

RBL-707



WESTHRALL'S PASSAGE



AN EARTHDAWN ADVENTURE BY
SEAN R. RHOADES

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Writing

Sean R. Rhoades

Editing

Eike-Christian Bertram, Steven J. Black, Carsten Damm, James D. Flowers, Jacques Marcotte, Jason U. Wallace, Hank Woon

Product Director

James D. Flowers

Line Developer

Carsten Damm

Layout

Carsten Damm, James D. Flowers, Kathy Schad

Artwork

Janet Aulisio, Storn Cook, Kathy Schad

Administration

Kim Flowers, Richard Vowles

Visit us on the Internet at: <http://www.earthdawn.com>

Email us at: info@earthdawn.com

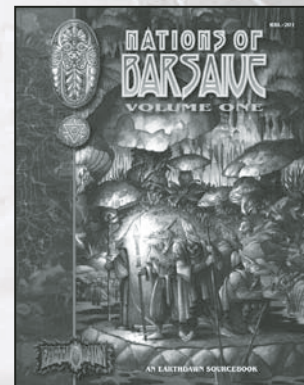
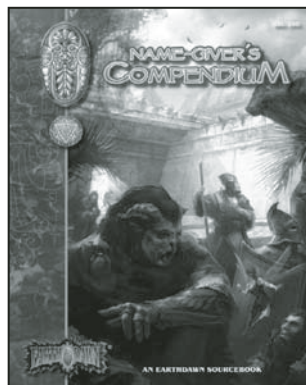
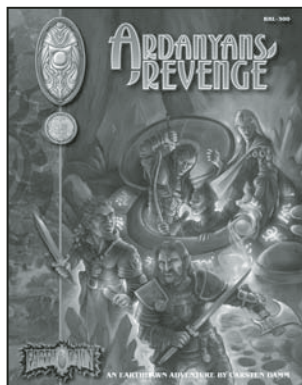


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WESTHRALL'S PASSAGE

Half of Westhrall's Map gives us only half a chance of success, but that is far better than what the alternatives provide.

• Ela Pono •



With the tip of his steel dagger, Baron Mardek of Valvria gestured toward the empty chair at the end of the table. "For the last time, Lady Pono, please sit down."

Ela Pono felt her *gahad* pushing up through her throat. How dare this pompous, overdressed windbag sit there and clean his fingernails, expecting her to sit at his order like a biddable child! "Braza take you, Mardek! Not even you can abduct a scholar from the Library of Throal and expect to go unpunished."

Mardek looked up a second time from his knife work, and as suddenly as it had arisen, Ela's *gahad* evaporated. At first she wondered if the baron had done something, but then she realized that her own scholarly curiosity had short-circuited her rage... specifically, her curiosity about Mardek's fingernails. Carefully manicured, with a pale, pearly sheen, they looked nothing like a typical ork's unruly claws. She suddenly wished that her own fingernails looked so elegant.

By the time she reached the end of this train of thought, Ela found herself sitting down precisely where Mardek had told her to sit.

"Lady Pono," Baron Mardek began, "you sold me a map. You certified that this map was the genuine work of Captain Westhrall of House V'strimon, and that it represented the safest river route from the Coil River, through the underground caverns, into Throal. Your research led you to believe that the terminus of this route lay directly underneath the dome of the present-day city of Valvria. All this may be true—but after investing much effort and a considerable sum of money, I have come to the unfortunate conclusion that you have not been entirely honest with me."

Ela shifted uneasily in her chair. The cushion was worn too thin for comfort, and the back of the chair pressed into her muscles in exactly the wrong way. Cursing her nerves, she schooled her face to a neutral expression. Thom Edrull had always told her to choose her customers wisely. Courting Baron Mardek may have been a mistake. "My lord," she said, with her best innocent-question look, "I don't follow your line of reasoning."

"Then let me make it clear," the baron continued. "First, you neglected to inform me that the terminus was more than one hundred and fifty yards under the floor of my city. Do you understand the effort required to cut a shaft like that without drawing attention from the Royal Engineers? Second, you neglected to mention that the route runs along the fringe of Braza's Kingdom. As a scholar, you ought to be familiar with some of the denizens of that place—unless your pressing duties have not allowed you to read as widely as you should? I can assure you, the survivors of the first two missions I sent underground are quite, shall we say, intimately acquainted with them. Third—and I'm not certain how this detail escaped your attention—your map appears to end somewhat short of the Coil River or one of its tributaries. In fact, if my sources are correct, your map is little more than half complete."

Like a wicked spirit called by an unwary magician, Ela's memories of Braza's Kingdom flooded over her. Forcing them aside, she chose her words carefully. "If you feel I overcharged you for the information, perhaps we might arrange a reasonable refund."

Mardek smiled, showing teeth as clean as his nails. "We could, indeed... if I happened to be feeling reasonable."

Ela swallowed hard. "What can we do to put you in a reasonable mood, my lord?"

Mardek laid down his dagger and leaned toward Ela. "One way or another, Lady Pono, I want the other half of that map. If you can't find it in the library of Throal... well, you'll simply have to accompany my next expedition and draw out the rest of the route based on your own firsthand experience."

"My lord!" Ela protested, "I am no longer a *b'jados*, but a scholar. I cannot—"

Suddenly Mardek was out of his chair and standing right in front of her, the point of his dagger at her throat. "'Cannot' is no longer a part of your vocabulary, Ela Pono. You tried to cross me and you failed. Now your life is mine to spend as I will."

Westhrall's Passage is an adventure scenario designed for three to five Novice adepts of any Discipline. In this adventure, the characters are taken on a journey into the depths of the Kingdom of Throal, where the Pale Ones dwell and survival is always uncertain. **Westhrall's Passage** begins as a linear adventure but becomes more open-ended as it progresses, with the final outcome based on the actions of the player characters. Most of this adventure happens underground and includes a significant amount of rafting, so obsidimen characters will face more difficulties than Name-givers of other races.

RUNNING THE ADVENTURE

Westhrall's Passage is presented as a series of events. Each is described for the gamemaster, who should use the information given to run each section. There is little text to be read aloud to the players, meaning the gamemaster will have to describe many of the scenes to the characters as he sees fit. Where possible the text describes the terrain and areas the characters will encounter, but much of the detail is left to the gamemaster to devise.

Each encounter contains four sections: **Setting the Stage** contains a narrative description that the gamemaster reads aloud to the players, **Themes and Images** helps the gamemaster set the mood and pacing for a particular encounter, and **Behind the Scenes** explains what is really going on in each encounter. The final section of each encounter, **Troubleshooting**, offers suggestions to help the gamemaster get the adventure back on track should things go awry.

ADVENTURE BACKGROUND

During the Theran War, the Theran navy came close to destroying the delicate economy of the Kingdom of Throal by cutting off Throal's overland supply lines to the rest of Barsaive. To answer this threat, the famous riverboat Captain, Westhrall of House V'strimon, took his ship, *Astendar's Dart*, and blazed a trail from the Coil River to the caverns of Throal, using the underground rivers in the region. This underground supply line provided food and valuable raw materials to Throal's inhabitants, and brought back to the rest of Barsaive many of the weapons and spells that enabled its people to defeat the Theran enemy.

After the war, King Varulus III ordered the underground river routes closed, sensibly claiming that they represented



a threat to Throal's security that only the necessities of war-time could justify. The closing was easily accomplished because the network of subterranean caverns through which the rivers flowed was so labyrinthine that only regular manned stations along the routes prevented incoming riverboats from becoming hopelessly lost.

Recently, Baron Mardek Silkback of Valvria has begun secretly attempting to reopen the underground river routes to Throal. An ambitious ork and a consummate politician, Mardek would like nothing better than to take the crown of Throal for himself from the dwarf kingdom's weakening royal line. A secret road in and out of Throal would enable the baron to bring mercenaries into the kingdom under his banner, or make a quick exit should his schemes turn sour. Mardek is exceptionally loyal to Throal's ideals, but he feels that King Neden is likely to get himself killed on some foolish venture or another, especially after the fiasco that was the Battle of Prajor's Field. If this happens, the Kingdom of Throal will need someone to protect it from the eager scions of House Ueraven and House Garsun, all of whom are circling the throne like vultures. Mardek is confident that he is just the person to save Throal from such a disaster. See **Nations of Barsaive, Volume One**, p. 122, for more information on Baron Mardek.

Ela Pono is an apprentice archivist in the Great Library of Throal. She has served Thom Edrull for several years, and on many occasions acted as the front woman for Edrull's less savory activities. Prior to becoming an archivist, Ela was part of an adventuring group called the Band of Blood

that mapped a section of Braza's Kingdom. When a wrong turn sent four of her best friends to a ghastly death, she retired and became a scholar at the library. Since then, she has undertaken to learn all she can about Throal's lowest depths. She recently discovered a fragment of one of Captain Westhrall's maps of the underground routes into the kingdom, which she sold to Mardek without Edrull's assistance or knowledge. See **Nations of Barsaive, Volume One**, p. 41, for more information on Ela Pono.

Since acquiring the map, Mardek has equipped two expeditions to follow it. The first expedition, consisting of soldiers from his bodyguard, discovered the hard way that the route passed through the fringe of Braza's Kingdom—a nesting place of Horrors and their constructs. Of the three survivors, two were Horror-marked and the third has adamantly refused to return to the deep caverns.

Mardek put together a second expedition of adepts, soldiers, and guides recruited from the t'skrang natives known as the Pale Ones. None of these explorers returned. Though Mardek does not know it, the company survived the Horrors in Braza's Kingdom, but discovered that the map ended far short of the exit to the surface world. The mapped route brought them to an underground lake inside a huge cavern inhabited by Pale Ones; a t'skrang dwelling-place known as the Great Dome of Yatrivash. While camped on an island in that lake, the expedition was attacked by a ferocious tribe of Pale Ones and captured as slaves.

This second expedition also wandered into a political mire. A tribe of Pale Ones known as the Raghul is trying to take over the communities in the Great Dome of Yatrivash, with the help of dwarfs from the banned House of Endour (see **On the Banned Houses in Nations of Barsaive, Volume One**, p. 31) and t'skrang from the Abanos foundation of House K'tenshin, the House of the Nine Diamonds (see **The Nials of House K'tenshin in Nations of Barsaive, Volume One**, p. 207). The Abanos possess the other half of Westhrall's map, and are searching for a way into the Kingdom of Throal as a gift for their Theran allies. In the meantime, they are enslaving the Pale Ones of Yatrivash, whom the dwarfs of House Endour are also using to mine a vein of silver ore.

Mardek has ordered Ela Pono to put together a third expedition to venture into subterranean Throal. He intends to use Ela's knowledge of Braza's Kingdom to get a small group of skilled adepts through the first part of the journey. He believes that the regiment of soldiers he sent with the second expedition attracted hostile attention from the locals, and that a small group might be seen as less of a threat.

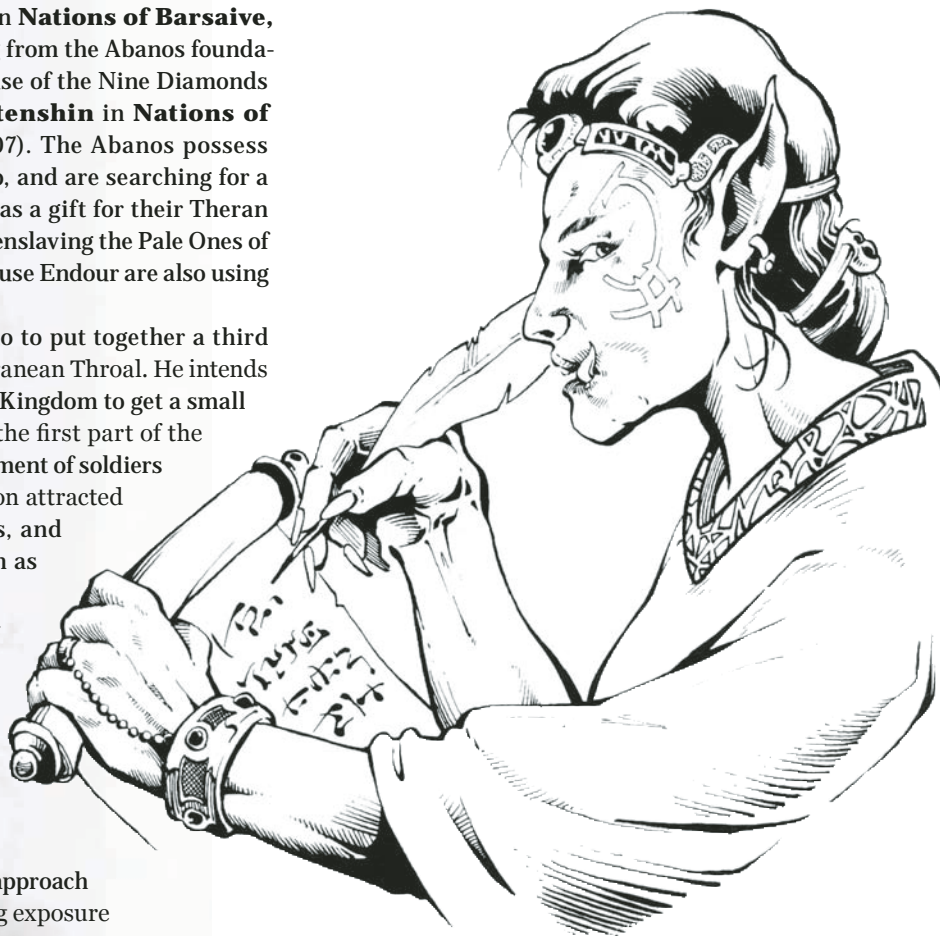
Ela would do just about anything to avoid returning to Braza's Kingdom, where she lost her friends six years ago. However, Mardek has her boxed into a corner. If she doesn't go on the expedition, she will have to face Mardek's wrath at being cheated. She can't approach the throne for help without risking exposure

of her illegal deals at the Great Library. She can't approach Thom Edrull for fear of losing her position once he finds out she has made deals behind his back. She won't flee Throal, because she badly wants to become the first ork to be appointed Scribe and Archivist at the Great Library. Thom Edrull has promised her this position, should he succeed Merrox as Master of the Hall of Records. She has no choice but to follow Mardek's orders and hope to survive.

PLOT SYNOPSIS

Ela Pono hires the player characters to accompany her far beneath the Kingdom of Throal. She tells them she has found a fragment of a map that shows a route from the Serpent River into the Throal Mountains, and that she must verify its authenticity. By the time she approaches the characters, Ela has already acquired two native guides from the Pale Ones, a raft and 10 days' worth of provisions. She offers them a generous advance for equipment costs and pledges them to secrecy about the mission.

The adepts follow Ela's map from the terminus of the old supply route, skirting the edge of Braza's Kingdom and encountering dangerous subterranean creatures along the way. After leaving Braza's Kingdom behind, they reach the Great Dome of Yatrivash, and find evidence that the second expedition ended its journey on the island in the vast lake. As they travel farther through the Great Dome, they find several villages ransacked and abandoned. Eventually they reach one that remains intact; the inhabitants greet them warily, but peacefully.



During this encounter, the Raghul, aided by the Abanos of House K'tenshin, attack the village. The characters see firsthand the ravages of the Raghul tribe and its allies, and discover that a riverboat is moored somewhere in the caverns. Their t'skrang guides are killed in the battle, cutting the characters off from their only reliable means of getting safely back to the surface. In order to return to Throal and the world they know, the characters must forge ahead and find Westhrall's Passage on their own. Of course, this means they must first slip past, infiltrate, assault, or retreat from the Raghul and K'tenshin warriors. As they plan their escape, the characters also discover that the allies of the Raghul include dwarfs from the Banned House of Endour. Depending on the choices that the player characters make, the adventure may end in a number of different ways.

