

EARTHDAWN THIRD EDITION

# SHARDS

COLLECTION VOLUME ONE



AN EARTHDAWN ADVENTURE COLLECTION







• THIRD EDITION •

# SHARDS COLLECTION VOLUME ONE

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**Dedication:** To the authors of the original **Shards**, thank you for letting us visit Earthdawn through your eyes. And, as always, our heartfelt thanks to our families, friends, and loyal Earthdawn fans everywhere for your ongoing support.

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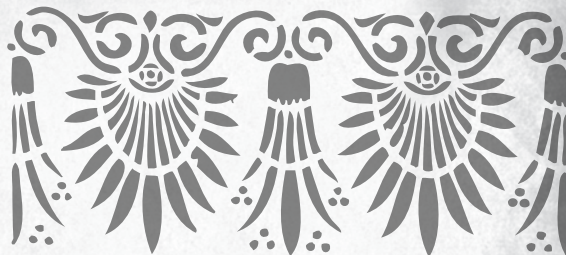
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• EARTHDAWN THIRD EDITION •  
**SHARDS COLLECTION**  
**VOLUME ONE**



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# CONTENTS

*When introducing a book it is often difficult to describe the contents without giving away the plot.*

• MERROX, MASTER OF THE HALL OF RECORDS •

<b>JOURNEY TO LANG.....</b>	<b>5</b>
<b>Running the Adventure .....</b>	<b>5</b>
Background.....	5
Plot Synopsis.....	6
<b>In Bartertown .....</b>	<b>6</b>
Setting Things Straight.....	6
<b>Meeting Darron .....</b>	<b>6</b>
Asking About the Village.....	7
Asking About the Couriers.....	7
Buying Provisions .....	7
<b>The Riverboat Journey.....</b>	<b>7</b>
Activities .....	7
Swinging on the Ropes.....	7
Knife Throwing .....	7
The Small Stream to Lang.....	8
<b>Arrival.....</b>	<b>8</b>
From the River to the Village.....	8
<b>Darron's Couriers .....</b>	<b>9</b>
Searching the Bodies.....	9
<b>The Dead Villagers.....</b>	<b>9</b>
Fighting the Lightning Lizards .....	10
After the Fight.....	10
<b>The Village of Lang.....</b>	<b>11</b>
Searching the Village .....	12
More Dead Bodies .....	12
Scavengers .....	12
Smoke Plumes.....	12
<b>Cadaver Attack.....</b>	<b>12</b>
Fighting the Cadaver Men.....	12
<b>Finding the Villagers.....</b>	<b>13</b>
Entering the Building.....	13
Speaking to the Villagers .....	13
<b>Confrontation!.....</b>	<b>13</b>
Talking With the Obsidimen .....	13
Fighting the Obsidimen .....	14
<b>Aftermath .....</b>	<b>14</b>
Awarding Legend Points .....	14

<b>RUNVIR'S TOMB .....</b>	<b>15</b>
<b>Running the Adventure .....</b>	<b>15</b>
Background.....	15
Plot Synopsis.....	16
<b>The Mysterious Magician .....</b>	<b>16</b>
Setting the Stage.....	16
Behind the Scenes.....	16
Troubleshooting.....	17
<b>Heading Out.....</b>	<b>17</b>
Setting the Stage.....	17
Behind the Scenes.....	18
Troubleshooting.....	18
<b>Trolls of the Peaks.....</b>	<b>18</b>
Setting the Stage.....	18
Behind the Scenes.....	18
Troubleshooting.....	19
<b>King Runvir's Tomb .....</b>	<b>20</b>
Setting the Stage.....	20
Themes and Images.....	20
Behind the Scenes.....	20
Troubleshooting.....	25
<b>At the Gates.....</b>	<b>25</b>
Setting the Stage.....	25
Behind the Scenes.....	26
Troubleshooting.....	27
<b>Back at the Drunken Dragon.....</b>	<b>27</b>
Setting the Stage.....	27
Behind the Scenes.....	27
Troubleshooting.....	28
<b>Aftermath .....</b>	<b>28</b>
Awarding Legend Points .....	28
<b>Magical Treasures.....</b>	<b>28</b>
Razorclaw .....	28
The Staff of Agrikal .....	29
The Stone of Wisdom .....	29
<b>KEPT IN THE DARK .....</b>	<b>30</b>
<b>Running the Adventure .....</b>	<b>30</b>



Adventure Background.....	30
Plot Synopsis.....	30
Theme and Mood.....	31
<b>Skreet's Proposal.....</b>	<b>31</b>
<b>Meeting Wivin .....</b>	<b>32</b>
<b>Preparing for the Journey.....</b>	<b>33</b>
Rumors.....	33
<b>Eaves of the Servos .....</b>	<b>34</b>
<b>Under a Dark Canopy.....</b>	<b>34</b>
The Next Morning.....	34
Torrents Descend .....	35
Night Visitors .....	36
Masks of Wood .....	36
<b>Hunting, the Noble Art.....</b>	<b>38</b>
Dealing with the Therans.....	38
<b>Jaspre's Ruins .....</b>	<b>41</b>
Temple Walls .....	41
Courtyard.....	41
Temple .....	42
<b>The Long Journey Home .....</b>	<b>42</b>
Drenched and Diseased.....	42
Abandoned Home, Home for Abandoned .....	42
<b>Drums of War .....</b>	<b>43</b>
The Final Challenge.....	45
<b>Aftermath .....</b>	<b>45</b>
Awarding Legend Points .....	46
<b>PALE RIVER .....</b>	<b>47</b>
<b>Running the Adventure .....</b>	<b>48</b>
Adventure Background.....	49
Plot Synopsis.....	49
<b>Night Scavengers .....</b>	<b>50</b>
Setting the Stage.....	50
Themes and Images.....	50
Behind the Scenes.....	51
Troubleshooting.....	52
<b>The Village of Shining Waters .....</b>	<b>52</b>
Setting the Stage.....	52
Themes and Images.....	52
Behind the Scenes.....	52
Troubleshooting.....	55
<b>The Journey Upriver .....</b>	<b>56</b>
Setting the Stage.....	56
Themes and Images.....	56

Behind the Scenes.....	56
Troubleshooting.....	58
<b>At the Source.....</b>	<b>58</b>
Setting the Stage.....	58
Themes and Images.....	58
Behind the Scenes.....	58
Troubleshooting.....	61
<b>Aftermath .....</b>	<b>61</b>
Awarding Legend Points .....	62
Campaign Ideas .....	62
<b>Running the Adventure .....</b>	<b>63</b>
Adventure Background.....	63
Plot Synopsis.....	63

<b>TOURNAMENT TROUBLES.....</b>	<b>63</b>
<b>Before the Festival.....</b>	<b>64</b>
Meeting Galmear .....	64
<b>Key to Success.....</b>	<b>67</b>
Talking to Bel-Tok.....	67
Troubleshooting.....	68
<b>The Villa.....</b>	<b>69</b>
Oman Odestrus' Villa.....	69
Getting Into the Guild House .....	70
<b>The Body of Five .....</b>	<b>72</b>
The Guild House.....	72
<b>Déjà Vu .....</b>	<b>74</b>
An Unexpected Meeting.....	74
Betrayal.....	78
Troubleshooting.....	78
<b>Enemy Mine .....</b>	<b>78</b>
The Third Man .....	78
Investigating Brelnar and His Champions.....	79
Seeking Solutions.....	79
<b>In the Arena .....</b>	<b>79</b>
Running the Tournament.....	79
Race Cart.....	82
<b>Aftermath .....</b>	<b>83</b>
Awarding Legend Points .....	83

<b>HANDOUTS.....</b>	<b>84</b>
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# JOURNEY TO LANG

*This is where you have to get out. Swim if you're men, take the boat if you're mice—it's your choice, gentlemen.*

• SIANNDRRA, T'SKRANG BOATMAN •

1

**J**ourney to Lang is a short, simple, and straightforward adventure for three to five Initiate or Novice characters, designed to introduce players to the **Earthdawn** game system and the world of Barsaive.

The player characters are asked by a merchant to travel to a small village situated on a small tributary of the Coil River in order to discover why the merchant has lost contact with the village. The merchant is originally from the village and is worried for his friends and family, as well as concerned for his business, which makes much of its money from trade based on goods only available from that village.

The journey to and exploration of the village reveals that it fell prey to a group of insane obsidimen, corrupted during the Scourge by a Horror that has since moved on to other targets in Barsaive.

## RUNNING THE ADVENTURE

**J**ourney to Lang 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.

## BACKGROUND

Situated along a small tributary of the Coil River lies the small village of Lang. Since before the Scourge, the people of this village have made their living through trading unique shellfish shells and dyes found only in the small tributary near the village. These shells and dyes are sought after by merchants all across Barsaive, ranging from jewelers to cloth and silk merchants. In addition, near the village is an obsidiman Liferock that up until the Scourge had pleasant and peaceful relations with the village. In fact, the village even managed to acquire certain pieces of obsidiman sculpture from the Brotherhood, which it then traded to merchants along with its own wares.

Since the Scourge, the village of Lang has re-established its trade relations with Barsaive's merchants, most especially with the merchants of Bartertown. One merchant in particular, a dwarf Named Darron, is responsible for much of the current trade with Lang. This is due to the fact that Darron is originally from the village of Lang, and shortly after the village was rebuilt, set off to 'make his

fortune' in the larger trading cities of Barsaive. Since that time, Darron has established himself as a broker of sorts for Lang's trade goods, sharing the profits with the village.

Weekly shipments from the village have provided Darron with a steady supply of trade goods and have helped him become a merchant of not-so-meager means in Bartertown. Recently, however, Darron lost contact with the village and has grown quite concerned not only for his business, but also for the friends and family he left behind. Darron fears the village has been lost to the Horrors or some other form of corruption. Though Darron is unaware of it, the reason behind this recent loss of contact with Lang has less to do with the Horrors and more to do with the reappearance of the obsidimen who lived near the village before the Scourge.

During the Scourge, the village of Lang retreated to its kaer, while the obsidiman Brotherhood made its own preparations. But while the people of Lang survived the Scourge and have since rebuilt their village, all contact with the obsidiman Liferock was lost—until recently, that is.

While the villagers of Lang and their descendants lived through the Scourge in the relative safety of their kaer, the nearby obsidiman Brotherhood did not fare so well. Shortly after Lang's kaer sealed itself and just as the Brotherhood was preparing for its centuries-long Dreaming, a Horror infiltrated the Liferock. When the obsidimen entered the Liferock, they were met by the Horror, who, over the four hundred years of the Scourge, corrupted the entire Brotherhood and slayed all but a handful of obsidimen. These obsidimen, now forever corrupted by the Horror that infected their Liferock, emerged just a few weeks ago.

Driven mad by the corruption they suffered at the hands of the Horror, the obsidimen scoured the land, searching for any sort of food or nourishment, even resorting to slaying and eating wild animals. Eventually, they spotted a group of the villagers gathering food in the forest near the village and followed them back to their homes, where they proceeded to attack the villagers. During the course of the battle, the villagers managed to kill two of the obsidimen, but not before many of their fellows were slain.

Fortunately the village was given a slight respite when the remaining obsidimen withdrew into the forest, where they lapsed into unconsciousness. Though the obsidimen are more powerful than the villagers by far, the corruption done to them by the Horror and the Scourge has left them in a very weak state. They are only able to remain conscious for a few hours at a time.

As soon as the obsidimen were out of sight, the remaining villagers gathered and took shelter in the strongest structure of the village: the cellar below the main ceremonial hall. The remaining



villagers, some hundred in number, gathered what food they could before sealing themselves in the cellar. Occasionally they sent a few villagers out to gather a bit more food or any other needed supplies. In addition, three of the villagers set out to search for help. They intended to reach Bartertown, hoping that Darron could help them. Unfortunately, they were killed by a pride of lightning lizards near the river's edge.

It has been two weeks since the obsidimen's first attack. They have returned several times since, searching for the villagers to no avail. It is at this point that the characters enter the adventure.

## PLOT SYNOPSIS

The player characters are in Bartertown when a male dwarf contacts them and asks them to meet with his employer, a merchant by the Name of Darron. When the characters meet with Darron, he asks for their help in discovering what has happened in his village. After explaining all he knows about the village, he makes them an offer, which includes transport on a t'skrang riverboat. If they accept, Darron gives the characters half of their payment in advance, hands them a map of the village and the nearby area, and instructs them to meet the captain of the ship they will be traveling on at the town of Darranis.

The characters travel down the Coil River on a t'skrang riverboat for two days before being sent out on a small rowboat to travel down the small tributary to the village. While the characters are on the riverboat, the t'skrang crew invites them to participate in a few games of fun. This offers the players a chance to get a feel for how dice are rolled and used in the game, and how actions are performed.

The characters soon arrive at the spot on the river nearest the village and go ashore. Once there they must walk an hour or so to get to the village itself. Along the way they discover two groups of people that were killed by some sort of creatures near the river. The first of these are the couriers sent by Darron, on what should have been a regular trip to Lang. The second group is from the village, sent from Lang to seek help against the corrupted obsidimen. Just as they come across the second group of bodies, the characters are themselves attacked by the same group of lightning lizards that attacked and killed both the couriers and the villagers.

When the characters reach Lang, they find a number of clues that indicate some sort of attack on the village. Many of the buildings have been partially or totally burned, and a number of bodies are found lying about. Most of these bodies are clearly those of villagers, but there are also two dead obsidimen. While they roam the village looking for more clues, the characters are attacked by the re-animated cadavers of the dead villagers, brought back to a state of undeath by the Horror-tainted corruption of the obsidimen. They might also notice a pair of humans running from building to building but are unable to catch up to them. These are villagers out gathering food and supplies.

If the characters investigate the village thoroughly, they notice a smoke plume that rises from a building that has not been burned like the others. A close examination reveals that this smoke plume rises from a small hole in the ground next to the wall of the largest building in the village. The smoke is from the fire the villagers have



lit to keep themselves warm while they hide from the obsidimen.

But just as they make this discovery, the characters are spotted by the corrupted obsidimen who, with fresh food so nearby and handy, savagely attack. At this point, it is up to the characters to defeat the obsidimen and save the village.

## IN BARTERTOWN

**T**he characters are in Bartertown, outside the gates to the Kingdom of Throal, when they are approached by the representative of a local merchant who needs their help and is willing to pay handsomely for it. The specifics of how Darron's representative approaches the group are up to the gamemaster to arrange. The important thing here is to get the action going.

When the characters agree to meet with the merchant, go to the next section, **Meeting Darron**, below.

## SETTING THINGS STRAIGHT

The gamemaster can devise virtually any reason for explaining why the characters are here at the start of the adventure. Before you start the adventure, make sure you establish that the characters have adventured together before, and that they like and trust each other. This helps avoid the need for introductions, mistrust, or any other sort of double-dealing or backstabbing that occasionally crops up in early games.

## MEETING DARRON

**I**n this encounter the characters are introduced to Darron, who asks their help in finding out what happened to his village. When the characters meet with Darron, read or paraphrase the following to the players:

*"Many thanks for agreeing to meet with me. I am Named Darron. Let me get straight to the point. I make my trade here in Bartertown through the sale of many different things, but chief among them are unusual types of shells and a number of unique dyes and inks. These things all come from a small village along a tributary of the Coil River called Lang and cannot be found elsewhere in Barsaive, at least not that I have been able to find. I have a number of couriers in my service who make regular trips to the village to procure my wares, as well as to deliver messages and payment to the villagers.*

*Last week, my couriers failed to return as usual. I have waited a few days before growing too concerned, as travel in Barsaive is never commonplace or trivial. Nonetheless, it has been several days now, and I have grown quite concerned about this matter. My concern is based not only on a loss of business, but also on a feeling of despair and helplessness. For you see, I am from Lang and am greatly worried about the friends and family I have there.*



*What I would like you to do for me is travel to Lang and discover what has happened. And if some danger has befallen my former home, I would also ask that you do what is in your power to aid the village. I know that this could be nothing; that perhaps my couriers opted to abandon me with the payments they carried. On the other hand, it could be much more serious. It is because of this latter possibility that I am asking your help.*

*As for payment, I can pay 200 silver pieces apiece. I will provide half of this upon your acceptance of my offer, the rest when you return. I have also made arrangements for your transportation to the village aboard a t'skrang riverboat leaving tomorrow morning.*

*So, what do you say? Will you help me?"*

True to his word, Darron has arranged transport for the characters on a t'skrang riverboat. The ship is Named *K'sara* and is run by Captain Siannndra of House V'strimon. The riverboat will take the characters from the small town of Darranis (a couple of days walking from Bartertown; see the **Barsaive Map** on the inside covers of the *Player's* and *Gamemaster's Guides*) to the head of the small tributary near the village. From there the characters will be given a small boat with which they can reach the village. The riverboat the characters will travel on leaves early every morning, giving the characters enough time to prepare.

If they agree, Darron gives the characters a map of the village and surrounding area. Give the players a copy of the **Village of Lang** map on p. 11 (or the **Player Handouts** chapter on p. 84).

## ASKING ABOUT THE VILLAGE

The characters may wish to ask the merchant about the village of Lang. Darron can tell them about the general layout of the village, as shown on the map. If asked, Darron tells the characters he was born in Lang shortly after the village was rebuilt after the Scourge, but eventually left to seek his fortune.

The only other piece of information about the village he can share is that it is rumored to be located roughly one day's walk from an obsidian Liferock known to exist prior to the Scourge. No word has come from the Liferock since the Scourge ended, and the merchant believes it was likely lost to the Horrors during that dark time.

## ASKING ABOUT THE COURIERS

The characters may wish to ask Darron about the couriers. Darron can tell them that there were four couriers: an elf and three dwarfs.

All of the couriers were dressed in traveler's garb and wore leather armor. They carried a strongbox that contained a payment for the village.

## BUYING PROVISIONS

After the characters have agreed, they have time to prepare for their adventure. At this time the characters may wish to buy additional equipment and provisions for their journey. In this case, use the prices in the **Goods and Services** chapter of the *Player's Guide*. It might be a good idea to suggest the characters buy healing potions—magic potions that help heal damage. In addition, the characters might want to buy rope (a necessity of any adventurer's gear). It is up to the gamemaster whether to allow the characters to obtain any other items they may want.

## THE RIVERBOAT JOURNEY

**D**arron has made arrangements for the characters on the riverboat. All they have to do is show up. The ship leaves regularly each morning and will drop them off at midday.

The dock at which the characters find the riverboat is in a small town called Darranis, set along the shore of the Coil River. The boat on which they are traveling is the *K'sara*, operated by House V'strimon, a t'skrang trading house strongly allied with the Kingdom of Throal. The captain of the ship is Siannndra, a flamboyant, if somewhat obnoxious, female t'skrang Boatman.

When the characters arrive and introduce themselves to the captain, they are given a short tour of the ship. Once the journey is underway, the characters are free to move about as they will, so long as they don't interfere with the ship's operations.

## ACTIVITIES

The trip on the river takes half a day, and along the way the characters are invited to participate in a couple of different activities aboard ship. Two of these, swinging on ropes and knife throwing, are described below.

### SWINGING ON THE ROPES

Along both sides of the riverboat are several long ropes attached to hooks that run up and down the sides of the boat. The t'skrang crewmembers use these ropes to move up and down the ship. In fact, they are used almost exclusively by the t'skrang. Only passengers of other races (such as the characters) use the passageways themselves. Though most t'skrang use the ropes simply to move up and down ship, some make very fancy acrobatic moves while swinging, partly to impress the characters, but also simply because it is in the t'skrang nature to be flamboyant.

Before letting the characters try, one of the t'skrang provides a demonstration. To swing on the ropes, a character grasps the rope and jumps out over the water, attempting to hold himself upright while preparing to land as the rope swings back toward the boat. The t'skrang who demonstrates, Named T'shar, does this flawlessly, making it look much easier than it really is. To swing on the rope, the character must make a Dexterity (6) Test. If the test succeeds, the character swings out and lands safely, though not elegantly. A Good Result (10–12) means the character lands easily, looking almost as confident as T'shar. An Excellent or better Result (13+) means the character lands perfectly, looking as though he has done so many times before. This impresses the other t'skrang on the ship.

If the test fails, the character makes a Strength (5) Test to hold on to the rope. If the test fails, the character lets go entirely and falls in the river, requiring an emergency rescue by the crew. If the test succeeds, the character just manages to hold on to the end of the rope but ends up in the water and must be pulled out. A Good Result (9–10) means the character slips down the rope just near the surface of the water. An Excellent or better Result (11+) means the character almost falls, but manages to right himself just in time. Let each of the characters who want to try this have a turn.

### KNIFE THROWING

Another popular activity onboard is knife throwing. At the far end of the riverboat (the stern) there is a large circular target mounted to a pole. There are several knives and daggers sticking into the board. This is where the t'skrang crew practices knife throwing, which has grown into a gambling activity of sorts.



If any of the characters ask about the board, the t'skrang crew explain what they use it for. If the characters don't ask, one of the crew might ask the characters if they want to play a little game of knife throwing.

This game is played between two players at a time. Each player gets five throws at the board. For each throw the character makes a Dexterity or Throwing Weapons Test against a Difficulty Number of 6. If the test succeeds, the knife hits the board, but scores no points. If the test result is greater than 6, the character scores a number of points equal to the test result, to a maximum of 12, which indicates a perfect bullseye. A Pathetic result (1 or 2) indicates the knife is thrown overboard and lost. Too bad.

The gamemaster should make tests for the t'skrang playing with the characters. Each t'skrang has a Step Number of 8 in the Throwing Weapons skill. After each player has made five throws, add up the total points they scored. The player with the highest total wins. A common bet for this game is 1 silver piece for each point by which the winner beats the loser.

## THE SMALL STREAM TO LANG

Aside from the two activities described, the trip on the riverboat is uneventful for the characters. On midday, the riverboat stops to drop off the characters near the junction of the river and the tributary on which Lang is located. At this point, the characters are given a small rowboat, just big enough to carry all the characters, which they must use to get to the village. The boat has two pairs of oars, which can be manned by characters of any race aside from windlings. From where the riverboat drops them off, the characters have to travel for about one hour to get to the stretch of river nearest the village.

The riverboat returns each day, prepared to pick up the characters. If the characters are not visible at the place where they were left at the time that the riverboat passes, it continues on its trip, and the characters must either make it back to Bartertown on their own or wait until the boat returns the next day.

There are clear signs that mark the spot on the river nearest the village. These consist of a small beach where the small boat can land, as well as a flag flying atop a high pole near the beach. These are just as Darron (as well as members of the riverboat crew) told

the characters they would be. Once the characters have beached their boat, go on to the next section.

## ARRIVAL

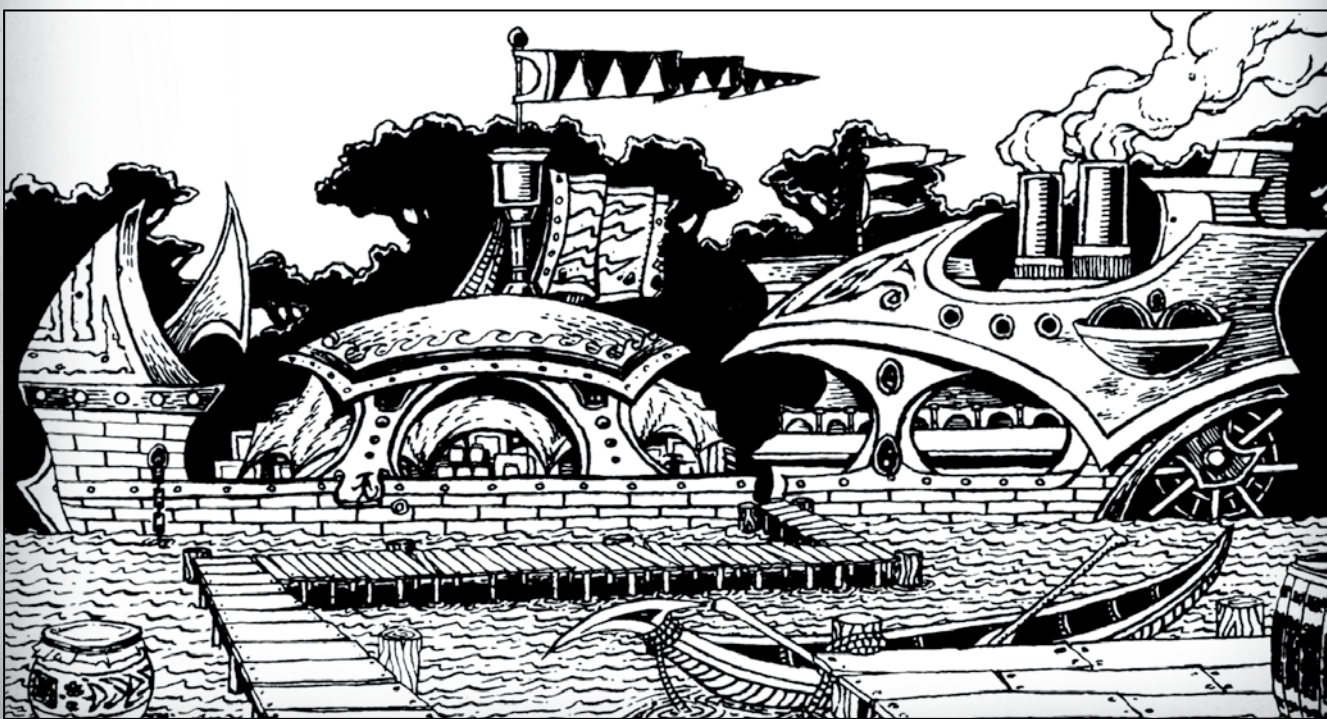
**I**n this encounter, the characters land their small boat near the village and begin their investigation of what has happened to Lang. After landing, the characters walk from the river to the village. Along the way, they discover the fate of a number of the villagers and Darron's couriers and are attacked by the same creatures that killed Darron's couriers as well as the villagers. When the characters land their small boat, read or paraphrase the following to the players:

*From your small rowboat you easily spot the flag marking the small beach ahead of you as that used by the village of Lang. As you glide towards the shore, you spot a boat much like your own in size and style, tied to a small tree near the beach. The boat looks well weathered and is partially filled with water, likely from the rains that passed through this area not long ago.*

*The whole area along this stretch of river is disturbingly quiet, and you wonder if whatever fate befell Darron's couriers awaits you as well. After beaching your boat and tying it to shore, you make your way along the path that leads towards the village. After the good times you spent aboard the riverboat, you are about to earn your pay.*

## FROM THE RIVER TO THE VILLAGE

The little beach on which the characters have landed is used by the villagers of Lang to gather the shellfish and underwater plants that provide them with the goods they trade with Darron. The boat tied to shore was left there by Darron's couriers and has been abandoned for well over a week. It has rained here recently and both the beach and the main land are still partially soggy. On the inland side of the beach is a small path that leads from the beach to the village. This is a very well worn path that the





characters have no trouble at all following.

Walking from the river's edge to the village takes the characters roughly one hour. The path that leads away from the beach heads through a lightly forested area, eventually leading to the village. It is along this path that the characters get their first clues as to what has happened in the village of Lang.

## DARRON'S COURIERS

**T**en minutes after leaving the beach, the characters can learn the fate of Darron's couriers. Off to the side of the path lie the bodies of four Namegivers, the victims of a pride of hungry lightning lizards. As the characters approach, have each make a Perception (6) Test. If any of them succeeds, tell the character's player that he spots what looks like an elf's body lying in the brush along the left side of the path. If none of the characters succeed at this test, go on to the next section, **The Dead Villagers**, below.

When the characters investigate the bodies, read or paraphrase the following to the players:

*Looking over to the left you see your first signs of trouble. It appears to be an elf, a dead elf, lying in the brush along the path. A closer look reveals three other bodies, all dwarfs. The bodies seem to have been burned or somehow scorched to death.*

*One of the dwarfs holds a broadsword clutched tightly in his dead hands. The blade is stained with what looks like dried blood. After looking closer, you see the dwarf is not simply clutching the sword; it seems the dwarf's hand has in fact melted onto the sword's handle.*

*Between the torsos of the other two dwarfs lies a small strongbox, which appears singed and scorched. As your eyes move down along the dwarfs' bodies, you notice that their lower legs are missing and appear to have been chewed off. It seems you've discovered the fate of Darron's couriers after all.*

The bodies are those of Darron's couriers, who arrived just after the first attack by the corrupted obsidimen. They did not make it too far before coming across a small pride of hungry lightning lizards that attacked them savagely.

As they examine the bodies, characters with Creature Lore or a similar Knowledge Skill may make Skill Tests against a Difficulty Number of 7. If a test succeeds, the character recognizes that the couriers were very likely killed by creatures known as lightning lizards. These creatures are able to shoot bolts of lightning from their eyes, as well as create electrical armor around their bodies. A complete description of lightning lizards appears on p. 10.

## SEARCHING THE BODIES

If the characters search the couriers' bodies they find little of value, except for the strongbox. The couriers each carried 10 silver pieces, a dagger, a backpack with an adventurer's kit, the clothes on their backs, and trail rations. Each of the couriers is wearing leather armor, except for the dwarf with the sword, who wears hardened leather. Beyond this the only other item of note is the broadsword, melded into the hand of one of the dwarfs. Taking this broadsword requires cutting it free from the dwarf's hand, a disgusting task to say the least.

The strongbox contains 500 silver pieces—the payment for the village for their most recent shipment of goods—as well as a few letters from Darron to some of the villagers. The box is locked and



opening it requires a successful Lock Picking (12) Test. If the players consider keeping the money, remind them that Darron sent the couriers with a payment for the village. This will hopefully remind them that they shouldn't take it and instead try to deliver it to the village.

After the characters have finished examining the bodies, they can move along the path towards the village.

## THE DEAD VILLAGERS

**S**hortly after leaving the bodies of Darron's couriers the characters come across the bodies of three of the residents of Lang, also victims of the lightning lizards. These bodies are clearly out in the open, right in the middle of the path the characters are following. When the characters reach the site of the dead villagers, read or paraphrase one of the following to the players.

If the players have previously discovered the dead couriers:

*Scant minutes after leaving the sight of the dead couriers you find more evidence of danger along the path between the river and village. Up ahead, right in the middle of the path, lie three more bodies. This group is comprised of an elf, a dwarf, and a human, and each has the same singed and scorched wounds, which tells you it's likely they were killed by the same threat that killed Darron's couriers.*

*Where the previous bodies seemed to be those of travelers, these are not so. The bodies are dressed in poor clothes, each carrying only a small sack. Only two of these carry any sort of weapon. One, the dwarf, carries a dwarf sword, still in its scabbard. The second, the human, carries a short sword. None of them wears armor of any sort, making them easy prey, even here, close to their village.*

*Before you can look much more closely, you hear a rustling in the brush off to the right of the path. Turning quickly, you see three large lizards some 30 yards behind you, crawling out from under the brush. The lizards' eyes glow a bright blue as they turn to face you.*

If the players did not discover the dead couriers:

*Fifteen minutes or so after leaving the beach you find evidence of danger along the path between the river and village. Up ahead, right in the middle of the path, lie three bodies. This group is comprised of an elf, a dwarf, and a human, and their bodies seem to have been burned or somehow scorched to death.*

*The bodies are dressed in poor clothes, each carrying only a small sack. Only two of these carry any sort of weapon. One, the dwarf, carries a dwarf sword, still in its scabbard.*



*The second, the human, carries a short sword. None of them wears armor of any sort, making them easy prey, even here, close to their village.*

*Before you can look much more closely, you hear a rustling in the brush off to the right of the path. Turning quickly, you see three large lizards some 30 yards behind you, crawling out from under the brush. The lizards' eyes glow a bright blue as they turn to face you.*

Like Darron's couriers, these villagers were attacked by the lightning lizards. Unfortunately, the lizards have returned to snack on the corpses just as the characters find them. The lightning lizards attack the characters immediately.

This gives the players their first taste of combat in **Earthdawn**. If there are five or more players, three lightning lizards attack the characters. If there are four or fewer players, only two lizards attack.

## FIGHTING THE LIGHTNING LIZARDS

During the first three combat rounds, two of the lightning lizards attack physically and one uses its Twinbolts power. In the fourth combat round, the lightning lizards become desperate and two use their Twinbolts power, with the remaining lightning lizard using its Twinbolts power in the fifth combat round, this pattern repeating for the rest of combat. Hopefully the characters can get to one before this happens. Try to focus the lizards' attacks on the toughest characters for the first round or two, as these characters have the best chance of surviving one or two hits from the lizards before being seriously hurt.

The best strategy for the characters is to move into close range with the lizards. The creatures are easy to hit and damage, but have very dangerous ranged attacks. Also, a Beastmaster can use his Dominate Beast talent to great effectiveness here if he is able to control one of the lizards and have it attack another. This reduces the danger to the characters and helps beat the lizards as well.

If the fight goes badly for the characters, have the lizards make physical attacks against them instead of using their Twinbolts power. Above all, try not to kill any characters in this fight. It's okay if one or more end up unconscious, but don't kill them. Even if you have to fudge some dice rolls, keep the characters alive and let them win this fight. They'll need all the help they can get later on, as a much tougher fight awaits them when they get to the village.

### Commentary

Traveling in prides of 3–5 individuals, young lightning lizards are 2 feet long with foot-and-a-half-long tails, and weigh roughly 100 pounds. When dry, their yellow-and-green skin glistens as though oiled.

### Rules

Young lightning lizards lack complete control of their lightning powers. They are unable to generate enough electricity to form a barrier to protect themselves, and have less consistent use of their ability to shoot lightning from their eyes. Young lightning lizards are not yet able to use their Crackling Armor power. Young lightning lizards are almost always hungry.

**Twinbolts:** See p. 183 of the **Gamemaster's Guide**. Range is 24 yards/12 hexes. This power can be used only once per two rounds.

## AFTER THE FIGHT

After the characters have defeated the lizards, they can inspect the bodies of the villagers more closely. Like the couriers, the villagers have been partially eaten by the lizards. One is missing a leg, one an arm, and the third both an arm and a leg. The bodies have very little on them. In the sacks they carry are a few coins (15 silver pieces in total) and a couple of days' trail rations. In addition, one of the sacks (that of the dwarf) contains a large stone dagger, originally wielded by one of the obsidimen who attacked the village. The villagers were carrying this to show to Darron, or anyone else who might be able to help them, to convince them of the threat of the obsidimen.

When the player characters find the stone dagger, they can attempt to identify it. If a character makes a successful Ancient Weapons (8) Test (or uses a comparable Knowledge Skill), he recognizes the weapon as a type often used by obsidimen. Likewise, if an obsidimen character makes a successful Perception (7) Test, he can identify the dagger as being a type used by obsidimen.

This information does not tell the characters anything about why the villagers were carrying the dagger, however. If the characters remember that Darron mentioned the village was located near an obsidimen Liferock, they may begin to piece things together. If not, don't worry too much. As soon as they get to the village, they'll learn first-hand what happened.

The characters can earn money and Legend Points by taking the eyes from the lightning lizards. Each eye is worth 50 silver pieces, which count as Legend Points at the end of the adventure. Beastmasters and Wizards may know about lightning lizard eyes, so be sure to tell their players when the time comes.

## YOUNG LIGHTNING LIZARDS (2 OR 3)

### Attributes

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

### Characteristics

Initiative: 7      Physical Defense: 7  
Actions: 2      Spell Defense: 10  
Attack (2): 8      Social Defense: 7  
Damage:      Physical Armor: 3  
Claws (2): 7      Mystic Armor: 4  
Death: 32      Recovery Tests: 2  
Unconscious: 24      Knockdown: 6  
Wound Threshold: 8      Movement: 7

### Legend Award

First Circle (1 per 2 PC)

### Powers

Climbing<sup>S</sup> (2): 8, Lightning (2): 10 (see text), Spellcasting (2): 10

<sup>S</sup> General Skill

### Loot

Two eyes worth 50 silver pieces each (worth Legend Points)





In addition, the characters can sell the stone dagger. It is worth 600 silver pieces—maybe more, if the characters successfully Haggle—if sold when the characters return to Bartertown (this is a thread stone dagger).

A Beastmaster player may want to keep one of the lightning lizards alive to use as a pet or guard animal, through use of his Dominate Beast Talent. This will not work, as each use of the talent only lasts a short time. This would require the Beastmaster to do nothing else during the adventure except maintain control of the lizard. If the player thinks of this, explain the situation to him but give him credit for trying.

## THE VILLAGE OF LANG

**I**n this encounter, the characters arrive at the village and find it in partial ruins, the result of the attack by the obsidimen. As the characters explore the village, they find evidence of what has happened but no people to speak of. A closer look reveals the bodies of several villagers as well as two dead obsidimen. As the characters continue their search, the corrupt obsidimen begin to approach the village. At this point, the dead villagers, who have been re-animated as cadaver men by the Horror corruption the obsidimen carry with them, attack the characters. Now the characters must defend themselves and hopefully find the truth before the obsidimen return.

When the characters reach the village, read or paraphrase the following to the players:

*You come to the end of the path you've followed from the river and at last find the village of Lang. Upon seeing the village, it is no wonder Darron has heard no word from anyone here. Lang lies seemingly abandoned, obviously the victim of some foul occurrence. The village is made up of twenty or so buildings. Most of these are rather small in size, made of wood with thatched roofs. Many of these have holes in their walls, which appear to have been smashed inwards. Others are either wholly or partially burned, and you can see many small plumes of smoke rising from many different buildings throughout the village.*

*In the middle of the village stands a building much larger than the rest. This building shows little to no damage from this side, but who knows what lies beyond your vision. Whatever has done this to the village has left it in ruins, a shattered version of its former self. And now before you lies the heart of your task: to discover what fate has befallen this village and, if possible, rescue it from whatever threatens it. Assuming there is something left to rescue that is.*

The village of Lang consists of a small number of wooden buildings arranged as shown on the map.





Most of the buildings in the village are small one or two room buildings, each home to a family. Some of these house extended families, while others house two families. Some of these buildings also have small workshops, where the people of the village prepare the shells and dyes that they trade with Darron.

One of the buildings, the largest in the village, serves as a village center. This is where the village leaders meet, where village meetings are held, etc. This building, unlike any other in the village, has a root cellar. This cellar is the same size as the building above, and is where the surviving population of the village is in hiding from the corrupt obsidimen.

## SEARCHING THE VILLAGE

The characters will likely wish to search the village in hopes of learning what happened. Here are a few important discoveries they make during their search.

## MORE DEAD BODIES

As the characters search the ruins of the village they find a pair of obsidimen bodies, alongside one of the burnt buildings. These are the corrupt obsidimen killed by the villagers. Next to the obsidimen bodies are the bodies of a number of villagers killed by the obsidimen before the remaining villagers killed them.

There are a total of five dead villagers: two dwarfs and three humans. These bodies appear to have been pummeled to death, and, unlike the previous bodies, none of these has been eaten. None of the bodies bears any weapons, as the remaining villagers have collected the weapons to help defend themselves should the obsidimen find them. Each of the villager bodies wears leather armor, and each dwarf has a battered buckler on one of his arms. From the looks of the bodies, the villagers have been dead for about a week. Later on, as the characters continue to search the village, these bodies are re-animated into cadaver men and attack. (See **Cadaver Attack** below for more information.)

The obsidimen bodies have cuts and gouges all over them but sport no weapons of any kind. Like the villager bodies, the obsidimen have been dead for approximately one week, but only characters knowing enough about obsidimen would recognize this.

## SCAVENGERS

As they search the village, have each of the characters make a Perception (7) Test. Any character who succeeds notices a figure moving about the ruins. This is one of the villagers scavenging for food. If the characters try to track down the villager, he disappears into the nearby forest. Ideally the characters should not be able to catch any of these villagers at first, to add to the sense of mystery and suspense of someone or something moving about the village with the characters unable to catch it.

While they search, give the characters three or four chances to spot scavengers in the village. Whether or not the characters notice the scavengers, the villagers have spotted the characters and report their presence and location to the rest of the villagers in hiding. This is helpful when the characters find the villagers, because the villagers guess (correctly) that Darron sent the characters.

If you want, you can allow the characters to catch one of the villagers. The villager is afraid at first, but a successful Charisma Test against his Social Defense of 6 should help calm him down. Also, if the characters have not yet thought to look in the main building or have not yet noticed the different smoke plume, catching a villager is a good way to help the characters find the villagers.

If the characters do catch one of the villagers after they have found the bodies, the cadaver men attack before they are able to get to the main building. Go to **Cadaver Attack**, below.

## SMOKE PLUMES

As noted in the village description, smoke plumes rise from several of the buildings. Most of these come from burned homes and workshops, the result of fires that spread in the chaos of the attack. The recent rain has extinguished most of the fires, but the soggy ruins cause many streams of dark black smoke to arise. One of these smoke plumes comes from a small fire the villagers have built in their shelter. The plume exits a small vent hole in the ground along the wall of the main building. Unlike the other smoke plumes, this one is grey in color and much more steady.

As the characters move about the village, have each of them make a Perception (6) Test. If any character succeeds, inform him that the smoke plume is both lighter in color and steadier than the others. If the characters decide to investigate this, go to **Finding the Villagers** on the next page.

## CADAVER ATTACK

**A**bout 30 minutes after the characters enter the village, the corrupt obsidimen awaken from their slumber and begin to approach the village in search of food. It takes the obsidimen about 10–15 minutes to reach the village, but the characters feel their effects long before that. As the obsidimen awaken, the Horror corruption within them re-animates the dead bodies of the villagers as cadaver men who attack the characters.

It is best if this attack occurs after the characters have found the bodies of the villagers, but before they have found the surviving villagers. If one of the villager scavengers is with the characters during this attack, he flees for the main building, leaving the characters behind.

There are a total of five cadaver men that can attack the characters (the obsidimen bodies are not re-animated). If there are five or more characters, all five attack. If there are four or fewer characters, only one cadaver man attacks each character; the other bodies remain unaffected by the corruption.

## FIGHTING THE CADAVER MEN

The cadaver men attack the characters in no particular manner. They simply attack the nearest living targets they can see—in this case, the characters. The cadaver men should not pose too big a problem for the characters, who may think they are the real threat to the village. The real threat is of course the obsidimen, who arrive roughly 10 minutes after the battle with the cadaver men.

If the characters have met with one of the scavenging villagers or have deduced the hiding place of the remaining villagers, they may contact the villagers after defeating the cadaver men. In this case, go to **Finding the Villagers**, below. If not, they can continue their search of the village until the obsidimen return. When this happens, go to **Confrontation!** on the next page.

### CADAVER MEN (UP TO 5)

Attributes		
DEX: 3	STR: 5	TOU: 6
PER: 3	WIL: 5	CHA: 3
Characteristics		
Initiative: 3	Physical Defense: 4	
Actions: 1 (4; see text)	Spell Defense: 4	
Attack (3): 6	Social Defense: 9	
Damage:	Physical Armor: 0	
Claws (3): 8	Mystic Armor: 0	
Death: 35	Recovery Tests: 2	
Unconsciousness: NA	Knockdown: 5	
Wound Threshold: 9	Movement Rate: 5	



**Legend Award**

First Circle (1 per 2 PC)

**Commentary**

During the Scourge, some residents of citadels infested by Horrors chose death rather than face such evil beings. From these suicide victims, some of the more intelligent Horrors created the animated corpses known as "cadaver men," undead beings capable of feeling only pain. Although most cadaver men retain their intelligence, their miserable existences have filled them with hatred of the living and driven most insane. As a result, social contact with cadaver men, though possible, is unsettling for living beings. Cadaver men are also cannibals, but contrary to popular myth do not require sentient flesh for survival.

**Rules**

Cadaver men become easily enraged, flying into a manic fury if they experience any significant pain, such as being subjected to a Pain spell or receiving a Wound. **Rage:** An enraged cadaver man makes 4 attacks per round until it has killed the source of the pain or 10 rounds have passed, whichever comes first. If a cadaver man cannot determine who caused it pain, it attacks and kills the nearest living creature. When enraged, a cadaver man often uses the Aggressive Attack Combat Option (see the **Combat** chapter on p. 222 of the *Player's Guide*). The effect of the rage overcomes any penalties the cadaver man may suffer from the pain itself; this means the cadaver man ignores Wound penalties or any Harried or Knocked Down penalties the pain would normally cause.

## FINDING THE VILLAGERS

**T**he hundred or so surviving villagers are all huddled together in the basement of the largest building in the village. In the cellar of this building the villagers have built a small fire, which is the source of the light grey smoke plume (see **Smoke Plumes**, on p. 12). The villagers have also gathered all the food they could, as well as some fresh water and what few weapons they could collect. The cellar of the building is very crowded, and most of the villagers are sitting or lying huddled close together.

