points**, below) as well as at the end of the adventure. **Cast of Characters** provides game statistics and descriptions for significant gamemaster characters, including creatures and/or Horrors. **Rumors and Research** provides gamemasters with all the information the characters can obtain from outside sources: rumors, tales and legends, library research, and so on. If he wishes, the gamemaster can adapt much of the information in this section to future adventures. Finally, **Player Handouts** contains a map that the player characters discover during the adventure.

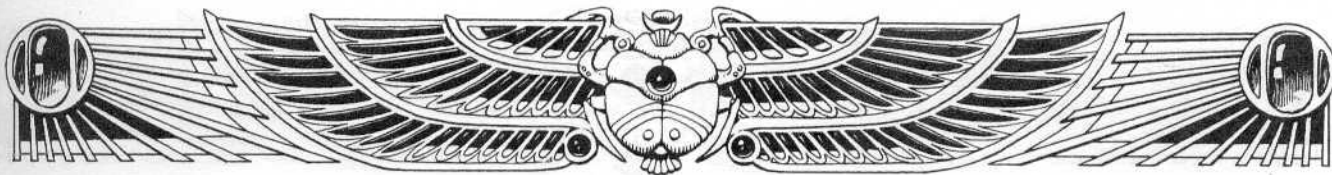
GAME SESSION LEGEND POINTS

In addition to awarding Legend Points to player characters at the end of the adventure, the gamemaster awards Legend Points at the end of each game session, whether or not the entire adventure fits into that session (see **Gamemastering Earthdawn**, p. 241, ED). Each session also has a clear goal (see **Completing Session Goals**, p. 242, ED). **Awarding Legend Points** lists the encounters and the appropriate Legend Awards in each session for defeating creatures, finding magical treasures, creative roleplaying and heroics, and so on.

PREPARING THE ADVENTURE

Creating a published adventure that provides the appropriate opposition level for every group of player characters is impossible. Some groups are inherently more powerful than others.





If necessary, adjust the game statistics and capabilities of the opposition to provide an appropriate level of difficulty for your group. If the adventure does not suit the player characters' strengths and weaknesses, use it as an outline to develop an adventure of your own. Or, if it works well except for a glitch here and there, simply change any part of the plot or events as needed to make the adventure a better one for your players.

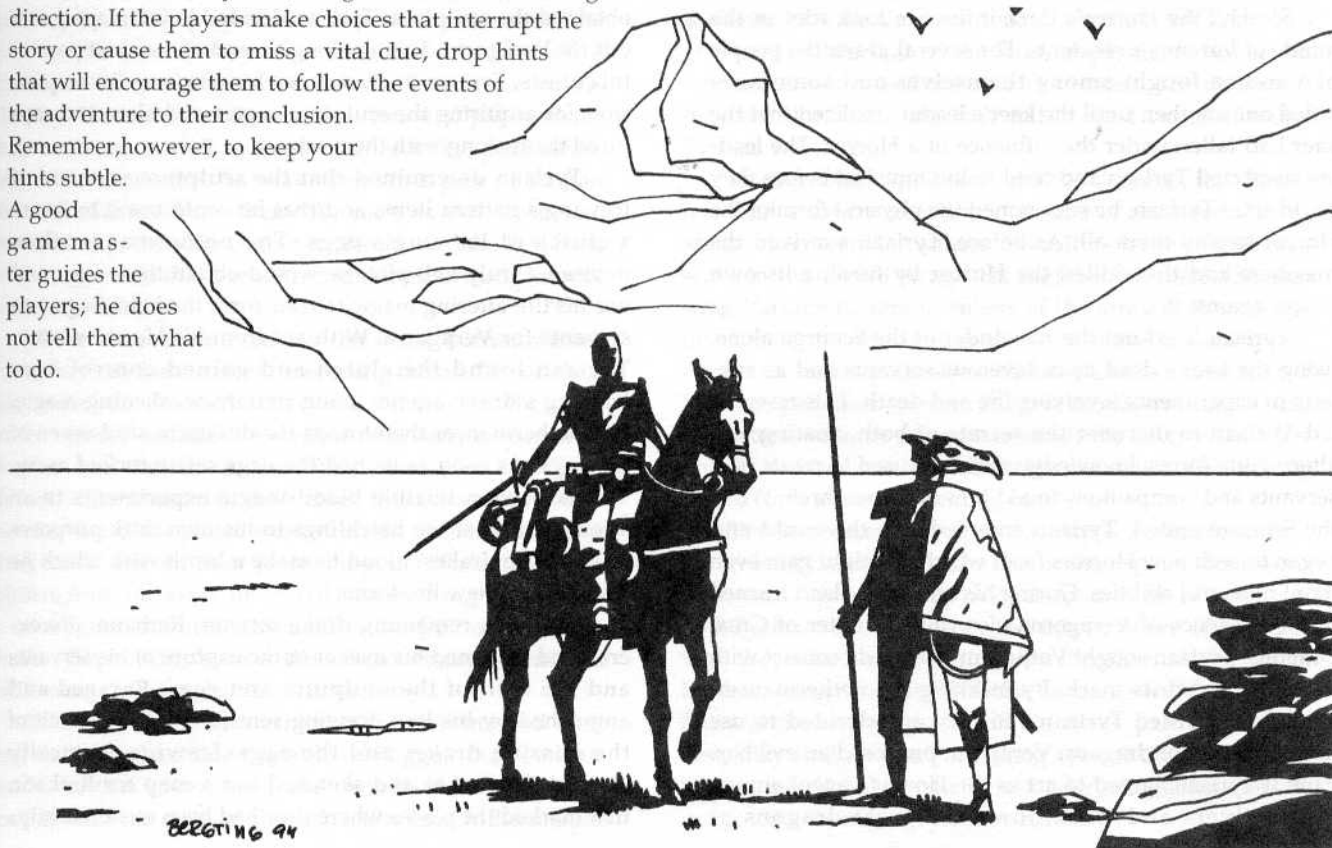
To help get the adventure started in a convincing way, you may wish to create a scenario that ends with the characters in or near the city of Kratas, where **Shattered Pattern** begins. Keep in mind that you, as gamemaster, have a unique responsibility to make the adventure exciting, keep the players involved, and hold the story on track. When describing the world of **Earthdawn**, try to answer all the players' questions about what the characters see, hear, touch, smell, and taste. Feel free to embellish the descriptions provided in this book when evoking places and moods. To keep the players connected to the action, ask "What do you do?" each time you describe a new scene. By prompting the players to describe what they want their characters to do, you allow the players to help tell the story and increase their own enjoyment. If the players wander too far from the story line, nudge them back in the right direction. If the players make choices that interrupt the story or cause them to miss a vital clue, drop hints that will encourage them to follow the events of the adventure to their conclusion. Remember, however, to keep your hints subtle.

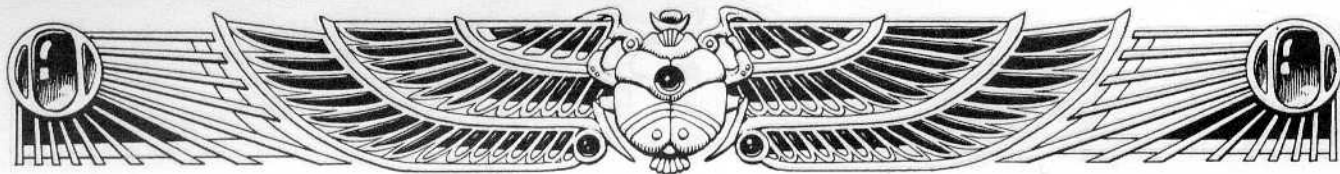
A good gamemaster guides the players; he does not tell them what to do.

PLOT SYNOPSIS

The seeds of **Shattered Pattern** were sown long ago in the years just before the Scourge, when the people of Varenna were building their kaer. An elderly elf nethermancer, Tyrlaan by Name, approached the town's leaders and asked to live in their shelter. Tyrlaan told the town leaders a terrible tale; he had come from the nearby town of Carell, whose people had succumbed to an attack by Horrors and their constructs while rushing to finish their kaer. Tyrlaan claimed to be the sole survivor of the massacre. In truth, he instigated the slaughter—a fact he kept well hidden from the good folk of Varenna.

Though suspicious of the strange elf and reluctant to admit outsiders to the town's kaer, Varenna's leaders accepted Tyrlaan because of his magical ability. Varenna had no adepts among its own people and had relied heavily upon aid from the city of Travar and the Kingdom of Throal in the kaer's construction. With the kaer nearly finished, the borrowed magicians returned to their own homes, leaving Varenna without anyone who had such valuable magical knowledge. The leaders hoped Tyrlaan would use his magic to protect them. Ultimately, he used it to destroy them.





At first Tyrlaan had used his magical talents to study the Horrors in the hope of learning enough about them to help fight them off. However, early on in his researches Tyrlaan fell victim to a Horror mark. Through the mark, Tyrlaan witnessed firsthand the fearsome power of the Horrors and soon sought to possess it for himself. Tyrlaan offered the lives and souls of his friends and neighbors in Carell to the Horror that had marked him in exchange for its power and knowledge. The dreadful bargain struck, Tyrlaan summoned the Horror to his home and sacrificed the townsfolk of Carell to the Horror's voracious appetite. Tyrlaan anticipated that the Horror would turn on him once it had finished with the rest of the town, so he used the power the thing had granted him to kill it and destroy the Horror mark. Soon afterward, Tyrlaan traveled to Varenna and entered that town's kaer just as the Scourge began in earnest. For one hundred years, Tyrlaan lived in Kaer Varenna and continued his studies of the Horrors and their powers, hiding his nefarious activities from the rest of the kaer's residents. Then he learned of a particularly powerful Horror and determined to take its power for himself. He summoned the Horror, accepted its mark and offered the lives and souls of the kaer's residents in exchange for some of the Horror's power and knowledge.

Slowly, the Horror's dark influence took root in the minds of Varenna's residents. For several years, the people of Varenna fought among themselves and sometimes killed one another, until the kaer's leaders realized that the kaer had fallen under the influence of a Horror. The leaders suspected Tyrlaan and tried to kill him; but before they could seize Tyrlaan, he summoned the physical form of the Horror to slay them all. As before, Tyrlaan survived the massacre and then killed the Horror by turning its own power against it.

Tyrlaan lived out the remainder of the Scourge alone, using the kaer's dead as cadaverous servants and as subjects in experiments involving life and death. This research led Tyrlaan to discover the secrets of both creating and altering life forms, knowledge which he used to create new servants and companions to aid him in his research. When the Scourge ended, Tyrlaan emerged into the world and began to seek new Horrors from which he might gain even more powerful abilities. During his search, Tyrlaan learned of the existence of Verjigorm, also called Hunter of Great Dragons. Tyrlaan sought Verjigorm out, made contact with it and accepted its mark. By marking the nethermancer, Verjigorm learned Tyrlaan's history and decided to use him to search for dragons. Verjigorm proposed an evil bargain: if Tyrlaan agreed to act as the Horror's agent among Name-givers and track down the great dragons of

Barsaive, Verjigorm would teach Tyrlaan abilities and powers beyond the imagination of any Name-giver.

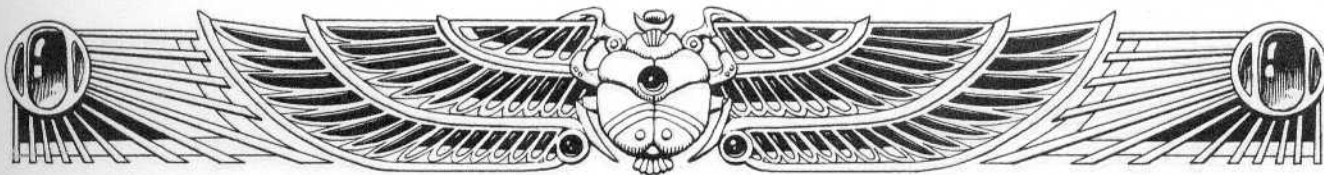
To help fulfill Verjigorm's desires, Tyrlaan formed a cult devoted to his Horror master, settling in an abandoned temple of the Passion Raggok situated along the border between the Badlands and the Servos Jungle. Though the cult remained mysterious, its influence grew in that region of Barsaive. The temple and the ruins of Kaer Varenna served Tyrlaan well as a place for his bizarre, often horrific experiments, until the Horror taint inside the kaer grew strong enough to interfere with Tyrlaan's connection to Verjigorm. Tyrlaan then returned to the ruined village of Carell, living and working in the few finished parts of Carell's kaer. At present, the cult of Verjigorm uses three sites between the Badlands and the Servos as its headquarters.

Tyrlaan and his fellow cultists searched the length and breadth of Barsaive for information regarding great dragons and where to find them. At length, Tyrlaan discovered the existence of a unique obsidian sculpture in the form of a dragon, retrieved from the hinterlands of Barsaive by adventurers in the employ of a silk merchant from Bartertown (see the **Earthdawn** adventure **Infected**). Upon learning that agents of the Great Dragon Icewing had obtained the sculpture, Tyrlaan decided to intercept it as a gift for Verjigorm. Taking along several of the most powerful cultists, Tyrlaan tracked down Icewing's agents responsible for acquiring the sculpture, a pair of drakes, and captured them along with their prize.

Tyrlaan determined that the sculpture was one of Icewing's pattern items and that he could use it to locate a clutch of Icewing's eggs. The nethermancer then devised a truly evil plot: he would obtain these eggs and use his life-altering magic to transform the hatchlings into servants for Verjigorm. With aid from his Horror master, Tyrlaan found the clutch and gained control over Icewing's drake agents using pattern-weakening magic. The nethermancer then forced the drakes to steal seven of the eggs. As soon as he had the eggs safely tucked away, Tyrlaan began terrible blood-magic experiments in an attempt to twist the hatchlings to his own dark purposes and use the drakes' blood to make a broth with which he could create new life forms.

Icewing's remaining drake servant, Rathann, discovered and informed his master of the capture of his servants and the theft of the sculpture and eggs. Enraged and anguished by his loss, Icewing sent Rathann in search of the missing drakes and the eggs. Icewing magically tracked the drakes and sketched out a map for Rathann that marked the places where they had been most recently.





Rathann set out toward the places frequented by Tyrlaan and his cult, but the cultists captured him long before the drake reached the nethermancer's stronghold. They turned him over to Tyrlaan, but before the nethermancer's pattern-weakening magic could fully take hold, Rathann broke free of his captors, killing several of them and attacking Tyrlaan before escaping. Rathann managed to retrieve four items in his headlong flight from Tyrlaan's stronghold: his map, a pair of orichalcum coins that Icewing had given him, and an amulet that Tyrlaan wore around his neck. Fighting off exhaustion, Rathann finally succumbed to the effects of Tyrlaan's magic and collapsed in his Name-giver form near the city of Kratas. A young boy wandering around the city's outskirts found Rathann and brought him home, where the child and his father nursed him back to health. Unfortunately, Tyrlaan's magic took Rathann's memory, and the map, coins, and Tyrlaan's amulet are Rathann's only clues to his identity.

Once he physically recovered from his ordeal, Rathann, now in the form of an elf, asked his benefactors to find a group of adventurers who might help him discover his identity.

At this point, the player characters enter the adventure. While in Kratas, they receive a note asking them to meet a potential employer at a tavern on the far side of the city. At the tavern, they meet an elderly looking elf—Rathann—who wants to hire them to help discover his identity. He offers the characters substantial payment for their services, as well as the few clues in his possession. When the characters leave the tavern, a pair of human Horror cultists follow them. As soon as the characters leave the city, the cultists grab Rathann and take him back to Tyrlaan, while the characters begin their investigation of Rathann's identity.

If the characters examine the clues Rathann gave them, they can learn several interesting things. The orichalcum coins bear the mark of Icewing the dragon. The sigils on the amulet include the symbol of a kaer, a symbol of Horrors, and the sign of the Cult of Verjigorm the Great Hunter. After examining these clues, the characters need to travel to one of the places marked on the map to learn anything more. During their journeying, the characters meet soldiers from the army of Throal sent by King Varulus III to investigate activities attributed to the Cult of the Great Hunter. Depending on how the characters treat them, the soldiers may aid the characters in their task.

When the characters arrive at the first marked site, they find the abandoned temple of Raggok that Tyrlaan and his cultists have turned into their headquarters. After dealing with the cultists, the characters search the temple

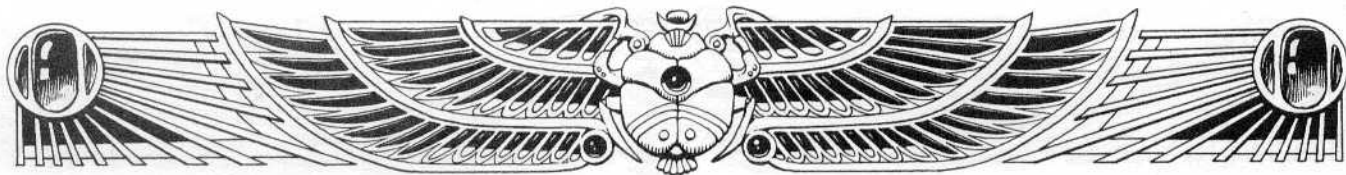


and find the obsidian dragon sculpture, along with a map marking the place in the Throal Mountains where Icewing's clutch of eggs lies. The characters may also discover that the leader of the Horror cult is an elderly elf named Tyrlaan, who bears a resemblance to their employer. At the second site on Rathann's map, the characters find the ruins of Kaer Varenna. One of the sigils on Rathann's amulet matches that of the kaer, implying a connection between the kaer and the amulet's owner. The characters may also learn that the kaer fell to the Horrors through Tyrlaan's evil magic.

During their exploration of Kaer Varenna, the characters find a dwarf imprisoned in one of the kaer's living areas. The dwarf introduces himself as Joran Lightfoot, a scout in the Throal Army. He informs the characters that King Varulus III sent members of the army to this area to investigate the activities of the Cult of the Great Hunter. However, he does not reveal that Tyrlaan has since turned him into a shadow creature to serve the Horror cult. As the characters continue to move through the kaer, Joran takes on his shadow form and attacks the characters, fleeing only if they come close to defeating him.

The last place marked on the map is Tyrlaan's current lair in Kaer Carell. When the characters explore this ruined kaer, they at last learn the truth about their elven employer and Tyrlaan. If they search the upper floors of the kaer first, they find a room full of crystal coffins, two of which hold Icewing's captured drake servants in Name-giver form. If the characters search the lower part of the kaer first, they find a room containing several dragon eggs, as well as their employer Rathann undergoing arcane blood-magic experiments at Tyrlaan's hands.





At some point during their search of Tyrllaan's lair, the characters confront the nethermancer and his remaining servants and cultists, and they engage these enemies in a climactic battle for their lives. If the characters defeat Tyrllaan and his allies, they can then restore the memories of Rathann and the other two drakes and recover the stolen dragon eggs. Depending on how well the characters have handled the adventure, they may be able to collect a whopping favor from a grateful Icewing at some later date.

RUNNING SHATTERED PATTERN

Shattered Pattern is a complex adventure. Its background is an intricate web of events and motivations, and its open structure allows characters to move through the encounters as they see fit, rather than in any particular order. To give this freewheeling adventure a strong story structure, the gamemaster needs a thorough understanding of the events leading up to **Shattered Pattern** and of Tyrllaan's motives, as well as how each event in the adventure relates to other events.

Keep in mind that the characters have been hired to solve a mystery—the mystery of Rathann's true identity. As they examine the clues and explore the places marked on their map, the characters learn bits and pieces of information regarding Rathann's identity and how he lost his memory, but much of the information makes no sense when they first discover it. The puzzle only comes together when the characters reach Tyrllaan's lair, find Rathann and the dragon eggs and confront Tyrllaan. At this point, the characters can begin to discover the real truth.

As the characters progress through the adventure, they may deduce (falsely) that they are working for Tyrllaan. If so, the characters may wish to take their advance payment and go their way. To keep the players from taking such action (and ending the adventure prematurely), point out that they do not have enough information to make a fair judgment about their employer. Hopefully, the characters will feel compelled to continue, if only to discover more about the Horror cult. Ending the threat of the Cult of the Great Hunter may be vital to Barsaive's well-being; if the characters are truly heroes, they will choose to fight the cult regardless of whether or not its activities seem connected to the job they were hired to perform. In reality, the activities of the cult tie in directly to Rathann's identity, which the characters quickly realize if they continue to pursue all the clues in the adventure.

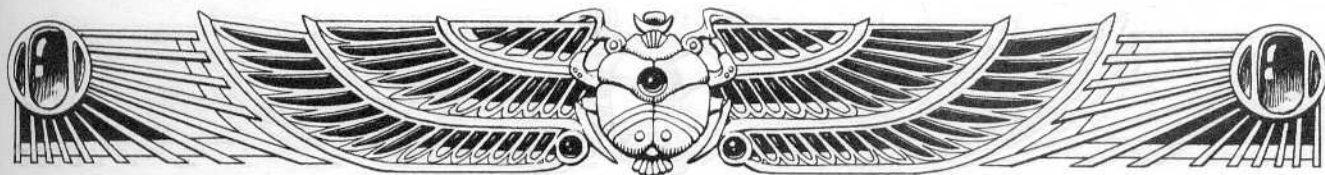
CONNECTIONS

Shattered Pattern contains two items designed to provide continuity with other **Earthdawn** adventures. The first is the obsidian dragon sculpture. Players may note similarities between this sculpture and the dragon sculpture described on pages 57 and 77 of the **Earthdawn** adventure **Infected**. In fact, these two objects are one and the same. If the players did not sell or trade the sculpture at the end of **Infected**, simply have someone steal it from them. The piece then passes through Icewing's hands—er, claws—and into Tyrllaan's, where it resides at the start of **Shattered Pattern**.

The second item is a set of daggers known as the Blades of Cara Fahd (see **Rumors and Research**, p. 72, for a full description).

These items are merely intended to provide continuity between these different **Earthdawn** adventures and so help support the players' vision of the **Earthdawn** universe as a changing, dynamic place. Each adventure is written as a self-contained undertaking, and players need no knowledge of **Infected** to play **Shattered Pattern**.





WHILE IN KRATAS

OVERVIEW

The gamemaster may use the method of his choice to send the player characters to Kratas, but the team of heroes needs to be in the Thieves' City to begin this adventure.

Some time after they arrive in Kratas, the characters receive a mysterious letter informing them of potential employment. When the characters meet with the letter's author, an aged male elf, they learn that he has forgotten his Name and identity and wants them to help him rediscover those important facts. The elf provides the characters with a few clues: a map with three places marked on it, two orichalcum coins with symbols carved on either side, and an amulet covered with runic carvings.

After leaving the meeting with the elf, the characters may notice two men following them. The men are members of the Cult of the Great Hunter, keeping tabs on the elf and everyone he sees. As soon as the characters leave town, these cultists kidnap the elf.

THEMES AND IMAGES

This encounter takes place in the city of Kratas, where deception and betrayal are as natural as breathing. Play up the sense that the characters are always being watched by many different people, any one of whom might have designs on their money or other valuables. Take care, however, not to intimidate the characters so much that they turn down the elf's job offer out of sheer paranoia.

ABOUT THE THIEVES' CITY

Kratas, also called the Thieves' City, lies almost at the exact geographic center of Barsaive. Though thieves and mercenaries abound, Kratas's population also includes honest merchants, tradesmen, and others. For more information on Kratas, see p. 327, ED, and pp. 83–85 of *An Explorer's Guide to Barsaive* from the *Barsaive Campaign Set*.

For the purposes of this adventure, the characters visit only a few places in the city. *Shattered Pattern* assumes that the characters are staying at an inn and later visit Rathann in a tavern located on the city's west side (see *Meeting the Elf*, p. 14).

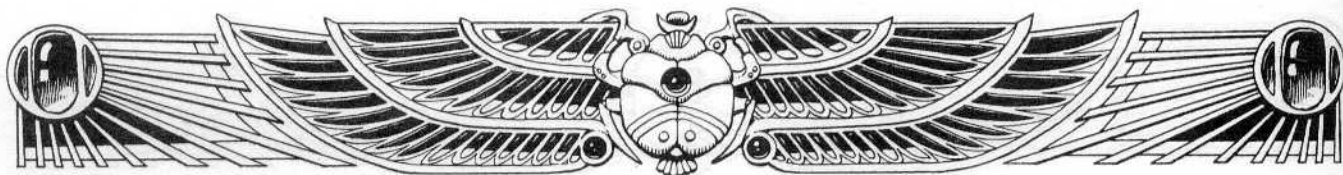


The unique atmosphere of the Thieves' City is the most important thing for the gamemaster to convey. Thieves, mercenaries, and other unsavory types run Kratas as well as live in it, and two large thief guilds are currently battling for dominance. The Force of the Eye, led by the famed ork thief Garlthik One-Eye, is currently in power. Brocher's Brood, led by a blood elf Named Vistrosh, seeks to overthrow the aging ork and his gang. The power jockeying means that the characters begin this adventure in a city full of distrusting, manipulative back stabbers. This characters are in unpleasant territory; someone is watching their every move and they cannot go anywhere without being noticed.

EVENTS

The following text describes the events likely to occur and/or actions the characters are likely to take while in Kratas. Feel free to alter the timing and/or any details of these descriptions to better fit your game.





A MYSTERIOUS LETTER

The proprietor of the inn where the characters are staying wakes them one morning not long after their arrival and gives them a letter he has been asked to deliver to them.

When the characters read the letter, read the following:

Dear Sirs and Madams,

Please forgive the unusual method by which I am contacting you. I beg your indulgence in this matter.

I require the services of a capable, trustworthy band of adepts, such as I am assured you are. If you are interested in aiding me, please come to the Lamp Oil Tavern on the far west side of the city at midday. Tell the tavernkeeper you wish to meet with Jael's friend, and he will direct you to me. When we meet face to face, I will tell you what I need of you.

Should you choose not to meet with me, I ask only that you keep this matter to yourselves. However, I very much hope that you will aid me, as my trouble is most dire.

Sincerely,

A friend

The letter offers no more information than that provided in its text. If the characters ask the innkeeper where the letter came from, he tells them that a human boy gave it to him last evening. The boy asked that he deliver it the next morning and paid him five silver pieces for his trouble. The innkeeper does not remember what the boy looked like, nor does he know if the boy is the "Jael" referred to in the letter. If asked, the innkeeper gives the characters clear directions to the Lamp Oil Tavern.

MEETING THE ELF

The Lamp Oil Tavern is a respectable, if plain, establishment, specializing in strong ale and simple, hearty food. Like most taverns in Kratas, it has its share of seedy-looking regulars, as well as a few shadowed corners beloved by such people—but the bulk of the clientele are traders and merchants who eat a noon meal there or have a pint after a long day.

When the characters arrive and ask for Jael's friend, the ork tavernkeeper shouts out, "Hey, Jael, these folks are asking about the elf." Seconds later, a young boy runs into the tavern room from the kitchen and beckons to the characters, saying, "Come this way."

The boy leads the characters through the kitchen and down a rickety flight of wooden steps to a small basement room. The sparsely decorated chamber holds a shabby bed and a short table. On the edge of the bed sits an elderly male elf dressed in tattered but once-fine clothing.

When the characters enter the room, read the following:

"These are the ones, sir," says the boy eagerly, gesturing toward you.

The old elf smiles. "My thanks, Jael." As he turns to you, the tavernkeeper shouts Jael's name from above. With an aggrieved look, the boy departs, leaving you alone with the elf.

"Thank you for meeting with me," the elf says. "I would introduce myself, but I fear that is impossible. I no longer know who I am—I have lost my Name, my very self. I know nothing of my past, nor how I came near Kratas, nor how this misfortune befell me. I would like you to help me find out who I am—and who or what has done this to me, if you can.

"I will tell you what little I do remember. My memory begins three weeks ago, when Jael—the boy who escorted you here—found me lying senseless just beyond the border of the city. I wore rags somewhat worse than the borrowed clothing I now wear and carried a small bag. I was wounded and quite weak. Jael took me home to his father, the proprietor of this establishment, who offered me shelter and a place to heal.

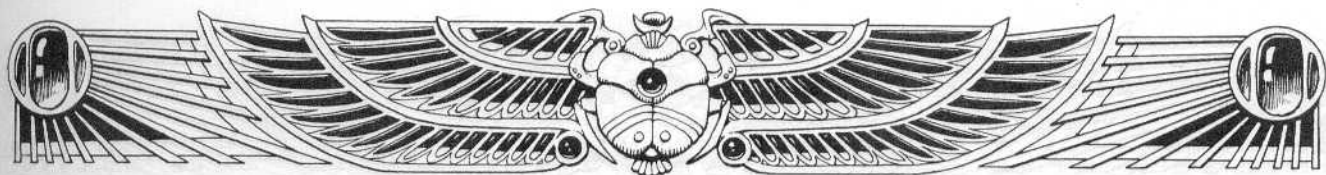
"The things I carried give me reason to believe that the truth of my background and misfortune lies far beyond Kratas. I, however, am still too weak to venture beyond this city. Certainly I cannot withstand a journey to any of the places where I might find any clues to my identity.

"What do you say, friends? Will you help me?"

The elf is Rathann, a drake who serves the great dragon Icewing. After narrowly escaping the clutches of Tyrllaan the nethermancer, he made his way west and north before succumbing to his injuries. Three weeks ago, Jael found him outside the city of Kratas and brought him to the Lamp Oil Tavern, where Jael and his father cared for him. For more information about Rathann's background, see the *Plot Synopsis*, p. 9.

As the characters talk with the elf, have each player make a Perception Test against a Difficulty Number of 15. Any





character whose test is successful notices that the elf's arms and torso are covered with scars, each one roughly three to four inches long. If asked about these scars, the elf tells the characters that he does not remember how he got them.

Any character with magical lore skill who notices the scars should make a Knowledge Skill Test against a Difficulty Number of 12. If a character's test is successful, he or she recognizes the scars as similar to those used in blood magic.

If the characters ask the elf for more information, he can tell them very little. He does not know how he lost his memory of himself; if asked, however, he says that Jael's father has asked the same question of a magician friend. The magician believes that the only magic capable of taking someone's identity is a re-Naming ritual of some sort, but that only dragons ever use such powerful forms of magic.

The elf offers the characters 800 silver pieces each to take the job. If they want to negotiate, the elf offers up to 1,000 silver pieces each, but only if one of the characters makes a successful Persuasion Test against the elf's Social Defense. The elf pays half the fee as soon as the characters accept the job, and the remainder upon successful completion. He asks that the characters begin their investigations at once beginning with the few clues he can provide, and specifically urges them to visit the three places marked on the map he found in his meager possessions.

EXAMINING THE ELF

Any character with astral sensing spells or abilities may examine the elf astrally. The Difficulty Number for astral sensing tests is the elf's current Spell Defense of 8. His normal Spell Defense is much higher, but Tyrlaan's Shatter Pattern spell has greatly weakened the elf's pattern.

If any character succeeds at an astral sensing test, read the following:

You see the familiar sight of a Name-giver's pattern beginning to form—but as you look closer, you see that this pattern is like nothing you have seen before. Though much more complex than the patterns of most Name-givers, it seems much weaker. Certainly, the elf is—or was—an adept, very likely one of ability at least equal to your own. What might have weakened his pattern—if, indeed, anything did—is beyond your ability to guess.

The characters are sensing the complexity of the elf's drake pattern as well as his adept abilities. The effects of Tyrlaan's Shatter Pattern spell on such an intricate pattern has left it a scrambled mess, causing amnesia and disorientation.

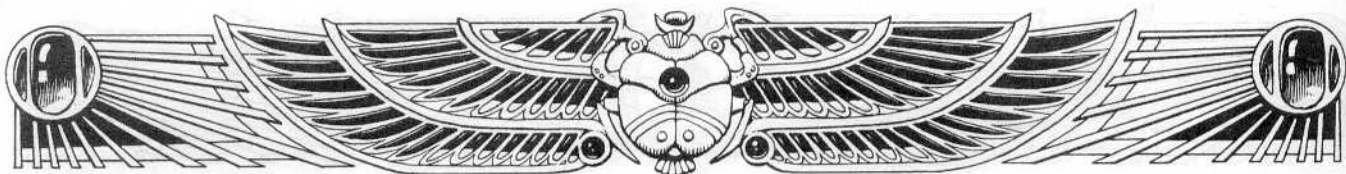


The players may ask if any type of magic exists that can cause a Name-giver to lose his or her identity. Tell them that such magic exists, but only dragons use it. If a player asks whether re-Naming might account for the damage to Rathann's pattern, the answer is no; adopting a new Name would give the person in question a new pattern, not a damaged one.

EXAMINING THE CLUES

Once the characters accept the job, Rathann shows them a small cloth sack and its contents: two ancient coins, a parchment map, and an object that looks like an amulet. He tells the characters that he once had three coins, but gave one to Jael's father as payment for his hospitality. These three clues can help the characters discover the elf's identity. For more information about the clues, see **Rumors and Research**, p. 68.





When the players examine the amulet, read the following:

The amulet is a small bronze medallion, roughly three inches in diameter and a quarter of an inch thick. Both sides of the amulet are marked with strange runes. One side bears two marks; one of these appears to be older, and a newer rune seems to have been carved across it. The other side bears a single mark: crossed talons over the figure of a dragonlike creature.

When the players examine the coins, read the following:

The two bronze-colored coins are smaller than Throalic silver and gold pieces, and the runes nicked into them reflect the light in an unusual way. The coins look very much like the magical metal orichalcum, but are too badly worn for you to be certain of their content.

When the players examine the map, read the following:

Drawn on an old, worn piece of parchment, the map depicts a region of Barsaive where the Servos Jungle meets the area known as the Badlands. Along the border between the two are three marks drawn in a deep red color. The map also shows the cities of Kratas and Travar, the Mist Swamps, and the western edge of the Thunder Mountains.

The amulet, stolen by Rathann during his escape from the nethermancer's lair, is one of Tyrllaan's pattern items. If the characters study the amulet, they may be able to weave a thread to it and use it against Tyrllaan. The coins and the map are those that Icewing gave Rathann to aid him in his mission.

For more information about the amulet, coins, and map, see **Rumors and Research**, p. 68.



BEING FOLLOWED

After the characters leave Rathann, have each of them make a Perception Test against a Difficulty Number of 12. If any character's test is successful, he or she notices a pair of humans shadowing them from the Lamp Oil Tavern back to the inn where the characters are staying. The presence of the humans may or may not alarm the characters; they may assume that being followed is the common state of affairs in Kratas. Unknown to the characters, the humans are members of the Cult of the Great Hunter, sent by Tyrllaan to recapture Rathann. They are following the characters only to ensure that the characters leave the area near the tavern. The cultists wait until the characters leave Kratas before they kidnap the elf and return him to Tyrllaan's lair.

If the characters try to confront the cultists, the men flee. If the characters chase them down, the cultists stand and fight. If captured and interrogated, the cultists tell the characters nothing. Each of them, however, carries a potential clue to their identity: a dagger emblazoned with the runes of the Cult of the Great Hunter. This rune looks almost identical to the dragon rune on the back side of Tyrllaan's amulet.