INVITATION TO AN EXPEDITION

In this encounter, Ela Pono, an apprentice archivist at the Great Library of Throal, approaches the characters. She says she has discovered a fragment of what could be a map made by the great Captain Westhrall of House V'strimon, drawn during the Theran War, which shows an underground route linking the Serpent River and the dwarf kingdom. She wants to hire the characters to accompany her on an expedition to authenticate the map.

SETTING THE STAGE

The Reading Room in the Great Library of Throal is the quietest place in the kingdom. Even the most garrulous dwarf feels the weight of contemplation among the reading tables and book-stacked shelves, as if the Library was a temple dedicated to the Passion Mynbruje. No voice in the Library rises above a quiet murmur—and rarely even that in the Reading Room, where debate is forbidden. Dwarfs being dwarfs, of course, many a whispered argument has started in the Reading Room and then moved outside the Library's massive brass doors. For those less inclined to constant discussion than the typical citizen of Throal, the Great Library is a blessed oasis of silence.

"Are you finding these writings helpful?" a soft voice inquires, accompanied by a rustle of silk. You glance up from the scrolls you've been reading, and see an ork woman in the yellow robes of a library apprentice standing by your table. Before you can answer her, she leans toward you with a smile, placing both hands on the tabletop. "If you need anything else, I can get it for you."

You shake your head, thanking her graciously. She bows her head and withdraws. As she steps away, you notice that she has left behind a small piece of brown parchment, pushed half-under your sheaf of papers. You pick it up and read...

At this point, the gamemaster should hand out the letter printed below.

THEMES AND IMAGES

A sense of mystery drives this first encounter. The characters should be forced to balance their desire for the silver with their natural suspicion that Ela's "exploratory mission" involves more than she is admitting.

BEHIND THE SCENES

The adventure begins with the characters in the Reading Room of the Great Library of Throal. The gamemaster may wish to create a brief scenario that leads the characters to the library, or may have Ela seek them out at their lodgings if none of the characters has reason or desire to be visiting the Library. If the player characters press Ela for more information immediately, she replies that she can say no more until the appointed place and hour, and she will stick to this position. If any of the characters are foolish enough to try strong-arming anything out of Ela, the gamemaster

should point out that physically threatening a staff member of the Library would undoubtedly draw the attention of the Royal Guards stationed at the doors. See **Nations of Barsaive, Volume One**, p. 115, for more information on the Great Library.

Who is Ela Pono?

If the characters ask around in hopes of learning more about Ela Pono, they can use their Streetwise or Research skills to gather knowledge, or any other method the gamemaster deems appropriate; for example, knowledge

Dear Sir,

If you and your company are not otherwise engaged, I wish to employ your services on an expedition into the deep subterranean regions of Throal. My employer has authorized me to offer 400 silver pieces each for the successful completion of this exploratory mission. If you wish to know more, please come to the tavern called Ambica's Beard in the city of Valvria, tomorrow at the tenth hour. Please also come prepared to depart immediately on the expedition, should you decide to accept the offer.

With respect,

◦ *Ela Pono
Apprentice Archivist of the
Great Library of Throal*

skills about Throal or the Library. The Difficulty Number for all such Tests is 7 (see **Using Knowledge Skills** in the **Player's Compendium**, p. 232). How much the characters learn depends on the result level they achieve, as shown below.

Average: Ela Pono is an apprentice archivist at the Library of Throal, attached to the staff of Thom Edrull.

Good: Ela specializes in studies of Throal's subterranean regions.

Excellent: Ela was once a member of the Band of Blood, a *b'jados* group that explored Braza's Kingdom deep beneath Throal.

Extraordinary: Ela has been known to provide "special services" to library patrons in exchange for cash.

ELA PONO, THIRD CIRCLE ORK THIEF

Attributes

Dexterity (14): 6/D10
Toughness (16): 7/D12
Willpower (9): 4/D6

Strength (11): 5/D8
Perception (15): 6/D10
Charisma (10): 5/D8

Characteristics

Physical Defense: 8
Spell Defense: 8
Social Defense: 6

Initiative: 5/D8
Physical Armor: 6
Mystic Armor: 0

Death Rating: 39 (59)
Wound Threshold: 11
Unconsciousness Rating: 31 (47)

Recovery Tests: 3
Knockdown: 5/D8

Combat Movement: 30 **Full Movement:** 60

Karma Points: 15 **Karma Step:** 5/D8

Talents

Avoid Blow^D (2): 8/2D6
Climbing (2): 8/2D6
Durability (4/3) (4): 4
Fence^D (4): 9/D8+D6
Karma Ritual (3): 3
Lock Picking^D (3): 9/D8+D6
Melee Weapons (3): 9/D8+D6
Silent Walk^D (3): 9/D8+D6
Surprise Strike^D (3): 8/2D6

^D Indicates a Discipline talent.

Skills

Artisan:

Mapmaking (2): 8/2D6

Knowledge:

Horror Lore (1): 7/D12
Lost Kaers (1): 7/D12
Magical Lore (2): 8/2D6
Subterranean Throal (3): 9/D8+D6

General:

Bribery (2): 7/D12

Forgery (2): 8/2D6

Read and Write Language (5): 11/D10+D8

—Dwarf (Throalic), *Or'zet*, *Sperethiel*, Theran, T'skrang (Pale Ones)

Research (4): 10/D10+D6

Speak Language (3): 9/D8+D6

—Dwarf (Throalic), *Or'zet*, T'skrang (Pale Ones)

Streetwise (3): 9/D8+D6

Equipment

Footman's Shield (Phys 3; Init 1; Shatter 19)

Leather Armor (Phys 3)

Dagger (Damage 7/D12; Range 9–15–18)

Knife (Damage 6/D10; Range 6–10–12)

Short Sword (Damage 9/D8+D6)

Adventurer's Kit

Climbing Kit

Felt Hat

Mapmaking Tools

One half of Westhrall's Map (in Map/Scroll Case)

Trail Rations (1 week)

Traveler's Garb

Writing Kit

Loot

Gold bracelet (worth 60 silver pieces), gold ring (worth 30 silver pieces)

Legend Award

145 Legend Points

Notes

Ela possesses the ork Low-Light Vision and *Gahad* racial abilities.

Commentary

A Third Circle ork Thief, Ela Pono is an apprentice archivist at the Great Library of Throal, under the tutelage of the morally bankrupt Thom Edrull. For more information about Ela, see **Nations of Barsaive, Volume One**, p. 41. Note that with a blood oath (below), Ela Pono's Death and Unconscious Ratings decrease by 4 points each due to blood magic. Treating Ela like a child is likely to trigger her *gahad*. On the other hand, her *gahad* will never be triggered when her own scholarly curiosity sets in. The gamemaster is free to describe the other triggers or nullifiers of her *gahad*.

At Ambica's Beard

Ambica's Beard is located in a working-class neighborhood of the Inner City of Valvria. The tavern's sign, painted in unusually detailed fashion for such an establishment, shows a drunken ork pulling hard on the beard of an otherwise female-looking dwarf. The tavern's clientele consists mostly of guards and *b'jados* who work for the dwarf trade houses based in Valvria, and most of them are much better behaved than the stereotypical ork. The Beard has only one house rule—no fights. If a fight looks likely to break out, every customer in the place will converge on the offenders and manhandle them out into the street.



When the characters arrive, Ela Pono is sitting at a corner table sipping a mug of *hurlg*, the stiff ork brew that tastes and smells exactly like it sounds. She will wait for the group to approach her then ask them to sit down. She may engage in a little light banter if the players want to roleplay it, but she will soon get down to business.

Read aloud or paraphrase the following paragraphs:

"To business, then. I recently came across part of a most interesting map, showing the way from the Kingdom of Throal to an underground river system that runs beneath the Throal Mountains. According to my research, this map might be part of the one made by Captain Westhrall during the Theran War, when he first discovered the underground route between the Serpent River and the dwarf kingdom. I want you to accompany me on an expedition to find out if my research is correct.

My employer very much wants to authenticate the map, and has sent two expeditions already. Unfortunately, neither one succeeded. The first retreated when they discovered that the mapped route runs close to Braza's Kingdom, a dangerous place rumored to be full of Horrors. The second expedition was accompanied by a sizable band of soldiers, but I have heard nothing from them since they left more than two weeks ago.

I believe we can avoid the dangers that beset the first two expeditions. We must skirt the edge of Braza's Kingdom, then follow the map into a great

cavern where the Pale Ones live and search for a river outlet. I know the Pale Ones' language, and will act as translator. I have already hired two native guides: Pale Ones who know the terrain around and near the cavern. They have given us one of their own rafts, by far the safest and fastest means to travel the underground waterways.

"Upon our return, you will each receive 200 silver pieces in addition to the 400 silvers I mentioned in my letter. Any treasure we may find on the way is ours to keep—but I must be honest with you, I've been in the area before and haven't found much. I also want you to know that my employer has arranged for a stipend for myself and our guides—an amount of money that decreases for each member of the expedition lost. I tell you this so that you understand that I have a vested interest in getting every one of us out alive.

Of course, the senior staff at the Library and even the King himself is concerned that our expedition remains confidential. If word should get out that a navigable route between the Serpent River and Throal existed, it would threaten everyone's safety. Our work must remain a secret, you understand? Even after we return, none of us can say anything to anyone about it. One of you must swear a simple blood oath with me that you will keep the expedition and its outcome a secret for a year and day."

This deal is completely straightforward, at least as far as the fees are concerned; Ela has no authority to negotiate the cash reward. The blood oath may seem like an unusual twist, but such oaths are typically sworn by a *b'jados* to his or her employer in Throal. This oath is a blood promise (**Player's Compendium**, p. 261), sworn between one of the characters and Ela. After hearing Ela out, the characters may have a few questions for her. If they ask how long the journey will take, Ela estimates fifteen to twenty days out and ten to fifteen days back to Throal. The expedition will get under way as soon as the characters swear the blood oath.

If the characters want to know what happens should Ela die on the mission, she tells them to report to Ambica's Beard for three nights after their return to Throal. Ela has arranged for a friend at the tavern to pay the characters the rest of their fee by the third day.

As for supplies, Ela has already acquired ten days' worth of provisions for a group of five; poles, tarps, and waterskins; four light-crystal lanterns; ropes, fish nets, lines, hooks, and floats; chalk for leaving marks on the cavern walls; quills and paper; and a variety of trinkets, cloth, and steel items for trade with the Pale Ones. If the characters need or want anything else beyond that, they must purchase it with their own money, and quickly.

TR?UBLESH?OTING

If the characters refuse Ela's offer, the adventure ends before it starts. Because the characters have little reason to distrust Ela at this point, however, this problem should not arise. If the characters do refuse the job, after some time goes by, Baron Mardek might approach them through another agent. This agent explains that Ela's expedition has failed to return, and offers the characters a reward to find out the expedition's fate. The adventure can then be run pretty much as written, but the characters will not have Ela's expert help. In this event, Ela will be enslaved in the dwarf mining camp (see **Enslaved!**, p. 26).

Westhrall's Passage assumes that the characters are not employed directly by the Kingdom of Throal in any capacity. If they do work for Throal, the gamemaster can still run the adventure with a slight alteration. If the characters report Ela's offer to their employer (the Eye of Throal, Arm of Throal, His Majesty's Exploratory Force, or whoever) their superiors will ask them to go on the mission and submit a detailed report afterward. They will also ask the characters to do their best to recover the map fragment, along with any maps made during the mission that show the route from the Great Dome of Yatrivash to the Serpent River. See the possible outcomes in **Aftermath**, p. 29, for more information about this turn of events.

SHUSS HALIMA

In this encounter the characters enter the underground realm that the t'skrang call Shuss Halima, following the map fragment in search of the connection between the Kingdom of Throal and the Serpent River.

SETTING THE STAGE

Ela leads you through the streets to the edge of the city. Valvria is a recently completed Inner City, and plenty of land remains unsettled between the outskirts of town and the steep cavern walls.

The ork steers you toward a large, low building. Walking inside, you see crates and barrels stacked on long rows of shelves. Ela turns down one of these rows, walks about seven yards, then suddenly stops and stomps on the floor. A trap door slides open, revealing a ladder leading down. You look through the trap door and see a dwarf with a lantern beckoning from the bottom of the ladder.

You climb down the ladder and find yourselves in a small basement chamber. In one corner is a huge winch and pulley system from which hangs a wicker basket large enough to hold four human-sized people. Waiting in the room along with the dwarf are two t'skrang, dressed in breechcloths and carrying barbed spears. Their skin is pale green with black-and-gold markings, and each wears a braided cord wound around each arm from wrist to neck.

THEMES AND IMAGES

This encounter begins with the familiar (the city of Valvria, a tavern, a warehouse) and becomes gradually more mysterious (the descent, the raft and the river, the carnivorous mushrooms). The characters should notice that Ela becomes increasingly apprehensive as the adventuring group draws closer to Braza's Kingdom.

BEHIND THE SCENES

The two t'skrang, whom Ela introduces as Shigo and Muravi, are the adventurers' guides. Though the expedition will go to places neither t'skrang has ever seen, their knowledge of the underground passages and their skills in the water make them invaluable additions to the team. Muravi is delighted at this chance to practice her broken Throalic, and will join any conversation with enthusiasm.

The adventurers must ride the basket down a one-hundred-and-thirty-yard shaft into a portion of the underground river network beneath the Throal Mountains. The winch and pulley are cunningly devised so that the dwarf caretaker can easily handle a full load by himself. The descent takes about fifteen minutes; transporting Ela, the adepts, the guides, and all their assorted gear will probably take more than one trip.

The basket ride deposits the characters in a wide tunnel, about seven yards high and twenty yards wide, with an underground river running through it. The basket drops down lightly on a five-yard sandy bank between the tunnel wall and the water's edge. The rotting remains of a wooden dock extend from the bank into the water, and a raft is tied to the timbers. The raft is four yards wide and seven yards long (see **Nations of Barsaive, Volume One**, p. 318).

Shigo and Muravi gather up the company's equipment and tie it down in the center of the raft. The characters

may notice that the equipment is bound in a canvas tarp, and the tarp has two big "balloons" wrapped inside it. This arrangement keeps the tarp afloat in case the raft capsizes. ("No, no," Muravi assures the characters if they ask, "raft no drown!") The raft is made from more of the balloon devices, lashed together on a frame of bones, and covered with boiled hides stretched tight. Light crystals embedded in its fore and aft help illuminate the raft's path. The Pale Ones have devised covers for the crystals in case stealth becomes necessary.

In preparing for their raft trip, the characters should keep two things in mind: swimming skills and storage. The Base Difficulty Number for Swimming Tests in the underground river is 5. See **Swimming** in the **Player's Compendium**, p. 249, for more information. Keep in mind that obsidimen cannot swim: if they fall in the water, they sink unless they can climb out. Windlings only swim if there is no other way to survive, because getting their wings wet effectively cripples them until the wings dry out.

The characters should also remember to tie down any weapons and armor they are not wearing in order to keep them from sinking to the bottom if the raft capsizes. The Pale Ones have constructed pairs of loops on the edge of the tarp—two on the front and back, four on each side—onto which the passengers can bind up to twelve items. Shigo and Muravi have each bound their spears in this fashion, and will assist the others in doing the same. Ela carries her sword, but has bound her shield to the side of the tarp instead of stowing it inside, for quicker access. This allows

the characters to attach an additional amount of up to nine pieces of equipment to the sides of the tarp. Anything bound inside the tarp (as opposed to the side loops) takes 2 Combat Rounds to retrieve, so each character should choose what to bind to the loops carefully.

Poles and the river's current propel the raft. One raftsman takes a pole at each corner, and a fifth raftsman usually sits in front and watches the river for hazards. The key to managing a raft is maintaining balance. If the weight shifts too far to one side or the other, the raft will tilt and may overturn.