The characters can find the villagers hiding here in one of two ways. The first is by noticing the smoke plume that rises from the foundation of this building. If they have come to the main building based on this information, they see that the smoke rises from a small hole dug in the ground alongside the foundation of this building. The building itself has not been damaged at all. Or characters might find and catch one of the scavenger villagers during their search. In this case, the villager leads the characters right into the building and towards the cellar. Unless the characters caught the first scavenger, the villagers know about the characters and are expecting them.

If the characters come to the building without one of the scavengers, they have to figure out on their own where the villagers are hiding. This is not too difficult; any character who makes a successful Perception (6) Test notices that the large building has a foundation and very likely a cellar.

## ENTERING THE BUILDING

Getting into the building itself is very easy, as the door is not locked or barricaded. The main room of this building holds several long benches, as well as a few large tables. The stairway to the basement is located in the far left corner, away from the main door. The stairway is made of stone and leads down to a large braced wooden door. This door is strongly barred on the far side and cannot be smashed down; the characters have to talk their way through. There is a small hole in the door through which the characters can talk to the villagers.

Getting the villagers to open the door requires a successful Charisma (8) Test. If the players come up with good reasons for the villagers to trust the characters, lower the Difficulty Number to 7. If the characters mention that Darron sent them, lower the Difficulty Number to 5. Of course, if the characters have one of the villagers with them, he gets the other villagers to open the door.

## SPEAKING TO THE VILLAGERS

Once the characters have entered the cellar, they can explain why they are here and what they have found. The primary spokesman for the village is its eldest leader, a dwarf woman Named Jorra. She is very glad to see the characters, as she believes they have been sent to rescue them by Darron. She thinks that the group they sent out for help must have reached Bartertown to ask Darron for help, and asks the characters about Linna, Rianna, and Kor—the three villagers sent to get help. If or when the characters explain the true story, including what happened to the rescue party, Jorra and the other villagers are shocked and saddened but still thankful for the characters' presence. If the characters have the strongbox with them the villagers are especially thankful, because the money will help them rebuild their village.

Eventually, Jorra explains that last week the village was attacked, and the survivors all retreated to this cellar. She also asks the characters if they have faced the Brotherhood. This should catch the characters off guard a bit, unless they have already guessed the truth about the obsidimen bodies they found in the village, or the obsidimen have already attacked the group. If the characters respond by telling the villagers that they killed the cadaver men, the villagers look puzzled and ask again if they have killed the Brotherhood. If the characters remain confused about this, Jorra explains that the village was attacked by a group of several obsidimen, seemingly corrupted during the Scourge.

At some point, the characters will likely attempt to convince the villagers that their village is safe, and that they can come out of hiding. Persuading the villagers to leave the cellar is difficult, especially if the obsidimen are still alive. Also, if an obsidimen player character is present, many of the villagers are especially afraid of him, making it more difficult to convince the villagers that it's safe to come out. If the characters convince the villagers to leave the cellar, they insist on remaining in the building until they have proof that their village is safe.

If the characters have not already killed the corrupted obsidimen, then during the characters' discussions with Jorra and the villagers, they hear a faint growling sound coming from outside of the building. When the villagers hear this sound, they panic. If they have left the cellar, they all run towards the stairs as they attempt to return to their shelter. If they are still in the cellar, they try to push the characters out of the cellar and lock the door behind them. At this point, Jorra informs the characters that the Brotherhood has returned—and unless the characters can defeat them, the village is doomed.

## CONFRONTATION!

**I**t is best if the obsidimen arrive in the village after the characters have found some clues as to what has happened, such as the dead obsidimen and villagers, and after the attack by the cadaver men. Also, it may be best if the characters have already spoken with the villagers in the cellar.

The obsidimen approach the village from the West, seeking out any living creatures. When the characters go out into the village, the obsidimen approach them quickly and attack as soon as they are able. There are a total of four obsidimen remaining (two died at the hands of the villagers). If there are fewer than four players in the group, reduce the obsidimen's number to one per character.

## TALKING WITH THE OBSIDIMEN

The characters may try to talk with the obsidimen when they confront them. This is next to useless, as the obsidimen are corrupted beyond salvation and cannot be reasoned with unless one of the characters gets an Excellent Result on an Interaction Test against



the Social Defense of the obsidimen (see the **Gamemastering** chapter on p. 93 of the *Gamemaster's Guide* for more information on Interaction Tests).

If the test succeeds, all it does is confuse the obsidimen, stopping them from attacking right away. Within a few minutes at the most, the obsidimen attack anyway. If an obsidimen character attempts to talk to them, he only needs a Good Result to prevent them from attacking instantly. But again, their corruption has driven these obsidimen beyond sanity, and within a few minutes, they attack regardless.

The obsidimen attack simply because they have been driven insane and corrupted by the Horror that occupied their Liferock. They have an unnatural desire for destruction and take it out on anyone who they encounter.

## FIGHTING THE OBSIDIMEN

The relatively small number of obsidimen should enable the characters to defeat them, but don't avoid harming (or even killing) the player characters if that's what happens. **Earthdawn** is a very dangerous world, where even the most experienced adept can die quickly.

If you prefer not to kill the characters and if one or two end up dead after the battle, it's possible that the villagers have one or two last chance salvos (see the **Goods and Services** chapter of the *Player's Guide*) that they would be willing to use to save the fallen characters. This serves as a good reminder of how deadly **Earthdawn** can be, without resulting in the permanent death of any character.

## TAINTED OBSIDIMEN (UP TP 4)

Attributes		
DEX: 6	STR: 7	TOU: 7
PER: 4	WIL: 5	CHA: 4
Characteristics		
Initiative: 6	Physical Defense: 7	
Actions: 1	Spell Defense: 6	
Attack (3): 9	Social Defense: 6	
Damage:	Physical Armor: 3	
Unarmed (5): 12	Mystic Armor: 1	
Death: 40	Recovery Tests: 3	
Unconscious: 32	Knockdown: 7	
Wound Threshold: 14	Movement: 5	
Karma Points: 3	Karma Step: 4	
Legend Award		
First Circle		
Commentary		
These obsidimen were adepts prior to the Scourge. Except for their ability to use Karma, the corruption they experienced during the Scourge has essentially erased any and all of the talents and abilities they learned from their Disciplines. Tainted obsidimen can use Karma on any of their Action Tests, but no more than 1 Karma Point per round.		



## AFTERMATH

**A**fter the characters' fight with the corrupt obsidimen, the adventure is over, for good or bad. Hopefully, the characters have defeated the obsidimen and removed the threat they posed to the village of Lang. Otherwise, the characters will have died trying to save an innocent village from one of the many after-effects of the Horrors and the Scourge.

If the characters succeeded in killing the obsidimen, they have made the village safe, at least for now. The villagers hold a feast in the characters' honor, celebrating their bravery and heroism. Jorra writes a letter to Darron telling him of the characters' efforts and encouraging him to pay them some sort of bonus.

The characters probably have a full day before they are to meet with the t'skrang riverboat, giving them time to rest or possibly help the villagers start to rebuild Lang. The characters can now return to Darron in Bartertown to claim the rest of their payment. Darron pays the characters as promised, and does his part to spread word of their deeds among his associates in Bartertown and the Kingdom of Throal, which in turn begins the spread of their Names (and their legends) across Barsaive.

## AWARDING LEGEND POINTS

As suggested in the **Gamemastering** chapter on p. 97 of the *Gamemaster's Guide*, an adventure like **Journey to Lang** awards a number of Legend Awards to the player characters.

A single Legend Award should give a number of Legend Points as determined by a character's Circle. For example, a First Circle character receives from 25 to 75 Legend Points per Legend Award, and a total of 2–5 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 presented in this adventure have listings for Legend Awards. These are the awards characters earn for defeating the creatures (see p. 97 of the *Gamemaster's Guide*).

In addition, each character earns the remainder of the money owed them by Darron (with a bonus of 100 silver pieces), and potentially the money earned for the lightning lizard eyes and the stone dagger. All in all, not a bad wage for a few days' work.



# RUNVIR'S TOMB

*Torvin said that the fountain is probably too heavy to haul all the way to Kratas, so we're prepared to guard what you've found and help you transport it. A few extra hands and swords will no doubt be useful—after all, Kratas is known as the City of Thieves for a reason.*

• THYGOLD DORIKSIN •

**R**unvir's Tomb is a short adventure scenario designed for three to five Novice adepts of any Discipline. In this adventure, a the player characters are sent to find a magical treasure in a tomb buried under the hills near the remains of the ancient troll kingdom of Ustrect, while their patron plays a foul game, to their cost.

## RUNNING THE ADVENTURE

**R**unvir's Tomb 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 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.

## BACKGROUND

Legends say that, long before the Scourge, King Runvir of Ustrect ruled the troll kingdom wisely and led his people to prosperity. His army was powerful enough to protect the borders and small enough not to drain the nation's resources. Under Runvir's rule, the arts flourished, and troll craftsmen became valued not only for the necessities, but for the artistic value of their crafts.

What the legends don't say, however, is that King Runvir had a secret, for he wasn't a smart troll. The wisdom of his reign was provided by two magical treasures, which helped him to become king and later to run his kingdom. The first treasure was the Oracle Fountain of Mynbruje, which he discovered in a ruined temple when he was younger. He kept his discovery a secret and used the Oracle whenever he needed advice. In addition, Runvir used a magical treasure known as the Stone of Wisdom, that allowed him to see who he could trust, and prevented him from being manipulated by others.

Of course, if anyone had found out that Runvir relied on magical items to rule his kingdom, his power would have vanished

quickly and his Name would have been remembered in shame, so the king intended to take his secret into the grave. Before his death, he secretly issued the construction of a tomb in the hillside where the Oracle Fountain was located. No one knew about it, but his enemies constantly tried to find out what the king was hiding. At one time, his enemies even discovered the location of the tomb, and sent a group of assassins to kill the king. Runvir's guards were taken by surprise, but his servants managed to slow down the assailants long enough for the guards to act. The servants died in their attempt, and Runvir honored them by burying them in his unfinished tomb. He sealed them in with six *newots* so that those that served him in life would have others to serve them in death. This became a habit as the king grew older; he had a burial vault built into his tomb for his most loyal guards and servants.

Finally, when he passed away, he was mummified along with his two oldest, most trusted advisors. He and his guards were sealed in with everything they could possibly need in the afterlife: their trusted warhorses, their weapons and armor, various works of art that depicted them, and, of course, more gold than most could possibly imagine. King Runvir's last servants sealed the tomb and Oracle Fountain long before the Scourge began, and it is told that the Kingdom of Ustrect declined steadily afterwards, since none of the succeeding kings was able to rule as wisely as Runvir did.

When the Scourge began, a Horror managed to break its way into the tomb through the hillside, drawn by the magic of the fountain. The Rites of Protection and Passage didn't protect the tomb, so the Horror entered with little difficulty, starting a destructive search for signs of life within the complex, and eventually made its way into the great hall that contained the Oracle Fountain. It was then that the Passion Mynbruje took notice of this Horror that had entered one of its holy shrines. Mynbruje worried that the Horror would corrupt the Oracle Fountain itself and used his power to seal all of the exits from the great hall. The Horror pounded at the exits with all its might, but to no avail. It managed to weaken the magic that held it in the room, but could not break free, and has remained imprisoned there ever since.

When the Scourge ended, the troll questor, Dorthial, received a vision by Mynbruje and took on a quest to find and reopen the Oracle Fountain. The questor and her retinue eventually found the tomb and came upon the Horror, and a mighty battle was fought. The questor's followers fell to the Horror one by one, feeding and providing it with new strength. Heavily wounded, Dorthial retreated from the great hall with a few survivors, and found that the Horror was unable to follow. However, the magic sealing the great hall had been weakened, and the Horror managed to re-an-





imate the bodies of Runvir's guards to send them after the fleeing questor. There was no escape, and after the last of Dorthial's followers fell, the questor became trapped in the tomb, unable to escape by herself.

## PLOT SYNOPSIS

The last stop of Dorthial's journey before she left to find the tomb was the city of Kratas, where she researched the legend of the Oracle Fountain and learned that it was somehow connected to the legend of King Runvir. The troll was cautious enough not to ask her questions too loudly, however, as she was well aware that the greedy thieves of Kratas might follow her in the hopes of getting their hands on King Runvir's treasure.

Of course, every ear in Kratas is the wrong ear, and when the Wizard, Jorgin Torvin, heard that the troll questor who had asked him about the legend of the Oracle Fountain had never returned from her journey, he became curious. Interested in where Dorthial went, Torvin started asking questions on his own, and discovered that the questor must have found the final resting place of King Runvir and died in the attempt to explore it. Of course, Torvin has no intention of helping Dorthial; all he's interested in is Runvir's treasure, and especially the Oracle Fountain, which he could use for his own needs.

Now that Torvin has discovered what he believes to be the location of the shrine, he needs to verify it. However, Torvin knows that it's likely to be a dangerous place, so he has decided to find out how dangerous it is by hiring outsiders to send after the shrine and bring proof of its existence back to him.

The Wizard meets with the characters at the Drunken Dragon Inn, acting the part of a wealthy magician in need of adventurers to recover an ancient item of interest to him. He offers the adventurers

300 silver pieces each, and the promise of magical aid, if they recover the item. Once the player characters have agreed to go on this journey, he supplies details of the location, and the approximate amount of time it will take. He pays half of the money up front, and makes one of the group members to make a blood promise (see *Player's Guide* p.125) to return with proof of the Oracle Fountain's existence and meet him at the Drunken Dragon Inn within one month.

The characters then head off towards Ustrect, where they have to fight off a group of troll crystal raiders before they find the entrance to the Tomb of Runvir. Unknown to the players, Torvin has the characters followed. After crawling their way through the tomb and rediscovering the Oracle Fountain, the characters are confronted by the magician's friends, who hope to gain whatever treasures the group discovered, first by trickery, and then by force. Once the agents of Torvin have been dealt with, the characters can return to the Drunken Dragon Inn, meet with Torvin, and complete their mission. Of course, if the players find out what foul game the Wizard was playing, they might have other plans.

## THE MYSTERIOUS MAGICIAN

**T**his encounter starts after the heroes have arranged for rooms at the Drunken Dragon Inn, one of the biggest taverns in the city. The group now sits in the common room, enjoying a mug of ale, when a magician stops by, looking for the heroes to aid him.

## SETTING THE STAGE

*You are finally relaxing in one of the biggest taverns in Kratas after locking most of your gear in your rooms. The ale is cool and refreshing. The barmaids are friendly and attractive, flirting merrily with the various customers. The heavy wooden table bears the scars of past customers carving Names and sayings into its surface. The crowd is quiet, sitting in groups, playing cards or dice, talking in hushed tones, and drinking ale or wine.*

## BEHIND THE SCENES

The Drunken Dragon charges 1 silver piece to stay in the common room, and 2 silver pieces for a private room. Private rooms each have one large bed that can sleep up to three human-sized Namegivers, and a large trunk. The door can be bolted shut from the inside, and the windows have bars on them to prevent break-ins. Average ale sells for 5 copper pieces and good ale for 1 silver piece. A bottle of wine sells for 2 silver pieces. A simple meal of cheese, bread, and fruit sells for 3 copper pieces. A meal of pork, bread, cheese, fruit, and a pint of average ale sells for 1 silver piece.

The tavern closes at two in the morning when Klevis, the owner, leaves with the day's profits. Once Klevis has left, the bartender bolts the door and spreads his bedroll out behind the bar.

## At the Drunken Dragon

After a first round of ale, the group notices a human wearing dark robes embroidered in odd geometric patterns enter the inn. He talks quietly with the innkeeper, who points in the group's direction. The man turns, quickly assessing the characters, and approaches them.

*"Greetings, travelers. My friend, the innkeeper, has advised me to speak with you. I could use the helping hands of a few brave adepts."*



The stranger seems to be past middle age, possibly in his late fifties or early sixties. His eyes still look clear and lively, and his hands are steady.

*"My Name is Torvin. I have been conducting research into a magical treasure for some time and I believe I have finally learned about its resting place. Now I need someone to go and recover it, or at least verify that it is where I expect it to be. The journey will take a few weeks, but probably no longer than a month. For this, I can supply a map leading to your destination, should you be willing to undertake this dangerous journey. Are you interested?"*

If the player characters agree, Torvin asks Klevis for a private room. Once the group has moved upstairs, the magician continues.

*"The item is Named the Oracle Fountain of Mynbruje. I assume that it is located in the tomb of King Runvir, a troll who once ruled over the ancient lands of Ustrect. He was entombed with countless other treasures, for which I care nothing; these would be yours for the taking. The Oracle Fountain is mine, however. If you agree to this, one of you will be required to swear a blood oath with me; the promise will be that you will bring proof of the Oracle Fountain's existence to me, here at the Drunken Dragon Inn, within four weeks. I will promise to supply you with the map in exchange. In addition, I'll try to research and provide as much information as I can find for any magical treasure you bring to me afterwards. Do we have a deal?"*

If the player characters agree to these terms, a blood promise must be sworn (see **Player's Guide** p.125). This requires Torvin and one of the player characters to take 4 Blood Magic Damage, with each describing his pledged deed, and identifying a talent or skill he will use to accomplish the deed.

Torvin swears to use his Item History Talent for two weeks after the heroes return. Whatever talent or skill the player picks receives a +1 bonus until proof of the Oracle Fountain's existence is returned to Torvin. Torvin gains a +1 bonus to his Item History Tests until he completes his two weeks of research into whatever magical treasures the heroes want him to research.

Once this is done, Torvin takes out a map showing the location of the tomb and hands it to the character with whom he made the promise. He then stands to leave, turning to the heroes saying, "I wish you good traveling, my friends. When you return and meet with me here, the ale will be on me." With that, the magician turns and heads out the door into the darkness.

### Spies

Brocher's Brood has spies following Torvin (see **Heading Out**, below), since the Wizard is trying to stake out his own turf close to their own. While the spies do not know what was discussed (they only keep an eye on the Wizard), they report the meeting to their leader, the blood elf, Vistrosh (see **Gamemaster's Guide** p.41).

That Torvin is dealing with a group of adepts causes Vistrosh to become curious, and a band of his ruffians tries to capture the heroes in order to find out what the meeting was about.

### TROUBLESHOOTING

This encounter should end with the characters accepting Torvin's offer. If they do not, Torvin begs them to reconsider, and tells



them he will return the next night to see if they have changed their minds. The conversation with him causes the ruffians to attack, not knowing that the player characters refused Torvin's offer. This should raise the characters interest enough that the next meeting they should take the offer—maybe at a higher price. Torvin offers up to 500 silver pieces per character.

If the characters have reservations about the blood promise, tell them that nothing will happen if the Oracle Fountain is not found at the location indicated on the map, as long as they return and tell Torvin about it.

## HEADING OUT

**A**fter outfitting themselves, the heroes start to head out of Kratas and on their way. As they near the city gates, thugs working for Brocher's Brood ambush them. They are trying to capture the characters alive to learn about Torvin's plans, and will fight to subdue.

## SETTING THE STAGE

*You have paid the inflated prices charged by the merchants in Kratas for the supplies needed to make the journey to ancient Ustrect, and are now heading out of the City of Thieves. Making your way through the twisting, rubble-strewn*



streets in the direction of the city gates, you contemplate the adventure you are about to undertake. Suddenly, there is movement in the shadows.

## BEHIND THE SCENES

A group of thugs attempts to ambush the heroes and take them in for questioning, attacking quickly and quietly. The heroes must make Perception (6) Tests to avoid being taken by surprise for the first round.

There are three thugs for every two characters. For example, there would be six thugs for four characters.

## HUMAN THUGS (3 PER 2 CHARACTERS)

Attributes		
DEX (13): 6	STR (13): 6	TOU (13): 6
PER (9): 4	WIL (10): 5	CHA (10): 5
Characteristics		
Initiative: 6	Physical Defense: 7	
Physical Armor: 5	Spell Defense: 6	
Mystic Armor: 0	Social Defense: 6	
Death: 35	Recovery Tests: 2	
Unconsciousness: 27	Knockdown: 6	
Wound Threshold: 9	Movement: 6	
Skills		
Acting <sup>A</sup> (2): 7		
Avoid Blow (4): 10		
Brocher's Brood <sup>K</sup> (2): 6		
Gangs of Kratas <sup>K</sup> (2): 6		
Melee Weapons (4): 10		
Read/Write Language (1): 6—(Dwarf/Throalic)		
Speak Language (2): 7—(Dwarf/Throalic, Human)		
Streetwise (3): 9		
Throwing Weapons (2): 8		
Unarmed Combat (4): 10		
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill		
Armor		
Buckler (Phys 1; Deflect 1/0; Shatter 17), Padded Leather Armor (Phys 4)		
Weapons		
Broadsword (Damage 11), Club (Damage 9), Dagger (Damage 8; Range 10–20 yards/5–10 hexes), Sap (Damage 7)		
Equipment		
Belt Pouch, Traveler's Garb		
Loot		
30 silver pieces		
Legend Award		
Second Circle (3 per 2 characters)		
Commentary		

These thugs are working for Brocher's Brood and use the Attacking to Stun combat option (see *Player's Guide*, p.222). Each thug retreats if he takes two Wounds. If any thugs are caught and questioned, the characters need to achieve a Good Result on their Intimidation Tests to make them talk since the thugs have a huge fear of being expelled from their gang. All they know is that their gang leader, Vistrosh, wants them to keep an eye out for Torvin and find out what the magician is up to.

### Brocher's Brood

A successful Streetwise (5) Test uncovers the fact that an individual Named Vistrosh heads the Brocher's Brood, the second most powerful gang in the Kratas. A Good Result also reveals that Vistrosh is a blood elf intending to replace Garlthik One-Eye as ruler of Kratas.

The gamemaster may allow a character to make an appropriate Knowledge Skill (7) Test instead of using the Streetwise Skill.

### Torvin

A successful Streetwise (5) Test uncovers the fact that Torvin is a powerful Wizard who is well known for hiring adepts from time to time. An Excellent Result uncovers that Torvin is the leader of a small gang, trying to establish its own turf next to Brocher's Brood.

The gamemaster may allow a character to make an appropriate Knowledge Skill (7) Test instead of using the Streetwise Skill.

## Thygold

Thygold and his men (see **At the Gates** on p. 25 for more information) follow the characters, starting their journey only a few hours later. While the thieves do everything to avoid being spotted, the characters may stumble over Thygold and his men before or after meeting the trolls (see **Trolls of the Peaks**, below).

If that happens, the gamemaster needs to adjust the encounter accordingly. Thygold explains who he is and why Torvin sent him, and then waits until the group comes back out of the tomb.

## TROUBLESHOOTING

If the characters are losing to the thugs, have some members of Torvin's gang come to their aid, holding off the attackers while giving the characters time to escape. If the characters question Torvin regarding what this is all about, he explains that Vistrosh of Brocher's Brood is an old enemy who is interested in Torvin's dealings.

If the characters have told Brocher's Brood about the details of their mission, Torvin either reminds them of their blood promise (if they have already made it), or tells them that they have now raised the interest of another party; it is their fault and he expects them to fulfil the mission. If they refuse, Torvin makes sure that their current visit in Kratas is their last one. Torvin won't deal with the group if the characters refuse to take the oath. Torvin offers up to 500 silver pieces per character if money helps convince them to make the promise.

## TROLLS OF THE PEAKS

**T**he heroes reach the outskirts of ancient Ustrect and are attacked by troll crystal raiders patrolling through the area. These trolls intend to capture the player characters and make them into their *newots* (the troll equivalent of slaves; see *Gamemaster's Guide* p.58).

## SETTING THE STAGE

*You have been journeying for a while, through forests and plains. Now, the majestic mountains that make up the Twilight Peaks rise up in the distance, and the remains of the ancient Kingdom of Ustrect lie before you. You can't be far from your destination, at least according to your map.*

*As you cross through the foothills and head towards the southern slopes, there is the sound of crashing coming through the trees that line the trail. Suddenly, a half dozen trolls emerge from the woods before you with weapons drawn.*

*One of them strides forward and speaks in broken Throalic. "Hold, trespassers! I am Thoris Rockthrower of the Bloodlores. Surrender yourselves and prepare to serve us."*

## BEHIND THE SCENES

The troll's drakkar, along with the rest of the crew, is anchored in one of the foothills not far away, waiting for a raiding target. The other trolls don't care about the group, but Thoris is trying to earn some reputation with his peers, and seizes the chance to capture a couple of *newots* upon spotting the characters.

A character who makes a successful Troll Lore (5) Test realizes that becoming a *newot* is akin to being made a slave. On a Good Result, the character recalls that the Bloodlores are one of the more brutal trollmoots.

If the characters do not surrender, the trolls attack; only they attack to kill, not to capture.



## THORIS ROCKTHROWER

### Attributes

DEX (13): 6 STR (17): 7 TOU (17): 7  
PER (12): 5 WIL (14): 6 CHA (13): 6

### Characteristics

Initiative: 2 Physical Defense: 8  
Physical Armor: 9 Spell Defense: 7  
Mystic Armor: 5 Social Defense: 7  
Death: 64 Recovery Tests: 3  
Unconsciousness: 50 Knockdown: 7  
Wound Threshold: 11 Movement: 7

Karma Points: 9/9

### Sky Raider Talents

Air Sailing<sup>D</sup> (5): 11  
Battle Shout<sup>D</sup> (3): 9  
Durability (8/6) (3): 3  
Fireblood<sup>D</sup> (3): 10  
Great Leap<sup>D</sup> (3): 9  
Karma Ritual<sup>D</sup> (3): 3  
Melee Weapons<sup>D</sup> (5): 11  
Parry (3): 9  
Shield Charge<sup>D</sup> (3): 10  
Unarmed Combat (3): 9  
Wind Catcher (3): 9

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

### Skills

Bloodlore Trollmoot<sup>K</sup> (2): 7  
Read/Write Language (1): 6—(Dwarf/Throalic)  
Speak Language (2): 7—(Dwarf/Throalic, Troll)  
Streetwise (3): 8  
Stone Carving<sup>A</sup> (2): 8  
Tactics (3): 8  
Troll Culture<sup>K</sup> (2): 7  
Wilderness Survival (3): 8

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Ringmail (Phys 6; Init 2), Crystal Raider Shield (Phys 3; Myst 3; Init 2; Deflect 3/3; Shatter 18)

### Weapons

Spiked Mace (Damage 13), Troll Sling (Damage 11; Range 30–60 yards/15–30 hexes), Belt Pouch (w/15 sling stones)

### Equipment

Belt Pouch, Carving Tools, Traveler's Garb

### Loot

10 silver pieces

### Legend Award

Third Circle

### Notes

As a troll, Thoris possesses the Heat Sight racial ability.

### Discipline Abilities

Second Circle: +1 Physical Defense

### Commentary

Thoris Rockthrower is a Third Circle troll Sky Raider and leader of the small group of crystal raiders. He has bloodstained, symmetrical horns, a mane of wild dark hair, and a dirty black beard adorned with small bones. Somewhat larger than the average troll, he prefers to fight with a spiked mace and shield.



### Skills

Air Sailing (4): 10  
Battle Shout (1): 7  
Bloodlore Trollmoot<sup>K</sup> (2): 7  
Great Leap (1): 7  
Melee Weapons (4): 10  
Read/Write Language (1): 6—(Dwarf/Throalic)  
Shield Charge (1): 8  
Speak Language (2): 7—(Dwarf/Throalic, Troll)  
Streetwise (1): 6  
Stone Carving<sup>A</sup> (2): 8  
Tactics (1): 6  
Troll Culture<sup>K</sup> (2): 7  
Wilderness Survival (1): 6

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Footman's Shield (Phys 3; Init 1; Deflect 2/0; Shatter 19), Hardened Leather (Phys 5; Init 1)

### Weapons

Troll Sword (Damage 13)

### Equipment

Belt Pouch, Carving Tools, Traveler's Garb

### Loot

4 silver pieces

### Legend Award

First Circle

### Notes

As trolls, crystal raiders possess the Heat Sight racial ability.

### Commentary

These young trolls still have to prove themselves to be worthy of their crew and fight to the death or until Thoris Rockthrower falls, in which case they retreat. All of them have bloodstained horns, like Thoris.

## Overall Legend Award

For simplicity, the gamemaster can consider this a Second Circle encounter.

## TROUBLESHOOTING

The only possible trouble is if the trolls actually defeat the characters. If this looks likely, have a drakkar from a rival clan show up in the sky overhead, in which case Thoris orders a retreat, promising to come back for the characters another time. The gamemaster may also get the characters into more trouble if they defeat the trolls too easily by getting the trolls at the drakkar interested. If Thoris dies at the hands of the player characters, the trolls have a good reason for vengeance.

## TROLL CRYSTAL RAIDERS (1 PER CHARACTER)

### Attributes

DEX (13): 6 STR (17): 7 TOU (15): 6  
PER (12): 5 WIL (14): 6 CHA (13): 6

### Characteristics

Initiative: 4 Physical Defense: 7  
Physical Armor: 8 Spell Defense: 7  
Mystic Armor: 2 Social Defense: 7  
Death: 38 Recovery Tests: 3  
Unconsciousness: 30 Knockdown: 7  
Wound Threshold: 10 Movement: 7



## KING RUNVIR'S TOMB

**T**he characters reach the tomb of King Runvir, exploring the long-forgotten crypt and finding its treasures, only to discover a Horror waits within.

### SETTING THE STAGE

*After getting past the trolls that call the nearby mountain range their home, you are moving around the hills of northern Ustrect. Death's Sea blazes away, providing a hellish orange-red backlight to the mountains in the South. You are following what remains of a cobblestone road, though there are only traces of the road left; most of it has been covered with rubble or overgrown with moss. The road has been climbing for the past hour, and now, up ahead, you can make out the mouth of a cave.*

### THEMES AND IMAGES

The characters should feel relief when they leave the heat and find the still-sealed tomb. The relief should slowly turn to suspense and fear as they get deeper into the tomb and realize that the tomb has been breached after all. Images should include the darkness, the characters' lights reflecting off of the walls and floors, casting eerie shadows all about them. The discovery of scenes of beauty and excellent craftsmanship is offset by the appearance of Horror constructs and the final Horror.

### BEHIND THE SCENES

The large cave through which the characters can entry to the tomb is relatively bright and airy, the opening large enough to admit both natural light and fresh air. It is here that the heroes can make camp and ready themselves for the exploration about to come.

#### Entrance Cave

A plain stone door is barely noticeable at the far end of the cave. There is a hole at the door's center, which turns out to be a keyhole upon closer inspection. The door is locked with an expertly crafted mundane lock, requiring a Lock Picking (10) Test to open. Once opened, the door reveals a plainly carved hall extending for 10 yards and ending in a door, with another door on the right wall.

The area in front of the door is protected by a pit trap:

#### PIT TRAP

**Detection:** 7

**Disarm:** 7

**Initiative:** Step 10

**Trigger:** A pressure plate.

**Effect:** The character falls into an 8-yard-deep pit, taking Step 15 damage. No armor protects against this damage. Once the character hits the bottom, he triggers the second part of the trap—a volley of spears.

#### SPEAR TRAP

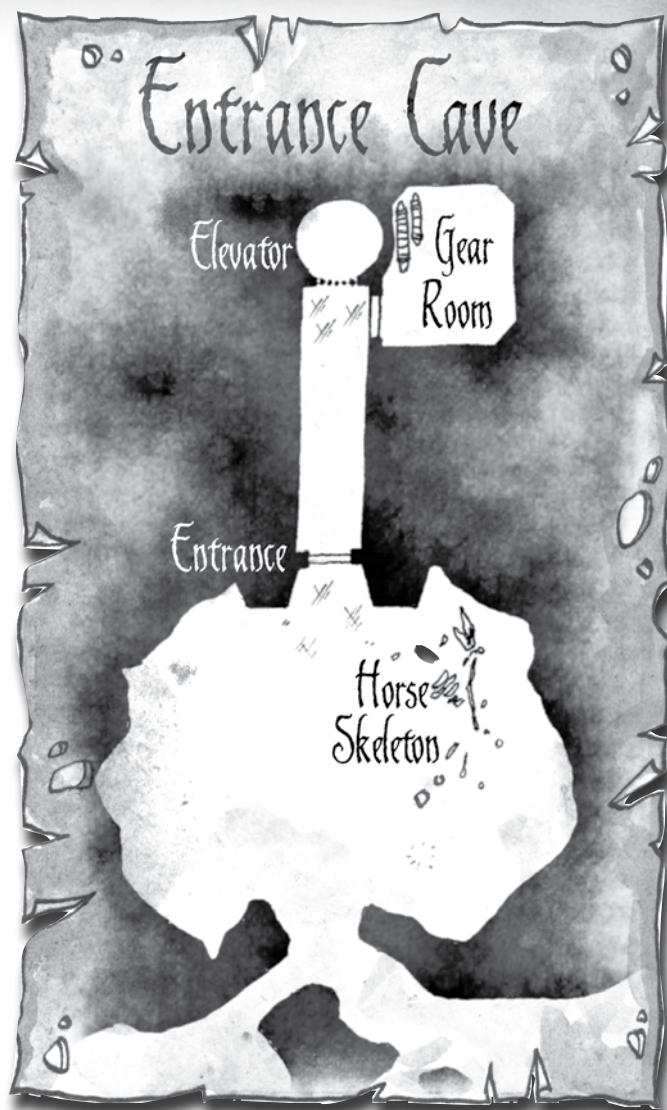
**Detection:** 9

**Disarm:** 7

**Initiative:** Step 10

**Trigger:** A pressure plate.

**Effect:** Spears launch from the walls of the pit, inflicting Step 15 damage to the victim. Physical Armor protects against this damage.



#### Gear Room and Elevator

Another pit trap is located at the end of the hall. Use the game statistics above (without the spear trap). The door leading to the gear room is not locked. The room is filled with cogs, gears, and other mechanisms; a large crank is used to raise and lower the elevator.

The other door is a portcullis, which opens only when the elevator is present. The elevator can be operated from the inside by a rusty hand wheel.

#### The Old Temple

The door leading to the lower gear room is not locked, but stuck (it can only be opened by applying force, but isn't much trouble). The room is filled with cogs, gears, and other mechanisms, and also doubled as storeroom containing candles, rotting furs, decaying cloth, stone working tools, torches, and a keg of oil. A large crank is used to raise and lower the elevator. The other door is a portcullis, which opens only when the elevator is present.

#### Guard Room

The entrance door is beautifully carved with abstract designs, and opens into a plain guardroom with a rotting table and benches, and a barrel that doesn't look watertight. As the characters take in the scene, they notice something gathering shape from the blackness:



## DORTHIAL (DEMIWRAITH)

### Attributes

DEX: 7 STR: 7 TOU: 7  
PER: 6 WIL: 8 CHA: 5

### Characteristics

Initiative: 6 Physical Defense: 9  
Actions: 1 Spell Defense: 9 (14; see text)  
Attack (S): 12 Social Defense: 13  
Damage: Physical Armor: 6  
Claws (4): 11 Mystic Armor: 4 (9; see text)  
Death: 58 Recovery Tests: 3  
Unconscious: Immune Knockdown: 7  
Wound Threshold: 11 Movement: 6

### Legend Award

First Circle (Group)

### Powers

Chilling Touch (4): 12, Durability (3)

### Equipment

Belt, Golden brooch (with symbol of Mynbruje), Torn linen robes, Razorclaw (see *Magical Treasures*, p.33)

### Loot

D6 small gems, each worth D12x10 silver pieces, or a total of 5D6 x10 silver pieces.

### Rules

Increase Dorthial's Spell Defense to 14 and Mystic Armor to 9 vs. spells and powers meant to affect undead creatures.

### Commentary

This demiwrath is what remains of Dorthial, the last questor of Mynbruje who tried to explore the tomb. There was no one left to work the elevator, and she was trapped down here, where she was turned into a Horror construct. Her brooch has symbols of Mynbruje carved into it.

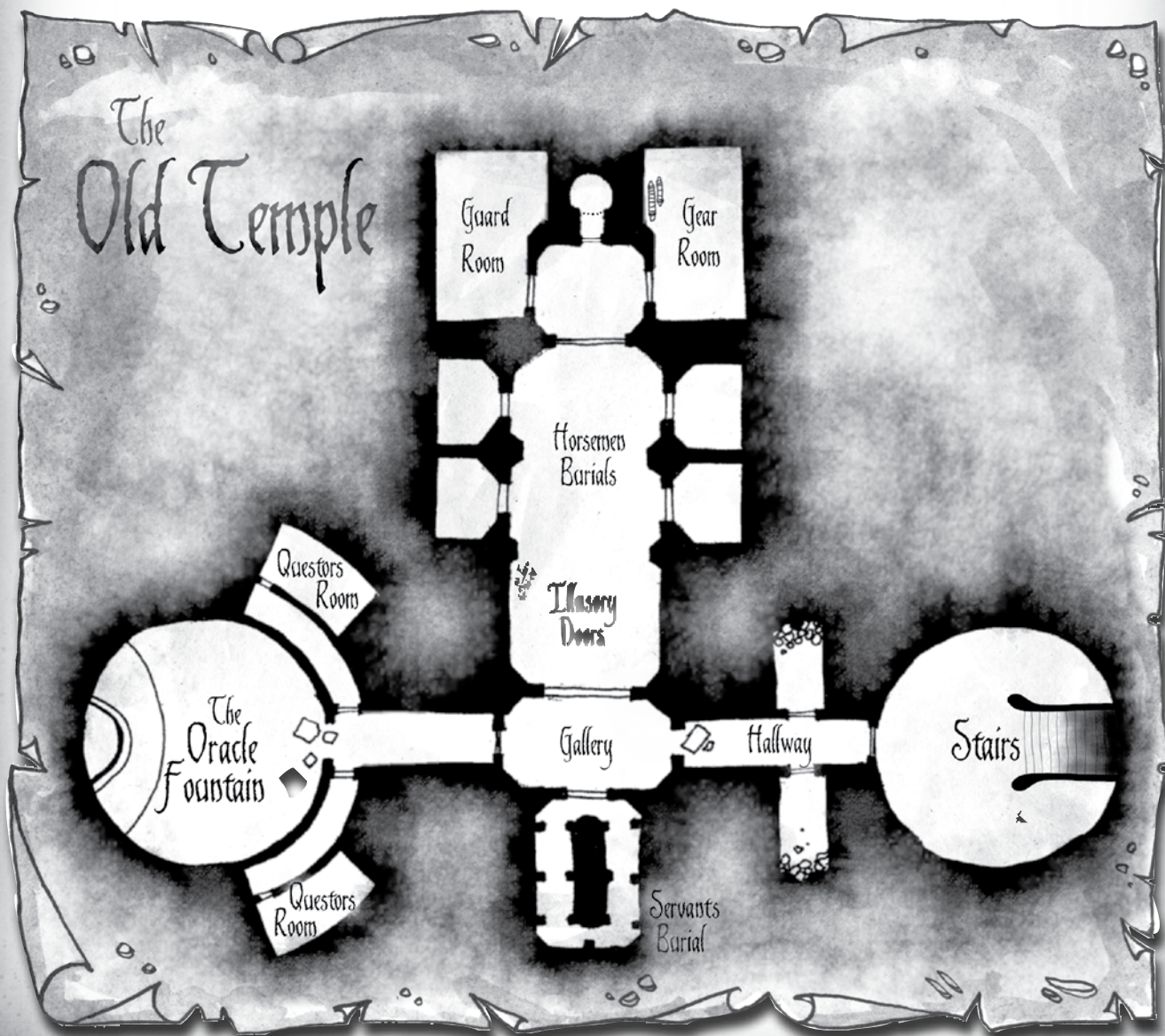
When the players defeat Dorthial, her fallen body regains a peaceful appearance, lying on the floor in torn robes that identify her as a questor of Mynbruje. Hanging from her belt is a broadsword (Razorclaw; see *Magical Treasures* on p. 28), and pinned to her chest is a beautiful golden brooch (worth 250 silver pieces).

## Horsemen Burials

The burials lie behind ornately carved wooden doors depicting horsemen charging across the plains. Each room contains a stone casket, lying beside which are the skeletal remains of a granlain.

Inside each casket is a work of art: one is a small statue of a horseman in armor, mounted on a charging granlain (worth 65 silver pieces); another is a painting showing a female warrior in armor (worth 55 silver pieces); another is a tapestry showing an armored dwarf on a war-pony (worth 55 silver pieces); the last is a painting of an ork Cavalryman on a rearing warhorse (worth 45 silver pieces).

Against the far wall is a chest with a magical lock (Spell Defense 12), containing 100 silver pieces, two booster potions, a desperate blow blood charm, a riding tack trimmed in silver (worth 250 silver pieces), a saddle with matching saddlebags trimmed in silver (worth 500 silver pieces), and a small bag holding 30 gold pieces.





Unfortunately for the player characters, the entire vault is corrupted and the former troll heroes buried in the caskets are now cadaver men:

## TROLL CADAVER MEN (4)

### Attributes

DEX: 4                      STR: 8                      TOU: 7  
PER: 4                      WIL: 6                      CHA: 4

### Characteristics

Initiative: 4                      Physical Defense: 6  
Actions: 1 (4; see text)                      Spell Defense: 5  
Attack (5): 9                      Social Defense: 11  
Damage:                      Physical Armor: 2  
Claws (3): 11;                      Mystic Armor: 2  
Troll Sword (3): 11

Death: 60                      Recovery Tests: 3  
Unconscious: Immune                      Knockdown: 8  
Wound Threshold: 12                      Movement: 5

### Legend Award

Third Circle

### Powers

Durability (3)

### Equipment

Rusty troll swords (Damage Step 3), Old padded leather armor (Phys 2)

### Commentary

These trolls are the remains of King Runvir's elite warriors, undead beings capable of feeling only pain. Although they retained their intelligence, the Horror's corruption has filled them with hatred of the living and driven them insane. In a travesty of their role in life, they attack using the rusted remnants of their swords.

### Rules

Cadaver men become easily enraged, flying into a manic fury if they experience any significant pain, such as being subjected to a Pain spell or receiving a Wound.

**Rage:** An enraged cadaver man makes 4 attacks per round until it has killed the source of the pain or 10 rounds have passed, whichever comes first. If a cadaver man cannot determine who caused it pain, it attacks and kills the nearest living creature. When enraged, a cadaver man often uses the Aggressive Attack combat option (see *Player's Guide* p.222). The effect of the rage overcomes any penalties he may suffer from the pain itself; this means the cadaver man ignores Wound penalties or any Harried or Knocked Down penalties the pain would normally cause.

## Illusory Doors

These locked doors are illusions leading to nowhere. Each door's Sensing Difficulty is 24 (their Disbelief Difficulty is 13; see *Player's Guide* p.139).

## Gallery

This hall once held a spectacular sight. Display cases line the walls showing small trinkets and items from the days of King Runvir. They serve to preserve the culture that prospered under his leadership. Most of the cases are smashed, and most of the items are broken or rotted. A successful Perception (7) Test reveals a small piece of lava carved to resemble a castle tower that is still intact (worth 45 silver pieces). There are three other doors in the room, though one of them has been knocked from its hinges.

Standing near one of the cases is a rotting body. It suddenly begins to move towards the characters, and other bodies can be spotted moving in the shadows. There are four cadaver men in the room. They have nothing of value, and are the remains of the guards Dorthial brought with her (use the **Troll Cadaver Man** game statistics; they fight using claws).

## Questor's Rooms

There are two passageways leading to small chambers, each containing a carved wooden bed with molding covers and a decaying chest. The chests are all empty. Each bedroom has a desk collapsed from dry rot, and a rotting rug. Each desk contains an ornate writing kit (worth 40 silver pieces).



There are also two more rotting corpses, who used to be guards of the questor, Dorthial. The corpses turn and attack any intruders (use the **Troll Cadaver Man** game statistics; they fight using claws). The Legend Award for the two cadavers is Second Circle (1 per 2 PC).

## The Oracle Fountain

The door to this round hall is broken down and lies old and rotting on the floor. A soft light glows from a fountain of water on the other side of the hall. The Oracle Fountain is part of the temple's architecture and has a beautiful but simple design. It is almost entirely made of grey marble. Two small streams of water flow out of the wall into two large bowls plated with silver; the excess water from the bowls flows into the pond beneath. Each bowl is distinctively engraved with Mynbruje's symbols.

If water is drunk from the left bowl, it acts as a healing potion or a Kelia's antidote (see *Player's Guide* p.266), depending on the drinker's need. This effect works only once per day per character. Water drunk from the right bowl acts as a last chance salve (see *Player's Guide* p.266), but this works only once per day. The bowls are large and heavy—each weighs about 200 pounds—and are worth 500 silver pieces each.