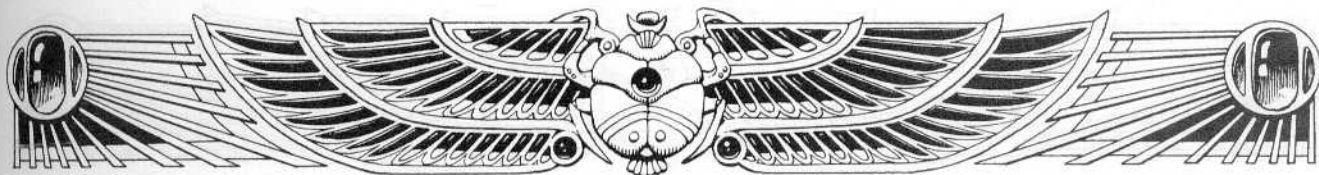
PREPARING FOR THE JOURNEY

Once the characters accept Rathann's offer, they will likely wish to buy provisions and supplies for their upcoming journey. The merchants and tradesmen of Kratas sell most of the items listed in the **Goods and Services** section of the **Earthdawn** rulebook, though many of the items are hard to find. The characters can buy no animals in Kratas except riding and draft horses, and certain expensive and rare magical items such as blood charms are very expensive here. Prices for virtually all goods and services in Kratas range from one and a half to three times the costs listed on pp. 263–67, **ED**.

TROUBLESHOOTING

Little can go wrong in this encounter, unless the characters refuse the job. If the characters pressure the elf into paying them the entire 800 silver pieces in advance, he will do so. To achieve this, a negotiating character must achieve a Good success or better in a Persuasion Test against the elf's Social Defense.





TRAVELING THE LAND

OVERVIEW

This section describes the characters' possible experiences during their journey to the places marked on Rathann's map. This section contains all the information needed for encounters that the characters may face during their travels, descriptions of the terrain they must cover, the activities of the Throal Army troops and how those activities relate to the characters' mission, and the ways in which the Throal Army and the characters may interact. Refer back to this section whenever the player characters travel from place to place.

THEMES AND IMAGES

Play up an overall feeling of discomfort. The characters are journeying through some of the most dangerous stretches of wilderness in Barsaive. The Badlands and the Servos Jungle are both fraught with danger, so make sure the characters feel as if they are traveling through a hazardous no man's land.

OVERLAND TRAVEL

The characters must travel quite a distance to investigate each of the places marked on the map. A journey to any of them will take seven to twelve days, depending on whether the characters walk or ride. The following information assumes that the characters travel from Kratas to the closest marked site first, then to those farther away. If the characters choose to investigate the three places in a different order, see **Troubleshooting** on p. 22 of this chapter and the **Troubleshooting** sections in the following three chapters.

Refer to the **Travel Map** when using this section.

FROM KRATAS TO THE TEMPLE

The characters can make the long trip from Kratas to the Temple of the Great Hunter in several ways. The easiest way is to arrange for passage down the Serpent River, but they may instead choose to walk or ride the distance. Each travel option is described below.

River Travel

If the characters travel by river, they must arrange for passage on a riverboat. Riverboat passage costs each character six silver pieces per day. Bringing their mounts

aboard the boat costs an additional four silver pieces per day for each animal. Luckily for the characters, the small port town of Daiche lies only a few hours' walk from Kratas. Daiche serves as Kratas's port on the Tylon River, a tributary of the Serpent, and so almost every merchant in Kratas owns a building in the port. The characters should find it easy to buy passage in the town.

The Serpent River port nearest to the Temple of the Great Hunter is the small town of Farram (see **Travel Map**, p. 18). This town is two days from Kratas by river, and so getting there costs each character twelve silver pieces without a mount and twenty silver pieces with one. The riverboat arrives at Farram near the end of the second day.

Farram

Farram is a small trading town located where the Tylon and Serpent rivers meet. Farram offers inns of varying quality, ranging from Cheap to Merchant. Prices for lodging match those listed in the **Goods and Services** section of the **Earthdawn** rulebook.

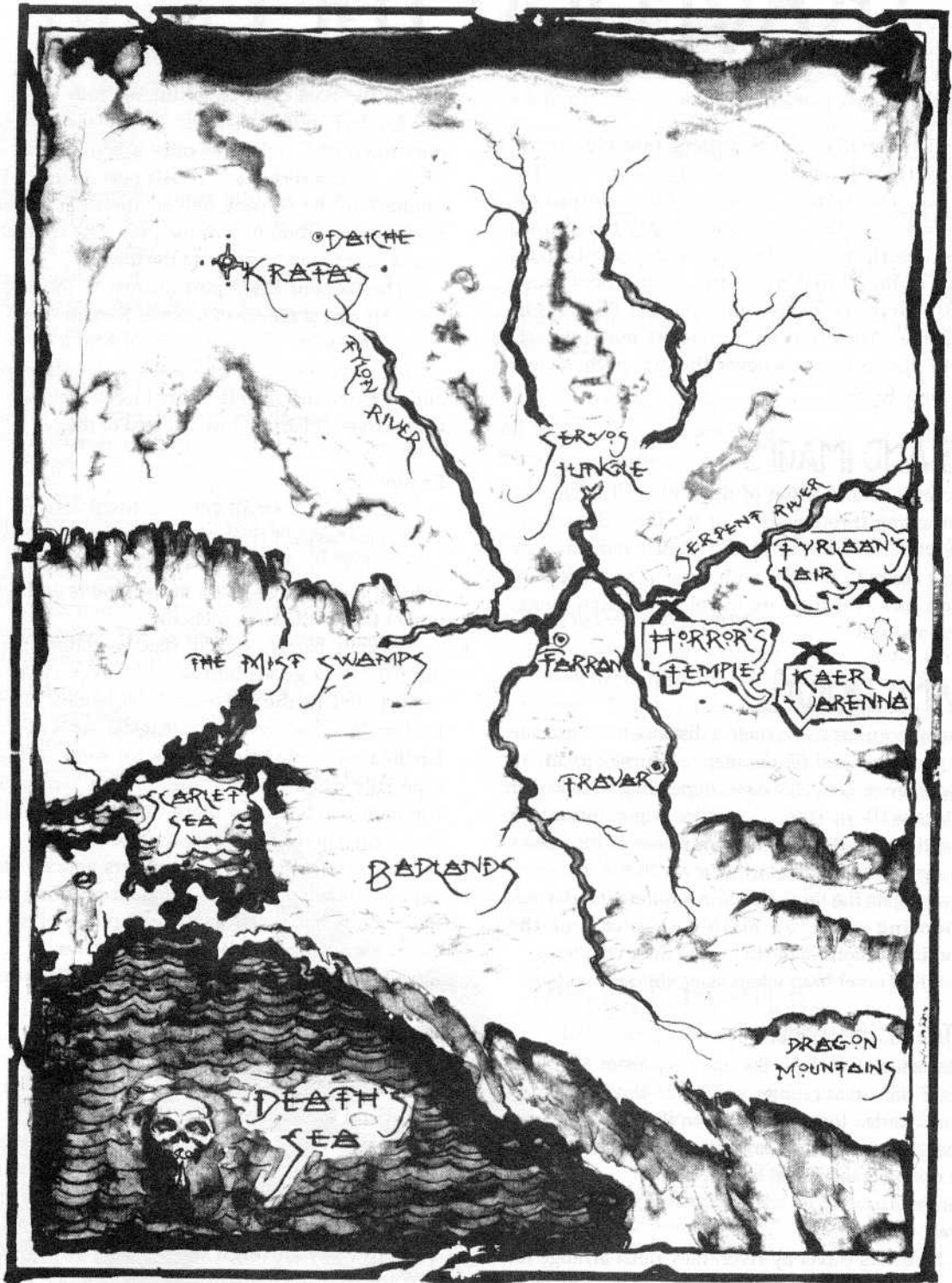
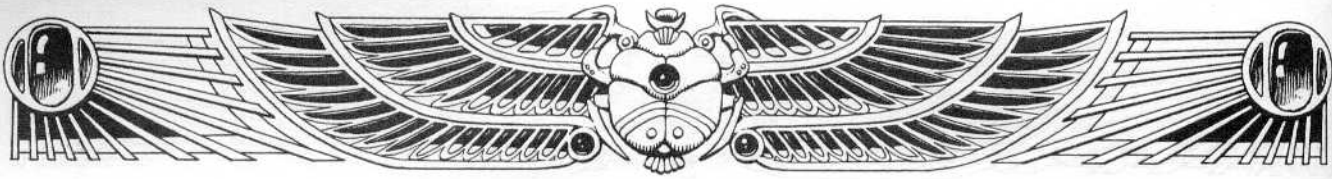
Despite Farram's small size, its shops offer a surprising variety of goods and services. Almost all the equipment listed in the **Earthdawn** rulebook is available in Farram, as are several of the magical items described in the **Earthdawn Companion**. Prices for some of these items—especially magical items—are inflated, but prices for most common goods are no more than 10 percent higher than those listed in the **Earthdawn** rulebook.

In Farram, the player characters notice a small contingent of soldiers from the Throal Army. King Varulus sent these soldiers to investigate the activities of the Cult of the Great Hunter (see **Evil in the Shadows**, p. 4). For more information about these soldiers, see **Encountering the Throal Army**, p. 20.

From Farram to the Temple

The player characters must cross the Serpent River and spend three days walking or two days riding to travel from Farram to the temple. Fortunately, the characters can arrange a ferry ride at a small trading village between Farram and the temple. This ride costs two silver pieces for each person and animal. The characters arrive at this village midway through the second day of travel from Farram, and once again they may notice a few soldiers from the Throal Army.







The terrain between Farram and the temple is dry and rocky, much like the Badlands. Sparse grass and small bushes dot the landscape, but little else grows here. The characters may encounter creatures that prefer such habitats, such as griffins or lightning lizards. For more information, see **Creature Encounters**, p. 20.

Land Travel

If the characters travel overland from Kratas to the temple, they must pass through a large portion of the Servos Jungle. Journeying through the Servos, even if staying within sight of the Serpent River, is extremely hazardous, and the characters should take great care on such a trip.

The characters may choose to go directly from Kratas to the temple, or they may wish to stop at Farram. The trip from Kratas to Farram takes fourteen days walking or nine days riding. A direct route from Kratas to the temple takes eighteen days walking or twelve days riding, and characters who take the direct route will likely encounter many more creatures than characters who make the first leg of the journey by river.

Innumerable plants, both poisonous and harmless, choke the jungle between Kratas and the temple, making the way very difficult to traverse. This explains the fact that the travel times given above are slightly higher than the actual distance between the two places implies. The Servos Jungle also abounds in many different animals and creatures, most of which are very dangerous. In the Servos, the characters are likely to encounter jungle-dwelling creatures such as espagra, crojen, or even blood monkeys (see **Creature Encounters**, p. 20).

When the characters arrive at the temple, go to **Temple of the Great Hunter**, p. 23.

FROM THE TEMPLE TO THE KAER

The next place on the map is Kaer Varenna, Tyrllaan's home during the Scourge. The trip from the temple to the kaer takes three days walking or two days riding along the edge of the Servos Jungle. The terrain for this part of the characters' journey is a mixture of light jungle and dry, rocky wasteland. If the characters travel in a straight line from the temple to the kaer, they pass through areas of jungle and wasteland and may run into creatures native to the jungle or the Badlands, at the gamemaster's discretion.

When the characters arrive at Kaer Varenna, go to **The Lost Kaer**, p. 31.



FROM KAER VARENNA TO TYRLAAN'S STRONGHOLD

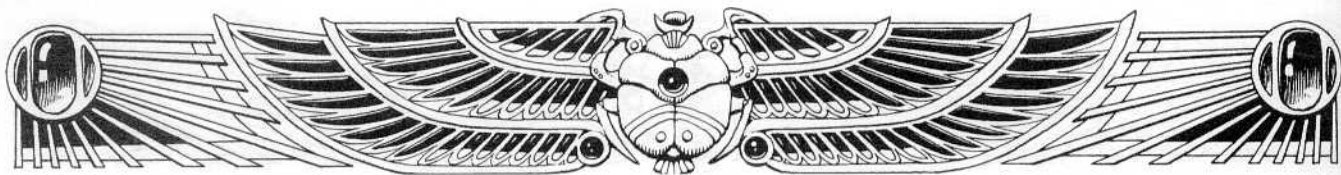
The final place on the map is Tyrllaan's stronghold in the ruins of Kaer Carell. The trip from Kaer Varenna to the nethermancer's lair takes four days walking or two and a half days riding, first through the land bordering the Servos Jungle and the Badlands and eventually into the foothills of the Thunder Mountains. As the characters travel toward the mountains, the terrain grows rockier and more barren, and the characters are more likely to meet mountain creatures such as griffins and ice flyers.

The characters may also hear the rumblings for which the Thunder Mountains are Named. For the best effect, the rumblings should occur after sunset, as darkness falls over the forbidding landscape. When the characters hear the thunder from the mountains, those with knowledge skills relating to Geography, Legends, or Horrors may make a Skill Test against a Difficulty Number of 7. If a character's test is successful, he or she remembers some of the legends about the thunder. Some legends say the thunder comes from a great dragon that lies trapped beneath the mountains. Others claim that the trapped entity is Verjigorm, the Hunter of Great Dragons. This legend should seem especially relevant if the characters realize that their employer has some connection to the Cult of the Great Hunter.

If you wish, combine the sound of the thunder with an unexpected attack by some nasty creatures. In this case, the thunder causes each character to suffer a -2 step penalty to his or her Perception when making tests to detect the sounds of approaching creatures.

When the characters arrive at Tyrllaan's stronghold, go to **Tyrllaan's Lair**, p. 38.





USING SHANTAYA'S SEXTANT

The players may use Shantaya's Sextant from the **Barsaive Campaign Set** to travel to the three marked sites. Directions for using the sextant appear below.

From Kratas to the Temple (direct)

Center Sextant On: Kratas
Align: Φ with: Parlainth
Sight along Point: \varnothing
Follow: Thystonius at: Sunset
Days Travel: 18 walking, 12 riding

From Farram to the Temple

Center Sextant On: Farram
Align: δ with: Throal (Bartertown)
Sight along Point: Θ
Follow: Upandal at: Sunrise
Days Travel: 3 walking, 2 riding

From the Temple to Kaer Varenna

Center Sextant On: Temple
Align: Ψ with: Throal (Bartertown)
Sight along Point: \varnothing
Follow: Chorrolis at: Mid-night
Days Travel: 3 walking, 2 riding

From Kaer Varenna to Tyrllaan's Lair

Center Sextant On: Kaer Varenna
Align: \varnothing with: Throal (Bartertown)
Sight along Point: λ
Follow: Vestrial at: Sunset
Days Travel: 4 walking, 2.5 riding

EVENTS

The following text describes events that are likely to occur during the characters' travels. Feel free to alter the timing of these events.

CREATURE ENCOUNTERS

During their trek through the Servos Jungle and the Badlands, the characters are likely to encounter dangers that have little or nothing to do with the adventure's objective. The most significant of these dangers is creatures.

Arrange for the characters to encounter many different types of creatures in different situations. For example, the characters may stumble on the nest or lair of a creature that attacks them in defense of its young. Or a creature may stalk the characters with the intention of eating them. Or the characters may hear something following them for hours or even

days at a time. Should the characters investigate the sounds, they might find anything from a small bobcat or leopard to a pack of crojen or blood monkeys. Whether the characters succeed in finding their stalker before it pounces depends on how much the gamemaster wants to play on the players' and the characters' paranoia.

Base the Legend Point value of these creature encounters on the relative size and strength of the adventuring group. Each encounter should earn each character up to half the Session Award for the session in which the encounter takes place. For example, the award for the second game session (which includes traveling from the temple to Kaer Varenna) is 400 Legend Points. Therefore, any encounter with creatures along the way should earn the characters up to 200 Legend Points each. For more information, see the **Awarding Legend Points** section in **Loose Ends**, p. 50. Do not allow creature encounters to overshadow the adventure's major focus. They should serve simply as graphic reminders of Barsaive's dangers.

ENCOUNTERING THE THROAL ARMY

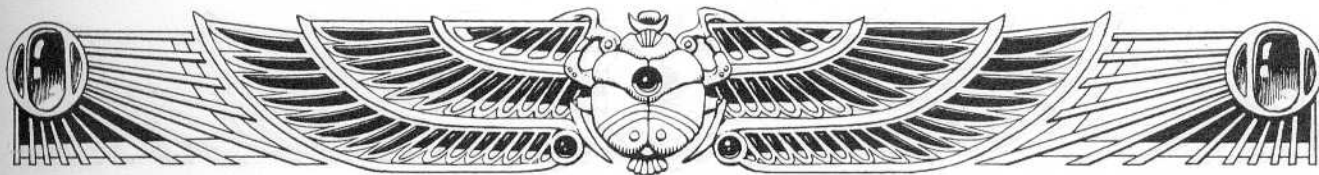
As noted earlier, the characters may encounter members of the Throal Army while in Daiche and Farram. The characters may also encounter soldiers from Throal while traveling from Farram to the temple, from the temple to the kaer, and from the kaer to Tyrllaan's stronghold. Use the guidelines below and in the following three chapters to determine specifically when and how the characters encounter Throalic troops.

About the Soldiers

The group of Throalic soldiers in this area of Barsaive numbers about 35 men and women. Only five of them are adepts, including the group's leader, a Fourth Circle dwarf warrior named Tharr Strongfist. The remaining four adepts are all First Circle and include a weaponsmith, an elemental, a swordmaster, and a scout. Use the sample characters on pages 66–91 of the **Earthdawn** rulebook for these adepts' statistics or create new characters. Statistics for Tharr and the non-adept soldiers appear in **Cast of Characters**, p. 66. At the recommendation of Ardinn Tero, a scholar in the Great Library of Throal, King Varulus III sent these troops to investigate activities attributed to the Cult of the Great Hunter (see **Evil in the Shadows**, p. 4).

Two small groups, each consisting of five soldiers and two of the First Circle adepts, have split off from the main unit and are scouting two of the places marked on the characters' with all three groups at the gamemaster's discretion map. The player characters may interact with all three groups at the gamemaster's discretion.





Tharr Strongfist has a map similar to the one that Rathann gave the characters. Strongfist's map shows the same three places marked, but unlike the characters' map, each of the places on Strongfist's map is given the Name it had before the Scourge. The temple is called the "Temple of Raggok," Kaer Varenna has its Name—"Varenna"—written under it, and Tyrlaan's lair is labeled "Kaer Carell." If the characters discuss their mission with the Throalic soldiers, they may get a look at Strongfist's map. If so, they see the proper Names of all three sites. Also, they recognize that Kaer Varenna is marked with runes that match those on the amulet. Note that each group of soldiers has a copy of the army's map.

The soldiers are all devoutly loyal to the Kingdom of Throal and to King Varulus. When the characters encounter them, the soldiers act polite but not actually friendly unless the characters make successful Interaction Tests (p. 237, ED) to warm them up. The soldiers are here on a distasteful mission and their demeanor reflects this fact. All the tales told of the Cult of the Great Hunter speak of atrocious acts, and the soldiers would much prefer the comforts of the Kingdom of Throal to the Badlands and the Servos Jungle.

If the characters make successful Persuasion Tests against the leader of whatever group they encounter, they can find out why the soldiers are in this area. If the characters then tell the soldiers of their own mission, the group's leader is likely to share what he knows about the cult and to show the characters the army map. Whether or not the characters and soldiers decide to work together is up to the players and the gamemaster. The characters may want to join forces with the soldiers, convince the soldiers to help them or go their separate ways. In any case, the gamemaster decides how large a role the Throalic soldiers play in **Shattered Pattern**. If the characters ask the soldiers to work with them, they must convince the soldiers that working with the group of heroes will aid their own mission for the King of Throal.

The Throalic soldiers may be used to either help or hinder the player characters. The soldiers may aid the characters by offering them information or helping them explore the places on the map. For example, if the characters seem to be losing a battle in the temple, Kaer Varenna, or Tyrlaan's stronghold, the gamemaster can arrange for Throalic soldiers to show up and help them out. Or the

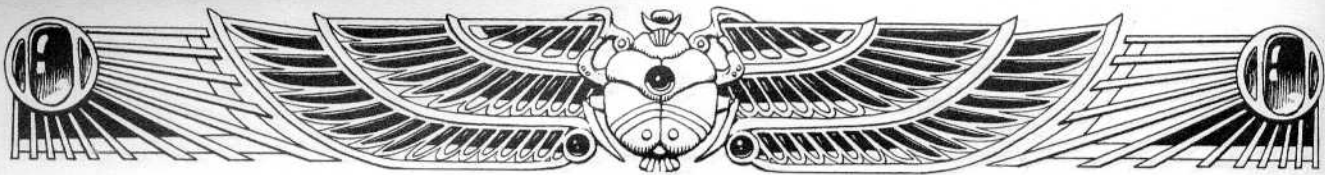


characters may encounter the soldiers battling the cultists or Tyrlaan's servants and arrive in time to help them. The characters may also meet the soldiers during their travels, particularly in the small trading towns and villages along the Tylon River. They might also meet in the jungle or near the cave entrance to Kaer Varenna.

Meeting the Army in Farram

In Farram, the characters find the Throalic soldiers sitting together in the common room of the inn where the characters are staying the night. The soldiers are most likely the main group led by Tharr Strongfist, though the characters may meet one of the smaller groups. The soldiers are sitting together at a large table at the far end of the common room. If the characters approach, they notice that the soldiers at the end of the table closest to them are reading a map. As soon as the characters get close, the group's leader tries to hide or fold up the map. If the characters wish to read the map in this brief glimpse, have any characters close enough to see the table make Perception Tests against





a Difficulty Number of 7. A successful result allows the character to notice that the map depicts a region of Barsaive similar to the one on their own map. A Good success allows the character to notice that the soldiers' map has marks in almost the same places as the characters' map. An Excellent success or better allows the character to recognize that the map is a near-duplicate of their own, and that the temple, kaer, and the nethermancer's stronghold are clearly labeled (though the character cannot read those labels).

How the meeting progresses from this point depends on how the characters deal with the soldiers.

About Joran Lightfoot

Joran Lightfoot, an advance scout for this unit of the Throal Army, was captured by Tyrlaan and transformed into the Shadow Killer, a creature that serves the nethermancer. The characters first encounter Joran during their exploration of Kaer Varenna. If the characters meet the Throalic soldiers after encountering Joran and ask them about him, the soldiers tell the characters that Joran disappeared while scouting out the temple and Kaer Varenna. The characters then likely inform the soldiers of Joran's attack on them and possibly of his bizarre abilities. The soldiers will be reluctant to believe the characters, though any kind of proof will go a long way toward convincing them.

If the characters meet the Throalic soldiers before encountering Joran, the soldiers mention a scout who disappeared after being sent ahead to check out the temple and the kaer. They describe Joran, and so the characters should recognize him when they meet him in Kaer Varenna. (A full description of Joran Lightfoot/the Shadow Killer and game statistics for the creature the scout has become appear in **Cast of Characters**, p. 60.)

EXAMINING THE CLUES

While traveling from place to place, the characters may examine some of the clues Rathann gave them. Guidelines for examining the clues appear in **While in Kratas**, p. 15, and **Rumors and Research**, p. 68.

TROUBLESHOOTING

Because this chapter comes into play between the main encounters of this adventure, it offers little opportunity for the characters to go off the track. Give careful attention, however, to staging encounters with creatures and with the Throalic soldiers. Avoid throwing creatures against the player characters that are too dangerous for the group to handle; no character should die during one of

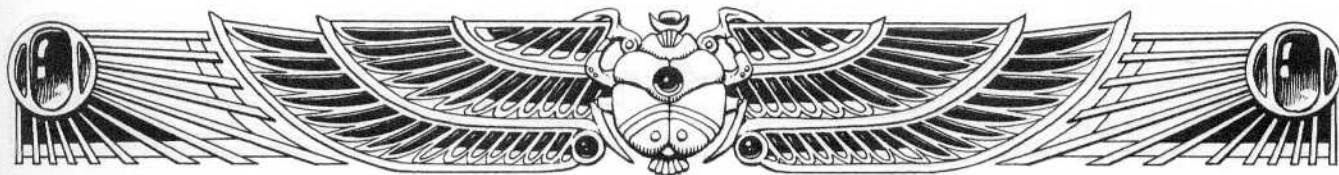
these encounters. Use the Throalic soldiers as you see fit, but it will help to decide how important the soldiers are to the story before the player characters encounter them. That knowledge will help you conduct any meetings between the two groups in a consistent fashion. Each of the following three chapters includes hints for staging encounters with the soldiers.

The order in which information is presented in this chapter assumes that the characters travel from Kratas to the temple, from the temple to Kaer Varenna, and from the kaer to Tyrlaan's stronghold. If the characters choose to visit these three places in a different order, be prepared to adjust the information about each of the places to reflect what the characters know at that point. Each of the following chapters devoted to the three sites includes notes to help the gamemaster deal with this contingency. The gamemaster must also be prepared to adjust the information regarding travel to the three sites to accommodate the characters' actions.

If the characters go to Tyrlaan's lair first, they may defeat him (and complete the adventure) before they discover the truth of what is going on. Also, because the encounters at each of the places pose an increasing threat to the characters, the adventurers may face a very unpleasant situation if their first battle pits them against Tyrlaan and all his servants at the nethermancer's stronghold! To avoid both of these undesirable events, the gamemaster may choose to manipulate the available information so that as the characters choose each destination, they arrive at the three sites in the order the gamemaster wishes. Because the soldiers also possess maps of the same sites, and their maps are clearly labeled, this approach requires more work on the gamemaster's part. He or she must juggle information and events to ensure that the two sets of maps match regardless of the characters' actions. Though the map provided in this adventure places the three sites in ascending order of danger as the characters travel east to west, if the characters decide against traveling in such a linear fashion, the gamemaster may simply run the first site they visit as the temple, the second site as Kaer Varenna, and the last site as Tyrlaan's lair, regardless of the placement of these sites on the published map.

If the characters' decisions make this tactic necessary, note which place is which, especially when describing the soldiers' map. For example, if the characters have visited the second site (Kaer Varenna) before seeing the soldiers' map and believe it to be the temple, the soldiers' map should be labeled accordingly.





THE HORROR'S TEMPLE

OVERVIEW

This chapter describes a former temple of the Passion Raggok now used by the Cult of the Great Hunter as a headquarters. The temple is the closest place to Kratas of the three sites marked on the Rathann's map.

When the characters arrive here, they discover that the temple has been dedicated to the Hunter of Great Dragons. Some of the cultists are present, though the cult's leader is not. The characters may, however, learn that the leader is an elf and may mistakenly conclude that the leader is their employer, Rathann.

When the characters investigate the temple, they find an obsidian sculpture in the form of a dragon, as well as a map similar to theirs, but with an additional place marked in the Throal Mountains. This fourth mark shows the location of a clutch of dragon eggs under Icewing's care. The dragon sculpture is a pattern item of Icewing, and Tyrllaan has used it to locate the clutch.

The characters may also find a small secret room containing a Bone Circle and bone spirit. Tyrllaan maintains the Bone Circle at the temple so that he may use his Gateway spell to travel quickly to and from the temple.



THEMES AND IMAGES

The temple is the heart of a Horror cult serving the most terrible of Horrors, Verjigorm. The cultists have used the temple for acts of unspeakable evil, and so corruption permeates the area. The characters should feel uneasy whenever they are in the temple or near it.

If the characters think Rathann is the cult's leader or a cult member, that conviction should add to their sense of dread. The characters should feel horrified at the thought that they are working for the leader of a cult dedicated to Verjigorm.

TEMPLE OF THE GREAT HUNTER

The following information describes the temple and the surrounding area. The rooms and areas described appear on the **Temple Map**.

COURTYARD (1)

The area in front of the temple entrance measures 15 feet by 30 feet, floored in large stone slabs roughly shaped to fit together. A few weeds and grasses poke their way toward the light from the bits of exposed earth between the slabs. These patches of earth also contain many small holes in which rodents, insects and small snakes have nested.

STATUE OF VERJIGORM

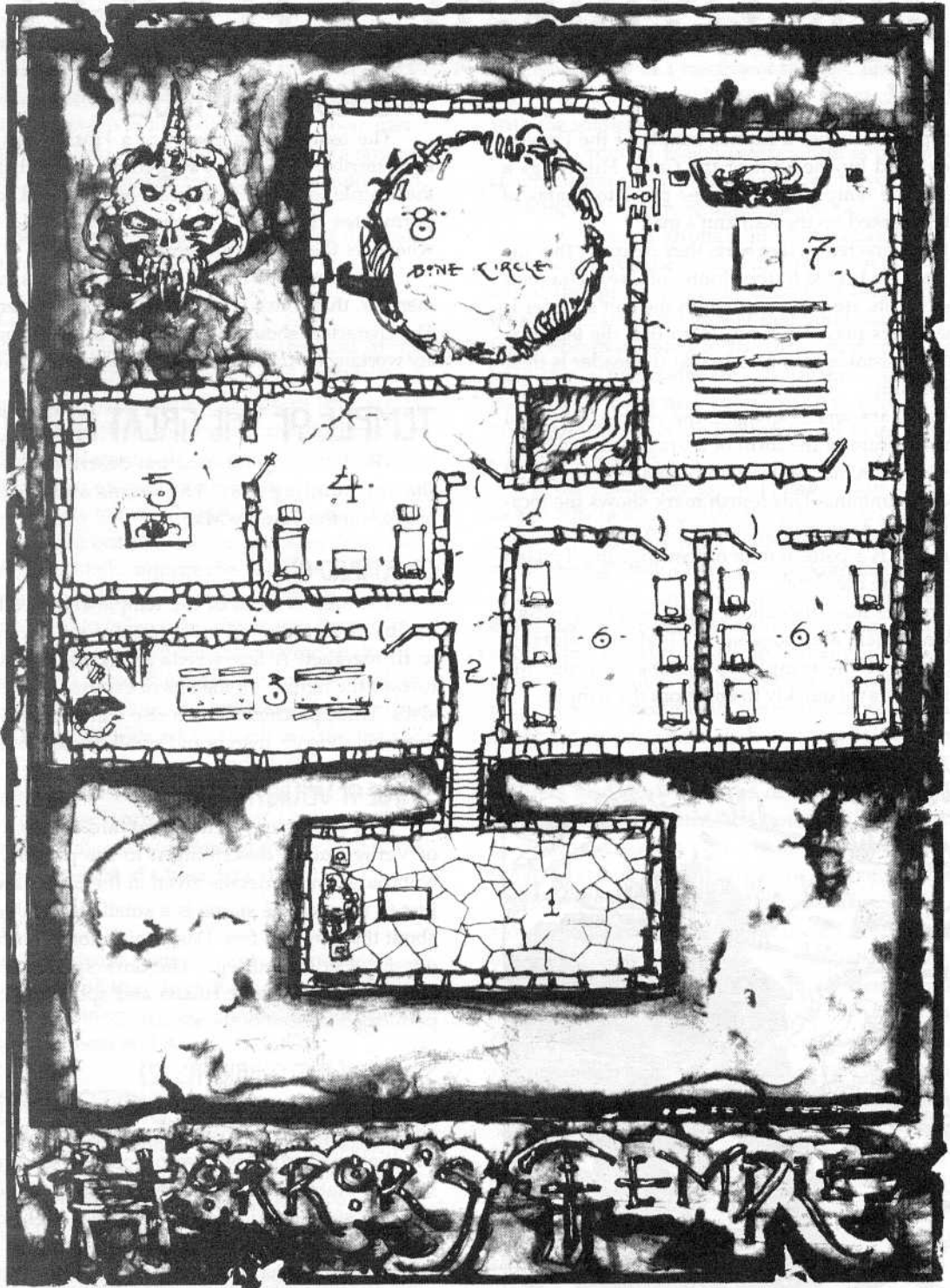
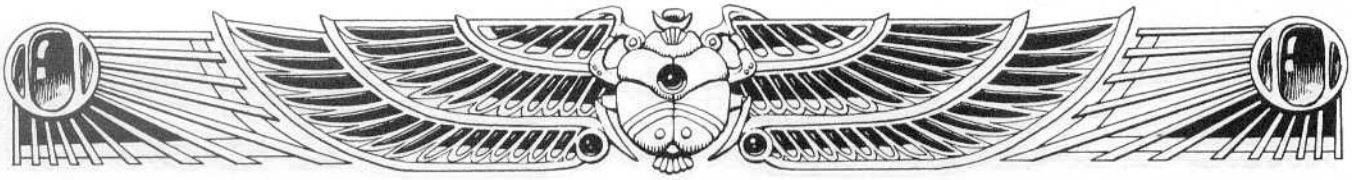
At the west end of the courtyard stands a large statue of Verjigorm; in describing it to the players, feel free to embroider on the details given in the **Earthdawn** rulebook. Just in front of the statue is a small stone table measuring about three by five feet. Dark stains dot its surface and trail down its sides and legs. The dark spots are bloodstains from the blood magic rituals and spells the cultists have performed in front of the statue.

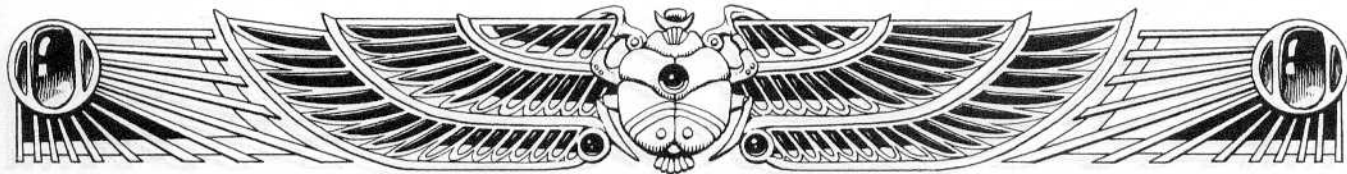
STAIRWAY AND CORRIDORS (2)

The stairway measures four feet across, and the ceiling is only five feet high. Most characters except for dwarfs and windlings will probably have to crouch when using the stairs.

The stairs end in a doorway that leads to a corridor roughly six feet wide and seven feet high, dimly lit by light-quartz crystals set into the stone walls. Trolls and obsidimen may have difficulty standing in this corridor. The walls are made of three-foot-square stone blocks. Similar blocks form the walls of the temple.







The corridor stretches for roughly twenty-five feet before stopping at a door, where it turns to the right and runs for forty-five feet. Down this expanse are two doors on the right and one on the left. Another corridor branches off to the left about fifteen feet from the stairway. This branch corridor runs for roughly thirty feet and has a single door set along its left wall.

MESS HALL/KITCHEN (3)

This room serves as the mess hall and kitchen and looks particularly filthy. Clearly, the members of the Cult of the Great Hunter care little for fine meals. The dining portion of the room contains two long wooden tables with benches on either side. The west side of the room is the kitchen area, which features a large fire pit, several stone and iron pots, and shelves full of dried provisions.

GAROLLAN AND QUICKWRIST'S BARRACKS (4)

This room houses two of Tyrlaan's lieutenants: Garollan, a Fourth Circle beastmaster adept, and Traj Quickwrist, a Fifth Circle swordmaster adept. The room holds only two beds, two chests, and a small table.

The chests hold the lieutenants' personal possessions. The chest belonging to Garollan contains a dwarf sword, a pouch with 150 silver pieces in it, and a suit of hardened leather armor emblazoned with the symbol of the Army of Throal. This armor was most recently worn by Joran Lightfoot, the Throalic scout sent to investigate the area. For more information on Joran's fate, see **Cast of Characters**, p. 60. Quickwrist's chest contains three short swords, two daggers, and a pouch with seventy-five silver pieces.