SHIGO

Attributes

Dexterity (14): 6/D10

Toughness (11): 5/D8

Willpower (11): 5/D8

Strength (14): 6/D10

Perception (10): 5/D8

Charisma (8): 4/D6

Characteristics

Physical Defense: 8

Spell Defense: 6

Social Defense: 5

Initiative: 5/D8

Physical Armor: 4

Mystic Armor: 1

Death Rating: 32

Wound Threshold: 8

Unconsciousness Rating: 24

Recovery Tests: 2

Knockdown: 6/D10

Combat Movement: 28 **Full Movement:** 56



Skills

Artisan:

Bone Carving (1): 5/D8

Craft Armor (1): 6/D10

Knowledge:

Creature Lore (1): 6/D10

Subterranean Throal (1): 6/D10

General:

Fishing (2): 7/D12

Melee Weapons (2): 8/2D6

Read and Write Language (1): 6/D10

—T'skrang (Pale Ones)

Sailing (3): 9/D8+D6

Speak Language (1): 6/D10

—T'skrang (Pale Ones)

Swimming (1): 7/D12

Equipment

Bone Mail (Phys 4; Init 1;

see **Name-giver's Compendium**, p. 294)

Knife (Damage 7/D12; Range 6–10–12; Tail Damage 7/D12;)

Spear (Damage 10/D10+D6; Range 18–30–36)

Adventurer's Kit

Bone Carving Tools

Craftsman Tools

Fishing Kit

Peasant's Garb

Trail Rations (1 week)

Loot

None

Legend Award

50 Legend Points

Notes

Shigo possesses both the t'skrang Tail Attack (Damage 6/D10) and the Pale Ones Heat Sight racial abilities.

MURAVI

Attributes

Dexterity (14): 6/D10

Toughness (11): 5/D8

Willpower (11): 5/D8

Strength (14): 6/D10

Perception (11): 5/D8

Charisma (13): 6/D10

Characteristics

Physical Defense: 8

Spell Defense: 7

Social Defense: 7

Initiative: 5/D8

Physical Armor: 4

Mystic Armor: 1

Death Rating: 32

Wound Threshold: 8

Unconsciousness Rating: 24

Recovery Tests: 2

Knockdown: 6/D10

Combat Movement: 28

Full Movement: 56

Skills

Artisan:

Bone Carving (1): 6/D10

Craft Armor (1): 6/D10

Knowledge:

Creature Lore (1): 6/D10

Subterranean Throal (2): 7/D12

General:

Conversation (1): 7/D12

Engaging Banter (1): 7/D12

Fishing (1): 6/D10

Melee Weapons (2): 8/2D6

Read and Write Language (1): 6/D10

—T'skrang (Pale Ones)

Sailing (2): 8/2D6

Speak Language (2): 7/D12

—Dwarf (Throalic), T'skrang (Pale Ones)

Swimming (1): 7/D12

Equipment

Bone Mail (Phys 4; Init 1;

see **Name-giver's Compendium**, p. 294)

Knife (Damage 7/D12; Range 6–10–12;

Tail Damage 7/D12;)

Spear (Damage 10/D10+D6; Range 18–30–36)

Adventurer's Kit

Bone Carving Tools

Craftsman Tools

Fishing Kit

Peasant's Garb

Trail Rations (1 week)

Loot

None

Legend Award

50 Legend Points

Notes

Muravi possesses both the t'skrang Tail Attack (Damage 6/D10) and the Pale Ones Heat Sight racial abilities. Muravi speaks Throalic well enough to get by in most situations.

Exploration

This adventure does not include a copy of Westhrall's map because playing out the adventurers' progress across every foot of the subterranean passages under the Throal Mountains would become extremely tedious. Instead, the characters measure progress toward their goal by reaching various milestones (see the **Travel Table**), each of which represents approximately one day's journey by raft. Milestones can be any fitting place such as a junction, a good campsite, or a deserted way station from the Theran War (see **Adipae Rapids** in **Nations of Barsaive**, **Volume One**, p. 229).

Each day, a member of the expedition makes an Exploration Test against the Difficulty Number of the region through which they are traveling. If the test succeeds, the adventurers reach the next milestone—or more, depending on the result level achieved (see the **Exploration Results**, p. 11). There are five milestones between the shaft below Valvria and the surface exit to the

Coil River. Their general locations and Difficulty Numbers appear in the Travel Table.

The step number for the Exploration Test is the character's Perception step, increased (if appropriate) by any talents or skills possessed by any of the other adventurers that pertain directly to the expedition's mission. This bonus is cumulative for the entire group, regardless of which individual makes the Exploration Test. For example, Ela Pono has the Knowledge skill of Subterranean Throat at Rank 3, which adds +3 to the Exploration Test step number. The two t'skrang guides know quite a bit about traveling through the underground regions, and their expertise allows them to add +1 and +2 respectively to this step number for a total of +3. The non-player characters present add up to a total of +6 steps to the Exploration Test.

The player characters can add further step bonuses with appropriate Knowledge or General skills at the gamemaster's discretion. Possible General skills include Navigation and Read River. As the step number for the Exploration Test is determined by a joint effort, only skills can be employed to raise it; talents and spells cannot be shared in that same way.

The step number of the Exploration Test can be further modified by the information the explorers have collected about the region in which they are traveling. For example, Westhrall's map adds +3 to all Exploration Tests for the first two milestones. The Shivalahala Yatrivash can share enough information to add +2 to the Exploration Test for Milestones 3 and 4 (the Yatrivash and Dragon's Jaws regions), and may also be able to offer some hints about the area beyond the Dragon's Jaws. The t'skrang of the Abanos foundation have the other half of the Westhrall map; if the characters obtain the second half of the map, it adds +3 to Exploration Tests for Milestone 5 (between the Raghul encampment and the surface exit).

Exploration Results

Only one character may make the Exploration Test each day. The expedition's progress depends on the result level that character achieves:

TRAVEL TABLE		
Milestone	Difficulty Number	Location
1	12	Between the shaft from Valvria and Braza's Kingdom
2	14	Between Braza's Kingdom and the first island in the Great Dome
3	13	Across the Great Dome of Yatrivash
4	14	Between the village of Yesha and the Dragon's Jaws
5	13	Between the Dragon's Jaws and the surface exit near the Coil River

Pathetic: The explorers are hopelessly lost and lose a day to find their way back to the last milestone. A successful Exploration Test on the following day is required to reach the missed milestone.

Average: The explorers make some progress. Move to the next milestone.

Extraordinary: The explorers find a shortcut and travel two milestones.

The expedition can survive for approximately one week on the food supplies Ela purchased but will vary depending on the number of adventurers and how much was brought with them. They can extend their rations by fishing, but should keep in mind that doing so near Braza's Kingdom (Milestone Two) will probably yield Horror-tainted or poisonous fish.

Encounters

The following paragraphs briefly describe several encounters the characters may have at the various milestones as they follow the map. The gamemaster may invent a description of any milestone not specifically described elsewhere in this adventure. In the first stages of the journey, the characters should run into no dangers. The gamemaster should describe the subterranean passages as mysterious and beautiful, brimming with unusual underground flora and fauna. Mosses, mushrooms, lichens, and algae are the primary plant life, and many plants and animals are phosphorescent. In the crystal-clear waters, fish and amphibians use light to attract prey, and their wavering luminescence makes the river glitter like the night sky. The caverns are quiet, the silence broken occasionally by the plop of a creature entering the water or the buzz of some subterranean insect.

Each night the adventurers should camp on the banks of the underground river. The raft makes a poor bed for so many to sleep on, and the guides will explain the importance of mooring the raft nightly and checking the underside for wear and tear. Shortly after the journey starts, Ela stops the raft to harvest a number of phosphorescent-green balls of fungus growing by the side of the river. She calls it brain sponge, and explains that it wards off certain kinds of Horrors. Each night, she ensures the rest of the explorers use a little brain sponge as a pillow.

Milestone One

Ela informs the characters that they are nearing Braza's Kingdom, and so they must all look out for Horrors. Ela becomes noticeably nervous as the group moves through this region. On the evening that the expedition first reaches this region, the characters awake to Ela Pono's screams. Ela is in the grip of a terrible nightmare. "Run, Ch'sanga, run!" she screams, over and over. When she finally comes to her senses, she stands on shaky legs and takes her "brain sponge" to soak it in the river. When she wrings it out, three worms with hook-shaped tentacles squirm out of it. She crushes one under her heel and keeps grinding it into the ground. When she lifts her boot, the worm is still trying to move away. She stomps on it

again and again. "Mindslugs," she mutters, and washes the sponge a second time.

The brain sponge tricked the mindslugs (see **Horrors** in the **Gamemaster's Compendium**, p. 454) into believing they had found a victim, thereby keeping the minor Horrors from crawling inside Ela's own head and mitigating the damage they were able to do. Ela again warns everyone to be on the lookout for signs of the Horrors. If the characters ask who Ch'sanga is, Ela replies, "That was long ago. I won't think about it now." In fact, Ch'sanga was one of Ela's former adventuring companions lost in Braza's Kingdom years ago. If the characters had much success researching Ela's background (see **Invitation to an Expedition**, p. 5), they might recognize this Name.

Milestone Two

The characters see a large frog, illuminated by the glow of the one-yard-wide toadstool on which it is perched. Upon closer examination, they can see the frog is struggling, as if trying to leap from the toadstool. A number of large beetles are buzzing on neighboring toadstools. Looking more closely still, the characters can see that the toadstool seems to have absorbed the frog's hind legs, and the beetles are stuck in the same manner. The toadstools are carnivorous, and the frog and beetles are tasty snacks.

Milestone Three

See **Among the Pale Ones**, below, for more details.

Milestone Four

Unknown to the characters, they have set up camp near the lair of a jehuthra (see **Horrors** in the **Gamemaster's Compendium**, p. 452). Unsurprisingly, the jehuthra attacks. Using its Iron Web power to cover the entire camp, it separates the characters from one another and then attacks them individually. The jehuthra will not fight to the death; if it takes damage to within 10 points of its Unconsciousness Rating, it will flee into small tunnels along the cavern wall.

TR?UBLESH?OTING

The gamemaster should let the players become familiar with the rhythms of going exploring, by having them set watches at night and letting them enjoy the strangeness of the environment. If the results of the Exploration Tests extend the quest by several days, Ela may show signs of exasperation or fear. The more time she spends in the first stages of the journey, the more frightened she will become of losing her way in Braza's Kingdom.

The jehuthra should not pose too big a challenge for the characters. If the gamemaster is concerned about harming the characters too much, he can have the Iron Web power separate the characters into pairs to give them better odds of surviving an attack. If any of the characters dies, Ela and the t'skrang guides each carry a last chance salve that might save the unlucky character's life.

A MONG THE PALE ?NES

In this encounter the characters enter the Great Dome of Yatrivash. The dome is a flooded cavern, several miles across, with islands and stalagmites rising out of its waters. The map fragment that the characters have been following ends on a deserted island just a few miles into the cavern, where they find the remains of a few members of Mardek's second expedition. As they continue across the dome, they come across abandoned villages, burned huts, and decomposing corpses. Finally, they enter the village of Yesha and meet the Pale Ones of Yatrivash for the first time. The natives of Yesha challenge the characters to ritual combat, after which the village elder asks them to meet the *shivalahala* of the Great Dome. As they set out to speak with the Shivalahala Yatrivash, raiders from the Raghul tribe and their Abanos allies attack the village.

SETTING THE STAGE

This encounter includes several pieces of text to read aloud to the players as their characters travel across the Great Dome of Yatrivash.

When the characters enter the dome, read the following:

The tortuous tunnels near Braza's Kingdom are behind you, and ahead of you the river has emptied into a huge subterranean lake. Shigo and Muravi have shipped their poles and are moving the raft forward with sculling oars. Massive stalagmites stretch from the cavern floor to its ceiling, dwarfing the raft on every side. Near midday, you reach a large sandbar. Close to its edge you see what looks like a shrine to the Passion Garlen—a statue of the Passion surrounded by twenty-five white stones, each covered with softly glowing green moss.

When the characters travel further, read the following:

A raft much like your own floats abandoned in the lake. Its surface is pocked with scorch marks and what look like bloodstains. A few minutes later, you reach an island that appears inhabited. When you land on the beach, you see that the sand has been churned up, as if by many running feet. A path leads up a steep slope; along the slope stand the ruins of a dozen dome-shaped huts, linked in groups of three or four, surrounded by two-yard-high palisades. The palisades and ruined huts also show fire damage. Near the bottom of the slope lie several decomposing bodies, each covered with a thick layer of insects. Most are dwarf, but you can also identify an ork and a t'skrang dressed in a breastplate of overlapping bones. They have been dead for several days.

A few hours later, the characters observe the following:

You come across two more devastated island villages much like the one you recently encountered. The ashes of the second one are still smoldering when you arrive.

At the end of the day, read the following:

A vertical band of light appears atop one of the islands ahead. The band splits in two, then four, then eight, and then finally disappears over the lip of the cliff above as the raft enters the shadow of the island. The raft moves along the cliff side of the island until it reaches a small inlet on the opposite side. A path climbs the gentle slope from the inlet, lined with a dozen or so huts on either side. At the peak of the island, its inhabitants have built a massive arched gathering hall. The light you saw from the water streams out of the hall's tall, narrow windows.

From the cliff top high above comes a great cry as the raft approaches the beach. The words are unintelligible, but the voice is strong enough to reverberate through the dome. As the echoes return from the walls and ceiling, the crier shifts to a song. His voice overlaps with the echoes to form unusual rhythms and harmony, as if a choir accompanied him. By the time you land on the beach, the cavern has fallen unnervingly quiet. A lone t'skrang warrior stands on the sand, holding two spears. She wears a bone breastplate, and the skull of some strange aquatic creature for a headdress. Her skin gleams pale ivory. As you land she throws a spear, precisely aimed to sink deep in the sand just in front of you, and shouts out something in a strange language.

THEMES AND IMAGES

As the characters travel across the Great Dome, they see the ruins of several villages that have already fallen to the Raghul. As they approach the large island with its towering hall, they should feel vaguely uneasy; will the Pale Ones end their greeting rituals by embracing them as friends, or stringing them up?

BEHIND THE SCENES

This section details the background of the locations presented in **Setting the Stage**, p. 12.

The Statue of Garlen

The glowing statue of Garlen and the stones surrounding it have no magical properties; the fungus covering them gives off light naturally. The stones are about the right size for one person to carry in both hands. The characters may want to take a stone or two to use as a light source, though the stones are only about a quarter as bright as standard light-quartz. Taking a stone, of course, means disturbing the shrine. The two t'skrang guides warn the characters against this action, insisting that to disturb the stones or the statue will bring the wrath of the Passions down upon them all.

The Destroyed Villages

The destroyed villages are casualties of the most recent raids. If the characters look around even briefly at any of

these villages, they will notice that there are too few bodies to match the number of huts in each village; clearly, more people lived in these places than were killed in the fighting. The characters may assume that the missing villagers abandoned their homes in haste and left their dead to rot. In fact, the raiders took the villagers as slaves, which the characters will most likely discover later in the adventure (see **Enslaved!**, p. 26).

The Village of Yesha

At the end of the day, the characters have reached the island village of Yesha, one of the few in this dome that has not yet fallen to the Raghul raiders. When the t'skrang warrior on the beach confronts them, Shigo and Muravi explain that the warrior is offering ritual combat: "She say, we fight." The combat must be one-on-one with spears—the character chosen to fight may wear armor, but may use no other weapon. The guides say that the battle must be fought to first blood—as soon as the warrior or the character takes a wound, the ritual combat is over. Neither Ela nor the two t'skrang guides will offer to fight, and so the characters must choose a champion from among themselves.

If the characters want to know the purpose of the challenge, Ela explains that the Pale Ones use the ritual to determine a stranger's worthiness. If the stranger wins, the villagers show him and any companions deference and hospitality. If the stranger loses, he must perform some small favor for the village before he leaves. Refusing to fight is considered a grave insult and a sign of weakness, and the villagers will treat any such cowards with disdain.