Stepping up to the fountain activates the Oracle. A female voice asks, in the character's native language:

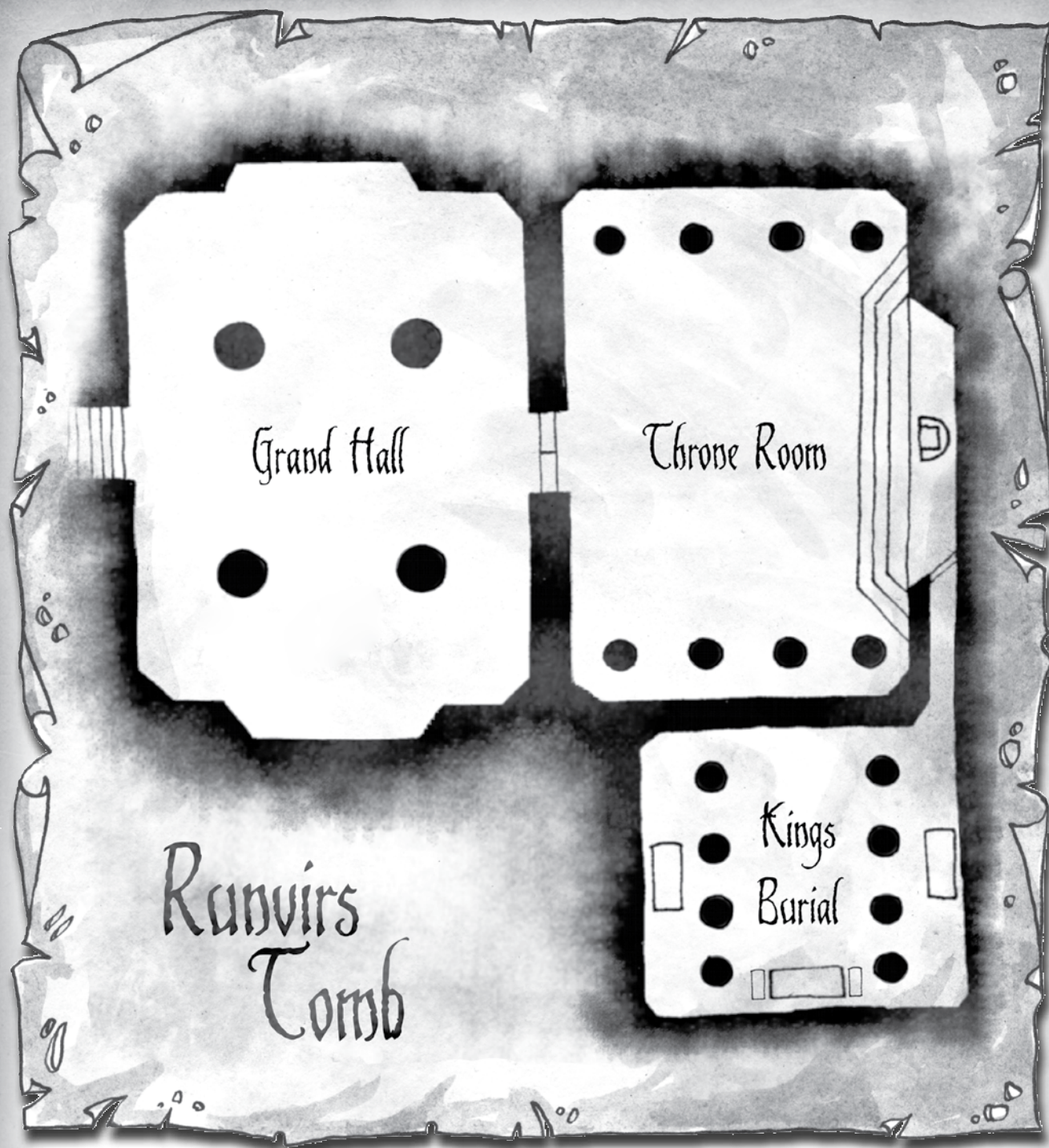
*"What information do you seek, my child?"*

The Oracle only answers one question per person per year; and the answer is nothing but the truth.

## Fulfilling the Oath

To prove the fountain's existence, the characters may consider hauling one (or even both) of the bowls to Kratas, as they are the only removable parts of the fountain. There is an unpleasant catch, however: moving the bowls from their places turns the fountain's magic inert, meaning that the water loses its healing properties. The Oracle Fountain's magic can be restored by a questor of Mynbruje with little time and effort.





### Servant's Burial

The door to this room is locked with a magical lock (Spell Defense 11). As the door opens and the light penetrates the darkness a grisly sight greets the character's eyes. There are six skeletal figures huddled by the door, wearing rags and rotted clothes. A huge stone slab rests in the center of the floor, reaching up to the ceiling. Burial niches in the walls and the slab hold Runvir's former servants: skeletal figures in rotted armor clutching rusted and pitted weapons.

All of these bodies have items of jewelry: a carved brass ring (worth 15 silver pieces), an amber pendant (worth 65 silver pieces), an amethyst ring (worth 25 silver pieces), a silver pendant shaped like a lion (worth 40 silver pieces), a plain silver ring (worth 15 silver pieces), an ivory bracelet (worth 55 silver pieces), and a plain gold ring (worth 65 silver pieces). The stone slab is carved with the following words in the Troll language:

*"Here rests Thom Hornbreaker, Garl Coldstare, Jarvin Key-maker, Igan Toughbones, Logar Jawbones, and Brak Tregane. They were the most loyal servants a king could ever have, and gave their lives so that their King would live. They rest here in a place of honor for all times. With them are entombed six newots so that they may enjoy in the afterlife the same service they provided in life."*

If the room is disturbed, the servants and *newots* begin to move with grating sounds of metal and bone, animated by the Horror's evil. Being trolls, the servants are each over seven feet tall. Use regular cadaver man statistics for the six *newots* (see *Gamemaster's Guide* p.278) The Legend Award for the *newots* is Fourth Circle (3 per 2 characters). It is highly recommended that the gamemaster send them in waves, with the servants first, and the *newots* second. These twelve foes may quickly overwhelm the party if used in concert.



## RUNVIR'S SERVANTS (6)

### Attributes

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

### Characteristics

Initiative: 3      Physical Defense: 7  
Actions: 1      Spell Defense: 5  
Attack (S): 10      Social Defense: 11  
Damage:      Physical Armor: 3  
Bone Troll Sword (6): 13      Mystic Armor: 3  
Death: 48      Recovery Tests: 2  
Unconscious: Immune      Knockdown: 8  
Wound Threshold: 7      Movement: 5

### Legend Award

Third Circle (3 per 2 characters)

### Powers

Durability (3)

### Equipment

Bone troll sword (Damage Step 6), Old ring mail (Phys 3; Init 2)

### Loot

Items of jewelry (see *Servant's Burial*, above)

## Hallway

Lying sprawled on the floor are three bodies. One is in rusting and torn metal armor, a broken short sword still in his grasp. The other two wear rotted robes showing them to have been questors of Mynbruje. There is nothing of value.

Two corridors leading from this passage are packed with stone, dirt, and other rubble. Obviously, the ceiling collapsed and these passages were buried. The third door leads to a round hall resembling the one containing the fountain, except that it contains a large set of ornately carved stairs leading down instead.

## Runvir's Tomb

Several light quartzes mounted in the four huge pillars supporting the ceiling of the Grand Hall light this vast chamber, which is easily over 30 yards long by 25 yards wide. There are seven display cases located around the walls, and each has a tapestry hanging behind it.

The tapestries depict the reign of King Runvir, showing him as an infant, a youth, a young troll warrior leading troops into battle, being crowned king, being married, standing and observing the tomb's construction, and the funeral procession into the tomb.

Each display case holds actual items from those times: the royal rattle, his first toys, his first sword and shield, the wedding coronets, the tools used to start construction, and the flag that covered the body during the procession.

Any character making a successful Perception (6) Test notices that in the last three depictions of the king, he wears a huge pearl on a silver chain. The pearl must easily measure 2 inches in diameter.

## Throne Room

The door is beautifully carved, and forged of brass. If viewed on the astral plane, the door is radiating a web of astral force reinforcing it (it is the will of Mynbruje that has sealed the doors so that the Horror inside can not escape). The door is not locked, however. Behind it, the vast throne room with huge stone pillars features a series of steps leading up to a huge black marble throne veined in silver.

Hovering near the throne is a large, hulking figure with translucent skin. It has barbed tentacles hanging from its underside and a crystalline structure visible inside its bloated body. As it moves towards the characters, they hear a voice coming from inside their heads:

*"Greetings, my little toys. It has been so long since I had someone to play with."*

## SKARVIK THE STRANGLER

### Attributes

DEX: 10      STR: 12      TOU: 12  
PER: 9      WIL: 9      CHA: 10

### Characteristics

Initiative: 10      Physical Defense: 13  
Actions: 2      Spell Defense: 12  
Attack (3): 13      Social Defense: 13  
Damage:      Physical Armor: 9  
Tentacles (3): 15      Mystic Armor: 5  
Death: 62\*/78      Recovery Tests: 6  
Unconscious: 53\*/69      Knockdown: 12  
Wound Threshold: 17      Movement: 5

**Karma Points:** 10/30 (see below) **Karma Step:** 6

\* Adjusted for blood magic (see text)

### Legend Award

Third Circle (Group)

### Powers

Animate Dead (4): 13, Durability (2); Horror Mark (3): 12, Mystic Blast (3): 12, Spellcasting (3): 12

### Loot

A troll sword made of crystal, inlaid with gold, rests near the throne. This is worth 1,000 silver pieces (worth Legend Points).

### Commentary

Skarvik the Strangler is a Named Horror that broke into the tomb several centuries ago, but was trapped by the will of Mynbruje. Since then it has animated some undead (Skarvik has taken 16 Blood Magic Damage doing this; if the characters have destroyed the cadaver men in the tomb and taken their time confronting the Horror, it is possible some of this has been healed; the number after the slash is the Horror's unmodified Death and Unconscious ratings), and had a good time when Dorthial arrived. It attacks to kill as many characters as possible, needing to feed on their deaths to accumulate Karma. Skarvik cannot escape this room, as it needs to accumulate sufficient Karma Points to break free. Because of this, it avoids using Karma. Of course, Skarvik is no fool: if it looks like it is losing, the Horror uses what few Karma Points it has remaining to try and survive. If the player characters are losing the fight, all they have to do is run from the room and the Horror will be unable to catch them. They can then use the Oracle fountain (see p. 22) to heal themselves before they attack again.

### Rules

Skarvik uses its barbed tentacles in combat, often attacking two opponents at once. Skarvik's tentacles are considered entangling weapons (see *Player's Guide* p.229). Skarvik's tentacles have an Entangling Difficulty Number of 9.

**Magical Ward Imprisonment:** Skarvik is trapped in the throne room by a special magic ward created by the Passion, Mynbruje. In order to bypass the ward, Skarvik must accumulate 30 Karma Points, which it can expend to break through the barrier.

**Mystic Blast:** To use its Mystic Blast power, Skarvik makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, several small balls of astral energy leap from Skarvik's tentacles to the target. The horror makes a Mystic Blast Test to determine how much damage is inflicted. Mystic Armor protects against this damage. The power's range is 30 yards/15 hexes.

**Special Karma Source:** Skarvik can gain a maximum of 30 Karma Points, but it can only regenerate up to 10 Karma Points naturally. In order to gain more Karma Points than this, it must personally Wound a victim. For each victim receiving a Wound, Skarvik gains 1 Karma Point (+1 per Circle if the victim is an adept).

## King's Burial

Strange writings are engraved into the stone of the walls, outlining a door (this door is also sealed by Mynbruje's will). The writing is in trollish and reads:

*"You are entering the burial vault of King Runvir the Beneficent. Pay respects to a great troll and a great king."*

The chamber behind it is huge, with eight impressively carved pillars reaching to the ceiling. There are three stone caskets, and though all are ornately carved, there is no doubt as to which holds the remains of the king. Hanging beside each casket is a tapestry depicting a man in the prime of life. Two are dressed in the embroi-



dered robes of mages, but the center one is that of a troll in armor, mounted on a rearing griffin. By the king's casket is an armor rack holding troll-sized chain mail, and a troll sword of Best quality. Both seem to be in perfect condition.

In one corner of the room are ceramic jars sealed with wax (food and seeds, all of which have gone bad centuries ago). There are bones of horses still laid out in the center of the vault. Furniture is set up, along with games of chance and books. There is a small box at the foot of the king's casket holding five sticks of magical incense. If a stick of this incense is burned while meditating during a Karma ritual, the adept gains a +3 Rank bonus to his Karma Ritual Talent.

There are a few statues and paintings, but the statues look too heavy to move, and the paintings are all old and peeling. There are two chests, one on each side of the king's casket. One holds a gold bracelet (worth 150 silver pieces), a gold ring shaped like a lion's head (worth 130 silver pieces), and a golden neck chain (worth 100 silver pieces). The other chest is locked and requires a Lock Picking (8) Test to open; it holds 1,500 silver pieces, 300 gold pieces, a golden ring with a sapphire (worth 500 silver pieces), a small bag with two emeralds (worth 700 silver pieces each), and a ruby pendant (worth 1,000 silver pieces). All of the treasures are troll sized.

The king's casket holds the mummified body of Runvir. Around his neck, suspended on a silvery chain, is the two-inch pearl depicted on the tapestries in the Grand Hall.

## TROUBLESHOOTING

There are two things that can go wrong in this encounter. The Horror and its minions could kill the player characters or they could retreat without confronting it. If it looks like Skarvik is going to kill them all, Mynbruje can speak to the player characters in their heads, telling them to retreat from the chamber and find the Oracle Fountain, which can be used to heal them. The Passion may also tell them that the Horror is trapped within the throne room. If Skarvik manages to accumulate enough Karma to escape, the Horror might try to get away from the fight and recover, allowing the gamemaster to get his players out of trouble and use the Horror as a recurring villain in later adventures.

On the other hand, the characters might decide to leave Skarvik where it is, take the bowls and leave (and still refer to themselves as heroes, of course). If that is the case, removing the bowls should probably have far more serious consequences. The loss of the fountain's magic could also lead to the loss of the ward holding Skarvik inside the tomb. Freeing the Horror this way would drop a heap of new problems on the characters...

## AT THE GATES

**I**n this encounter, the heroes exit Runvir's tomb and are confronted by a group of thieves, claiming to be sent as backup by Torvin.

## SETTING THE STAGE

*Finally, you reach the upper cavern. Now your muscles ache and your clothes are dirty and torn, but you have found what the magician was looking for. As you take the last step, a dwarf enters the cavern. He stops about three yards away and looks you over. A smile breaks out across his face and he steps towards you, extending his right hand.*

*"Greetings, my friends. I am Thygold Doriksin, sent here by Torvin the Magician. I am glad to see that you have returned safely from the depths of this tomb. I hope you were successful?"*

Thygold listens to what the characters have to say, then continues talking:

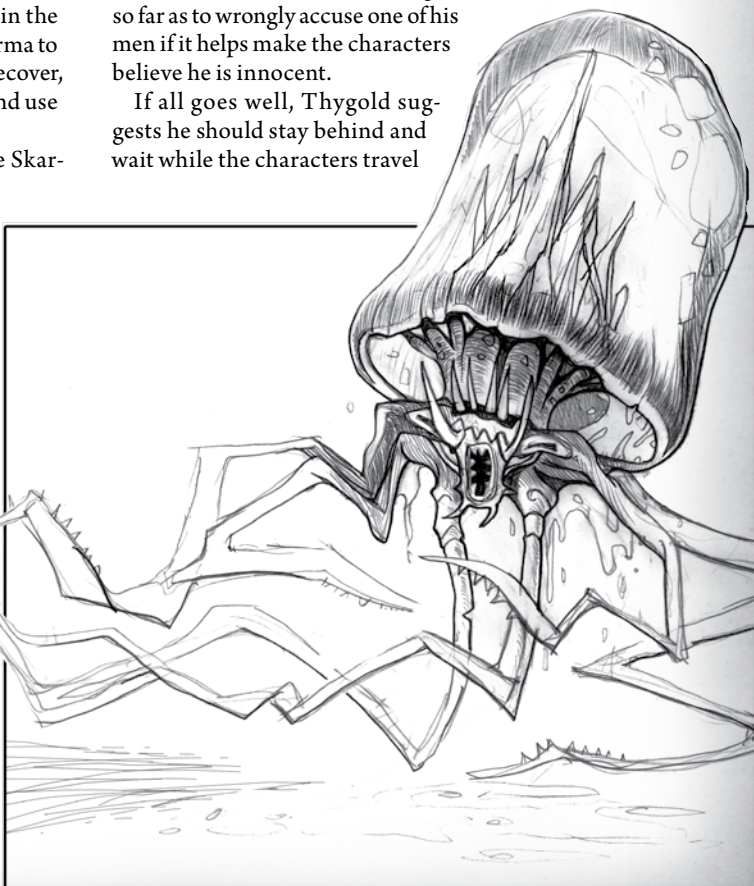
*"Torvin sent me and my companions to ensure you don't get into trouble—he suspected this place would be dangerous. Also, he said that the fountain is probably too heavy to haul all the way to Kratas, so we're prepared to guard what you've found and help you transport it. A few extra hands and swords will no doubt be useful. After all, Kratas is known as the City of Thieves for a reason."*

A cart stands outside the cave, ready to be filled with anything the characters bring up from the tomb. Thygold is working for Torvin, and it is true that he and his men were sent after the heroes as backup, but the Thief does not intend to travel back to Kratas at all. The cart is rigged to break down once it rolls over the next big stone (which is right around the next corner).

Once that happens, the cart's main axis will be damaged so badly that it can't be repaired and the horse pulling it won't be able to carry all the treasure. A character may discover that this is a setup if he tries to assess or repair the damage or specifically look for signs of sabotage. Provided the character has the Craftsman (Cart Making) Skill (or a suitable substitute), the Difficulty Number for this test is 9. If the test succeeds and the characters confront Thygold with the matter, he acts surprised and offers to help the characters to find the saboteur.

If all else fails, Thygold says that one of his men might be a spy from Brocher's Brood—he even goes so far as to wrongly accuse one of his men if it helps make the characters believe he is innocent.

If all goes well, Thygold suggests he should stay behind and wait while the characters travel





back to Kratas and ask Torvin to send a new cart—after all, they do need to get there in time to honor their blood promise. If the characters have any other heavy equipment, Thygold offers to guard it as well, if leaving it behind means the characters will get to Kratas and back more quickly.

## BEHIND THE SCENES

Besides being a Thief, Thygold is an excellent actor. He does his best to talk the characters into leaving most (if not all) of their findings behind, claiming that he and his men will stand guard until they return.

Try to make Thygold appear as trustworthy as possible. The dwarf has no problem with the group leaving a member or two behind, but he reminds them of their blood promise if they ask him to return to Kratas in their place. Thygold might even agree to send one of his men along with the characters, but he won't go himself (he is the leader of the group, and claims to have made a similar promise to Torvin).

If the characters appear unwilling to deal with him because they regard the dwarf as too suspicious, Thygold motions for his friends to attack, resorting to dealing with the situation by force.

## THYGOLD DORIKSIN

### Attributes

DEX (16): 7      STR (13): 6      TOU (13): 6  
PER (14): 6      WIL (11): 5      CHA (16): 7

### Characteristics

Initiative: 6      Physical Defense: 10  
Physical Armor: 8      Spell Defense: 10  
Mystic Armor: 2      Social Defense: 10  
Death: 59      Recovery Tests: 2  
Unconsciousness: 47      Knockdown: 6  
Wound Threshold: 9      Movement: 5

Karma Points: 16/16

### Thief Talents

Detect Trap<sup>D</sup> (4): 10  
Disarm Trap<sup>D</sup> (4): 11  
Durability (6/5) (4): 4  
First Impression (4): 11  
Karma Ritual<sup>D</sup> (4): 4  
Haggle (4): 11  
Lock Picking<sup>D</sup> (4): 11  
Melee Weapons (5): 12  
Picking Pockets<sup>D</sup> (4): 11  
Silent Walk<sup>D</sup> (4): 11  
Steel Thought\* (1): 6  
Thread Weaving (Thief Weaving)<sup>D</sup> (4): 10  
Trap Initiative<sup>D</sup> (4): 11

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>I</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)  
<sup>\*</sup> Talent modified by +1 Rank Bonus from Protective Amulet

### Skills

Acting<sup>A</sup> (4): 11  
Avoid Blow (3): 10  
Climbing (3): 10  
Conversation (2): 9  
Gangs of Kratas<sup>K</sup> (2): 8  
Legends and Heroes<sup>K</sup> (2): 8  
Read/Write Language (1): 7—(Dwarf/Throalic)  
Speak Language (1): 7—(Dwarf/Throalic)  
Streetwise (4): 10  
Surprise Strike (2): 8

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Buckler (Phys 1; Deflect 1/0; Shatter 17), Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1), Padded Leather Armor (Phys 4)

### Weapons

Broadsword (Forged +1; Damage 12), 2 × Daggers (Damage 8; Range 10–20 yards/5–10 hexes)

### Thread Items

Protective Amulet (Rank 4; SocDef +1; SpellDef +2; Steel Thought Talent +1 Rank Bonus)

### Equipment

Belt Pouch, 2 × Booster Potions, Cloaksense Brooch, Traveler's Garb

### Loot

250 silver pieces, a gold ring (worth 45 silver pieces)

### Legend Award

Fourth Circle

### Notes

As a dwarf, Thygold possesses the Heat Sight racial ability.

### Discipline Abilities

Second Circle: +1 Physical Defense

Fourth Circle: Karma on Dexterity-only Tests

### Commentary

Thygold is a Fourth Circle dwarf Thief and the leader of a group of thieves sent by Torvin to bluff or ambush the adventurers, forcing them to leave the tomb behind so that the thieves may sack the treasures found within. Thygold retreats if he takes two Wounds; he is a con man, not a fighter.

## HUMAN RUFFIANS (1 PER CHARACTER)

### Attributes

DEX (13): 6      STR (13): 6      TOU (13): 6  
PER (9): 4      WIL (10): 5      CHA (10): 5

### Characteristics

Initiative: 6      Physical Defense: 7  
Physical Armor: 5      Spell Defense: 6  
Mystic Armor: 0      Social Defense: 6  
Death: 35      Recovery Tests: 2  
Unconsciousness: 27      Knockdown: 6  
Wound Threshold: 9      Movement: 6

### Skills

Acting<sup>A</sup> (2): 7  
Avoid Blow (4): 10  
Brocher's Brood<sup>K</sup> (2): 6  
Gangs of Kratas<sup>K</sup> (2): 6  
Melee Weapons (4): 10  
Read/Write Language (1): 6—(Dwarf/Throalic)  
Speak Language (2): 7—(Dwarf/Throalic, Human)  
Streetwise (3): 9  
Throwing Weapons (2): 8  
Unarmed Combat (4): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Buckler (Phys 1; Deflect 1/0; Shatter 17), Padded Leather Armor (Phys 4)

### Weapons

Broadsword (Damage 11), Club (Damage 9), Dagger (Damage 8; Range 10–20 yards/5–10 hexes), Sap (Damage 7)

### Equipment

Belt Pouch, Traveler's Garb

### Loot

30 silver pieces

### Legend Award

First Circle

### Commentary

These ruffians are working for Thygold and try to work in teams to set up the characters in a way that at least one of them can make Blindsided attacks (see *Player's Guide* p.226). Each ruffian retreats once he has taken two Wounds.

## Overall Legend Award

For simplicity, the gamemaster can consider this a Third Circle encounter.





## TROUBLESHOOTING

If Thygold ends up guarding the cart while the characters return to Kratas, Torvin has won and the group will probably not realize things have gone wrong until it is too late. If this happens, the heroes will likely end up without a reward at the end of the adventure, but will have learned what business is like when dealing with thieves. Of course, this is the best way to avoid breaking the blood promise, and Torvin knows that. If the characters find out about Thygold's true intentions, the situation is likely to develop into a fight. If it looks like the heroes are about to lose, have the troll Sky Raiders intercede. They have observed Thygold and are interested in the tomb themselves. They order everyone to surrender and then let them leave. This ends the fighting and allows the player characters to get away with their lives (but again, without treasure).

If the fight looks like a piece of cake for the group, the gamemaster has two options. The first one is simple: more enemies. An additional Thief or two could attack from a hidden position to turn the tide. The second option also involves the troll crystal raiders, who decide to join the combat and happily fight everyone.

## BACK AT THE DRUNKEN DRAGON

**T**his is where the heroes return to Torvin and complete their blood promise. If Thygold succeeded in his mission, they receive the last of their pay and wait for Torvin to organize transportation. That takes some time, which Torvin uses to take whatever magic item the characters want researched. If Thygold failed, the group might know that he was sent by Torvin, probably leading to a confrontation with the magician.

## SETTING THE STAGE

*You finally manage to make it to the Drunken Dragon. As you step through the door, you are still tense, waiting for some last-minute ambush. Looking around the common room, you spot the familiar faces of Harris, the bartender, and Klevis, the innkeeper. Finally, you spot Torvin sitting at a corner table, waving you over. As you near the table, he motions for Harris to bring a round of ale.*

## BEHIND THE SCENES

Once the characters have sat down, Torvin asks them to share what they have found. The story can develop in two directions, depending on how the previous encounter with Thygold went.

### Kratas Double-Cross

Assuming that the group tells him about Thygold waiting for a transport, Torvin looks up to the heroes and says:

*"Good. You have completed your end of the bargain, which seems to have gone well. Why don't you get a room here and enjoy the amenities of this house with the remainder of your payment? I'll have another transport arranged in a day or two."*

With that, he reaches into his robes and takes out a large pouch, shoving it across the table.

*"If you have a magical treasure you would like to have researched, I will take it now. I will meet you here once the carts are ready, and will complete my end of the deal while we travel back to the tomb. As for now, relax and enjoy yourselves. Your reputations are well deserved."*

It seems that he is in a hurry to be going, but since he is still bound by his blood promise, the characters should be fairly confident he will return with whatever they give him to be researched. They also find that he has paid for their meals that evening, and for three rooms for the next two days. At this point, the group will probably start to relax and enjoy the satisfaction of a job well done.

If the story runs like this, Torvin has no intention to meet the characters ever again. He keeps his part of the promise and researches any treasure the characters give him at this meeting. If the characters insisted on wording the promise in a way that forces Torvin to return the treasure, he is willing to break the promise and take the runic scars. Otherwise, he just keeps what he has been given. Either way, Torvin leaves Kratas and meets up with Thygold and the treasure in a safe place.

The group will probably wonder where the magician is after a few days of relaxation, and then hurry back to the tomb to find out that Thygold is gone and they have wasted their time.

### Confronting Torvin

If Thygold failed to convince the group and the characters have found out about Torvin's true intentions, things may become more interesting, depending on the character's plans. Torvin attempts to talk his way out of the situation by blaming Brocher's Brood and stealing away, but he has a couple of men waiting to aid him if the group decides to take him on and the situation becomes dangerous.

Use the game statistics presented for the human ruffians in *At the Gates* on p. 25, and the following statistics for Torvin.

### JORGIN TORVIN, SIXTH CIRCLE HUMAN WIZARD

#### Attributes

DEX (14): 6 STR (10): 5 TOU (11): 5  
PER (19): 8 WIL (19): 8 CHA (14): 6

#### Characteristics

Initiative: 6 Physical Defense: 11  
Physical Armor: 6 Spell Defense: 11  
Mystic Armor: 4 Social Defense: 10  
Death: 52\*/56 Recovery Tests: 2  
Unconsciousness: 38\*/42 Knockdown: 5  
Wound Threshold: 8 Movement: 6

Karma Points: 30/30

\* These values modified by Blood Promise with character/Number after slash is unmodified Death/Unconsciousness

#### Wizard Talents

Arcane Mutterings<sup>V</sup> (3): 9  
Astral Sight<sup>D</sup> (6): 14  
Book Memory<sup>D</sup> (6): 14  
Book Recall<sup>D</sup> (6): 14  
Durability (4/3) (6): 6  
Enhanced Matrix (6): 6  
Evidence Analysis<sup>V</sup> (3): 11  
Item History (6): 14  
Karma Ritual<sup>D</sup> (6): 6  
Lip Reading<sup>V</sup> (3): 9  
Melee Weapons<sup>V</sup> (5): 11  
Parry\*\* (2): 8  
Read/Write Language<sup>D</sup> (7): 15 — (Human, Sperethiel, Or'zet, Troll, Troll/Ustrect, T'skrang, Windling)



Read/Write Magic <sup>D</sup> (6): 14  
 Research <sup>D</sup> (6): 14  
 Resist Taunt\* (1): 9  
 Spellcasting <sup>D\*\*\*</sup> (8): 16  
 Spell Matrix <sup>D</sup> (6): 6  
 Spell Matrix (6): 6  
 Spell Matrix (6): 6  
 Steel Thought <sup>D</sup> (6): 14  
 Thread Weaving (Wizardry) <sup>D\*\*\*</sup> (7): 15  
 Versatility (4): 4  
 Willforce (6): 14

<sup>D</sup> Indicates a Discipline Talent. (The adept may spend Karma on this Talent)  
<sup>D</sup> Indicates a Discipline Talent. (The adept may spend Karma on this Talent)

\* Talent modified by +1 Rank Bonus from Protective Brooch.

\*\* Talent modified by +2 Rank Bonus from Staff of Agrikal

\*\*\* Talent modified by +1 Rank Bonus from Staff of Agrikal

#### Skills

Alchemy (5): 13  
 Alchemy and Potions <sup>K</sup> (5): 13  
 Barsaive History <sup>K</sup> (4): 12  
 Gangs of Kratas <sup>K</sup> (3): 11  
 Legends and Heroes <sup>K</sup> (4): 12  
 Read/Write Language (1): 9—(Dwarf/Throalic)  
 Robe Embroidery <sup>A</sup> (3): 9  
 Scourge History <sup>K</sup> (4): 12  
 Speak Language (2): 10—(Dwarf/Throalic, Human)  
 Streetwise (3): 11  
 Ustrect History <sup>K</sup> (4): 12

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Wizardry Spells

Counterspell, Crushing Will, Dispel Magic <sup>M</sup>, Divine Aura, Identify Magic, Identify Spell, Inventory, Mage Armor <sup>M</sup>, Mind Dagger <sup>M</sup>, Notice Not, Razor Orb <sup>E</sup>, Seal, Silent Converse, Study Thread, Wizard's Cloak

<sup>M</sup> Denotes a spell currently attuned to a Spell Matrix.

<sup>E</sup> Denotes a spell currently attuned to an Enhanced Matrix.

#### Armor

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1), Leather Armor (Phys 3)

#### Weapons

Staff of Agrikal (Rank 5; Damage 15; PhysDef +2; Parry Talent +2 Rank Bonus; Spellcasting Talent +1 Rank Bonus; Thread Weaving Talent +1 Rank Bonus; see **Magical Treasures** p. 29)

#### Thread Items

Protective Brooch (Rank 4; PhysDef +1; SocDef +2; Resist Taunt Talent +1 Rank Bonus)

#### Equipment

Belt Pouch, Cloaksense Brooch, Embroidered Robe, Embroidery Tools, Grimoire, Healing Potion, Kelix's Poulitice, Wealthy Traveler's Garb

#### Loot

300 silver pieces, gold ring (worth 250 silver pieces)

#### Legend Award

Fourth Circle (Group)

#### Notes

As a human, Jorgin possesses the Versatility racial ability. Jorgin has used the Versatility Talent to learn the Arcane Mutterings, Evidence Analysis, Lip Reading, and Melee Weapons Talents. Jorgin has made a Blood Promise with one of the characters causing 4 Blood Magic Damage, that adds a +1 bonus to his Item History Talent.

#### Discipline Abilities

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Book Mage

**Sixth Circle:** Karma on Willpower-only Tests

#### Commentary

Torvin has lived in Kratas for over two decades. While he admires what Garlthik One-Eye has managed to do for Kratas, Torvin has managed to build up a gang all by himself and stake out his turf in the eastern part of the old citadel. Torvin is a brilliant researcher and has access to a complete library of tomes gathered from the ruins of Kratas and from years of adventuring.

## TROUBLESHOOTING

The only thing that can go wrong here is if the characters believe that Torvin would never break his blood promise. Who said all adepts are as honest and heroic as the heroes? This would be a mistake, especially in Kratas, which is called the City of Thieves for a reason. However, not much is lost. The players will realize what happened sooner or later and will probably want to have a serious talk with Torvin once they manage to find him.

## AFTERMATH

**A**fter the characters' meeting with Torvin, the adventure is over. Of course, his attempted double-cross does not remain undiscovered and adds to the magician's reputation—for good or bad. Of course Torvin returns to Kratas sooner or later. He carries no grudge against the characters, but is wary of them, and hides behind his gang. Resolving this loose end depends on how vindictive the heroes are.

If the characters succeeded in defeating Skarvik, they may inform a questor of Mynbruje of what they have found and reveal the location of the ruined temple. This adds to characters' reputations, and might even work against Torvin in the future—the discovery of the Oracle Fountain might be a good story in Kratas and the underworld community, but his enemies might become interested in this item as well. If the characters manage to return the Oracle Fountain to the temple and restore it, they may even receive Mynbruje's blessing and earn a reputation among his questors across Barsaive.

But that's a story best told another time...

## AWARDING LEGEND POINTS

As suggested in the **Gamemastering** chapter on p. 97 of the *Gamemaster's Guide*, an adventure like **Runvir's Tomb** awards a number of Legend Awards to the player characters.

A single Legend Award should give a number of Legend Points as determined by a character's Circle. For example, a Third Circle character receives from 200 to 500 Legend Points per Legend Award, and a total of 2–5 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 presented in this adventure have listings for Legend Awards. These are the awards characters earn for defeating the creatures (see p. 97 of the *Gamemaster's Guide*).

Each character also earns the money paid to him by Torvin, as well as any treasure remaining after Torvin is gone. There are also several magical treasures to be found in this adventure, described below.

## MAGICAL TREASURES

**T**he following magical treasures can be found during the adventure. Some are in the possession of gamemaster characters, who generally won't choose to give the items away.

### RAZORCLAW

**Maximum Threads:** 2

**Spell Defense:** 11

**Legend Point Cost:** Journeyman

This sword can be found inside Runvir's tomb. A beautifully crafted troll sword with an exceptionally keen edge, the crossguards on Razorclaw's hilt are shaped like an eagle's talons. Runes are etched down the blade in fine writing, and another strange-looking rune is stamped into the pommel.

With no threads attached to it, Razorclaw has the same characteristics as a normal troll sword (see *Player's Guide* p.251).

#### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the sword.

**Effect:** The weapon is now Damage Step 10.

#### Thread Rank Two

**Effect:** The wielder adds +1 to his Physical Defense.



### Thread Rank Three

**Key Knowledge:** The wielder must learn the Name of the person who last owned the sword (Razorclaw was wielded by Dorthial, questor to Mynbruje).

**Effect:** The weapon is now Damage Step 11.

### Thread Rank Four

**Effect:** The wielder now adds +2 to his Physical Defense.

## THE STAFF OF AGRIKAL

**Maximum Threads:** 2      **Spell Defense:** 13

**Legend Point Cost:** Journeyman

Jorgin Torvin wields this staff. It is an ebony quarterstaff, five to six feet long, twisted around itself.

With no threads attached to it, the Staff of Agrikal has the same characteristics as a normal quarterstaff (see *Player's Guide* p.251).

### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the staff.

**Effect:** The weapon is now Damage Step 9.

### Thread Rank Two

**Effect:** The wielder adds +1 to his Physical Defense.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Discipline of the staff's creator.

**Effect:** The wielder gains a +1 Rank Bonus to his Parry Talent.

### Thread Rank Four

**Effect:** The wielder adds +2 to his Physical Defense and gains a +1 Rank Bonus to his Spellcasting Talent.

### Thread Rank Five

**Key Knowledge:** The wielder must learn the origin of the wood from which the staff was made.

**Effect:** The wielder gains a +2 Rank Bonus to his Parry Talent and a +1 Rank Bonus to his Thread Weaving Talent.

## THE STONE OF WISDOM

**Maximum Threads:** 1      **Spell Defense:** 12

**Legend Point Cost:** Journeyman

The troll king, Runvir of Ustrect, used the Stone of Wisdom to build and rule his kingdom wisely. It was entombed with him when he died. The Stone can be found around the neck of King Runvir's mummified remains.

The Stone of Wisdom is a beautiful pearl, about two inches in diameter, suspended on a silver chain of windling design. Within the pearl, a finely carved face is visible. Torvin is very interested in this item should he learn of its existence.



### Thread Rank One

**Key Knowledge:** The wearer must learn the Name of the item.

**Effect:** The wearer gains a +1 bonus to his Perception-only Tests.

### Thread Rank Two

**Effect:** The wearer adds +1 to his Social Defense.

### Thread Rank Three

**Key Knowledge:** The wearer must learn the Name of the Stone's creator (the face depicted within the pearl).

**Effect:** The wearer now adds +2 to his Social Defense.

### Thread Rank Four

**Effect:** The wearer gains a +1 Rank Bonus to his Detect Influence Talent.

### Thread Rank Five

**Deed:** The wearer must use the Stone of Wisdom to assist the leader of a nation (such as the King of Throal, or the Magistrate of Travar) in making a wise decision. The decision must be important enough to decide the fate of a group of at least 30 Namegivers.

**Effect:** The wearer becomes harder to manipulate socially. Abilities directed against the wearer that target his Social Defense require one result level higher than normal to succeed.



# KEPT IN THE DARK

*Have you lost what little sense the Passions gave you?  
Imagine a scholar of your age wandering the Servos! And  
where will that leave me? Less one able scholar, that's where.  
At least have the decency to take a scribe, so we can record  
how you meet your end.*

• MERROX, MASTER OF THE HALL OF RECORDS •

**K**ept in the Dark is an adventure scenario designed for three to five First and Second Circle adepts of any Discipline, and is intended to show players the dangers of traveling in the wilds of Barsaive.

The player characters are hired by a scholar from the fabled Library of Throal to accompany him and his assistant into the dangerous depths of the Servos Jungle. There he hopes to find an almost forgotten healing herb which can reputedly relieve a host of a multitude of ailments, even (according to rumor) Horror-borne sickness. While fighting the natural hazards of the jungle, the characters also encounter a group of Therans, which may prompt the characters to action beyond their employer's brief.

## RUNNING THE ADVENTURE

**K**ept in the Dark 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 travel through, but much of the detail is left to the gamemaster to devise.

## ADVENTURE BACKGROUND

Wivin Akarem is a man, or rather dwarf, with a mission. The Troubadour has set out from the Great Library of Throal to (re)discover a rare fungus in the Servos Jungle that can reputedly alleviate the symptoms of disease, and is supposed to cure Horror-spawned ailments. After many months of researching he has found his way to a source of the mushrooms. From fragmented stories and old books and scrolls he has pieced together the rough location of an old temple, which should still contain (at the very least) some of the spores that he hopes to cultivate.

The years have not been overly kind to Wivin, however, and although his ever-faithful and enthusiastic scribe (a windling Named Skreet) has come along in attendance, Wivin requires more help. Wivin is an old Namegiver. His eyesight is failing—he constantly wears crystal eye glasses—his back is arched, making him seem small even for a dwarf; and he suffers many aches and pains, including a terrible cough garnered from too many years in dusty libraries and not enough fresh air.

Wivin hopes to use his library funding to procure some adepts or other likely types to help him on his expedition. Unfortunately, a lot of the characters he has met around Lake Pyros seem unsavory and he has grown despondent; they're not at all like the adventurers he's read about. On the upside, Skreet isn't at all put off and is scouring the local area looking for young, fit Namegivers looking for some exciting work exploring the wilds. Who wouldn't want to do *that*...?

## PLOT SYNOPSIS

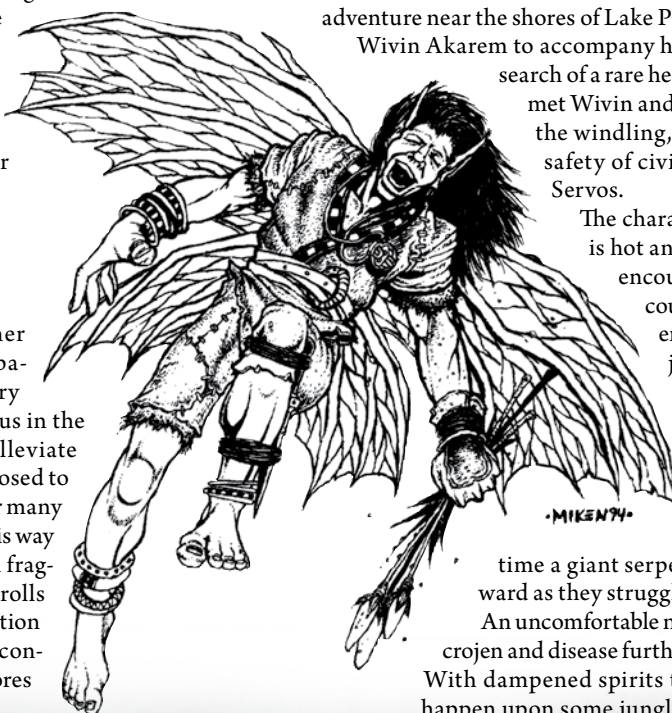
The characters find themselves with little money or a lack of adventure near the shores of Lake Pyros, where they are hired by Wivin Akarem to accompany him into the Servos Jungle in search of a rare healing fungus. Once they have

met Wivin and his zealous assistant, Skreet, the windling, the group swiftly leaves the safety of civilization for the wilds of the Servos.

The characters' first morning of travel is hot and sultry in the jungle and an encounter with primitive humans could lead to violence if not properly handled, otherwise it may just unnerve cautious players. As the rain begins to lash at the characters, they must tread carefully to avoid being swept off their feet, and another of the jungle's inhabitants, this

time a giant serpent, assails the group and its ward as they struggle through the elements.

An uncomfortable night follows, and trouble with crojen and disease further add to the characters' woes. With dampened spirits the next day, the characters happen upon some jungle t'skrang, providing a great





opportunity to gain some allies if handled with care. A night in the safety of a t'skrang village follows if the characters choose, otherwise yet another visitor descends upon the group during the night, perhaps leaving eggs impregnated in an unwilling host.

After receiving a boost from their newfound allies, the characters head deeper into the hostile jungle, only to come across a Theran hunting party. Typically arrogant, the Theran noble baits the group hoping for conflict. The characters can avoid this with clever roleplaying or stony silence.

Once past this obstacle, the group finally reaches its goal. Within a ruined temple devoted to the Passion, Jaspre, the characters uncover the magical flora they seek, along with hints of a Horror and an inshalata hungry for Namegiver flesh.

As the group returns, disease once again makes its mark. Wise characters can avoid contracting anything unpleasant with the aid of their newfound plant, but the rains start again and nothing can be done about that. After some travel the group comes upon an abandoned t'skrang village and finds an escaped slave, who surely the characters feel honor bound to aid (especially with a Throalic dwarf with them).

The following day, jungle drums are heard and the Theran noble appears, chased by jungle t'skrang. It is up to the players how they handle this, but the Theran makes tempting offers in return for his life, eventually fleeing if the characters decline, abandoning further slaves with the characters. After an encounter with the pursuing t'skrang, the characters eventually make it back to Lake Pyros and safety.

## THEME AND MOOD

Initiate adepts may well have started from humble beginnings and yearn for the excitement and adventure of discovering long-forgotten treasures or other such things that are sung of by Troubadours and fill the books of the Great Library.

Although common Namegivers often struggle, they by and large make a decent living in the wake of the Scourge and invasion by the Therans, however, their existence is fragile and still under threat. This Shard aims to show players the dangers of Barsaive lurking just around the corner, not a stone's throw from the relative safety of a village.

The initial part of this adventure should be light and upbeat, especially in order to contrast with later portions. The characters meet various cheerful folk in a relatively safe part of Barsaive. Engender the feeling of common people carving out a life for themselves on the shores of a river as a pleasant back drop, but before the players get bored of the humdrum surroundings, they get an offer of an exciting adventure into the Servos. Use Skreet to up the tempo and give tales of heroism and success to lift the spirits of the characters.

As the story progresses, however, the mood should darken. The facade that everything is well in the world steadily disintegrates, as the Servos closes in and the harsh realities of a life of adventure make themselves plain. It should feel like the environment itself is against the characters. Don't forget to use all the senses and include description of how the characters feel and what they hear (not just what they see). Half-heard sounds and other devices increase the sense of menace.

The journey should be an ordeal, with things steadily going from bad to worse, but should ultimately lead to success. It is up to the players to cope with the pressures and trials that assail their characters, proving their potential as heroes to eventually become the stuff of legends.