A doorway leading to Tyrlaan's workroom (#5) is located on the west wall of the room.

TYRLAAN'S WORKROOM (5)

This room is nearly empty, save for a large stone table in the center and a large wooden chest in the northwest corner. The stone table is covered with a soft cloth, on top of which sits a dragon-shaped sculpture of polished obsidian that reflects light in unusual ways. For more information about the dragon sculpture, see **Rumors and Research**, p. 71.

The wooden chest is locked, but it can be opened by making a successful test against a Difficulty Number of 12. The chest holds several unusual items, including a thick book with a worn cover of dark leather. This book is a grimoire of First through Seventh Circle nethermancer spells. The grimoire contains the Seventh Circle spell *Reverse Withering* and any other First through Seventh Circle nethermancer spells the gamemaster wants to include.

The chest also contains a bone tube that holds a rolled-up parchment map (see **Player Handouts**, p. 77), very similar to the map Rathann gave the characters. However, the parchment map also contains a mark in the Throal Mountains. This mark indicates Mount Vapor, the home of the great dragon Icewing, though it is not labeled as such on the map. Characters with Dragon Lore, Geography, or other appropriate skills may make Knowledge Skill tests against a Difficulty Number of 8 to see if they recognize the specific mountain marked. On an Average success, the character knows that the marked place is Mount Vapor. On a Good success or better, the character also knows that Mount Vapor is Icewing's domain.

BARRACKS (6)

These two rooms serve as living quarters for the other cultists. Each room contains six beds. Under some of the beds are a few of the cultists' personal possessions, though these persons own very little. If the characters thoroughly search both rooms, they find sixty silver pieces, three daggers, and two short swords. Each of these rooms houses six cultists—five non-adept members and one adept scout. For more information and statistics for the cultists, see **Encountering the Cultists**, p. 28.

WORSHIP ROOM (7)

In this room, Tyrlaan and the cultists perform ceremonies and rituals intended to let them communicate with their Horror master, Verjigorm.

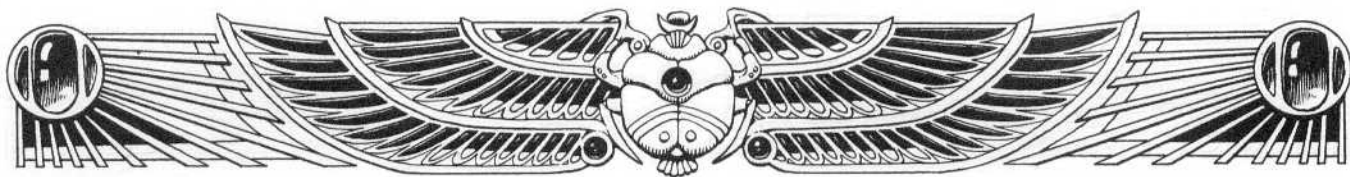
By the north wall of the room stands a statue of Verjigorm, similar to the one in the courtyard. A large stone table, stained with dried blood, stands in front of the statue. Huge hanging tapestries depicting various scenes of Verjigorm ravaging the land and killing and feasting on the corpses of great dragons cover the rest of the walls. Six rows of wooden benches, each roughly fifteen feet long, take up the center of the room. These benches are very old and creak loudly when sat on.

In the northwest corner of the worship room is a secret door, partially concealed by one of the large tapestries. The Difficulty Number for detecting this door is 15. Once a character finds this door, any character can automatically open it. The door leads to the Bone Circle room (8).

BONE CIRCLE ROOM (8)

This room covers 144 square yards and contains a Bone Circle (p. 176, **ED**). The Bone Circle is occupied by a bone spirit that attacks anyone who attempts to enter the circle. Tyrlaan cast this Bone Circle so that he could use his Gateway spell to travel quickly between the temple, Kaer





Varennia, and his stronghold. Unless the characters try to enter the circle, the Bone Spirit leaves them alone.

The characters can attempt to speak with the Bone Spirit, though doing so requires a successful Interaction Test against the Bone Spirit's Social Defense. It knows that it has been charged with guarding the Bone Circle and that it must destroy any who enter that space. It also knows Tyrllaan's Name and tells it to the characters if asked.

If the characters attack the Bone Spirit and destroy it, Tyrllaan knows it has been destroyed, but the characters will not be aware of his knowledge.

BONE SPIRIT

DEX: 24 STR: 24 TOU: 8
PER: 4 WIL: 7 CHA: 7

Initiative: 5 Physical Defense: 12
Number of Attacks: 1 Spell Defense: 9
Attack: 24 Social Defense: 9
Damage: 24 Armor: 0
Number of Spells: NA Mystic Armor: 0
Spellcasting: NA Knockdown: 24
Effect: NA Recovery Tests: 3

Death Rating: 44 Combat Movement: 50
Wound Threshold: 10 Full Movement: 100
Unconsciousness Rating: NA

Legend Points: 60
Equipment: None
Loot: None

EVENTS

The following text describes events that are likely to occur or actions the characters are likely to take in the temple. Feel free to alter the timing and any other specifics as you see fit. Note, however, that some of these events occur in specific places within the temple.

THE STATUE TRAP

The statue and table in the courtyard have a magical trap that the characters trigger if they walk within three feet of the statue. Statistics for this trap appear below. When triggered, the trap summons several venomous snakes to attack the trespassers. The snakes come from several directions at once: some from holes between the stone slabs and some from the jungle growth surrounding the courtyard. The characters cannot avoid the trap's effect.

Statue Trap

Detection Difficulty: 12

Spell Defense: 12

Disarm Difficulty: 13 (Must be Dispelled)

Trigger Condition: When a character walks within three feet of the statue, the trap makes a Step 13 Spellcasting Test. If the result equals or exceeds the Spell Defense of any character within the three-foot range, the trap is triggered.

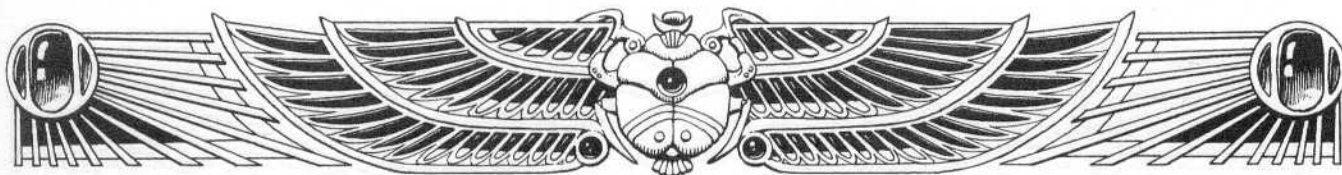
Trap Initiative: NA

Trap Effect: Summons withersnakes (3 per character)

The snakes, known as withersnakes, are small venomous serpents whose poison has the same effect as the Fifth Circle nethermancer spell Wither Limb. Statistics for withersnakes appear below. The triggering of the trap also alerts the cultists inside the temple. If Garollan is present (see **Options**, p. 29) when the cultists move to attack the characters, he uses his Dominate Beast talent to send all the withersnakes away.

Garollan uses blood magic to strengthen his talent's effectiveness. By taking 3 points of Strain, Garollan may make a Dominate Beast Test against all the withersnakes against a Difficulty Number of 15. If the test is successful, the snakes retreat into the jungle and between the stones.





WITHERSNAKES

Attributes

DEX: 7 STR: 5 TOU: 6
PER: 4 WIL: 4 CHA: 4

Initiative: 4	Physical Defense: 6
Number of Attacks: 1	Spell Defense: 5
Attack: 8	Social Defense: 5
Damage: 5	Armor: NA
Number of Spells: NA	Mystic Armor: 0
Spellcasting: 7	Knockdown: NA
Effect: 12 (poison)	Recovery Tests: 2

Death Rating: 22	Combat Movement: 24
Wound Threshold: 4	Full Movement: 48
Unconsciousness Rating: 13	

Legend Points: 80
Equipment: None
Loot: None

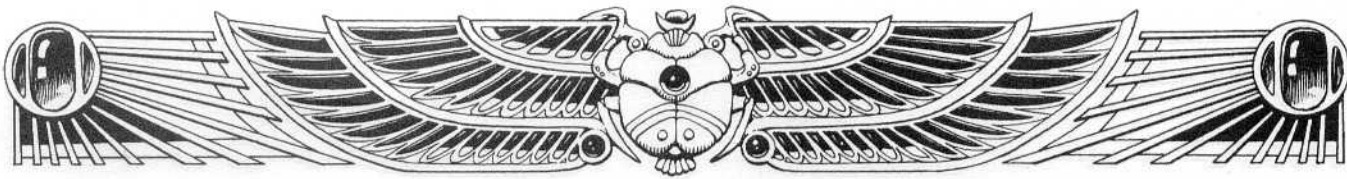
Commentary

Tyrllaan's magic has altered these once harmless snakes into extremely venomous creatures. The powerful poison transmitted through their bite can wither a victim's limb. Their coloration varies, though most are an easily camouflaged, dull gray-green.

A withersnake attacks by biting its victim. The bite attack inflicts Step 5 damage and also injects the victim with venom if the attack is Armor-Defeating. Withersnake venom affects the victim like the Fifth Circle nethermancer spell *Wither Limb* (p. 180, ED). After injecting a victim with the poison, the withersnake makes a Spellcasting Test. The victim uses that test's result as the Difficulty Number for his or her Poison Resistance Test (pp. 207-08, ED). If the Poison Resistance Test is unsuccessful, the target suffers the effect described in the *Wither Limb* spell: if the Damage Test inflicts a Wound, the bitten limb withers. No type of armor protects against this poison.

Only powerful healing magic can restore the limb to usefulness. For example, the Seventh Circle nethermancer spell *Reverse Withering* (p. 182, ED) heals the limb.





EXPLORING THE TEMPLE

Though the characters may wander anywhere they want in the temple, only Tyrlaan's workroom and the Bone Circle room contain any clues regarding the identity of their employer. If and when the characters go to Tyrlaan's workroom, they find the dragon sculpture and possibly the map, as well as a tome of nethermancer spells.

For more information regarding the dragon sculpture, see **Loose Ends**, p. 54, and **Rumors and Research**, p. 71. If the characters find the Bone Circle room, they may learn Tyrlaan's Name. The characters may believe that Tyrlaan is their employer, but this is not the case.

ENCOUNTERING THE CULTISTS

Once the characters arrive at the temple, they are likely to encounter any or all of the thirteen cultists who live in the building: ten non-adepts, two Second Circle scouts, and Garollan. The cult's total membership comprises these thirteen, Traj Quickwrist, and Tyrlaan. All but Tyrlaan live in the temple. When the characters arrive, Traj Quickwrist is away at Tyrlaan's stronghold.

Statistics for the non-adept cultists and the scouts appear below; statistics and descriptions of Garollan and Traj Quickwrist appear in **Cast of Characters**, p. 61.



SECOND CIRCLE ADEPT SCOUTS (2)

Attributes

Dexterity (17): 7/D12
Strength (12): 5/D8
Toughness (16): 7/D12
Perception (17): 7/D12
Willpower (15): 6/D10
Charisma (13): 6/D10

Talents

Avoid Blow (2): 9/D8 + D6
Climbing (2): 9/D8 + D6
Durability (2)
Karma Ritual (2)
Maneuver (1): 8/2D6
Melee Weapons (2): 9/D8 + D6
Silent Walk (3): 10/D10 + D6
Tracking (3): 10/D10 + D6

Initiative

Dice: D12

Movement

Full: 75
Combat :38

Skills

Artisan/Wood Carving: 7/D12
Knowledge/Horror Lore: 8/2D6
Knowledge/Scourge History:
8/2D6

Damage

Death Rating: 51 (49/47)
Wound Threshold: 11
Unconsciousness Rating: 41
Recovery Tests per Day: 3
Recovery Dice: D12

Combat

Physical Defense: 9
Spell Defense: 9
Social Defense: 7
Armor: 4
Mystic Armor: 2

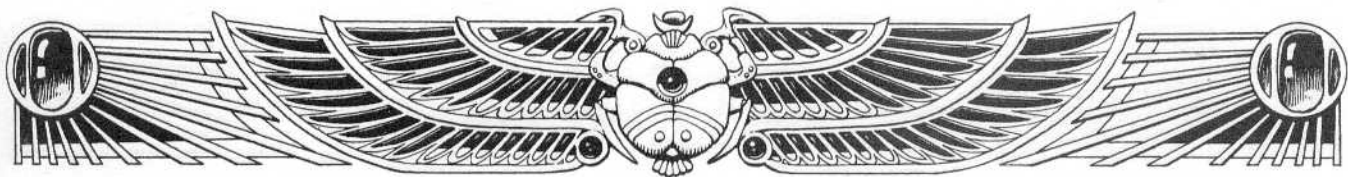
Karma

Dice: D8
Points: 10

Equipment

Absorb Blow Charm (Scout #1)
Adventurer's Kit
Bola
Broadsword [Damage 10/D10 + D6]
Dagger [7/D12]
Desperate Blow Charm (Scout #2)
Net
Padded Leather Armor
Traveler's Garb
25 silver/4 copper pieces





CULTISTS (10)

DEX: 5 STR: 5 TOU: 5
PER: 5 WIL: 6 CHA: 6

Initiative: 3	Physical Defense: 6
Number of Attacks: 1	Spell Defense: 7
Attack: 8	Social Defense: 8
Damage: 10	Armor: 8
Number of Spells: NA	Mystic Armor: 2
Spellcasting: NA	Knockdown: 5
Effect: NA	Recovery Tests: 2
Death Rating: 31	Combat Movement: 27
Wound Threshold: 8	Full Movement: 54
Unconsciousness Rating: 22	

Legend Points: 75

Equipment: Broadsword, footman's shield, hardened leather armor

Loot: 5 silver pieces

OPTIONS

The gamemaster has several options in staging exactly how and when the characters encounter the cultists. A few of the most likely options are described below, but gamemasters are also encouraged to come up with other ways for the characters and cultists to meet.

Option 1: In the Temple

When the characters arrive at the temple, the cultists are all inside. The characters encounter them if they trigger the statue trap or enter the temple. In the latter case, most of the cultists are in the worship room.

Option 2: Outside the Temple

When the characters arrive at the temple, several of the cultists are in the courtyard. Unless the characters move very quietly, the cultists spot and attack them.

Option 3: The Deserted Temple

When the characters arrive at the temple, most of the cultists are away gathering food or perpetrating some foul act. Two of the non-adepts remained behind to guard the temple, and the characters may meet them in the courtyard. The guards fight the characters if attacked.

ENCOUNTERING THE THROALIC ARMY

The characters might encounter the Throalic soldiers in various ways while at or near the temple. A couple of the most likely options are described below, but gamemasters are encouraged to come up with other ways for the characters to encounter the soldiers as well.

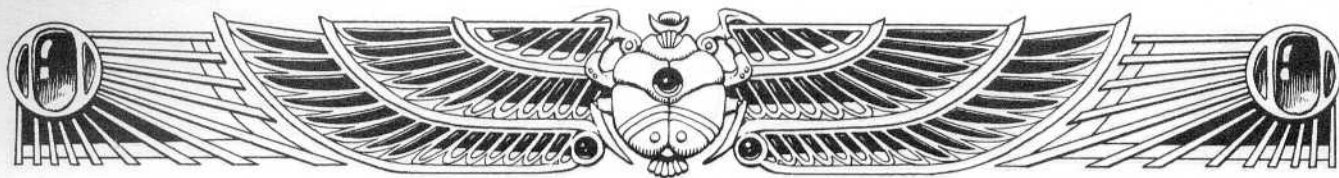
Option 1: Camped near the Temple

As they approach the temple, the characters notice a small military encampment roughly two to three hours walk from their destination. The camp houses the small contingent of Throalic soldiers sent to investigate the activities of the Cult of the Great Hunter.

Option 2: Dead Bodies

About two hundred yards from the temple, the characters find a pair of dwarf corpses wearing the armor of the Throalic Army. One or two limbs on each corpse is withered to almost nothing, and parts of the bodies look as if some animal has gnawed at them. The dead dwarfs were scouts sent to check out the temple; they triggered the statue trap, and the withersnakes killed them both. The cultists dragged the dwarfs' bodies into the jungle, where several of the jungle's smaller creatures began feeding on them.





Any character who achieves a Good success or better on a Magical Lore or Creature Lore Test against a Difficulty Number of 9 recognizes that the withered limbs must be the result of the Wither Limb spell or an attack by witherfangs. The character also knows that witherfangs rarely show up anywhere in Barsaive except the Blood Wood.

THE NEXT JOURNEY

When the characters have finished exploring the temple, go back to **Traveling the Land**, p. 17.

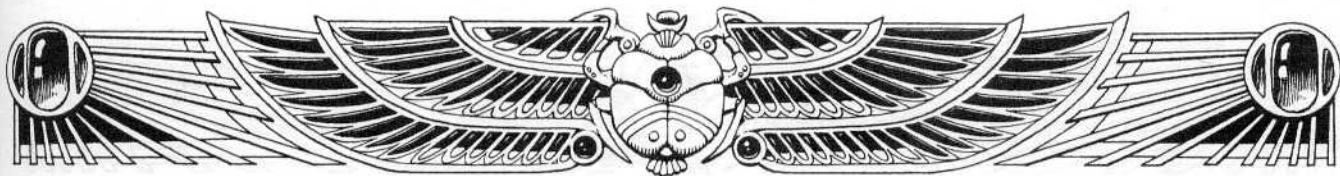
TROUBLESHOOTING

If the characters arrive at the temple first, not much can go wrong other than one or two of the characters getting killed. If they visit other places first, however, things

can get complicated. For example, if the characters visit the temple after going to Kaer Varena and finding the kaer's journals, they may know Tyrlaan's Name and everything about his betrayal of the kaer. This knowledge may reinforce their suspicions that they are in the employ of Tyrlaan, and they may choose to quit rather than continue to work for such a despicable person. If this happens, remind the players that the evidence their characters have found so far does not unmistakably link their employer and Tyrlaan, and that their employer and the cult leader may well be different people.

If the characters go to the temple after visiting Tyrlaan's lair, they must have either faced Tyrlaan and defeated him (a tough prospect), or somehow managed to escape his clutches. Either way, they know Tyrlaan is not their employer, but they still may not know the truth.





THE LOST KAER

OVERVIEW

This section describes Kaer Varenna. The ruined kaer is marked on the characters' map between the temple and Tyrlaan's stronghold. When the characters arrive at this place, they should notice that the sigils marking the kaer's entrance match those on one side of the amulet Rathann gave them.

By passing through the kaer's entrance, the characters trigger a trap that automatically animates several cadaver men, who seek out the trespassers and attack them. These cadavers are former residents of the kaer. If the characters survive this initial attack and go exploring, they may learn that Tyrlaan lived in this kaer and betrayed it to a Horror. If they do not already know the kaer's Name (from the Throalic soldiers, for example), they learn it in this place. The characters also discover several rooms full of hundreds of cadavers that Tyrlaan uses to create undead servants.

The characters may also encounter Joran Lightfoot, transformed by Tyrlaan into a dreadful being known as the Shadow Killer. Lightfoot is locked in a makeshift prison and looks very much like an ordinary dwarf. If the characters talk with him, Lightfoot tells them a part of his story: he was scouting for the Army of Throal when cultists captured him near the temple. If the characters free him, Lightfoot—in the form of the Shadow Killer—attacks them at the first available opportunity.

THEMES AND IMAGES

The characters should find their explorations of the abandoned kaer disturbing, as the evidence mounts to indicate that the hundreds of dead residents were betrayed by one of their own. The characters also learn things that further convince them that the elf who hired them is the leader of the Horror cult as well as the murderer of this kaer. Meeting Joran should really unsettle them, as the pleasure they feel in saving a fellow Name-giver turns to terror when the Shadow Killer attacks.

ABOUT KAER VARENNA

Kaer Varenna sheltered the town of the same name during the Scourge. After Tyrlaan summoned a Horror to slay the kaer's residents, he remained within its walls until the height of the Scourge had passed. During his stay he studied nethermantic magic, concentrating his efforts on

powerful spells such as Create Life and Alter Life. After the end of the Scourge, Tyrlaan used the kaer as a home base and traveled across Barsaive in search of more knowledge of the Horrors. After forming the Cult of the Great Hunter, Tyrlaan made a new home for himself in the ruins of Kaer Carell (see **Introduction**, p. 9). Kaer Varenna is now little more than a storehouse for the cadavers Tyrlaan uses as servants. As in the temple, Tyrlaan has placed a Bone Circle in a secret room behind the living area that he uses as a makeshift prison.

The following information describes Kaer Varenna. All the rooms and areas described appear on the **Kaer Varenna Map**, p. 32.

ENTRANCE (I)

The entrance to Kaer Varenna lies in a cave near the edge of the Badlands. Within the cave is a stone stairway leading down to a smaller cavern through which an underground river runs. This river, a small offshoot of the River of Bones that crosses the Badlands, provided the kaer with a source of fresh water during the Scourge. Across the river lies a tunnel that leads into the kaer's central chamber.

Cave (1A)

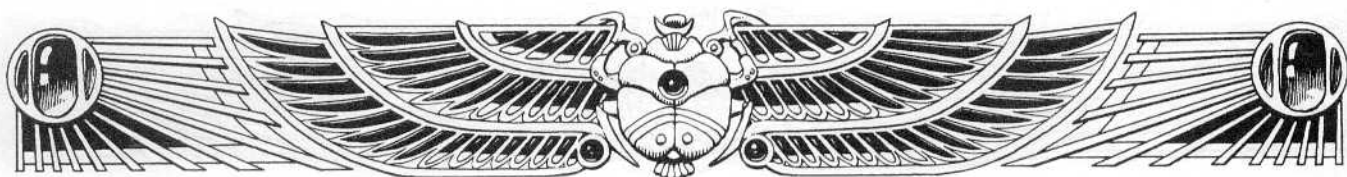
The outermost cave that leads to the kaer is carved from rough stone, with a floor of sandy dirt. The cave is nine to ten feet high, roughly eight feet wide, and about twenty-five yards deep. At the back of the cave is the top of a stone stairway.

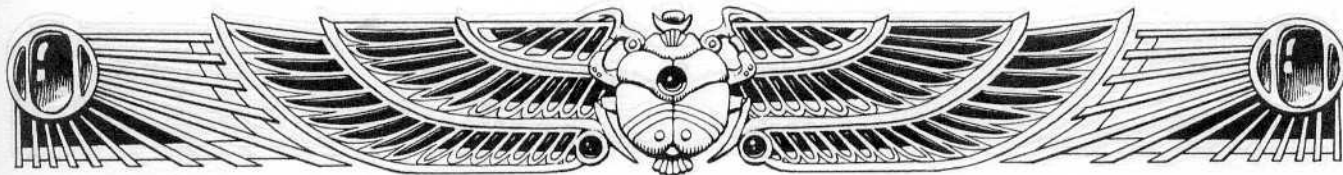
Stairway (1B)

Each step in the stone stairway is ten feet across, three feet deep, and one foot high. The top step is littered with rubble, some of which bears runes and sigils. These stone pieces are the remains of the kaer's original outer door. If the characters examine the runes and sigils, have them make Perception (5) Tests. Any character whose test is successful notices that the runes are the same as the runes on Rathann's amulet under the Horror rune (see **Examining the Clues**, p. 16 of *While in Kratas*).

The ceiling over the stairs is only eight feet high, and so taller characters may have difficulty walking down the stairway. The steps descend for approximately forty yards before stopping at a twenty-foot-square landing. The stairway then turns to the left and continues down for another sixty yards before coming to an end in a corridor that is ten







feet wide by seven feet high. This corridor continues straight for forty yards and leads to a large cavern.

Every fifth step in the lower portion of the staircase contains a trigger for a trap that causes the stone slabs to flatten, creating a steep and smooth downward slope. Statistics for this trap appear in **Events**, p. 35.

When the characters begin to descend the steps, have each player make a Perception (5) Test. Any character whose Perception Test is successful hears a faint roaring coming from the bottom of the stairway. The sound grows louder and louder as the characters descend. Once they reach the cavern, they see a rushing river cutting across it that makes so much noise that the characters must shout to communicate with one another.

Cavern (1C)

The cavern at the foot of the stairs is 60 yards wide, roughly 100 yards long, and 30 feet high. The river that runs across it, some 35 yards from the cavern's entrance, is wide. On the other side of the river, the cavern narrows to a tunnel roughly the same size as the corridor leading from the stairs to the cavern.

In order to enter the kaer, the characters must cross the river, whose current runs from right to left (assuming the characters are facing the far side). The water is only three feet deep at its highest, but the current is strong enough to make a character lose his or her footing and be swept away. Characters attempting to wade across the river must make a Strength (6) Test. If the test is successful, the character crosses the river safely. If the test is unsuccessful, the current sweeps the character off his feet and begins to carry him downstream. The character may then immediately make a Dexterity (7) Test to try to regain his or her footing, and a Strength (9) Test to resist the river's current. If both tests are successful, the character makes it across the river. If either test is unsuccessful, the character is swept away.

The river carries each fallen character 30 feet per round. If the character cannot regain his or her footing after 5 rounds, the character is swept into a smaller tunnel downstream. The river runs through this tunnel for 100 yards then becomes a waterfall. If the character cannot regain his or her footing before reaching the waterfall, he or she plummets 150 feet and suffers appropriate Falling Damage (p. 207, ED).

If the characters stretch a rope or some similar guide across the river, they can all cross safely. Note that obsidimen and trolls weigh too much for the current to knock them down, and so such characters need not make any Strength Tests to cross.

Kaer Doorway (1D)

The tunnel on the far side of the river leads to the kaer's doorway. The area in front of it is littered with bits of stone that were once part of the kaer's outer door, some covered with runes and sigils. If the characters examine the runes, have them make Perception (5) Tests. Any character whose test is successful notices that the runes are the same as the runes on Rathann's amulet under the Horror rune (see **Examining the Clues**, p. 16 of *While in Kratas*).

Large stone slabs form the floor and walls of the tunnel, which leads to the kaer's Central Chamber (Area 2 on the Kaer Varenna Map). At the end of the tunnel is another doorway, littered with rubble bearing the same runes and sigils. Tyrllaan placed a magical trap at this inner doorway to do away with anyone who dares to trespass in his former home; for details, see **Entering the Kaer**, p. 36.

Central Chamber (2)

This large room, roughly 200 yards wide by 300 yards long, is the kaer's central gathering place. Eight large light quartz crystals mounted on the chamber's outermost walls provide dim light. When the kaer was occupied, the residents gathered here for important ceremonies and meetings. Merchants set up shops around the chamber's perimeter, and so it also served as a marketplace of sorts.

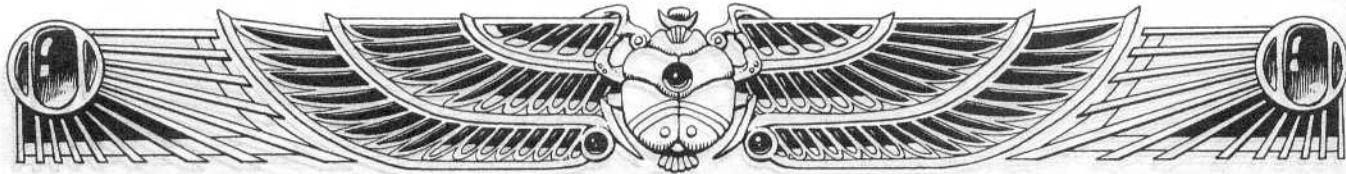
When Tyrllaan brought the Horror into the kaer, many of the kaer's residents fought each other and the Horror that corrupted them in the central chamber. The battles left the room in a state of disrepair; many of the buildings in it are dilapidated to the point of near-collapse.

If the characters search this area thoroughly, they can find up to 200 silver pieces' worth of coins of various denominations, including coppers and silver and gold pieces.

Offices (2A)

A side tunnel leading from the central chamber opens into three smaller rooms where the kaer's leaders attended to the task of ensuring that the affairs of Kaer Varenna ran smoothly. Each of these rooms is ten yards long by twenty yards wide and contains the rotting remnants of desks, chairs, and tables. One of the rooms served as the kaer's library; if the characters search this room, they can find journals kept by the kaer's leaders that describe Tyrllaan's betrayal of Kaer Varenna (see **Exploring the Kaer**, p. 36). The library also contains two grimoires, one of First through Fourth Circle elemental spells and one of First through Fourth Circle illusionist spells. The gamemaster determines which specific spells each grimoire contains.





Food Growth Rooms (3)

The kaer's residents grew food in these rooms when their stored supplies ran out. Like many other large kaers, Kaer Varena had a separate room for livestock (Room 3A), but mostly grew fruit and vegetables. The glow moss that lines the walls in these rooms dimmed long ago, leaving these areas pitch dark.

When the characters enter these rooms, they notice that the air temperature is much cooler than in the rest of the kaer. Light from their torches will show them the reason: Tyrlaan cast spells on these rooms to keep their temperature low to slow the decay of his cadaver supply. The growth rooms are filled with hundreds and hundreds of corpses of those who once lived in the kaer. Tyrlaan uses these bodies to make cadaver men. The presence of these hundreds of corpses makes the rooms reek of death and decay, something the characters cannot help noticing when they approach. To determine if any of the characters are affected by the sickening stench, have each make a Toughness (3) Test. Any character whose test is unsuccessful suffers a -1 step penalty to all tests until he or she leaves the area. This effect continues for one minute after the characters leave these rooms.

Water Room (4)

All kaers needed a source of fresh water, and Kaer Varena was no exception. This room was built around a small offshoot from the underground river that runs past the kaer's entrance. The water is pure and clean and poses no threat to the characters.



Dining Area (5)

Across the kaer from the water room is the kaer's dining area, where the residents ate together. This room is full of rotted tables, benches, and chairs. Strewn around the room are the shattered bits of countless dishes, plates, and cups.

Living Chambers (6)

Most of the kaer's residents lived in these rooms. Each living area consists of a 30-square-yard room connected to several smaller rooms. Each smaller room housed a single family, and all the families shared the larger chamber and a communal bathing room (6A).

After destroying the Horror he had summoned to the kaer, Tyrlaan spread out his operations to take up a larger part of the living areas. He turned one of the family rooms into an experimentation chamber, and evidence of his nefarious activities still remains there. Large shelves along the walls hold broken jars that once contained various herbs and potions, and in the center of the room is a stone bowl four feet in diameter, covered in dried blood. In this room, Tyrlaan began his dreadful experiments with Create Life and Alter Life spells. Tyrlaan abandoned this experimentation chamber when he moved to his lair in the remains of Kaer Carell.

Prison Cells (7)

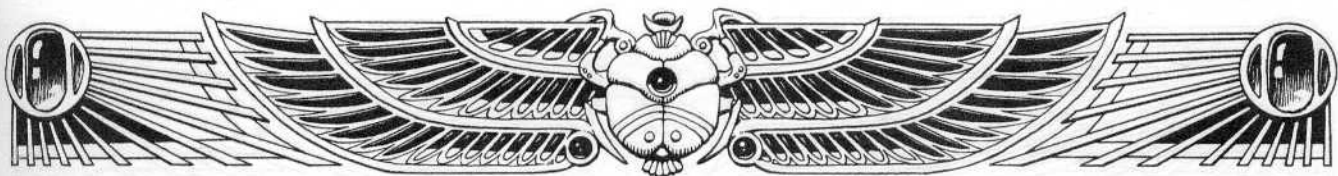
Tyrlaan turned another of the living areas into a makeshift prison. The characters may find Joran Lightfoot, now the Shadow Killer, in one of these rooms. Shortly after the characters free him, Joran attacks them (see *Encountering the Shadow Killer*, p. 36).

Bone Circle Room (8)

A secret door is located behind Joran's prison cell. The Difficulty Number for detecting this door is 15. Once the door is found, the character can automatically open it.

The door opens to a twelve by twelve yard room that contains a Bone Circle (p. 176, ED). The Bone Circle is occupied by a Bone Spirit that attacks anyone who attempts to enter the circle. As with the Bone Circle at the temple, Tyrlaan cast this one so that he could use his Gateway spell to travel quickly between his three bases of operations. The Bone Spirit does not harm the characters unless they try to enter the circle. See *The Horror's Temple*, p. 26, for a further description and game statistics of the Bone Spirit.





EVENTS

The following text describes events that are likely to occur or actions the characters are likely to take in Kaer Varenna. Feel free to alter the timing and any specifics of these events.

TRAPS ALONG THE STAIRWAY

The second half of the stairway that leads down to the kaer's entrance contains a trap that, when triggered, causes the stairway to flatten into a steep incline. The characters will immediately slide down, suffering appropriate damage.

Folding Stair Trap

Detection Difficulty: 9

Disarm Difficulty: 9

Trigger Condition: Pressure plates located in every fifth step.

Trap Initiative: 13

Trap Effect: The slabs that form the steps shift to create a rough, stone slide. Characters standing on the stairs when the slide forms must make a successful Dexterity (9) Test. Those who slide down the stairs take Step 5 damage every 20 yards.

CROSSING THE RIVER

A krillra, the female form of a krillworm, has made her nest in the cavern that leads to the kaer's entrance. Like their male counterparts, krillra have an affinity for nethermancers and nethermantic magic; this krillra was drawn to the cavern by Tyrllaan's magic. The krillra attacks anyone who attempts to enter the kaer and defends itself if attacked. Game statistics for the krillra appear below.

The krillra hides on a ledge in the cavern wall opposite the kaer entrance. When the characters enter the cavern, have each character make a Perception (12) Test. Any characters whose tests are successful notice both the ledge and the fact that a creature is on it. Characters who make a successful Perception Test and also possess the Creature Lore skill recognize the creature as a krillra.