For the Yesha warrior, use the statistics given below. When the fight ends, another t'skrang will come down the path, check to see that the warrior is still alive, then beckon for the characters to follow her up the path toward the village gathering hall. As they pass through the palisades, a crowd will emerge from the dwellings and follow close behind. If one of the characters is an obsidiman, various people will try to touch him. Windlings and trolls also fascinate the villagers, as do large metal weapons like axes and swords. By the time they reach the hilltop, the characters should realize that at least a hundred Pale Ones are behind them.

YESHA CHAMPION

Attributes

Dexterity (18): 7/D12
Toughness (13): 6/D10
Willpower (11): 5/D8

Strength (14): 6/D10
Perception (10): 5/D8
Charisma (8): 4/D6

Characteristics

Physical Defense: 10
Spell Defense: 6
Social Defense: 5

Initiative: 6/D10
Physical Armor: 4
Mystic Armor: 1

Death Rating: 35
Wound Threshold: 9
Unconsciousness Rating: 27

Recovery Tests: 2
Knockdown: 6/D10

Combat Movement: 36 **Full Movement:** 72

Skills

Artisan:

Bone Carving (1): 5/D8

Craft Armor (1): 6/D10

Knowledge:

Creature Lore (1): 6/D10

House Yatrivash Lore (1): 6/D10

General:

Melee Weapons (3): 10/D10+D6

Read and Write Language (1): 6/D10

—T'skrang (Pale Ones)

Speak Language (1): 6/D10

—T'skrang (Pale Ones)

Throwing Weapons (3): 10/D10+D6

Equipment

Bone Mail (Phys 4; Init 1;

see **Name-giver's Compendium**, p. 294)

Spear (Damage 10/D10+D6; Range 18–30–36)

Adventurer's Kit

Bone Carving Tools

Craftsman Tools

Fishing Kit

Peasant's Garb

Trail Rations (1 week)

Loot

None

Legend Award

60 Legend Points

Notes

The Yesha champion possesses both the t'skrang Tail Attack (Damage 6/D10) and Pale Ones Heat Sight racial abilities.

YATRIVASH WARRIORS

Attributes

Dexterity (15): 6/D10

Toughness (11): 5/D8

Willpower (11): 5/D8

Strength (11): 5/D8

Perception (10): 5/D8

Charisma (8): 4/D6

Characteristics

Physical Defense: 8

Spell Defense: 6

Social Defense: 5

Initiative: 5/D8

Physical Armor: 4

Mystic Armor: 1

Death Rating: 32

Wound Threshold: 8

Unconsciousness Rating: 24

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 30

Full Movement: 60

Skills

Artisan:

Bone Carving (1): 5/D8

Craft Armor (1): 6/D10

Knowledge:

Creature Lore (1): 6/D10



House Yatrivash Lore (1): 6/D10

General:

Fishing (1): 6/D10

Melee Weapons (1): 7/D12

Read and Write Language (1): 6/D10

—T'skrang (Pale Ones)

Sailing (1): 7/D12

Speak Language (1): 6/D10

—T'skrang (Pale Ones)

Swimming (1): 6/D10

Equipment

Bone Mail (Phys 4; Init 1;

see **Name-giver's Compendium**, p. 294)

Dagger (Damage 7/D12; Range 9–15–18; Tail Damage 6/D10)

Spear (Damage 9/D8+D6; Range 18–30–36)

Adventurer's Kit

Bone Carving Tools

Craftsman Tools

Fishing Kit

Peasant's Garb

Trail Rations (1 week)

Loot

None

Legend Award

45 Legend Points

Notes

Yatrivash warriors possess both the t'skrang Tail Attack (Damage 5/D8) and Pale Ones Heat Sight racial abilities.

The Raid

As the characters approach the gathering hall, they hear a faint shout that sends ripples of fear and anger through the t'skrang all around them. If they ask what's happening, Shigo and Muravi tell the characters that the island is under attack by raiders, accompanied by a riverboat equipped with fire cannons. Though the guides do not know the attackers by Name, the raiders are the Raghul and the riverboat belongs to the t'skrang of the Abanos foundation.

Roughly five minutes pass between the watchman's first sighting of the riverboat (the distant shout) and the first fire-cannon bombardment. The Abanos use their weapons sparingly. They fire only one of the ship's cannons—once per minute—aiming at each hut in the village, starting with those closest to the beach. Ten minutes after the first sighting of the riverboat, three rafts full of Raghul will land at the beach and four-dozen enemy warriors will advance up the path toward the gathering hall. Along the way they will fight anyone who attacks them and will capture and bind unarmed villagers. From the high ground near the hall they will split into two roughly equal groups—the first group will retrace the path down the hill, while the second descends the slope behind the gathering hall to the other side of the island (see **Map of Yesha**, p. 16).

As soon as the villagers realize they are under attack, a few adults lead the children and elderly to a subterranean sanctuary (A) on the far side of the island from the raiders' landing site (B). It takes at least fifteen minutes for these people to move across the island. Meanwhile, the Shivalahala Yatrivash leads three dozen warriors toward the beach (C) to hold the Raghul at bay. If any Raghul warriors manage to slip past the defenders and reach the head of the shorter path (D) while the young and the elderly are still heading toward the sanctuary, the raider(s) will spot the non-warriors and try to take them captive.

The sanctuary is a grotto under the hill. A narrow passageway winds about ten yards into the hill, then opens into a cavern roughly fifteen yards in diameter. The cavern is dimly lit by phosphorescent moss of every imaginable color. At the lowest point in the cave is a three-yard wide pool. The women of Yesha incubate their eggs in the mud along its edges. The grotto is connected to the giant lake that fills the entire cavern; a character must swim twenty-five yards to reach the cavern via the water (**Player's Compendium**, p. 248)

If the characters do not fight for the villagers of their own accord, several village warriors will ask the characters to help them repel the attack. The *shivalahala*'s band will take the characters with them to meet the raiders on the beach.

To make it easier to keep track of this large-scale battle, the gamemaster may wish to decide on a specific number of Raghul warriors that the adventurers must incapacitate in order to swing the battle their way—for example, enough Raghul warriors to equal the total Circles of all

the characters in the adventuring group or enough for the Yatrivash to gain superiority in numbers. If the characters defeat this number of Raghul, the remaining warriors will retreat. Keep track of the casualties suffered by the raiders in this battle; that number will become important in the following encounter, **The Dragon's Jaws**, p. 20.

The characters should find it relatively easy to defeat the Raghul, as the raiders were not expecting to fight against experienced adepts. After the battle, the *shivalahala* will ask to meet the characters (assuming the raiders did not capture them); go to **In the Gathering Hall**, p. 17. If the Raghul defeated and captured any of the characters, see **Troubleshooting**, p. 20.

The characters will definitely notice the riverboat shooting its fire cannons at the village during the battle. From the presence of the riverboat in the dome, the characters should figure out that a navigable route must exist between the Great Dome and the Serpent River. If they do not come to this conclusion themselves, Ela Pono will surely comment on it; it means her map is authentic, and that's why the adventurers are there in the first place. Ela Pono should also suggest to the characters that the riverboat may have followed the route on the missing half of Captain Westhrall's map, meaning that the t'skrang aboard it might have the map in their possession.

The characters may also start wondering which of the *aropagoi* would give one group of Pale Ones a riverboat to help them raid another; the t'skrang of the Serpent River don't usually involve themselves in the Pale Ones' affairs. Ideally, they will want to solve the mystery; if not, events will soon leave them with little choice. The riverboat is flying the flag of House K'tenshin, which any t'skrang player character from a river-*niall* or any character who has worked on a riverboat will automatically recognize. Characters with an appropriate Knowledge skill related to the t'skrang of the Serpent River may recognize the symbol of the Abanos *niall* on the flag by making an appropriate Knowledge Test against a Difficulty Number of 9.

After the Battle

If the Raghul lose the battle, they will retreat to the beach and attempt to escape by raft. The Abanos t'skrang aboard the riverboat will not enter the fray unless the Raghul are cut off from their rafts. If that happens, twenty Abanos will embark from the riverboat on a small raft and attempt to open a line of retreat for their allies. The entire raiding party will then retreat from the island.

If the Raghul win, they will round up all the villagers left alive and march them to the beach in shackles, then ferry them by raft to the riverboat. Then they will search for the t'skrang who hid at the onset of the battle, but the entrance to the Yesha sanctuary is well enough hidden to defy their best efforts unless they actually saw the people going inside. The raiders' main force will leave in two to three hours, but a third of their number will stay behind a while longer in hopes of capturing any survivors. This group will leave in twenty to twenty-five hours.

If the characters have avoided capture, they may try to get to a beached raft and escape. They must be careful, however, because the riverboat crew is watching intently for



any movement on or near the beach. Five riverboat crewmen are stationed on deck as guards, and each of them has a Perception step of 5. If they spot the characters heading for a raft, they will aim a fire cannon at it and attack. Refer to the **Gamemaster's Compendium** and **Nations of Barsaive, Volume One** for ship combat rules and vessel statistics.

Fortunately for the characters, location is in their favor. It is dark underground, and the light quartzes that the Abanos t'skrang have placed near the boat and dock only cast light so far. The characters should therefore be able to cross much of the beach in total darkness or shadow, and may get quite close to the rafts before running any real risk of being seen.

In the Gathering Hall

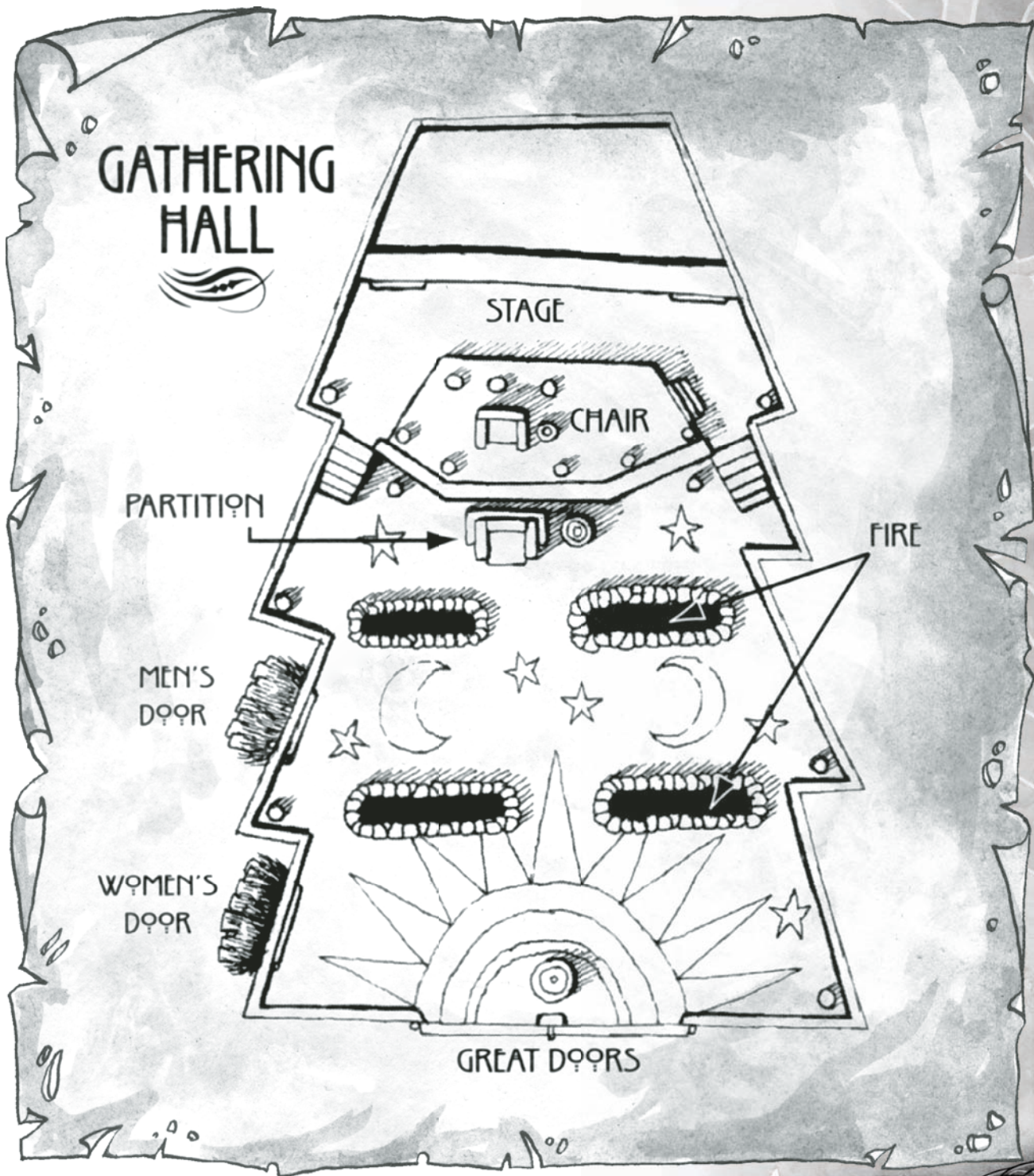
After the battle, the villagers tell the characters that the *shivalahala* wishes to meet them. A pair of t'skrang warriors escorts the characters to the Gathering Hall, a huge building made of enormous stone blocks nestled so tightly against each other that not even a piece of paper can slip between them. The shape of the building resembles the hull of a sailing ship turned upside down. The warriors lead the adventurers up to the Great Doors at the front; the rest of the surviving villagers, who are following close behind, split into two groups by gender and enter through designated men's and women's doors on the side. The Great Doors remain closed until all the villagers have filed in. Once all are inside,

a drum begins to beat like slow thunder. The Great Doors swing open and the characters may enter the hall.

Light fills the hall from four fire trenches and a row of light quartzes. The quartzes are set in the floor at the hall's far end on a raised platform that looks very much like a stage. The men sit on the floor behind the rear fire trenches, the women behind the front trenches. Between the front fire trenches and the stage is a plain wooden bench, on which sits an ancient t'skrang with an oddly luminescent cast to her skin. Her garments are decorated with ornate beadwork and her headdress, made of feathers and bone, is nearly half as tall as she is. The warriors escort the characters to a spot about a dozen paces shy of the bench, then kneel gracefully and bow their heads.

The crowd will pay close attention to everything the characters do or say at this point, and the *shivalahala*'s words will provoke whispers and quiet discussion at every turn. After a lengthy pause the *shivalahala*, speaking fluent Throalic, will thank the characters for their aid in fighting off the Raghul raiders. She will then offer to tell the characters what she knows of the Raghul if they will first agree to join in the Rituals of Stories and Questions. In the Ritual of Stories, each participant shares a story with the other; in the Ritual of Questions, each participant asks questions of the other.

If the characters agree to this exchange, the *shivalahala* will begin the Ritual of Stories by telling them the following tale:



"A holy man was bathing in the lake when a poisonous serpent sped toward him, intending to bite him. When he saw the snake, the holy man gently stretched out his hand to the creature and said, 'Go ahead and bite!' The snake, who had expected a struggle to the death with its victim, was startled at this strange behavior. 'My bite will kill you,' it said. 'Are you so eager for death, that you freely offer me your hand?'"

"And the holy man answered, 'I know that to take life is wrong. If it is wrong for you to kill me, O snake, then how can it be right for me to raise my hand against you?'"

"The snake was greatly intrigued, and listened carefully as the holy man spoke of the sacredness of life. When the man was finished, the snake promised from that day forth to live a life of peace and compassion."

"When the people of the nearby village saw that the snake had become harmless, they pelted it with stones and dragged it around by the tail. A year passed, and the holy man returned to bathe in the same place. When he saw the pitiful, battered snake, he asked what had happened. Shedding bitter tears, the snake said, 'I have done as you told me, teacher, but people are so merciless!'"

"And the holy man replied, 'When I asked you not to bite anyone, I did not tell you not to hiss!'"