## SKREET'S PROPOSAL

**T**he characters find themselves sitting around a traveler's rest on the banks of the Serpent, near the glowing shores of Lake Pyros. As they idly chat about their travels and watch the riverboats pass they are approached by a windling, who comes flitting in from the direction of the lake. He circles the travelers once or twice before landing delicately in the center of the group. He speaks with a flawless accent. Presently, he begins his pitch:

*"Well met travellers; my Name is Skreet. A fine day is it not? I must say you look as fine a bunch of Namegivers as one might hope to meet—strong of arm, bright of eye, and full of youthful curiosity, no doubt? On such a beautiful day it would be a shame for you all to languish here, baking in the hot sun, when you could be in the shade inside fine lodgings, drinking at my master's expense.*

*Come now fellows, shall we adjourn to the village down the way and you can speak with the wise and venerable Wivin Akarem, esteemed scholar of the Great Library of Throal? He may have just the task to fill your day and maybe your pockets as well. What say you?*

Skreet continues unabated for several minutes if the characters do not immediately agree and persists until they relent—after all, what is the harm in meeting for a drink and free breakfast? Once the group assents, Skreet happily guides the characters back down the trail to meet Wivin. Along the way he asks questions to try to ascertain the value of this group. Tailor his questions to the looks of the group.

Skreet might ask a heavily armed character if he is a Warrior, or a character in a robe what type of magician he is. He also asks from where the characters hail, where they have been, and what perils they have fought. As he has spent a lot of time in libraries reading about adventures, he is predisposed to thinking of the characters as heroes in the making and so swallows almost anything they tell him of their prowess, and will vouch for them to his Master later on.

## SKREET, WINDLING SCRIBE

Attributes		
DEX (11): 5	STR (5): 3	TOU (8): 4
PER (16): 7	WIL (12): 5	CHA (12): 5
Characteristics		
Initiative: 5	Physical Defense: 9	
Physical Armor: 3	Spell Defense: 9	
Mystic Armor: 1	Social Defense: 7	
Death: 28	Recovery Tests: 2	
Unconsciousness: 19	Knockdown: 3	
Wound Threshold: 7	Movement: 3/8*	
* Flying Movement Rate		
Talents		
Astral Sight (2): 9		
Skills		
Botany <sup>K</sup> (1): 8		
Legends and Heroes <sup>K</sup> (1): 8		
Melee Weapons (1): 6		
Read/Write Language (2): 9—(Dwarf/Throalic, Windling)		
Research (1): 8		
Speak Language (4): 11—(Dwarf/Throalic, Human, T'skrang, Windling)		
Storytelling <sup>A</sup> (2): 7		
Throwing Weapons (1): 6		
Windling Culture <sup>K</sup> (1): 8		
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill		



#### Armor

Leather Armor (Phys 3)

#### Weapons

Knife (Damage 4; Range 8–16/4–8 hexes)

#### Equipment

Adventurer's Kit, Journal, Windling Trail Rations (1 week), Traveler's Garb, Windling Waterskin, Writing Kit

#### Loot

20 silver pieces

#### Legend Award

None

#### Notes

As a windling, Skreet possesses the Astral Sight, Flight, and Increased Physical Defense racial abilities.

#### Commentary

Skreet is a windling scribe studying under Wivin. His boundless curiosity and thirst for knowledge led him to want to become a great scribe. Wivin was the only scholar who would allow Skreet to become his apprentice. As a result of Wivin believing in him, Skreet's loyalty to Wivin is without question. Skreet is extremely talkative (even for a windling) and loves to both tell and hear stories. He seems to have endless enthusiasm, and is openly excited about finally going on an expedition into the field with Wivin for the first time.

## MEETING WIVIN

A short while later the group approaches a small village on the shores of Lake Pyros. Long before the characters reach the village proper they see the glistening of the lake and several craft on the water. Various Namegivers inhabit the local area, although predominantly dwarfs and humans inhabit this particular village (Golden Shore). Children play in the street and some women go about chores, keeping one eye on the errant kids about the place. Apart from them, the village is more or less deserted as everyone else is in the fertile fields.

A small militia remains behind, but it is largely drafted from the old and infirm. Not much of a defense is needed in an area such as this, with plenty of Namegivers in a relatively small location. Still, the characters are eyed suspiciously at first, until Skreet hails the watch, and then they are greeted more warmly.

Skreet guides the characters to a large house which extends on stilts out into the water. On the veranda sits an elderly dwarf. Although he is old in body, he is still sharp in mind. He quickly assesses the group and realizes the characters are not as experienced or accomplished as he would hope for, but they are the best he is likely to get in the circumstances and he needs to get cracking soon or he will be recalled by Merrox, who was skeptical enough of this sabbatical as it was. He begins:

*"Greetings adepts, for I see you are such. Take a seat and enjoy Fraya's fine hospitality. I have lodged here a short while and find the food homely but excellent."*

The characters can seat themselves and relish the smoked fish and honeyed yoghurt that is on offer. Fraya, the motherly dwarf who owns the place, also provides watered wine and apologizes to any trolls or other large folk about the lack of seating, but suggests they sit facing the river and dangle their legs over the sides, as the view is spectacular. Wivin continues, with his usual coughing and wheezing:

*"I have neglected to introduce myself to you; how terribly remiss. I am Wivin Akarem, Senior Scholar to the Great Library of Throal. Perhaps you have heard of me? No? Regardless I have need of some able folk such as yourselves."*

*"After many years of painstaking research I have discovered the location of a possible cache of gray-top ashala spores. Incredibly exciting, I know! I'm surprised you can contain*

*yourselves so well. I intend to set off this very day to that secret location and recover as large a sample as I can manage. Unfortunately, I am old and not the dwarf I once was. A fine figure in my day I can tell you; many a head I turned! But I digress...*

*"In order to survive the perils of a journey into the Servos I require your help. Obviously the chance to be part of the expedition that once more brought gray-top ashala back to Barsaive is reward in and of itself, but I was young once and understand that you all require a more substantial incentive. As such, the Great Library is willing to pay you one hundred silvers a piece for the task, with all living expenses included. In addition you will have my gratitude, and a favor such as that is not to be sniffed at. I have no doubt that young Skreet here will write up a glorious account of events and your exploits will be archived into the Great Library for all time."*

*"Well, with such generous terms, how can you resist? What say you? Are you as keen and vital as Skreet suggests, or are you more eager to try your hand at fishing or farming for the next week?"*

*"Hmmm?"*

## WIVIN AKAREM THIRD CIRCLE SAGE TROUBADOUR

#### Attributes

DEX (9): 4      STR (12): 5      TOU (10): 5  
PER (16): 7      WIL (16): 7      CHA (15): 6

#### Characteristics

Initiative: 4      Physical Defense: 6  
Physical Armor: 3      Spell Defense: 9  
Mystic Armor: 2      Social Defense: 9  
Death: 49      Recovery Tests: 2  
Unconsciousness: 37      Knockdown: 5  
Wound Threshold: 8      Movement: 5

Karma Points: 12/12

#### Troubadour Talents

Book Memory<sup>D</sup> (4): 11  
Durability (6/5) (3): 3  
First Impression<sup>D</sup> (3): 9  
Impress<sup>D</sup> (3): 9  
Item History<sup>D</sup> (3): 10  
Karma Ritual<sup>D</sup> (3): 3  
Melee Weapons (3): 7  
Read/Write Language<sup>D</sup> (4): 11—(Sperethiel, Human, T'skrang, Windling)  
Research<sup>D</sup> (4): 11  
Speak Language (4): 11—(Sperethiel, Human, T'skrang, Windling)

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>I</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)

#### Skills

Alchemy (2): 9  
Alchemy and Potions<sup>K</sup> (2): 9  
Animal Handling (1): 8  
Botany<sup>K</sup> (5): 12  
Conversation (1): 7  
Creature Lore<sup>K</sup> (3): 10  
Etiquette (1): 7  
Legends and Heroes<sup>K</sup> (3): 10  
Navigation (2): 9  
Passion Lore<sup>K</sup> (1): 8  
Read/Write Language (1): 8—(Dwarf/Throalic)  
Speak Language (2): 9—(Dwarf/Throalic, Elf/Sperethiel)  
Streetwise (1): 8  
Throal Politics<sup>K</sup> (2): 9  
Throwing Weapons (2): 6  
Wood Carving<sup>A</sup> (2): 8

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Leather Armor (Phys 3)



**Weapons**

Dwarf Sword (Damage 9), 2 x Daggers (Damage 7; Range 10–20 yards/5–10 hexes)

**Equipment**

Adventurer's Kit, Arcane Tomes, Carving Tools, Crystal Eyeglasses, Navigation Charts in Map/Scroll Case, Scrolls in Map/Scroll Cases, Trail Rations (2 weeks), Wealthy Traveler's Garb, Waterskin

**Loot**

170 silver pieces, 60 gold pieces

**Legend Award**

None

**Notes**

As a dwarf, Wivín possesses the Heat Sight racial ability. Wivín is a Sage specialist Troubadour.

**Discipline Abilities****Second Circle:** +1 Social Defense**Commentary**

Wivín Akarem is an elderly dwarf Sage specialist Troubadour (see Player's Companion p.81) who works for the Library of Throal, under Merrox. Currently on a sabbatical from the Great Library, Wivín is in search of the fabled gray-top ashala spores that are rumored to be able to cure any disease. Following a lead pointing to the Servos Jungle, gleaned after years of painstaking research, Wivín has traveled to Golden Shore near Lake Pyros, accompanied by Skreet. Wivín is using the town of Golden Shore as a base to plan his trip into the Servos Jungle to procure the mushrooms, as well as looking for bodyguards to protect himself and Skreet on this adventure.

Wivín has been struck by the physical malaise that comes with age. Years of poring over and deciphering small, almost illegible texts have almost ruined his eyesight, forcing him to rely on his crystal eyeglasses to see. His back is arched from many long nights hunched over texts in the Great Library. He has developed a nagging cough from years of breathing dusty and mildew-covered tomes.

Despite his physical problems, however, his mental acumen has not dulled with age.

Wivín recruited Skreet to act as his eyes and ears in Golden Shore and to help recruit adventurers for the task at hand. He becomes more depressed and impatient with each day Skreet is unable to find heroes to aid them, as he fears Merrox will soon recall him to the Library of Throal.

## PREPARING FOR THE JOURNEY

**W**ivín has allowed 200 silver pieces for expenses. Although he sends Skreet to arrange three pack mules and sufficient rations, he has bought no supplies of his own, other than a tent, books, notes, inks and quills, and other scribe paraphernalia. He knows little about rough travel and is relying on the characters to organize anything that might be needed.

If necessary, he can provide a further 100 silver pieces for equipment, but must be persuaded to part with the money. This is not hard to do, as he has little idea what is really needed, but he wants to make sure that the Library's coin is not being squandered unnecessarily. The characters can purchase mundane items of all sorts in Golden Shore, such as clothing, lanterns, bedrolls, tents, weapons, armor, and livestock. Magical items are restricted to healing aids only, at the gamemaster's discretion as to what is available.

The characters have an opportunity to gather information before they embark on their trip. Speaking to the locals about the jungle garners about a fifty-fifty ratio of good information to bad. Largely, everyone warns that the jungle is dangerous and one must be careful if one really *insists* on entering (although staying out all together would be best). Information they may learn is detailed in **Rumors**, below.

After the characters' arrangements have been made, the group should be ready to set off around midday after a fine lunch of cold meats and fresh garden vegetables. Wivín rides one mule, with the expedition gear stored on the other two. Skreet spends his time flitting between the characters, sitting on their shoulders and swapping tales of legends and heroes. While his cheerfulness and enthusiasm is infectious at first, it soon becomes grating.

## RUMORS

People around the village of Golden Shore have the following to say about the Servos and the expedition if asked:



### Fishermen

*"The Servos? Has cannibals in it, my lad! A taste for Namegiver flesh they have, and a large appetite. Steer clear of them my friend. Sharpen their teeth on rocks they do, those primitives. Better to take your chances with a crojen."*

### Housewives

*"Be careful in there young master; full of beasts is the jungle. And be careful what you eat; everything is poisonous. It'll be better when we've cleared the trees and made good farm land."*

### Children

*"There's monsters in there, Dad says. Can I come, I want to see? Will you get eaten up?"*

### Wivín

*"Well, the Servos Jungle sprang back up after the Scourge. Within a hundred years it grew to become as large and lush as you see now. Some say it is Horror-tainted, but those things destroy, not create. Especially given such a lush abundance of life; a vast array of flora and fauna. Very exciting. Native peoples live in there, too! Primitive Namegivers who survived the Scourge without the help of Thera or Throal. It would be interesting to talk to them don't you think? Perhaps on my next expedition..."*

### Skreet

*"I've read everything about it. There's a dragon in there I'm sure; perhaps we'll meet it! That would be excellent! Imagine the stories it knows! And I'm pretty sure we shouldn't eat the tree frogs with yellow stripes on their backs."*



## Farmers

*"Keep sharp lookout lads, and keep a fire close to you at night. Beasts are generally wary of a fire. You'd be better of carving yourself out a farm than going wandering in there. It might seem an exciting life, but it'll be a short one, I promise you that much. Take care and let the Passions guide you."*

## Fraya

*"It's very exciting isn't it? Master Skreet says he's going to write about me in a paper that will sit in the Great Library at Throal, no less! Apparently I'll be famous as the owner of the lodgings where it all started. From humble beginnings and all that. I'm so proud."*

## EAVES OF THE SERVOS

The group spends the rest of the day traveling along the lake and then inland through the rich, cultivated land, towards the looming Servos Jungle. The characters pass many folk working in the fields and soon think themselves lucky that they are doing something with their lives, rather than toiling in the heat. Towards the end of the day the farmers head back from the fields, tired after the day's labor, and the characters approach the eaves of the jungle. This far from the river there are only occasional farmsteads dotted about, pushing back the wilds.

Wivin suggests that they set up camp for the evening. He asks the characters to set up his tent as he is not in the best of health, and wheezes appropriately if necessary. (Clearly Skreet isn't up to the task, being barely sixteen inches tall!) He enjoys a warm meal with the group and happily bores them with tales of various flora and fauna to be found in these parts, before casually throwing a comment about carnivorous plants and man-eating insects. Wivin then beds down and leaves the group to decide on watches. Skreet offers to help—as long as he has someone to talk to—but otherwise it is up to the players what their characters do. During the night, a brithan attacks the camp, defending its territory and attracted by the smells and activity.

## BRITHAN

### Attributes

DEX: 5      STR: 6      TOU: 9  
PER: 5      WIL: 5      CHA: 4

### Characteristics

**Initiative:** 5      **Physical Defense:** 7  
**Actions:** 1 (see text)      **Spell Defense:** 7  
**Attack (2):** 7 (see text)      **Social Defense:** 9  
**Damage:**      **Physical Armor:** 5  
Bite (7): 13 (see text)      **Mystic Armor:** 2  
**Death:** 54      **Recovery Tests:** 4  
**Unconsciousness:** 46      **Knockdown:** 7  
**Wound Threshold:** 14      **Movement:** 8

### Legend Award

Second Circle (one character or one group)

### Powers

Battle Shout<sup>S</sup> (Roar) (3): 7, Climbing<sup>S</sup> (2): 7, Durability (1), Enhanced Senses (Smell) (2): 7, Swimming<sup>S</sup> (2): 8

<sup>S</sup> Indicates a General Skill

### Commentary

Dwarf hunters describe the brithan as a cross between a bear and an elemental having a bad day. Luminescent flecks color these animals' eyes, and their large heads sit atop ursine bodies covered with shaggy, deep brown or blue-black fur. Brithans are territorial and challenge anything that enters their domain. See p. 160 of the *Gamemaster's Guide* for more information and special rules.

## UNDER A DARK CANOPY

The next day promises to be as bright and warm as the previous one, with the rising glow of the sun to the East masked by trees and complemented by the now faint early morning fog off Lake Pyros to the South. As the group enters under the canopy it is quite cool, although the characters may be surprised when the heat rises later in the day despite the shade.

Around the edges of the Servos, outside the canopy, the undergrowth is quite thick and requires some strenuous work to hack through, but once inside the jungle the floor clears out a little, as plants starved of sunlight by the thick covering leaves above struggle to grow. The morning passes fairly uneventfully and after a short break for lunch where Wivin consults his map, notes, and sextant several times, the journey continues. After the group has followed an animal trail for an hour or two, a snake suddenly darts out in front of Wivin's mule causing it to buck. The librarian is thrown from his mount and suffers a nasty bump. The characters must be quick thinking and decisive to stop the creature before it bites the mule or Wivin himself.

After this excitement, little else happens for the remainder of the day. Wivin seems generally okay, although a little shaken, and one lens of his eye glasses was stamped on by the frightened mule, so that he has to squint to see clearly and takes more time over his deliberations. The group can find a clearing towards dusk and bed down. Sentries on watch may get the feeling that they are being watched (and indeed they are—by Cathan scouts) but they do not get a clear sighting. As long as they are not overly aggressive they have little to fear at this stage, aside from ravenous insects, which Skreet complains about frequently: *"They're huge! Nearly as big as me!"*

## THE NEXT MORNING

The following morning promises a day as sticky and uncomfortable as the last, from the sultry feel of the air. A good breakfast of fried sausages is enough to rouse Wivin, who seems none the worse now from his encounter with the snake, apart from the obvious optical issue. Soon, camp is broken and the group can continue.

Within an hour the group starts descending down a fairly steep gorge, sticking close to the valley wall. The chattering of monkeys and parrots can be heard overhead and the incessant hiss and buzz of insects arise from below. Three or four more hours sees the bottom of the valley floor (which declines further) and a break for a meal and for Wivin to get his bearings. As the group assembles, sharp-eyed members may notice (with a successful Perception (9) Test) that a loose collection of primitive humans are watching them from the trees. They are hard to spot as their olive bodies are covered in tattoos mimicking the dappling effect of the sun and they are dressed in loose scraps of natural materials.

They are armed with bows, but are not overtly hostile. If challenged, however, they respond. They are concerned about slavers or other Therans, but offer to show the group to a t'skrang village to save themselves if the group seems hostile. They are happy to discuss the local surroundings and state of affairs and give advice based on how generous the characters are to them with trade goods—metal weapons or anything else they have difficulty procuring are of most value. If offered violence they fight in skirmish style, with two at a time providing covering fire with their bows while the others retreat through the trees and then cover their friends. They then return later with a larger force, attacking from ambush and using snares, hoping to capture the characters to sell them to the Therans.



## CATHAN SCOUTS (3 PER 2 CHARACTERS)

**Attributes**

DEX (15): 6      STR (8): 4      TOU (11): 5  
 PER (13): 6      WIL (9): 4      CHA (9): 4

**Characteristics**

Initiative: 6      Physical Defense: 8  
 Physical Armor: 3      Spell Defense: 7  
 Mystic Armor: 0      Social Defense: 6  
 Death: 32      Recovery Tests: 2  
 Unconsciousness: 24      Knockdown: 4  
 Wound Threshold: 8      Movement: 6

**Skills**

Avoid Blow (2): 8  
 Botany<sup>K</sup> (1): 7  
 Climbing (2): 8  
 Creature Lore<sup>K</sup> (1): 7  
 Hunting (2): 8  
 Melee Weapons (1): 7  
 Missile Weapons (2): 8  
 Read/Write Language (1): 7—(Dwarf/Throalic)  
 Silent Walk (1): 7  
 Snares and Traps<sup>K</sup> (1): 7  
 Speak Language (2): 8—(Dwarf/Throalic, Human/Cathan)  
 Tattooing<sup>A</sup> (1): 5  
 Throwing Weapons (1): 7  
 Tracking (2): 8  
 Wilderness Survival (2): 8

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor**

Leather Armor (Phys 3)

**Weapons**

Bone Dagger (Damage 5; Range 10–20 yards/5–10 hexes), Shortbow (Damage 7; Range 30–60 yards/15–30 hexes), Quiver (w/20 shortbow arrows)

**Equipment**

Belt Pouch, Peasant's Garb, Tattooing Tools, Waterskin

**Loot**

D4 silver pieces

**Legend Award**

Second Circle (3 per 2 PC)

**Commentary**

A Cathan scouting party sent out to protect a nearby Cathan village. They have many duties including putting down crojen snares to keep those predators away from the village, hunting and gathering, and ambushing jungle t'skrang, jungle elves, and others wandering too close to the Cathan village. The olive-skinned and tattooed Cathan easily blend into the Servos Jungle, making it difficult for others to see them (Detection Difficulty 9). Cathan are cowardly and avoid direct confrontation as a rule, preferring instead to use ambushes and snares to defeat their enemies.

## TORRENTS DESCEND

As the group continues on its way, the heavens open in the early afternoon and warm rain joins the cloying heat. The group travels along the valley floor, which soon becomes a stream and then a small river, and then continues deepening, with the waters up to the mules' bellies. The going is difficult, with roots and other obstacles now hidden under the silt-laden water rushing down the valley. A huge snake, eager for a meal, targets unwary characters fumbling in the shallows. The snake hides in the swampy water, but can be detected with a successful Perception (10) Test.

If it is not spotted, the snake attacks the first character passing by from behind, gaining surprise (see **Surprised** on p. 228 of the *Player's Guide*). Anyone fighting on the sodden ground must make a Knockdown (5) Test each round or fall prone. The snake tries to paralyze the group one by one with its venom, before swallowing each character whole.



## GIANT VIPER

**Attributes**

DEX: 5      STR: 8      TOU: 7  
 PER: 3      WIL: 5      CHA: 4

**Characteristics**

Initiative: 5      Physical Defense: 7  
 Actions: 1      Spell Defense: 4  
 Attack (2): 7      Social Defense: 6  
 Damage:      Physical Armor: 2  
 Bite (3): 11      Mystic Armor: 1  
 Death: 40      Recovery Tests: 3  
 Unconsciousness: 32      Knockdown: Immune  
 Wound Threshold: 11      Movement: 5

**Legend Award**

Second Circle

**Powers**

Climbing<sup>S</sup> (2): 7, Enhanced Senses (Smell, Touch) (2): 5, Heat Sight, Poison (SD 7; Paralysis; see text), Silent Walk<sup>S</sup> (2): 7

<sup>S</sup> Indicates a General Skill

**Commentary**

Unheard of before the Scourge, the giant viper has the head and jaws of a venomous viper and the body of a constrictor, often growing over 12 feet in length. This huge viper finds its prey through vibrations on the jungle floor or even through the water, and can sense its prey's body heat with its flicking tongue and heat-sensing pits. The massive snake uses its venomous fangs to paralyze its prey, then unhinges its powerful jaws to consume the paralyzed victim whole. If this strategy fails at first, the giant viper attempts the Grab and Bite combat option (see p. 147 of the *Gamemaster's Guide*) to hold the prey in place, by coiling around it and making additional Bite attacks until the prey fails unconscious or becomes paralyzed. At this point, the giant serpent releases its hold on the victim, allowing the unmoving body to fall to the jungle floor, and then swallows it.

## GIANT VIPER VENOM

Type: Paralysis      Spell Defense: 7  
 Onset Time: 2 rounds      Step Number: 7  
 Duration: Effect Test hours (see text)





## TROAJIN (2)

### Attributes

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

### Characteristics

Initiative: 7 Physical Defense: 7  
Actions: 1 Spell Defense: 6  
Attack (3): 9 Social Defense: 5  
Damage: Physical Armor: 2  
Claws (4): 10 Mystic Armor: 0  
Death: 38 Recovery Tests: 3  
Unconsciousness: 30 Knockdown: 7  
Wound Threshold: 10 Movement: 8

### Legend Award

First Circle

### Powers

Battle Shout [Roar]<sup>S</sup> (3): 7, Climbing<sup>S</sup> (3): 9, Enhanced Senses (Listen, Sight) (2): 6, Great Leap<sup>S</sup> (3): 9, Low-Light Vision, Silent Walk<sup>S</sup> (3): 9, Sprint (3)

<sup>S</sup> Indicates a General Skill

### Commentary

Troajin are tiger-like animals native to jungle and mountain country. The average troajin stands approximately four feet at the shoulder and is eight feet long, a combination of a five-foot long body and a three-foot tail. Wild troajin are fiercely territorial and defend themselves with sharp claws and teeth. Troajin often become animal companions for Beastmasters and mounts for Dwarf Cavalrymen.

Compare the poison's Effect Test result against the target's Spell Defense. On an Extraordinary Result, the poison paralyzes the target for a number of hours equal to the Effect Test result. An Excellent Result causes a -3 penalty to all of the target's Action Tests for the duration of the poison's effect, while a Good Result causes a -2 penalty, and an Average Result causes a -1 penalty.

## NIGHT VISITORS

After dispatching the snake, the group can continue on, and after a couple more hours of trudging through the mud, the rains start to ease and the temporary river subsides to become waterlogged ground, covered by a couple of inches of filthy water. Making camp is not a particularly easy task, although assembling a raised platform shouldn't be too difficult for adepts with a little woodcraft. Watches should be set as usual after a cold meal of hard tack.

Wivin's cough seems worse and he is now sneezing and shivering as well. Anyone with knowledge of diseases may identify the symptoms of quaking fever (see p. 128 of the *Gamemaster's Guide*). While the disease is not usually fatal, someone in Wivin's general state of health could be in danger.

During the night, predators emerge as usual in the Servos, and a pair of troajin stalk the group. The tethered mules make a tempting target and, unless characters on watch make a successful Perception (12) Test to spot the beasts before they attack, the mules may become a late meal. If a mule is lost in the attack, it may slow the group down or force the characters to abandon some equipment to maintain their pace.

Wivin does not recover during a fitful night's sleep, but at least does not get any worse. A damp drizzle seems to permeate the atmosphere and even Skreet's usually playful demeanor is dampened—though this may have something to do with his master's state more than the weather.

## MASKS OF WOOD

The morning travels continue after a short breakfast and the unusually quiet Skreet making some measurements on Wivin's behalf. The windling attentively flits around the old dwarf throughout the day, although the wizened character does little but hang on to his mule, coughing and spluttering, and occasionally dozing when he can. Wivin insists on carrying on with the mission, though, and genuinely doesn't care if it's the last thing he does. He views it as his crowning glory.

Throughout the early part of the day the journey is simple enough, although hot as usual. Monkeys gibber from the trees and snakes are prevalent after the recent rains. The ground is soggy underfoot, but not hazardous.

Attentive characters should make a Perception (6) Test, with the results listed below:

- **Poor:** The character notices nothing other than the usual animals.
- **Average:** The character is sure that someone is following the group.
- **Good:** Briefly, the character spots a vicious animal face—maybe a Horror?
- **Excellent:** The sharp-eyed character spots several t'skrang in large masks tracking the group.

The jungle t'skrang are cautious and are following the group to see what it is up to in the area, worried for their homes. They know some Therans are about (although they don't know who they are) and are concerned that these groups are just scouting parties ahead of a larger force, or are otherwise gathering information and will come back in large numbers. Any signs of aggression by the group results in the t'skrang running away. If followed, a few stay behind to cover the escape of some runners who raise the alarm and assemble hunting parties; the echoing drums are heard for miles around as a harrowing pre-cursor to the hunt to come. Assuming the group is a little more level headed, the t'skrang are cautious, but not initially hostile.

The jungle t'skrang leader holds an Unfriendly Attitude toward the characters (see p. 93 of the *Gamemaster's Guide*). Some creative roleplaying, use of talents, and either offers of goods and assistance



or a request for such, can gain a little trust from the primitives. In game terms, the characters must increase the t'skrang leader's Attitude to Neutral to convince him they are friendly (with bonuses for the above roleplaying or others' efforts). Once this is done, the t'skrang congregates round (leaving one or two runners hidden in the brush just in case).

Once the characters can prove their good intentions and make convincing assurances that they will never aid the Therans in any way, the t'skrang leader, Takanth, offers to take the group back to the village to find aid for the ailing dwarf scholar. Wivin wishes to continue with all haste, but is not really in any state to argue. Skreet is currently in awe of the characters—assuming they have done well so far—and wants them to make the right decision for him.

If they decline the offer of aid, the t'skrang wish them well and ask them again to avoid the Therans. If they accept, then the jungle folk take them swiftly through the safest routes to their village.

## TAKANTH, JUNGLE T'SKRANG LEADER

### Attributes

DEX (18): 7      STR (14): 6      TOU (15): 6  
PER (14): 6      WIL (14): 6      CHA (15): 6

### Characteristics

Initiative: 7      Physical Defense: 10  
Physical Armor: 3      Spell Defense: 8  
Mystic Armor: 2      Social Defense: 8  
Death: 38      Recovery Tests: 3  
Unconsciousness: 30      Knockdown: 6  
Wound Threshold: 10      Movement: 6

### Skills

Avoid Blow (2): 9  
Creature Lore <sup>K</sup> (1): 7  
Hunting (3): 10  
Melee Weapons (2): 9  
Missile Weapons (3): 10  
Musician (Drum) <sup>A</sup> (1): 7  
Read/Write Language (1): 7—(Dwarf/Throalic)  
Servos T'skrang Culture <sup>K</sup> (1): 7  
Speak Language (2): 8—(Dwarf/Throalic, T'skrang/Servos Jungle)  
Swimming (1): 7  
Tactics (1): 7  
Throwing Weapons (2): 9  
Tracking (3): 9  
Unarmed Combat (2): 9  
Wilderness Survival (3): 9  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Leather Armor (Phys 3)

### Weapons

Bone Dagger (Damage 7; Range 10–20 yards/5–10 hexes), Bone Spear (Damage 9; Range 10–20 yards/5–10 hexes), Longbow (Damage 10; Range 40–80 yards/20–40 hexes), Quiver (w/20 longbow arrows), Blowgun (Damage 7; Range 8–16 yards/4–8 hexes), Box (w/10 needles)

### Equipment

Belt Pouch, Carving Tools, Drum, Kelia's Antidote, Kelix's Poultice, 2 × Vials of Night Pollen Poison, Peasant's Garb, Waterskin, Wooden Mask

### Loot

D6 silver pieces

### Legend Award

Second Circle

### Notes

As a t'skrang, Takanth possesses the Tail Combat racial ability.

### Commentary

The jungle t'skrang hunting party leader was sent out by the village to direct the attacks on the Therans.



## JUNGLE T'SKRANG (1 PER CHARACTER)

### Attributes

DEX (15): 6      STR (12): 5      TOU (12): 5  
PER (11): 5      WIL (11): 5      CHA (11): 5

### Characteristics

Initiative: 6      Physical Defense: 8  
Physical Armor: 3      Spell Defense: 7  
Mystic Armor: 1      Social Defense: 7  
Death: 34      Recovery Tests: 2  
Unconsciousness: 26      Knockdown: 5  
Wound Threshold: 9      Movement: 6

### Skills

Avoid Blow (2): 8  
Botany <sup>K</sup> (1): 6  
Creature Lore <sup>K</sup> (1): 6  
Hunting (2): 8  
Melee Weapons (1): 7  
Missile Weapons (2): 8  
Mask Carving <sup>A</sup> (1): 6  
Read/Write Language (1): 6—(Dwarf/Throalic)  
Speak Language (2): 7—(Dwarf/Throalic, T'skrang/Servos Jungle)  
Swimming (1): 6  
Tactics (2): 7  
Throwing Weapons (1): 7  
Tracking (2): 7  
Unarmed Combat (1): 7  
Wilderness Survival (2): 7  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Leather Armor (Phys 3)

### Weapons

Bone Dagger (Damage 6; Range 10–20 yards/5–10 hexes), Longbow (Damage 9; Range 40–80 yards/20–40 hexes), Quiver (w/20 longbow arrows)

### Equipment

Belt Pouch, Carving Tools, Peasant's Garb, Waterskin

### Loot

None

### Legend Award

First Circle



#### Notes

As t'skrangs, they possess the Tail Combat racial ability.

#### Commentary

A member of the jungle t'skrang hunting party sent out to protect a nearby jungle t'skrang village. The hunters have many duties, including hunting for food and gathering, as well as hunting enemies of the jungle t'skrang, including the Cathans and Therans.

### Overall Legend Award

For simplicity, the gamemaster can consider this a Second Circle encounter.

### The T'skrang Village

In a small lagoon, the characters can make out close to 50 half-submerged reed domes that comprise the t'skrang's homes. Many of the folk come out to welcome the returning group and greet the newcomers. A meal is organized and small fires are assembled to cook fresh fish as the worst of the day's heat passes. The old Shaman—referred to only as Elder—meets with the group and sees to Wivin.

He declares that he can help the man and does so with the characters' consent. He asks for any news that may help his people and warns the group that bad men (Therans) are abroad and probably looking for healthy slaves like the characters themselves. He asks the leader of the group to swear a Blood Oath to keep the location of the village secret. As Wivin is in no condition to do this, he looks to one of the others to do so. If they all refuse then Skreet steps forward. Swearing the oath gains the Namegiver who does so a token from the tribe (a carved snake skull) that marks him as a friend of the jungle t'skrang. A player character who performs this action should receive an extra Legend Award at the end of the session.

The villagers offer to shelter the group for the night and keep the characters safe until morning. If the characters accept this genuine offer of hospitality, then they get a well-earned rest and recover from any fatigue they may be suffering. The t'skrang insist that the group stays until mid morning to avoid the late predators, and then bid the characters farewell and pray that the great tree will look after them.

### Alone in the Dark

At some point the players may decide against staying with the t'skrang or decide to avoid them all together. If so this means another night on the jungle floor. During the middle watch, a death moth flies out of the darkness hoping to paralyze the sentry with fear and lay its eggs in his tender flesh. The t'skrang may be able to help remove the larvae, if they can be found again at some time later.

#### Powers

Durability (2), Frighten (4): 8, Poison [SD 8; Amnesia and Paralysis]

#### Loot

Two wings, highly prized for clothing, worth 200 silver pieces (worth Legend Points)

#### Commentary

This repulsive insect, called the nocturnal headhunter by some scholars, looks deceptively harmless. It greatly resembles a moon moth, growing to a length of 2 feet or so, with a wingspan of 5 feet, and even possessing similar coloring. Most death moths are dark blue to dull black, though there are tales of lilac-colored ones in remote parts of Barsaive. The death moth has six legs that end in hooked claws and two sets of wings, the first set of which serves as protection for its cobweb-thin flying wings, and a horrible, leering face peering up from the death moth's underbelly.

See p. 165 of the *Gamemaster's Guide* for more information and special rules for this insect.

## HUNTING, THE NOBLE ART

**A**s the group continues its journey the next day, the characters see that Wivin has recovered slightly and is on the mend after some medicine and a good night's sleep in safety. Skreet is also in better spirits, constantly chattering, especially to Wivin, but also to the others, frequently seeking confirmation: "Everything is going to be alright, isn't it?" and "We are going to succeed aren't we?"

After a couple of hours' travel, the characters see the dead bole of a tree, twenty feet high and rotting in a small clearing ahead, surrounded by three or four other decaying trunks of large trees that may pose a problem for the mules to cross. They should make a Perception (8) Test if they are keeping a lookout, with results as follows:

- **Poor:** They notice nothing other than the usual animals.
- **Average:** They are aware of another group moving some way off to the East.
- **Good:** A huge (seven feet tall) mantis seems to be standing half-concealed by a tree up ahead.
- **Excellent:** The eagle eyes of the characters reveal the figure as a Namegiver, dressed in chitinous segments of insect carapace. He is grinning at the player characters.

If the characters spot the hunter and hail him he is mildly impressed with this bunch of Namegivers; if not, he adds extra scorn to his comments. A Theran hunting party is scouring the area looking for sport in exotic beasts. This fellow is one of the Therans—Rancar by Name—a minor noble who is bored of politicking and has come out to the wilderness on the fringes of the empire, thinking this the best place to find things worthy of sport. So far he has caught an inshalata and used its hide for armor.

He is a Warrior, and therefore not someone with whom to cause trouble, unless one is a very capable fighter. His companions are not far away and come out of cover once it is clear that there are to be no immediate hostilities. If the characters decide to start trouble, the Therans are more than happy to oblige. That is what they are here for after all. The Therans are more interested in humiliating their opponents than outright slaughter, though, and so they give the characters ample opportunity to back off and lick their wounds.

## DEALING WITH THE THERANS

Rancar is haughty and in many ways typical of his kind. He takes great pleasure in jibing his new prey and trying to force a duel of 'honor' out of one of them. He aims to humiliate these backwater Namegivers (as he sees them) and offers a fight to first blood. He does not back down from anything up to and including a fight to the death, if offered, as he cannot afford to lose face in front of his companions. Those cohorts are: an ork Scout to hunt down his prey, an elven Troubadour to sing his praises and increase his legend, and

## DEATH MOTH

#### Attributes

DEX: 7      STR: 3      TOU: 3  
PER: 4      WIL: 4      CHA: 4

#### Characteristics

Initiative: 7      Physical Defense: 9  
Actions: 1      Spell Defense: 5  
Attack (2): 9      Social Defense: 8  
Damage:      Physical Armor: 2  
Stinger (1): 4 (poison)      Mystic Armor: 0  
Death: 38      Recovery Tests: 1  
Unconsciousness: 27      Knockdown: 3  
Wound Threshold: 6      Movement: 8\*

\* Flying Movement Rate

#### Legend Award

Second Circle



another human Warrior, who is his protégé. His mundane followers include six soldiers of the Theran Eighth Legion and some elven slaves. There were a round dozen of the latter wretched souls, but one has escaped and Rancar hunts him along with other prey.

If the characters were bright enough to spot Rancar, or manage to defeat him in a duel, he gladly exchanges points of interests with the characters. He is looking for his lost slave, any native villages, and any interesting beasts. In return he provides information on the inshalata and offers a slave or two. If the characters are beneath his considerable contempt, he demands the information he requires and does his best to antagonize the characters into starting trouble.

Throughout the exchange, Wivin plays up his suffering so as not to get involved, and Skreet burns to say something, but knows that it is not his place and so bites his tongue while flitting angrily about, hoping the adepts will do his fighting for him.

If the characters seem determined to fight, play up the strength of the force against them, with well-worn—but equally well-maintained—weapons and armor. Additionally, have the characters make Perception Tests to spot more Theran troops in the undergrowth. Ultimately, Rancar forces a one-on-one duel (to first blood, or first Wound) if the characters simply must have a fight. If necessary, adjust the Theran's game statistics.

## RANCAR THIRD CIRCLE HUMAN WARRIOR

### Attributes

DEX (14): 6      STR (18): 7      TOU (16): 7  
PER (10): 5      WIL (9): 4      CHA (11): 5

### Characteristics

Initiative: 4      Physical Defense: 9  
Physical Armor: 9      Spell Defense: 6  
Mystic Armor: 2      Social Defense: 7  
Death: 66      Recovery Tests: 3  
Unconsciousness: 52      Knockdown: 7\*  
Wound Threshold: 11      Movement: 6  
Karma Points: 15/15

\* Rancar knows the Wound Balance Talent



### Talents

Acrobatic Strike<sup>V</sup> (2): 8  
Air Dance\* (3): 7  
Anticipate Blow<sup>D</sup> (3): 8  
Avoid Blow<sup>D</sup> (3): 9  
Durability (9/7) (3): 3  
Karma Ritual<sup>D</sup> (3): 3  
Melee Weapons<sup>D</sup> (4): 10  
Silent Walk<sup>V</sup> (2): 8  
Throwing Weapons<sup>V</sup> (2): 8  
Tiger Spring (3): 3  
Unarmed Combat<sup>D</sup> (4): 10  
Versatility (3): 3  
Wood Skin<sup>D</sup> (3): 10  
Wound Balance<sup>D</sup> (3): 10  
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>V</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)  
<sup>V</sup> Talent learned through Versatility Talent  
<sup>\*</sup> Talent modified by -2 Initiative Penalty

### Skills

Craft Armor<sup>A</sup> (2): 7  
Creature Lore<sup>K</sup> (1): 6  
Hunting (1): 7  
Read/Write Language (3): 8—(Dwarf/Throalic, Human, Theran)  
Speak Language (3): 8—(Dwarf/Throalic, Human, Theran)  
Tactics (2): 7  
Taunt (1): 6  
Theran Politics<sup>K</sup> (1): 6  
Wilderness Survival (1): 6  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Buckler (Phys 1; Deflect 1/0; Shatter 17), Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1), Inshalata Carapace Armor (Phys 5; Myst 1; Init 1)

### Weapons

2 × Bolas (Damage 10; Range 12–24 yards/6–12 hexes; Entangle 9), Broadsword (Damage 12), Dagger (Damage 9; Range 10–20/5–10 hexes), Net (Size 6; Range 6–12 yards/3–6 hexes; Entangle 12), Whip (Damage 10; Entangle 9)

### Equipment

Adventurer's Kit, Cloaksense Brooch, Craftsman Tools, Forge Tools, Trail Rations (2 weeks), Traveler's Garb, Waterskin

### Loot

80 silver pieces

### Legend Award

Third Circle

### Notes

As a human, Rancar possesses the Versatility racial ability. Rancar has used the Versatility Talent to learn the Acrobatic Strike, Silent Walk, and Throwing Weapons Talents.

### Discipline Abilities

Second Circle: +1 Physical Defense

### Commentary

Rancar is a minor Theran noble who arrived in Barsaive with the behemoth *Triumph* (see p. 81 of the *Gamemaster's Guide*). Arrogant and haughty, Rancar considers non-Therans to be beneath him, especially the inhabitants of the backwater province of Barsaive.

## BRELAK SECOND CIRCLE ORK SCOUT

### Attributes

DEX (14): 6      STR (14): 6      TOU (12): 5  
PER (16): 7      WIL (8): 4      CHA (9): 4

### Characteristics

Initiative: 6      Physical Defense: 9  
Physical Armor: 5      Spell Defense: 9  
Mystic Armor: 0      Social Defense: 6  
Death: 40      Recovery Tests: 2  
Unconsciousness: 31      Knockdown: 6  
Wound Threshold: 11      Movement: 6

Karma Points: 10/10

### Talents

Climbing<sup>D</sup> (2): 8  
Durability (6/5) (1): 1  
Karma Ritual<sup>D</sup> (2): 2  
Search<sup>D</sup> (2): 9  
Silent Walk (3): 9  
Speak Language<sup>D</sup> (2): 9—(Dwarf/Throalic, Or'zet)  
Tracking<sup>D</sup> (3): 10  
Wilderness Survival<sup>D</sup> (2): 9  
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
<sup>V</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)



### Skills

Avoid Blow (3): 9  
Creature Lore <sup>K</sup> (1): 8  
Hunting (1): 7  
Maneuver (2): 8  
Read/Write Language (3): 10—(Dwarf/Throalic, Or'zet, Theran)  
Snakes and Traps <sup>K</sup> (1): 8  
Speak Language (1): 8—(Theran)  
Swimming (1): 7  
Throwing Weapons (1): 7  
Wood Carving <sup>A</sup> (1): 5  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Buckler (Phys 1; Deflect 1/0; Shatter 17), Padded Leather Armor (Phys 4)

### Weapons

Broadsword (Damage 11), 2 × Daggers (Damage 8; Range 10–20/5–10 hexes)

### Equipment

Adventurer's Kit, Carving Tools, Climbing Kit, Trail Rations (2 weeks), Traveler's Garb, Waterskin

### Loot

20 silver pieces

### Legend Award

Second Circle

### Notes

As an ork, Brelak possesses the *Gahad* and Low-Light Vision racial abilities.

### Discipline Abilities

Second Circle: +1 Physical Defense

### Commentary

Brelak is an ork Scout who works for Rancar, finding the tracks to lead him to his escaped slave.

### Attributes

DEX (14): 6      STR (8): 4      TOU (11): 5  
PER (14): 6      WIL (9): 4      CHA (17): 7

## SELMOREA FIRST CIRCLE ELF TROUBADOUR

### Characteristics

Initiative: 6      Physical Defense: 8  
Physical Armor: 4      Spell Defense: 8  
Mystic Armor: 0      Social Defense: 9  
Death: 32      Recovery Tests: 2  
Unconsciousness: 24      Knockdown: 4  
Wound Threshold: 8      Movement: 7

Karma Points: 4/4

### Talents

Emotion Song (1): 8  
First Impression <sup>D</sup> (1): 8  
Impress <sup>D</sup> (1): 8  
Item History <sup>D</sup> (2): 8  
Karma Ritual <sup>D</sup> (1): 1  
Mimic Voice <sup>D</sup> (2): 8  
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

### Skills

Conversation (1): 8  
Distract (1): 8  
Engaging Banter (1): 8  
Flirting (1): 8  
Legends and Heroes <sup>K</sup> (1): 7  
Entertainer (Music: Harp) <sup>A</sup> (1): 8  
Entertainer (Singing) <sup>A</sup> (1): 8  
Read/Write Language (2): 8—(Dwarf/Throalic, Theran)  
Seduction (1): 8  
Speak Language (2): 8—(Dwarf/Throalic, Theran)  
Storytelling <sup>A</sup> (1): 8  
Theran History <sup>K</sup> (1): 7  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Padded Leather Armor (Phys 4)

### Weapons

Dagger (Damage 6; Range 10–20/5–10 hexes), Short Sword (Damage 8), Whip (Damage 7; Entangle 9)

### Equipment

Adventurer's Kit, Harp, Trail Rations (2 weeks), Traveler's Garb, Waterskin

### Loot

20 silver pieces

### Legend Award

First Circle

### Notes

As an elf, Selmorea possesses the Low-Light Vision racial ability.