KRILLRA

Attributes

DEX: 10

STR: 14

TOU: 12

PER: 8

WIL: 8

CHA: 7

Initiative: 11

Number of Attacks: 4

Attack: 13

Damage:

Bite: 10

Tentacles: 15

Number of Spells: NA

Spellcasting: NA

Effect: NA

Physical Defense: 14

Spell Defense: 10

Social Defense: 10

Armor: 8 (Tentacles: 6)

Mystic Armor: 3

Knockdown: NA

Recovery Tests: 4

Death Rating: 70

Wound Threshold: 15

Unconsciousness Rating: 60

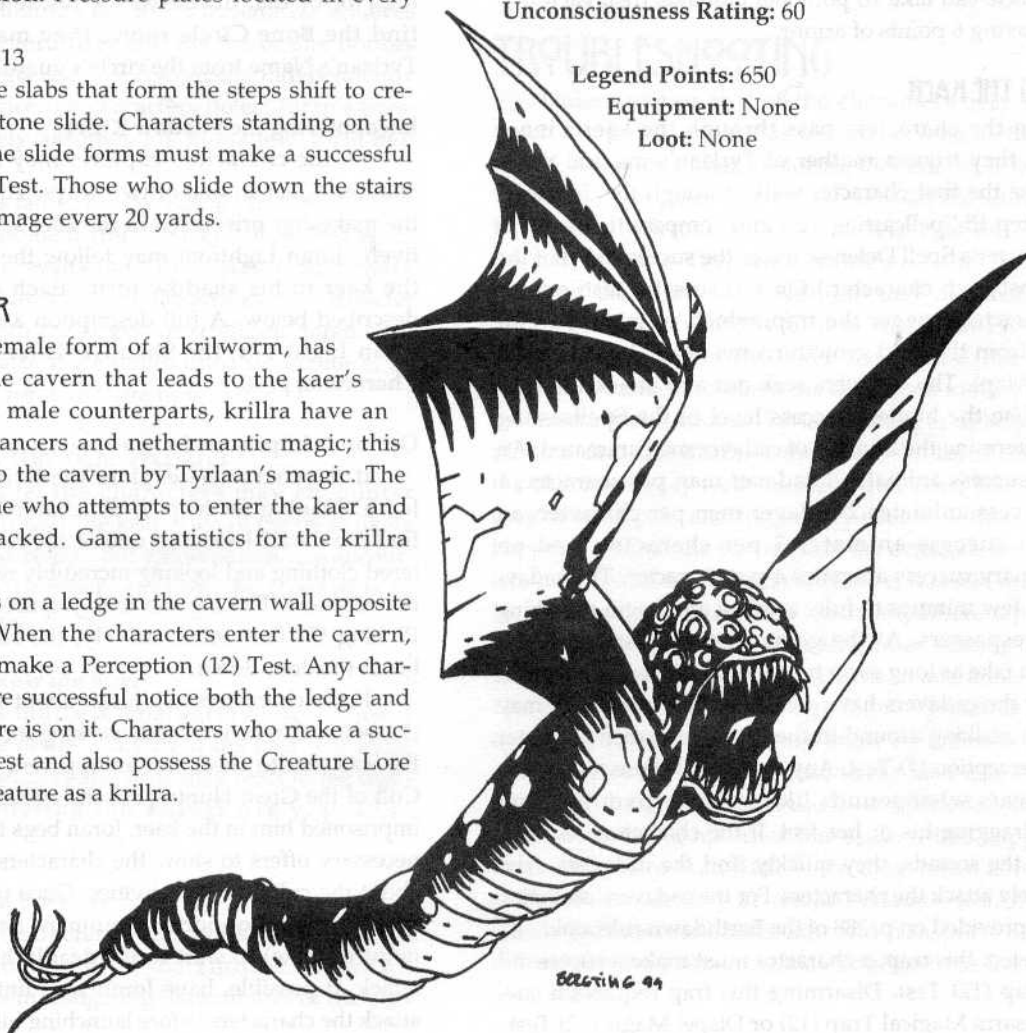
Combat Movement: 75

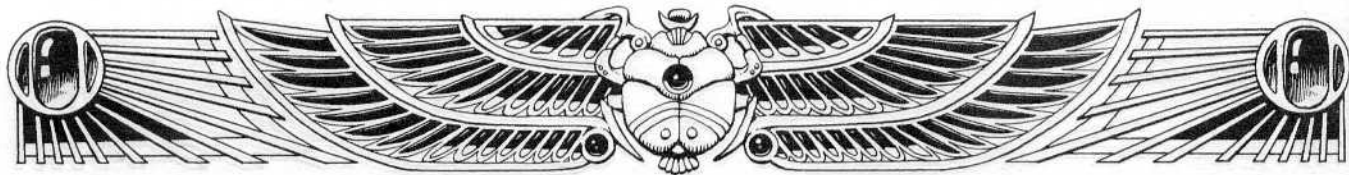
Full Movement: 150

Legend Points: 650

Equipment: None

Loot: None





Commentary

Krillras are female krillworms. Compared to their male counterparts, krillra are enormous, reaching a length of 15 feet with a wingspan of up to 25 feet. Aside from size differences, however, krillras strongly resemble krillworms.

A krillra's bite does Step 10 damage. However, a krillra will not bite a target until it has firmly grasped its prey in its tentacles. When attacking, the krillra makes an Attack Test for each of its four tentacles. If two or more tests are successful, the krillra has a firm hold on its victim. Each combat round after securing its hold, the krillra automatically does Step 15 damage to its victim until the victim stops struggling or breaks the krillra's grip. To break free of a krillra, the victim must make a successful Strength Test against the krillra's Strength Step. Alternatively, a victim can escape the krillra by hacking through its tentacles. Each tentacle can take 16 points of damage; treat each tentacle as having 6 points of armor.

ENTERING THE KAER

When the characters pass through the kaer's inner doorway, they trigger another of Tyrlaan's magical traps. As soon as the first character walks through the doorway, make a Step 15 Spellcasting Test and compare the result to each character's Spell Defense. (Note the success level of the test against each character.) On a successful test, one or more characters trigger the trap, which animates several cadavers from the food growth rooms (Area 3 on the Kaer Varena Map). The cadavers seek out and attack the trespassers. Use the highest success level of the Spellcasting Test to determine the number of cadaver men animated. An Average success animates 1 cadaver man per character, a Good success animates 2 cadaver men per character, an Excellent success animates 3 per character, and an Extraordinary success animates 4 per character. The cadavers take a few minutes to fully awaken and begin searching for the trespassers. At the gamemaster's discretion, the search can take as long as an hour or as little as ten minutes.

After the cadavers have awakened, the characters may hear them walking around in the kaer. Have each character make a Perception (7) Test. Any character whose test is successful hears what sounds like a Name-giver walking around, dragging his or her feet. If the characters seek the source of the sounds, they quickly find the cadavers, who immediately attack the characters. For the cadavers' statistics, use those provided on p. 288 of the *Earthdawn* rulebook.

To detect this trap, a character must make a successful Detect Trap (12) Test. Disarming this trap requires a successful Disarm Magical Trap (12) or Dispel Magic (12) Test.

EXPLORING THE KAER

Though the characters may explore any area of the kaer they wish, only two rooms provide the player characters with clues regarding the identity of their employer: the Bone Circle room and the kaer's library. They may also notice several more runes identical to the drawn-over ones on Rathann's amulet. Hopefully, the characters recognize that the amulet belonged to a resident of Kaer Varena; specifically, that it belonged to Tyrlaan.

If the characters search the offices adjacent to the kaer's central chamber, specifically the one used as a library, they may find a set of journals kept by the kaer's leaders. These journals include passages describing Tyrlaan's arrival in the town of Varena before the Scourge, how Varena's leaders learned of Tyrlaan's corruption, and Tyrlaan's subsequent betrayal of the kaer to the Horror that devoured the residents. If the characters find the Bone Circle room, they may be able to learn Tyrlaan's Name from the circle's guardian Bone Spirit.

Encountering the Shadow Killer

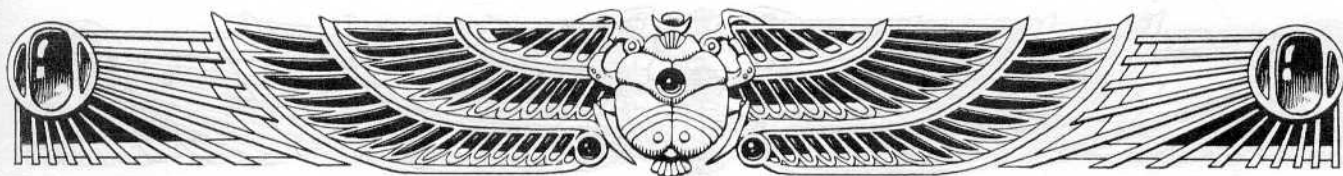
As the characters explore, they may encounter the Shadow Killer in one of two ways. They may find him in the makeshift prison cell in the kaer's living areas; alternatively, Joran Lightfoot may follow the characters through the kaer in his shadow form. Each of these options is described below. A full description and game statistics of Joran Lightfoot/the Shadow Killer appear in *Cast of Characters*, p. 60.

Option 1: Imprisoned

If the characters explore the living areas, they hear Joran shouting for help. If the characters investigate, they find the dwarf locked in one of the rooms, dressed in tattered clothing and looking incredibly relieved to see potential rescuers. Picking the lock requires a successful Lock Picking (7) Test. Alternatively, the characters can easily break the door down.

If the characters ask Joran about himself, he tells the characters that he is a scout working for the Army of Throal. He was sent to check out an apparent headquarters of the Cult of the Great Hunter, but the cultists captured him and imprisoned him in the kaer. Joran begs to be released, and if necessary offers to show the characters evidence he found about the cult and its activities. Once released, Joran waits for the most inopportune moment (from the characters' point of view) to shift to his deadly humanoid form and attack. If possible, have Joran wait until the cadaver men attack the characters before launching his own assault.





If the characters refuse to release Joran, he screams furiously at them as they leave the area. As soon as the characters are out of sight, Joran shifts into his shadow form and follows them (see Option 2).

If any character tries to astrally examine Joran, he or she must make a test using an astral sensing ability against Joran's Spell Defense of 8. Any character whose test is successful detects traces of tainted magic in Joran's pattern. If asked about this, Joran tells the characters that he fears he may have been Horror marked during his explorations near the temple.

Option 2: Following the Characters

If Joran follows the characters in his shadow form, allow the characters to make Perception (9) Tests to notice that something is tracking them. Any character whose test is successful notices shadows along the kaer's walls that seem to move in an unusual fashion. If a character achieves an Excellent or Extraordinary success, he or she notices that the shadow seems to move completely independently of the characters. Once the characters detect Joran's presence, he immediately assumes his humanoid form and attacks them.

If the characters fail to notice him, Joran waits for the most inopportune moment (for the characters, that is) to attack. If possible, he waits until the cadaver men attack before launching his own assault. He attacks one character at a time, starting with the largest or strongest. Joran does not fight to the death. If he nears unconsciousness, he assumes his shadow form and attempts to flee.

ENCOUNTERING THE THROALIC SOLDIERS

As at the temple, the characters may encounter Throalic soldiers at or near the kaer. Two of the most likely options are described below, but gamemasters are encouraged to come up with other ways for the characters to encounter the soldiers.

Option 1: Camped Near the Kaer

The characters notice a small army encampment roughly two to three hours' walk from the kaer. For more information on the soldiers and how they react to the characters, see **Encountering the Throal Army**, p. 20 in *Traveling the Land*.

Option 2: Meeting in the Kaer

Soon after the characters enter the kaer, they meet three dwarfs wearing armor of the Throalic Army. All three are army scouts investigating the activities of the Cult

of the Great Hunter. If the gamemaster chooses this option, six cadaver men animated by the dwarf's entry attack them at some point. These cadaver men are in addition to any animated by the player characters' entry (see **Entering the Kaer**, p. 36).

Decide if the dwarfs arrived in the kaer before or after the characters, and how much the dwarfs have learned about the Horror cult or the kaer's fate. If the dwarfs arrived before the characters, the characters might encounter the dwarfs when they come to the dwarfs' aid in battle against the cadaver men or Joran. If the dwarfs find Joran, they free him and arm him with a short sword. Alternatively, if the dwarfs arrive in the kaer after the characters, the dwarfs might bail the characters out as they fight the cadaver men or Joran.

When the characters have finished exploring the kaer, go to **Traveling the Land**, p. 19.

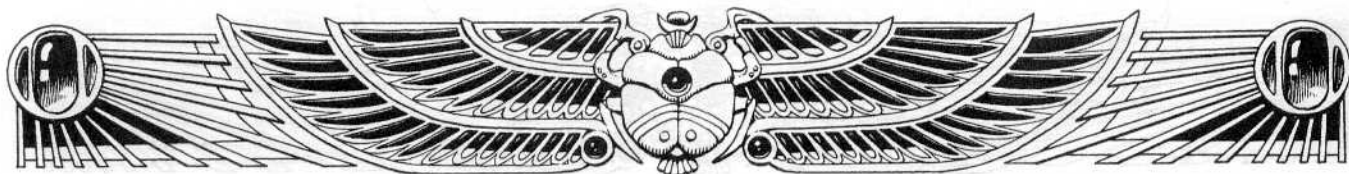
TROUBLESHOOTING

Unless one or two of the characters get killed, not much can go wrong in this chapter as long as the characters visit the kaer after exploring the temple. If the kaer is not the second place the characters visit, the situation will be slightly different. If the characters visit the kaer first, they may learn Tyrlaan's Name and the fact that he betrayed the kaer to a Horror, but they may not know of his involvement with the Cult of the Great Hunter. The similarity between the kaer runes and the sigil on Rathann's amulet may lead the characters to the logical but incorrect conclusion that Tyrlaan, betrayer of helpless people to a dreadful death, is the man who hired them. If so, the characters may well choose to quit now, take the silver they've been paid and forget they ever took this job. If this happens, remind the players that the evidence their characters have found is far from conclusive; it is still quite possible that their employer and Tyrlaan are different people.

If the characters visit the kaer after visiting Tyrlaan's lair, they have most likely faced Tyrlaan and either defeated him or escaped him. If so, they know Tyrlaan is not their employer, but they still may not know the entire story.

If any of the characters die in the kaer and their bodies are left behind, Tyrlaan retrieves the bodies and reanimates them using his *Alter Life* spell. If this happens, the characters more than likely face their fallen companions as enemies once they arrive at Tyrlaan's lair. If Joran is killed, Tyrlaan reanimates him and transports him to the lair, where the characters may confront the transformed dwarf again.





TYRLAAN'S LAIR

OVERVIEW

This section describes the stronghold where Tyrllaan currently lives and performs his magical experiments to serve his Horror master. The nethermancer's lair is indicated by the marked point farthest to the right on the characters' map.

When the characters arrive and explore this place, they discover that their employer and the elven nethermancer of which they have been learning are not the same person. The characters can also learn Rathann's identity, his relation to Tyrllaan, and Tyrllaan's evil plans for Rathann.

When the characters search the upper level of the lair, they find a room containing three crystal coffins. A male elf and a male human occupy two of the coffins; each of these Name-givers bear terrible scars along their arms, legs, and torsos that resemble the scars borne by Rathann. On the lower level, the characters find several rooms containing bits and pieces of Tyrllaan's horrible experiments. In one large room they find several dragon eggs, all in some sort of magical hibernation. Another large room contains a huge stone bowl set into the floor, filled with a boiling, dark substance that resembles blood. This substance is Tyrllaan's blood broth, which he uses to cast Create Life and Alter Life spells. Floating above the blood broth is a large stone slab, on which Rathann is bound. A secret tunnel connects this room to another, where a smaller version of the blood-broth bowl contains one of the dragon eggs that Tyrllaan is subjecting to his Alter Life spell. This level of the lair also includes the nethermancer's living quarters and yet another Bone Circle.

In many areas of the lair, various creatures and servants stand guard. The characters must face all of these if they are to foil Tyrllaan's plans and discover Rathann's true identity.

THEMES AND IMAGES

Tyrllaan's lair is a dark, dank place, forever tainted with corrupt magic. Verjigorm's Horror mark on the nethermancer extends to his living space, and the Horror's tainted power saturates Tyrllaan's stronghold like a rank odor. Play up a sense of dread as the characters move around the lair. They have entered the home of an evil adversary who is eminently capable of defending himself against them and fanatically committed to accomplishing his goals.

ABOUT TYRLAAN'S LAIR

After leaving Kaer Varena, Tyrllaan returned to the half-built ruins of Kaer Carell and made the finished sections of it into his personal stronghold. He lives in these rooms, where he also conducts his life-altering and life-creating experiments and seeks further ways to serve Verjigorm.

The following information describes the lair's entrance and interior. All rooms and areas described appear on the Lair Map.

ENTRANCE (1)

The entrance to Tyrllaan's lair is a long tunnel hewed through a large rock formation in the Badlands, near the western edge of the Thunder Mountains. The unlit tunnel is seven feet high by eight feet wide and slopes gently downward for about two hundred feet before leveling off. In the level section, the walls look more carved than natural. Thirty yards from the point at which the tunnel levels off, it forks. The right-hand tunnel rises, leading to the upper level of the lair; the left-hand tunnel descends further, leading to the lair's lower level.

UPPER LEVEL

The upper level of Tyrllaan's stronghold contains mostly empty rooms. However, one of the rooms serves as a prison for Icewing's drake servants.

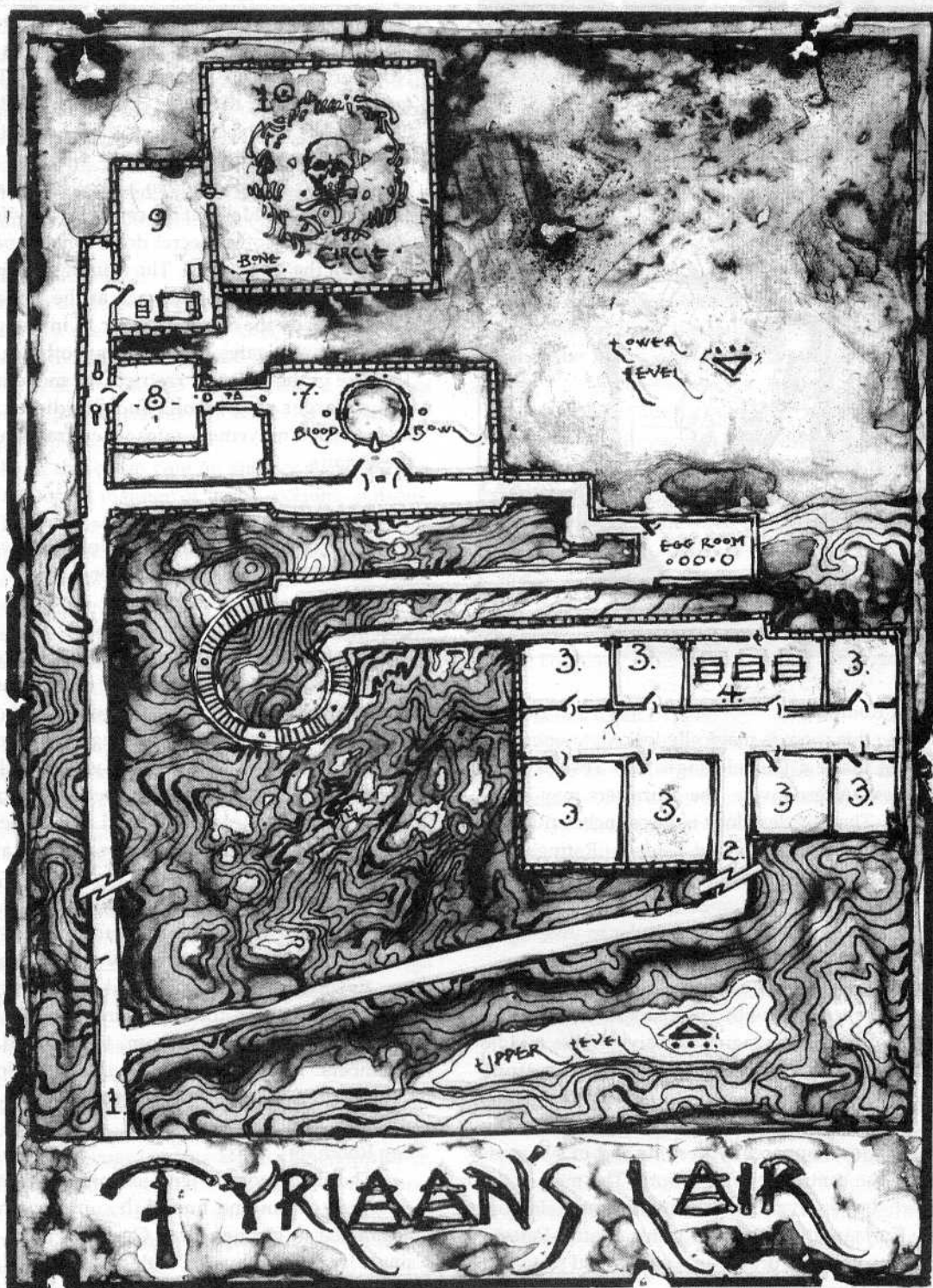
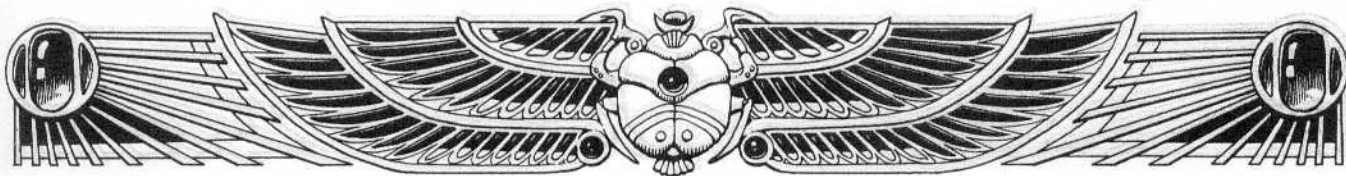
Right-hand Tunnel (2)

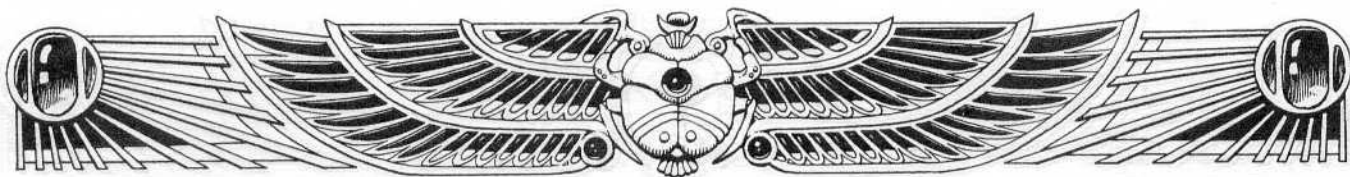
The tunnel leading to the upper level appears more carved than natural, though still rough-hewn. Roughly sixty feet from the fork in the main tunnel, this tunnel turns to the left and becomes a corridor of stone slabs, each three to four feet square. This corridor continues straight ahead for another fifty yards, then ends at an intersecting corridor. The intersecting corridor is eighty feet long, eight feet wide, and nine feet high, with four doors on each side. The doors are all large and made of now-rotted wood; only one of the doors is locked.

Empty Rooms (3)

The empty rooms are of varying sizes and conditions. Some of the rooms are in good shape; others are full of cobwebs and dust. A few even house nests of small rodents.







Crystal Coffin Room (4)

The door to this room is magically locked; to open it, a character must make a Dispel Magic (15) Test or Lock Picking (15) Test. Alternatively, the characters may break down the door. The wooden door is three inches thick; to determine appropriate Armor and Damage Ratings, use the Barrier guidelines on page 209 of the *Earthdawn* rulebook. However the characters open the door, their action alerts Tyrlaan, who sends the Shadow Killer to investigate (see *Events*, p. 42).

This room is roughly fifteen feet wide and thirty feet long. Its walls are covered with large tapestries depicting various scenes of Horrors ravaging Barsaive. In the middle of the room, three large crystal coffins rest on stone pedestals. Two of these coffins contain male Name-givers, an elf and a human, dressed in dark brown tunics. They are both unconscious, apparently in some sort of suspended animation. The central coffin is empty. The men in the coffins are two drake servants of Icewing the great dragon, captured by Tyrlaan and subjected to his Shatter Pattern spell. The coffins hold the drakes in a suspended state and keep the effects of the spell active.

Secret Passage (4A)

From the coffin room, a secret passageway leads to the lower level of Tyrlaan's lair. The entrance to the passageway is obscured by tapestries, and so the Difficulty Number for finding the secret door is 9. The characters may also discover the secret door if the Shadow Killer uses it to investigate the characters' presence in the crystal coffin room (see *Events*, p. 42).

The secret door leads to a small stairway, six feet tall and three feet wide, that descends for fifty feet. This stairway leads to another secret door, which opens to the Egg Room on the lower level. The stairway is dimly lit by two crystal light quartzes, one each at the top and bottom. If Tyrlaan sends the Shadow Killer to investigate the coffin room or investigates himself, they both use this stairway. The size of the stairway restricts the movement of characters of larger races; trolls and obsidimen move at half their normal movement rates when traveling up or down these stairs.

LOWER LEVEL

Tyrlaan has made more use of the lower level of his lair, and so none of its rooms are empty.

Left-hand Tunnel (5)

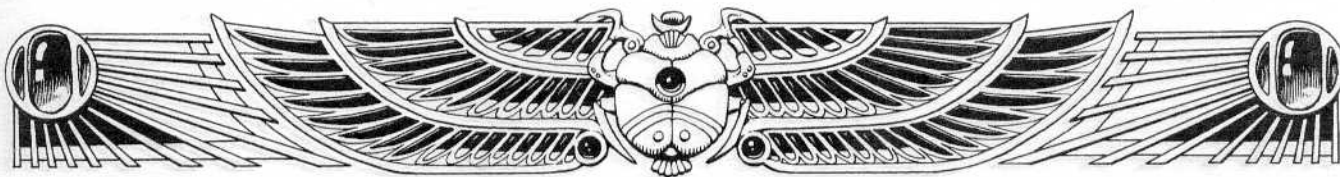
The tunnel leading to the lower level looks exactly like the one leading to the upper level. It too turns leftward and becomes a corridor of sorts that comes to a dead end after 100 yards. Halfway along its length, it intersects another corridor 100 feet long, 8 feet wide, and 9 feet high. Approximately fifty feet down the left side of this corridor is a double door leading to the Large Experiment Room. Two cadaver men guard this door and will attack the characters if they approach it.

Tyrlaan has placed a ward twenty-five feet down the main corridor to protect his lair from trespassers. This ward is activated whenever any living creature passes it (see *Events*, p. 43). Near the end of the main corridor are two doors, both on the right-hand side. The first leads to the Small Experiment Room, the second to Tyrlaan's Chambers. Two cadaver men guard each door and attack the player characters if they approach.

Egg Room (6)

The Egg Room is ten feet long by fifteen feet wide, extremely warm and humid. It contains seven pedestals, positioned to form an oval. On six of these pedestals rest single large eggs covered with green ooze. If the characters examine the ooze astrally, they discover it is magical; however, they cannot tell whether or not the ooze is harmful.





The seventh egg is currently boiling in blood broth in the Small Experiment Room.

Two cadaver men guard the door to this room. If Joran Lightfoot survived his encounter with the characters at Kaer Varenna, he stands guard in his Name-giver form on the inside. (See **Cast of Characters**, p. 60, for a full description and game statistics for Joran.) A secret door in the Egg Room (marked on the **Lair Map**, p. 39) leads to the same hidden stairway described in **Secret Passage (4A)**; the Difficulty Number for finding the secret door is 9.

Large Experiment Room (7)

Huge double doors of stone lead to this 20- by 50-foot room, the primary site of Tyrlaan's Alter Life and Create Life experiments. In addition to the two cadaver guards outside, the room is also protected by two tainted windlings who remain in the room at all times (see **Tainted Windlings**, p. 40 of **Events**).

The walls of this room contain shelves that hold jars and bottles full of all manner of herbs, potions, poisons, and salves Tyrlaan uses in his experiments. Most of the containers are porcelain, though some are made of glass, wood, and even metal. In the far left corner of the room lie several rectangular stone slabs of varying sizes, some as small as two feet by three feet and as large as five feet by twelve feet. Each of these slabs has two grooves running down its length. Tyrlaan ties his victims to these slabs and cuts them; their blood flows down the grooves to fuel the blood broth.

In the center of the room lies a huge stone bowl, four feet deep and fifteen feet in diameter, full of dark, sticky, bubbling blood broth that Tyrlaan uses in his Alter Life and Create Life spells. The blood broth contains blood from many different Name-givers and creatures, including Tyrlaan, the captive drakes in the coffins, and cult members Garollan and Traj Quickwrist, as well as many other innocents captured and brought here by members of the Cult of the Great Hunter. Tyrlaan used this blood broth to turn his two windling servants into tainted windlings. Elemental magic woven into the stone bowl keeps the blood broth bubbling at a constant simmer.

Floating above the blood broth is a four-foot by seven-foot stone slab with a male elf lashed to it. If the characters look closely, they recognize this elf as their employer, Rathann. Unknown to the characters until now, members of the Cult of the Great Hunter snatched Rathann and returned him to Tyrlaan's lair just after the player characters departed Kratas.

Secret Passageway (7A)

A secret passageway leads from the Large Experiment Room to the Small Experiment Room. The door to this passage is marked on the **Lair Map** (p. 39). The Difficulty Number for finding the secret door is 9.

Small Experiment Room (8)

The Small Experiment Room is fifteen feet square and serves as a secondary experiment room. Two cadaver men and the cultist Traj Quickwrist (see **Cast of Characters**, p. XX) guard the room's wooden door. The blood-broth bowl in the center of this room is only three feet deep and five feet in diameter, but the broth in this room is much fouler than the broth in the larger room. This blood broth contains the blood of a number of Horrors, in addition to Name-givers and creatures. Tyrlaan used this blood broth to transform Joran Lightfoot into the Shadow Killer.

If the characters look closely at this blood broth, they may notice a large, egg-shaped object in it. The object is one of the dragon eggs Tyrlaan stole from Icewing. Tyrlaan is using his Alter Life spell on the dragon hatchling inside. Tyrlaan hopes to alter all seven stolen eggs so that the hatchlings will serve him and his Horror master, Verjigorm.

Hidden in this room is the door to the secret passage connecting this chamber with its larger counterpart (7A). The Difficulty Number for finding the secret door is 9.

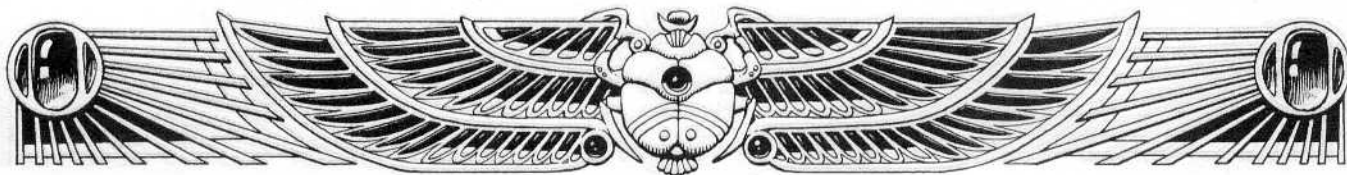
Tyrlaan's Chambers (9)

Tyrlaan's private living quarters measure twenty feet by thirty feet. The room contains a small table, a bed, and a strongbox. Two cadaver men guard the door.

The strongbox contains several items that may be of interest to the characters: a map, identical to the one found in Tyrlaan's workroom at the temple; 2,000 silver pieces' worth of jewels and various coins; and a large wooden box containing four matching daggers. These daggers resemble the ones carried by Tyrlaan, Garollan, and Traj Quickwrist. They are the Blades of Cara Fahd; for a complete description, see **Rumors and Research** (p. 72).

When the characters enter this room, allow them to make Perception (4) Tests. Any player characters whose tests are successful notice ornate markings on the floor. If the characters look closely, they see that the markings are part of a circle ten feet in diameter. Tyrlaan uses this circle to contact and summon Horrors. Magicians or characters with magic-related knowledge skills may make a second Perception Test or appropriate skill test against a Difficulty Number of 7; if a character's test is successful, he or she recognizes the circle as a summoning circle.





Tyrlaan keeps his grimoires and journals of his experiments in an astral pocket (see *Earthdawn Companion*, p. 24).

Bone Circle Room (10)

A secret door is located in the back wall of Tyrlaan's room. The Difficulty Number for detecting this door is 15; once a character finds the door, he or she can automatically open it. The door leads to a twelve by twelve yard room that contains a Bone Circle (p. 176, ED). The circle is occupied by a Bone Spirit that attacks anyone who attempts to enter the circle. As with the Bone Circles at the temple and Kaer Varena, Tyrlaan cast this Bone Circle so that he could use his Gateway spell to travel quickly between his cult's three sites. Though the characters can certainly try talking to the Bone Spirit, it is extremely unlikely that they will get the chance, because it is unlikely that they will find and enter this room without encountering Tyrlaan first. See *The Horror's Temple*, p. 26, for a further description and game statistics for the Bone Spirit.

EVENTS

The following text describes events that are likely to occur or actions the characters are likely to take in Tyrlaan's lair. Feel free to alter the timing and any other aspect of these events as you see fit.

EXPLORING THE UPPER LEVEL

By exploring the upper level first, the player characters get into the lair via the "back door," and so have a better chance to discover Tyrlaan's plans as well as the identity of their employer. Exploring the upper level also enables the characters to find the crystal coffins, which hold clues to Rathann's true nature.

Examining the Coffins

To examine the coffins astrally, the player characters must make appropriate astral sensing tests against a Difficulty Number of 13 (the Spell Defense of the crystal). Any character whose test is successful can detect a magical pattern in the crystal of tremendous complexity and power.

Examining the Drakes

If the characters examine the bodies of the unconscious elf and human, they notice several long scars like the ones on their employer along the sleepers' arms, legs, and torsos (see *While in Kratas*, p. 15). Nethermancers or characters with the Magical Lore knowledge skill should

make a Skill Test against a Difficulty Number of 12; those whose tests are successful recognize the scars as those used in certain types of blood magic.

Any characters with astral sensing spells or abilities may also examine the drakes astrally by making appropriate Skill Tests against a Difficulty Number of 8 (the drakes' current Spell Defense). Normally, the drakes have much higher Spell Defenses, but Tyrlaan's Shatter Pattern spell has greatly weakened their patterns. The drakes' patterns look very much like Rathann's (see *While in Kratas*, p. 15).

Opening the Coffins

The coffins are magically sealed, but they can be opened with either a Dispel Magic spell or the Lock Picking talent. The Difficulty Number for each of these tests is 21. If the characters manage to open one or both of the occupied coffins, the drake inside slowly awakens over the course of fifteen minutes. Opening the coffin also dispels the effects of the Shattered Pattern spell, but the revived drakes regain their strength and abilities only after several hours' rest. For more information about the drakes and the effects of the Shattered Pattern spell, see *Cast of Characters*, p. 63, and *Rumors and Research*, p. 71.

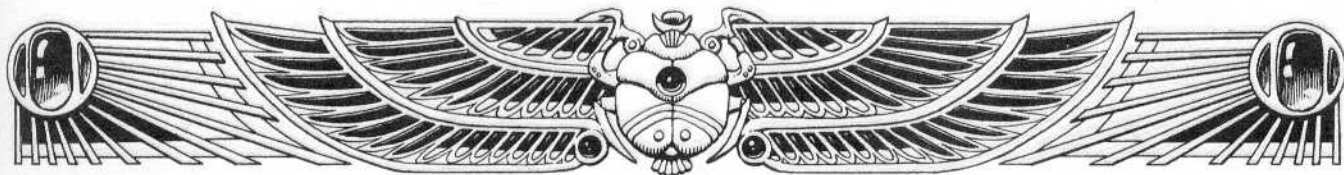
Shadow Attack

If the characters force the lock or use another method to enter the room containing the crystal coffins, that action alerts Tyrlaan, who sends Joran Lightfoot/the Shadow Killer to investigate. The Shadow Killer ascends the stairway in shadow form and enters the room through the secret door. Once in the room, Joran shifts into humanoid form and attacks the characters. He engages the characters in combat for at least a few rounds. If he finds himself in danger of being rendered unconscious, he shifts into shadow form, flees and alerts Tyrlaan to the characters' presence.

If the gamemaster wishes to make this fight tougher for the characters, he may have Tyrlaan ascend the secret stairway and cast spells through the secret door. In this case, allow the characters to make Perception Tests against a Difficulty Number of 9 to notice that someone or something is making one of the hanging tapestries move slightly. If the characters detect his presence, Tyrlaan retreats to the lower level and gathers his servants to battle the characters (see *The Finale*, p. 47).

If the player characters search the coffin room, they may find the secret stairway that leads to the lower level. If they are careful enough, they can get into the Egg Room and possibly take the Shadow Killer by surprise.