When the *shivalahala* finishes her story, the characters must tell a story of their own. Then the *shivalahala* will begin the Ritual of Questions by asking about the characters' origins, destination, purpose, adventures and so on. She will make a point of asking about their connection (if any) with the Raghul and their allies. The characters must answer each question she poses before they may ask one of their own. The Ritual of Questions is a favorite form of entertainment for the villagers; their *shivalahala* is particularly skilled at asking penetrating questions and making the most succinct possible answers.

During this question-and-answer session, the characters can learn the following information from the *shivalahala* if they play the game well:

- She calls the Raghul the "Deep Ones," and believes that they come from lower regions of the caverns.
- She knows the Raghul have so far raided a third of the villages in the Great Dome of Yatrivash, and that they have powerful allies.
- She calls the Abanos riverboat a "magic raft," refers to the Abanos t'skrang as "colored ones" (surface-dwelling t'skrang have brighter-colored skin than the Pale Ones) and calls the dwarfs of House Endour "bearded ones."
- She has heard tales of fire cannons from survivors of earlier Raghul raids, but she believes that a cannon's destructive power comes from the spells of vile magicians aboard the magic raft.

- The Raghul's surprise attacks and enslavement of defeated villagers deeply offend her sense of what is right, because they violate the traditions of the Pale Ones.
- She does not know exactly where the Raghul have made their encampment, as the speed of the attacks and the scarcity of refugees has made it virtually impossible to track the raiders back to their base of operations.
- She believes that the raiders entered Yatrivash through Braza's Kingdom, which she calls "the realm of the Ashnazg." She has since forbidden her people to venture past the statue of Garlen (see p. 13) built by one of her predecessors many centuries ago.

The *shivalahala* also possesses ancestral memories of Westhrall's exploration of the Great Dome of Yatrivash, and she remembers helping him to find the way up and out toward Throal. If the characters think to ask, the *shivalahala* can give them a few useful hints about the route ahead of them past the Dragon's Jaws (Milestone Five), though how much she reveals is up to the gamemaster. She knows how to speak Throalic because the "colored ones with their magical rafts" visited Yatrivash and its villages many times during the Theran War. The magical rafts entered the cavern through the Dragon's Jaws, a treacherous outflow of Lake Yatrivash from which no raft of the Pale Ones has ever returned.

If the characters ask the *shivalahala* for help, she can offer only food and supplies. Her people must remain on their island to prepare for possible future raids.

SHIVALAHALA YATRIVASH

Attributes

Dexterity (18): 7/D12

Toughness (19): 8/2D6

Willpower (18): 7/D12

Strength (9): 4/D6

Perception (13): 6/D10

Charisma (14): 6/D10

Characteristics

Physical Defense: 10

Spell Defense: 7

Social Defense: 8

Initiative: 6/D10

Physical Armor: 4

Mystic Armor: 3

Death Rating: 43

Wound Threshold: 12

Unconsciousness Rating: 35

Recovery Tests: 3

Knockdown: 4/D6

Combat Movement: 36

Full Movement: 72

Skills

Artisan:

Bone Carving (1): 7/D12

Craft Armor (1): 7/D12

Storytelling (5): 11/D10+D8

Knowledge:

Creature Lore (1): 7/D12

House Yatrivash Lore (5): 11/D10+D8

Subterranean Throal (3): 9/D8+D6

General:

Conversation (5): 11/D10+D8
Fishing (1): 7/D12
Melee Weapons (2): 9/D8+D6
Read and Write Language (1): 7/D12
—T'skrang (Pale Ones)
Sailing (1): 8/2D6
Speak Language (2): 8/2D6
—Dwarf (Throalic), T'skrang (Pale Ones)
Swimming (1): 5/D8

Equipment

Bone Mail (Phys 4; Init 1;
see **Name-giver's Compendium**, p. 294)
Dagger (Damage 6/D10; Range 9–15–18; Tail Damage 5/D8)
Spear (Damage 8/2D6; Range 18–30–36)
Adventurer's Kit
Bone Carving Tools
Craftsman Tools
Fishing Kit
Traveler's Garb
Trail Rations (1 week)

Loot

None

Legend Award

140 Legend Points

Notes

Shivalahala Yatrivash possesses both the t'skrang Tail Attack (Damage 4/D6) and Pale Ones Heat Sight racial abilities.

Commentary

The Shivalahala Yatrivash is the leader of the village of Yesha and of many other villages in the Great Dome of Yatrivash. Though deeply concerned about the recent raids, she has so far been unable to muster an effective response. Old and wise, she cares intensely for the welfare of her people.

Where To Next?

How the characters proceed in the adventure depends on what happened during this encounter. If the characters are captured by or surrender to the Raghul, the raiders will round them up with the rest of the villagers and take them to the Raghul encampment under the Dragon's Jaws. In this case, go to **Enslaved!**, p. 26. If the characters drive the raiders off or manage to escape their clutches, they must choose their next step. If they know that the Raghul are taking slaves, they may want to find the raiders' base of operations and free the captives. Or they may simply want to find the route back to the surface.

Either way, they will end up traveling through the Dragon's Jaws and passing by the Raghul encampment. Go to **The Dragon's Jaws**, p. 20.



TROUBLESHOOTING

The characters are unlikely to die in this battle, but if the worst seems likely to happen, feel free to fudge dice rolls to ensure the characters' survival. Keep in mind that the Raghul would rather have live slaves than corpses, and so are likely to pull their punches somewhat. If all of the characters are knocked unconscious, they are taken captive and brought to the Raghul encampment (see **Enslaved!**, p. 26). In this case they will not meet the *shivalahala*, and must find out firsthand about the Raghul and their allies. They will also learn nothing from the *shivalahala* about the route ahead of them.

If some of the characters are captured and others remain free, the free agents may want to set off immediately to rescue their companions. Feel free to suggest that they might find it useful to talk with the *shivalahala* first, but allow them to take off right away if they insist. (They'll find out all they need to know about the Raghul and their allies soon enough...) Go to **The Dragon's Jaws**, below.

It is possible that both of the t'skrang guides are slain by the raiders during the battle. Their loss may mean the characters cannot return to the surface the way they came (as they would never be able to retrace their route), and so the only way the characters can get out is to find the course to the Serpent River.

THE DRAGON'S JAWS

In this encounter, the characters must navigate a treacherous section of river that runs right past the Raghul encampment. Depending on the choices they make, they may attack the Raghul and their allies or be forced into combat while searching for the exit to the surface. This encounter assumes that the characters arrive at the encampment as free agents; if they arrive there as captives, go to **Enslaved!**, p. 26.

SETTING THE STAGE

Before you lay the Dragon's Jaws—three channels through which the waters of Lake Yatrivash flow. The haunting sound of water beating against stone fills the air, and the course ahead of you curves downward into darkness. To push a raft into the swift-flowing current is an act of bravery—or foolhardiness. According to the Pale Ones of Yesha, no raft has ever returned from this place.

THEMES AND IMAGES

The three parties using the Dragon's Jaws as a military encampment are not entirely at ease with each other at the best of times, and are likely to be even more prone to squabbling if the Raghul suffered a defeat at Yesha. The camp is segregated between the Raghul warriors, who sleep in the open around open fire pits; the dwarfs of House Endour, who live in several recesses that they have cut from the cave walls; and the Abanos t'skrang, who stay on their riverboat.

The noises of the rushing water and the crowded camp produce strange, confusing echoes.

BEHIND THE SCENES

The following map and key describe the Raghul encampment.

(A, B, C) Entrance Channels

The characters can enter the Dragon's Jaws through any of the three channels. Channels A and B are safer than C, but from the characters' viewpoint on the lake side, C appears easier to navigate. Entering the Dragon's Jaws through any of the three channels requires the characters to make several Boating Tests, for which the step numbers are the character's Strength step, step number in the Sailing skill, or step number in the Pilot Boat talent or skill. To safely enter through Channels A or B, the two characters poling the raft must each make two successful Pilot Boat (6) Tests. To safely enter through Channel C, the characters must each make three Pilot Boat Tests: the first and third against a Difficulty Number of 5 and the second against a Difficulty Number of 8, as the tunnel veers sharply to the right. If one of the characters fails one of these tests, that character must achieve a Good result or better on a second test in order to prevent the boat from capsizing. If this test fails, everyone on the boat falls into the water and needs to swim to safety. The Water Condition (**Player's Compendium**, p. 248) is considered to be 9 for Channels A and B, and 11 for Channel C. A character succeeding at a Dexterity (6) Test can clutch to the capsized raft, gaining a bonus of +5 to his Swimming Tests. Characters holding on to the raft also have a chance to save one piece of equipment per round from the loops on the rafts' side, although this might influence their ability to swim, due to additional weight. Any item not retrieved can only be used after the raft is recovered.

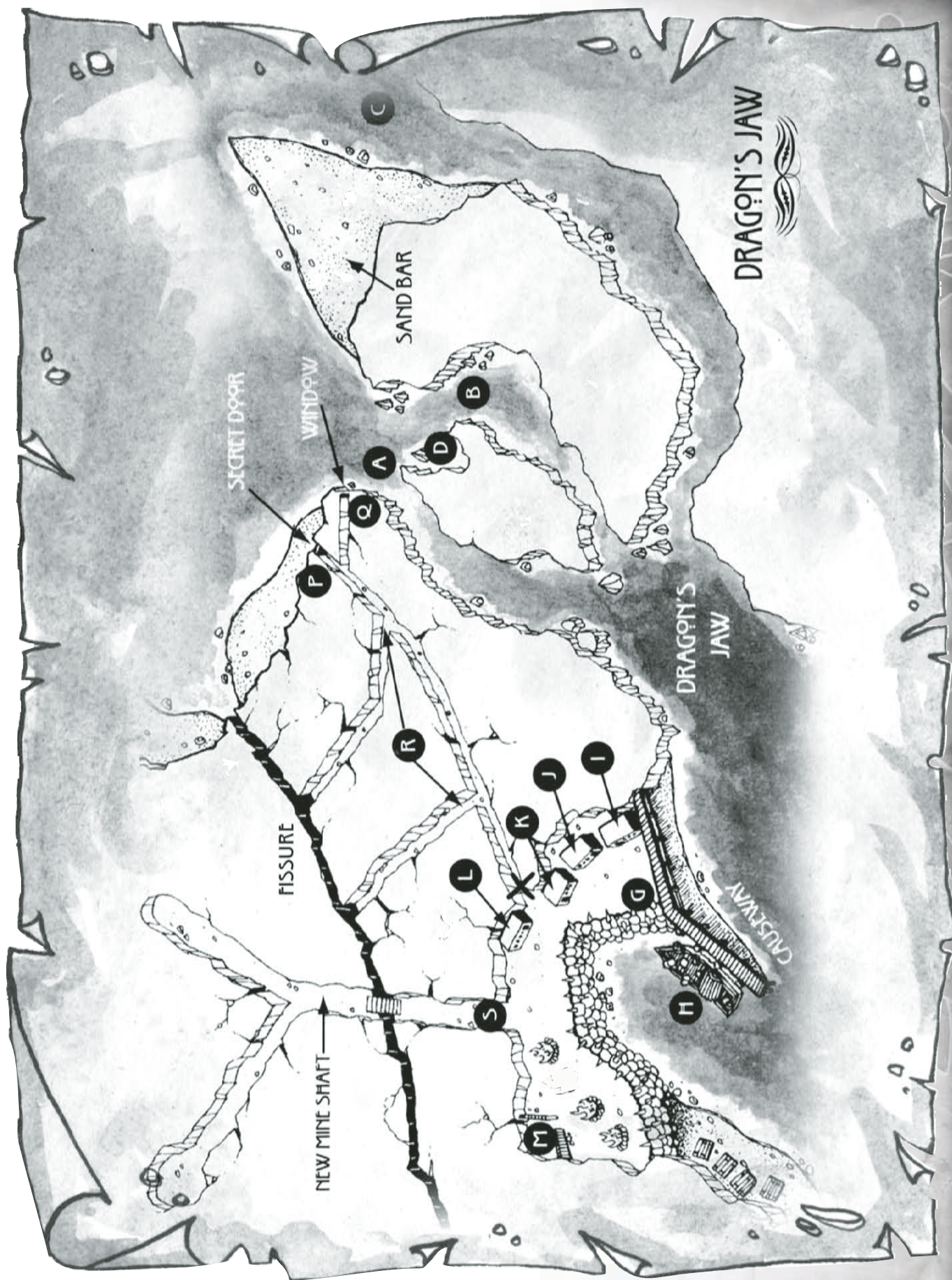
Poling upstream against the current adds +2 to the Difficulty Number for all Boating Tests.

(D) Inlet

A raft can enter this inlet and remain relatively still for an extended period of time. To reach it, the raft pilot must make a Pilot Boat (8) Test. Failure invokes the penalties described above for entering the Dragon's Jaws. The inlet is shaped so that a raft could conceivably escape the notice of another boat passing upstream through Channel A. A raft can leave the Dragon's Jaws via this inlet by making a successful Pilot Boat (9) Test.

Fissure

This fissure is a one-yard wide crack in the cavern wall, through which water churns and plunges twenty yards downward. The fissure cuts across several of the mineshafts below. Characters can reach the mine shafts by climbing down this fissure, though doing so is extremely difficult; the Climbing Difficulty (**Gamemaster's Compendium**, p. 106) is that of a rocky cliff. If a character fails a test, he slips and may be swept to the bottom by the rushing water. The character can try to regain his or her footing by making a Strength (9) Test. If the test succeeds, the character



catches himself and can continue climbing. If the test fails, the water pulls the character along until he reaches the nearest mineshaft below him. At each mineshaft, the character can try to save himself by making a Strength (7) Test. If the test succeeds, the character pulls himself from the water. If the test fails, the character continues his plunge downward to the next shaft. If a character fails this Strength Test at the bridge across the fissure (Point T on the map), he falls past the last of the mineshafts and dies unless his fellow adventurers can somehow manage to retrieve and revive him.

(G) Rampart

Along the shoreline closest to the cavern's north wall, near the place where the channel widens to around sixty yards or so, the Raghul and their allies have built a fortification around their camp. This steep rampart of rock, debris and packed sand stands about thirteen yards high. At the top of the rampart is a hedgerow of iron spikes, each spaced about a foot apart and angled over the edge. Scaling the rampart requires Climbing (4) Tests only, but at its top, a character has to succeed at a Dexterity (6) Test to avoid taking Step 6/D10 damage from the spikes.

(H) Pier and Riverboat

Abutting the rampart is a stone pier level with the water, which protects the Abanos riverboat from the current. When docked, the riverboat is bound to the pier with four evenly spaced hawsers, each as big around as a man's arm. The riverboat is equipped with fire cannons on each side, which can be fired at targets on either side of the vessel.

The fifty riverboat crewmen—forty regular crew (see below) and ten officers (see p. 31)—spend most of their time aboard their ship while in camp. All ten officers, including the captain, are adepts of varying Circles. Find crew and officer statistics below. Every third crewman wears the token of the House of Nine Diamonds: an earring made of rubies and diamonds.

At any given time, at least half the crew is aboard ship. The rest are in the camp proper fraternizing with the Raghul, moving slaves around, or simply lounging. Five crewmembers are always stationed on the deck to ensure that no dwarf or Raghul comes aboard without permission. These guards have a Perception step of 5. If they spot trouble, they will ring an alarm bell on the deck that will bring every crewman within earshot running back to the riverboat.

In the captain's private cabin is a copy of the second half of Westthrall's map, marked with numerous corrections charting the changes in the watercourse between the Great Dome and the surface world since Westthrall's day. If the raiders captured the characters and took Ela's half of the map, it will be lying near the second half. The captain also carries valuable maps of the South Reach of the Serpent River worth 250 silver pieces. The captain is a Seventh Circle Boatman (**Name-giver's Compendium**, p. 168).

The ship's stores contain barrels of prepared fish, preserved eggs, flour, wine, and a wide selection of chains and shackles. The armory contains enough broadswords, daggers, and leather armor to equip twenty t'skrang. A locked chest with a Lock Picking Difficulty of 16 contains six

silver ingots, as well as any treasure or items taken from the player characters by their captors. Each ingot is worth 500 silver pieces.