### Commentary

Selmorea is an elven Troubadour employed by Rancar to sing his praises and spread his legend. Selmorea follows Rancar because she loves him; unfortunately for her, Rancar does not notice this since he only loves himself.

### Attributes

DEX (12): 5      STR (15): 6      TOU (15): 6  
PER (9): 4      WIL (6): 3      CHA (9): 4

## JILUR FIRST CIRCLE HUMAN TROUBADOUR

### Characteristics

Initiative: 5      Physical Defense: 7  
Physical Armor: 5      Spell Defense: 6  
Mystic Armor: 0      Social Defense: 6  
Death: 38      Recovery Tests: 3  
Unconsciousness: 30      Knockdown: 6  
Wound Threshold: 10      Movement: 6

Karma Points: 5/5

### Talents

Air Dance (1): 6  
Avoid Blow <sup>D</sup> (1): 6  
Karma Ritual <sup>D</sup> (1): 1  
Melee Weapons <sup>D</sup> (2): 7  
Silent Walk <sup>V</sup> (1): 6  
Unarmed Combat <sup>D</sup> (2): 7  
Versatility (1): 1  
Wood Skin <sup>D</sup> (1): 7  
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*  
<sup>V</sup> Talent learned through Versatility Talent

### Skills

Acrobatic Strike (1): 6  
Creature Lore <sup>K</sup> (1): 5  
Hunting (1): 6  
Read/Write Language (2): 6—(Dwarf/Throalic, Theran)  
Speak Language (3): 7—(Dwarf/Throalic, Human, Theran)  
Tactics (1): 5  
Taunt (1): 5  
Theran Military Organization <sup>K</sup> (1): 5  
Throwing Weapons (1): 6  
Weapon Rune Carving <sup>A</sup> (1): 5  
Wilderness Survival (1): 5  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Buckler (Phys 1; Deflect 1/0; Shatter 17), Padded Leather Armor (Phys 4)

### Weapons

Broadsword (Damage 11), Dagger (Damage 8; Range 10–20/5–10 hexes), Whip (Damage 9; Entangle 9)

### Equipment

Adventurer's Kit, Carving Tools, Trail Rations (2 weeks), Traveler's Garb, Waterskin

### Loot

10 silver pieces

### Legend Award

First Circle

### Notes

As a human, Jilur possesses the Versatility racial ability. Jilur has used the Versatility Talent to learn the Silent Walk Talent.

### Commentary

Jilur is Rancar's human Warrior apprentice. He is loyal to Rancar despite Rancar's abusive training style, which focuses on pain and endurance as the means to improve as a Warrior.



## THERAN SOLDIERS (6)

**Attributes**

DEX (14): 6      STR (14): 6      TOU (12): 5  
 PER (11): 5      WIL (11): 5      CHA (11): 5

**Characteristics**

Initiative: 5      Physical Defense: 8  
 Physical Armor: 6      Spell Defense: 7  
 Mystic Armor: 1      Social Defense: 7  
 Death: 34      Recovery Tests: 2  
 Unconsciousness: 26      Knockdown: 6  
 Wound Threshold: 9      Movement: 6

**Skills**

Avoid Blow (3): 9  
 Melee Weapons (3): 9  
 Read/Write Language (2): 7—(Dwarf/Throalic, Theran)  
 Speak Language (3): 8—(Dwarf/Throalic, Human, Theran)  
 Theran Military History<sup>K</sup> (1): 6  
 Theran Military Organization<sup>K</sup> (1): 6  
 Throwing Weapons (2): 8  
 Unarmed Combat (3): 9  
 Weapon Rune Carving<sup>A</sup> (1): 6

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor**

Buckler (Phys 1; Deflect 1/0; Shatter 17), Hardened Leather Armor (Phys 5; Init 1)

**Weapons**

Broadsword (Damage 11), Dagger (Damage 8; Range 10–20/5–10 hexes), Net (Size 6; Range 6–12 yards/3–6 hexes; Entangle 12)

**Equipment**

Adventurer's Kit, Carving Tools, Trail Rations (2 weeks), Traveler's Garb, Waterskin

**Loot**

D8 silver pieces

**Legend Award**

First Circle

**Commentary**

These are non-adept human soldiers from the Theran Eighth Legion, under the command of Rancar. The soldiers guard the slaves and keep watch.

**Legend Award**

None

**Commentary**

These are the slaves of Rancar's entourage, hailing from a faraway Theran province. They carry the group's supplies. The slaves aren't chained or bound in any way, but are constantly watched by their guards.

## JASPREE'S RUINS

**T**he characters may decide to eat with the Theran, although it is doubtful. If not, they can push on for another hour or so, with Wivin mumbling to himself about pompous fools and Skreet telling anyone who'll listen what he would have done to that arrogant piece of scorcher dung given half a chance (only he had to look after the librarian and all). The day winds on relatively peacefully until the characters are thinking about camp. As they look around for a likely site to pitch their tents they can make Perception (5) Tests, with the following results:

- **Poor:** They notice nothing other than the dense jungle close around them.
- **Average:** A clearing seems to open up ahead.
- **Good:** There seems to be some man-made architecture ahead.
- **Excellent:** The sharp-eyed characters pick out a statue, broken and covered in vines, barely identifiable in the gloom. It looks like a petrified tree.

Just ahead is the entranceway and courtyard of an old temple to the Passion, Jaspre. It is ruined now and has been for several hundred years. The crumbling remains lie in a swampy area of the Servos, covered with vines, foliage, and creepers. It takes a sharp eye to spot the ruins for what they are without being right on top of them. It is up to the characters to decide what to do next. Wivin is understandably excited at the find, but weary from the hot travels and fever. He would dearly love to reach his goal now, but fears he would be a hindrance to himself if he continues. He suggests they set up camp and attack the ruins afresh in the morning. Concerned for his master, Skreet claims he is tired also from all the flapping he's had to do to keep up with his taller fellows, though he is eager to take his watch like a Namegiver and prove his worth (if allowed to do so, however, he falls asleep, proving a danger to everyone).

## TEMPLE WALLS

The walls of the place are largely still there, but are mostly collapsed and overgrown by roots and vines. Large parts of masonry have survived, but are riddled with vegetation and warped out of shape. They form a hexagon maybe 100 yards across that encompasses the courtyard. Three walls have archways, the stone decorated to look like writhing snakes swallowing each other's tails. The main gate consisted of two statues of Grandfather Tree figures, one of which is now rubble, and a fine set of gates, which, like the wooden doors that used to guard the arches, have long since been broken down and rotted.

## COURTYARD

The interior is as overgrown as any part of the jungle and more so than most. The central piece is a small temple with a dark entrance leading down into the earth. Between this and the gates are two marble structures (one left and one right). Although the leftmost one is little more than a pile of stones, the other is structurally sound and consists of many pillars holding up a lintel. Within the bounds of the structure are various statues of animals, along with the usual vegetation.

## ELVEN SLAVES (11)

**Attributes**

DEX (12): 5      STR (9): 4      TOU (9): 4  
 PER (11): 5      WIL (11): 5      CHA (11): 5

**Characteristics**

Initiative: 5      Physical Defense: 7  
 Physical Armor: 0      Spell Defense: 7  
 Mystic Armor: 1      Social Defense: 7  
 Death: 30      Recovery Tests: 2  
 Unconsciousness: 21      Knockdown: 4  
 Wound Threshold: 7      Movement: 7

**Skills**

Avoid Blow (2): 7  
 Climbing (1): 6  
 Creature Lore<sup>K</sup> (1): 6  
 Elf Culture<sup>K</sup> (1): 6  
 Hunting (1): 6  
 Missile Weapons (1): 6  
 Read/Write Language (1): 6—(Theran)  
 Speak Language (2): 7—(Sperethiel, Theran)  
 Tattooing<sup>A</sup> (1): 6  
 Tracking (1): 6  
 Unarmed Combat (1): 6  
 Wilderness Survival (1): 6

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor**

None

**Weapons**

None

**Equipment**

2 × Large Sacks, Peasant's Garb, Trail Rations (4 weeks), 4 × Waterskins

**Loot**

None



On the far side of the temple are two fountains, one all but demolished, but still leaking water, the other seemingly intact, but not working. The fountain is still blessed by Jaspree and the water helps cure any natural diseases thanks to the Passion's power—drinking the water adds a +1 bonus to the character's next Toughness Test made to resist disease that day.

## TEMPLE

There were once stone doors cunningly crafted to walls of the temple, but they were dashed by a Horror during the Scourge. A dressed stone corridor heads down several flights of stairs that back track on each other and take unexpected turns. Heading down here the characters feel the air cool perceptibly, though Wivin still labors to catch his breath nonetheless.

At several points there is evidence of a trap being sprung, and the bones of some many-legged creatures lie collecting dust in the dark. At one point, a cunning pit trap may surprise the group unless the lead character can make a successful Perception (7) Test.

### Pit Trap

The pit trap consists of a pit filled with stakes, hidden by a section of false floor.

**Detection:** 7

**Disarm:** 7

**Trap Initiative:** Step 10

**Trigger Condition:** Pressure plate

**Trap Effect:** A section of floor drops away and dumps the characters into a five-yard-deep pit lined with stakes, causing Step 10 Falling damage and an additional Step 12 damage from the stakes.

### Entrance

When the group descends to the bottom of the stairwell an archway and shattered doors greet them. They see a dusty chamber covered in glyphs. The walls appear to be covered in a dull oxidized metal; the orichalcum here was drained of all its power and is now useless, rusty scrap. In the center of the room lie the bones of the thing that breached the outer doors of this temple. An educated guess would put the creature at nearly 100 feet in length in life, with many legs and three sets of mandibles. Its bones lie coiled in a spiral where the magic here slew it.

Wivin, after a good few minutes catching his breath, wishes to continue. Skreet is extremely nervous at the sight of so many bones, and for the first time wishes he was back safe at the library.

### Cavern

To the left a natural cavern opens up that contains the gray-top ashala, and some luminescent mosses and various fungi remain. Scattered on the base of this huge cavern are the bodies of several questors who refused to leave the temple before the Scourge, and died to Horror constructs or the Horrors themselves. All are naught but bones now, however. Several pools of water are located here, including one that ultimately, through magic, feeds the fountains above. The gray-top ashala grows in abundance here. Wivin is delighted and scoops as much as he can into his collecting jars. Skreet is equally pleased, although still unsure of himself down here in the dark.

### GRAY-TOP ASHALA

This pale-gray plant has strong vines covered by tiny round leaves. The plant grows close to the ground and climbs walls and stones. Gray-top ashala only grows in dark, cool places. The petals have a variety of uses in potions and other alchemical solutions that cure disease.

**Effect:** Any character who chews fresh gray-top ashala leaves gains a +3 bonus on his next Recovery Test made to resist disease that day.

### Cave-in

To the right, a maze of caves once existed where the animals were kept. A general collapse caused in no small part by the Horror's demented thrashing killed most of the animals and blocked most of the caves, the Horror's minions doing the rest.

Half-formed hybrids of animals with which the constructs mated lie in desiccated wombs, but other than that there is little to see here.

## THE LONG JOURNEY HOME

**A**fter recovering sufficient samples of gray-top ashala, the group must return to the surface. Any further searching proves eerie and ultimately fruitless. Wivin has trouble with the steps and has to stop several times for a rest, each time examining his cache closely and getting overly excited, babbling at Skreet in a half conversation no one else can follow.

Without further mishap, the group makes it to the surface once more. Depending on when the group entered the temple, the sun may be up or not. Assuming they plan to travel by day, as soon as everyone is rested and fed, they resume their journey as follows.

## DRENCHED AND DISEASED

The skies open in the latter part of the day and once again everyone must trudge through mud (with the notable exception of Wivin and Skreet). Navigation proves difficult and Wivin decides to take a different route home; tackling the gorge in this weather was bad enough on the way down, going against the current would be madness.

The first few hours get the characters nearer home without incident and they can set their camp once more in the wet. Wivin seems rather recovered from the disease, if bone tired. Before retiring for the night, though, he ensures everyone has a cup of hot mushroom soup he and Skreet prepare using gray-top ashala leaves as an ingredient. Anyone taking this is safe from quaking fever, but the rest must make Toughness (6) Tests or succumb to the debilitating disease. Although loath to use his precious cargo so soon, Wivin is well aware that if they don't make it back at all, the whole expedition will have been in vain.

## ABANDONED HOME, HOME FOR ABANDONED

Another day begins with a meager breakfast. The characters are now no doubt run down and their gear is in no better state, with leather armor developing mildew and iron items starting to rust. Anyone who is diseased is in dire straights. The characters must continue, and after a few hours following a river, with parrots and other animals calling to them from above, the group encounters an inlet which leads to a hidden lake. Keen-eyed characters may wish to scan ahead first—Perception (4) Tests apply:

- **Poor:** They notice nothing other than floating timber.
- **Average:** A t'skrang village lies ahead.
- **Good:** The village is abandoned and destroyed.
- **Excellent:** While no natives dwell here, there is an elf in one of the huts.





The escaped slave, Vesrell, mentioned earlier by Rancar, has been making his home here. He was once a wealthy merchant, but does not begrudge his new abode given his recent experiences. He is scarred from beatings and being nearly gored to death by a wild boar. He spots the approaching entourage and attempts to hide from them. Uncertain of whether the group consists of more Therans, or worse, he is torn between calling out and being rescued from this place and staying quiet and taking his chances with the jungle rather than risking slavery once more.

If discovered, he attempts to flee, but the characters should be able to convince him of their virtue even if he doesn't understand Throalic. Vesrell joins them if given half a chance and some food. If not, he follows the group, hoping the characters can lead him out of the jungle, and also that they will encounter any trouble first and give him chance to escape if necessary. Wivin, being a Throalite, is extremely keen to rescue this slave and plays to the characters' morality, if he needs to.

The village is as good a place as anywhere to bed down as no one (or thing) is likely to be messing around near here.

## DRUMS OF WAR

**T**he Theran hunting party has been causing problems and a t'skrang hunting band or two is currently tracking them. Around midmorning (once the group has broken its fast and set off once more) the group hears the drums of the native t'skrang once more. As the day progresses, they seem to get louder and finally stop around dusk. That evening everyone beds down as usual, although maybe more attentive than normal.

Assuming the Therans were not killed in the first encounter with the characters, the first watch should make a Perception (5) Test:

- **Poor:** Everything seems eerily quiet.
- **Average:** Several creatures are approaching from the East.
- **Good:** There are three or four Namegivers approaching from the East.
- **Excellent:** Four Namegivers are approaching. They seem to be in a hurry, but are trying to keep quiet. One of them is giving the rest away by making some noise.

From out of the darkness, whether announced or not, comes Rancar, the Theran noble. He looks bruised and with him are only his Scout, a soldier, and a solitary injured slave. He asks for parley and intends no trouble. Once the group is awake he tells his tale:



*"Well friends, who would have thought it—the hunter the hunted? I was ambushed by dozens of feral t'skrang, most of my number brought down by poisonous weapons and other foul means. My protégé called for single combat against their champion, but when he stepped forward, several of them jumped upon him and tore him apart with bone knives. Scum. We few managed to get away, yet they track us still. They carried away the bodies of the fallen—to feast on, no doubt. You are in danger as much as I. Let us join forces to get out of this nightmare place before we all end up as lizard food."*

Rancar then tries to argue his case using flawed logic (after all the t'skrang are not after the characters). If he is getting no joy he

offers a grand reward of 1,000 silver pieces each, as well as slaves and favors, if the group can get him back to safety. Finally, he pleads with Wivin to protect him, appealing to the dwarf's sense of morals.

Wivin holds his Throalic values dear to his heart. While he has no love for the Therans, he is more willing to try to convert them to his way of thinking than see them perish. He definitely stops the characters from any hostile action if he can, taking a dim view of this if a fight occurs. His view is that Rancar should take a blood oath to free his current slaves and never take any of his own again in return for the characters' aid in getting him out of the jungle. The characters (and indeed any escaped slaves they have with them) may balk at this though.

The alternative is that the two groups might agree to go their separate ways, with the characters wanting nothing to do with





the Therans, especially as the t'skrang, who may be the characters' newfound friends, are chasing Rancar through the Servos.

If rebuffed Rancar takes this with ill grace, cursing the group as a whole before heading into the darkness with his entourage in tow. The Theran leaves the slave here, hoping the blood trail will lead the t'skrang to the group and they will mistake the characters for the Therans:

*"Curse you then! I hope your bones rot in this hell. Take this slave as my parting gift, oh so noble Throalites. He is only slowing me and I can withstand his stench no longer. Die and be forgotten, fools."*

## THE FINAL CHALLENGE

The following morning after dawn the drums start up once more. After a few hours of traveling, with Wivin pushing for the best speed the group can make, the t'skrang encounter the group. This hunting band is different than the earlier one, but if someone has the friendship token from the previous village then safety is guaranteed, providing no offensive action is taken. If Rancar is with them, the characters have to negotiate with the leader of the t'skrang and show their good intentions. While the leader is willing to listen (due to the friendship token), he and his men are ready to attack. The jungle t'skrang leader has an Unfriendly Attitude towards the characters and is outright Hostile to Rancar (see p. 93 of the *Gamemaster's Guide*).

The characters should use their roleplaying skills, proof of a Blood Oath from Rancar, and other means to improve the Attitude of the t'skrang and prevent a massacre. If the leader of the war band has his Attitude improved to Neutral or better, then he allows the characters (and Rancar if he is with them) to travel on unmolested. Should his Attitude drop to Hostile, he and his t'skrang attack with little care for the friendship token. Use the game statistics on p. 37 for the jungle t'skrang warband.

If the characters are traveling without Rancar, the encounter is much easier for them. If they don't have the friendship token from earlier in the adventure, the characters still need to get an Unfriendly t'skrang to Neutral or better status. If they do have the token, the warband is initially Neutral, but some good roleplaying or judicious use of talents might earn the character more friends for future adventures. Once this is out of the way, the group has one last (and thankfully uneventful) day in the forest before reaching the edge and seeing Lake Pyros once more.

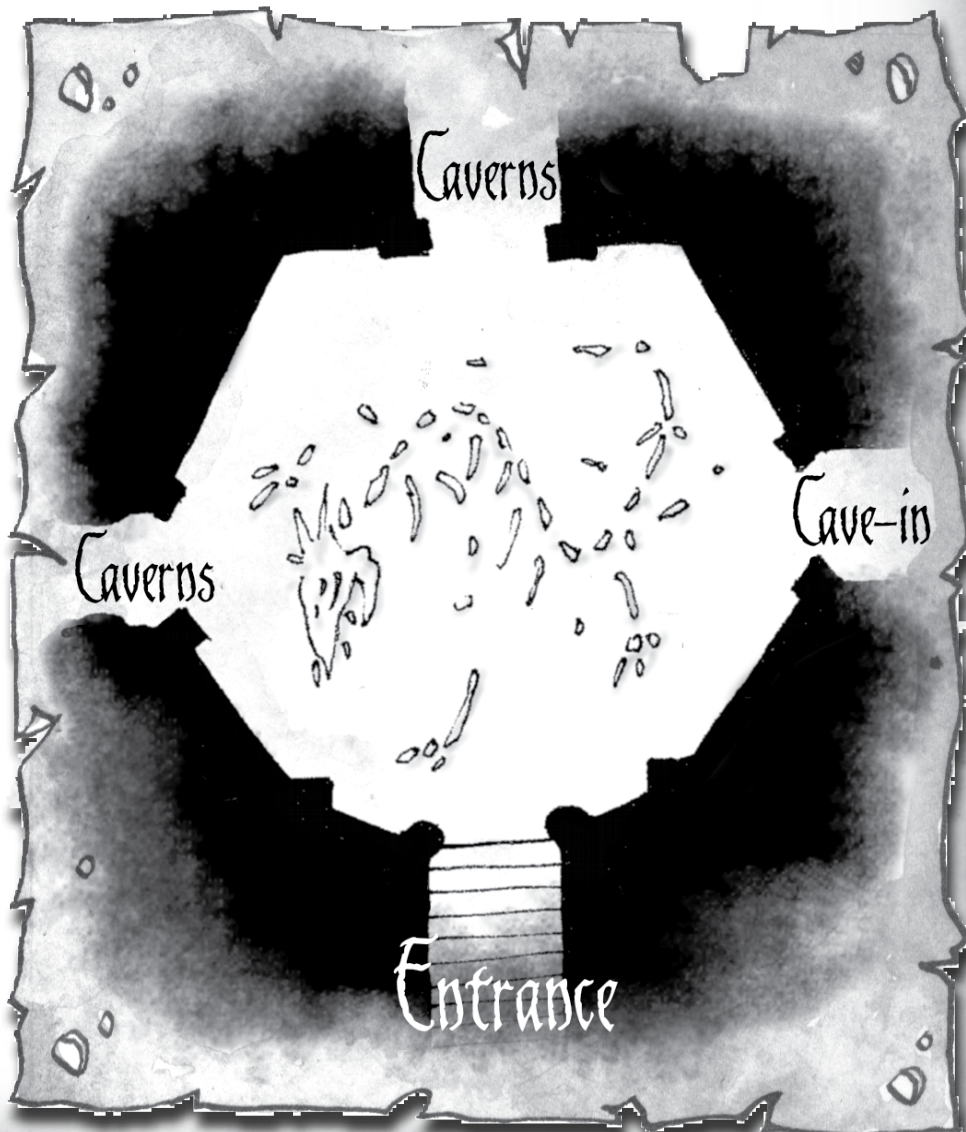
## AFTERMATH

**U**pon arriving back in Golden Shore, the characters are swamped by villagers all eager to learn what happened and live vicariously through the adepts' actions. Skreet is insufferable and does not hesitate to expound the characters' virtues to anyone with ears. Wivin is extremely pleased with his collection.

From here Wivin may offer the characters a job guarding him and his precious cargo back to Throal, promising to show them the outstanding delights of the Dwarf Kingdom. Certainly in the future, when the scholar makes other discoveries, he may well employ the characters to go out and make the collections, as the dwarf is growing old and is happy to have trustworthy Namegivers to send out in his place.

The characters may have made allies within the Servos, in the shape of various t'skrang tribes. These new friends may seek out the characters at a future date, requiring help, or may perhaps prove to be a safe haven for the group if the characters are in danger. Even capable enemies would pause before following their prey into the heart of the Servos Jungle.

If the characters didn't kill him, Rancar survives one way or the other. If they didn't bring him out with them, he callously sacrificed his companions one after another in his flight through the jungle, and was eventually picked up by a Theran patrol from the behemoth. He and any of his adept companions can make excellent





recurring characters in campaigns, either as antagonists intent on revenge for being abandoned in the jungle, or embarrassing allies who insist on meeting with their rescuers, showing up at inopportune moments to humiliate the characters, or occasionally helping them out, if in trouble.

If at any point Wivin passes away, Skreet insists on keeping the expedition alive to honor his memory. If Wivin's death was the characters' fault then Skreet demands they carry on, as the least they can do. If it was accidental Skreet implores them to continue to honor the dwarf's dying wish.

## AWARDING LEGEND POINTS

As suggested in the **Gamemastering** chapter on p. 97 of the *Gamemaster's Guide*, an adventure like **Kept in the Dark** awards a number of Legend Awards to the player characters.

A single Legend Award should give a number of Legend Points as determined by a character's Circle. For example, a Second Circle character receives from 100 to 300 Legend Points per Legend Award, and a total of 2–5 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 presented in this adventure have listings for Legend Awards. These are the awards characters earn for defeating the creatures (see p. 97 of the *Gamemaster's Guide*).

In addition to Legend Points, each character earns the money paid to him by Wivin.





## PALE RIVER

*Most think that the Serpent River is the lifeblood of Barsaive. The underground rivers are the true roots of Barsaive, nourishing plants above, societies within, and kaers below even to this day. Countless Namegivers died in kaers not because of Horrors or creatures, but because a well or a riverbed they depended upon dried out. Water is more precious than gold to those who live underground.*

• EARTHROOT •

**T**he domed meeting hall glowed softly in the subterranean gloom. Patterns of light and shadow danced across the intricate bas-reliefs that covered its walls and archways, and played across the pale faces of the t'skrang huddled around the central table. Thin and haggard, the villagers of Shining Waters sat and waited with quiet dignity to hear the word of their *lahala*. Their desperation showed only in their silence; fear had banished the usual lively talk and laughter. No one had much heart to eat, despite the hunger that cramped their bellies. V'liskra, *lahala* of Shining Waters, looked around the table and fought back tears. She must not give way; her people must see her strong, confident, unafraid. V'liskra forced herself to take a spoonful of porridge, but could not bring herself to eat it. Carefully, she lowered the spoon and rested its handle against the side of her bowl.

The silence grew heavier, until someone broke it—old K'vrana, the first to speak as always. Folding her hands in a sign of respect, she asked, “Is there any news of L'anelh, *lahala*?”

V'liskra bowed her head. “None. But we must not despair. Somehow we will find a way to bring the river back—”

“How!?” cried Dunkach'k the Raftsmen, slapping his bowl of thin porridge off the table. It crashed into the wall, spilling its contents across the floor. Two children rushed to scoop up the remaining porridge, licking it greedily from their claws.

The others looked away in mingled sorrow and disgust. That their children should scabble on the ground for scraps of food like rats ... it was shameful. Yet what else could be expected? They were starving. Dunkach'k clenched his hands and continued more softly, his voice harsh with anguish. “L'anelh led our best warriors upriver days ago, and they have vanished. Who is left now to find the cause of our misfortune? Who can take back our river from whatever evil spirit or monster or force has stolen it? Old men like me? Or the little ones?”

V'liskra turned to Dunkach'k. “L'anelh and the others went at my bidding, and whatever has befallen them will remain on my conscience for eternity. What would you have me do? Send more warriors into unknown danger, in the hope that they will miraculously succeed where our best have not? Shall I pound the walls and cry, hoping that the Universe will give me some answer out of pity?” The *lahala* closed her eyes and breathed deeply, struggling for composure. After a moment's silence, she spoke again. “I have failed my people,” she said, quietly and without emotion, as if pronouncing a great truth. The villagers stared mutely at the ground.

“No,” said a voice from the archway. “There is still something we can do.” The villagers turned and watched as K'skirla, a young Warrior much favored by the *lahala*, strode into the meeting hall. Never before had K'skirla challenged the word of the *lahala*; so great was her respect for V'liskra that she rarely spoke in the *lahala*'s presence. Now she stopped a few feet from the *lahala*'s chair, bowed deeply and said, “We must live somehow until we can find out what happened to the scouting parties we sent upriver. I ... I think I know a way.”

V'liskra extended one hand, palm up, in the traditional gesture granting permission to speak. K'skirla bowed in acknowledgment, then looked around at her fellow villagers. “Throal has more food than they know what to do with. Much of it spoils before it can be properly stored away.”

“But we have nothing to trade!” Dunkach'k interrupted. “Will you barter your wisdom in exchange for a few salt fishcakes? The merchants of Throal value nothing unless they can hold it in their hands. They will laugh at you, sister.”

K'skirla shook her head. “No. I ... it pains me to suggest it, but ... we could enter the Grand Bazaar at night. We could ... take—”

V'liskra stood up, her eyes flashing pale fire. “You would make thieves of us? Have you no honor!?”

With downcast eyes, K'skirla whispered, “I want us to live. However we must.”

V'liskra stared at the young t'skrang for a long moment. Then her shoulders sagged, her outraged pride draining away like water and leaving dull acceptance in its wake. “Who will go on this ... expedition? Our best warriors have gone, and who is to say they will return?”

K'skirla hesitated, then looked up. “If it becomes a matter for warriors, then we have failed. I know the bazaar. I and a few others can get in and out quickly, quietly...” She trailed off, looking for some sign of encouragement. The villagers and the *lahala* stood silent, not meeting her eyes. “I'm sorry,” K'skirla stammered. “But I don't see what else we can do.”

After a long moment, V'liskra sighed. “Choose whom you will, K'skirla. Meet with me before you leave.” The villagers stared at her, startled; V'liskra threw up her hands. “We must steal or starve. If we live, we may find a way to restore our honor. Otherwise, we have no hope.” Without another word, she turned and strode out of the meeting hall.

After a moment, K'skirla followed.



**Pale River** is an adventure scenario designed for three to five Journeyman adepts of any Discipline, and is intended to show the dangers of entering the wilds of Barsaive.

The adventure begins in the Grand Bazaar of Throal and eventually leads the characters far below the kingdom to the underground rivers and caverns inhabited by the Pale Ones. This adventure assumes that the characters have been hired to guard a merchant's wares against thieves who have so far avoided all efforts at detection. The gamemaster may wish to run a mini-adventure that leads to the characters taking this job.

## RUNNING THE ADVENTURE

**P**ale River 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 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 sec-





tion of each encounter, **Troubleshooting**, offers suggestions to help the gamemaster get the adventure back on track should things go awry.

## ADVENTURE BACKGROUND

Far beneath the Kingdom of Throal flow several small underground tributaries of the Serpent River. These rivers and the natural caverns around them are home to the t'skrang known as the Pale Ones (see the **Namegivers of Barsaive** sourcebook).

Six months ago, one of these tributaries dried to little more than a trickle, depriving a Pale Ones village of its primary source of sustenance. Though enough water still flowed through the riverbed to provide the t'skrang villagers with drinking water, it no longer supported the fish and plant life that had been their primary source of food. The virtual disappearance of the river has also left the villagers without supplies of True water, their primary trade good, in which this particular tributary was especially rich. The Pale Ones sent several scouting parties to seek the river's source and learn why the water had stopped flowing, but none returned. With its food supplies gone and no more True water to trade for food from elsewhere, the village faced a harsh choice: relocate or die out.

While seeking a new cavern in which to rebuild, one of the village's scouting parties discovered a small natural tunnel that had been filled in during the construction of the dwarf kingdom more than a thousand years earlier. Upon excavating the tunnel, the scouts discovered that it opened into an infrequently used side tunnel in the *dahnat* section of the Hall of Tav, very close to the entrance of Throal's Grand Bazaar. Because the scouts opened the tunnel during the night, the disturbance went unnoticed. The scouts made a quick foray into the Grand Bazaar and made off with sacks of provisions. Their fellow villagers hailed them as heroes upon their return; now that the village could take food from the bazaar, they no longer needed to leave their beloved cavern.

The scouts covered the tunnel entrance when they left the Hall of Tav, but left most of the tunnel clear so they could use it again. The Pale Ones have continued periodic raiding over the past several weeks, becoming increasingly stealthy as the merchants of the Bazaar have begun to set more guards on their wares. The t'skrang have been extremely careful to cover up any trail leading to the tunnel entrance, hoping to keep pilfering supplies until they can discover and correct whatever happened to their river.

The first few thefts provoked little reaction, but the merchants were eventually forced to take more extreme measures.

## PLOT SYNOPSIS

The player characters are hired by a group of merchants to protect their wares from the mysterious midnight thieves. The first three nights pass quietly; on the fourth night, the thieves return. Responding to cries and sounds of battle, the characters discover a pair of guards—one dead, the other barely conscious—as well as the body of a strange, pale t'skrang. The surviving guard tells the characters that two more pale t'skrang fled toward the Hall of Tav. The characters set off in pursuit, but cannot catch the t'skrang. In their headlong flight, however, the t'skrang are unable to conceal the entrance to their tunnel, and so the characters easily find it.

The player characters follow the tunnel and the fleeing Pale Ones until they reach the Village of Shining Waters. The *lahala* of the village explains her people's current predicament and apologizes for the thieves' actions, then asks the characters to help the villagers discover why the river has stopped flowing. The *lahala* also wants to find out what happened to the two scouting parties who did not return from upriver.

The adventurers make the dangerous trek toward the dried-up river's source, facing attacks along the way by a pack of trained shadowmants as well as various other creatures. At the riverhead, they find a group of cave trolls who have summoned a water spirit





## ON THE GRAND BAZAAR AND THE HALLS OF THROAL

The Grand Bazaar is the bustling, welcoming face of the Kingdom of Throal. Many who come to Throal go no further into the kingdom than the Bazaar, paying for lodging in Bartertown rather than venturing into the Halls. During business hours, the Bazaar is a riot of colors, smells, and sounds. At night it is ghostly and quiet, inhabited only by patrolling guards and travelers heading into the Halls of Throal.

The term “the Halls of Throal” refers to the part of the kingdom built before Throal was sealed. Its construction differs considerably from those parts of Throal built since the kingdom’s reopening. The Halls of Throal were constructed according to the architectural tastes of dwarfs, while the Inner Cities are designed to appeal to other Namegivers as well.

The nine Halls of Throal radiate out like wheel spokes from the Grand Bazaar, the mammoth foyer at the entrance to the kingdom. Three of the Halls are named after past monarchs of Throal, three after heroic founders of the kingdom, two after great playwrights, and one for Upandal, the Passion of building and construction. In order from left to right as they branch off the Grand Bazaar, the nine Halls are Tav, Thandos, Ulutur, Jothan, Donalicus, Bazrata, Bodal, Garaham and Upandal.

The Halls of Throal are not literally halls, but specific networks of tunnels and chambers in the kingdom. Between each of these vast areas are several cross tunnels that connect the passageways of each Hall to another. Consisting of little more than glorified tunnels, the Halls alternately narrow and widen as they twist their way through the mountain.

The average width of a passageway is ten yards, the average height five yards. The walls, which are also the outer walls of dwellings and businesses, are often decorated with colorful mosaics—or paint, in the case of poorer Throalites.

Light crystals illuminate the entire length of the Halls of Throal, glowing in sconces every six yards or so. The floors are tiled with granite slabs. In front of wealthy homes, the granite gives way to marble tiles purchased by the inhabitants of the wealthy estates. Some ostentatious-minded people have paid for floor mosaics as well.

The poorest, most run-down areas of the Halls are the first thing the visitor sees after leaving the Grand Bazaar. These southerly areas of the kingdom, known as the *dahnat*, are a haven for beggars and others who have fallen on hard times. Though the poorest citizen of Throal is better off than many in Barsaive’s other large cities, everyone in Throal agrees that the *dahnat* are a shameful blight. The average dwelling in this area is a five-by-thirteen-yard rectangle adjoined to one of the Halls at a narrow end. These one-room dwellings may house twenty or more members of an extended family.

Businesses also operate in the *dahnat*, many of them threadbare shops where local people spend their hard-earned coppers. Others are larger enterprises dependent on cheap labor, such as weavers’ workshops, tanneries and the like. Most employees of such establishments are women; men from the *dahnat* leave the neighborhood each morning to work elsewhere in Throal as builders or miners.

to divert the river down a side tunnel that runs past their village. The adventurers must defeat the trolls and destroy the water spirit in fierce battle in order to return the river to its former course.

### NIGHT SCAVENGERS

**I**n this encounter, the characters are keeping watch in the Grand Bazaar when they hear the sounds of a struggle. Upon arriving at the scene of the fight, the characters find two Royal Guardsmen—one dead, the other seriously injured—and the dead body of a Pale One.

### SETTING THE STAGE

During the fourth night of the characters’ watch, read the following aloud:

*For more than two weeks now, the mysterious midnight thieves have been the talk of the Grand Bazaar. No one has spotted them entering or leaving, or has any idea what they look like. Rumors are flying thick and fast, with guesses as to the identity of the thieves ranging from spoiled rich brats in disguise to the ghosts of long-departed dwarfs who bear*

*grudges against the thieves’ victims. The Royal Guards, charged with keeping watch over the bazaar during the evening, are too embarrassed by their failure to apprehend the lawbreakers to add much to the debate.*

*Still, there’s no misfortune without some small profit to be had. In this case, the profit is yours—several merchants have pooled their resources to pay you to help keep watch over their goods during the long night hours. You’ve been at your post for three nights now ... three quiet, slow, boring nights. You’ve rarely earned silver this easily. Trouble is, it’s getting dull. A little quiet is welcome, but this much quiet doesn’t suit a band of skilled adepts. On your fourth night of duty, you’re beginning to wonder if the thieves will ever return.*

*Suddenly a hoarse shout and the clash of steel ring in the hushed night air. The quiet bazaar is quiet no longer...*

### THEMES AND IMAGES

This encounter is full of contrasts and conflicting choices. Emphasize the difference between the Grand Bazaar’s daytime bustle and the way it feels at night, with all the stalls closed down and the normal cacophony of trading, music, and chatter stilled. When the player characters first catch sight of the dead Pale One, empha-



size the differences between the Pale Ones and any t'skrang in the adventuring party; call attention to the corpse's faintly luminous skin, crude weapons, and rough clothing.

## BEHIND THE SCENES

As noted in the introduction, the adventure begins with the characters serving as guards in the Grand Bazaar following a series of mysterious thefts. Initial investigations have proven largely inconclusive; the raiding parties were careful to take things from a variety of stalls, sometimes even taking things they did not want in order to foil authorities attempting to establish a pattern for the thefts. If the adepts take it upon themselves to investigate further, they may discover the only pattern there is: though the thieves have taken a wide variety of foodstuffs, fishmongers seem to be the most frequent targets.

The characters are near a merchant's stall when they hear a shout and the clash of weapons splits the still night air. Upon reaching the source of the disturbance, the characters discover the bodies of two Royal Guardsmen near a fishmonger's stall, and also the body of a strange, pale t'skrang. When the characters investigate the scene of the fight, read the following aloud:

*Two guards—Royal Guardsmen, by their uniforms—lie in pools of blood scant feet from a fishmonger's stall. A few feet beyond them lies the body of a t'skrang with oddly pale skin. A basket of salt fish lies overturned near the t'skrang corpse, its contents scattered across the ground. Next to the basket lie a pair of crudely made sacks, half filled with fish.*

*You run to the fallen guards to see how badly they are hurt. One is beyond help. The other is bleeding profusely from a nasty gash down one leg, but is still breathing. If you work fast, you may be able to save him. You snatch up the nearest thing that might serve as a tourniquet—a leather thong likely intended to tie up one of the sacks of fish—and slip it under the injured guard's leg. As you pull the leather taut, the guard stirs, moans, and opens his eyes.*

*"They ran that way," he gasps and points weakly, "toward Tav. Catch them—hurry!"*

The two guardsmen surprised the raiders in the act of emptying a basket of salt fish into their sacks. The Pale Ones dropped the fish and tried to run, but the guards gave chase and killed one of the raiding party. The t'skrang then decided to stand their ground; as the Pale Ones outnumbered the guards, the fight was soon over. After defeating the guards, the Pale Ones fled toward their tunnel, getting a good head start on the player characters.

## Pursuing the Raiders

Try as they might, the characters cannot catch the t'skrang before they reach the tunnel. Once in the tunnel, the raiders quickly make their way back to their village. In their haste to escape, however, they fail to adequately conceal the entrance to the tunnel.

As the characters head toward the Hall of Tav in pursuit, allow each to make a Perception (9) Test. One success allows the character to hear a faint sound coming from a small, little-used side tunnel, about 20 yards long. If the characters investigate the sound, they find a pile of debris at the end of the tunnel, scattered around what looks like the entrance to another small tunnel leading downward. The t'skrang have been using this second tunnel to enter the dwarf kingdom from below. As the characters approach the second tunnel, they hear the sound of the raiders' weapons banging against the rocks as they scramble toward safety.

If the characters choose to enter the tunnel in pursuit of the escaping t'skrang, go to **The Village of Shining Waters**, below.

If not, the characters will likely go back to the site of the fight to learn more about what happened.

If all the characters fail their Perception Tests, they pass by the side tunnel without noticing it, and find no trace of the fleeing t'skrang. However, the gamemaster can allow them to follow a trail of blood droplets or some similar type of evidence. When the characters enter the Hall of Tav, one or more of them may make a Perception (9) Test. If the test succeeds, the characters notice footprints in the dust on the floor near the entrance to the dis-used side tunnel.

Once the characters find the tunnels and decide to investigate them, go to **The Village of Shining Waters**, below.

## Investigations

If and when the characters go back to the stall where the fight took place, they find that a number of other guards have since arrived, along with several of the merchants who originally hired the characters. As soon as the characters return, the merchants ask about the raiders. Because the characters obviously have not caught the thieves, the merchants demand that the characters track the raiders down.

If the characters resist this idea, one of the merchants reminds them that tracking down the thieves is part of their job, saying, "We're not just paying you to stand around and watch that our wares





don't walk off by themselves. We want those thieves caught and the matter settled." If the characters still resist, the merchants reluctantly offer to pay them an additional 200 silver pieces each if they return with the thieves.

### The Dead Pale One

Unless the characters are already familiar with the Pale Ones, it is very unlikely that they have met a Pale One prior to this adventure. T'skrang characters or others with an appropriate Knowledge Skill can make a test against a Difficulty Number of 7. If a test succeeds, the character can identify the dead t'skrang as a Pale One. A character who recognizes that the t'skrang is a Pale One also knows that the Pale Ones live in villages along portions of the Serpent River that run beneath many mountain ranges in Barsaive, including the Throal Mountains. This knowledge should tell the characters where to go next in order to find the raiders.

## TROUBLESHOOTING

The only real problem arises in this encounter if the characters refuse to track down the t'skrang. Because the merchants currently employ the characters, the group should agree to track the t'skrang without much argument.

## THE VILLAGE OF SHINING WATERS

**I**n this encounter the characters descend through the tunnel to the afflicted Pale Ones village, where they see the dried-up riverbed and meet the weakened, half-starved villagers.

The *lahala* of the Village of Shining Waters, V'liskra, beseeches the characters to help her people discover why their life-giving river has dried to a trickle.

## SETTING THE STAGE

Once the characters reach the village, read the following aloud:

*After what seems like an eternity of climbing and sliding down the sloping, rocky tunnel, you end up in a cavern on the banks of what was once a sizable underground river. A short distance away along the sandy bottom, you can see a cluster of polished stone domes huddled together like lost children in the middle of the large riverbed. A trickle of water winds slowly through the center of the cluster.*

*Each dome looks slightly different, with bas-relief carvings covering nearly every exposed surface. Some are surrounded with ornamental spires; others have inset windows looking out over the river. A decorated stone pier juts out into the dry riverbed, surrounded by several unusual-looking rafts half buried in the sand. The rafts are made of what looks like bone frameworks, with dark leather stretched over them. Nets lie unused in heaps on the shore.*

*Two large domes dominate the village, one in the center of the cluster near the riverbank, the other some distance away near the far wall of the cavern. The first dome seems to be a meeting hall of some sort. Unlike many of the smaller dwellings, this large dome has no door, only an ornate archway at one end. A large open courtyard lies just outside the archway; in it and passing through it are groups of pale t'skrang, talking or going slowly about their daily business.*

*The second large dome is smaller than the first, but seems as much a focal point as the meeting hall. A pathway of crushed crystal leads to this dome from the center of the village. A low wall surrounds the dome, apparently more for aesthetic value than for defense. The walls of the dome are inlaid with silver, highlighting carvings far more ornate than those elsewhere in the village. A garden graces the dome's entrance, full of lichens and ornamental mosses intermingled with quartz and other crystals. Two pale t'skrang stand at attention just outside the low wall, spears in hand.*

*As you approach the village, a single t'skrang comes to meet you.*

*"I am Named K'skirla," she says, bowing in greeting. "The lahala bids you welcome; she is expecting you. Please come with me."*

*You follow K'skirla to the meeting hall, where several families have gathered for a communal meal. They invite you to sit and place wooden bowls in front of you. You notice that the amount of food seems barely adequate for such a large group—a cauldron of fish stew and a single plate of flatbread.*

*The stew is thin but savory. K'skirla tells you it is made from salt fish and a type of lichen that grows on the riverbanks. The taste is unusual, somewhere between cloves and pepper. The flatbread is unfortunately stale, but the t'skrang tear off a small piece each and eat it with great gusto. You wonder if the bread was stolen from the Grand Bazaar. The portions are small enough to leave you hungry after the meal is finished.*

*As you swallow the last spoonfuls of stew, a young t'skrang with pale blue scales enters the room and speaks briefly to K'skirla in hushed tones. K'skirla nods solemnly and turns toward you, saying, "The lahala will see you now."*

## THEMES AND IMAGES

A great sorrow has fallen upon this village, and its people are hungry and disheartened. Even in the depths of despair, however, the Namegivers of Shining Waters retain a strong sense of community and purpose.

## BEHIND THE SCENES

Pursuing the t'skrang thieves leads the characters down a steep, rocky tunnel from the Grand Bazaar. In places the tunnel becomes an almost-vertical corkscrew, and the characters doubtless have a few scrapes by the time they reach the village of Shining Waters.

The village of Shining Waters is composed of a single *niall*, or extended family group, of 70 Pale Ones. For untold generations they have lived by harvesting the plentiful fish and True water from their river, trading both to outsiders for all the supplies they needed. The True water gathers in pools at the river's edge, where the villagers separate it from the stream with orichalcum-laced nets and then store the element in orichalcum jugs.