EXPLORING THE LOWER LEVEL

If the characters begin by exploring the lower level, they may be forced to confront Tyrlaan before they understand the purpose of his plans, the identity of their employer, and how all the pieces they have uncovered fit together. Needless to say, a premature encounter with Tyrlaan is particularly dangerous.

The characters will face a tough fight early on, beginning with the magical ward trap in the lower-level corridor. This trap attacks any living creature that passes through it; its statistics appear below. Only Tyrlaan and his servants can pass the ward without harm.

Ward Trap

Detection Difficulty: 10

Spell Defense: 10

Disarm Difficulty: 12

Trigger Condition: The gamemaster makes a Step 12 Spellcasting Test against the Spell Defense of any characters passing the ward. If the test is successful, the trap triggers its Spell Effect.

Trap Initiative: 30. The spell has a range of 25 feet. In order for a character to avoid the spell's effects, he must move out of the spell's range before it can take effect.

Trap Effect: Constrict Heart spell (p. 181, ED); Spellcasting Step 12, Effect Step 18. The effects of the spell last for 10 rounds.

In addition to harming the characters, triggering the ward alerts Tyrlaan to the presence of trespassers in his stronghold. Tyrlaan immediately sends one of his cult members, Traj Quickwrist, to investigate. When Quickwrist encounters the characters, he shouts a warning to Tyrlaan and his servants, who may then attack en masse (see *The Finale*, p. 47).

Finding the Egg Room

The characters can find the Egg Room by discovering and traversing the secret passage connecting it with the coffin room or simply by exploring the lower level until they find the Egg Room. In the first case, the characters may gain the advantage of surprise over Joran Lightfoot, who guards the Egg Room in his Name-giver form. In the second case, the characters will face most of Tyrlaan's servants before they reach the Egg Room.

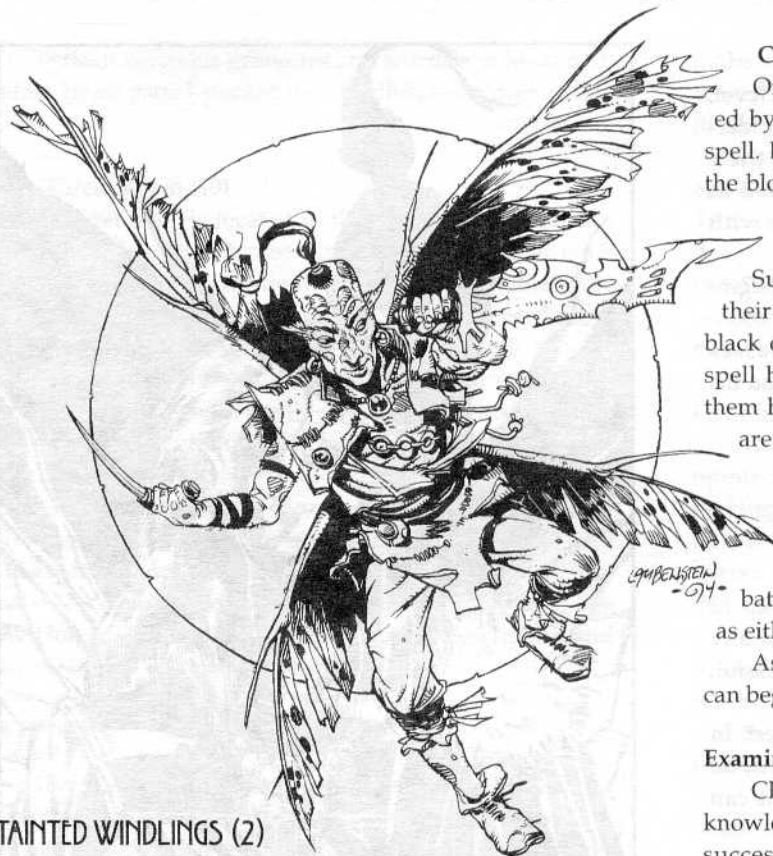
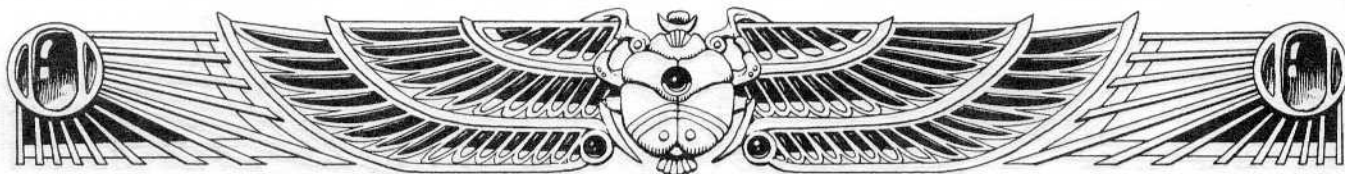
Reaching the Large Experiment Room

Before the characters attempt to enter this room, they must deal with the cadaver men guards. Once the charac-



ters have defeated the cadaver men and entered the room, they must then deal with the tainted windlings who guard the contents of the room. Tyrlaan chose these two windling members of the Cult of the Great Hunter as subjects in his early attempts to create an Alter Life spell. The experiment was a glorious success, and since then Tyrlaan has used these windlings as special guards. Each one is armed with a special amulet, enchanted with the Dark Sword spell (p. 81, ED Companion).





TAINTED WINDLINGS (2)

Attributes

DEX: 9 STR: 5 TOU: 5
PER: 8 WIL: 5 CHA: 6

Initiative: 12

Number of Attacks: 1

Attack: 12 (18)

(See Commentary)

Damage: 8 (18)

(See Commentary)

Number of Spells: 1

Spellcasting: (See Commentary)

Effect: (See Commentary)

Physical Defense: 11

Spell Defense: 8

Social Defense: 8

Armor: 7

Mystic Armor: 5

Knockdown: 10

Recovery Tests: 1

Death Rating: 50

Wound Threshold: 10

Unconsciousness Rating: 43

Combat Movement: 25

Full Movement: 50

Flight: 55/110

Legend Points: 350

Equipment: Sculpted bone weapon (STR +3 Damage), Dark Sword Amulet

Loot: Amulet worth 100 silver pieces. The amulet counts as treasure worth Legend Points.

Commentary

Once normal windlings, these two have been corrupted by Horror-tainted magic through Tyrlaan's Alter Life spell. Because the blood broth he used on them contained the blood of Horrors, the tainted windlings are more akin to Horror constructs than the Name-givers they were born.

Superficially, they resemble normal windlings, but their skin is dark green with blotches of dark brown and black on their arms and legs. The effects of the Alter Life spell have also toughened the windlings' skin, granting them higher-than-normal Armor and Death Ratings. They are very strong and move swiftly in combat.

To further augment the windlings' fighting ability, Tyrlaan gave each one an amulet enchanted with the Dark Sword spell (p. 81, ED

Companion). When the windlings enter combat, they activate the spell and use its Effect step of 18 as either their Melee Weapons step or their Damage step.

As soon as the characters defeat the windlings, they can begin to examine the room, as described below.

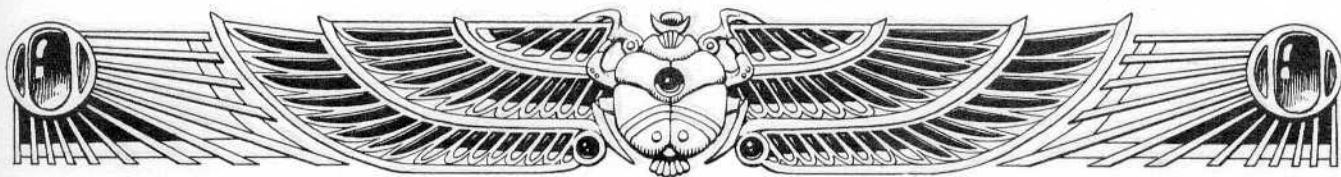
Examining the Blood Broth

Characters with the Magical Lore or Blood Magic Lore knowledge skills can identify the blood broth by making a successful Skill Test against a Difficulty Number of 13. Nethermancers may make Nethermancy (13) Tests to identify the broth. If the characters examine the broth using astral senses or spells, the Difficulty Number rises to 21 (the broth's Spell Defense). A result of 7 or better on such a test reveals that the broth is charged with magic. A successful test against the broth's Spell Defense reveals that the broth contains magical threads of many different types. A character who achieves a Good success or better can make out a single, powerful life form in the broth: the almost complete form of a drake, created by Tyrlaan from the blood of the captive drakes in the coffins. For more information about this drake, see **Creating Life in The Finale**, p. 48.

Freeing Rathann

Having defeated the tainted windlings, the characters can attempt to free Rathann. The elf is lashed to the stone slab, his hands and feet tied down with leather thongs. To free Rathann, the characters must first get on top of the slab. Characters unable to fly must make a Climbing (9) Test. If the test is successful, the character scrambles on top of the slab. If unsuccessful, the character slips and falls into the blood broth.





Alternatively, the characters may try to stand on the edge of the bowl and cut Rathann free from there. To accomplish this, a character must make a successful Dexterity (7) Test. If the test is unsuccessful, the character slips and falls into the bowl. The slab is floating five feet above the bowl's rim, so only characters of sufficient height can attempt this feat.

Once a character has either climbed on top of the slab or is standing on the rim of the bowl, he or she takes 1 round to cut each thong. When each thong is cut, the stone slab wobbles slightly, and the movement may cause the character doing the cutting to fall into the bowl. When the slab moves, have each character on it or on the bowl rim make a Dexterity (5) Test. If the test is successful, the character stays put; if unsuccessful, the character falls into the blood broth.

Exposure to the Blood Broth

The blood broth is a mixture of the blood of many different Name-givers and creatures, a highly toxic brew that may significantly harm any character who comes into contact with it. Characters may be exposed to it by falling into the bowl or getting splashed by it when others fall in.

If a character is standing within three feet of the bowl when another character falls in, the first character must make a Dexterity (5) Test to avoid being splashed. If the test is successful, the character manages to duck out the way. If the test is unsuccessful, the broth hits the character, who may suffer from its poisonous effects.

Whenever the broth touches a character, make a Spellcasting Test against the character's Spell Defense using Step Number 19, which is Tyrlaan's Spellcasting step. If the test is successful, the broth affects the character according to the gamemaster's choice; it may act as a debilitating poison or a Horror Curse (see pp. 211–12, ED), or it may even kill the character instantly. Alternatively, the gamemaster may choose to have the broth cause a radical change in the character's True Pattern such as unraveling his or her talents or other abilities.

Exploring the Small Experiment Room

Before the characters enter this room, they must fight the cadaver men guarding it. Once the characters enter the room, they face Traj Quickwrist. Only after defeating him can they begin to examine the room.

As in the Large Experiment Room, this chamber contains a bowl full of blood broth. Characters with the Magical Lore or Blood Magic Lore knowledge skills, or Nethermancy skills, can identify the blood broth by making a successful Skill Test against a Difficulty Number of 13. Examining the broth with astral senses or spells requires a successful Skill

Test against the broth's Spell Defense of 21, though a result of 7 or more on such a test reveals that the broth is magic-charged. An Average success against the broth's Spell Defense reveals that the broth contains magical threads of many different types. A Good success or better reveals a single, powerful life form in the broth: the dragon egg, in the process of being horribly altered.

This batch of blood broth is even more toxic to the characters than the larger one, because this bowlful contains the blood of Horrors. If any of the characters come into contact with this blood broth, make a Step 30 Spellcasting Test against each character's Spell Defense. If any test is successful, the character suffers effects similar to those of the larger blood broth, but more pronounced.

Removing the Dragon Egg

If the characters attempt to remove the dragon egg from the blood broth, they must exercise extreme care; even touching the broth may prove fatal. The characters may use a levitation spell, a tool, their weapons, or any other method they can dream up to lift the egg out. One of the characters may even risk his or her life by reaching into the broth and lifting the egg out.

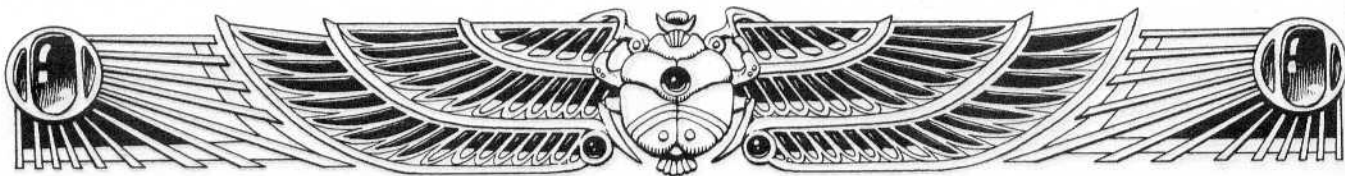
If the characters use any weapons or other objects as tools to lift the egg from the broth, the broth's powerful magic may taint that object. Make a Step 30 Spellcasting Test against the object's Spell Defense. If the test is successful, the object carries the equivalent of a Major Curse (pp. 211–12, ED). If the characters manage to taint items they normally carry with them, the curse may affect them for some time. Tyrlaan's death reduces the power of the broth, changing a Major Curse to a Minor Curse.

Using a tool to lift the egg from the broth requires a character to make a Dexterity (7) Test. If the test is successful, the character lifts the egg safely from the bowl. If the test is unsuccessful, the egg falls back into the broth (and may splash the character).

Entering Tyrlaan's Living Quarters

Though this room has no guards, the characters must pass the Small Experiment Room to get to Tyrlaan's quarters, and so they may attract the attention of the cadaver men guarding that room. Unless the gamemaster decides otherwise, Tyrlaan is in his quarters when the characters arrive there. Once the characters enter, Tyrlaan summons all the remaining servants in his lair and launches an assault on the characters intended not to kill them, but to render them unconscious so that he can add their blood to his blood broth (see **Troubleshooting**, p. 46 of this section, and **Loose Ends**, p. 50).





ENCOUNTERING THE THROALIC SOLDIERS

As at the other two sites, the characters may meet the Throalic soldiers in or near Tyrlaan's lair. A couple of the most likely options are described below, but gamemasters are also encouraged to come up with other ways for the characters to meet them. For more information about how the soldiers react to the characters, see **Encountering the Throal Army**, p. 20 in *Traveling the Land*.

Option 1: Camped Nearby

The characters notice a small encampment of the Throal Army some two to three hours' walk from Tyrlaan's stronghold.

Option 2: Exploring the Lair

The characters encounter members of the Army of Throal in the outer portion of the tunnel that leads to the lair. If properly approached, the dwarfs may be willing to join forces with the characters and help them explore the lair and defeat Tyrlaan.

Option 3: A Friend in Need

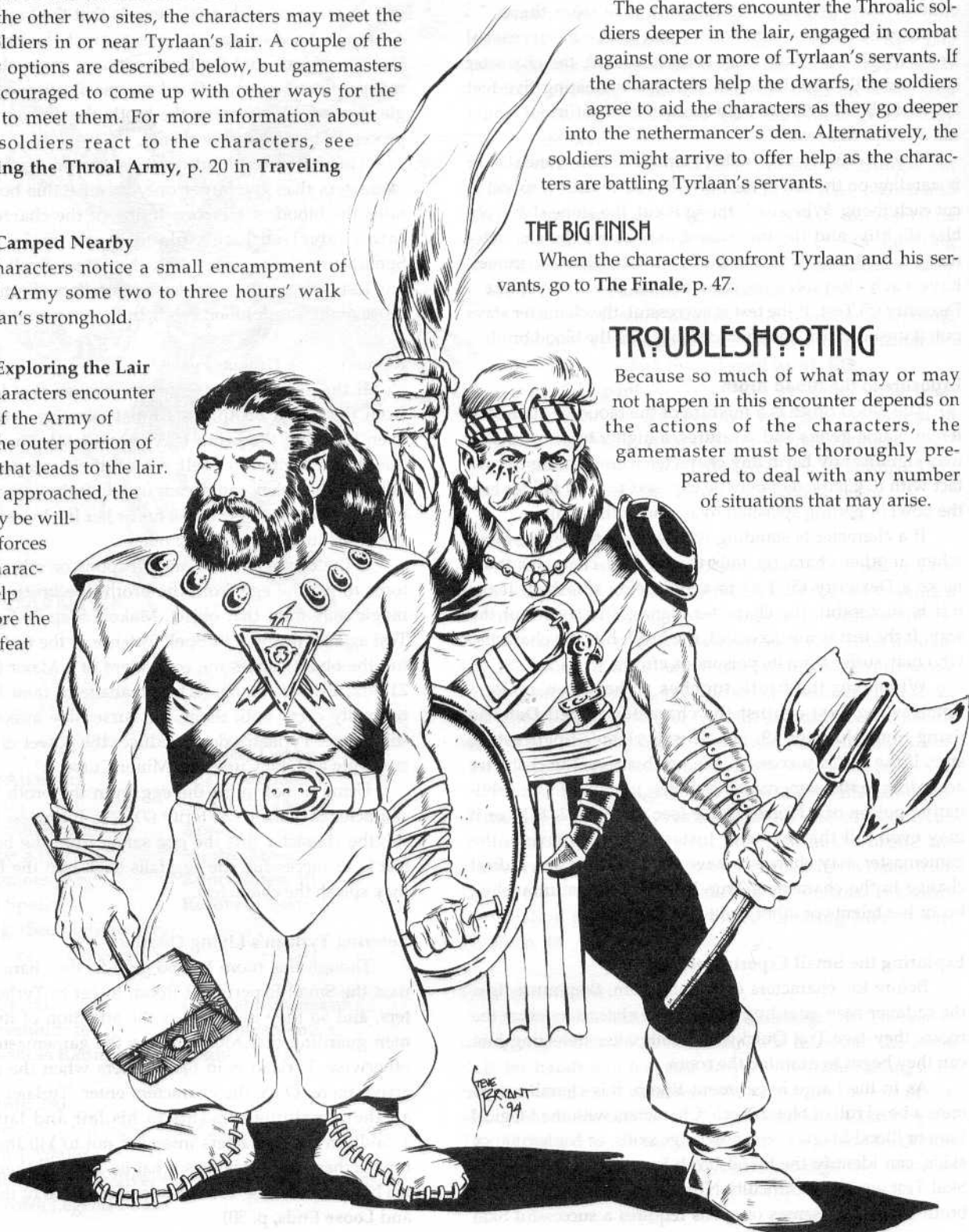
The characters encounter the Throalic soldiers deeper in the lair, engaged in combat against one or more of Tyrlaan's servants. If the characters help the dwarfs, the soldiers agree to aid the characters as they go deeper into the nethermancer's den. Alternatively, the soldiers might arrive to offer help as the characters are battling Tyrlaan's servants.

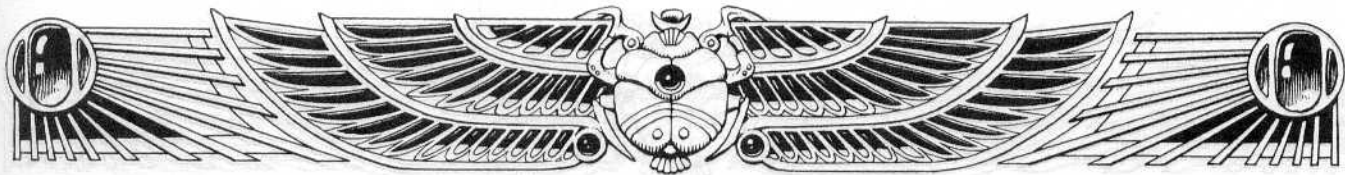
THE BIG FINISH

When the characters confront Tyrlaan and his servants, go to **The Finale**, p. 47.

TROUBLESHOOTING

Because so much of what may or may not happen in this encounter depends on the actions of the characters, the gamemaster must be thoroughly prepared to deal with any number of situations that may arise.





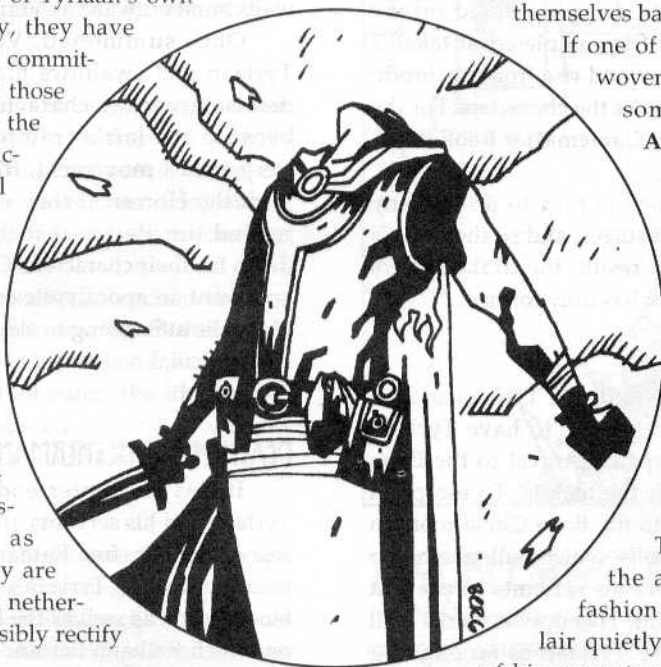
THE FINALE

OVERVIEW

This section provides several possible ways to end the adventure. Ideally, the characters defeat Tyrlaan, free the captive drakes (including Rathann), and recover the dragon eggs.

THEMES AND IMAGES

The characters have traveled through some of the most dangerous terrain in Barsaive and have faced evil cultists, dangerous creatures, and many of Tyrlaan's own dreadful creations. Presumably, they have also learned of the atrocities he committed against his own people and those who offered him shelter during the Scourge. By this time, the characters have been through several kinds of hell, only to find themselves facing the most dangerous adversary yet. Make the characters feel outmatched; emphasize Tyrlaan's corrupt nature and the power he commands. Then balance their feelings of fear by feeding any righteous anger the player characters may feel about the existence of so foul a criminal as Tyrlaan. Remind them that they are the only ones who can end the nethermancer's malignant life and possibly rectify some of the evil he wrought.



when one of his servants alerts him to their presence rather than by stumbling upon him during their explorations.

Ideally, stage the characters' confrontation with Tyrlaan after they have discovered at least part of his nefarious plot, preferably after they have found the Large Experiment Room and discovered their employer held captive above the blood broth. These discoveries should give the characters more incentive to battle Tyrlaan. This confrontation should be the final encounter of the adventure. Depending on how the characters have fared up to this point, they may face a roughly even fight or find themselves battling against desperate odds.

If one of the characters has successfully woven a thread to Tyrlaan's amulet at some point previously (see **The Amulet in Rumors and Research**, p. 68), that character benefits from the thread during this last battle. This situation provides an ideal opportunity for team play; the characters can work together to help the character with the thread use his improved abilities.

A QUIET END

The characters may also end the adventure in a less dramatic fashion if they move around Tyrlaan's lair quietly and carefully, defeating each of his servants quickly and silently. This way, the adventure winds down with several small confrontations rather than a single huge one. This type of ending, though far safer (and healthier) for the characters, may be difficult to pull off because most of Tyrlaan's servants summon him as soon as they meet trespassers in the lair. Also, a quiet ending may turn out to be less satisfying for the gamemaster and players.

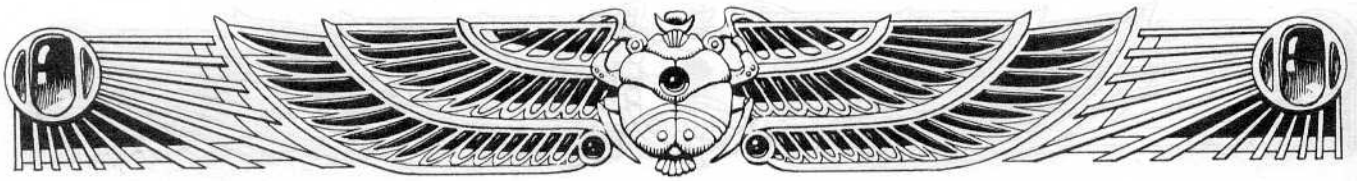
EVENTS

The following information describes several events that may or may not occur during the player characters' final confrontation with Tyrlaan and his minions. Most of these events are different options available to Tyrlaan dur-

FACING TYRLAAN

The gamemaster determines precisely how and where the characters confront Tyrlaan, and so the characters may encounter the nethermancer anywhere in the lair (though the nethermancer is most likely to be in his quarters or in one of the two experiment rooms). The least likely place for the characters to encounter Tyrlaan is in the coffin room, though the gamemaster may place him there if he or she wishes. However, keep in mind that staging a final confrontation in that spot makes it difficult for the characters to uncover the final pieces of the puzzle they have set out to solve. Alternatively, the characters may face Tyrlaan





ing this encounter. Though Tyrlaan most likely performs only one of these actions, he may attempt two of them if the gamemaster so desires.

CREATING LIFE

When the characters arrive at the lair, Tyrlaan is one step away from completing a Create Life spell to create his own drake servant (the life form the characters may have detected in the blood broth in the Large Experiment Room). If the characters have a drastic advantage in the final battle (unlikely, but possible), the gamemaster may choose to have Tyrlaan finish casting the spell over the blood broth so that the drake can aid him. To accomplish this, Tyrlaan must make a Thread Weaving (21) Test and a Spellcasting (26) Test. If both tests are successful, the drake slowly emerges from the broth, dripping blood on the floor. After the Spellcasting Test is completed, it takes 2 rounds for the drake to fully form and rise from the broth. In the third round, the drake attacks the characters. For the drake's statistics, see p. 58 of the **Gamemaster Book** in the **Barsaive** campaign set.

To finish the Create Life spell in time to do him any good, Tyrlaan must rush the last stages, and so the drake's pattern never fully forms. As a result, the drake suffers Step 8 damage each round after it has fully formed.

ESCAPE

If the characters seem likely to defeat Tyrlaan and his servants, the gamemaster may choose to have Tyrlaan escape by using his Gateway spell to travel to the Bone Circle in either Kaer Varena or the temple. To escape in this manner, Tyrlaan must get to the Bone Circle room in his lair and cast the Gateway spell—which will take him a number of rounds—so he orders his servants to prevent the characters from pursuing him. This option works well if the gamemaster wants to use Tyrlaan as an ongoing opponent for the characters. For more information about using Tyrlaan after this adventure, see **Loose Ends**, p. 55.

A LAST, DESPERATE ACT

If the characters seem likely to defeat Tyrlaan and his servants, the gamemaster may choose to have Tyrlaan use his Horror Call spell in an attempt to summon Verjigorm. To cast this spell, Tyrlaan must reach the summoning circle in his quarters. Casting the Horror Call spell will take a number of rounds, so Tyrlaan orders his servants to prevent the characters from attacking him while he casts it. If the characters manage to follow him and witness the beginnings of his spellcasting, they know instantly what he is attempting. They may choose to flee or attempt to kill

the nethermancer before he completes the spell.

Either choice is acceptable, but if the characters choose the former and fail, they may come face to face with the Hunter of Great Dragons. Luckily for them, the Horror Call spell requires Tyrlaan to weave six threads and make a Spellcasting Test, so the characters have several rounds in which to kill the nethermancer. If the characters flee, they face opposition from Tyrlaan's remaining servants. If they dispatch the servants, they may manage to successfully abandon the lair, but may not be able to free their employer or retrieve the other two captive drakes and the dragon eggs.

If Tyrlaan succeeds in casting the spell, Verjigorm begins to manifest, quickly filling Tyrlaan's living quarters and causing the walls of the stronghold to shake and rumble. The Horror is vastly bigger than the rooms, and the walls burst outward as Verjigorm's form grows.

Once summoned, Verjigorm immediately grabs Tyrlaan and swallows him in one large bite. Tyrlaan's demise gives the characters one last chance to escape; because the lair's cramped confines severely restrict Verjigorm's movement, the characters have time to flee from the Horror. If they choose to fight it, let them, but remind the players that the battle means almost certain death for their characters. Consider this final option only if you want an apocalyptic ending. The characters will most likely die attempting to slay this powerful Horror, so allow such suicidal action only if you feel confident that it will not spoil the adventure for the players.

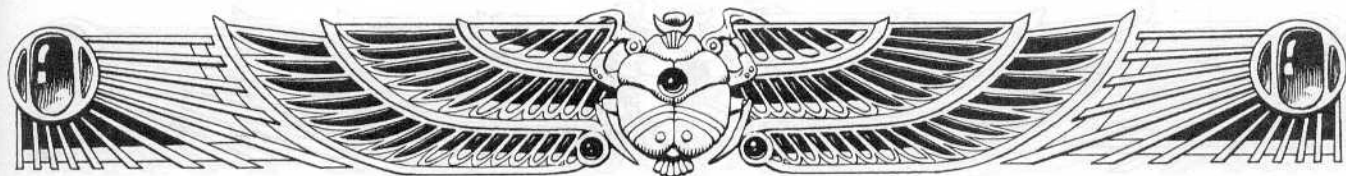
DEATH OF THE NETHERMANCER

If this encounter ends with the characters killing Tyrlaan and his servants, the characters can then search the rest of the lair, free Rathann and the drakes, and recover the dragon eggs. Tyrlaan's death weakens the magic in the blood broth, as well as the levitation holding the stone slab on which Rathann lies and the magical seal on the crystal coffins. All of Tyrlaan's cadaver men become lifeless corpses, and the tainted windlings and Joran Lightfoot are freed from the nethermancer's evil spells as well. Traj Quickwrist becomes the only remaining threat; if he has not yet been killed, he surrenders. The characters can either set him free or turn him over to the Throalic soldiers.

Freeing Rathann

If the characters have not yet freed Rathann, they should do so immediately after Tyrlaan dies. Upon the nethermancer's death, the levitation spell suspending Rathann's stone slab fails, and the slab plunges into the blood broth. Fortunately, the broth has become inert and can no longer harm Rathann or the characters.





Once cut free, Rathann slowly awakens, regaining his memory along with consciousness. He remembers his Name and identity, meeting and hiring the characters, getting captured by the cultists in Kratas, and being brought to Tyrllaan's stronghold. He also remembers why Tyrllaan captured him in the first place and immediately sets out to free his fellow drakes if the characters have not already done so (see **Freeing the Drakes**, below). Once the other drakes are freed, all three seek out the dragon eggs. After securing the six eggs in the Egg Room and cleaning the green ooze from them, Rathann runs to the Small Experiment Room to remove the last egg from the blood broth (see **Recovering the Eggs**, below).

After rescuing the eggs, Rathann and his fellow drakes offer to explain the events of the adventure to the player characters (if the characters have not yet figured it out on their own).

Freeing the Drakes

Once Tyrllaan's death dispels the magical seal on the crystal coffins, they open easily. The drakes inside them slowly awaken as soon as the coffins are opened. However, the drakes will not recognize the player characters, and so the heroes may have to make Persuasion Tests to convince the drakes that they mean no harm.

Once awake, the drakes immediately head for the Egg Room. After securing and cleaning the six eggs in that chamber, the drakes go to the Small Experiment Room and remove the last egg from the blood broth (see **Recovering the Eggs**, below). Finally, the drakes try to find Rathann and free him if the characters have not already done so.

Recovering the Eggs

Tyrllaan's death makes it easy to recover the six eggs in the Egg Room. The magical ooze covering them becomes inert and can easily be wiped off. The egg in the blood broth, however, may pose a problem. Its noxious bath has visibly tainted it; its shell is slightly darker in color than the others, and magical examination reveals a slight twisting of its pattern. The characters may wish to destroy the egg but the drakes attempt to stop them, telling the characters that Icewing can easily remove Tyrllaan's comparatively minor corruption from the hatchling inside.

Joran Lightfoot's Fate

When Tyrllaan dies, Joran Lightfoot regains a portion of his former identity. Horrified at what he has become and the evils he has committed, he asks the characters to kill him. If the characters refuse, one of the drakes offers to slay the scout. Joran cannot be healed or restored to his former state, regardless of what the characters may try.

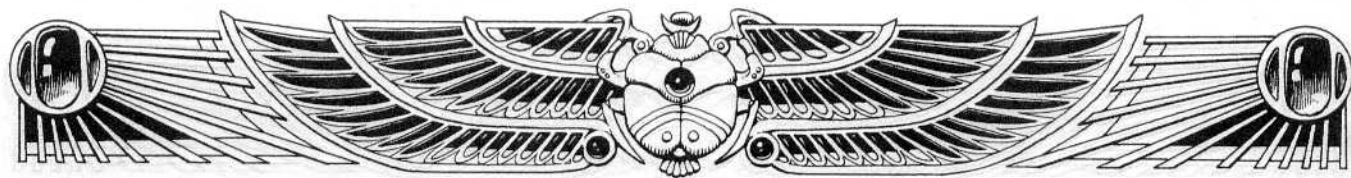


TROUBLESHOOTING

In the worst-case scenario for this encounter, the characters unfortunately lose their battle against Tyrllaan. Some or all of them may die or the nethermancer may take them captive, possibly a worse fate. Players of characters who die should create new characters (see **Creating a Character**, pp. 44–61, ED). The gamemaster might then devise an adventure for those characters as a sequel to this one; for example, the Kingdom of Throal may hire the new characters to learn the fate of the army unit sent to investigate the Cult of the Great Hunter.

If Tyrllaan captures the characters, the gamemaster can create an adventure in which the characters attempt to escape from the nethermancer. Because the characters would begin without armor or weapons, they would have to rely on their abilities alone to escape, making such a task a challenging prospect.





LOOSE ENDS

This section provides guidelines for resolving the adventure's loose ends and suggests ways to use story elements and characters from **Shattered Pattern** in future **Earthdawn** adventures and campaigns.

AFTER THE ADVENTURE

If the characters fail to defeat Tyrlaan, they most likely die at his hands or become his prisoners. They may also survive and escape from Tyrlaan, but fail to rescue Rathann and the other drakes or learn Rathann's Name. If the characters escape, the gamemaster may wish to create an adventure in which the characters return to face Tyrlaan again.

No matter what becomes of the characters if they fail, Tyrlaan finishes his experiments with the dragon eggs within a few months, forever altering the hatchlings inside. Tyrlaan then turns his attention to all three drakes, transforming them into servants of Verjigorm. Tyrlaan then uses his new servants to locate Icewing and lead Verjigorm to the great dragon. If the characters are alive, they may eventually hear of Icewing's death at the hands of the Horror. Meanwhile, the cult devoted to Verjigorm continues to flourish.

The gamemaster may also create an adventure in which Icewing approaches the characters and hires them to find and destroy Tyrlaan, the drakes, and the eggs. Knowing that the hatchlings and drakes have become Verjigorm's and Tyrlaan's servants, Icewing seeks to rid Barsaive of the threat Tyrlaan poses.

The characters succeed in **Shattered Pattern** if they rescue the drakes and dragon eggs, whether or not they also kill Tyrlaan. If Tyrlaan escapes, he may become a recurring threat to the characters in other adventures.

THE JOURNEY HOME

The drakes accompany the characters on their homeward journey as far as Throal, if the characters head that way. If not, the drakes travel toward Throal, eventually leaving the characters behind. The drakes use two of the crystal coffins to carry the dragon eggs, and give the characters the third.

If the player characters go to Throal, the drakes ask the characters to accompany them to Icewing's lair on Mount Vapor. If the characters agree, they receive a brief audience

with Icewing, who thanks them profusely and offers them rewards (see **Favors from Icewing**, p. 54). If the characters choose to remain in Throal, they encounter Rathann three days after arriving there. Rathann conveys Icewing's gratitude and rewards to the characters.