ABANOS SAILORS (40)

Attributes

Dexterity (15): 6/D10

Toughness (11): 5/D8

Willpower (11): 5/D8

Strength (11): 5/D8

Perception (10): 5/D8

Charisma (10): 5/D8

Characteristics

Physical Defense: 8

Spell Defense: 6

Social Defense: 6

Initiative: 6/D10

Physical Armor: 3

Mystic Armor: 1

Death Rating: 32

Wound Threshold: 8

Unconsciousness Rating: 24

Recovery Tests: 2

Knockdown: 5/D8

Combat Movement: 30 **Full Movement:** 60

Skills

Artisan:

Wood Carving (1): 6/D10

Knowledge:

Creature Lore (1): 6/D10

House K'tenshin Lore (1): 6/D10

General:

Climbing (2): 8/2D6

Fishing (1): 6/D10

Melee Weapons (3): 9/D8+D6

Navigation (1): 6/D10

Pilot Boat (1): 6/D10

Read River (1): 6/D10

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (2): 7/D12

—Dwarf (Throalic), T'skrang

Swimming (1): 6/D10

Equipment

Leather Armor (Phys 3)

Broadsword (Damage 10/D10+D6)

Dagger (Damage 7/D12; Range 9–15–18; Tail Damage 6/D10)

Adventurer's Kit

Climbing Kit

Wood Carving Tools

Fishing Kit

Traveler's Garb

Trail Rations (1 week)

Loot

None; see **Notes**, below

Legend Award

45 Legend Points

Notes

Abanos sailors possess the t'skrang Tail Attack (Damage 5/

D8) racial ability. Every third crewman possesses a token of the House of Nine Diamonds—an earring made of rubies and diamonds—worth 125 silver pieces. However, trying to sell or wear these earrings may arouse suspicion from anyone who recognizes it.

(I, J, K, L) House Endour Barracks

Inside the rampart, the camp is segregated into Raghul and dwarf sections. The thirty dwarfs of House Endour live in stone barracks (I, J, and K), ten apiece. The fourth building (L) is a forge and smelter where silver ore is turned into pure silver ingots. If the characters sneak into the forge, they will find a single silver ingot cooling on the fire bricks. The dwarfs transfer their silver to the riverboat as soon as each ingot cools completely.

DWARFS OF HOUSE ENDOUR (30)

Attributes

Dexterity (12): 5/D8	Strength (14): 6/D10
Toughness (13): 6/D10	Perception (10): 5/D8
Willpower (11): 5/D8	Charisma (8): 4/D6

Characteristics

Physical Defense: 7	Initiative: 2/D4-1
Spell Defense: 6	Physical Armor: 7
Social Defense: 5	Mystic Armor: 1
Death Rating: 35	Recovery Tests: 2
Wound Threshold: 9	Knockdown: 6/D10
Unconsciousness Rating: 27	

Combat Movement: 20 **Full Movement:** 40

Skills

Artisan:

Craftsman; Blacksmith (2): 7/D12
Craftsman; Mason (2): 7/D12

Knowledge:

House Endour Lore (1): 6/D10
Mining (1): 6/D10
Smelting (1): 6/D10

General:

Climbing (2): 7/D12
Melee Weapons (3): 8/2D6
Missile Weapons (3): 8/2D6
Read and Write Language (1): 6/D10
—Dwarf (Throalic)
Speak Language (1): 6/D10
—Dwarf (Throalic)
Wilderness Survival (1): 6/D10

Equipment

Chain Mail (Phys 7; Init 3)
Short Sword (Damage 10/D10+D6)
Whip (Damage 9/D8+D6; Entangle 9)
Dagger (Damage 8/2D6; Range 9–15–18)
Light Crossbow (Damage 10/D10+D6; Range 50–100–200)
Quiver (with 15 Light Crossbow Bolts)

Adventurer's Kit
2 × Craftsman Tools
Peasant's Garb
Trail Rations (1 week)

Loot

None

Legend Award

60 Legend Points

Notes

Dwarfs of House Endour possess the Heat Sight racial ability.

Commentary

The dwarfs at the encampment are not from the noble ranks of the Banned House; they are workmen, miners, and warriors loyal to House Endour.

(M) Raghul Living Area

The Raghul live out in the open, sharing the warmth of four communal fire pits. At the beginning of this adventure, the Raghul warriors number about one hundred. By the time the characters arrive at the encampment, losses suffered during the raid on Yesha will have reduced this number somewhat. The Raghul keep a crude field hospital (M), where the wounded and sick are tended by a physician with Physician Skill 4. Their rafts are lined up on racks on the beach outside their half of the camp.

RAGHUL RAIDERS

Attributes

Dexterity (14): 6/D10	Strength (14): 6/D10
Toughness (11): 5/D8	Perception (10): 5/D8
Willpower (11): 5/D8	Charisma (8): 4/D6

Characteristics

Physical Defense: 8	Initiative: 5/D8
Spell Defense: 6	Physical Armor: 4
Social Defense: 5	Mystic Armor: 1
Death Rating: 32	Recovery Tests: 2
Wound Threshold: 8	Knockdown: 6/D10
Unconsciousness Rating: 24	

Combat Movement: 28 **Full Movement:** 56

Skills

Artisan:

Bone Carving (1): 5/D8
Craft Armor (1): 6/D10

Knowledge:

Creature Lore (1): 6/D10
Horror Lore (1): 6/D10

General:

Fishing (1): 6/D10
Melee Weapons (2): 8/2D6
Read and Write Language (1): 6/D10

—T'skrang (Pale Ones)
Sailing (1): 7/D12
Speak Language (1): 6/D10
—T'skrang (Pale Ones)
Swimming (1): 7/D12

Equipment

Bone Mail (Phys 4; Init 1;
see **Name-giver's Compendium**, p. 294)
Knife (Damage 7/D12; Range 6–10–12; Tail Damage 7/D12)
Spear (Damage 10/D10+D6; Range 18–30–36)
Adventurer's Kit
Bone Carving Tools
Craftsman Tools
Fishing Kit
Peasant's Garb
Trail Rations (1 week)

Loot

None

Legend Award

45 Legend Points

Notes

Raghul raiders possess both the t'skrang Tail Attack (Damage 6/D10) and Pale Ones Heat Sight racial abilities.

(P, Q, R, S) Mineshafts

One of the two main mineshafts dates back to before the Scourge; the other is quite recent, dug out by the dwarfs of House Endour. The old mine shaft runs from the camp all the way back up to Lake Yatrivash, with a hidden entrance (P) on the sandbar near the fissure (E). The Difficulty Number to detect this secret portal on a Perception Test is 12. A side passage leads to a window (Q) about eight yards above the lake; the window commands an excellent view of the main approaches to the Dragon's Jaws.

A Raghul warrior stands guard by the window, but most guards consider it a great place to take a nap. Two other abandoned side cuts (R) are used to store coal for the smithy and various supplies that the dwarfs wish to keep away from the Raghul, such as kegs of ale and extra weapons. This improvised "armory" holds enough chain mail, short swords, and crossbows to outfit fifteen dwarfs. Each side cut ends abruptly at the fissure, which is approximately seven yards at this point. The newer mineshaft (S) is described in detail in **Enslaved!**, p. 26.

Bridge

The dwarfs of House Endour built this wooden bridge across the fissure to accommodate the carts full of ore from the mine. For more details, see **Enslaved!**, p. 26.

Attacking the Encampment

If the characters launch a full frontal assault on the Raghul encampment, their odds of success or failure will depend in part on how many casualties the Raghul suffered in the raid on Yesha and whether or not the Abanos

riverboat is docked at the camp. If the characters are smart enough to wait for the riverboat to enter the Great Dome on another raiding expedition before they take their own raft through the Dragon's Jaws, they will not have to face the riverboat's weapons and crew, or the Raghul warriors aboard the vessel.

The gamemaster determines the exact number of raiders departing; make sure, however, that enough Raghul stay at the encampment to make the fight challenging for the adventurers. He should also keep in mind that if the raid on Yesha was ultimately successful, roughly a third of the raiding force will still be on the island waiting for survivors to come out of hiding.

An assault is possible via the Pier (G) or Rampart (F). Alternatively an assault is possible from behind, using the Secret Entrance (P) or Fissure (E) as a point of entry.

Neither the Raghul nor their dwarf allies have set guards on the rampart because they don't really expect trouble in this isolated spot; however, once the characters reach the top of the rampart, one or another of the dwarfs or t'skrang warriors going about his business will certainly see them and raise the alarm. The characters can expect most of the Raghul remaining in camp to attack them fairly quickly.

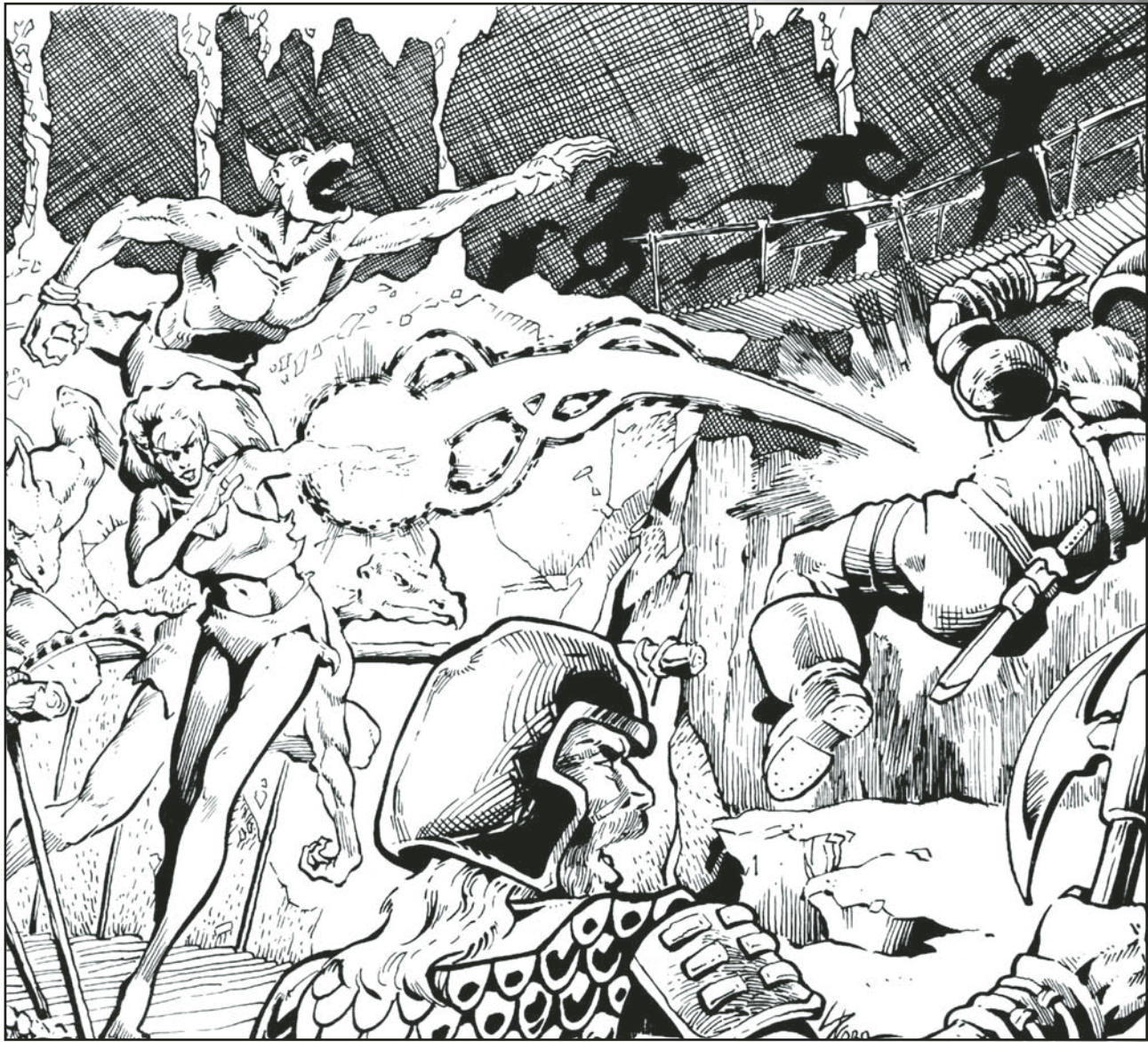
The dwarfs of House Endour will not join the fight unless they must; they prefer to let the Raghul, whom they regard as expendable, deal with the characters. If the Raghul look likely to retreat, the dwarfs will head down the old mineshaft in hopes of escape. If the characters follow closely, they will confront a group of ten dwarfs in the mineshaft at the point marked 'X' on the map. The mineshafts are seven yards across, giving the characters plenty of room to battle the dwarfs. While the ten-dwarf rear guard fights a delaying action, the remaining dwarfs will spend the next ten Combat Rounds assembling a raft at the secret entrance (P).

While battling the dwarfs, observant characters may notice a family crest on the hilts of the dwarfs' short swords. Any characters possessing a Knowledge skill related to Throalic politics or nobility may make a Skill Test against a Difficulty Number of 7 in order to identify the crest as belonging to House Endour.

The Abanos t'skrang will defend their riverboat rather than joining their allies near the rampart. If the characters bypass the riverboat, the Abanos will attack with their fire cannons. If the Raghul seem likely to lose to the characters, the Abanos will leave their allies to fend for themselves. Protecting the riverboat is their primary concern.

Slipping by the Camp

To slip past the encampment and find their way out of the caverns, the characters must carefully navigate through one of the entrances to the Dragon's Jaws and then continue along the underground river past the encampment without being spotted. Unless the characters guide their raft along the far wall of the cavern opposite the encampment, they run the risk of being seen by the Raghul and their allies. In order to sneak past, the characters must make three consecutive, successful Pilot Boat (10) Tests. If all three tests succeed, the adventurers pass by the encampment safely and can continue on their way.



If any of the tests fails, the Raghul warriors spot the characters and sound an alarm (see p. 24 for their game statistics). The Raghul will immediately man their rafts and head out to confront the characters, and the Abanos will launch the riverboat in an attempt to cut off the characters' avenue of escape. At this point, the characters must decide to fight or flee. If they choose to flee, Pursuit is enacted (*Gamemaster's Compendium*, p. 148).

Attacking the Riverboat

The characters can attack the riverboat in dock or while it is out raiding in the Great Dome. If they attack it in dock, they will not have to contend with the fire cannons, because they will be inside its minimum firing range. However, they will face a large number of angry t'skrang willing to fight as hard as necessary to keep their precious boat safe. Also, if the characters focus their attack on the riverboat for more than three minutes of game time (approximately eighteen combat rounds), half of the Raghul will join the Abanos in defending the vessel. If the characters attack the riverboat when it is out raiding, they must first locate it by making a successful Exploration (10) Test. If the characters are hiding

in the inlet (see map key), and see the riverboat go by, they can simply follow it without making the Exploration Test.

The riverboat is pulling three empty rafts linked together on a ten-yard line—the Raghul intend to get ashore on these rafts when they launch their next raid. The characters may pole their own raft close to the riverboat and attempt to board, or climb onto an in-tow raft and then pull it close to the riverboat. The guards posted on the riverboat's deck have a Perception step of 5, and may notice the characters' approach by making a successful Perception Test. Once they spot the characters, the guards immediately alert the rest of the crew.

If the adventurers ambush the riverboat, they must confront the combined might of the Raghul war party and the entire riverboat crew. The odds against success are high, but the payoff for the characters is enormous. Seizing control of the riverboat keeps the Raghul from traveling to the headwaters of the Dragon's Jaws, and also gives the characters the second half of Westhrall's map. The characters can then easily follow the map to where the Serpent River emerges above ground, successfully completing the adventure. If this happens, go to **Aftermath**, p. 29.