### The Villagers

The t'skrang of Shining Waters are a peaceful people fallen on hard times. The drying of the river has deprived them of their only means of trade and their primary food supply, and the villagers have staved off starvation by living hand to mouth on stolen provisions from Throal, plus what few lichens and plants they could scrounge. At first suspicious of the characters, who have effectively cut off the supply of purloined food from the bazaar, the Pale Ones quickly come to see them as potential saviors.



around a circular table, with V'liskra sitting opposite the door. A pair of guards stands behind the *lahala*, with a second pair at the door and a third pair outside to ensure that nothing interrupts the discussion.

Once the characters sit down, read the following aloud:

A guard unlocks a cupboard on one side of the room, brings out an orichalcum bowl, and places it in front of V'liskra. The bowl contains water that shimmers in the light. V'liskra dips her fingers into the bowl and splashes a little water on her face, then passes the bowl to her left, saying, "It is tradition among my people to cleanse ourselves of ill thoughts before conducting important business, so that we may discuss things plainly and honestly. The future of my people is at stake, so this cleansing shall be done with True water. Will you join me?"

The ritual cleansing requires each character to splash a token amount of water from the bowl on his face, as the *lahala* did. The True water has no harmful side effects; in fact, the characters feel refreshed for a few minutes after bathing their faces. If the characters decline to join in the ritual, the *lahala* is disappointed but not especially upset.

After the characters complete the ritual cleansing, read the following aloud:

As the guard returns the orichalcum bowl to its cupboard, V'liskra speaks.

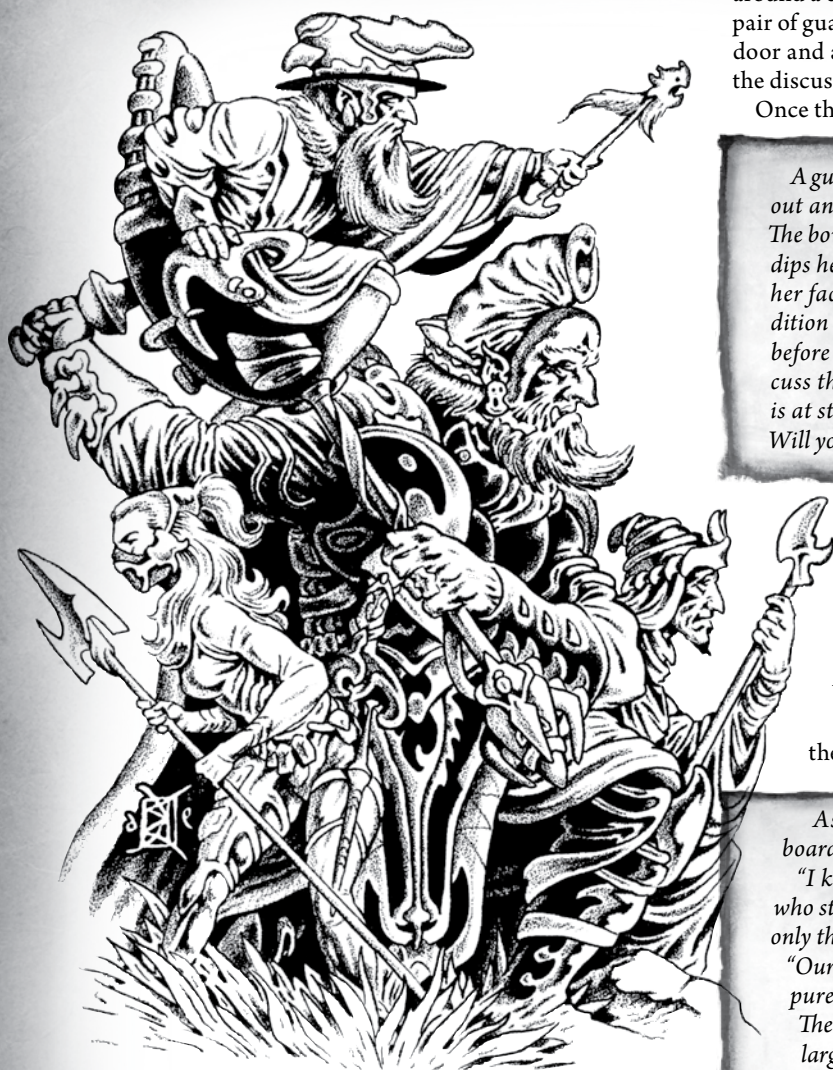
"I know you have come to our village in search of those who stole from you. I make no excuses for this act. I tell you only that we resorted to theft out of desperation.

"Our village once stood in a great river that ran swift and pure. This branch of mighty Shivoam was our lifeblood. Then, many days ago, the river dwindled to a trickle scarcely large enough to let us drink of it. We do not know why the river ceased to flow. At first we feared a cave-in might have diverted it, so we sent a scouting party to investigate. When they did not return, we sent another; this one led by a dear friend whose advice I trust. They, too, did not return.

"With no other recourse, we set out to find a new home for our village. Then our scouts found the tunnel leading up into the dwarf kingdom. When they came into the Grand Bazaar and saw so much food, more food than thousands upon thousands of dwarfs could eat, their hunger and their love for our village overcame their sense of justice. They took what they could so that our people could survive—we had no other choice. We have since lived on what meager food they have been able to steal while we have searched for a new home.

"Now that you have come, we may have another choice. If we can find the cause of our river's death and bring it back to life again, we will no longer have to steal to live... nor will we have to leave this place that we love so much. We have tried and failed to do this task ourselves. My people are starving, and now they fear to go to the unknown place that has swallowed up our best warriors. You are our only hope. Will you help us?"

The characters should realize that these people are in dire straits and have resorted to theft in order to survive. If they seem hesitant to help the villagers, the *lahala* makes them the following offer:



V'liskra, the village's *lahala*, has seen her home go from a relatively prosperous fishing village to a desolate outpost haunted by starvation and despair. Her people are not fighters, and the fear that whatever has taken their river may soon claim them as well has caused many villagers to give up hope. The player characters appear to be a chance at renewed hope, and V'liskra will do anything within her power to persuade them to save her village.

### Talking With the Villagers

If the characters ask about the thefts, K'skirla admits that the raiders came from the village, but says that the *lahala* will explain everything when they meet her. If the characters wish to find the thieves and return with them to Throal as quickly as possible, K'skirla pleads for their patience and asks them to meet with the *lahala* before leaving. The t'skrang raiders are in hiding, and only come out if asked by the *lahala* to reveal themselves.

V'liskra hopes to persuade the characters to aid her village, and gives up the two remaining thieves only if she has no other choice.

### Meeting V'liskra

K'skirla escorts the characters into a brightly lit dome made of white marble. The interior is polished to satiny smoothness; small globes of phosphorescent fungus hang from the ceiling, bathing the interior in a pale but cozy glow. The characters seat themselves



*"You do not wish to betray your employers by aiding those who stole from them. I understand. Well, then, can I hire you just as the merchants of Throal have done? Perhaps we might arrange a trade—your help for a few kernels of True water?"*

Though hesitant to trade away her only resource, the *lahala* is desperate. She offers one kernel of True water to each character—all the True water she has available—if they agree to help the village. If the characters still refuse, see **Troubleshooting**, p. 55.

If the characters agree to help, V'lskra calls for tea to be brewed. The t'skrang and the characters share tales over cups of strong tea flavored with one of the spices used in the stew, and the adepts have a little time to rest and prepare for their journey upriver. The villagers give the characters what little supplies they can, mainly dried fish and fruits stolen from Throal. Even in the midst of hardship they are generous, keeping only the bare minimum of food for themselves. They can also provide rope, grappling hooks, nets, and the like should the characters request these items.

After the characters have what they need, the Pale Ones wish them a safe journey. Go to **The Journey Upriver**, p. 56.

## K'SKIRLA

### Attributes

DEX (19): 8 STR (11): 5 TOU (15): 6  
PER (20): 8 WIL (17): 7 CHA (13): 6

### Characteristics

Initiative: 7 Physical Defense: 11  
Physical Armor: 6 Spell Defense: 10  
Mystic Armor: 3 Social Defense: 7  
Death: 56 Recovery Tests: 3  
Unconsciousness: 45 Knockdown: 5  
Wound Threshold: 10 Movement: 6

Karma Points: 12/12

### Talents (Knacks)

Climbing<sup>D</sup> (4): 12  
Durability (6/5) (3): 3  
Karma Ritual<sup>D</sup> (3): 3  
Melee Weapons (4): 12  
Navigation<sup>D</sup> (3): 11  
Search<sup>D</sup> (3): 11  
Silent Walk (4): 12 (Shadow Hide)  
Speak Language<sup>D</sup> (3): 11—(Human, Troll)  
Tracking<sup>D</sup> (3): 11  
Wilderness Survival<sup>D</sup> (3): 11

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

### Skills

Avoid Blow (3): 11  
Basket Weaving<sup>A</sup> (3): 9  
Creature Lore<sup>K</sup> (1): 9  
Fishing (2): 10  
Maneuver (2): 10  
Pale Ones Culture<sup>K</sup> (2): 10  
Read/Write Language (3): 11—(Dwarf/Throalic, Troll, T'skrang/Pale Ones)  
Sailing (2): 10  
Speak Language (2): 10—(Dwarf/Throalic, T'skrang/Pale Ones)  
Swimming (2): 7

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Footman's Shield (Phys 3; Init 1; Deflect 2/0; Shatter 19), Leather Armor (Phys 3)

### Weapons

Broadsword (Damage 10), Dagger (Damage 7; Range 10–20 yards/5–10 hexes), Spear (Damage 9; Range 10–20 yards/5–10 hexes)

### Equipment

Adventurer's Kit, Basket Weaving Tools, Climbing Kit, Fishing Kit, Trail Rations (1 week), Traveler's Garb

### Loot

None



### Legend Award

None

### Notes

As a Pale Ones t'skrang, K'skirla possesses the Heat Sight and Tail Combat racial abilities.

### Discipline Abilities

Second Circle: +1 Physical Defense

### Commentary

A Third Circle t'skrang Scout, K'skirla has often accompanied village traders to Bartertown and other nearby settlements. She was among the t'skrang who first found the tunnel leading into the Grand Bazaar. Stealing does not appeal to her, but she sees it as a necessary stopgap measure to sustain the village until the dried-up river can be diverted back to its natural course. Though she does not quickly trust people, she remains a loyal friend and ally to anyone who earns her respect.

K'skirla may accompany the characters upriver if asked, or if the party seems too small to handle the adventure that awaits them. Once the river has been restored to her village, she may consider leaving for a short while to adventure with the characters.

## V'LSKA, LAHALA OF SHINING WATERS

### Attributes

DEX (15): 6 STR (14): 6 TOU (12): 5  
PER (21): 8 WIL (14): 6 CHA (19): 8

### Characteristics

Initiative: 6 Physical Defense: 8  
Physical Armor: 5 Spell Defense: 11  
Mystic Armor: 5 Social Defense: 11  
Death: 70 Recovery Tests: 2  
Unconsciousness: 56 Knockdown: 6  
Wound Threshold: 8 Movement: 6

Karma Points: 24/24

### Talents (Knacks)

Diplomacy (6): 14  
Disguise Self<sup>D</sup> (6): 14  
Durability (6/5) (6): 6  
Emotion Song (7): 15 (Telling The Tale)  
Empathic Sense<sup>D</sup> (6): 14  
Engaging Banter (6): 14  
First Impression<sup>D</sup> (6): 14  
Haggle (6): 14  
Impress<sup>D</sup> (7): 15  
Inspire Others<sup>D</sup> (6): 14



Item History<sup>D</sup> (6): 14

Karma Ritual<sup>D</sup> (6): 6

Mimic Voice<sup>D</sup> (6): 14

Performance (6): 14

Resist Taunt<sup>D</sup> (6): 12

Thread Weaving (Story Weaving)<sup>D</sup> (6): 14

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

#### Skills

Avoid Blow (3): 9

Conversation (6): 14

Element Gathering and Mining<sup>K</sup> (5): 13

Melee Weapons (2): 8

Pale Ones History<sup>K</sup> (6): 14

Pale Ones Rituals<sup>K</sup> (6): 14

Read/Write Language (3): 11—(Dwarf/Throalic, Troll, T'skrang/Pale Ones)

Speak Language (3): 11—(Dwarf/Throalic, Troll, T'skrang/Pale Ones)

Storytelling<sup>A</sup> (6): 14

Taunt (3): 11

Throwing Weapons (2): 8

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Thread Leather Armor (Rank 4; Phys 5; Myst 3)

#### Weapons

Dagger (Damage 8; Range 10–20/5–10 hexes)

#### Equipment

Adventurer's Kit, Wealthy Traveler's Garb w/Embroidered Robe

#### Loot

Orichalcum-lined Jar (w/5 True water kernels). The orichalcum jar is worth 5,000 silver pieces and each True water kernel is worth 5–10 silver pieces.

#### Legend Award

None

#### Notes

As a Pale Ones t'skrang, V'liskra possesses the Heat Sight and Tail Combat racial abilities.

#### Discipline Abilities

**Second Circle:** +1 Social Defense

**Fourth Circle:** Karma on Charisma—only Tests

**Fifth Circle:** One Last Word

**Sixth Circle:** Karma on Perception—only Tests

#### Commentary

V'liskra, the *lahala* of Shining Waters, is a Sixth Circle t'skrang Troubadour. A commanding and compassionate leader, V'liskra will do anything within her power to restore her village's vanished prosperity.

It shames her deeply for outsiders to see her people weak and starving, but she does not allow this to shake her dignity or composure. She finds comfort in the rituals of her people, and respects anyone with a similar reverence for tradition.



#### Equipment

Adventurer's Kit, Carving Tools, Trail Rations (1 week), Traveler's Garb

#### Loot

None

#### Legend Award

None

#### Notes

As Pale Ones t'skrang, Warriors possess the Heat Sight and Tail Combat racial abilities.

#### Commentary

Gamemasters may use these statistics for the non-adept t'skrang guards at the characters' meeting with V'liskra. In addition, two or three guards might accompany the characters on their journey upriver.

## WARRIORS OF THE PALE ONES

#### Attributes

DEX (15): 6 STR (14): 6 TOU (11): 5

PER (11): 5 WIL (13): 6 CHA (11): 5

#### Characteristics

**Initiative:** 5 **Physical Defense:** 8

**Physical Armor:** 6 **Spell Defense:** 7

**Mystic Armor:** 1 **Social Defense:** 7

**Death:** 32 **Recovery Tests:** 2

**Unconsciousness:** 24 **Knockdown:** 6

**Wound Threshold:** 8 **Movement:** 6

#### Skills

Avoid Blow (2): 8

Creature Lore<sup>K</sup> (1): 6

Melee Weapons (2): 8

Missile Weapons (2): 8

Pale Ones Culture<sup>K</sup> (1): 6

Read/Write Language (1): 6—(T'skrang/Pale Ones)

Speak Language (2): 7—(Dwarf/Throalic, T'skrang/Pale Ones)

Throwing Weapons (2): 8

Wood Carving<sup>A</sup> (1): 6

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Footman's Shield (Phys 3; Init 1; Deflect 2/0; Shatter 19), Leather Armor (Phys 3)

#### Weapons

Dagger (Damage 8; Range 10–20/5–10 hexes), Spear (Damage 10; Range 10–20 yards/5–10 hexes), Shortbow (Damage 9; Range 30–60 yards/15–30 hexes), Quiver (w/20 shortbow arrows)

## TROUBLESHOOTING

The biggest potential problem in this encounter is if the characters refuse to help the village. As heroes, they shouldn't hesitate; however, the characters may feel obligated to finish their current assignment before helping the village. If this happens, the *lahala* refuses to surrender the two thieves unless the characters help the village first.

If the adventurers flatly refuse to help no matter what, V'liskra orders them apprehended. She tells them that unless they agree to follow the river to its source and attempt to revive it, she will offer them as sacrifices to Earthroot, the Dragon King of the Pale Ones. Perhaps, after such a meal, Earthroot might agree to help. (V'liskra doubts that the Dragon King can do much, but the characters most likely know so little about Earthroot that it makes an effective threat.)



Captured characters may be able to fight their way to freedom, but end up killing several of the villagers in the process. If this happens, the characters have failed to achieve the adventure goal and so should be awarded no Legend Points for the adventure.

## THE JOURNEY UPRIVER

**I**n this encounter the characters head upriver to the river's source to try to discover why it dried up. Along the way the characters find the dead bodies of one scouting party and fall afoul of a swarm of subterranean creatures sent by the cave trolls who have diverted the river.

## SETTING THE STAGE

Once the player characters are ready to leave, read the following aloud:

*Equipped and provisioned, you begin the long journey upriver. The first few hours pass quietly; you walk along the sandy riverbed, moving swiftly and easily. Moderately steep banks rise up on either side of the riverbed, and the going is easier if you stay toward the middle near the small trickle of water. This part of the cavern looks deserted, the only sign of life the occasional chittering of bats high overhead. After many hours of walking you feel tired and sore, and set up camp on the sandy riverbed. An uneventful night (or day; it's hard to tell down here in the darkness) leaves you well rested once more.*

*During the second day of the journey, the riverbed suddenly changes from flat, dry sand to craggy, broken ground. Sometime in the past century or so there must have been a cave-in, to account for all the debris. As the terrain becomes more and more uneven, the going gets harder, and you start to wonder what other surprises these underground grottoes may have in store.*

## THEMES AND IMAGES

Fending off stingers and shadowmants while clinging to a narrow cliff face should make the combat in this encounter considerably more interesting than the average fight. The shadowmants' ability to fly gives them a distinct advantage, especially given the player characters' precarious position. Play up the panicky feeling of fighting fast-moving shadows that the characters barely have time to glimpse before the creatures are upon them.

## BEHIND THE SCENES

As the characters travel upriver they face several challenges and dangers, each of which is described below.

### The Riverbed

After slowly crawling over broken shards of rock for a while, one of the characters may notice a small ledge running parallel with the river. The characters may climb up a gentle slope to this ledge, where the going is easier, or may continue struggling along the rocky riverbed. Climbing up to the ledge at this point is simple enough not to require any tests.

If the characters stay in the riverbed, it quickly becomes impossible to navigate. The bed is littered with boulders, loose gravel, and jagged rocks, making travel painstakingly slow and extremely dangerous. Eventually the characters encounter sheer cliffs and drop-offs that force them to either turn back or attempt to reach the ledge. At this point in the journey, the slope up to the ledge has

become a steep wall, which the characters must attempt to scale. The ledge is approximately 30 yards above the riverbed, making the climb a difficult one.

Characters who attempt to reach the ledge via this wall must make two successful Climbing (12) Tests. A character who fails one of these tests slides down the rock face and lands on the riverbed, suffering normal Falling damage (see the **Adventuring** chapter on p. 109 of the *Gamemaster's Guide*).

The ledge is barely wide enough to accommodate a troll, and so the characters must march in single file once they reach it.

### Stingers

Shortly after the characters climb up to the ledge, they notice a row of five small holes in the cavern wall near where the wall meets the ledge. The holes, each roughly one yard in diameter, lead to a nest of stingers. A character with the Creature Lore Knowledge Skill can identify the holes by making a successful Skill Test against a Difficulty Number of 7 (Beastmaster characters may make Perception-based Half-Magic Tests instead).

After the characters have passed two or three holes, ten stingers (in two groups of five) emerge and attack the characters, one group from the first hole and one from the hole just passed. Because the ledge is so narrow, a character Knocked Down in combat may fall off the ledge and plummet to the riverbed far below. To reflect this, any character who fails a Knockdown Test with a Pathetic result topples off the ledge. The character may make a Strength (9) Test to attempt to grab the lip of the ledge and hold on. If this test fails, however, the character falls to the riverbed and takes normal Falling damage (see the **Adventuring** chapter on p. 109 of the *Gamemaster's Guide*).

## STINGERS (10)

### Attributes

DEX: 9 STR: 7 TOU: 4  
PER: 4 WIL: 4 CHA: 5

### Characteristics

Initiative: 10 Physical Defense: 11  
Actions: 3 Spell Defense: 7  
Attack (5): 14 Social Defense: 6  
Damage: Physical Armor: 2  
2 × Claws (1): 8 Mystic Armor: 2  
Tail Stinger (3): 10 (poison; see text)  
Head Stinger (2): 9 (poison; see text)  
Death: 69 Recovery Tests: 1  
Unconsciousness: 53 Knockdown: 8  
Wound Threshold: 6 Movement: 8/4\*

\* Burrowing Movement

### Legend Award

Seventh Circle (2 per 1 PC)

### Powers

Climbing<sup>S</sup> (5): 14, Durability (7), Enhanced Senses (Smell) (2): 6, Poison [Head; SD 10; Damage 10], Poison [Tail; SD12; Damage 12]

<sup>S</sup> Indicates a General Skill

### Loot

Stingers and poison sacs worth 2D10 × 10 silver pieces (worth Legend Points).

### Commentary

Small and rodent-like, the stinger stands a mere four feet tall, with much of its body drooping over its short hind legs. Its upper half tapers into a narrow head, flanked on either side by vicious barbs. The beast has two even shorter front legs, which it uses to dig tunnels, climb walls (though rarely), and attack prey. These limbs end in long sharp claws that can swiftly make a bloody mess of most Namegivers. The creature's lower half tapers into a sturdy tail, also tipped with a sharp barb. Its back legs, slightly longer than the front ones, give it an amazingly fast running speed.

Stingers attack in groups from several directions at once, dashing by their prey and raking it with their curved front claws. As the creature passes by, it also strikes with its tail stinger, injecting the victim with venom that eats away at the prey's flesh. This poison can burn through flesh and bone as easily as fire burns human hair. Alchemists and magicians prize stinger venom greatly, but many an adventurer has met his death attempting to harvest poison from a stinger swarm. For more information, see *Gamemaster's Guide*, p.201.





### Rules

Stingers usually attack with their claws, raking an opponent with both forepaws, but when fighting a creature their own size may grapple their victim (see *Player's Guide*, p.230) and attempt to use their head stingers. When attacking Namegivers, stingers rely on their claws and tail stingers. Any time a victim attacked by a stinger's tail suffers a Wound, the stinger has injected the victim with its poison.

**Poison:** The acidic tail venom does damage for 3 rounds before it wears off. In addition to this damage, the venom also burns away the victim's flesh and possibly bones. If this burning damage causes a Wound, treat it as described in the optional **Damage to a Limb** rule (see *Player's Guide*, p.223). The poison in the head stingers is slightly less potent than the poison in the tail, causing only Step 10 damage.

**Swift Attacks:** Stingers are extremely swift. They may use the Split Movement combat option (see *Player's Guide*, p.226), leaping forward from behind rocks or from crevices to slash at or sting their opponents, then ducking back into cover.

### Dead Bodies

Roughly an hour after dealing with the stingers, have each of the characters make a Perception (12) Test. Characters whose tests are successful notice several t'skrang bodies lying on a small ledge just below the ledge on which the characters are walking. The dead t'skrang are members of the second scouting party sent by the village to the riverhead. The first party made it all the way to the river's source, where the cave trolls who have diverted the river from its course captured them. They now serve as slaves, mining True water from the river. The second party of scouts was killed by a pack of shadowmants under the control of Gardak, a cave troll Beastmaster (see **Shadowmant Attack**, below).

If the characters climb down to check out the bodies, they find it difficult to determine the cause of death. The bodies have been dead for almost two weeks and have decayed considerably. The shadowmants also fed on the bodies for the first two days after killing them, and have eaten away significant parts of each corpse. One of the bodies has a large wound in the center of the chest, with a large crystalline shard stuck in the wound.

The crystal shard is a shadowmant's stinger. Characters with the Creature Lore Skill may make a Skill (8) Test to correctly identify the shard. Beastmaster characters may use Perception-based Half-Magic for the test.

### Shadowmant Attack

Soon after passing the corpses, the characters are attacked by the pack of shadowmants that killed the t'skrang scouting party. When the shadowmants attack the characters, read the following aloud:

*Dark shapes suddenly descend on you from the gloom. They look like giant shadow-kites, with long tails whipping behind them. Each tail ends in a jagged crystal point, sharp enough to draw blood.*

The three shadowmants are trained beasts under the control of a cave troll Beastmaster Named Gardak (see **At the Source**, p. 58). Gardak has taught the shadowmants to patrol the riverbed and kill any living thing they encounter. Statistics for the shadowmants appear below.

### SHADOWMANTS (3)

#### Attributes

DEX: 7                      STR: 9                      TOU: 8  
PER: 4                      WIL: 7                      CHA: 4

#### Characteristics

Initiative: 9                      Physical Defense: 11  
Actions: 1                      Spell Defense: 7  
Attack (7): 14                      Social Defense: 7  
Damage:                      Physical Armor: 6  
Stinger (3): 12 (poison)                      Mystic Armor: 2  
Death: 73                      Recovery Tests: 3  
Unconsciousness: 60                      Knockdown: 9  
Wound Threshold: 12                      Movement: 8\*

\* Also Flying Movement

#### Legend Award

Fourth Circle

#### Powers

Durability (5), Low-Light Vision, Poison [SD 8; Damage 9]

#### Equipment

Collars (see **Commentary**, below)

#### Loot

Stinger worth D10 × 10 silver pieces (worth Legend Points).

#### Commentary

Shadowmants resemble large flying stingrays. Gardak's shadowmants are even bigger than normal, measuring 10 feet wide with 6-foot-long tails. A shadowmant's outer side is black, its underside dark gray, and its tail ends in a crystalline stinger. A shadowmant has two eyes and a small mouth lined with rows of tiny needle-sharp teeth. Nocturnal



creatures, shadowmants roam at night, spending daylight hours underground. Alchemists prize shadowmant stingers, using them to brew magical potions. These shadowmants are so well trained that they continue to fight until at least two of them are dead. If two shadowmants die, the third flees upriver to its master. The bodies of any shadowmants killed fall either to the floor of the chasm or on the ledge. Enterprising player characters may decide to climb to the bottom to check the dead creatures for clues or valuable body parts. If the characters investigate the bodies, they notice that each shadowmant has a length of rope hung with carved pieces of bone attached to the base of its tail. Gardak used these ropes to tell the shadowmants apart. Careful examination of the bones reveals them to be unexpectedly lightweight and carved with runes and ornamental patterns. Characters who can read and write the Troll language may make Read and Write Language (7) Tests; if successful, they notice that the runes appear to be written in a dialect (+2 to the Language Difficulty) of the most common Troll tongue. Characters who achieve a Good or better result on this test can make out the Names on the collars: "Spike," "Death," and "Crusher."

#### Rules

A shadowmant uses its tail to sting its victims. The stinger contains a poison powerful enough to kill a troll within 10 rounds. Once the poison has killed its prey, the shadowmant eats its victim.

**Poison:** The shadowmant's virulent poison resists the healing effects of talents or healing aids with a Spell Defense of 8.

## TROUBLESHOOTING

The gamemaster should take whatever steps seem appropriate to keep the shadowmants from killing the characters. If the characters seem overwhelmed by the shadowmants' attack, have the shadowmants retreat after just one of them dies, or after they take a relatively small amount of damage. If the characters suffer heavy damage in the shadowmant attack, you may wish to adjust the final encounter as necessary to improve the player characters' chances of survival.

## AT THE SOURCE

**I**n this encounter, the characters discover that a cave troll Shaman has summoned a water spirit and commanded it to divert the flow of the river. To return the river to its former path and save the village of Shining Waters, the characters must battle the cave trolls and destroy or banish the water spirit.

## SETTING THE STAGE

When the characters move on towards the river's source, read the following aloud:

*Leaving the shadowmants behind, you continue following the riverbed. The narrow pathway widens, sloping downward toward the riverbed and making it much easier to move quickly. The riverbed seems to have leveled out, the broken terrain once again turning smooth and sandy.*

*After about two hours of walking, you hear a faint, low rumbling. Keeping alert for another attack or a cave-in, you keep moving cautiously forward. The sound gets louder as you continue on your way, and you soon recognize it as the sound of rushing water. You must be getting close to the source of the river.*

*The air is turning moist and clammy. The noise of the water grows to a deafening roar, as if the river is rushing straight at you. As you round a bend in the cavern, you finally see the source of the sound: a massive wall of water, towering nearly seven yards above the riverbed right across your path. The river ought to be running toward you, but the wall of water has turned it down a side passage. The cataract swirls dizzily; as you look at it, the light from your lanterns plays off the surface and dazzles your eyes. In the sparkling water you can almost see faces peering back at you.*

*You hear a shout, and when you turn to look you see a group of trolls emerging from a small tunnel running parallel to the water-filled side passage. The trolls are larger than most, armed and angry. With a bloodcurdling yell they rush toward you, brandishing their weapons.*

## THEMES AND IMAGES

The sight of the towering wall of water (created by the water spirit) should be awe-inspiring. The immense power of the water spirit, combined with the sudden attack of the cave trolls, should initially seem overwhelming. The characters must make a real effort to gather their wits and face these formidable foes.

## BEHIND THE SCENES

The characters have finally reached their destination, only to find strange enchantment and an unexpected enemy—a band of powerful cave trolls who have claimed the river as their own.

### The Wall of Water

Many centuries ago, this underground river flowed along a different path than the one familiar to the villagers in Shining Waters. An underground earthquake changed the river's course, and over hundreds of years the river carved a new bed for itself. A Shaman from a village of cave trolls living deep beneath the Throal Mountains recently discovered that the river contained rich deposits of True water, but that its current course took it too far from the cave troll settlement to make harvesting the True water practical. The river's original route, however, passed right by the cave troll village. The Shaman decided to try diverting the river back to its old bed, and summoned a water spirit to do the job. The water spirit created a wall of water that blocked the river from flowing toward Shining Waters and turned it in the direction of the cave troll settlement. Under normal circumstances, a water spirit only remains where it is summoned for a few minutes; however, the Shaman used blood magic to extend his control over the water spirit for an extended time.

### The Cave Trolls

Gardak, the cave troll Beastmaster, expected his shadowmants to return several hours before the player characters show up. Fearing the worst, he has assembled four of his tribe's warriors and the Shaman to find the shadowmants or learn what happened to them. When the characters arrive, Gardak assumes (probably correctly) that they have killed his beloved pets. Enraged, he attacks the characters immediately. If one or more of the shadowmants escaped in the previous encounter, they are with the Beastmaster and are fully healed of any damage they may have taken.

Gardak makes a point of going after characters whom he sees carrying any remains of the shadowmants. If the battle goes badly, he flees back up the tunnel from which the trolls initially emerged, leaving the other trolls and the water spirit to press the attack.

Elark, the Shaman, discovered the underground river and its treasure trove of True water just two months ago, and has used blood magic to extend his power over the water spirit ever since. He commands the water spirit to attack any characters who threaten the trolls, and it continues to attack the characters even if all of the trolls are killed. It also continues to divert the river during the fight—the diversion of the river is its primary task, and it carries out that order until it is destroyed or banished. Elark fights to protect his fellow trolls, and especially to protect the water spirit.

The cave trolls in this adventure are tougher than those described in the **Creatures** chapter on p. 161 of the *Gamemaster's Guide*. Statistics for the Beastmaster and Shaman are listed separately below.





## CAVE TROLLS (4)

### Attributes

DEX: 8 STR: 13 TOU: 10  
PER: 4 WIL: 8 CHA: 5

### Characteristics

Initiative: 5 Physical Defense: 10  
Actions: 1 Spell Defense: 6  
Attack (7): 15 Social Defense: 8  
Damage: Physical Armor: 7  
Cave Axe (7): 20 Mystic Armor: 2  
Death: 73 Recovery Tests: 4  
Unconsciousness: 60 Knockdown: 13  
Wound Threshold: 12 Movement: 7

### Legend Award

Fifth Circle

### Powers

Durability (5), Enhanced Senses (Smell) (2): 6, Heat Sight

### Equipment

Cave Axe (Damage 20), Chain Mail (Phys 7; Init 3)

### Loot

D4 silver pieces

### Commentary

Cave trolls are descended from tribes of trolls who took to the deep places of the Earth when the Horrors came. Their isolation from the rest of the world led to cultural stagnation, and in some cases, degeneration among these tribes. Elemental magic has raised the strength of these cave trolls beyond that of civilized trolls, however, and in recent years they have emerged from their tunnels to explore the world above.

Rude, and often violent, the cave trolls' habit of mixing trade with raiding has made them unwelcome visitors in most of Barsaive.

### Rules

Cave trolls use large stone weapons called cave axes, little more than crude stone axes bolstered with elemental magic.

**Cave Axe:** Wielding a cave axe requires a minimum Strength value of 16. Cave axes add +7 to the troll's Strength Step when making Damage Tests. Cave trolls take offense at anyone other than a fellow cave troll using one of their axes and will react accordingly; worsen the Attitude toward the wielder (and his obvious companions) for Interaction Tests by one level.

## GARDAK THIRD CIRCLE CAVE TROLL BEASTMASTER

### Attributes

DEX (20): 8 STR (34): 13 TOU (25): 10  
PER (15): 6 WIL (19): 8 CHA (17): 7

### Characteristics

Initiative: 7 Physical Defense: 11  
Physical Armor: 5 Spell Defense: 9  
Mystic Armor: 4 Social Defense: 10  
Death: 79 Recovery Tests: 4  
Unconsciousness: 68 Knockdown: 13  
Wound Threshold: 15 Movement: 7

Karma Points: 9/9

### Talents

Animal Bond <sup>D</sup> (4): 11  
Animal Training <sup>D</sup> (6): 13  
Claw Shape <sup>D</sup> (4): 17  
Creature Analysis <sup>D</sup> (3): 9  
Dominate Beast <sup>D</sup> (3): 11  
Durability (7/6) (4): 4  
Karma Ritual <sup>D</sup> (3): 3  
Silent Walk (3): 11  
Tracking (3): 9  
Unarmed Combat <sup>D</sup> (6): 14  
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*

### Skills

Animal Handling (3): 11  
Bone Carving <sup>A</sup> (1): 8  
Cave Troll Culture <sup>K</sup> (2): 8  
Great Leap (3): 11  
Melee Weapons (5): 13  
Read/Write Language (1): 7—(Troll/Cave Troll)  
Speak Language (2): 8—(Dwarf/Throalic, Troll/Cave Troll)  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Hardened Leather Armor (Phys 5; Init 1)

### Weapons

Whip (Damage 16; Entangle 9)

### Equipment

Adventurer's Kit, Carving Tools, Peasant's Garb, Rope (6-yard length), Trail Rations (1 week)

### Loot

9 silver pieces

### Legend Award

Sixth Circle

### Notes

As a cave troll, Gardak possesses the Enhanced Senses [Smell] (4): 10 and Heat Sight racial abilities.

### Discipline Abilities

Second Circle: +1 Physical Defense

## CLARK SIXTH CIRCLE CAVE TROLL SHAMAN

### Attributes

DEX (20): 8 STR (34): 13 TOU (25): 10  
PER (17): 7 WIL (19): 8 CHA (17): 7

### Characteristics

Initiative: 7 Physical Defense: 10  
Physical Armor: 5 Spell Defense: 10  
Mystic Armor: 3 Social Defense: 9  
Death: 75 Recovery Tests: 4<sup>1</sup>  
Unconsciousness: 62 Knockdown: 13  
Wound Threshold: 15 Movement: 7

### Karma Points: 18/18

<sup>1</sup> Currently has one Blood Wound (see Notes, below).

### Elementalist Talents

Air Speaking <sup>D</sup> (6): 13  
Astral Sight (6): 13  
Cold Purify <sup>D</sup> (6): 14  
Durability (4/3) (6): 6  
Elemental Hold <sup>D</sup> (6): 14  
Elemental Tongues <sup>D</sup> (6): 13  
Fire Heal <sup>D</sup> (6): 14  
Karma Ritual <sup>D</sup> (6): 6  
Read/Write Magic <sup>D</sup> (6): 13  
Spellcasting <sup>D</sup> (7): 14  
Spell Matrix <sup>D</sup> (6): 6  
Spell Matrix (6): 6  
Spell Matrix (6): 6  
Spell Matrix (6): 6  
Summon (Elemental Spirits) <sup>D</sup> (6): 14  
Thread Weaving (Elementalism) <sup>D</sup> (6): 13  
Willforce (6): 14

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents Require Karma. (Except when also a Discipline Talent)*



## Skills

Climbing (1): 9  
Melee Weapons (5): 13  
Read/Write Language (1): 8—(Troll/Cave Troll)  
Speak Language (2): 9—(Dwarf/Throalic, Troll/Cave Troll)  
Stone Carving<sup>A</sup> (1): 8  
Swimming (1): 14  
Throal Mountains Subterranean Geography<sup>K</sup> (2): 9  
Unarmed Combat (5): 13  
Wilderness Survival (3): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

## Elementalist Spells

Blizzard Sphere<sup>M</sup>, Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Earth Blend, Earth Darts<sup>M</sup>, Gills, Hunter's Sense, Icy Surface, Ironwood, Moonglow, Puddle Deep, Purify Earth, Purify Water, Resist Cold, Resist Poison, Small Slayer, Tossing Earth<sup>M</sup>, Uneven Ground<sup>M</sup>

<sup>M</sup> Denotes a spell currently in a Spell Matrix

## Armor

Hardened Leather Armor (Phys 5; Init 1)

## Weapons

Quarterstaff (Damage 17)

## Equipment

Adventurer's Kit, Carving Tools, Grimoire, Peasant's Garb, Trail Rations (1 week)

## Loot

18 silver pieces

## Legend Award

Seventh Circle

## Notes

As a cave troll, Elark possesses the Enhanced Senses [Smell] (2): 8 and Heat Sight racial abilities. Elark currently has a Blood Wound from increasing the duration of the water spirit's summoning.

## Discipline Abilities

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Fire and Ice

**Sixth Circle:** Karma on Willpower-only Tests

## WATER SPIRIT (STRENGTH 3)

### Attributes

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

### Characteristics

Initiative: 8 Physical Defense: 11  
Actions: 2 (1 see text) Spell Defense: 12  
Attack: 9 Social Defense: 9  
Damage: Physical Armor: 4  
Unarmed: 4 Mystic Armor: 3  
Death: 49 Recovery Tests: 2  
Unconsciousness: 37 Knockdown: NA  
Wound Threshold: 8 Movement: 6/7\*

Karma Points: 6/6

Karma Step: 6

\* Swimming Movement Rate

### Legend Award

Third Circle (1 per 2 PC)

### Powers

Aid Summoner (3), Astral Sight<sup>T</sup> (3): 8, Detect True Element (3), Durability (3), Engulf (3): 8, Manifest (3), Manipulate Element (3): 8, Share Knowledge (3), Soothe (3): 8, Spear (3): 7, Spellcasting<sup>T</sup> (3): 8, Water Blast (3): 8 (see below)

### Commentary

The water spirit has a Strength Rating of 3 (see *Gamemaster's Guide* p.223) and is assigned by Elark to do three things, in the following order of importance: divert the river, keep anyone from entering the side tunnels leading to the cave troll village, and protect the cave trolls from harm. The spirit performs all of these tasks to the best of its ability, though it always devote the most effort to diverting the river.

### Rules

For rules concerning the spirit's powers, see p.213 of the *Gamemaster's Guide*. When attacking the characters, the water spirit directs the river to attack them from a distance.

**Action Restriction:** Due to controlling the river, the water spirit can only make one standard action per round.

**Manifestation Restriction:** Water elementals can only manifest from a source of water, in this case the river.

**Vulnerability (Air):** Lower the Result level needed to Armor-Defeat a water spirit or elemental by one level (from Excellent to Good, for example), if the attack was made with an air-based weapon or spell.





**Water Blast:** This power allows the spirit to form a stream of water from an available water source that can knock down opponents (see *Player's Guide*, p.222). The spirit makes a Spellcasting Test against the target's Spell Defense. The range of this power is 24 yards/12 hexes. If successful, the spirit makes a Water Blast Test in place of a Damage Test in order to determine the Knockdown Difficulty.

## Overall Legend Award

For simplicity, the gamemaster can consider this an overall Seventh Circle encounter.

If the characters banish or destroy the water spirit, read the following aloud:

*The water spirit shudders, its surface rippling from your attacks. Finally it falls, the great wall of water rushing like a tidal wave over the cavern floor. A thunderous roar echoes off the walls as the water crashes to the ground. In seconds the river resumes its natural course, filling the sandy riverbed to the tops of its banks.*

## The Return of the River

Characters who do not think things through before banishing or destroying the water spirit may find their victory celebration quickly cut short. Once the water spirit is no longer present to divert the river, the water quickly reverts to its natural course, surging over any characters who remain in the riverbed. Characters who climb up to the higher banks along the sides of the cavern before defeating the water spirit avoid the worst of the initial cascade and are perfectly safe once the river subsides to its normal level.

Characters remaining in the riverbed when the water spirit collapses must make a successful Strength (12) Test or be swept under by the fierce current. Characters who manage to remain standing must make a second successful Strength (8) Test in order to make it to one of the banks. Characters who fail the first Strength Test must make two Step 15 Damage Tests to reflect the battering they receive from the force of the water. Physical Armor protects against this damage. In order for a character to break the surface and make it to shore, he must make two successful Strength (8) Tests.

In each round thereafter a character may attempt to reach the shore, but the Difficulty Number for doing so increases by +1 with each failure after the first attempt. Characters who cannot break the surface and reach the shore begin to drown. A character can hold his breath for a number of rounds equal to his Toughness value, but the character begins to take damage from drowning as soon as he runs out of breath (see **Drowning** on p. 109 of the *Gamemaster's Guide*). At this point, the gamemaster makes Damage Tests each round until the character dies, is rescued, or somehow reaches the riverbank.

Characters standing on the riverbank when the water spirit collapses are much more fortunate; to avoid being swept away they must each make a successful Strength (4) Test. If a character fails to make a successful test, that character is swept into the river, and is subject to all the consequences described above.



The death or disappearance of the water spirit and the resulting shock wave caused by the collapse of the water wall also causes the cave-in of the side tunnel into which the river had been diverted. The characters need only worry about this if they ventured into this tunnel during the battle. The cave-in effectively cuts off the cave trolls from this section of the underground caverns until they find another entrance (if ever).

## TROUBLESHOOTING

If Gardak and the cave trolls seem likely to defeat the player characters, the gamemaster can adjust the odds in the characters' favor so that their opponents pose a significant threat without overwhelming them, by decreasing the number of cave trolls, for example, or lowering Gardak's Circle. He should remain at least Second Circle, however, and his Circle may be increased for more powerful adventuring groups.

If the characters choose to explore the tunnels leading to the cave troll settlement rather than dealing with the water spirit directly, the water spirit does its best to keep the characters from doing so.

Gamemasters may fudge rolls to make certain the characters cannot gain entrance to the tunnels leading to the troll village. The gamemaster can, of course, allow the characters to explore the tunnels and improvise any encounters the characters might experience. If the characters decide to attack the troll settlement, however, they are in for one tough fight.

## AFTERMATH

If the characters defeat the cave trolls and destroy or dispel the water spirit, the villagers greet them with a joyous celebration upon their return to Shining Waters. The Pale Ones shower them with small handmade gifts in addition to any reward offered by V'liskra. The villagers hold a feast in their honor, with fish from the newly returned river as the main dish. Afterward the characters will probably want to return to Throal as quickly as possible, though they will always be welcome guests in Shining Waters.

If any of the characters wandered down the side passages and became trapped in the cave-in, it may be some time (if ever) before they manage to find their way back to the surface. Seeking an exit from the underground caverns offers the gamemaster an opportunity to create an entirely new adventure.

If the characters survive the final battle but fail to destroy or banish the water spirit, they face a difficult situation. The Pale Ones will not be pleased if the group returns without restoring the river. If the characters tell the villagers about the cave trolls and the water spirit, the Pale Ones may even insist that the characters go back and deal with the problem. If the characters confess that they cannot defeat the water spirit, the villagers may be willing to send several of their remaining warriors with the characters.



Alternatively, the Pale Ones may let the characters return to Throal and then settle the score with the cave trolls themselves. In this event, most of the half-starved Pale Ones will be wiped out in the fighting. The surviving villagers will not welcome the characters if they ever return to Shining Waters.

When the characters return to Throal, they may insist upon taking the two t'skrang raiders with them in order to bring them to justice. The *lahala* reluctantly agrees to this, but also sends along three of her warriors with a bounty of True water to compensate the merchants for the value of the stolen goods—with money to spare.

## AWARDING LEGEND POINTS

As suggested in the **Gamemastering** chapter on p. 97 of the *Gamemaster's Guide*, an adventure like **Pale River** awards a number of Legend Awards to the player characters.

A single Legend Award should give a number of Legend Points as determined by a character's Circle. For example, a Fifth Circle character receives from 25 to 75 Legend Points per Legend Award, and a total of 500–1,500 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 presented in this adventure have listings for Legend Awards. These are the awards characters earn for defeating the creatures (see p. 97 of the *Gamemaster's Guide*).