The characters' homeward trek should be largely trouble-free. Allow them to return to civilization before launching them on any further glorious adventures.

AWARDING LEGEND POINTS

This section provides guidelines for awarding Legend Points to the player characters. As recommended in the **Introduction**, the gamemaster should award Legend Points at the end of each game session as well as at the end of the adventure. The following guidelines for Legend Awards suggest the points to be awarded for each task accomplished or goal reached in a game session.

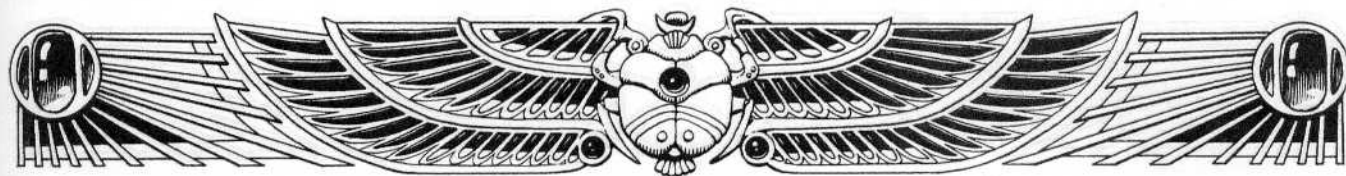
GAME SESSIONS

The three suggested game sessions outlined below each include certain encounters. If the gamemaster organizes the encounters differently in his game sessions, he should award Legend Points as appropriate. To reflect the fact that **Shattered Pattern** includes several particularly difficult situations for beginning **Earthdawn** players, the system for awarding Legend Points described below differs slightly from the system described in the **Earthdawn** rulebook (pp. 241–42). Instead of awarding a character a number of Legend Points determined by his Circle and consulting the Legend Award Table (p. 242, **ED**), the gamemaster simply assigns to each character the points listed for each Legend Award on the following pages. In addition, these Legend Awards are somewhat higher than the average Fifth, Sixth, or Seventh Circle character might normally achieve.

Each game session includes several different Legend Point awards. The **session goal** is the objective of the session. If the characters achieved this goal, each receives a given number of Legend Points, called the **Session Legend Award**. Note that each session has a different Session Legend Award, depending on the difficulty the characters face in achieving that goal.

The **Creature Legend Award** appears in the Creature/Opponent Award Table, p. 53, which lists the





available Legend Points for defeating creatures and/or opponents in each game session, arranged by the type and number of each creature and opponent fought as well as by the number of player characters. The Legend Points listed for each opponent represent the total number of points for each type, not the number of Legend Points per opponent. For example, the Creature Legend Award for the cultists (see **Temple of the Great Hunter**, p. 23) is 750 Legend Points for the total contingent of Verjigorm's devotees, not 750 for each cultist. Divide the total Creature Legend Award equally among the player characters (see p. 242, ED). Round points per character down to the nearest **multiple of 10**; for example, 500 Legend Points divided by 6 characters equals 83.3 points per character, rounded down to 80 points per character.

Entries marked with an asterisk indicate creatures or opponents that the characters may choose not to fight. If they battle these opponents, add the indicated Legend Points to the total Creature Legend Award and divide that total by the number of player characters.

A character can also receive a certain number of Legend Points for **creative roleplaying and/or heroics**. The description of each game session below includes a list of the types of actions characters might take that warrant this award. A single character may only receive one such award during a given session. Unlike other Legend Awards, the Legend Points listed for various acts of creative roleplaying or heroics are not divided among the characters.

Finding or acquiring specific treasures in each encounter earns the characters **Treasure Legend Points**. As with points for defeating creatures, divide the Legend Points for each treasure equally among the player characters. If they choose, the player characters may sell certain items for a number of silver pieces equal to the Legend Points that the item is worth.

The **adventure goal** appears in the final game session and replaces the session goal. The final session also includes an **Adventure Legend Award**, which represents the Legend Points awarded for completing the adventure successfully. For more information on completing adventure goals and earning Adventure Legend Awards, see p. 242, ED.

Session One

In the first game session, set in Kratas, the characters are contacted by a mysterious party who wishes to hire them. They meet Rathann and agree to rediscover his Name and identity for him. In the process of investigating the few clues Rathann provides them, the characters travel



to an abandoned temple. Upon arriving there, they discover that the temple is no longer abandoned. Instead, it is the headquarters of the Cult of the Great Hunter, devoted to the Horror Verjigorm.

This session includes the encounters **While in Kratas**; **From Kratas to the Temple in Traveling the Land**; and **Temple of the Great Hunter in The Horror's Temple**. The characters' session goal is to safely reach and explore the temple. The Session Award is 300 Legend Points.

Award Legend Points for defeating creatures and/or opponents according to the Creature/Opponent Award Table, p. 53.

Award characters Legend Points for creative roleplaying and/or heroics if they take the following actions:

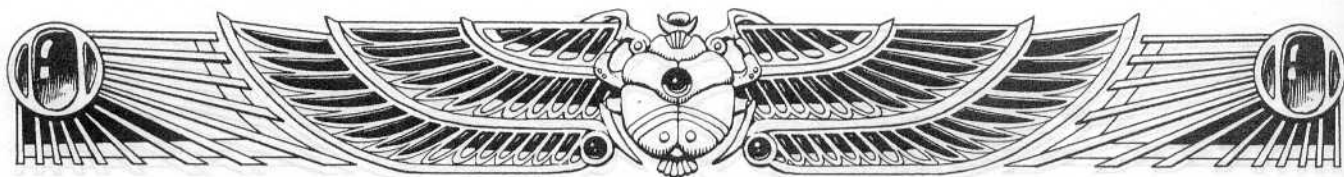
Discover the dragon sculpture	100
Help the Throalic soldiers (if applicable)	100
Learn Tyrllaan's Name	100

The characters gain no Treasure Legend Points in this session.

Session Two

In this session, the characters travel from the Temple of the Great Hunter to Kaer Varenna and explore the ruined kaer. They may or may not learn more about their employer and about Tyrllaan. This session includes the encounters **From the Temple to the Kaer in Traveling the Land**, and **The Lost Kaer**. The characters' session goal is to arrive safely at the kaer and explore it. The Session Award is 400 Legend Points.





Award Legend Points for defeating creatures and/or opponents according to the Creature/Opponent Award Table, p. 53.

Award Legend Points for creative roleplaying and/or heroics if the characters take the following actions:

Find the kaer's journals	150
Help the Throal Army (if applicable)	100
Learn Tyrlaan's Name*	100
Realize that the amulet is a pattern item	200
Weave a thread to the amulet	300

*Only if the characters did not learn this in Session One.

The characters gain no Treasure Legend Points in this session.

Session Three

In this session, the characters travel from Kaer Varena to Tyrlaan's stronghold. Once the characters arrive at their destination, they explore the nethermancer's lair, discover their employer held captive, battle Tyrlaan and his corrupted servants and finally learn their employer's identity and Name. They may also free the other captive servants of the dragon Icewing and rescue Icewing's eggs.

This session includes the encounters **From Kaer Varena to Tyrlaan's Stronghold** in *Traveling the Land*, and **Tyrlaan's Lair**. The adventure goal is to free Rathann and learn his Name and also rescue the other drakes and the dragon eggs. The Adventure Legend Award is 900 Legend Points.

Award Legend Points for defeating creatures and/or opponents according to the Creature/Opponent Award Table, p. 53.

Award Legend Points for creative roleplaying and/or heroics if the characters take the following actions:

Save the drakes	300
Save the dragon eggs	200

The treasure the characters can gain in this session includes the Blades of Cara Fahd, as well as Tyrlaan's suit of crystal ringlet armor and spell matrix staff. These treasures net the characters a total of 4,200 Legend Points.

TOTAL LEGEND POINT AWARD

The **Total Legend Point Award** serves as a guideline for the gamemaster. He may award more or fewer Legend Points depending on the circumstances of his game, but the total should not vary drastically from the averages described here. Based on the figures listed for each game

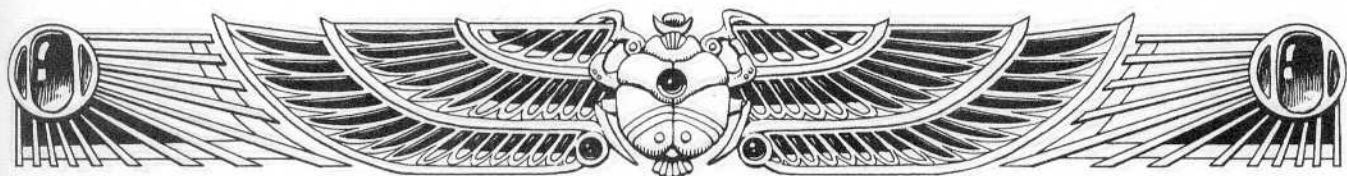
session, a single character who completes **Shattered Pattern** should receive an average of 4,600 Legend Points. This average assumes 7 players in a group and does not include points earned for battling optional opponents or for gaining additional Treasure Legend Points in encounters with creatures.

CAMPAIGN IDEAS

Published **Earthdawn** adventures are designed to fit into an existing campaign with little or no extra work on the part of the gamemaster. Some of the situations and gamemaster characters presented in a particular adventure can lead to other adventures in a gamemaster's overall campaign as well. For example, if the characters drive a Horror from a town or city but do not kill it, the Horror can turn up to plague the characters in a later adventure.

Similarly, the events preceding an adventure can lead to any number of other situations. For example, if an adventure's background involves disputes among the blood warders in the Elven Court as in **Mists of Betrayal**, these disputes might lead to a full-scale war between the elves of Blood Wood and the Kingdom of Throal in a later adventure.





CREATURE/OPPONENT AWARD TABLE

SESSION 1

Creature/Opponent	6 Players	7 Players	8 Players
Creature Encounter*	900	1,050	1,200
Scouts (2)	200	200	200
Cultists (10)	750	750	750
Witherfangs (3 per character)	1,440	1,680	1,920
Garollan	200	200	200
Total (w/out Creature Encounter)	2,590	2,830	3,070
Award Per Character	430	400	385

SESSION 2

Creature/Opponent	6 Players	7 Players	8 Players
Creature Encounter*	1,200	1,400	1,600
Krillra	650	650	650
Cadaver Men (14)**	1,540	1,540	1,540
Shadow Killer	550	550	550
Total (w/out Creature Encounter)	2,740	2,740	2,740
Award Per Character	455	390	345

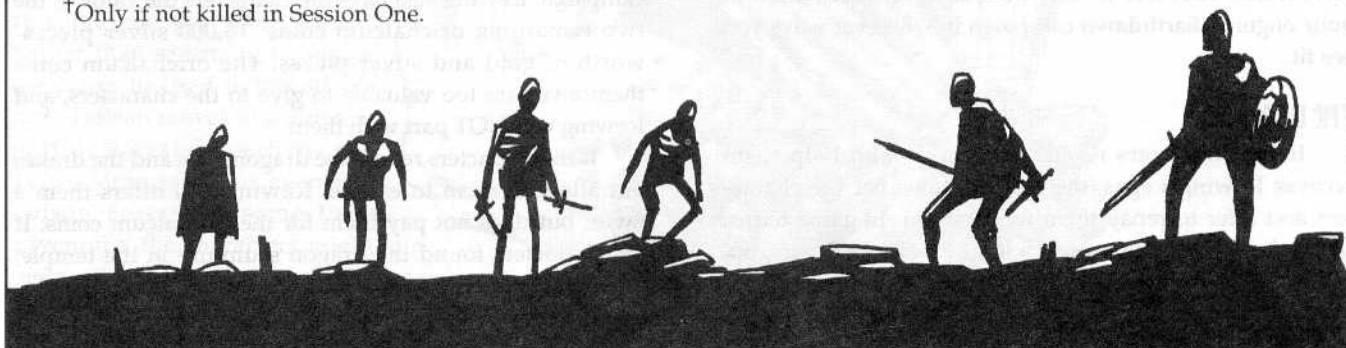
SESSION 3

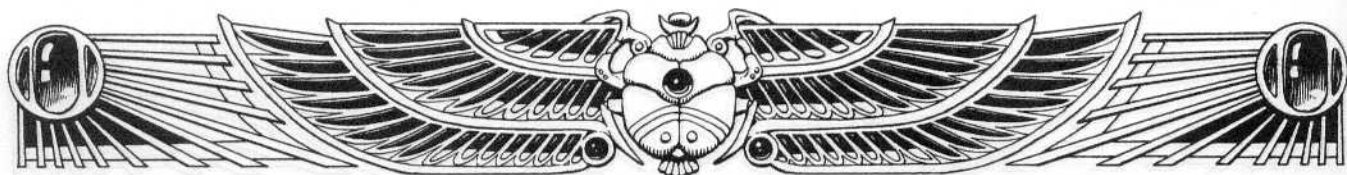
Creature/Opponent	6 Players	7 Players	8 Players
Creature Encounter*	1,350	1,575	1,800
Cadaver Men (6)	660	660	660
Tainted Windlings (2)	700	700	700
Shadow Killer	550	550	550
Tyrleen	7,500	7,500	7,500
Garollan†	200	200	200
Traj Quickwrist	300	300	300
Total (w/out Creature Encounter and Garollan)	9,710	9,710	9,710
Award Per Character	1,620	1,390	1,215

*Creature Encounters are optional; see **Creature Encounters**, p. 20.

**This number assumes 7 characters and 2 cadaver men per character. Adjust as necessary.

†Only if not killed in Session One.





As the previous examples make clear, adventures do not exist by themselves. **Earthdawn** campaigns should be dynamic, changing over time. By using events in adventures to trigger changes in the overall campaign, players and characters can watch the changes as they happen, giving the adventures the sense of reality vital to good roleplaying.

By providing adventures that you can integrate into your campaigns, we hope to help make your **Earthdawn** game the best it can be. Whether or not you use a given adventure as written, you should be able to draw ideas and information from it that you can use to enhance your own **Earthdawn** adventures and campaigns.

The following characters and story elements from **Shattered Pattern** can most easily be used in further adventures. Feel free to use the following information in your ongoing **Earthdawn** campaign in whatever ways you see fit.

THE DRAKES

If the characters rescue the drakes and help them recover Icewing's eggs, the drakes remember the characters and offer to repay them for their aid. In game terms, the drakes owe the characters a large favor (see **Favors**, pp. 239–40, **ED**). As described in **Cast of Characters**, each of

the drakes performs different services for Icewing among the Name-givers, and so the gamemaster can easily ensure the drakes are able to help the characters when necessary.

If the characters roleplay their interaction with the drakes especially well, the drakes may become contacts or informants of sorts regarding activities in and around Barsaive, giving the gamemaster a convenient way of sending various tidbits of information to the characters as needed.

THE DRAGON EGGS

Once the drakes return the dragon eggs to Icewing, the characters hear nothing about them for some time. Within a year or so, the characters may hear from one of the drakes that some of the eggs have hatched. As time passes, the hatchlings grow into common dragons and take their places in the complex dragon society of Barsaive.

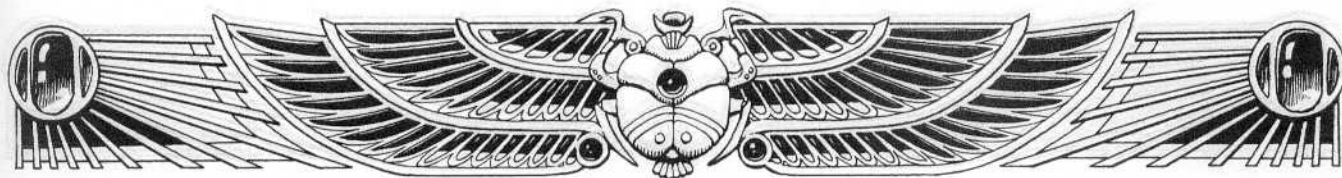
If the gamemaster so desires, the egg that was submerged in the blood broth may remain tainted despite Icewing's efforts to cleanse it. This taint eventually becomes one of Verjigorm's Horror marks. If the gamemaster chooses this option, he or she can create a future adventure in which Icewing or one of the drakes asks the characters to hunt down the tainted hatchling while it is still young enough to kill with relative ease.

FAVORS FROM ICEWING

If the characters succeed in this adventure, they draw the attention of Icewing, the great dragon. Knowing how much of a threat Tyrllaan posed to him and to all dragonkind, Icewing is profoundly grateful to those who killed the nethermancer. If the characters rescue the drakes and the dragon eggs and also slay Tyrllaan, Icewing grants them a small favor (see **Favors**, pp. 239–40, **ED**): the services of one of his drakes, some bit of treasured information, the Key Knowledges of an important magical treasure such as the Blades of Cara Fahd, or any other favor the gamemaster deems appropriate. However, make sure that any favor granted by Icewing does not unbalance your campaign. Icewing also pays the characters the value of the two remaining orichalcum coins: 10,000 silver pieces' worth of gold and silver pieces. The orichalcum coins themselves are too valuable to give to the characters, and Icewing will NOT part with them.

If the characters rescue the dragon eggs and the drakes but allow Tyrllaan to escape, Icewing still offers them a favor, but does not pay them for the orichalcum coins. If the characters found the dragon sculpture in the temple, Icewing demands that they return it to him, as the sculpture is a very powerful item.





BLADES OF CARA FAHD

These powerful, unique items comprise the one significant treasure that the characters can obtain in this adventure. The gamemaster can create adventures surrounding the blades using the description given in **Rumors and Research**, p. 72.

THE THROAL ARMY

If the characters meet and end up working with the Throalic soldiers, the dwarfs may become future allies and contacts. If either the characters or the soldiers came to the other group's rescue, that act lays strong groundwork for future friendship and trust. If the meetings between the two were less amicable, the soldiers may play less of a future role. As with the drakes, the gamemaster can use the Throalic soldiers to convey to the characters stories, legends, and news from around Barsaive. This information can be the basis for many different adventures.

TYRLAAN AND THE CULT OF THE GREAT HUNTER

Even if the characters kill Tyrllaan, they have not rid Barsaive of the Cult of the Great Hunter. Tyrllaan's group was one of the larger cults in Barsaive, but other groups exist in other areas. If the gamemaster wishes, the Cult of the Great Hunter can become a recurring force in the campaign. Cultists not associated with Tyrllaan will use different methods to achieve their ends than the those used by the cultists in **Shattered Pattern**, but they still turn all their efforts toward aiding Verjigorm in his perpetual hunt for great dragons.

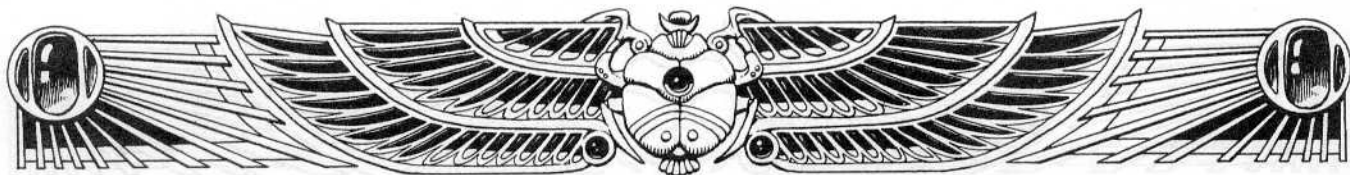
If Tyrllaan escapes, he can become a recurring villain in an **Earthdawn** campaign. He does not take his defeat lightly and seeks revenge against the characters. First, however, he tries to re-establish his cult group. Rather than returning to any of the places he used in this adventure, Tyrllaan moves to a different part of Barsaive: perhaps the Tylon Mountains, or even the Poison Forest. In some future adventure, the characters might join forces with one or more of the drakes to hunt Tyrllaan down and rid Barsaive of him for good.

LOOT

The characters have a chance to pick up a lot of loot in this adventure. Each character earns 400 silver pieces before things even get started; if the characters succeed in their mission, Rathann arranges to pay them the remaining 400 silver pieces he owes them. If the characters rescue the dragon eggs and the drakes and also kill Tyrllaan, Icewing pays the group an additional 10,000 silver pieces (the value of the two orichalcum coins).

The characters can also take any of the treasure listed in the descriptions of the temple, Kaer Vareenna, or Tyrllaan's lair. If the characters transport any of the crystal coffins back to Throal or Bartertown, they can sell the coffins for 1,000 silver pieces each. The Library of Throal will pay 300 to 500 silver pieces for the journals from Kaer Vareenna, depending on how well the characters bargain with the library's scholars. All told, the adventuring group can earn up to 15,000 silver pieces in **Shattered Pattern**.





CAST OF CHARACTERS

This section provides information and game statistics for the major gamemaster characters in **Shattered Pattern**. If necessary or appropriate, modify these statistics to suit the abilities of the player characters in your game. Because these characters likely appear more than once in the course of the adventure, their statistics and descriptions are grouped here for convenience. The gamemaster characters are presented in order of their general importance to the story. Descriptions and statistics for other, minor characters are provided in the encounters where the characters first appear.

Note that Tyrlaan, Garollan, and Traj Quickwrist have created a group true pattern that enables the group's members to enhance their abilities through the use of thread magic (see p. 52, **Earthdawn Companion**). These threads enhance several of the group members' abilities, indicated by an asterisk (*) in those characters' statistics. Enhanced values appear in brackets next to each character's normal values for that ability.

Also, each of these characters has also woven a Rank One thread to one of the Blades of Cara Fahd. These daggers enhance the effectiveness of threads woven through a group pattern, increasing the group's already-enhanced abilities by an additional step. For more information about this magical item, see **Rumors and Research**, p. 72.

TYRLAAN

Born centuries before the Scourge, Tyrlaan embraced the spiritual world and sought to follow the five paths of the Wheel of Life. Beginning with the Path of the Warrior, Tyrlaan followed the Discipline of the beastmaster, seeking to understand the relationship between the world's Name-givers and animals. Upon attaining the Eighth Circle in this Discipline, Tyrlaan chose the Path of Travelers and followed the Discipline of the troubadour, sharing tales of Barsaive's people and uniting them in preparation for the coming Scourge. After attaining the Eighth Circle in this Discipline, he moved to the Path of Sages and chose the Discipline of the nethermancer, seeking to unravel the mysteries of life and death. Nethermancy held secrets and power unlike any other Discipline he had known, and so Tyrlaan chose not to move on to the next path. Instead, he remained a nethermancer. As one of the Dae'mistishsa (see **Special Rules**, pp. 117–18, **Denizens of Earthdawn, Volume 1**), Tyrlaan retained those abilities from his previous Disciplines that could aid him in

his nethermantic research. Eventually, he attained the Twelfth Circle in this Discipline.

As the Scourge grew closer, Tyrlaan used his abilities to study the Horrors in hopes of finding weaknesses in those alien beings that he could exploit to defeat the entities. Unfortunately, one of Tyrlaan's experiments left him Horror marked. The Horror corrupted Tyrlaan, granting him great power while slowly twisting his mind until his lust for power far exceeded his loyalty to his fellow Name-givers and the world itself.

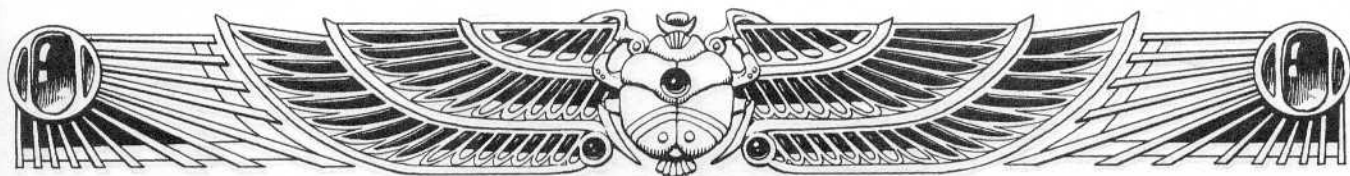
In exchange for more power and knowledge, Tyrlaan betrayed the people of his own town of Carell to the Horror that had marked him. When the Horror attacked him, Tyrlaan killed it with the very powers the Horror had granted him. Seeking even more power, Tyrlaan approached the nearby town of Varenna and asked for refuge in their kaer, explaining that the Horrors had ravaged his home town and left him the sole survivor. Despite their instinctive mistrust, Varenna's leaders accepted Tyrlaan because they had no other magicians and believed his powers would prove useful.

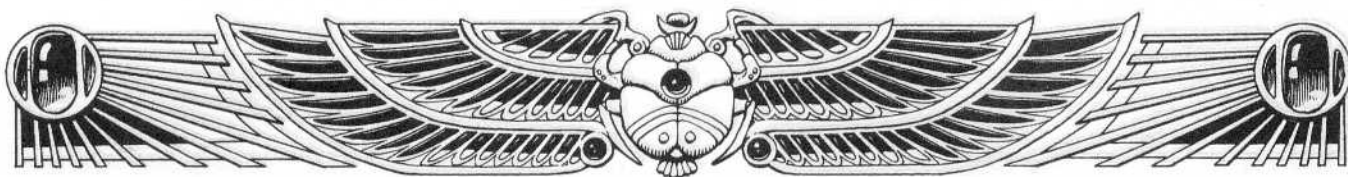
After the sealing of Varenna's kaer, Tyrlaan contacted another powerful Horror and allowed it to mark him. As he had done in Carell, Tyrlaan offered the people of Varenna to the Horror in exchange for knowledge and power, then destroyed the Horror after getting what he wanted. When the Scourge ended, Tyrlaan emerged from Kaer Varenna and sought new Horrors from which he might gain still more power. Upon learning of Verjigorm, a Horror so powerful that it hunted great dragons, Tyrlaan summoned the Great Hunter and became Verjigorm's willing pawn. To please his new master, Tyrlaan formed a sect that served Verjigorm as well as himself: the Cult of the Great Hunter.

Recently, Tyrlaan learned of the existence of a small obsidian dragon sculpture. Suspecting that the sculpture had some magical connection to the great dragons of Barsaive, Tyrlaan obtained it, along with the two drake servants of the sculpture's previous owner, the great dragon Icewing. Tyrlaan soon discovered that the sculpture was one of Icewing's pattern items and used it to find a clutch of Icewing's eggs. He coerced the drakes into stealing several of these, intending to subject the eggs to powerful blood-magic spells that would transform the hatchlings into Horror constructs to serve Verjigorm.

Arrogant and overly confident of his abilities, Tyrlaan sees his past triumphs over the Horrors as proof that his







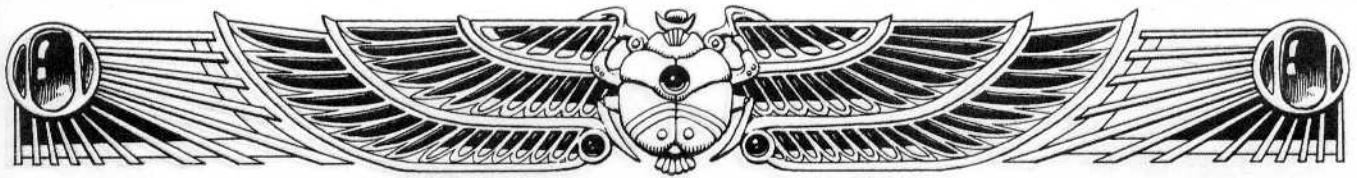
powers are beyond the scope of Name-givers. He looks upon all opposition with contempt, certain that no one can defeat him. His lust for knowledge and power and the effects of multiple Horror marks have left him corrupt beyond redemption.

In addition to his formidable nethermancer abilities, Tyrlaan's earlier studies of other Disciplines have left him with a few beastmaster and troubadour talents as well. Tyrlaan kept only those talents useful to him for his nethermantic experiments: Creature Analysis and Item History.

Tyr laan knows all the nethermancer spells known to exist in Barsaive (those in the **Earthdawn** rulebook and the **Earthdawn Companion**), as well as a few of his own creation. Spells unique to Tyr laan include Animate Dead, Alter Life, and Shatter Pattern. These spells are described in **Rumors and Research**, p. 74.

Tyr laan also carries a Spell Matrix staff and wears a suit of crystal armor to augment his magical abilities.





Attributes

Dexterity (14): 6/D10
Strength (11): 5/D8
Toughness (13): 6/D10
Perception (18): 7/D12
Willpower (17): 7/D12
Charisma (13): 6/D10

Initiative

Dice: 5/D8 1712

Talents

Animal Possession (11): 18/D20 + D12
Arcane Mutterings (9): 16/D20 + D8
Armored Matrix (11)
Astral Pocket (7): 14/D20 + D4
Astral Sight (11): 18/D20 + D12
Creature Analysis (10): 17/D20 + D10
Durability (11)
Enhanced Matrix (10)
Frighten (9): 16/D20 + D8
Item History (10): 17/D20 + D10
Karma Ritual (11)
Lifesight (11): 18/D20 + D12
Matrix Strike (7): 14/D20 + D4
*Nethermancy (11): 18/D20 + D12 [24]
Orbiting Spy (11): 18/D20 + D12
Read and Write Language (11): 18/D20 + D12
Read and Write Magic (11): 18/D20 + D12
Spell Matrix (11)
*Spellcasting (12): 19/D20 + 2D6 [25]
Spirit Hold (11): 23/D20 + 2D10
Taunt (5): 11/D10 + D8
Willforce (12): 19/D20 + 2D6
Summon (11) 18

Skills

Artisan/Embroidery (3): 9/D8 + D6
Knowledge/Alchemy (4): 11/D10 + D8
Knowledge/Creature Lore (5): 12/2D10
Knowledge/Horror Lore (5): 12/2D10
Knowledge/Verjigorm Lore (5): 12/2D10

Movement

Full: 70
Combat: 35

Karma

Dice: 4/D6
Points: 25

Combat

*Physical Defense: 9 [12]
*Spell Defense: 13 [16]
*Social Defense: 8 [11]
Armor: 7
Mystic Armor: 10

Damage

Death Rating: 79 77
Wound Threshold: 9
Unconsciousness Rating: 60 58
Recovery Tests per Day: 2
Recovery Dice: 6/D10

Equipment

Crystal Ringlet Armor (7/7, Initiative Penalty 1)
Dagger (Damage 7/D12; Blade of Cara Fahd)
Knife [Damage (+3) 9/D8 + D6]
Spell Matrix Staff (holds two Rank 4 matrices, per day)

Karma Notes

Tyrlaan can spend Karma on Perception Tests, Willpower/Willforce Tests, and any test made by a creature under his control.

Thread Weaving Notes

Tyrlaan has made extensive use of thread magic. He has woven a Rank 4 thread to his spell matrix staff; a Rank 3 thread to his crystal ringlet armor; a Rank 1 thread to one of the Blades of Cara Fahd (this thread is attached to Tyrlaan's Nethermancy talent); three Rank 3 threads to the True Patterns of the temple, Kaer Varenna, and his lair in Kaer Carell; and two Rank 5 threads to the group pattern of the Cult of the Great Hunter. The threads connected to Tyrlaan's three working sites are attached to his Physical Defense, Spell Defense, and Social Defense (1 thread each), and he keeps the pattern items for these threads in his astral pocket. The threads woven to the cult's group pattern are attached to Tyrlaan's Spellcasting and Nethermancy talents. Tyrlaan's amulet is the pattern item for these threads.

Note that because Rathann stole Tyrlaan's amulet, the nethermancer's Spellcasting and Nethermancy talents gain no increase from the group pattern unless Tyrlaan regains the amulet. If he does, use the step numbers in brackets for these talents.

Special Abilities

Otherworldly Control (see p. 14, ED Companion)

Spell Notes

Tyrlaan usually has the following spells in his matrices. Note that he must keep Create Life and Alter Life in matrices because he is in the process of casting these spells during the adventure.

Astral Horror (Spell Matrix) P 180

Constrict Heart (Spell Matrix) 181

Gateway (Spell Matrix)

Wither Limb (Spell Matrix)

Bone Shatter (Enhanced Matrix, 1 thread woven)

Shift Skin (Enhanced Matrix, 1 thread woven)

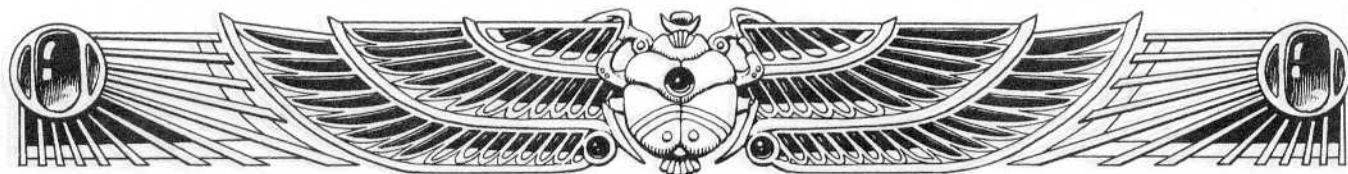
Create Life (Armored Matrix, 1 thread woven)

Alter Life (Armored Matrix, 1 thread woven)

Rank 4
Pass word
shadow tether
kontrol' being

Matrix
Matrix
Matrix





JORDON LIGHTFOOT/ THE SHADOW KILLER

A scout adept in the Army of Throal, Joran Lightfoot was one of the dwarfs sent to investigate the activities of the Cult of the Great Hunter along the border between the Badlands and the Servos Jungle. Joran set out ahead of the main group to scout the sites said to be used by the Cult of the Great Hunter, and he died at the hands of Tyrlaan's two lieutenant's, Garollan and Traj Quickwrist. They brought the corpse to Tyrlaan's experiment chambers in the half-built ruins of Kaer Carell, where Tyrlaan used his Alter Life spell to transform Joran into a hideous shadow-creature that the nethermancer dubbed the Shadow Killer. The transformation combined Joran's scout adept talents with the characteristics of a Horror construct known as a shadow and drove Joran mad. Later, when Tyrlaan captured Icewing's drake servants, he used the Alter Life spell to give his Shadow Killer some of the drakes' enhanced abilities, making it an even deadlier creature.

Though Joran still retains a bit of his memory, he has virtually forgotten his life as a scout in the Army of Throal. He serves Tyrlaan with a crazed passion and relishes every chance to draw the blood of those who oppose his master. Because Tyrlaan's magic changed him so profoundly, Joran cannot be restored to his Name-giver form.

A Seventh Circle dwarf scout before his transformation, Joran retains all the talents of his former Discipline and has been given many more through Tyrlaan's magic. The Shadow Killer's specific talents and ranks appear below.

The Shadow Killer can take three forms. In his Name-giver form, that of a dwarf, he can only use his scout talents and abilities. In shadow form, the creature cannot attack or be attacked physically; only certain magical spells, such as Mind Dagger, can harm him. The creature cannot cast spells while in shadow form either. In his third form—that of a blackened, twisted humanoid—the Shadow Killer can use any or all of his abilities but is vulnerable to physical attack.

If the player characters kill Joran but leave his body behind, Tyrlaan can resurrect him by using the spells Alter Life and Animate Dead.

The talents listed provide the talent rank (the number appearing before the slash) and the total step number (the number following the slash). A single number means the talent uses only the rank.