TROUBLESHOOTING

In this encounter, the adventure may get bogged down in over-planning. The characters will have limited knowledge of the encampment, so the gamemaster should remind them that simple plans are likely to work better than complex ones. Also, the characters may well die during their assault on the camp. If this happens, the gamemaster should feel free to declare them captured instead, and then go to **Enslaved!** below. The gamemaster may also simply let the dice fall where they may—this is a huge, climactic battle, and casualties are to be expected.

ENSLAVED!

Use this encounter only if the characters are captured during the raid on Yesha (**Among the Pale Ones**, p. 12) or in the attack on the Raghul encampment (**The Dragon's Jaws**, p. 20).

In this encounter, the characters are stripped of their possessions and set to slave labor in a silver mine. Their fellow slaves are men, women, and children of the Pale Ones captured in several raids against the villages in the Yatrivash dome. Also among them is Yegor Grodno, an ork Liberator and one of the few survivors from Baron Mardek's second expedition.

SETTING THE STAGE

The mineshaft is wide, with a ceiling so low that only the dwarf overseers can stand up straight under it. Dust, blood, and the stench of too many unwashed bodies clog the air. Like you, the Pale Ones of Yatrivash are chained ankle to ankle; they move slowly, as if weighted down by despair, and their gazes rarely leave the ground.

The men hack wearily at the wall, digging for the vein of silver ore. Children with small pick axes chisel away the precious, glittering metal. The women remove the debris and the ore in baskets, dumping the contents into wheeled carts. The strongest men draw the loaded carts away up the mineshaft. A dozen dwarfs, protected by chainmail and armed with crossbows, short swords, and wicked lashes, stand guard over the slaves. Every so often, one of the dwarfs flicks his lash at a slave who isn't moving fast enough to suit him.

A sudden rumble echoes through the shaft. The slaves cringe away from the sound, some screaming in terror. Then the rumbling stops, and the overseers crack their whips. The chain of slaves moves further down the shaft to the fresh rock fall and begins digging out the survivors of this latest cave-in.

A whip cracks loudly near you, and you see two dwarfs standing over an ork on the cart-pulling detail. The ork lies prone with his ear to the ground. "Get up!" the overseers shout at him in Throalic. He obeys slowly, keeping his head bent and his eyes averted. They give him a few lashes, which he

stoically endures. Then he bends over and grips the stanchions of a full ore cart. A terrible smile full of rage crosses his face, and then vanishes. As his gaze briefly meets yours, he grins again—almost warmly this time.

THEMES AND IMAGES

Conditions in the mine are atrocious. Filth, overcrowding, starvation, and dangerous mining techniques are taking their toll. Contrast the weary hopelessness of the t'skrang with Yegor's confidence. When and if rebellion breaks out, play up the sheer brutality the slaves show their masters as their rage makes them fight as if possessed.

BEHIND THE SCENES

The characters begin this encounter working in the more recent of the camp's two mineshafts. A mining slave's life is a dreadful fate—there is no respite from the mind-numbing, backbreaking work except sleep or death. The characters wear iron shackles; breaking them requires a successful Strength (12) Test, use of the Shackle Shrug talent or skill (**Name-givers Compendium**, p. 269), or attacking them with a metal weapon (treat these chains as having Physical Armor of 5 and a Death Rating of 20; for more information see the **Gamemaster's Compendium**, p. 106).

Each character is chained to approximately fifty other people, who must all move in the same direction at the same time in order to effectively attack the guards. The slaves' diet consists of a cup of water every three hours, and raw fish that the dwarfs throw to the slave gangs as if they were feeding animals. For each day a character spends in the mines, he suffers Step 7/D12 damage (which may result in a Wound; see the **Player's Compendium**, p. 403). Needless to say, the characters have been divested of their possessions, including Ela's half of Captain Westhrall's map.

On the first day of the characters' imprisonment, a group of eight t'skrang from the Abanos *niall* will come to the mines and grab the player characters and Ela one at a time. They will take each one down to the old, disused mine shaft and begin a ruthless interrogation that inflicts Step 8/2D6 damage on the character. The t'skrang will demand to know where the characters came from, how they entered the Dome of Yatrivash, what their mission was, who sent them, and what abilities their fellow adventurers possess.

On the third day, the dwarfs will move the characters from the pickaxe crew to the cart-pulling crew. The carts go up to the bridge across the fissure (see the map on p. 21 of **The Dragon's Jaws**), then roll down a gentle slope out of the mine. The slaves are never allowed to cross the bridge.

While on the cart-pulling crew the characters meet Yegor and learn his story:

"I serve Baron Mardek of Valvria. Garrison life bored me, so I volunteered to go crawling through the lower parts of Throal. We slogged through some kind of Horror nest while perched on little rafts, but the Horrors were mostly as scared of a regiment of soldiers as we were of them. Then we got to a

giant lake and found real trouble. We camped on an island—big island, no creatures lurking near, safe enough we thought—and woke up to find the place swarming with fish-bellies—t'skrang, you know. We fought hard, but we were outnumbered—four, maybe five to one.

"I was one of the few that survived. The fish-bellies took us with them, set us to slaving for the dwarfs. My friends and I worked this mine for a while, planning a breakout the whole time. We got some of the poor fish-bellies down here to join up, but we didn't realize how many friends these plague-rotted dwarfs had out there. We walked straight into more fish-bellies, more dwarfs, and more riverboat t'skrang than we could handle—especially on the poor excuse for food and water they give us. They killed my friends and left me alive, probably because they figured out that I planned it all. That's their revenge. Slavery is worse than death for folk like me, who yearn to be free. Now I can't get anyone to look twice my way... except you."

Yegor's escape plan is not sophisticated, but it covers all the angles. Yegor knows there are fifteen dwarf guards on duty in the mineshaft at any one time. They work four-hour shifts, but there are only two teams for the four shifts each day. Eight guard the miners, four guard the carts, and three guard the bridge. Whenever a cave-in occurs, two of the four cart guards have orders to help clear the debris and repair the damage. The guards at the bridge hold the keys to the shackles. An alarm bell at the bridge can bring up to fifteen more dwarf guards.

At the end of the working day, the guards leave the slaves chained in the mineshaft and return to the encampment. The tools and mining equipment are hauled away each evening on the last cart, so the slaves cannot use them to dig a way out during the night. Yegor has managed to creep close enough to the bridge at the end of the last shift to watch it being raised by "some infernal dwarf contraption." Five to eight Raghul guard the bridge all night.

As far as Yegor is concerned, the only hope the slaves have of fighting their way out of the encampment is to wait for the riverboat to leave on a raid, which will cut the camp garrison roughly in half. Yegor had his ear to the ground during **Setting the Stage**, p. 26, because he was listening for the echo of the paddlewheel or the footsteps of new slaves; by these sounds he can keep rough track of the riverboat's comings and goings.

Unless the characters can think of some way to cross the thirteen-yard wide fissure that cuts across the mine shafts, Yegor believes the best plan is to wait for the riverboat to leave at a time when he and the adventurers are all on the cart-pulling detail. When they reach the bridge, he will break free and rush the three guards and seize the keys before they have a chance to ring the alarm bell. Meanwhile, the characters will have to handle the four guards assigned to the carts. The characters are to seize the guards' weapons, return to the mine shaft and deal with the other eight guards, free the slaves, and then lead them in a takeover



of the encampment. Yegor is open to any suggestions that might make his plan more workable.

As an ork Liberator, Yegor can use his Shackle Shrug talent to break his chains and his False Shackles talent will fool the guards until he is ready to make his move. Should the escape attempt succeed, the characters will march out of the mineshaft at the head of a mob of 120 angry t'skrang who are out for blood. The garrison, minus the Raghul in the raiding party and the riverboat crew, will be hard pressed to resist an unexpected attack from within, even when the attackers are without armor and half-dead on their feet.

YEGOR GRODNO

Attributes

Dexterity (11): 5/D8
Toughness (16): 7/D12
Willpower (17): 7/D12

Strength (15): 6/D10
Perception (10): 5/D8
Charisma (11): 5/D8

Characteristics

Physical Defense: 7
Spell Defense: 6
Social Defense: 7

Initiative: 5/D8
Physical Armor: 0
Mystic Armor: 3

Death Rating: 38 (73)* **Recovery Tests:** 3
Wound Threshold: 11 **Knockdown:** 6/D10
Unconsciousness Rating: 30 (60)*

* These values have been adjusted for blood magic.

Combat Movement: 24 **Full Movement:** 48
Karma Points: 12 **Karma Step:** 5/D8

Talents (Knacks)

Anticipate Blow (5): 10/D10+D6
 Avoid Blow (5): 10/D10+D6
 Durability (7/6) (5): 5
 False Shackles^D (5): 10/D10+D6
 Freedom Search^D (5): 10/D10+D6
 Free Mind^D (5): 10/D10+D6
Heart of Freedom (4): 11/D10+D8
 Karma Ritual (5): 5
 Melee Weapons^D (5): 10/D10+D6 (Improvised Weapons)
 Shackle Shrug^D (6): 11/D10+D8
 Shout of Justice^D (5): 10/D10+D6
 Throwing Weapons (5): 10/D10+D6
 Unarmed Combat^D (6): 11/D10+D8 (Head Butt)

^D Indicates a Discipline talent.
 Italicized talents require Karma.

Skills

Artisan:

Storytelling (2): 7/D12

Knowledge:

Liberator Lore (4): 9/D8+D6
 Ork Racial Lore (2): 7/D12

General:

Climbing (2): 7/D12
 Read and Write Language (1): 6/D10
 —Dwarf (Throalic)
 Speak Language (2): 7/D12
 —Dwarf (Throalic), *Or'zet*
 Surprise Strike (3): 9/D8+D6
 Tracking (1): 6/D10
 Wilderness Survival (3): 8/2D6

Equipment

Peasant's Garb

Loot

None

Legend Award

270 Legend Points

Notes

Yegor possesses the ork Low-Light Vision and *Gahad* racial abilities.

Fourth Circle: Freedom Song (1 Damage Point)

Fifth Circle: Karma on Willpower-only Tests

Commentary

A Fifth Circle ork Liberator (see the **Name-giver's Compendium**, p. 187), Yegor was part of Baron Mardek's second expedition to the Yatrivash dome. Raghul raiders

captured him and several of his companions, and Yegor has been laboring in the silver mines for the dwarfs of House Endour ever since. One failed escape attempt has only whetted Yegor's appetite for another try. The arrival of the adventurers gives him just the chance he's been waiting for. He is an experienced soldier and a reasonably sound strategist, though he tends to favor blunt tactics over subtlety.

T'SKRANG SLAVES

Attributes

Dexterity (12): 5/D8 **Strength** (8): 4/D6
Toughness (8): 4/D6 **Perception** (7): 4/D6
Willpower (8): 4/D6 **Charisma** (5): 3/D4

Characteristics

Physical Defense: 7 **Initiative:** 5/D8
Spell Defense: 5 **Physical Armor:** 0
Social Defense: 4 **Mystic Armor:** 0

Death Rating: 28 **Recovery Tests:** 2
Wound Threshold: 7 **Knockdown:** 4/D6
Unconsciousness Rating: 19

Combat Movement: 24 **Full Movement:** 48

Skills

Artisan:

Bone Carving (1): 4/D6

Knowledge:

Creature Lore (1): 5/D8
 House Yatrivash Lore (1): 5/D8

General:

Fishing (1): 5/D8
 Read and Write Language (1): 5/D8
 —T'skrang (Pale Ones)
 Sailing (1): 6/D10
 Speak Language (1): 5/D8
 —T'skrang (Pale Ones)
 Swimming (1): 5/D8

Equipment

Peasant's Garb

Loot

None

Legend Award

35 Legend Points

Notes

These slaves possess both the t'skrang Tail Attack (Damage 4/D6) and Pale Ones Heat Sight racial abilities.

Now What?

Assuming the characters free the slaves and defeat the forces remaining at the camp, they must decide their next course of action before the riverboat crew and the Raghul raiding party return (within three days).

The characters cannot take a raft back up the Dragon's Jaws and into the lake of Yatrivash, as the current is much too strong to move against in their weakened state. With the help of the Pale Ones, however, the characters might take a raft apart, carry it up the old mine shaft, and use the secret exit to return to the Great Dome. Alternatively, they might stick around and help the victorious slaves fight the returning war party.

The characters may also simply want to continue searching for a way out. They may promise to recruit help upon their return to Throal, but Yegor will see this as a cop-out and make no secret of his disappointment. Both he and the slaves will return to Yatrivash to carry on the fight against the Raghul. If the characters want to retrieve their personal belongings before heading out, they are stored in the old mine shafts along with the dwarfs' weapons (see **Mine Shafts** on p. 24 of *The Dragon's Jaws*).

TROUBLESHOOTING

The biggest problem in this encounter occurs if the escape plan fails. Should this happen, Yegor will be killed and the characters will be imprisoned in cages on the riverboat. About a week later, the riverboat will leave the Throal Mountains with a cargo of silver and slaves for the markets of the South Reach of the Serpent River. For details, go to **Aftermath**, below. If one or more of the characters dies in a failed escape attempt, the gamemaster may declare them captured and caged along with the surviving characters, or may simply leave them dead.

AFTERMATH

This adventure has several possible outcomes, each of which is described below.

If the characters capture the riverboat and drive the Raghul and their allies from the Great Dome, they will acquire the missing half of Captain Westhrall's map (which is found in the Captain's quarters) and can easily navigate the rest of the route to the surface. They will come out on the Coil River, which feeds into the Serpent. Though the characters' oath of secrecy keeps them from making their discovery public, Baron Mardek will be extremely pleased with this outcome, and may offer the characters a fat reward in addition to the agreed-upon fee. He will also be likely to think of them first the next time he needs a job done.

As for the map itself, the player characters are unlikely to make any profit from it. Ela will insist on keeping it in order to appease the wrath of Baron Mardek (though she will not tell the characters this). If the characters seem inclined to argue, she will remind them of their oath of secrecy and assure them that the map will find a safe home in the Great Library.

The characters can ransom the riverboat back to the Abanos of House K'tenshin for a handsome sum, or they can sell it to a dwarf consortium interested in probing the delicate secrets of its fire engine. For the specific amounts of silver and Legend Points available as a result of either of these actions, see **Awarding Legend Points**, p. 30. If the

players want their characters to keep the riverboat, discourage them; keeping the boat will only buy them trouble. The Abanos t'skrang will come chasing after their prized property before too long, and are likely to have Theran backing; do the characters really want to take on this kind of opposition for a boat that not many of them are likely to know how to operate? Also, maintaining such a vessel (and the extra crew needed to run it) is expensive. The characters are far better off ransoming the boat back to its owners or selling it to someone else and letting them deal with the angry t'skrang.

If the characters defeat the Raghul and their allies but do not seize the riverboat, they will not get their hands on the missing half of the map, unless a character managed to sneak into the Captain's quarters—no easy job considering how many t'skrang were squeezed onto that boat. However, they can still find their way out of the caverns by making an Exploration Test for Milestone Five (see **Shuss Halima**, p. 8). In addition, they must navigate the rest of the passage to the surface by raft. The defeated Abanos will return home to the K'tenshin stronghold on the South Serpent River, and the *niall*'s elders will plan their next move. This gives the characters several months to find a way to the surface and return to Throal.

Any victory over the Raghul earns the player characters the everlasting friendship of the t'skrang in the Great Dome of Yatrivash. As a token of her gratitude, the Shivalahala Yatrivash will give the adventurers a Fire piece, which is a coin woven with elemental fire that Captain Westhrall of House V'strimon bequeathed to the Pale Ones just before the Theran War ended and the underground passages to Throal were closed.

If the characters sneak past the Raghul encampment and continue their explorations, they must get to the surface and back to Throal by making Exploration Tests, just as if they had defeated the Raghul but failed to capture the riverboat. If they get hopelessly lost in the early stages of exploration, they risk running into the Raghul or their allies, and may end up enslaved or dead. The farther away from the encampment they get, however, the less likely this is to happen.