Treasure available to the characters in this adventure includes poison sacs from the stingers, the crystalline tails of the shadowmants, and possibly a few kernels of True water from the Pale Ones.

## CAMPAIGN IDEAS

Several different adventures may result from the aftermath of **Pale River**. If the characters choose to explore the cave trolls' tunnels rather than immediately destroying the water spirit, they will certainly have their hands full, though in the end they could become even greater heroes in the eyes of the Pale Ones (assuming they survive).

If the characters insist on taking the fight to the cave trolls, they encounter at least twenty more warriors like those they have already met. In addition, the cave troll village likely includes other adepts—another Beastmaster, or perhaps even a Warrior or two. The characters also find the members of the first t'skrang scouting party, who were captured and forced to mine True water from the diverted river.

The friendship of the Pale Ones of Shining Waters may lead to other adventures as well. For example, V'liskra might ask the characters to help find the lost scouts, leading to a final confrontation with the cave trolls.





## TOURNAMENT TROUBLES

*And the winner is...*

• JELLIK MARTOK, TOURNAMENT BARKER •

**T**ournament Troubles is an **Earthdawn** adventure for three to five Journeyman adepts of any Discipline. The player characters are hired as champions to take part in the annual tournament that decides Travar's political fate in the coming year. The group becomes involved in a major intrigue concerning its employer and his former companions, and the characters soon realize that their actions in the tournament have greater consequences than they could ever imagine...

## RUNNING THE ADVENTURE

**T**ournament Troubles is presented as a series of events. Each is described for the gamemaster, who should use the information given to run the event.

There is little text to be read aloud to the players, meaning the gamemaster needs to describe many of the scenes to the characters as he sees fit. Where possible, the text describes the terrain and areas the characters encounter, but much of the detail is left to the gamemaster to devise. Running the Founding requires some preparation, as outlined on p. 83, **Customizing the Tournament**.

One or more player characters should have achieved a Journeyman Legendary Status (see **Legendary Status** on p. 244 of the *Player's Guide*), or have otherwise gained some reputation in Travar.

## ADVENTURE BACKGROUND

Before the Therans returned to Barsaive, three merchants from Travar shared trade agreements with three t'skrang *aropagoi*—House K'tenshin, House Ishkarat, and House Syrtis—to export goods to the faraway reaches of the mighty Serpent River. Their business flourished, but when the Therans landed their behemoth, these contracts became useless due to the blockade near Lake Ban (see **The Theran Behemoth** on p. 15 of the *Gamemaster's Guide*). The merchants—Galmear, Kôl, and Brelnar, by Name—lost a lot of money and soon broke up in dispute.

The political situation in Barsaive changed considerably in the aftermath of *Triumph's* arrival, and the fortress' presence has influenced the trade in Travar. As a city-state, Travar is independent from the rest of Barsaive, and its wealth and location make the city of interest to the major powers in the province. Seizing the city would be devastating to the flow of goods and money, but having a say in the composition of Travar's magistrate is something to be desired for the major forces vying for control in Barsaive: the Kingdom of Throal, the Denairastas clan of Iopos, and the Theran Empire.

As a citizen of Travar, each of the three merchants possesses the right to run for the position of magistrate during the Founding (see p. 40 of the *Gamemaster's Guide* for more information). Not surprisingly, two of them have received interesting offers from their new trading partners: through his contacts in House Ishkarat, Galmear is funded by the Denairastas of Iopos; House K'tenshin funds Brelnar on behalf of its Theran allies. Kôl has recently found out that powerful forces stand behind his former companions. He fears that Travar's existing alliance to Throal could be threatened if either of his opponents succeeds in the Founding, which would lay the groundwork for a political alliance with Thera or Iopos—who would certainly make good use of a puppet Travarian magistrate...

## PLOT SYNOPSIS

The adventure assumes that the characters have arrived in Travar already, probably because they want to enjoy the festivities of the annual tournament known as the Founding. A wealthy elven merchant Named Galmear, who wants them to act as his champions, hires them. Galmear, whose secret patrons are the Denairastas, seems late with his decision to become a candidate, as preparations for the tournament started months ago. The elf doesn't seem to care about the opposition, however, and is confident that the group is capable of winning.

The Body of Five, a group of magicians responsible for devising the difficult and subtle tests that make up the Founding, keeps the plans for this year's tournament in its stronghold, well away from the public and the contestants, and defended by a number of magical traps and other devices. No one can predict from year to year what skills and abilities will be needed to succeed. Several groups taking part in the Founding find it tempting to try and take a look at the plans before the tournament starts. When the characters find out that their rivals might succeed in doing so, the stakes in the upcoming contests are raised.

As the characters prepare for the tournament and gather information about their rivals, Kôl, who has recently found out why his former partners suddenly want to become magistrate and where their money comes from, contacts the characters. Kôl witnessed the assassin, Bigosh, pushing Kôl's master, Tovak Byranicus, from his balcony—an incident Kôl almost paid for with his life.

While the assassin took great care to make it look like an accident, Kôl is the only one who knows the truth. Bigosh is still looking for Kôl, so the characters are Kôl's last chance; he contacts them during the tournament and asks for their help. What the charac-





## ON THE MAGISTRATE



**Lord Alderac Windspear** is a pragmatic human who has won his seat in the Magistrate last year. Like Niss Reeves (see below), Windspear is an adept, a Swordmaster, who has combined his adventuring contacts with his fortune to gain his office. He is a natural mediator and shrewd negotiator. His title is not Travarian; his family claims descent from the nobles of Landis. A surprisingly mellow ork, **Xoros Honeyed-tongue** made his fortune producing arms. Controlling a large number of smithies, Xoros holds the charter for the largest fire cannon industry in the province. He won his seat in the Magistrate two years ago, and many of his more powerful clients have since left for Cara Fahd. While his position is safe for now, he is worried about next year's Founding.

**Niss Reeves** (commonly known as "Sparkling Niss") is an extravagant troll Weaponsmith who has become one of the most successful jewelers in Barsaive. Despite a public loathing for the Therans, Niss knows better than most how much their trade and magic have benefited Travar. For more information on Niss Reeves, see **Nations of Barsaive, Volume One**, p.256. Niss has won her magistrate position for four consecutive terms, a remarkable total of twelve years. She originally intended not to run any champions in this year's Founding, sponsoring the dwarf merchant Tovak Byranicus instead—a close friend sharing Niss' close ties to the Dwarf Kingdom. Due to Byranicus' unfortunate and accidental death, however, the troll has changed her mind and taken over Tovak's group of champions to enter the Founding once again.

ters do about Kól's plea is left up to them, but their actions might have a stronger impact on the future of Travar than they initially suspect.

The Founding forms the last part of this adventure, where the group is faced with a series of contests. Will the characters break their oath and betray their loyalty to Galmear? Will they persuade their opponents into betraying their patrons, or even sabotage their equipment to make them lose? Will they ignore Kól's request and try to win the tournament?

## BEFORE THE FESTIVAL

**T**he spectacular tournament known as the Founding involves magic, wild beasts, puzzles, and traps; it is a huge affair lasting more than two weeks. While the tournament is still a few days away, preparations for the contest have begun months ago, and the festivities have already started; the streets of Travar are filled with people and visitors. A few days before the tournament's official beginning, most of the candidates and their champions travel the taverns and inns of the city to win fans and gather support. The taverns and inns are overcrowded and full of music, legends, and the occasional free ale.

## MEETING GALMEAR

Whether the characters are in Travar to witness the Founding or because of other business is unimportant for this story, as long as they haven't contracted themselves as champions to another contestant already. On one evening, probably while partying away in one of Travar's taverns, the group is approached by a slender elf with short black hair and clothed like a merchant. The man introduces himself as Galmear, and he seems to have heard about the group's past exploits. He is interested in the group's services and would love to talk to the characters in private. If the characters agree, he invites them for dinner at the Gilded Lizard, a luxurious tavern near the riverside. During the meal, Galmear makes his offer:

*"My friends, I want to request your services. I have decided to apply for the position of magistrate in this city; my time has come to get a hand in the politics of Travar. You seem to be capable of solving problems of all kinds, and I am impressed by your past deeds. Of course, my decision comes a bit late, but you can still register to enter the Founding as my champions—if you want to. Don't be fooled by all those other champions that have trained for several months now; it is tradition that the details of the contest are not revealed until the contest begins, so contestants have a tendency to train for every possible contingency. Tell me, what good is months-long training if you don't know what challenge the Body of Five has dreamed up this year? I count on your abilities to improvise to win this tournament in my Name.*

*"Anyway, I'd be very grateful if you would accept my offer and promise to support me as a candidate. There are enough funds in my coffers to supply you with the best equipment, and I would be grateful to pay you for your generous services. I want you to win, of course, so I will do all I can to see that you remain in good shape.*

*"What do you think? Do you want to witness the tournament from within the arena or do you want to try your luck at first finding and then paying a horrendous price for a ticket?"*

## GALMEAR, ELVEN MERCHANT

### Attributes

DEX (13): 6      STR (10): 5      TOU (8): 4  
PER (13): 6      WIL (11): 5      CHA (13): 6

### Characteristics

Initiative: 6	Physical Defense: 7
Physical Armor: 3	Spell Defense: 7
Mystic Armor: 1	Social Defense: 7
Death: 28	Recovery Tests: 2
Unconsciousness: 19	Knockdown: 5
Wound Threshold: 7	Movement: 7



**Skills**

Blood Magic Oaths <sup>K</sup> (4): 10  
 Conversation (S): 11  
 Haggle (7): 13  
 Melee Weapons (2): 8  
 Read/Write Language (2): 8—(Dwarf/Throalic, *Sperethiel*)  
 Robe Embroidery <sup>A</sup> (2): 8  
 Serpent River Trade Routes <sup>K</sup> (5): 11  
 Speak Language (8): 14—(Dwarf/Throalic, *Sperethiel*, Human, Obsidiman, *Or'zet*, Troll, T'skrang, Windling)  
 Throwing Weapons (1): 7  
 Travar Politics <sup>K</sup> (2): 8  
 T'skrang Politics <sup>K</sup> (2): 8  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor**

Leather (Phys 3)

**Weapons**

Dagger (Damage 7; Range 10–20 yards/5–10 hexes),  
 Short Sword (Damage 9)

**Equipment**

Elfweave Robe, Embroidery Tools, Quiet Pouch,  
 Wealthy Traveler's Garb

**Loot**

5 gold pieces, 50 silver pieces, 50 copper pieces

**Legend Award**

First Circle

**Notes**

As an elf, Galmear possesses the Low-Light Vision racial ability.



The elf doesn't specify any talents or skills, so he won't get any bonuses. His promise to pay for everything should suffice in this case, however. Once the characters have pledged their loyalty, Galmear hands them a number of copper pieces, one per character. These pennies (as he calls them) allow the characters to meet Bel-Tok, a man who is supposed to supply them with everything they need. Bel-Tok is a regular in the Broken Cutlass tavern.

**Refusing Galmear's Offer**

The characters can refuse Galmear's offer, but that may very well end their lives; Galmear leaves them at the mercy of his trusted assassin, Bigosh, a Ninth Circle elf Archer.

**BIGOSH THE SNIPER****Attributes**

DEX (20): 8 STR (16): 7 TOU (12): 5  
 PER (19): 8 WIL (17): 7 CHA (15): 6

**Characteristics**

Initiative: 8 Physical Defense: 12  
 Physical Armor: 6 Spell Defense: 11  
 Mystic Armor: 6 Social Defense: 10

Death: 94 Recovery Tests: 2  
 Unconsciousness: 76 Knockdown: 7\*

Wound Threshold: 9 Movement: 7

**Karma Points:** 36/36

\* Bigosh knows the Wound Balance Skill

**Archer Talents (Knacks)**

Anticipate Blow <sup>D</sup> (9): 17  
 Bank Shot <sup>D</sup> (9): 17 (Backbiter)  
 Call Missile (9): 17  
 Conceal Object (9): 17  
 Direction Arrow <sup>D</sup> (9): 17  
 Durability (6/5) (10): 10  
 Eagle Eye <sup>D</sup> (9): 17  
 Flame Arrow (9): 16 (Spirit Flame)  
 Impressive Shot <sup>D</sup> (9): 17  
 Karma Ritual <sup>D</sup> (9): 9  
 Long Shot (9): 17  
 Missile Weapons <sup>D</sup> (10): 18  
 Mystic Aim <sup>D</sup> (9): 17  
 Resist Taunt\* (1): 8  
 Second Shot <sup>D</sup> (9): 17  
 Silent Walk (9): 17 (Shadow Hide)  
 Sprint (9): 9  
 Stopping Aim <sup>D</sup> (9): 15  
 Thread Weaving (Arrow Weaving) <sup>D</sup> (9): 17  
 Throwing Weapons <sup>D</sup> (9): 17  
 Trace Missile (9): 17  
 Tracking (9): 17  
 True Shot <sup>D</sup> (10): 18

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

*Italicized Talents Require Karma.* (Except when also a Discipline Talent)

\* Talent modified by +1 Rank Bonus from Protective Brooch

**Skills**

Alchemy (S): 13  
 Alchemy and Potions <sup>K</sup> (S): 13  
 Avoid Blow (S): 13  
 Camouflage <sup>K</sup> (S): 13  
 Climbing (S): 13  
 Craftsman (Tailor) <sup>A</sup> (S): 13  
 Great Leap (S): 13  
 Hunting (2): 10  
 Iopos History <sup>K</sup> (S): 13  
 Melee Weapons (S): 13  
 Physician (S): 13  
 Read/Write Language (3): 11—(Dwarf/Throalic, *Sperethiel*, Human)

**The Oath**

If the characters agree to the elf's basic terms, he continues:

*"One thing I have to ask of you is a pledge of loyalty, traditionally sealed with blood. You can't promise to win the contest of course, but you can at least promise that you will do your best to achieve victory."*

If the players are reluctant to swear the promise, Galmear says:

*"Look, we've only just met each other. I do believe in your abilities and I am confident that you're good folk. Based on what I've heard, I am offering you my wealth and my hospitality, so I don't see why you wouldn't be willing to seal the deal with blood? Consider my blood to be part of the promise also."*

Galmear is willing to negotiate the content of the blood promise, but insists on sealing it. The oath must include that the characters will remain loyal to Galmear and that they will try to achieve victory in the Founding. Here is Galmear's initial suggestion:

*"I, [Character Name and Discipline], promise to enter the Founding as champion. I pledge my loyalty to Galmear and shall try to win the tournament by any means necessary."*

In addition to the above, each character can specify a talent which he will use to fulfill that promise, gaining a bonus while using it in return, as outlined on p. 125 of the *Player's Guide*. Galmear swears the following oath in return:

*"I, Galmear, elven merchant of Travar, promise to enter the Founding as contestant. I pledge my loyalty to my champions and will provide them with proper training, lodging, and equipment."*



Speak Language (4): 12—(Dwarf/Throalic, *Sperethiel*, Human, T'skrang)  
 Streetwise (5): 13  
 Surprise Strike (5): 12  
 Travar History<sup>K</sup> (5): 13  
 Wilderness Survival (2): 10  
 Wound Balance (5): 12

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Thread Padded Leather Armor (Rank 4; Phys 6; Myst 3)

#### Weapons

Broadsword (Forged +3; Damage 15; Shadowmant poison), 2 × Daggers (Forged +1; Damage 10; Range 10–20 yards/5–10 hexes; Black Brine poison), 2 × Hawk Hatchets (Damage 11; Range 24–48 yards/12–24 hexes), Thread Elven Warbow (Rank 4; Damage 19; Range 72–148 yards/36–72 hexes), Quiver (w/40 elven warbow arrows; Forged +1; Black Brine poison)

#### Thread Items

Protective Brooch (Rank 4; SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

#### Equipment

Adventurer's Kit, Alchemy Kit (At Galmear's shop), 3 × Vials of Black Brine Poison, 3 × Booster Potions, Climbing Kit, Craftsman Tools, 3 × Kelia's Antidotes, Kelix's Poultice, Quiet Pouch, Physician Kit (3 uses), Vial of Shadowmant Venom, Trail Rations (1 week), Traveler's Garb

#### Loot

55 gold pieces

#### Legend Award

Ninth Circle (1 per 2 PC)

#### Notes

As an elf, Bigosh possesses the Low-Light Vision racial ability.

#### Discipline Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Dexterity—only Tests

**Fifth Circle:** Arrow's Eye View

**Sixth Circle:** Karma on Perception—only Tests

**Seventh Circle:** Karma on ranged combat Damage Tests

**Eighth Circle:** +1 Physical Defense

**Ninth Circle:** Create Arrow; Karma on Recovery Tests

#### Commentary

Bigosh is usually dressed in inconspicuous colors, which are dependent on his current surroundings. As a master assassin, he has achieved Ninth Circle in his Discipline, but has succumbed to the Sniper's Way (see *Player's Guide*, p.23). Bigosh has so far accumulated 9 Temptation Points as a sniper. He is loyal to Iopos and has been sent to take care of Galmear's dirty laundry. The assassin watches the characters' every step, and reports to Galmear frequently. Bigosh also has an eye out for Kôl, and kills him if he gets a chance; the human escaped him once, but he won't do so again...

## Investigating Galmear

If the characters decide to investigate the background of their employer, they find out about the business relationship he had with the human merchants, Kôl and Brelnar, who turn out to be candidates in this year's Founding as well. If asked, everyone the characters meet doubts Galmear has dirty laundry. He and his colleagues dealt with the t'skrang *aropagoi* of the Serpent River (although no one is sure which house), and their reputations seem to be solid.

If the characters seek further information on Kôl, they find out that he worked for a dwarf merchant Named Tovak Byranicus before he vanished. Tovak fell to his death from his balcony a couple of days ago, and some people suspect Kôl might have murdered him, since Kôl hasn't been seen since the murder—although no one can fathom why. The characters also learn that the investigators of Travar's city guard are looking for Kôl (of course, the official investigators might raise an eyebrow about the group's inquiries).

Collecting further information on Brelnar may attract the attention of the Theran agents working to protect him. As with Galmear, everyone the characters meet mention his good reputation, although someone might remember that Brelnar also worked as ambassador for House K'tenshin before the house's allegiance with the Therans. If the characters find out about the connection, the Theran agents may get wind of this and intervene—by poisoning the informant the characters spoke to and attacking the characters in a dark alley.



## THERAN AGENTS (4)

The following statistics represent human non-adept Theran agents.

#### Attributes

DEX (14): 6      STR (16): 7      TOU (15): 6  
 PER (14): 6      WIL (11): 5      CHA (14): 6

#### Characteristics

Initiative: 6      Physical Defense: 8  
 Physical Armor: 5      Spell Defense: 8  
 Mystic Armor: 1      Social Defense: 8  
 Death: 38      Recovery Tests: 3  
 Unconsciousness: 30      Knockdown: 7  
 Wound Threshold: 10      Movement: 6

#### Skills

Acting<sup>A</sup> (5): 11  
 Avoid Blow (3): 9  
 Conceal Object (5): 11  
 Lip Reading (5): 11  
 Melee Weapons (8): 14  
 Missile Weapons (8): 14  
 Parry (3): 9  
 Read/Write Language (2): 8—(Dwarf/Throalic, Theran)  
 Riposte (3): 9  
 Second Weapon (3): 9  
 Silent Walk (5): 11  
 Speak Language (3): 9—(Dwarf/Throalic, Human, Theran)  
 Streetwise (3): 9  
 Surprise Strike (2): 9  
 Throwing Weapons (3): 9  
 Theran Politics<sup>K</sup> (3): 9  
 Travar Politics<sup>K</sup> (3): 9  
 T'skrang Politics<sup>K</sup> (2): 8  
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Buckler (Phys 1; Deflect 1/0; Shatter 17), Padded Leather Armor (Phys 4)

#### Weapons

Broadsword (Forged +3; Damage 15), 2 × Daggers (Forged +1; Damage 10; Range 10–20 yards/5–10 hexes; Keesra poison), Medium Crossbow (Forged +3; Damage 15; Range 40–80 yards/20–40 hexes), Quiver (w/15 medium crossbow bolts)

#### Equipment

Adventurer's Kit, Belt Pouch, Firestarter, Hooded Lantern, 2 × Flasks of Oil, 2 × Keesra Poison, 2 × Kelia's Antidote, Kelix's Poultice, Trail Rations (1 week), Traveler's Garb

#### Loot

D8 silver pieces

#### Legend Award

Fourth Circle



## KEY TO SUCCESS

**B**el-Tok can indeed be found at the Broken Cutlass, or rather, in front of it. The Broken Cutlass is a seedy place in an even seedier part of Travar, frequented by retired sailors, raiders, and a few who help out on airships now and then (or even engage in piracy). Although the inn is a place with some history, the clientele is pretty rough.

Bel-Tok was recently thrown out of the place, and now squats on the other side of the street. The old ork looks and smells like a bum, and appears to be completely drunk; he's definitely not a pretty sight. This changes as soon as one of the characters produces one of the pennies given to him by Galmear. Bel-Tok's drunkenness seems to be gone in an instant and he grabs the coin offered to him, telling the characters to follow him into a nearby alley.

Bel-Tok is a Fifth Circle ork Thief.

### BEL-TOK THE TOOTHLESS

Attributes		
DEX (13): 6	STR (15): 6	TOU (14): 6
PER (17): 7	WIL (8): 4	CHA (7): 4
Characteristics		
Initiative: 6	Physical Defense: 9	
Physical Armor: 5	Spell Defense: 9	
Mystic Armor: 3	Social Defense: 7	
Death: 66	Recovery Tests: 3	
Unconsciousness: 53	Knockdown: 6	
Wound Threshold: 10	Movement: 6	
Karma Points: 25/25		
Thief Talents (Knacks)		
Avoid Blow (S): 11		
Detect Trap <sup>D</sup> (S): 12		
Disarm Trap <sup>D</sup> (S): 11		
Durability (6/5) (S): 5		
Haggle (S): 9 (Covet Item)		
Karma Ritual <sup>D</sup> (S): 5		
Lock Picking <sup>D</sup> (S): 11		
Melee Weapons (6): 12		
Picking Pockets <sup>D</sup> (S): 11 (Offguard)		
Resist Taunt* (1): 5		
Sense Poison <sup>D</sup> (S): 12		
Silent Walk <sup>D</sup> (6): 12 (Shadow Hide)		
Surprise Strike (S): 11		
Thread Weaving (Thief Weaving) <sup>D</sup> (S): 12		
Trap Initiative <sup>D</sup> (S): 11		
<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)		
<i>Italicized Talents Require Karma. (Except when also a Discipline Talent)</i>		
* Talent modified by +1 Rank Bonus from Protective Brooch		
Skills		
Acting <sup>A</sup> (3): 7		
Climbing (S): 11		
Conceal Object (2): 8		
Information Gathering <sup>K</sup> (3): 10		
Rare Currency <sup>K</sup> (3): 10		
Read/Write Language (1): 8—(Dwarf/Throalic)		
Speak Language (2): 9—(Dwarf/Throalic, Or'zet)		
Streetwise (3): 10		
Throwing Weapons (3): 9		
Travar History <sup>K</sup> (S): 12		
<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill		
Armor		
Thread Leather Armor (Rank 4; Phys 5; Myst 3)		
Weapons		
2 × Daggers (Forged +1; Damage 9; Range 10–20 yards/5–10 hexes), Short Sword (Forged +2; Damage 12)		
Equipment		
Climbing Kit, Healing Potion, Hooded Mask, Quiet-Fingers Gloves, Quiet Pouch, Peasant's Garb		
Loot		
10 Bel-Tok Pennies, 90 silver pieces		
Legend Award		
Fifth Circle		



#### Notes

As an ork, Bel-Tok possesses the *Gahad* and Low-Light Vision racial abilities.

#### Discipline Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Thieves' Tongue

#### Commentary

Bel-Tok knows Travar like the secret pockets of his dirty robe, and he hears many things. While the old ork appears to be blunt, stinking, and simple at first glance, he is keen witted and very perceptive. His hood conceals his face, which bears a large scar from an old Blood Wound, and a toothless mouth. Bel-Tok seems to be an oath-breaker, but he refuses to talk about what happened. Asking him about the scar triggers his *gahad*.

The old ork collects copper coins dubbed Bel-Tok pennies. These coins are of Throalic origin, minted in 1474 TH. A coin like this gets Bel-Tok talking; the old ork is willing to do almost anything for it. However, he doesn't like people inquiring about or (even worse) teasing him with these coins; this triggers his *gahad*.

## TALKING TO BEL-TOK

When the characters first meet Bel-Tok, he has an Unfriendly Attitude towards them (see p. 93 of the *Gamemaster's Guide*). If they give him one or more Bel-Tok pennies, his Attitude toward them improves to Neutral.

The old ork asks the characters what they need. He seems to be able to arrange any equipment the group needs, with the notable exception of forged weapons and magical treasures. The characters can also get housing at an inn of their own choosing; all they have to do is tell Bel-Tok where they wish to stay and he arranges for their bills to be paid.

If a character asks for information, Bel-Tok replies:

*"You seek answers, eh? Many people do that in Travar, let me tell ya—especially during the Founding. Every git wants to know what the other groups are up to. Some even want to know what those blasted spellslingers of the Body o' Five have cooked up in their tower this year. Fortunately, these people come asking me. Unfortunately for you, answers like these are a commodity that cannot be bought with a rich merchant's money."*

Bel-Tok is a rumormonger, but he never gives an answer for money. The characters have to give him other things in return: a bottle of wine, a blanket to keep him warm, or a few candles for light. The gamemaster is the ultimate arbiter on what the old ork is



happy with, but as long as the characters barter stuff in exchange for information, they should be able to get the following answers with little trouble:

### On Galmear

*"Trust me, Galmear is the best that can happen to this city. He's wise and has proven his worth in the past. I think we can only benefit from his decisions. I can't imagine him being involved in any crime or a conspiracy of any kind, to be honest. That'd fit his former partner though—that ruthless bastard Named Brelnar. He's power-hungry and cold as ice, but still considered an honest man by most people."*

### On Tovak's Death

*"These things happen. I'm not convinced it was murder although I heard rumors that one of his employees was involved and has vanished since then. Poor human wretch Named Kôl; he lost his business when the dreaded Therans came back in their flying fortresses. He lost almost everything, and I heard he foul-mouthed Galmear a while back. Probably because he thought the elf was responsible for his loss. It's pure envy that drove him, for all I know. But murder? Of a dwarf with close ties to the Ambassador of Throal? Yeah, right..."*

### On the Founding

*"This tournament drives the city crazy for two weeks. The show is spectacular and different every year. There are usually more than ten dozen champions taking part for their masters. There are two festivals: the first one introduces the competitors and their champions at the beginning of the tournament, and the second festival celebrates the winners at the end. The two weeks in between are different every time, but there's usually a series of contests, each lasting for a couple of days. There's also some downtime for the champions, when they can heal and rest. No rest for the crowd, though; they want to be entertained with all kinds of attractions all day and night. There're more Troubadours about than you can count at this time of the year. Be wary of thieves as well. Some come all the way from Kratas only to pick yer pockets... Tickets for the arena are very expensive, by the way. I could arrange for some, but I doubt you'll need 'em."*

### On the Opposition

*"Most of the contestants hire groups of champions, just to be on the safe side. Some even enter as their own champions, but those poor lads almost never win. Heavy coins buy big Names, and you'll see some of the living legends taking part in this year's Founding. Believe me, those adepts are worth their money."*

As mentioned in **Customizing the Tournament** (see p. 83), the gamemaster should come up with a list of contestants taking part in the tournament, and a list of the most prominent champions. The players should realize that the tournament (whatever challenges it may provide) is not going to be a walk in the park. In fact,

they should realize that the chance of their characters losing the contest is pretty good. The following warning will help with that, and also contains a hint for the group:

*"You should be wary, though, as not all of 'em fight with fair means. I'm not talking about bloodshed, though that happens, but there are people asking for a peek at the Body o' Five's plans. Did I tell them where to find the plans? Perhaps I did, perhaps I didn't."*

If the players want to know who asked Bel-Tok about the plans, he refuses to answer; not even a Bel-Tok penny causes him to state Names. He does, however, offer the same answer he gave to the 'others' if the characters want to know. Of course, he wants a Bel-Tok-penny in return. Bel-Tok is also willing to share the following information if the characters manage to increase his Attitude to Loyal (i.e. if they made Bel-Tok believe in their worth):

*"There are more rumors about these magicians than facts, you know? That's perhaps because their building is a small fortress and they don't talk about what they're doing in there. People know that the Body o' Five do the plans for the Founding, but they don't know how. There are more than five magicians, though. There's one master magician for each Discipline, plus the Guild Master. Each of them has a number of students and apprentices, but it's not known how many there are in total."*

*"The tower of the Body o' Five is where they hide the plans. It's an impenetrable fortress, with no direct way in or out. Magic wards and spirits of all kinds 're guarding the place, too. I do know how the spellslingers get in, though: they use a portal from their Guild Master's home. That one is easy to reach and rather simple to pass. I've seen it myself: pretty easy way in; if you can get past the molgrim guarding the house. I think the spellslinger is pretty sure that no one knows about the existence of the portal. He has every right to be. But then, he has no idea that someone like me could see through his petty deception."*

Bel-Tok asks for another penny before sharing his secret:

*"The main ward to the room containing the plans is 'chmain'ya go mal Pash'. I'm not sure what language that is but I'm sure it's got something to do with someone's mother. You'll need to be careful though; stealing the plans isn't a good idea. People will notice. But having a glance would work. You just need to be good at memorizing stuff, eh? Harr harr harr!"*

The old ork gives the characters a description of where to find the guild house and the tavern. A description of the tower is provided in **The Body of Five** on p. 72, and the villa is described below.

## TROUBLESHOOTING

Some characters might be put off by the fact that attempting to get hold of the plans would be cheating and is probably illegal, and definitely not heroic. If the characters refuse to enter the stronghold of the Body of Five outright, then don't force them. In that case, the gamemaster needs to juggle the following events a little and play parts of **Enemy Mine** first (see p. 78). Brelnar's champions have acquired the plans in any case, and investigate the group regardless of the characters' actions, suspecting that the group





might have done the same thing (Brelnar's group may brag about this in front of the characters). As long as the group doesn't find proof to show someone to disqualify Brelnar's champions, the player characters should be able to find out Brelnar's champions have seen the plans and therefore have an edge.

Also, Køl approaches the group as soon as he gets a chance when Galmear isn't present. Køl relates his story (see **Enemy Mine** on p. 78) and tells them about his former partners' secret contacts. Køl suggests getting the plans if possible, since that information is the only way the group can prevent the other teams from winning. Of course, the group does not necessarily have to meet Brelnar's champions *in flagrante* if the story takes this turn (see **Déjà Vu**, p. 74).

## THE VILLA

**A**s mentioned by Bel-Tok, the only point of entrance to the guild house for the characters is the portal located within the villa of Guild Master Oman Odestrus, which is much easier to enter than the tower itself. All the characters have to do is break into Oman's villa and enter the portal.

### OMAN ODESTRUS' VILLA

The villa of the Guild Master is located in the wealthiest part of Travar, surrounded by a high wall. Refer to the map on p. 71 for a general layout of the building. The portal can be found in the spire, which serves as the Guild Master's private study (see below). The exact layout of the buildings is left for the gamemaster to devise.

### Garden

A wall five yards high, with glass shards on top, surrounds the garden of the villa. The massive hardwood gate carries the Body of Five sigil. The garden also has a shed holding three trained molgrim (see p. 70). These creatures watch over the premises, and are trained to warn of any intruders, as well as to attack them. The Molgrim are usually held in a pen when Oman Odestrus has visitors.

### Slaves' House

The slaves' house does not hold anything of interest to the characters, but is home to half a dozen people that may alert the city guard and the Guild Master. The house holds a small kitchen, a common room, a workshop, and two sleeping rooms. The slaves are human non-adepts.

### HUMAN SLAVES (6)

#### Attributes

DEX (11): 5 STR (11): 5 TOU (11): 5  
PER (13): 6 WIL (11): 5 CHA (13): 6

#### Characteristics

Initiative: 5 Physical Defense: 7  
Physical Armor: 0 Spell Defense: 7  
Mystic Armor: 1 Social Defense: 7  
Death: 32 Recovery Tests: 2  
Unconsciousness: 24 Knockdown: 5  
Wound Threshold: 8 Movement: 6



## Skills

Animal Bond (4): 10  
 Animal Handling (1): 6  
 Botany<sup>K</sup> (1): 7  
 Cleaning<sup>K</sup> (1): 7  
 Cooking<sup>K</sup> (1): 7  
 Craftsman (Gardening)<sup>A</sup> (1): 6  
 Creature Lore<sup>K</sup> (1): 7  
 Read/Write Language (1): 7—(Dwarf/Throalic)  
 Search (1): 7  
 Speak Language (2): 8—(Dwarf/Throalic, Human)

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

## Armor

None

## Weapons

None

## Equipment

Craftsman Tools, Peasant's Garb

## Loot

None

## Legend Award

None

## Commentary

These slaves were brought in from the markets outside Travar's walls. Unlike other households in Travar, Oman Odestrus pays the high taxes on slavery rather than freeing his slaves and employing them as servants.

## Main House

Oman's villa is grand in almost every respect. A large entrance hall leads to a ballroom, a large kitchen, several guest rooms, Oman's private rooms, and a stone garden at the center of the villa. The spire is reachable from the stone garden, where a long stair leads up to the spire's entrance door. The entrance door is locked, and requires a magical key to open. The Lock Picking Difficulty is 15, in case a Thief character wants to push his luck and try to open the door without looking for the key first. The key can be found in Oman's private rooms.

## Spire

The spire is a small tower holding the Guild Master's private laboratory, his library, and a study at the top. The study also contains the portal connecting directly into the guild house (see the **Portal Platform**, on p. 73).

## GETTING INTO THE GUILD HOUSE

The characters must enter and exit the portal unnoticed, so they have to employ stealth or diversionary tactics. A fight would be fatal, as would a servant spotting them from a distance. It's virtually impossible to foresee how the characters will make their move, but the gamemaster should reward clever ideas. Oman doesn't employ any magical traps or locks except for the lock barring the spire's entrance door. Other members of the Body of Five use the portal frequently, and also have keys for the door. The Difficulty Number to pick the lock is 15. The door has a Physical Armor rating of 9 and a Death Rating of 30 (see **Barriers and Structures** on p. 108 of the *Gamemaster's Guide*).

## TRAINED MOLGRIMS (3)

### Attributes

DEX: 9 STR: 10 TOU: 9  
 PER: 4 WIL: 6 CHA: 6

### Characteristics

Initiative: 9 Physical Defense: 12  
 Actions: 2 Spell Defense: 9  
 Attack (5): 14 Social Defense: 10  
 Damage: Physical Armor: 8  
 Bite (4): 14; 2 x Claws (2): 12 Mystic Armor: 4  
 Death: 66 Recovery Tests: 4  
 Unconsciousness: 56 Knockdown: 10  
 Wound Threshold: 14 Movement: 6\*

\* Burrowing Movement

### Legend Award

Third Circle (1 per 2 PC)

### Powers

Climbing<sup>S</sup> (5): 14, Durability (3), Great Leap<sup>S</sup> (5): 14

<sup>S</sup> Indicates a General Skill

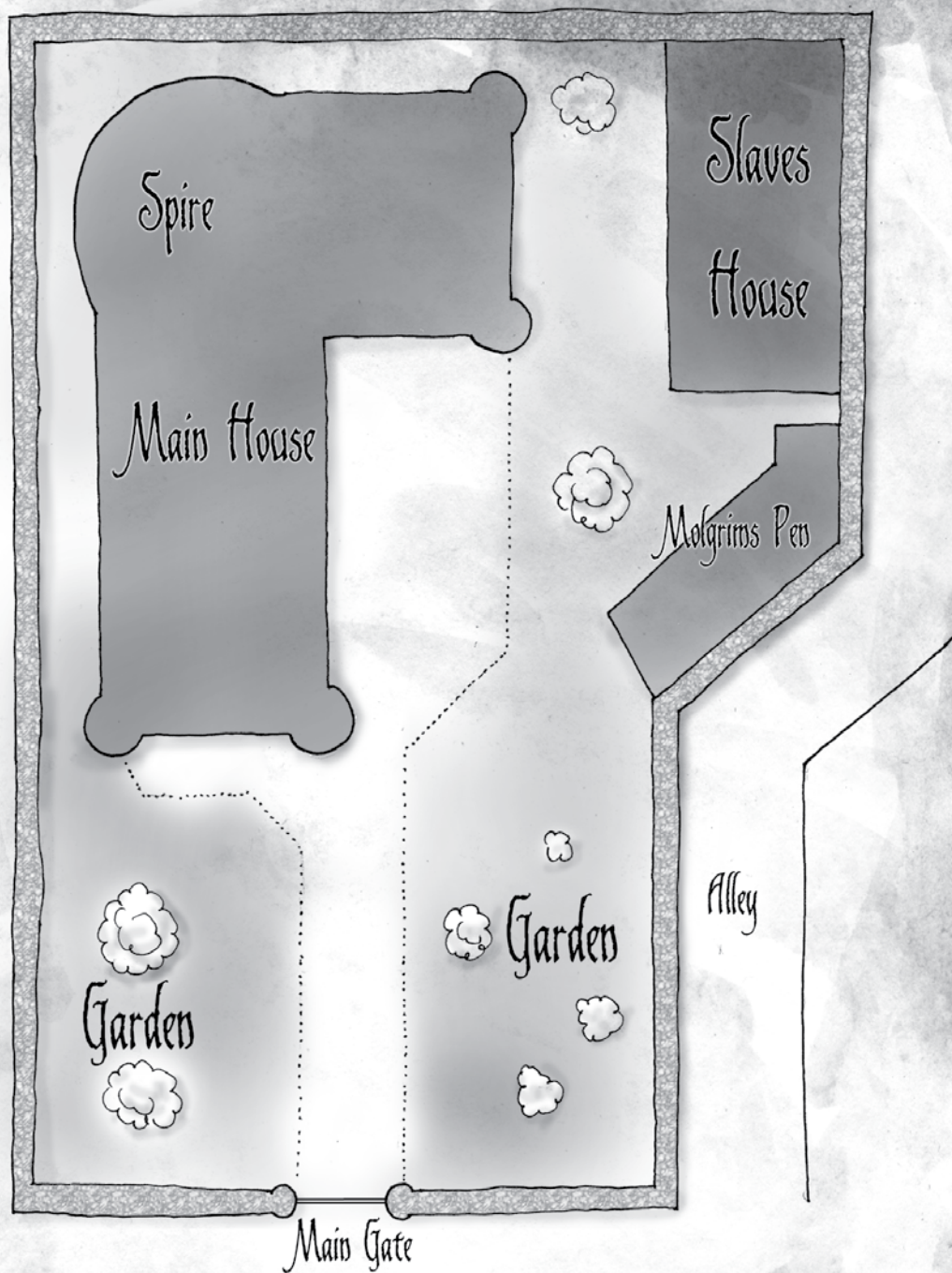
### Commentary

Molgrims are hideous creatures, combining bits and pieces of many different creatures into a truly sickening whole. Moderately sized, these carnivores are about as tall as a large bear, but much broader, with deep and powerful chests. The molgrim's back slopes like a toad's, and it has frog-like hind legs with which it can make prodigious leaps. Its forelegs, though smaller, are as strong as a human's arms, and the three fingers on its broad hands are tipped with claws as long and broad as a human's forefinger. Even though it looks like a large and ugly frog, the molgrim is not an amphibian. Its hide is not moist like a frog's, but dry and tough like imperfectly cured leather. Short, thick, oily fur grows from its mottled skin, light colored on the back and darker on the belly. These molgrims are gray around the spine and black underneath. Each creature's head is too large for its body, and the shape of its skull is unusual. Most of the head looks bear-like, but the molgrim has a large beak in place of a snout. Wickedly hooked and sharp as a dragon's claws, this beak is perfect for tearing flesh.

See *Gamemaster's Guide*, p. 184-185, for more information and rules on this creature.







# Oman Odestrus' Villa



# OMAN ODESTRUS TWELFTH CIRCLE HUMAN WIZARD

## Attributes

DEX (14): 6 STR (11): 5 TOU (11): 5  
PER (19): 8 WIL (19): 8 CHA (16): 7

## Characteristics

Initiative: 5 Physical Defense: 13  
Physical Armor: 12 Spell Defense: 14  
Mystic Armor: 5 Social Defense: 13  
Death: 72 \*/80 Recovery Tests: 3  
Unconsciousness: 52 \*/60 Knockdown: 5  
Wound Threshold: 8 Movement: 6

Karma Points: 60/60

\* These values modified by blood magic/Number after slash is unmodified ratings.

## Wizard Talents (Knacks)

Animal Bond <sup>V</sup> (6): 13  
Animal Training <sup>V</sup> (6): 13  
Armored Matrix (12): 12  
Armored Matrix (12): 12  
Armored Matrix (12): 12  
Astral Sight <sup>D</sup> (12): 20 (Diagnose)  
Avoid Blow <sup>V\*</sup> (7): 13  
Book Memory <sup>D</sup> (12): 20 (Remember Conversation)  
Book Recall <sup>D</sup> (12): 20  
Casting Pattern <sup>D</sup> (12): 20  
Dominate Beast <sup>V</sup> (7): 15  
Durability (4/3) (12): 12  
Elemental Hold <sup>V</sup> (6): 14  
Elemental Tongues <sup>V</sup> (6): 14  
Enhanced Matrix (12): 12  
Enhanced Matrix (12): 12  
Evidence Analysis (12): 20  
Hold Thread <sup>D</sup> (12): 20  
Karma Ritual <sup>D</sup> (12): 12  
Item History <sup>V</sup> (4): 12  
Lifesight (12): 20  
Lip Reading <sup>V</sup> (6): 13  
Matrix Strike (12): 20  
Range Pattern <sup>D</sup> (12): 20  
Read/Write Language <sup>D</sup> (12): 20—(*Sperethiel*, Human, Human/Cathan, Obsidian, Or'zet, Theran, Troll, T'skrang, Windling)  
Read/Write Magic <sup>D</sup> (12): 20  
Research <sup>D</sup> (12): 20  
Resist Taunt <sup>D\*\*\*</sup> (13): 21  
Spellcasting <sup>D\*\*\*\*</sup> (14): 22 (Anchored Spell)  
Spell Matrix <sup>D</sup> (12): 12  
Spell Matrix (12): 12  
Spell Matrix (12): 12  
Steel Thought <sup>D</sup> (12): 20  
Summon (Elemental Spirits) <sup>V</sup> (6): 14  
Thread Weaving (Elementalism) (6): 14  
Thread Weaving (Wizardry) <sup>D\*\*\*\*</sup> (14): 22 (Create Thread Item)  
True Sight <sup>D</sup> (12): 12  
Versatility (10): 10  
Willforce (12): 20  
Wound Transfer <sup>D</sup> (12): 20

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

*Italicized* Talents require Karma (Except when also a Discipline Talent)

<sup>V</sup> Indicates a talent learned through Versatility

\* Indicates a talent modified by a +1 Rank Bonus from Protective Boots

\*\* Indicates a talent modified by a +1 Rank Bonus from Protective Brooch

\*\*\* Indicates a talent modified by a +2 Rank Bonus from Spellmaster's Wand

\*\*\*\* Indicates a talent modified by a +1 Rank Bonus from Spellmaster's Wand

## Skills

Alchemy (7): 15  
Alchemy and Potions <sup>K</sup> (7): 15  
Arcane Mutterings (6): 13  
Botany <sup>K</sup> (7): 15  
Conversation (6): 13  
Court Dancing <sup>K</sup> (6): 14  
Creature Lore <sup>K</sup> (7): 15  
Physician (7): 15  
Read/Write Language (1): 9—(Dwarf/Throalic)  
Robe Embroidery <sup>A</sup> (7): 14  
Speak Language (4): 12—(Dwarf/Throalic, Human/Cathan/Scavian)  
Streetwise (6): 14  
Travar History <sup>K</sup> (6): 14

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

## Elementalism Spells

### Ricochet Attack <sup>A</sup>

<sup>A</sup> Denotes a spell currently attuned to an Armored Matrix.

## Wizardry Spells

Alter Form, And His Money, Aura Strike, Bedazzling Display of Logical Analysis, Block Magic, Clean, Counterspell <sup>M</sup>, Crushing Will, Dispel Magic <sup>E</sup>, Divine Aura, False Aura, Hold Pattern, Inventory, Juggler's Touch, Leaps and Bounds <sup>M</sup>, Lightning Cloud, Mental Library, Mind Dagger <sup>M</sup>, Notice Not, Observe Event, Safe Opening <sup>A</sup>, Sanctuary, Seal <sup>E</sup>, Shatter Lock, Silent Converse, Sleep <sup>A</sup>, Tell Tale, Triangulate, Trust, Wake-Up Call, Wall Walker, Wizard's Cloak

<sup>M</sup> Denotes a spell currently attuned to a Spell Matrix.