DEX: 7 STR: 7 TOU: 7
PER: 5 WIL: 6 CHA: 6

Initiative: 7 Physical Defense: 10
Number of Attacks: 4 Spell Defense: 8 + 3 25
Attack: 11 Social Defense: 7
Damage: 17 Armor: 0
Number of Spells: (1) Mystic Armor: 3
Spellcasting: 11 Knockdown: 7
Effect: See below Recovery Tests per Day: 3

Death Rating: 84 Combat Movement: 38
Wound Threshold: 12 Full Movement: 75
Unconsciousness Rating: 69 Sprint: 108/215

Karma Points: 25 Karma Step: 10

Legend Points: 550
Equipment: None
Loot: None

Scout Talents (Seventh Circle): Astral Sight 6/11, Avoid Blow 7/14, Climbing 7/14, Durability 7, Maneuver 7/14, Melee Weapons 7/14, Read/Write Language 5/10, Riposte 7/17, Scout Weaving 6/11, Silent Walk 7/14, Sprint 7, Tracking 7/12, Trap Initiative 6/13

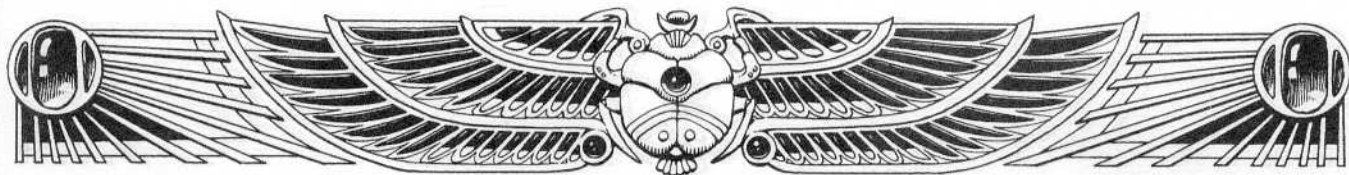
Thief Talents (Sixth Circle): Surprise Strike 6/13

Beastmaster Talents (Seventh Circle): Cat's Paw 7/14, Claw Shape 7/17

Wizard Talents (Sixth Circle): Enhanced Matrix 6, Spell Matrix 6, Spell Matrix 6, Spellcasting 7/11, Willforce 6/12, Wizardry 6/11

Spells: Astral Sense, Astral Shield, Combat Fury, Counterspell, Doom Missile, Mage Armor, Mind Dagger, Razor Orb





GAROLLAN AND TRAJ QUICKWRIST

Before joining Tyrlaan's cult, the elf Named Garollan and the ork Named Traj Quickwrist were part of an adventuring group that crossed too far into the Badlands in search of a lost kaer. The group stumbled on a Horror's lair, and all but Garollan and Traj died at the Horror's hands. The two survivors fled into the expanses of the Badlands, wandering without food and water for several days before they found a cave entrance leading to Tyrlaan's stronghold in Kaer Carell. Tyrlaan's cadaver servants captured the near-delirious adepts and brought them to the nethermancer, who used his powers to dominate their minds and compel them to serve the Cult of the Great Hunter.

Since that time, the pair have become Tyrlaan's lieutenants, maintaining the temple and acting as special guards when necessary. Tyrlaan finds Garollan's Fourth Circle beastmaster talents and Quickwrist's Fifth Circle swordmaster abilities particularly handy. Tyrlaan has also drawn both adepts' blood to add to the blood broth he uses for his Create Life and Alter Life spells.

GAROLLAN

Attributes

Dexterity (15): 6/D10
Strength (11): 5/D8
Toughness (14): 6/D10
Perception (14): 6/D10
Willpower (9): 4/D6
Charisma (15): 6/D10

Karma

Dice: D6
Points: 18

Talents

Animal Bond (4): 10/D10 + D6
Beast Weaving (2): 8/2D6
Borrow Sense (4): 8/2D6
Claw Shape (4): 12/2D10
Creature Analysis (4): 10/D10 + D6
Dominate Beast (4): 10/D10 + D6
*Durability (4) [6]
Karma Ritual (4)
Tracking (4): 10/D10 + D6
Unarmed Combat (5): 11/D10 + D8

Skills

Artisan/Wood Carving (7): 13/D12 + D10
Knowledge/Elf Lore (1): 7/D12
Knowledge/Living Legend Cult History (1): 7/D12

Initiative

Dice: D4



Damage

*Death Rating: 64 [78]
Wound Threshold: 10
*Unconsciousness Rating: 52 [64]
Recovery Tests per Day: 3
Recovery Dice: D10

Combat

Physical Defense: 8
Spell Defense: 8
Social Defense: 8
Armor: 8
Mystic Armor: 0

Equipment

Movement

Adventurer's Kit
Buckler
Chain mail armor
Dagger (Blade of Cara Fahd)
Griffin Talon (Cult Pattern Item)
Short Sword (Damage: 9/D8 + D6)
50 silver pieces

Full: 70

Combat: 35

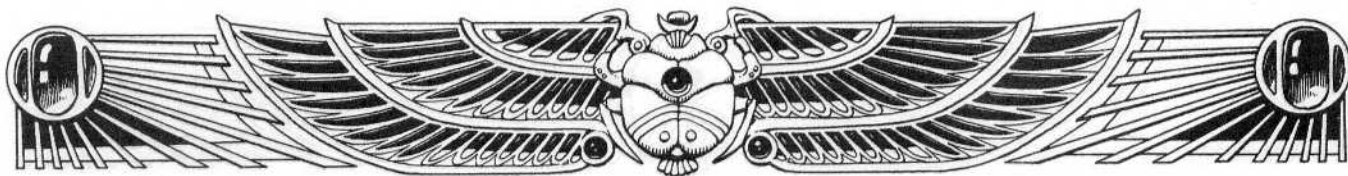
Karma Notes

Garollan can spend Karma Points on Recovery Tests or on talent tests that substitute for Recovery Tests.

Thread Weaving Notes

Garollan has a Rank 1 thread attached to his Durability talent and a Rank 1 thread attached to one of the Blades of Cara Fahd. This thread further enhances Garollan's Durability.





TRAJ QUICKWRIST

Attributes

Dexterity (19): 8/2D6
Strength (13): 6/D10
Toughness (14): 6/D10
Perception (12): 5/D8
Willpower (10): 5/D8
Charisma (16): 7/D12

Karma

Dice: D8
Points: 40

Talents

Avoid Blow (5): 13/D12 + D10
Blade Weaving (5): 10/D10 + D6
Durability (5)
Karma Ritual (5)
Maneuver (5): 13/D12 + D10
Melee Weapons (5): 13/D12 + D10
Missile Weapons (5): 13/D12 + D10
Riposte (5): 16/D20 + D8
Second Weapon (3): 11/D10 + D8
Throwing Weapons (4): 12/2D10
Wound Balance (3): 9/D8 + D6

Skills

Artisan/Runic Carving (1): 6/D10
Knowledge/Ancient Weapons (1): 6/D10
Knowledge/Horrors (3): 8/2D6
Knowledge/Ork History (3): 8/2D6

Initiative

Dice: D10

Damage

Death Rating: 73
Wound Threshold: 10
Unconsciousness
Rating: 58
Armor: 12
Recovery Dice: D10

Combat

*Physical Defense: 10 [13]
*Spell Defense: 7 [11]
Social Defense: 9
Recovery Tests per Day: 3
*Mystic Armor: 3 [6]

Equipment

Adventurer's Kit
Bone Dagger
Broadsword (+2) [Damage 13/D12 + D10]
Dagger (Blade of Cara Fahd)

Dwarf Sword (+2) [Damage 12/2D10]

Living Crystal Armor

65 silver pieces

Movement

Full: 90
Combat: 45 (Cult Pattern Item)

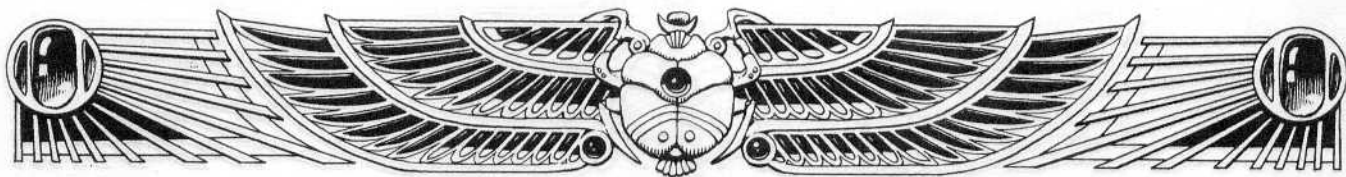
Karma Notes

Quickwrist can spend Karma Points on any action using his Dexterity Attribute and to increase the damage of any attack with a sword.

Thread Weaving Notes

Quickwrist has one Rank 3 thread each attached to his Physical Defense, Spell Defense, and Mystic Armor ratings. He also has a Rank 1 thread attached to one of the Blades of Cara Fahd. This thread further enhances his Spell Defense.





THE DRAKES

The three drakes in this adventure—Rathann, Arondry and Tellanion—all serve the great dragon Icewing. These three small, dragonlike creatures can shapeshift into Name-giver form and act as Icewing's agents among the Name-givers of Barsaive. They spend much of their time roaming the land, acting as their master's eyes and ears. Rathann first learned of the obsidian dragon sculpture being sold in the markets of Throal; Arondry and Tellanion obtained the sculpture for Icewing, only to be captured by Tyrllaan and his cultists.

Though the characters do not interact much with the drakes during **Shattered Pattern**, they are described here for gamemasters who may wish to use them in further adventures. These servants of the great dragon have their own agenda in Barsaive, of interest and significance only to Icewing and other dragons. Secrets of this agenda will be revealed in future **Earthdawn** products. Note that all three drakes in **Shattered Pattern** are far more powerful than those cited as average in the **Barsaive Campaign Set**. In their statistics, the numbers in parentheses apply to their Name-giver forms.

The talents listed below provide the talent rank (the number appearing before the slash) and the total step number (the number following the slash). A single number means the talent uses only the rank.

RATHANN

Rathann is a Seventh Circle beastmaster in addition to his drake abilities. In Name-giver form, Rathann resembles an elderly elf with white hair and light skin. He stands 5 feet, 11 inches tall, somewhat short for an elf. Rathann is the drake most often sent into Barsaive's cities and settlements. In his elf form, he is known in the Kingdom of Throal as a beastmaster adept; no one there knows that he is a drake in the service of Icewing.

DEX: 12 STR: 15 TOU: 12
PER: 15 WIL: 17 CHA: 16

Initiative: 15

Number of Attacks: 3 (4)

Attack: 15 (16/13)

Damage

Bite: 18

Claws (x2): 19

Weapon: By type

Physical Defense:

16 (13)

Spell Defense: 18 (12)

Social Defense: 17 (12)

Armor: 15 (Rating
of armorworn)

Mystic Armor: 9 (modified
by armor worn)

Knockdown: 20 (15)

Recovery Tests: 6

Number of Spells: 2

Spellcasting: 16

Effect: See below

Death Rating: 97

Wound Threshold: 18 (14)

Unconsciousness Rating: 83

Combat Movement: 120 (65)

Full Movement: 240 (130)

Karma Points: 18

Karma Step: 10

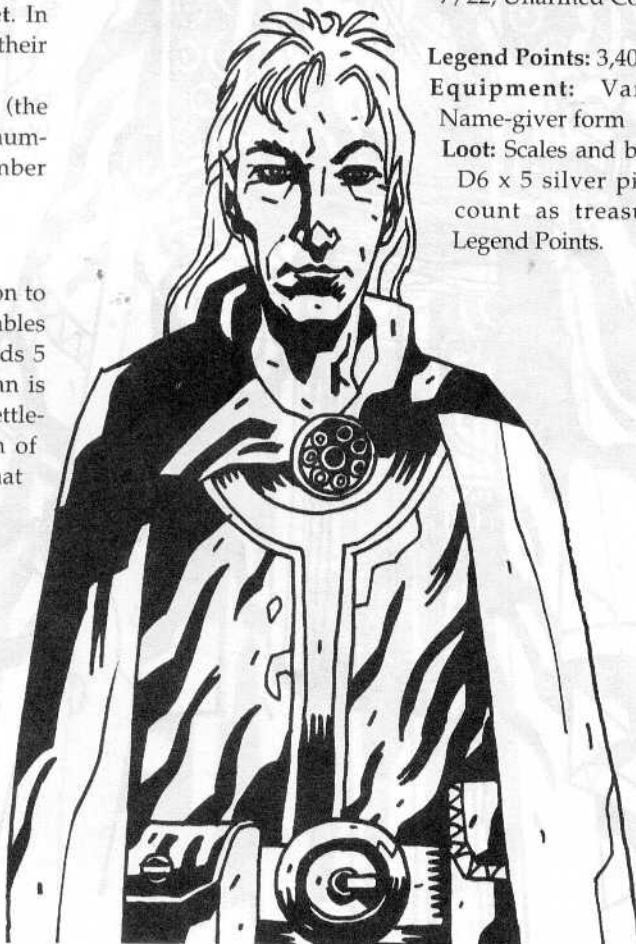
Powers: Armored Scales 15, Astral Sight 10, Dispel Magic 12, Disrupt Fate 5, Dragon Breath 12, Fear 15, Regeneration 5, Suppress Magic 3

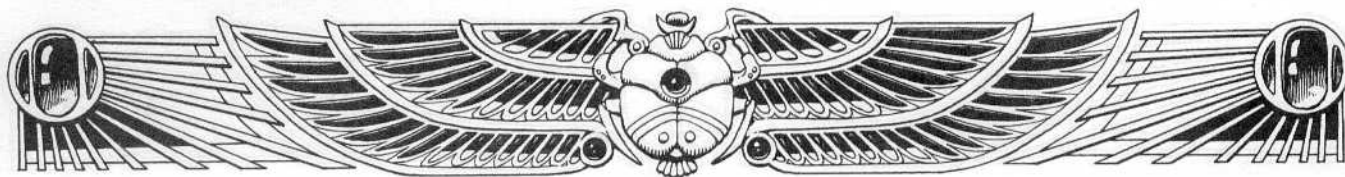
Talents (Seventh Circle Beastmaster): Animal Bond 7/23, Animal Training 6/22, Beastmaster Durability 7, Beast Weaving 7/22, Borrow Sense 7/24, Cat's Paw 7/19, Claw Frenzy 4/16, Claw Shape 7/25, Creature Analysis 7/22, Dominate Beast 7/23, Endure Cold 7/19, Karma Ritual 5, Sense Poison 7/22, Tracking 7/22, Unarmed Combat 7/19

Legend Points: 3,400

Equipment: Varies with Name-giver form

Loot: Scales and blood worth D6 x 5 silver pieces. Both count as treasure worth Legend Points.





ARONDRY

Like Rathann, Arondry becomes an elf when in Name-giver form. Taller and stockier than Rathann, Arondry stands 6 feet, 2 inches tall and weighs 200 pounds. He has light brown hair and dark skin, and is a Sixth Circle wizard.

DEX: 12 STR: 15 TOU: 12
PER: 15 WIL: 17 CHA: 16

Initiative: 15 Physical Defense: 16 (12)
Number of Attacks: 3 (1) Spell Defense: 18 (13)
Attack: 15 Social Defense: 17 (13)
Damage Armor: 15 (Rating of armor worn)
Bite: 18 Mystic Armor: 9 (modified by armor worn)
Claws (x 2): 19 Knockdown: 20 (15)
Weapon: By type Recovery Tests: 6

Number of Spells: 2
Spellcasting: 16
Effect: See below

Death Rating: 76 Combat Movement: 120 (65)
Wound Threshold: 18 (14) Full Movement: 240 (130)
Unconsciousness Rating: 62

Karma Points: 18 Karma Step: 10

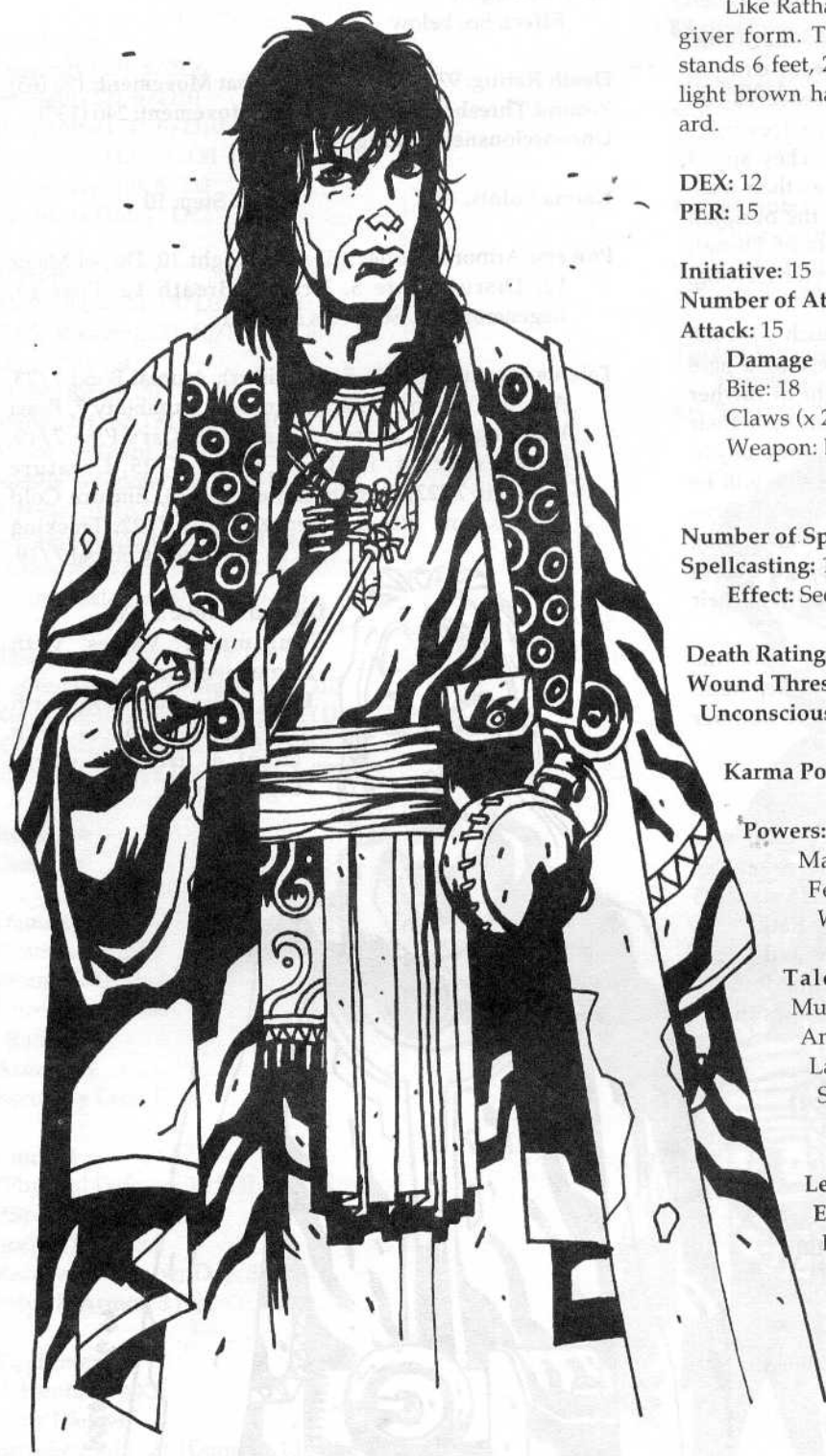
Powers: Armored Scales 15, Astral Sight 10, Dispel Magic 12, Disrupt Fate 5, Dragon Breath 12, Fear 15, Regeneration 5, Spells (Circle 6 Wizard), Suppress Magic 3

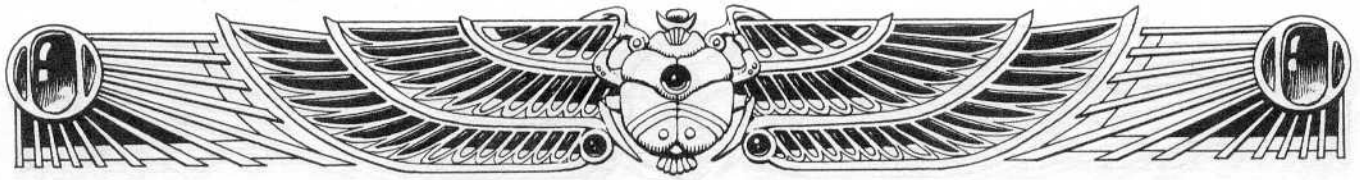
Talents (Sixth Circle Wizard): Arcane Mutterings 6/23, Enhanced Matrix 6, Evidence Analysis 6/21, Karma Ritual 6, Read and Write Language 6/21, Read and Write Magic 6/21, Spellcasting 6/21, Spell Matrix 6, Willforce 6/23, Wizard Durability 7, Wizardry 6/21

Legend Points: 3,400

Equipment: Varies with Name-giver form

Loot: Scales and blood worth D6 x 5 silver pieces. Both count as treasure worth Legend Points.





TELLANION

In Name-giver form, Tellanion is a short, dark-skinned human apparently of Dinganni stock (see p. 35, **Denizens of Earthdawn, Volume I**). Tellanion stands 5 feet, 8 inches tall, weighs 155 pounds, and is a Sixth Circle thief.

DEX: 12 STR: 15 TOU: 12
PER: 15 WIL: 17 CHA: 16

Initiative: 15 Physical Defense: 16 (12)
Number of Attacks: 3 (1) Spell Defense: 18 (13)
Attack: 15 (15) Social Defense: 17 (13)
 Damage Armor: 15 (Rating of
 Bite: 18 armor worn)
 Claws (x 2): 19 Mystic Armor:
 Weapon: By type 9 (modified by
 armor worn)
 Knockdown: 20 (15)
 Recovery Tests: 6

Number of Spells: 2
Spellcasting: 16
Effect: See below

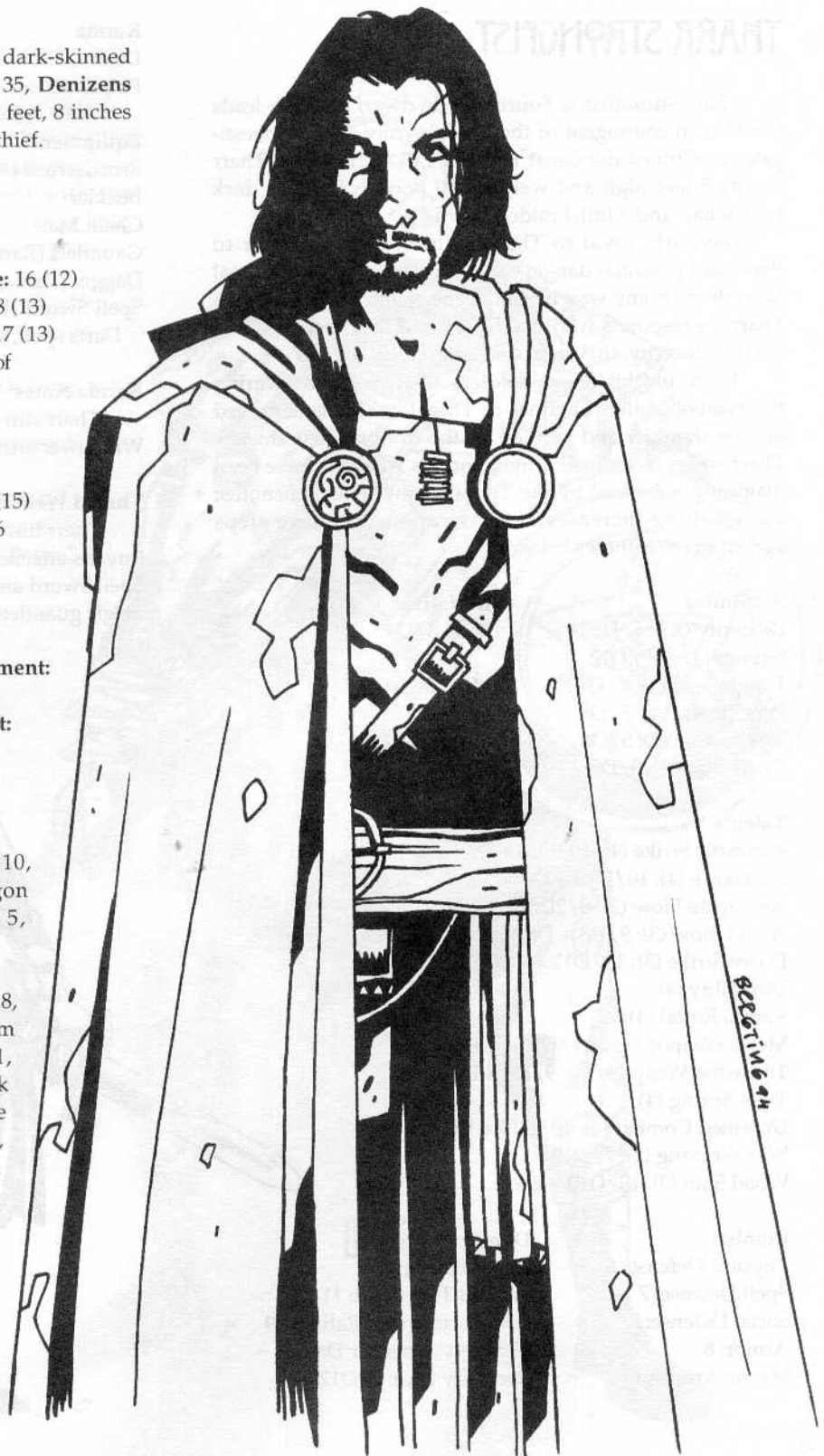
Death Rating: 83 Combat Movement:
Wound Threshold: 18 (14) 120 (65)
Unconsciousness Rating: 6 Full Movement:
 240 (130)

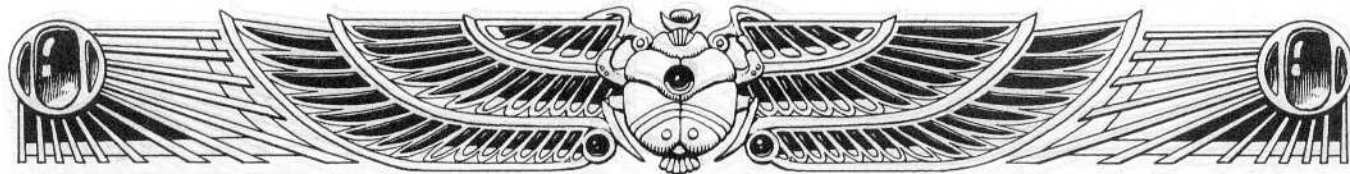
Karma Points: 18 Karma Step: 10

Powers: Armored Scales 15, Astral Sight 10,
Dispel Magic 12, Disrupt Fate 5, Dragon
Breath 12, Fear 15, Regeneration 5,
Suppress Magic 3

Talents (Sixth Circle Thief): Avoid Blow 6/18,
Climbing 6/18, Detect Trap 6/21, Disarm
Mechanical Trap 6/18, Disguise 6/21,
Karma Ritual 6, Lock Pick 6/18, Lock
Sense 6/21, Melee Weapons 6/18, Missile
Weapons 6/18, Picking Pockets 6/18,
Silent Walk 6/18, Surprise Strike 6/18,
Thief Durability 7, Thief Weaving 6/21,
Trap Initiative 6/18

Legend Points: 3,400
Equipment: Varies with Name-giver form
Loot: Scales and blood worth D6 x 5 silver
pieces. Both count as treasure worth
Legend Points.





THARR STRONGFIST

Tharr Strongfist, a Fourth Circle dwarf warrior, leads the 35-man contingent of the Throal Army sent to investigate the Cult of the Great Hunter. Tall for his race, Tharr stands 5 feet high and weighs 150 pounds. He has dark brown hair and a full, braided beard.

Devoutly loyal to Throal, Tharr is no stranger to Barsaive's potential dangers and attempts to protect Throal from them in any way he can. If the characters speak with Tharr, he responds warily at first. But if they convince him of their sincerity, they gain a steadfast ally.

Tharr and his fellow soldiers all wear armor bearing the symbol of the Kingdom of Throal, which is engraved on one shoulder and painted on the front of their shields. Tharr wears chain mail armor, and his weapons have been magically enhanced by the Throal Army's weaponsmiths; the resulting increases in his weapons' Damage steps appear in parentheses below.

Attributes

Dexterity (15): 6/D10
Strength (16): 7/D12
Toughness (16): 7/D12
Perception (11): 5/D8
Willpower (12): 5/D8
Charisma (12): 5/D8

Initiative

Dice: 3/D4

Movement

Full: 60
Combat: 30

Talents

Acrobatic Strike (4): 10/D10 + D6
Air Dance (4): 10/D10 + D6
Anticipate Blow (3): 8/2D6
Avoid Blow (3): 9/D8 + D6
Down Strike (3): 13/D12 + D10
Durability (4)
Karma Ritual (4)
Melee Weapons (5): 11/D10 + D8
Throwing Weapons (3): 9/D8 + D6
Tiger Spring (4)
Unarmed Combat (4): 10/D10 + D6
War Weaving (2): 7/D12
Wood Skin (3): 10/D10 + D6

Combat

Physical Defense: 8
Spell Defense: 7
Social Defense: 7
Armor: 8
Mystic Armor: 1

Damage

Death Rating: 75
Wound Threshold: 11
Unconsciousness Rating: 59
Recovery Tests per Day: 3
Recovery Dice: 7/D12

Karma

Dice: 4/D6
Points: 15

Equipment

Broadsword (+3) [Damage 15/D20 + D10]
Buckler
Chain Mail
Gauntlets [Rank 2 Thread attached; seep. 66, EDC]
Dagger [Damage 9/D8 + D6]
Spell Sword [Damage 16/D20 + D8; currently holds Earth Darts spell; see p. 42; **Earthdown GM Pack**]

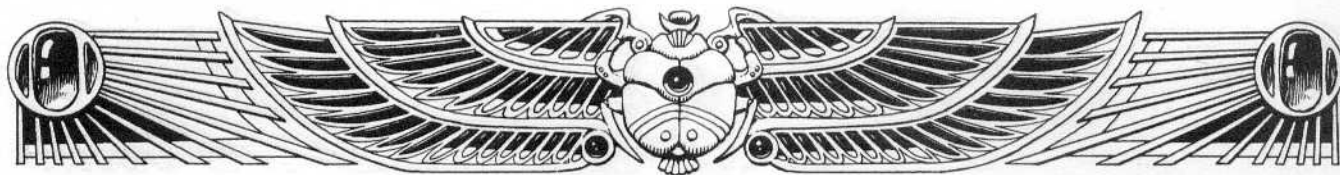
Karma Notes

Tharr can spend Karma on any action using his Willpower attribute.

Thread Weaving Notes

Tharr has Rank 2 threads attached to his Spell Sword and his magic gauntlets.





SOLDIERS

All 30 non-adept soldiers in Tharr's army unit are dwarfs of average build, clad in leather armor bearing the symbol of the Kingdom of Throal. Each of them carries a battle-axe, a dagger, and a buckler painted with the Throalic symbol. Like their leader, these soldiers hold undying loyalty toward the Kingdom of Throal.

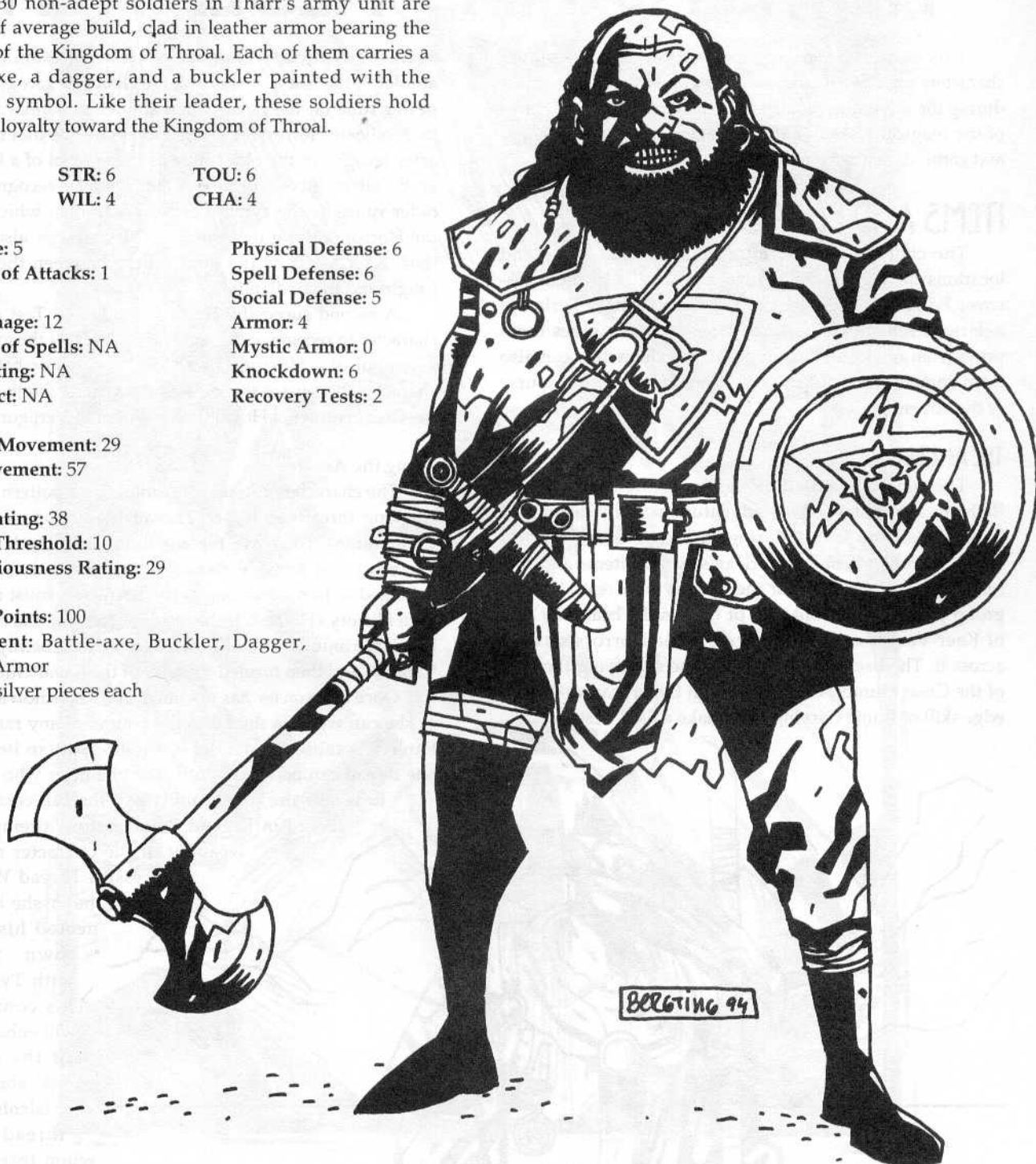
DEX: 5 STR: 6 TOU: 6
PER: 5 WIL: 4 CHA: 4

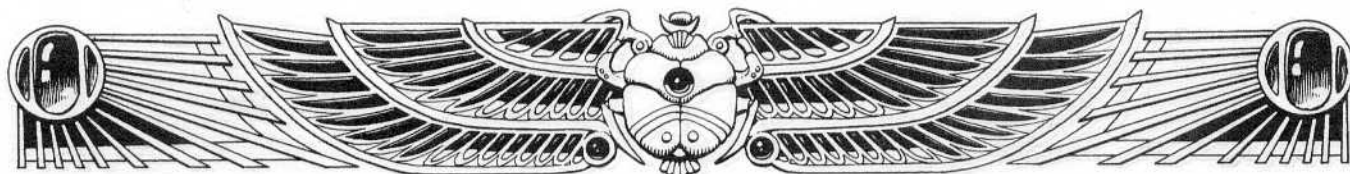
Initiative: 5 Physical Defense: 6
Number of Attacks: 1 Spell Defense: 6
Attack: 6 Social Defense: 5
Damage: 12 Armor: 4
Number of Spells: NA Mystic Armor: 0
Spellcasting: NA Knockdown: 6
Effect: NA Recovery Tests: 2

Combat Movement: 29
Full Movement: 57

Death Rating: 38
Wound Threshold: 10
Unconsciousness Rating: 29

Legend Points: 100
Equipment: Battle-axe, Buckler, Dagger,
Leather Armor
Loot: 25 silver pieces each





RUMORS AND RESEARCH

This section describes information that the player characters may learn from various gamemaster characters during the adventure. It also includes detailed descriptions of the magical treasures the characters may come across, and game statistics for new nethermancer spells.