If the Raghul capture the characters, several possibilities crop up. If they take part in the slave rebellion and succeed, they may ultimately manage to capture the riverboat and get the rest of Westhrall's map; if they defeat the garrison without capturing the riverboat, they will at least earn the gratitude of the freed slaves and the friendship of Yegor Grodno. Yegor may turn up in subsequent adventures, either as a catalyst or as a supporting gamemaster character. If the rebellion fails, the Raghul will send the characters down the river to be sold in the southern markets, perhaps in Travar or Vivane. If the players have grown tired of the subterranean realm, it may be best to send their characters to the surface with the next slave shipment and let events play out from there. Escaping from slavery could become an adventure in itself.

If the Raghul take Ela's half of the Westhrall map from the captured characters, make sure the players understand the danger that threatens Throal. The Raghul will almost certainly give the map to their Abanos allies, meaning that the pro-Theran House K'tenshin will possess a secret

route into the heart of the dwarf kingdom. If the K'tenshin share this secret with the Therans in turn, Throal is in terrible peril. The Therans are unlikely to do anything hasty, but will certainly start crafting plots around this valuable information.

Home Again, Home Again

Unless they are sent down river to the slave markets, the characters will eventually find their way to the surface exit and the Coil River. The first community downstream of the tributary is the town of Ardanyan. River and ground transport leave Ardanyan on a daily basis. The first community to the north is the small dwarf mining colony of Shabaz. A dwarf barge collects the ore mined there every ten days or so and drops it off in Ardanyan or Darranis. If the Abanos riverboat returns to the K'tenshin headquarters in southern Barsaive, Ardanyan, and Darranis will be abuzz with the news that a riverboat was recently seen on the Coil River flying the flag of the House of Nine Diamonds.

When the characters arrive in Throal, they must decide whom to inform of their exploits. If Ela Pono is still with them, she urges them to accompany her to Baron Mardek's household in Valvria. Mardek will grant the characters an immediate private audience and listen to their story with great interest. Whether or not they bring him the second half of the Westhrall map, their successful return proves the continued existence of the underground route, which will please Mardek greatly.

Mardek will remind them to observe their oaths of secrecy and then pay them off. If the characters remain in Throal, Mardek will have them watched carefully for several months to make sure they keep quiet. If the baron learns that the characters have approached any of the powers-that-be in Throal, he will seal the shaft beneath Valvria and attempt to discredit the adventurers or get them expelled from the dwarf kingdom.

More than a few factions in Throal would be interested in the results of the expedition. Loyalist forces, including the Eye of Throal and Master Merrox of the great Library,

will lobby Neden to send an army underground if they find out about the doings of House Endour and the K'tenshin t'skrang so close to the heart of Throal; the potential Theran threat will only make them more determined to strike first. Noble houses opposed to Neden, particularly House Ueraven, might attempt to somehow discredit Neden by making the finds of the expedition public. Both sides are likely to give Baron Mardek and his motives a much closer look than the baron might like.

AWARDING LEGEND POINTS

As suggested in the **Gamemaster's Compendium**, p. 94, **Westhrall's Passage** awards a number of Legend Awards to the player characters. A single Legend Award should award a number of Legend Points as determined by the character's Circle. For example, a Third Circle character receives from 200 to 500 Legend Points per Legend Award, and a total of two to five Legend Awards per game session. In the final game session that concludes the adventure, the characters may gain two extra Legend Awards for completing the overall adventure goal.

The creatures and characters presented in this adventure have listings for Legend Points. These are the points characters earn for defeating the creatures and characters. The adventure goal for **Westhrall's Passage** is to acquire the missing half of Captain Westhrall's map.

The only treasure the characters can gain in this adventure is the gift from the *shivalahala* if they defeat the Raghul. The Fire piece is worth 1,000 silver pieces and counts as Treasure worth Legend Points. However, the characters can ransom the riverboat to the K'tenshin for approximately 2,000 silvers, or sell it to the dwarf consortium for the same amount. The silver ingots from the forge and the riverboat (**The Dragon's Jaws**, p. 20) are each worth 500 silver pieces. Gamemasters who do not want to put that much money in the hands of their player characters should reduce this award or the number of ingots given out in the first place.

ABANOS OFFICERS

The following statistics apply to the officers and captain of the Abanos riverboat, all of whom are Boatmen. The values listed after each talent represent the average talent rank and step at a particular Circle. The first number is the talent rank, the second the talent step. Damage Ratings and Karma Points are listed according to Circle.

Two of the adepts are First Circle, one is Second Circle, and two are Third Circle. The four senior officers are all Fourth Circle, and the captain is a Seventh Circle Boatman.

ATTRIBUTES

DEX (14): 6/D10

PER (12): 5/D8

STR (14): 6/D10

WIL (13): 6/D10

TOU (14): 6/D10

CHA (12): 5/D8

COMBAT

Physical Defense:

1st (× 2)

2nd (× 1)

3rd (× 2)

4th (× 4)

7th (× 1)

8

8

8

8

11

Spell Defense:

7

7

7

9

9

Social Defense:

7

7

7

9

10

Physical Armor:

3

3

3

3

3

Mystic Armor:

1

2

2

2

2

Initiative Step: 6/D10

Knockdown Step: 6/D10*

* Third Circle and higher adepts know the Wound Balance talent.

Combat Movement: 28

Full Movement: 56

HEALTH

1st

2nd

3rd

4th

7th

Death Rating:

36

42

54

60

78

Wound Threshold:

10

10

10

10

10

Unconsciousness Rating:

28

33

43

48

63

Recovery Tests: 3

KARMA

1st

2nd

3rd

4th

7th

Karma Points:

5

8

11

15

25

Karma Step: 4/D6

TALENTS

1st

2nd

3rd

4th

7th

Avoid Blow

1/7

2/8

3/9

4/10

7/13

Climbing^D

1/7

2/8

3/9

4/10

8/14**

Karma Ritual

1/1

2/2

3/3

4/4

7/7

Melee Weapons^D

1/7

2/8

3/9

4/10

7/14

Pilot Boat^D

2/8

3/9

4/10

5/11

8/14

Swimming^D

2/8

3/9

4/10

5/11

8/14

Durability (6/5)

—

1/1

3/3

4/4

7/7

Cast Net^D

—

2/8

3/9

4/10

7/13

Throwing Weapons

—

2/8

3/9

4/10

7/13

Haggle^D

—

—

3/8

4/9

7/12

Wound Balance^D

—

—

3/9

4/10

7/13

Thread Weaving (Net Weaving)^D

—

—

—

4/9

7/12

Unarmed Combat

—

—

—

4/10

7/13

Acrobatic Strike

—

—

—

—

7/13

Evaluate^D

—

—

—

—

7/12

Engaging Banter^D

—

—

—

—

7/12

Speak Language

—

—

—

—

7/12

Heartening Laugh

—

—

—

—

7/12

Second Weapon^D

—

—

—

—

7/13

^D Indicates a Discipline talent.

^{**} Climbing talent rank +1 from thread boots.

Italicized talents require Karma.

SKILLS	1st	2nd	3rd	4th	7th
General:					
Fishing	1/6	1/6	2/7	2/7	3/8
Navigation	1/6	1/6	2/7	2/7	3/8
Read and Write Language	1/6	1/6	2/7	2/7	3/8
Speak K'tenshin Language	2/7	2/7	3/8	3/8	4/9
Tactics	—	1/6	1/6	2/7	3/8
Taunt	—	—	—	—	1/6
Trading	—	—	1/6	1/6	3/8
Knowledge:					
Gem Appraisal	1/6	1/6	1/6	2/7	3/8
House K'tenshin Lore	1/6	1/6	1/6	2/7	3/8
Artisan:					
Mapmaking	1/6	1/6	2/7	2/7	3/8
LOOT	1st	2nd	3rd	4th	7th
Silver Pieces	10	20	60	110	350
LEGEND AWARD	1st	2nd	3rd	4th	7th
Legend Points	85	110	150	285	1,410

EQUIPMENT

Equipment: First Circle

Leather (Phys 3), Broadsword (Damage 11/D10+D8), Dagger (Damage 8/2D6; Range 9–15–18; Tail Damage 7/D12), Adventurer's Kit, Craftsman Tools, Fishing Kit, Navigation Charts (in Map/Scroll Case), Painting Tools, Trail Rations (1 week), Traveler's Garb, Writing Kit

Equipment: Second Circle

As First Circle, with the following changes: Espagra-Scale Cloak (Replaces Leather; Phys 3; Myst 1; Init 0/1), Casting Net (Entangle 10), 2 × Throwing Nets (Size 3; Range 8–13–15; Entangle 9), Wealthy Traveler's Garb

Equipment: Third Circle

As Second Circle, with the following changes: Broadsword (Forged +1; Damage 12/2D10), Short Sword (Damage 10/D10+D6; Tail Damage 8/2D6), Cloaksense Brooch

Equipment: Fourth Circle

As Third Circle, with the following changes: Broadsword (Forged +2; Damage 13/D12+D10), Thread Amulet (Rank 4; SocDef +2; SpellDef +2)

Equipment: Seventh Circle

As Fourth Circle, with the following changes: Broadsword (Forged +3; Damage 14/D20+D4), Short Sword (Forged +2; Damage 12/2D10; Tail Damage 8/2D6), Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1), 2 × Javelins (Damage 9/D8+D6; Range 24–40–48), Maps of the South Reach of the Serpent River (in Map/Scroll Case; worth 250 silver pieces).

NOTES

The adept possesses the t'skrang Tail Attack (Damage 6/D10) racial ability. Every officer possesses a token of the House of Nine Diamonds, worth 25 silver pieces.

Fourth Circle: Karma on Dexterity-only Tests

Fifth Circle: Karma on Charisma-only Tests

Sixth Circle: +1 Social Defense

Seventh Circle: Karma on melee combat Damage Tests

JAVELIN

The javelin is a small spear, modified and balanced for use only as a throwing weapon (if used in melee combat, treat the javelin as an improvised weapon; **Player's Compendium**, p. 411).

Damage Step: 3

Strength Minimum: 7

Size: 3

Range: Short 2–24; Medium 25–40; Long 41–48

Cost: 42 silver pieces

Weight: 2 lbs

Availability: Unusual

EARTHDAWN SHARDS: SUBMISSION GUIDELINES

The **Shards** series is a collection of adventures and encounters for the **Earthdawn** game. Intended as an inexpensive adventure resource for **Earthdawn** gamemasters, they are also a springboard for aspiring writers. The **Shards** series is published and available for purchase online from *OneBookshelf.com*—it is possible that a collection might see print at a later stage. Please read the following guidelines carefully before submitting your idea for a Shard. Submissions that do not conform to the guidelines may not be accepted.

WHAT WE ARE LOOKING FOR

Short adventures and encounters (including appropriate setting descriptions) for **Earthdawn**, written to be used with the rules contained in the **Earthdawn Player's and Gamemaster's Compendiums**. A Shard can also contain new creatures and gamemaster characters. The tone and style of the text should fit the **Earthdawn** setting (refer to previously published adventures to get an idea of what we are talking about here).

As mentioned above, the **Shards** series also serves as a hunting ground to find potential new writers we can send outlines to and ask to participate in bigger projects, so succeeding here may result in future agreements.

WHAT YOU NEED TO SEND US

Your manuscript, formatted as outlined below, attached to an email sent to submissions@earthdawn.com. The email must contain a standard disclosure agreement (you can copy and paste the boxed text unaltered into the body of your email). Please note that these guidelines are subject to change, so check our web site at www.earthdawn.com for updates and an FAQ).

Formatting

We accept electronic submissions only. Each entry should come as a separate file (please use any of the following formats for your entries: DOC, RTF, TXT, or PDF). Your full name and email address should be provided clearly on the first page of the entry and/or in the header/footer. All pages should be plain white Letter- or A4-sized paper with one-inch margins all around, and set in a Times Roman type no smaller than 10 point). Using the default settings of your word processor is usually a good idea. Please pay close attention to spelling, grammar, and punctuation—use our **Submission Handbook** for **Earthdawn** as a guide.

WHAT HAPPENS WHEN MY SUBMISSION GETS ACCEPTED?

If your submission survives our evaluation process (as outlined in the **Revisions and Rejections** section on p. 6 of our **Submission Handbook** for **Earthdawn**), we will contact you and start working on getting the Shard ready for publication (this involves editing, artwork selection/creation, and layout by our staff).

I wish to submit the materials attached to this eMail for consideration for publication by **RedBrick Limited**, subject to all of the conditions below:

I agree with the terms and conditions outlined in the **Earthdawn Shards Submission Guidelines**.

I submit my materials voluntarily and on a non-confidential basis. I understand that my submission and its review by **RedBrick Limited** does not, in whole or in part, establish or create by implication or otherwise any relationship between **RedBrick Limited** and myself that is not expressed herein. I further understand and agree that **RedBrick Limited** in its own judgment, may accept or reject the materials that are submitted with this email and shall not be obligated to me in any way with respect to my submission until **RedBrick Limited** shall, at its own election, enter into a properly executed agreement with me, and only then according to the terms of the **Earthdawn Shards Submission Guidelines**, as outlined under **What Happens When My Submission Gets Accepted?**.

I agree that **RedBrick Limited** may have a reasonable period in which to review this submission.

I understand and agree that the review by **RedBrick Limited** of the materials that accompany my submission does not imply or create (a) any financial or other obligation of any kind on the part of **RedBrick Limited**, (b) any confidential relationship or guarantee of secrecy, or (c) any recognition or acknowledgment of either novelty or originality.

I also understand and agree that if the submission utilizes or is based on characters, settings, or other materials that are owned by **RedBrick Limited** or **FASA Corporation**, or if the submission contains trademarks and/or other proprietary materials that are owned by **RedBrick Limited**, then I shall not be free to submit the submission for publication to any person or firm other than **RedBrick Limited**.

I warrant that the submission is original, and that its publication will not violate the rights of any third party, and that the person identified herein as the submitter is the sole owner of the submission.

Furthermore, I am of legal age in my country of origin and am free to make agreements relative to this submission.

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Once we reach this stage, your submission becomes the property of **RedBrick Limited** and **FASA Corporation**, meaning you lose all rights to publish it elsewhere.

Payment

Apart from the benefits of being a published author, you'll receive the following things from us:

—A complimentary copy of the Shard upon publication. If the Shard ends up in a later product (a printed collection, for example), you will get a complimentary copy of that as well.

—Depending on the Shard's final page count, you will also receive credit which you can spend on RedBrick products ONLY. This includes: miniatures, printed books, and eBooks. A Novice Shard (1-8 pages) will reward you store credit of US\$20; a Journeyman Shard (9-16 pages) will reward US\$30 credit; a Warden Shard (17-24 pages) US\$40; and a Master Shard (25+ pages) US\$50 credit.

Additional Guidelines

Check our web site at www.earthdawn.com for more information and general advice on how to create a Shard!

THE WAY OUT

Before science, before history, an era of magic existed in our world's dim past. Magic flowed freely, touching every aspect of the lives of men and women of the Name-giver races. It was an age of heroes, an age of fantastical deeds and mythical stories.

In this Age of Legend, bold heroes from all across Barsaive band together—ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire, which seeks to bend the rebellious province again to their yoke. Through noble deeds and sacrifice, the heroes of the world forge Barsaive's future, arming themselves for their daunting task with powerful magical spells and treasures.

Earthdawn is a roleplaying game set in a world of high adventure, high magic, and terrible danger. The **Shards** series is a collection of adventures and encounters for the **Earthdawn** game, intended as an inexpensive resource for **Earthdawn** gamemasters.

This volume contains the adventure **Westhrall's Passage**, designed for Novice characters of any Discipline. In this adventure, the characters are taken on a journey into the depths of the Kingdom of Throal, where the Pale Ones dwell and survival is always uncertain... Requires use of the **Player's** and **Gamemaster's Compendiums**.



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