ITEMS AND PLACES

The characters may investigate several items and locations during the adventure that may help them discover Rathann's identity and the full extent of Tyrllaan's nefarious schemes. The three clues Rathann gives them provide an obvious starting point; the characters can also learn something about the sites they visit over the course of the adventure.

THE AMULET

The rune-marked amulet given to the characters by Rathann at the start of the adventure actually belongs to Tyrllaan. Rathann stole it during his escape from Tyrllaan's lair. The amulet is one of Tyrllaan's pattern items and also serves as a pattern item for the Cult of the Great Hunter's group pattern. The front side of the amulet bears the sigil of Kaer Varenna, with the symbol for Horrors slashed across it. The back side bears the rune signifying the Cult of the Great Hunter. Characters with the artisan or knowledge skill of Runic Carving may make a Skill Test

against a Difficulty Number of 13 when examining the amulet. If the test is successful, the character recognizes the newer rune on the front of the amulet as similar to those that indicate Horrors. A Good success means that the character recognizes the older rune as the symbol of a kaer. On an Excellent success or better, the character recognizes the older runes as the symbol of Kaer Varenna, which fell to the Horrors during the Scourge. The character also knows that Kaer Varenna lies somewhere between the Servos Jungle and the Badlands.

A second successful Runic Carving (13) Test allows a character to recognize the rune on the back of the amulet as a symbol of a Horror. On a Good success or better, the character recognizes the rune as the symbol for the Cult of the Great Hunter, a Horror cult devoted to Verjigorm.

Using the Amulet

The characters can use the amulet as a pattern item by weaving threads to it (see **Thread Magic**, pp. 46–54, **ED Companion**). To weave threads to the amulet, the characters must first know Tyrllaan's Name and that the amulet belonged to him. Then one of the characters must make an Item History (11) Test. If the test is successful, the character learns the amulet's Key Knowledge: Tyrllaan betrayed Kaer Varenna and then formed the Cult of the Great Hunter.

Once a character has obtained this Key Knowledge, he or she can weave a thread to the amulet of any rank up to Rank 5. Because the amulet is a minor pattern item, only one thread can be woven to it. The character who chooses

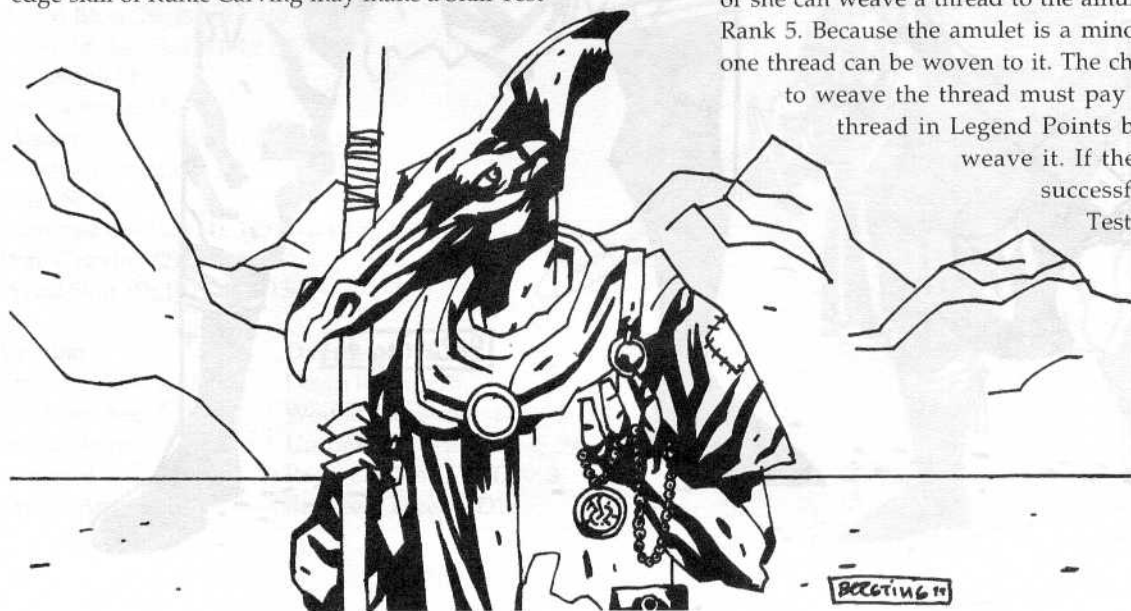
to weave the thread must pay the full cost for the thread in Legend Points before attempting to

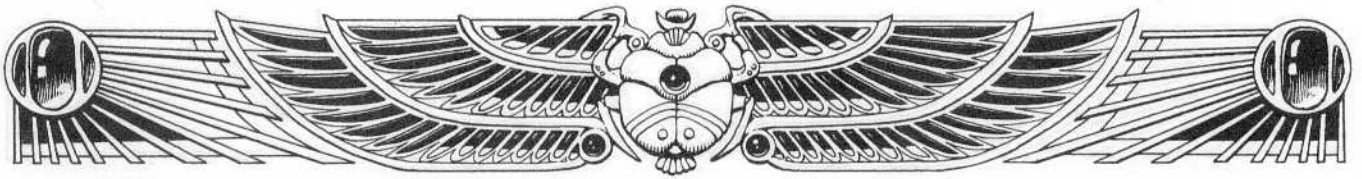
weave it. If the character makes a successful Thread Weaving

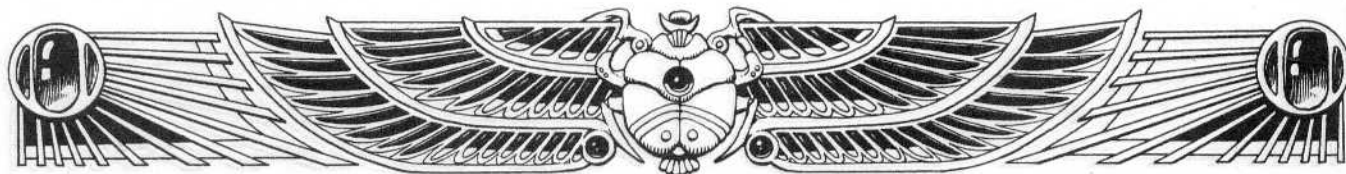
Test, he or she has connected

his or her own pattern with Tyrllaan's.

This connection will enhance one of the characters' abilities or talents by the thread's rank when interacting with the nether-







mancer. The character must choose the ability to be increased when he or she weaves the thread.

The character's thread displaces one of the threads Tyrllaan attached to the amulet; the gamemaster determines the specific thread.

ORICHALCUM COINS

The two orichalcum coins are old, worn, and smaller* than normal coins. Because they are made of orichalcum, they are worth 5,000 silver pieces each. Astral examination reveals that the coins are not magical or pattern items of any kind.

The coins are etched with the sigil of Icewing, the great dragon. Characters with the knowledge or artisan skill of Runic Carving may make a Skill Test against a Difficulty Number of 12; if the test is successful, the character recognizes the runes as similar to those that indicate dragons. On a Good success or better, the character knows that these runes are Icewing's symbol.

RATHANN'S MAP

This hastily drawn parchment map indicates three sites used by Tyrllaan and his Horror cult, all located between the Servos Jungle and the Badlands. A copy of this map appears at the back of this book. If the characters know anything about Kaer Varenna, they realize that the three marked sites are all near the area where the kaer supposedly lies.

Astral examination of the map reveals nothing.

KAER VARENNA

The characters may have heard of Kaer Varenna and so may recognize it when they find the kaer. Characters with Barsaive History or other appropriate knowledge skills may make Skill Tests against a Difficulty Number of 8. On an Average or Good success, the character knows that the kaer lies near the Badlands and has not been heard from since the Scourge ended. On an Excellent success or better, the character knows that Throal sent messengers to many kaers near the Badlands when the Scourge ended, Kaer Varenna among them. According to the messengers, Kaer Varenna was breached by the Horrors. In addition, rumor has it that the people of Kaer Varenna offered sanctuary to citizens from a nearby town that had been virtually destroyed by Horrors before its people could finish their own kaer.

Kaer Carell

The characters may have heard of Kaer Carell and may recognize the name when they first learn of it in this

adventure. Characters with Barsaive History or other appropriate knowledge skills may make Skill Tests against a Difficulty Number of 8. On an Average or Good success, the character knows of a small town named Carell that once lay near the Badlands, and that the town did not finish building its kaer. On an Excellent success or better, the character knows that the town of Carell was attacked and nearly destroyed by Horrors before the people could finish their kaer, and that a nearby town supposedly offered sanctuary to Carell's few surviving citizens.



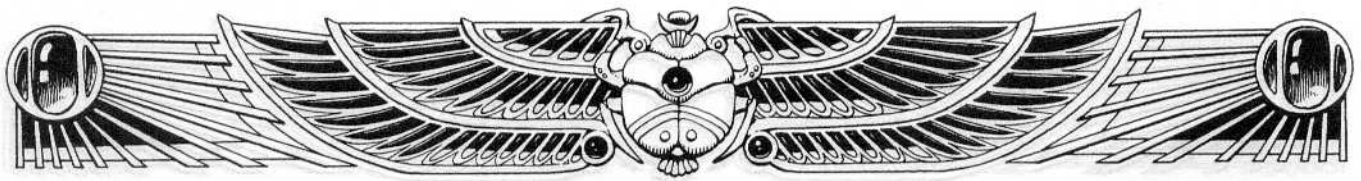
CULT OF THE GREAT HUNTER

The characters may learn of the Cult of the Great Hunter in several ways: recognizing the runes on the back of the amulet, learning about the cult from the Throalic soldiers sent to investigate the cult's activities, or arriving at the Temple and confronting the cultists. Whatever the circumstances, the characters can learn the information about the cult contained in the following pages.

MAKING KNOWLEDGE AND PERSUASION TESTS

Characters with knowledge skills that might apply directly to the Cult of the Great Hunter, such as Barsaive History, Cults and Organizations, or History of the Scourge, may make Knowledge Tests against a Difficulty Number of 7 to learn about the cult. Indirectly related





knowledge skills, such as Horrors or Legends and Lore, require characters to make their tests against a Difficulty Number of 9. All available information that can be gleaned by a successful Knowledge Test appears below, arranged by success level. The character learns all information up to and including the information listed for the success level achieved; for example, a character who achieves a Good success learns the information listed for that success level and also for an Average success.

All the characters know the general information, and the gamemaster may read that section aloud or paraphrase it as soon as the characters announce their intent to begin researching the cult. The characters may make Knowledge Tests to obtain additional information about the cult at any point after they hear of its existence. They may get any and all of their information about the cult from members of the Throal Army or citizens in the towns and villages they visit during their travels (see **Traveling the Land**) by making successful Persuasion Tests. The success level achieved by a given player character determines how much information that character learns. Depending upon whom the characters speak with, the gamemaster may need to paraphrase some of the statements provided to reflect the speaker's actual knowledge of the cult.

GENERAL KNOWLEDGE

Many different secret societies operate throughout Barsaive, with many different goals. Some, such as the Lightbearers, serve Barsaive by using the magic of the Great Pattern of the Universe to combat the remaining effects of the Scourge. Living legend cults also often aid Barsaive; the Seekers of the Heart, who hope to restore the former beauty of the Blood Wood, and the Wielders of Purifier, who seek the legendary sword Purifier that was forged before the Scourge as a weapon against the Horrors, are two prominent examples of such groups. Other cults work for less benevolent purposes, and some represent potentially great dangers to the world. These are the Horror cults, whose members devotedly serve one or more of the astral abominations that ravaged Barsaive during the Scourge. Though many Horror cults exist mainly in the overactive imaginations of Barsaive's Scourge-weary people, one cult poses a very real threat to the land: the Cult of the Great Hunter, whose members serve the Horror known as Verjigorm, the Hunter of Great Dragons.

Barsaivians know of this Horror's existence only from tales told by two great dragons, Icewing and Mountainshadow. The stories say that Verjigorm hunted great dragons during the previous Scourge, though none have yet seen the Horror during the most recent Scourge.

Despite the lack of objective proof that Verjigorm still exists, few Barsaivians publicly doubt the words of the great dragons.

Average or Good Success

One incident relating to the cult of Verjigorm comes from the scholar Tiabdjin the Knower, who recently delivered to the Library of Throal a manuscript describing many of Barsaive's most dangerous magical creatures. According to one of the descriptions in this text, Verjigorm or those who worship the Horror may have indirectly caused the death of the great dragon Thermail.

The description of the hydra states that a magician, probably a nethermancer, created the foul hydra from a clutch of Thermail's eggs. When Thermail discovered the dreadful fate of her young, she impaled herself on one of the spires of the Delaris Mountains, which has since been Named Wyrmspire. The nethermancer who created the hydra and prompted Thermail to commit suicide may have belonged to the Cult of the Great Hunter. Though the tale does not mention the Hunter of Great Dragons or the cult directly, the deliberate corruption of a clutch of dragon eggs by a Name-giver is a hallmark of the few existing tales about the Cult of the Great Hunter. Certainly, such incidents are rare indeed—aside from Verjigorm's cult, only the Therans seem bold enough to act against a great dragon, and even they would do so reluctantly. (The well-known tale of Jaron and the Sphinx describes the last confirmed conflict between dragons and Therans, a conflict the dragons won decisively.)

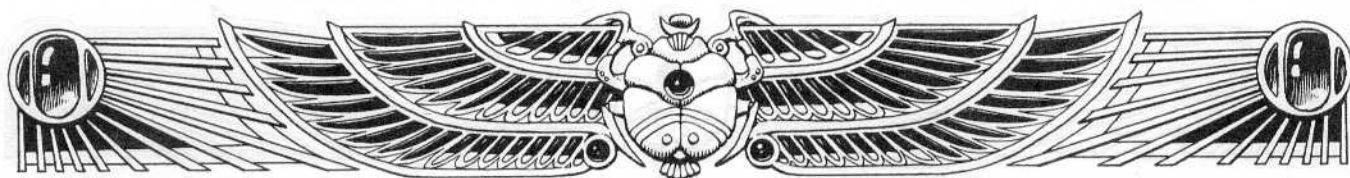
Excellent Success

Fortunately for Barsaive, the Cult of the Great Hunter lacks organization. All existing evidence suggests that the cult is made up of many small groups, each working in its own way to serve its terrible master's ends. A nethermancer leads almost every group of cultists, using the magic of life and death that he or she commands to serve Verjigorm. The Cult of the Great Hunter also counts adepts of other Disciplines among its members, including warriors, beastmasters, elementalists, and others. According to rumor, some members are even questors of the Mad Passion Raggok, but these claims seem dubious. Any Mad Passion would balk at paying tribute to a Horror and would not likely allow his questors to offer devotion to another master.

Extraordinary Success

Many of the activities attributed to the Cult of the Great Hunter appear to have little connection to Verjigorm





because they involve indirect action against dragons, such as the theft of dragon eggs and assaults on the dragons' known allies and servants. Verjigorm can confront great dragons face to face, but his servants are Name-givers, and few Name-givers feel bold enough to challenge a great dragon directly.

Though tales of incidents attributed to the Cult of the Great Hunter are told all over Barsaive, recently reports of such activity have increased sharply along the border between the Badlands and the Servos Jungle.

GREAT DRAGONS

Once the characters realize that their job in **Shattered Pattern** is somehow connected to the Cult of the Great Hunter, they may also reason that it has something to do with great dragons. Most adventurers in Barsaive know a fair amount of general information about dragons, such as that provided on page 291 of the **Earthdawn** rulebook (up to but not including Dragon Powers). Anything else requires a Knowledge Skill Test.

Characters with the knowledge skills of Creature Lore or Dragon Lore can make Skill Tests against a Difficulty Number of 9. On an Average success, the character knows the types of powers dragons possess. The character does not necessarily know game specifics, but he or she knows that dragons breathe fire, have armored scales, and so on. A Good success means that the character knows the differences between the three main types of dragons—common, Cathay, and great—and that dragons lay eggs to reproduce. These eggs hatch several years after they are laid, and nethermancers and wizards prize them highly because of their magical nature.

On an Excellent success, the character knows about drakes, the small dragonlike creatures that can shapeshift into Name-giver form. Drakes often act as servants and agents for some of Barsaive's more powerful great dragons. On an Extraordinary success, the character knows virtually all the information on dragons and drakes from the **Earthdawn** rulebook and the **Barsaive** campaign set.

ICEWING'S EGGS

If the characters reach the egg room in Tyrlaan's lair, they find several dragon eggs covered in a warm, moist ooze. To recognize these as dragon eggs, have each character make a Perception (12) Test. Characters with the knowledge skills of Creature Lore or Dragon Lore gain an additional +1 Step bonus to this test. If the test is successful, the characters recognize the eggs as dragon eggs.



The slime on the eggs is magical but can be removed easily with no side effects. If the characters succeed in saving the eggs, it would be in their best interest to hand the eggs over to Icewing's drakes. Otherwise, all three drakes take the eggs from them by force.

THE DRAGON SCULPTURE

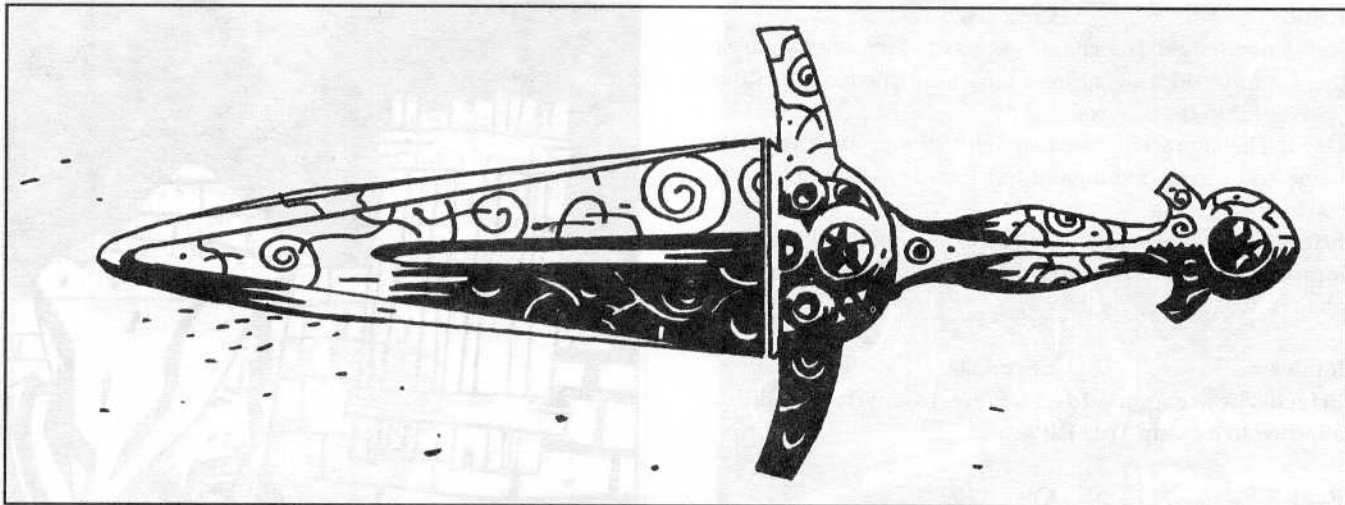
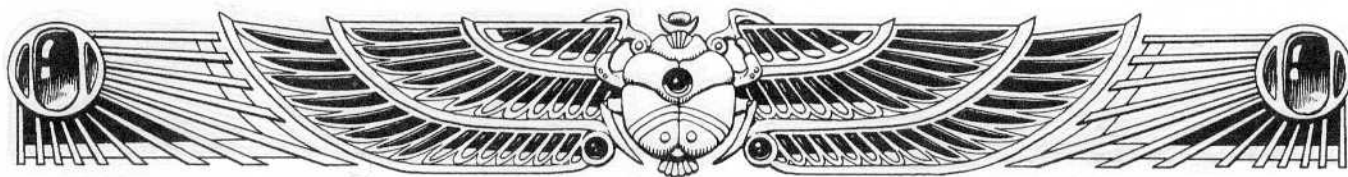
If the player characters find the dragon sculpture (see **Temple of the Great Hunter**, p. 23), they can learn little more about it than its appearance might suggest to them. The sculpture has a Spell Defense of 12; a character who wishes to examine it astrally must make a successful test against that Spell Defense using an appropriate magical ability. The character can discover that the sculpture has a magical aura but can learn nothing more.

If a character with artisan skills in Stone Carving or Sculpture examines the artwork, he or she must make the appropriate test against a Difficulty Number of 13. Any level of success indicates that the sculpture is made of exquisitely carved obsidian. On an Excellent success or better, the character notices that the sculpture's detail owes its beauty and fineness to magic as well as to skilled fingers, and that the obsidian has an unnaturally brilliant sheen that may result from enchantment.

Though the characters do not know this, the dragon sculpture is one of Icewing's major pattern items and so holds knowledge about the great dragon that Icewing will take extreme measures to keep hidden. Part of this knowledge is the location of Icewing's clutch, which Tyrlaan was able to learn.

If the characters succeed in the adventure, they should surrender the sculpture to the drakes. Should they attempt to keep it, all three drakes attack them to get the sculpture back.





TREASURES

The characters may obtain one significant magical treasure during the course of **Shattered Pattern**—the Blades of Cara Fahd. The following description of the Blades includes the Key Knowledges and Effects for each thread rank of this unique magical treasure. The **Location** listing indicates the place where the characters can find the Blades during the adventure. See **Magical Treasure**, p. 270, and **Workings of Magic**, p. 136, in the **Earthdawn** rulebook for guidelines on how to use magical treasures in a campaign.

BLADES OF CARA FAHD

Location: Tyrlaan, Garollan, and Traj Quickwrist each carry one of the daggers. The remaining four are in an ornate wooden box in Tyrlaan's living quarters.

Maximum Threads: 8

Spell Defense: 18

The Blades of Cara Fahd are a matched set of seven daggers, each with a hilt of deep red wood with a small, dark emerald set in its pommel. Runic carvings run along both sides of the hilts, around the pommels, and around the gleaming steel blades. On one side of the blades are the runic symbols for the ancient ork kingdom of Cara Fahd; on the other side are larger runes which alone mean nothing, but together form the symbol of a group of ork adventurers that once wielded the daggers. This symbol can only be seen if the seven daggers are arranged so that each forms a wheel spoke, with the daggers' tips in the center and their pommels at the outer edge. The blades then form a rough circle on which the group's runic symbol is etched.

Each of the original eight wielders carried one of these daggers, until a Horror marked one of them. The Horror-marked individual betrayed his fellow group members and Cara Fahd; afterward, the other members killed the traitor and destroyed his dagger.

Only members of a group who have previously formed a group True Pattern (see p. 52, **ED Companion**) can use the magic of the Blades of Cara Fahd. The daggers enhance the abilities granted by the group True Pattern, as well as increasing a wielder's Spell Defenses against Horrors and Horror constructs.

The increase to wielders' abilities—via threads woven to the daggers—can never be higher than the thread woven to that ability from the group's True Pattern or pattern item. Threads woven to the Blades count toward the maximum number of threads a character can have active at any time. The blades have a maximum of 8 threads because eight daggers existed originally, even though only 7 exist now.

Thread Ranks

Rank 1

Cost: 300

Key Knowledge: The characters must learn the Name of the item and the Name of the weaponsmith who forged the blades.

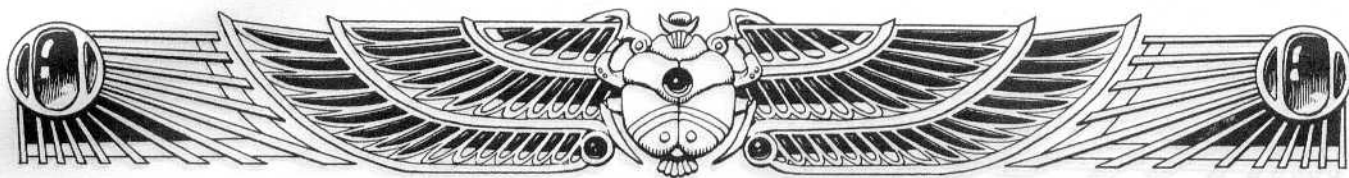
Effect: The weapon adds +1 Step to any ability attached to a group True Pattern.

Rank 2

Cost: 500

Effect: The weapon adds +2 Steps to any ability attached to a group True Pattern.





Rank 3

Cost: 800

Key Knowledge: The characters must learn the Name of the group of ork adventurers who used the blades in the years prior to the Scourge.

Deed: The characters must travel to the group's original home and erect a monument to them. This Deed is worth 800 Legend Points.

Effect: The weapon adds +2 Steps to any ability attached to a group True Pattern, and adds +1 Step to another such ability.

Rank 4

Cost: 1,300

Effect: The weapon adds +2 Steps to any two abilities attached to a group True Pattern.

Rank 5

Cost: 2,100

Key Knowledge: One of the members of the group who first wielded the daggers became Horror-marked and betrayed the group. The characters must learn the Name of this adept.

Effect: The weapon adds +3 Steps to any ability attached to a group True Pattern, +2 Steps to any other such ability, and +2 to a wielder's Spell Defense against Horrors and Horror constructs.

Rank 6

Cost: 3,400

Effect: The weapon adds +3 Steps to any ability attached to a group True Pattern, +2 Steps to any other such ability, +1 Step to a third ability, and +2 to a wielder's Spell Defense against Horrors and Horror constructs.

Rank 7

Cost: 5,500

Key Knowledge: The group that first wielded the daggers defeated a Horror just before its members died. The characters must learn the Name of that Horror.

Effect: The weapon adds +3 Steps to any ability attached to a group True Pattern, +2 Steps to other abilities, and +2 to the wielder's Spell Defense against Horrors and Horror constructs. This bonus is +4 against the Horror defeated by the orks who originally wielded the daggers.

Rank 8

Cost: 8,900

Key Knowledge: The characters must learn exactly how the group defeated the Horror.

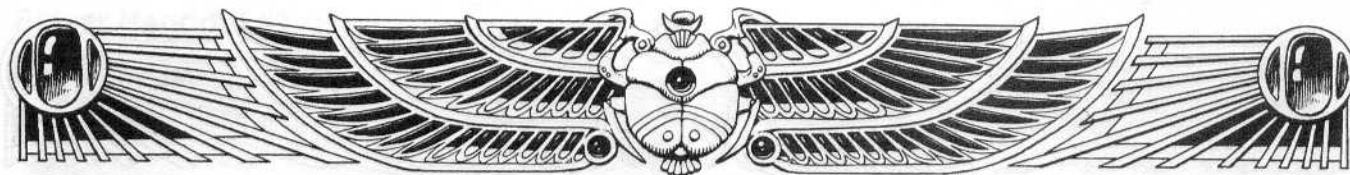
Deed: The characters must travel to the place where the original wielders defeated the Horror. This Deed is worth 5,500 Legend Points.

Effect: The weapon adds +3 Steps to any two abilities attached to a group True Pattern, +2 Steps to a third ability, +3 to the wielder's Spell Defense against Horrors, and +6



against the original Horror. The blades also grant the characters a terrible power; by performing a blood magic ritual, the group can rip a target's spirit from his or her body. This power causes 5 points of damage to each member of the group. The target's spirit becomes trapped in the daggers and can only be purged after a year and a day. During that time, the spirit can draw magical energy from the active threads attached to the dagger, using that energy to cause various magical effects. To use this special power, each member of the group must make a Spellcasting Test against the target's Spell Defense. All group members **must** make successful tests, or the power does not work. The step number for the power is the highest rank of all the threads woven to the blades.





NEW SPELLS

Tyrllaan uses the following three nethermancer spells in this adventure. Their statistics below follow the same format as those presented in the **Spell Magic** section of the **Earthdawn** rulebook. Definitions for Thread Number, Range, Effect, Casting Difficulty, Weaving Difficulty, and Duration appear on p. 157, **ED**. **Animate Dead** is a Circle 10 spell; **Alter Life** and **Shatter Pattern** are Circle 11 spells.



ANIMATE DEAD

Threads: 3 **Weaving Difficulty:** 15/19
Range: Touch **Duration:** Rank + 5 days
Effect: Creates cadaver men
Casting Difficulty: Target's Spell Defense

This spell is a variation of the Horror power of the same name. If the caster makes a successful Spellcasting Test, the Animate Dead spell creates a cadaver man that remains under the caster's control for the duration of the spell. The caster can control the cadaver man from a distance of up to 500 yards. If the caster wishes, he or she can extend the spell's duration with blood magic. To extend the spell in this way, the nethermancer takes 1 point of permanent damage and the cadaver man remains animated for a year and a day.



ALTER LIFE

Threads: Variable **Weaving Difficulty:** 21/26
Range: Touch **Duration:** Rank + 7 years
Effect: Alters a life form
Casting Difficulty: Target's Spell Defense

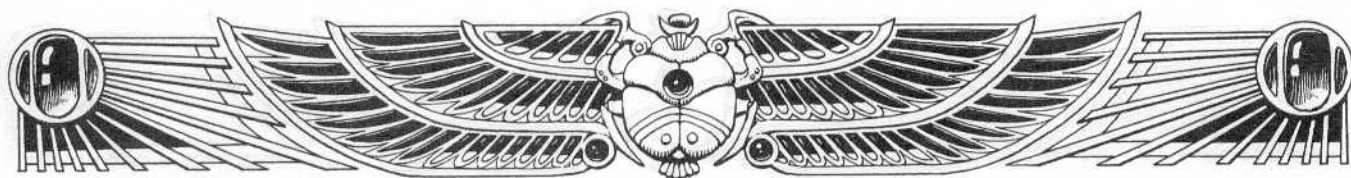
Alter Life is a variation of the Circle 9 spell, Create Life. To use the spell, the caster must submerge the target in a blood broth for the duration of the spell's casting.

The number of threads required by this spell depends on how the caster wants to alter the target. The spell can be used to add to or increase the target's abilities or change the target's appearance. For every ability added or enhanced, or aspect of appearance changed, the caster must weave 1 thread. Each thread takes 1 hour to weave, and the caster may attempt to weave only 1 thread for the spell each day. Note that to increase a target's abilities, the blood broth must contain blood from a character or creature with the desired higher ability rating.

Once the nethermancer has woven all the required threads for the alterations to the target, he or she weaves 1 final thread to secure all the others. The caster then makes a Spellcasting Test against the target's Spell Defense. If the test is successful, the target rises from the blood broth, its True Pattern altered by the magic of the spell.

Unlike the Create Life spell, Alter Life can be used on Name-givers and on either live or dead targets. However, corpses can have been dead for only three days or less before the caster begins casting the spell. This spell reanimates dead targets.





SHATTER PATTERN

Threads: 7

Weaving Difficulty: Target's
Spell Defense/23

Range: Touch

Duration: See below

Effect: Willforce + 15

Casting Difficulty: Target's Spell Defense

This powerful spell can disrupt and damage a target's True Pattern. The caster weaves the threads for the spell *through* the target's pattern, but must achieve an Excellent success or better on each Thread Weaving Test. If any test achieves an Average or Good success, those threads are not fully integrated with the target's pattern and so the target does not suffer the spell's full effect.

Once the caster has woven all the necessary threads, he or she makes a Spellcasting Test against the target's Spell Defense. If the Spellcasting Test is successful, the caster makes an Effect Test and compares the result to the target's Spell Defense. The success level determines the potency of the spell's effect. On an Average success, the effect lasts a number of days equal to the caster's rank. On a Good success, the effect lasts for a number of months equal to the caster's rank. An Excellent success means the effect lasts for a number of years equal to the caster's rank, and an Extraordinary success means the effect is permanent. If the caster did not achieve an Excellent success or better on any of his or her Thread Weaving Tests, the Effect Test's success level drops by 1 step to a minimum of an Average success.

The result of the Effect Test also represents the number of points the caster can use to weaken the target. The caster can use each point to inflict 1 point of damage to the target or reduce the target's Physical Defense, Spell Defense, Social Defense, or Attribute steps by 1 point. The target also suffers total or near-total amnesia for the duration of the spell because its pattern has been weakened to the point of collapse. If the result of the Effect Test lowers all the target's Attribute steps to 0 and inflicts enough damage to the target to exceed the Death Rating, the target dies.

When examined astrally, the victim of this spell appears to have a shattered pattern. Only a Dispel Magic spell or the caster's death can reverse the spell's effects (unless the spell's target has already died). Dispelling the Shatter Pattern spell requires a success level on a Dispel Magic Test equal to the success level earned by the spell's caster when he or she cast the spell against the target. A lower success level on a Dispel Magic Test, however, helps the target by reversing some of the spell's effects. The result of the Dispel Magic Test becomes the number of points restored to the target, distributed evenly among all the abilities or ratings reduced by the spell.

Unless the spellcaster makes the spell permanent, its effects wear off soon after its duration expires. Damage caused by the spell heals at a rate of 10 points per minute until all such damage is healed; Attribute steps and Defense Rating points return at a rate of 1 per minute.

The Shatter Pattern spell can be used to lower the target's Spell Defense to make it easier to cast *Alter Life* on the same target. The weakening of the target's pattern also grants the caster +2 steps to his or her Spellcasting Tests for the *Alter Life* spell.



Dear Sirs and Madams,

Please forgive the unusual method by which I am contacting you. I beg your indulgence in this matter.

I require the services of a capable, trustworthy band of adepts, such as I am assured you are. If you are interested in aiding me, please come to the Lamp Oil Tavern on the far west side of the city at midday. Tell the tavernkeeper you wish to meet with Jael's friend, and he will direct you to me. When we meet face to face, I will tell you what I need of you.

Should you choose not to meet with me, I ask only that you keep this matter to yourselves. However, I very much hope that you will aid me, as my trouble is most dire.

Sincerely,

A friend



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A SHATTERED SOUL

"I no longer know who I am, I have lost my Name, my very self. I know nothing of my past, nor how I came to Kratas, nor how this misfortune befell me. I would like you to help me find out who I am—and who has done this to me, if you can."

Someone has stolen the old elf's memory, and you have few clues—some coins, an amulet, and an old map that leads to a treacherous wasteland plagued by the wretched disciples of a terrible Horror. Will you help the old one? Can you solve the mystery—and live to tell the tale? Beware, for all is not what it seems, and the fate of Barsaive itself may rest in your hands!

Shattered Pattern is an Earthdawn adventure for 6 to 8 characters of any Discipline who have reached the Fifth to Seventh Circles.

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