<sup>E</sup> Denotes a spell currently attuned to an Enhanced Matrix.

<sup>A</sup> Denotes a spell currently attuned to an Armored Matrix.

## Armor

Thread Wyvern—Skin Robe (Rank 4; Phys 12; Myst 2; Init 1; PhysDef +1)

## Weapons

Quarterstaff (Damage 9)

## Thread Items

Healing Vial (Rank 4; 2/day; Recovery Test +10 bonus, Step 10 Recovery Test, or heal 1 Wound), Protective Boots (Rank 4; PhysDef +2; SocDef +1; Avoid Blow Talent +1 Rank Bonus), Protective Brooch (Rank 4; PhysDef +1; SocDef +2; Resist Taunt Talent +1 Rank Bonus), Spellmaster's Wand (Rank 4; Spellcasting Talent +2 Rank Bonus; Thread Weaving Talent +1 Rank Bonus; Effect Tests +1 bonus)

## Equipment

Arcane Tomes, Alchemy Lab (in spire), 2 × Booster Potions, Embroidered Robe, Embroidery Tools, Grimoire, Healing Kit (3 uses), Kelia's Antidote, Kelix's Poultice, Quiet Pouch, Physician Kit (3 uses), Salve of Closure, Scrolls, Wealthy Traveler's Garb, Writing Kit

## Loot

240 gold pieces

## Legend Award

Twelfth Circle

## Notes

As a human, Oman possesses the Versatility racial ability. Oman has used the Versatility Talent to learn the Animal Bond, Animal Training, Avoid Blow, Dominate Beast, Elemental Hold, Elemental Tongues, Item History, Lip Reading, Summon (Elemental Spirits), and Thread Weaving (Elementalism) Talents. Oman has 8 Permanent Damage and 1 Wound from the Magical Ward Trap.

## Discipline Abilities

Second Circle: +1 Spell Defense

Fourth Circle: Karma on Perception—only Tests

Fifth Circle: Book Mage

Sixth Circle: Karma on Willpower—only Tests

Seventh Circle: Karma on spell Effect Tests

Eighth Circle: +1 Spell Defense

Ninth Circle: Karma on Recovery Tests; Matrix Split

Tenth Circle: Karma on Charisma—only Tests; +1 Spell Defense

Eleventh Circle: +1 Physical and Social Defense

Twelfth Circle: +1 Recovery Test/day; +1 Spell Defense

# THE BODY OF FIVE

**T**he guild house of the Body of Five is located close to the center of Travar. It is a high tower bearing the flags of the city and a large light crystal that aids airships in their navigation. While the tower seems to have windows from the outside, they are fake. The stronghold of this guild is impenetrable: apart from a small office, there are no doors or windows leading into the complex. Even the office doesn't have any doors leading further into the building.

# THE GUILD HOUSE TOWER

The following sections give a description of the guild house, and offer suggestions for how the characters can stage their break-in.

## Ground Floor

This pentagonal room houses the office of the guild, and serves all public requests. The room itself is cold, and permeates an aura of might. There are no tapestries or carpets, only naked marble and reliefs made from stone. Small orbs of pure light hover in the room's center. Whenever someone enters the room, one of the orbs hovers to that person and takes position over the person's head for as long as he stays.



## GUARDIAN SPIRITS (5)

## Attributes

DEX: 7                      STR: 10                      TOU: 11  
PER: 8                      WIL: 10                      CHA: 8

## Characteristics

Initiative: 6                      Physical Defense: 9  
Actions: 2                      Spell Defense: 18  
Attack (S): 12                      Social Defense: 15  
Damage:                      Physical Armor: 15  
Unarmed 15                      Mystic Armor: 6  
Death: 91                      Recovery Tests: 4  
Unconsciousness: 79                      Knockdown: 10  
Wound Threshold: 16                      Movement: 6/5\*  
Karma Points: 10/10                      Karma Step: 8

\* Manifested Movement

## Legend Award

Fifth Circle (1 per 2 PC)

## Powers

Aid Summoner (S): 5, Astral Sight (S): 13, Detect True Element (S): 5, Detect Weapon (S): 13, Durability (S): 5, Engulf (S): 15, Find (S): 13, Manifest (S): 5, Manipulate Element (S): 15, Share Knowledge (S): 5, Spear (S): 15, Spellcasting (S): 13

## Spells

Earth Blend, Earth Darts (16), Earth Spear (17), Earth Staff, Grounding, Shattering Stone (16), Stone Cage

## Commentary

The guardian spirits are Strength Rating 5 earth elementals. See *Gamemaster's Guide*, p. 219, for more information and rules on these entities.

## Portal Platform

The top floor of the guild house hosts a platform with a permanent portal to the Guild Master's villa (see *Spire*, p. 70). The platform is made of marble and has a pentagon etched into the stone. The room is brimming with magic, but is otherwise kept plain and nondescript.

A staircase located on the outer edge of the platform leads down to the other levels of the tower.

## Artifact Rooms

These rooms hold a range of magical curiosities as well as the plans for this year's Founding. The doors are secured by magical traps (see below). These rooms hold many curiosities, some protected by magical wards. For example, there are large jars containing organs of past champions and candidates, some of which even appear to be alive. There is a large crystal head resembling that of a troll, which starts glowing if anyone nears it. Then there is a large tome chained to a table, wrapped in a dark cloth. The gamemaster should tempt the players to have a look at these mysterious items, but should not explain how they work. For example, the book may contain Horror lore, but a player character reading it might not be able to avert his eyes from it once he reads past the first few sentences. Doing so could require a Willpower (7) Test or intervention by another character. Who knows? The book might have caused the character to learn a Horror power, which grows stronger over time. There is a secret door in the artifact room leading to a small chamber containing the plans for the Founding. The door is protected by a magical ward trap (see below).

## Magical Ward Trap

Detection: 22                      Disarm: 17  
Spell Defense: 14  
Trap Initiative: Step 32

**Trigger Condition:** The gamemaster makes a Step 22 Spellcasting Test for the ward against any character trying to pry it open. If the test succeeds, the trap triggers a Ricochet Attack spell (see p. 193 of the *Player's Guide* for more information) at the character and anyone within 3 yards of the secret door.



The room is dominated by a heavy wooden desk, which looks like an altar of sorts. Rupert Rostan, a human Wizard who manages the Body of Five's public relations, mans the desk. There is usually a small line of people waiting during the day, as the guild is very popular in Travar and many Namegivers have requests for its services. Rostan is usually pretty straightforward, noting the requests, if necessary, and filing them away. There are no audiences with the guild during the festivities. The characters won't get very far if they talk to Rostan, as he is a pretty busy man. He notes their inquiries but is not able to get back to them until after the tournament.

## Laboratories

Every member of the Body of Five has his own laboratory in the guild house, each of them filled with magical curiosities, grimoires, and other gimmicks needed to study the lore of magic. There are five floors with laboratories with the same layout as shown on p. 74. Each floor is guarded by a guardian earth spirit (see below for game statistics).

The labs aren't of much interest to the story contained in this adventure, but can be fleshed out by the gamemaster if necessary. Needless to say, the characters need to overcome each guardian in order to enter a laboratory, and have to deal with any guild members working in their labs. It is likely that the spirit in each room warns its master or the guards at the first possible chance.



**Trap Effect:** Damage Step 20. Physical Armor protects against this damage.

### The Plans

Several large pieces of parchment lie open on a table, scattered around a miniature model of the arena. The parchments are labeled **Qualification Pit**, **Cart Race**, and **Duel of Power**. Find these as **Handouts** at the end of this adventure. Note that we provided these with almost illegible writing to make the reading and understanding of the handouts somewhat more challenging for the players.

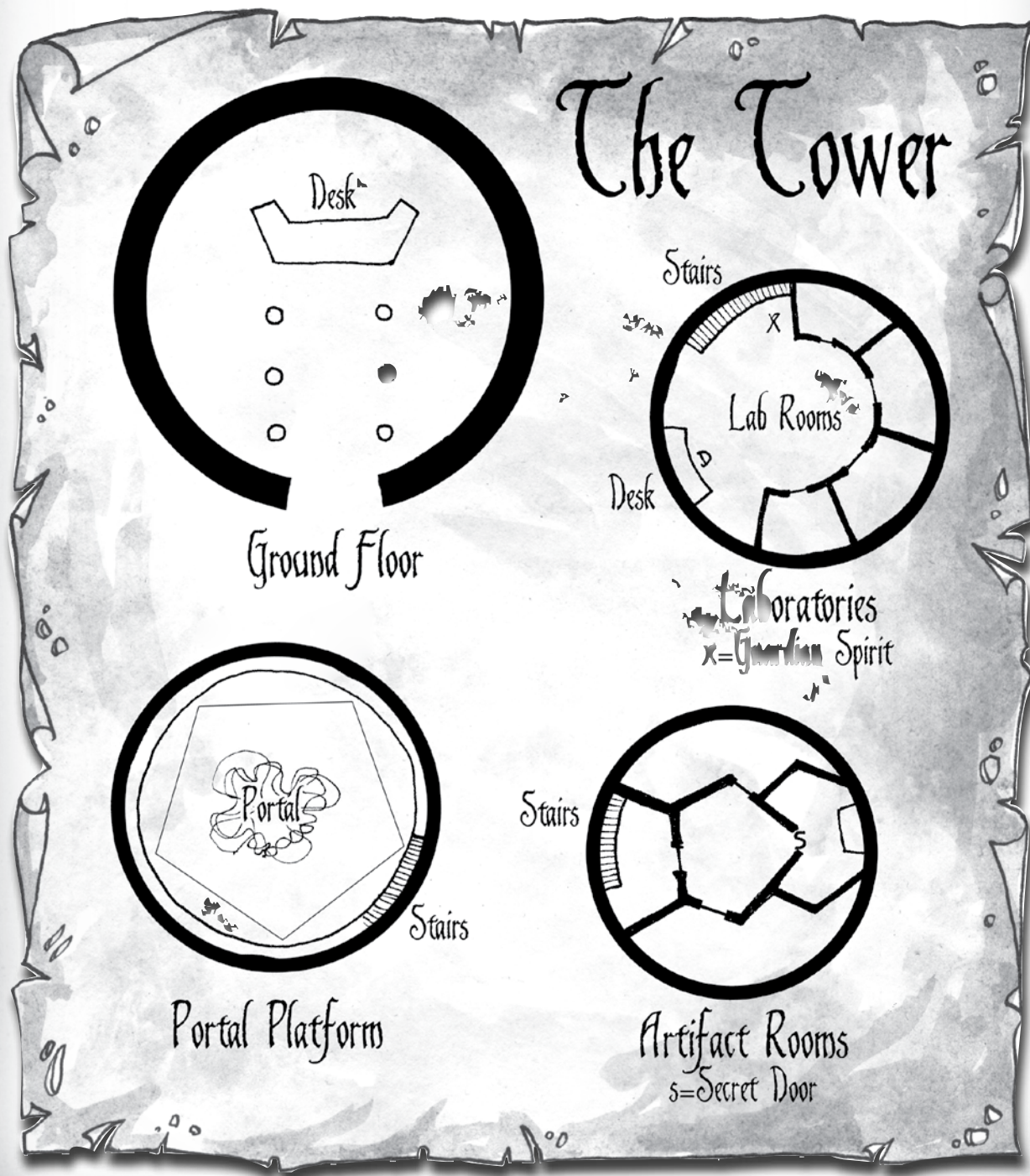
The chamber also contains all notes and plans for past Foundings, along with lists and histories of all past champions and candidates. The characters are not the only ones in the tower, however, and the opposition is already there. Go to **Déjà Vu**, below.

## DÉJÀ VU

**T**he chamber holding the plans is already occupied; not by guards or guarding spirits, but by another group of champions—Brelnar's champions! This can develop into a very tense situation, depending on each group's initial reactions. A fight is likely to cause unwanted attention for both groups. Also, the plans can't be stolen, only copied.

### AN UNEXPECTED MEETING

The following characters form Brelnar's champions. They are hidden by a *Nobody Here* spell, but appear with weapons drawn as soon as the characters have entered the room. Led by the t'skrang, Zczanna'Vil, the group does not attack unless the heroes attack first.





If that happens, Zczanna'Vil tries to end the fight as quickly as possible, which probably results in a truce. She says the following:

*"Alright, looks like we're not the only ones interested in the tournament's secrets. Fighting over the plans would be an incredibly dumb move, and would mean everyone's certain disqualification. I call for a truce so that everyone can leave unseen. Our weapons will meet soon enough—and I'll be damned if they don't draw blood."*

Zczanna'Vil and her group leave shortly after the characters arrive, leaving the characters behind to look at the plans.

## ZCZANNA VIL SEVENTH CIRCLE T'SKRANG SWORDMASTER

### Attributes

DEX (15): 6      STR (14): 6      TOU (15): 6  
PER (16): 7      WIL (13): 6      CHA (19): 8

### Characteristics

Initiative: 6      Physical Defense: 9  
Physical Armor: 8      Spell Defense: 11  
Mystic Armor: 4      Social Defense: 11  
Death: 87      Recovery Tests: 3  
Unconsciousness: 72      Knockdown: 6\*  
Wound Threshold: 10      Movement: 6

**Karma Points:** 28/28

\* Zczanna'Vil knows the Wound Balance Talent

### Swordmaster Talents (Knacks)

Acrobatic Strike (7): 13  
Disarm<sup>D</sup> (7): 13  
Durability (7/6) (7): 7  
Heartening Laugh<sup>D</sup> (7): 15  
Karma Ritual<sup>D</sup> (7): 7  
Maneuver<sup>D</sup> (7): 13 (Setup)  
Melee Weapons<sup>D</sup> (8): 14  
Parry<sup>D</sup> (8): 14  
Resist Taunt<sup>D</sup> (7): 13  
Riposte<sup>D</sup> (7): 13  
Second Weapon<sup>D</sup> (7): 13  
Steel Thought\* (1): 7  
Swift Kick (7): 13  
Taunt<sup>D</sup> (7): 15  
Thread Weaving (Weapon Weaving)<sup>D</sup> (7): 14  
Throwing Weapons (7): 13  
Unarmed Combat (7): 13  
Tiger Spring (7): 7  
Wound Balance (7): 13

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)

<sup>\*</sup> Talent modified by +1 Rank Bonus from Protective Bracers

### Skills

Acting<sup>A</sup> (4): 12  
Conversation (3): 11  
Etiquette (3): 11  
Iontos River History<sup>K</sup> (4): 11  
Mapmaking<sup>A</sup> (4): 11  
Navigation (3): 10  
Read/Write Language (2): 9—(Dwarf/Throalic, Theran)  
Speak Language (3): 10—(Dwarf/Throalic, Theran, T'skrang)  
Swimming (3): 9  
Tactics (3): 10  
Theran Politics<sup>K</sup> (3): 10  
Vivane Province Geography<sup>K</sup> (4): 11  
Wilderness Survival (4): 11

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Thread Padded Leather Armor (Rank 4; Phys 6; Myst 3), Buckler (Forged +1; Phys 2; Deflect 1/0; Shatter 17)

### Weapons

Broadsword (Forged +3; Damage 14), Short Sword (Forged +2; Damage 12), 2 x Daggers (Forged +1; Damage 9; Range 10–20 yards/5–10 hexes)



### Thread Items

Protective Bracers (Rank 4; PhysDef +1; SpellDef +2; Steel Thought Talent +1 Rank Bonus)

### Equipment

Adventurer's Kit, 3 x Booster Potions, 2 x Healing Potions, Last Chance Salve, Mapmaking Tools, Navigation Charts in Map/Scroll Case, Trail Rations (1 week), Wealthy Traveler's Garb, Writing Kit

### Loot

210 silver pieces

### Legend Award

Seventh Circle (1 per 2 PC)

### Notes

As a t'skrang, Zczanna'Vil possesses the Tail Combat racial ability.

### Discipline Abilities

**Second Circle:** +1 Social Defense

**Fourth Circle:** Karma on Dexterity—only Tests

**Fifth Circle:** Flourish

**Sixth Circle:** Karma on Charisma—only Tests

**Seventh Circle:** Karma on melee weapons Damage Tests

### Commentary

Born and raised on the Iontos River, Zczanna'Vil left her home early and became a restless adventurer. Her travels led her deep into Vivane province and Theran territory. Her skin is a deep green, which appears almost black in dim light. Brelnar chose Zczanna'Vil as leader for this group because of her good relations with the Theran Empire. Not many people in Travar have heard of her deeds and exploits.

## GROLBAN SIXTH CIRCLE ORK WARRIOR

### Attributes

DEX (15): 6      STR (19): 8      TOU (17): 7  
PER (11): 5      WIL (8): 4      CHA (7): 4

### Characteristics

Initiative: 3      Physical Defense: 9  
Physical Armor: 7      Spell Defense: 8  
Mystic Armor: 4      Social Defense: 7  
Death: 94      Recovery Tests: 3  
Unconsciousness: 74      Knockdown: 8\*  
Wound Threshold: 11      Movement: 6

**Karma Points:** 30/30

\* Grolban knows the Wound Balance Talent

### Warrior Talents (Knacks)

Acrobatic Strike (6): 12

Air Dance\* (6): 9

Anticipate Blow<sup>D</sup> (6): 11

Avoid Blow<sup>D</sup> (6): 12



Durability (9/7) (6): 6  
 Karma Ritual <sup>D</sup> (6): 6  
 Life Check <sup>D</sup> (6): 13  
 Melee Weapons <sup>D</sup> (7): 13  
 Missile Weapons (6): 12  
 Resist Taunt\*\* (1): 5  
 Thread Weaving (War Weaving) <sup>D</sup> (6): 11  
 Throwing Weapons (6): 12  
 Tiger Spring (6): 6  
 Temper Self <sup>D</sup> (6): 10  
 Unarmed Combat <sup>D</sup> (7): 13 (Head Butt)  
 Wood Skin <sup>D</sup> (6): 13  
 Wound Balance <sup>D</sup> (6): 14

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<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
 Italicized Talents Require Karma. (Except when also a Discipline Talent)  
 \* Talent modified by -3 Initiative Penalty  
 \*\* Talent modified by +1 Rank Bonus from Protective Brooch

#### Skills

Ork Culture <sup>K</sup> (1): 6  
 Read/Write Language (2): 7—(Dwarf/Throalic, Theran)  
 Speak Language (3): 8—(Dwarf/Throalic, Or'zet, Theran)  
 Swift Kick (3): 9  
 Tactics (4): 10  
 Tattooing <sup>A</sup> (3): 7  
 Theran Military Organization <sup>K</sup> (1): 6  
 Wilderness Survival (1): 6

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<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

#### Armor

Crystal Ringlet (Phys 4; Myst 4; Init 2), Footman's Shield (Phys 3; Init 1; Deflect 2/0; Shatter 19)

#### Weapons

2 × Daggers (Forged +1; Damage 11; Range 10–20 yards/5–10 hexes), Flail (Forged +2; Damage 15), 2 × Spears (Forged +2; Damage 14; Range 10–20 yards/5–10 hexes), Medium Crossbow (Forged +2; Damage 15; Range 40–80 yards/20–40 hexes), Quiver (w/20 medium crossbow bolts)

#### Thread Items

Protective Brooch (Rank 4; SocDef +2; SpellDef +1; Resist Taunt Talent +1 Rank Bonus)

#### Equipment

Adventurer's Kit, Belt Pouch, Craftsman Tools, Forge Tools, Tattooing Tools, Trail Rations (1 week), Traveler's Garb

#### Loot

185 silver pieces

#### Legend Award

Sixth Circle

#### Notes

As an ork, Grolban possesses the *Gahad* and Low-Light Vision racial abilities.

#### Discipline Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Battle Rites

**Sixth Circle:** Karma on Strength-only Tests

#### Commentary

Grolban follows Zczanna Vil. She freed him from slavery and Grolban has pledged his loyalty to her ever since. The ork otherwise has a mercenary mindset and cares only for himself; politics and other people don't matter to him unless money convinces him another way. Several scars adorn his shaven head and muscled arms as testament to the many battles he has fought in his life. Grolban's *gahad* is triggered whenever someone insults or hurts Zczanna Vil. Although he dislikes slavery, his *gahad* is never triggered when this topic comes up.



#### Illusionist Talents (Knacks)

Dead Fall <sup>D</sup> (3): 9  
 Disguise Self <sup>D</sup> (3): 10  
 Read/Write Magic <sup>D</sup> (3): 10  
 Spellcasting <sup>D</sup> (3): 10  
 Spell Matrix <sup>D</sup> (3): 3  
 Spell Matrix (3): 3  
 Spell Matrix (3): 3  
 Speak Language <sup>D</sup> (3): 10—(Sperethiel, Human, Theran)  
 Thread Weaving (Illusionism) <sup>D</sup> (3): 10

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<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
 Italicized Talents Require Karma. (Except when also a Discipline Talent)

#### Thief Talents (Knacks)

Avoid Blow (6): 12  
 Climbing (6): 12  
 Detect Trap <sup>D</sup> (6): 13  
 Disarm Trap <sup>D</sup> (6): 12  
 Durability (6/5) (6): 6  
 Haggle (6): 12  
 Karma Ritual <sup>D</sup> (6): 6  
 Lock Picking <sup>D</sup> (6): 12  
 Melee Weapons (7): 13  
 Picking Pockets <sup>D</sup> (7): 13 (Offguard)  
 Resist Taunt\* (1): 7  
 Sense Poison <sup>D</sup> (6): 13  
 Silent Walk <sup>D</sup> (7): 13 (Shadow Hide)  
 Slough Blame <sup>D</sup> (6): 12  
 Surprise Strike (6): 11  
 Thread Weaving (Thief Weaving) <sup>D</sup> (6): 13  
 Throwing Weapons <sup>V</sup> (3): 9  
 Trap Initiative <sup>D</sup> (6): 12  
 Versatility (1): 1

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<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
 Italicized Talents Require Karma. (Except when also a Discipline Talent)  
<sup>V</sup> Indicates a talent learned through Versatility  
 \* Talent modified by +1 Rank Bonus from Protective Brooch

#### Skills

Acting <sup>A</sup> (3): 9  
 Gangs of Kratas <sup>K</sup> (1): 8  
 Read/Write Language (4): 11—(Dwarf/Throalic, Sperethiel, Human, Theran)  
 Robe Embroidery <sup>A</sup> (3): 9  
 Speak Language (2): 9—(Dwarf/Throalic, Human)  
 Streetwise (4): 11  
 Wilderness Survival (3): 10

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<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

## KLIANNA, SIXTH CIRCLE HUMAN THIEF/THIRD CIRCLE ILLUSIONIST

#### Attributes

DEX (15): 6      STR (10): 5      TOU (12): 5  
 PER (16): 7      WIL (14): 6      CHA (13): 6

#### Characteristics

Initiative: 5      Physical Defense: 10  
 Physical Armor: 8      Spell Defense: 10  
 Mystic Armor: 3      Social Defense: 9  
 Death: 68      Recovery Tests: 2  
 Unconsciousness: 54      Knockdown: 5  
 Wound Threshold: 8      Movement: 6  
 Karma Points: 30/30





### Illusionism Spells

Best Face, Cat's Eyes<sup>M</sup>, Displace Image<sup>M</sup>, Encrypt, Fun With Doors, Light, Nobody Here<sup>M</sup>, Pauper's Purse, Rope Guide, You Got Me

<sup>M</sup> Denotes a spell currently attuned to a Spell Matrix.

### Armor

Buckler (Phys 1; Deflect 1/0; Shatter 17), Espagra-Scal Cloak (Phys 3; Myst 1; Init 0/1), Padded Leather Armor (Phys 4)

### Weapons

2 × Daggers (Forged +1; Damage 8; Range 10–20 yards/5–10 hexes), Short Sword (Forged +2; Damage 11)

### Thread Items

Protective Brooch (Rank 4; SocDef +2; PhysDef +1; Resist Taunt Talent +1 Rank Bonus)

### Equipment

Adventurer's Kit, 2 × Booster Potions, Climbing Kit, Cloaksense Brooch, Embroidered Robe, Embroidery Tools, Grimoire (Encrypted; Sensing Difficulty 10), Quiet-Fingers Gloves, Quiet Pouch, Rope (6 yards), Trail Rations (1 week), Traveler's Garb

### Loot

280 silver pieces

### Legend Award

Sixth Circle

### Notes

As a human, Klianna possesses the Versatility racial ability. Klianna has used the Versatility to learn the Throwing Weapons Talent.

### Discipline Abilities

**Second Circle:** +1 Spell Defense (Illusionist); +1 Physical Defense (Thief)

**Fourth Circle:** Karma on Dexterity—only Tests

**Fifth Circle:** Thieves' Tongue

**Sixth Circle:** Karma on Perception—only Tests

### Commentary

At the age of 16, Klianna fled her home of Kratas and left her former gang behind. The young girl has seen a lot of the world and is prepared for anything—she knows to take nothing at face value. She has no remorse for those that aren't in control of their own lives, which makes it easy for her to work with the Therans.

## ERGOL SEVENTH CIRCLE ELF ARCHER

### Attributes

DEX (18): 7      STR (12): 5      TOU (14): 6  
PER (15): 6      WIL (14): 6      CHA (11): 5

### Characteristics

Initiative: 6      Physical Defense: 11  
Physical Armor: 9      Spell Defense: 9  
Mystic Armor: 6      Social Defense: 9  
Death: 78      Recovery Tests: 2  
Unconsciousness: 63      Knockdown: 5\*  
Wound Threshold: 10      Movement: 7

**Karma Points:** 28/28

\* Ergol knows the Wound Balance Skill

### Archer Talents

Anticipate Blow<sup>D</sup> (7): 13  
Avoid Blow (7): 14  
Bank Shot<sup>D</sup> (7): 14  
Call Missile (7): 13  
Direction Arrow<sup>D</sup> (7): 13  
Durability (6/5) (7): 7  
Flame Arrow (7): 13

Impressive Shot<sup>D</sup> (7): 14

Karma Ritual<sup>D</sup> (7): 7

Long Shot (7): 13

Melee Weapons (7): 14

Missile Weapons<sup>D</sup> (8): 15

Mystic Aim<sup>D</sup> (7): 13

Resist Taunt\* (1): 7

Sprint (7): 7

Stopping Aim<sup>D</sup> (7): 12

Thread Weaving (Arrow Weaving)<sup>D</sup> (7): 13

Throwing Weapons<sup>D</sup> (7): 14

True Shot<sup>D</sup> (8): 15

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)

<sup>\*</sup> Italicized Talents Require Karma. (Except when also a Discipline Talent)

<sup>\*</sup> Talent modified by +1 Rank Bonus from Protective Brooch

### Skills

Botany<sup>K</sup> (4): 10

Climbing (4): 11

Creature Lore<sup>K</sup> (4): 10

Hunting (4): 11

Read/Write Language (2): 8—(Dwarf/Throalic, Theran)

Speak Language (4): 10—(Dwarf/Throalic, *Sperethiel*, Theran, Vasgothian)

Theran Military Organization<sup>K</sup> (4): 10

Vasgothian History<sup>K</sup> (4): 10

Wilderness Survival (4): 10

Wood Carving<sup>A</sup> (4): 9

Wound Balance (4): 9

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Armor

Espagra-Scal Cloak (Phys 3; Myst 1; Init 0/1), Thread Padded Leather Armor (Rank 4; Phys 6; Myst 3)

### Weapons

Broadsword (Forged +3; Damage 13), 2 × Daggers (Forged +1; Damage 8; Range 10–20 yards/5–10 hexes), 2 × Spears (Forged +3; Damage 12; Range 10–20 yards/5–10 hexes), Elven Warbow (Forged +3; Damage 13; Range 48–96 yards/24–48 hexes), Quiver (w/40 elven warbow arrows)

### Thread Items

Protective Brooch (Rank 4; SocDef +2; SpellDef +1; Resist Taunt +1 Rank Bonus)

### Equipment

Adventurer's Kit, 3 × Booster Potions, Carving Tools, Climbing Kit, Craftsman Tools, Trail Rations (1 week), Traveler's Garb

### Loot

210 silver pieces

### Legend Award

Seventh Circle

### Notes

As an elf, Ergol possesses the Low-Light Vision racial ability.

### Discipline Abilities

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Dexterity—only Tests

**Fifth Circle:** Arrow's Eye View

**Sixth Circle:** Karma on Perception—only Tests

**Seventh Circle:** Karma on ranged combat Damage Tests

### Commentary

A former member of the Theran army, Ergol left the jungles of Vasgothia for a life of adventure. His travels led him to Barsaive, where he joined Zczanna Vil and her band. However, his Theran background is a secret he and the group almost never discuss, as it would mean trouble in most of Barsaive.





## HASTUR BRYLNAR SIXTH CIRCLE HUMAN ELEMENTALIST

### Attributes

DEX (14): 6      STR (10): 5      TOU (14): 6  
PER (16): 7      WIL (16): 7      CHA (10): 5

### Characteristics

**Initiative:** 5      **Physical Defense:** 9  
**Physical Armor:** 7      **Spell Defense:** 10  
**Mystic Armor:** 3      **Social Defense:** 8  
**Death:** 60      **Recovery Tests:** 3  
**Unconsciousness:** 46      **Knockdown:** 5  
**Wound Threshold:** 10      **Movement:** 6

**Karma Points:** 30/30

### Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (6): 13  
Astral Sight (6): 13  
Cold Purify<sup>D</sup> (6): 13  
Durability (4/3) (6): 6  
Elemental Hold<sup>D</sup> (6): 13  
*Elemental Tongues*<sup>D</sup> (6): 13  
Fire Heal<sup>D</sup> (6): 13  
Karma Ritual<sup>D</sup> (6): 6  
*Item History*<sup>V</sup> (4): 11  
Melee Weapons<sup>V</sup> (3): 9  
Missile Weapons<sup>V</sup> (3): 9  
Read/Write Magic<sup>D</sup> (6): 13  
Research<sup>V</sup> (4): 11  
Resist Taunt\* (1): 8  
Spellcasting<sup>D</sup> (7): 14 (Anchored Spell)  
Spell Matrix<sup>D</sup> (6): 6  
Spell Matrix (6): 6  
Spell Matrix (6): 6  
Spell Matrix (6): 6  
*Summon (Elemental Spirits)*<sup>D</sup> (6): 13  
Thread Weaving (Elementalism)<sup>D</sup> (6): 13 (Create Thread Item)  
Throwing Weapons<sup>V</sup> (3): 9  
Versatility (5): 5  
Willforce (6): 13

<sup>D</sup> Discipline Talent (The adept may spend Karma on this Talent)  
*Italicized Talents* require Karma (Except when also a Discipline Talent)  
<sup>V</sup> Indicates a talent learned through Versatility  
\* Indicates a talent modified by a +1 Rank Bonus from Protective Brooch

### Skills

Cara Fahd History<sup>K</sup> (3): 10  
Climbing (3): 9  
Craftsman (Woodworking)<sup>A</sup> (3): 9  
Creature Lore<sup>K</sup> (3): 10  
Landis History<sup>K</sup> (3): 10  
Hunting (3): 9  
Read/Write Language (1): 8—(Dwarf/Throalic)  
Robe Embroidery<sup>A</sup> (3): 8  
Speak Language (2): 9—(Dwarf/Throalic, Human/Landis)  
Swimming (3): 8  
Wilderness Survival (3): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

### Elementalism Spells

Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Earth Blend<sup>M</sup>, Earth Darts, Fireball<sup>M</sup>, Fire Spear, Flame Strike<sup>M</sup>, Flame Weapon, Fuel Flame, Gills, Hunter's Sense, Nutritious Earth, Plant Talk, Purify Earth, Purify Water, Repair, Ricochet Attack<sup>M</sup>, Rust, Small Slayer, Thrive

<sup>M</sup> Denotes a spell currently attuned to a Spell Matrix.

### Armor

Espagra—Scale Cloak (Phys 3; Myst 1; Init 0/1), Padded Leather Armor (Phys 4)

### Weapons

2 × Daggers (Damage 7; Range 10–20 yards/5–10 hexes); 2 × Spears (Damage 9; Range 10–20 yards/5–10 hexes); Shortbow (Damage 8; Range 30–60 yards/15–30 hexes), Quiver (w/15 shortbow arrows)

### Thread Items

Protective Brooch (Rank 4; PhysDef +1; SocDef +2; Resist Taunt Talent +1 Rank Bonus)

### Equipment

Adventurer's Kit, 3 × Booster Potions, Climbing Kit, Craftsman Tools, Embroidered Robe, Embroidery Tools, Grimoire, Trail Rations (1 week), Traveler's Garb

### Loot

130 silver pieces

### Legend Award

Sixth Circle

### Notes

As a human, Hastur possesses the Versatility racial ability. Hastur has used the Versatility Talent to learn the Item History, Melee Weapons, Missile Weapons, Research, and Throwing Weapons Talents.

### Discipline Abilities

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception—only Tests

**Fifth Circle:** Fire and Ice

**Sixth Circle:** Karma on Willpower—only Tests

### Commentary

Bryl, as his friends call him, was born in the forests of ancient Landis. He spent most of his life living in ruins and helping his community rebuild its former kingdom's glory. When Krathis Gron re-formed the ork nation of Cara Fahd, the dark-haired human took to the road, determined to find a way of defiling the newborn nation.

## BETRAYAL

If the gamemaster feels that the adventure has proceeded too smoothly until now, he can have Zczanna'Vil cause the characters trouble right away. While she stays true to her word, the heroes need a while to memorize or copy the plans, which gives Zczanna'Vil and her group enough time to leave the guild house. Once they are in safety, Zczanna'Vil attempts to raise the alarm, ordering Hastur Brylnar to summon an elemental spirit to cause mayhem in Oman's Villa, and thus alerting everyone on the premises. The characters need some luck to get out of the spire unseen!

## TROUBLESHOOTING

The guardian spirits inside the guild house might inform their masters of the intruders. If that happens, members of the Body of Five appear on the Portal Platform (see p. 73) a couple of minutes later, ready to deal with the characters. The portal is the only way to enter and exit the guild house, so a fight is almost inevitable. Use the game statistics for magician characters on p. 76 of the *Gamemaster's Companion*. If the characters escape and are clever enough to conceal themselves, nothing happens.

If the intruders' target is obvious (e.g. the door to the plan room is left open, or a confrontation with the magicians of the Body of Five happens in the Artifact Room), the Body of Five alters the plans slightly before the Founding starts. This does not go public, however, as the guild does not want to lose face in front of the magistrate. If the Body of Five manages to capture one or more characters alive, the guild hands them over to the city guard. The characters in question are disqualified and likely to spend a considerable time in Travar's jail (subject to the gamemaster's discretion).

## ENEMY MINE

**I**n this encounter, the group is approached by Kôl, and told the truth about his former business partners, Galmear and Brelnar. The characters have to find a way to deal with their situation as they realize that their role in the Founding has consequences that reach further than they might have expected.

## THE THIRD MAN

When the characters are in the common room of their inn, read the following aloud:

*You have just sat down and ordered your meal when a wiry human approaches your table. It appears that the man was sitting near the fire before, although you barely noticed him. His eyes are watchful, as if he is looking for pursuers. Without asking your approval, he sits down and starts talking in*



*a hushed voice: "Please, you must help me! I have heard that you are in the service of Galmear, serving as his champions in the upcoming Founding contest, yes?"*

Because of the characters' investigations, they might already suspect that the Name of this character is Kôl. As a result, they might try to get rid of him or threaten to turn him over to the city guard. However, Kôl remains persistent. If the characters turn on him, he leaves, and Bigosh makes his move. To keep the story on track, the gamemaster should ensure that the characters either witness Bigosh killing Kôl or receive a letter from Kôl containing the following words:

*"I have witnessed foul murder, my friends. I was there when Tovak Byranicus was pushed from his balcony. No one knew I was there, but I saw the assassin and I know who he is and who pays him. Unfortunately, the assassin is after me now and I don't think I can shake him off for too long. To add insult to injury, I'm also suspected of being the murderer! I can't approach the city officials, so you are my only hope.*

*"Galmear and his assassin stand in the pay of the Denairastas Clan of Iopos, and there is no doubt that they want to gain a foothold in Travar by ensuring Galmear's position as magistrate. With the Throalic contestant out of the way, they have free reign. And what's worse, I have heard that Brelnar, another contestant and ex-colleague of mine, has strengthened his ties to the Therans. Can you believe that, after what they did to us? Trust me on this; my life isn't worth a copper anymore, so all I can try to do is counter the betrayal my former colleagues and friends are going to inflict upon this city."*

If the characters let Kôl talk, he tells them the above. If they ask him any other question, he continues:

*"Well, I'm glad you asked—" There's a crash of glass from across the room, and with an audible "THUD", Kôl slumps forward on the table. You see a crossbow bolt sticking out of his back, dripping with poison. The other patrons stare at the lifeless body, jaws rigid from shock. A woman screams.*

Bigosh has finally found Kôl and shot him through one of the windows. With a little luck, the characters might be able to spot the assassin and chase him down. The above text assumes that the characters stay at the inn's common room. If that's not the case, adjust the text accordingly. Of course, if the characters are more cautious, Bigosh might have a hard time performing the kill.

If captured, Bigosh would rather die than spill the beans about his employer. He's a clever and resourceful character; the gamemaster will probably have a lot of fun using him. Find his game statistics on p. 65.

## INVESTIGATING BRELNAR AND HIS CHAMPIONS

After their unexpected meeting with Brelnar's champions in the vaults of the Body of Five, the characters might want to dig up all the information they can find about Zczanna'Vil and her group. They may learn the general background of the various characters in Zczanna'Vil's group as outlined in their descriptions (see p. 75), provided the characters ask the right people (Bel-Tok the Toothless, for example).

The group also learns that Zczanna'Vil's employer is Named

Brelnar (if they don't know that already). Investigating Brelnar's background reveals that he was a former partner of Galmear and Kôl. Such investigations by the characters attract the attention of a group of Theran agents (see p. 66 for game statistics). The Therans do anything they can to prevent the characters from digging any deeper, and they try to cover up Brelnar's connection to the Theran Empire. The characters should not be able to find any proof to support their claims in any case.

## SEEKING SOLUTIONS

All this information changes the group's role in the Founding. The characters have sworn loyalty to a master they probably don't want to serve anymore. They need to find a way out of this without taking the shame of breaking a blood oath, or obtaining a bad reputation for retreating from the contest and bad-mouthing their employer without having proof of their accusations. There are several ways to solve this, and the gamemaster should encourage his players to find a solution and accept the consequences of their actions.

One thing the characters are very likely to agree on is that they need to sabotage Zczanna'Vil and her group to prevent them from winning. Talking to Zczanna'Vil won't help; she is determined to win, and her group is as well. The harder question, though, is how the player characters can ensure that they do not win the contest themselves. Do they aid another, unsuspecting group (such as the one hired by Niss Reeves)? Do they try to get disqualified? Remember, if they have taken the oath, they have most likely sworn to give their very best in order to win; not doing so turns them into oath breakers.

While the individuals within the group might willingly accept the Blood Wound and scar that marks them as oath breakers, the loss of reputation could be devastating. It is customary for champions to swear loyalty to a contestant, to ensure they don't serve another contestant's interests. As a result, breaking this oath during the contest basically means that the characters have willfully betrayed their contestant. No one in Travar would ever talk to such scoundrels; much less hire them for paid work!

The gamemaster should make sure that the players understand the consequences, and then sit back to enjoy the discussions between the characters. However, if it seems that the characters get hung up on their ideals too much, carefully remind them that they are a team sitting in the same boat. They haven't asked to be in this situation, but they should try to get out of it together.

## IN THE ARENA

**T**his encounter describes the general events of the Founding, but leaves enough freedom to the gamemaster to adjust the length and scope of the tournament to suit his needs. See **Customizing the Tournament**, below, for more information.

## RUNNING THE TOURNAMENT

The tournament consists of several events taking place over the course of two weeks. This doesn't mean that the champions are constantly challenged, however. A single contest takes most of a day, and there is only a handful of contests overall. However, that does not prevent the rest of the city from celebrating during the time in-between the events. The champions should have several opportunities to meet with the crowd and sufficient time to recover between the challenges. Of course, this time might be needed to ward off attacks by Bigosh, the Theran agents, or even other champions trying to soften them up.



In the current year, failing a challenge means exclusion from the Founding; only the best meet in the final contest. The events and challenges are as follows:

### The Opening Celebration

At the beginning of the Founding, there is a large celebration introducing the contestants and their champions. During the opening celebration, Travar's arena is overcrowded; it appears as if everyone in the city is trying to get a seat in the arena for this event. The candidates and their champions enter the arena one after another and are officially introduced under the constant cheering of the fans. The characters are a part of this procession when they enter the arena following Galmear.

The opening celebration lasts an entire day, and includes the performances of famous Troubadours and other artists. For this Founding, there are several dozen candidates and over a hundred champions, each of whom is welcomed individually by the current magistrate and the Body of Five. The whole celebration should be played out as a descriptive scene because the players can't do much; so gamemasters should spice this scene up as much as possible. For example, the gamemaster could have the other players cheer while he introduces each of them in a voice imitating a modern-day sports commentator. Because most of the champions are adepts, the commentator could also state which Disciplines each champion belongs to. However, the Discipline Names aren't always accurate, so a Warrior might be called a Gladiator and a Thief might get away as an 'Acrobat.'

### The Qualification Pit

During the first days of the tournament, each group of champions must pass a test of courage, dexterity, and wits. All the groups need to do is cross the arena from one end to the other. Only one champion per team needs to reach the other side; if that happens, the entire team advances to the next round. The entire run of the qualification pit lasts a couple of days, and is continuously interrupted by performances of every kind.

On each side of the arena is a stage that is elevated five yards above the ground. Between the stages are pillars, each five yards high. The ground of the arena, dubbed 'the pit', is lined with spikes and populated with animals (snakes, spiders, and other vermin). There are three pathways from each stage to the others, two leading over the pillars and one through the pit. The space between the pillars varies; one path has them lined up close together so that a character crossing them has to make little jumps, while the other path is spaced wider apart, so that a character crossing those must make longer jumps to get from one pillar to the next. Upon reaching each pillar, the champion must solve a riddle. If he moves on without answering, he'll be treated as if the answer was wrong. There are two kinds of riddles—hard ones and easy ones—with the hard riddles asked on the path with the long jumps, and the easy riddles asked on the path with the short jumps. See the **Riddles** section below for examples.

Crossing the arena by jumping from pillar to pillar requires either three Dexterity (7) Tests for the path with the hard questions, or six Dexterity (5) Tests for the path with the easy questions. Failing one of these tests results in Step 12 Falling Damage. Characters in the pit must walk to the other side or try climbing up one of the pillars. Climbing a pillar requires a single Climbing (9) Test. As an alternative, characters may use talents and spells to get from one pillar to the next, in which case the gamemaster should determine how far the pillars are apart. Windlings aren't allowed to fly from one side to the other, they have to land on each pillar and solve the riddles just as everyone else.

Of course, the pit itself is also a way to get a character hurt or even killed. A number of poisonous creatures take care of that (see the *Gamemaster's Guide* for appropriate game statistics).

For a layout of the arena, see the **Handouts** section on p. 91. Note that the layout given there isn't drawn to scale, but rather provides an overview on how things are set up.

### Riddles

One of the following riddles is asked whenever a character jumps on a pillar. Note that, while there is only one answer given below, the jury also accepts valid alternative answers. For example, what can you never eat for breakfast could be either lunch or dinner and so on. Also, the answers to the hard riddles presented below are a little jokey, which is intentional—would you risk answering with a joke in a contest situation like this? In any case, the gamemaster should expand the list to suit his needs, but he should make sure that the answers are made available with the plans (see **The Plans** on p. 74).

Any time a character provides a wrong answer, he is faced with an attack. This attack can be of any kind (a bowman shooting at him or a spirit summoned out of thin air, for example), and is supposed to make the remaining journey somewhat more interesting. For the purpose of these attacks, make a Step 12 Attack Test and a Step 10 Damage Test.

### Sample Easy Riddles

- **Question:** What often falls but never gets hurt? **Answer:** Rain.
- **Question:** What is it that no man ever sees, which never has been but always will be? **Answer:** Tomorrow.
- **Question:** What can you never eat for breakfast? **Answer:** Dinner.
- **Question:** The more of them you take, the more of them you leave behind. What are they? **Answer:** Footsteps.
- **Question:** The more you take away the larger it becomes. What is it? **Answer:** A hole.
- **Question:** My thunder comes before my lightning. My lightning comes before my rain. My rain dries and burns all it touches. What am I? **Answer:** A volcano.

### Sample Hard Riddles

- **Question:** If you had three apples and four oranges in one hand and four apples and three oranges in the other hand, what would you have? **Answer:** Very large hands.
- **Question:** If it took eight humans a day to build a wall, how long would it take a troll to build it? **Answer:** No time at all: the humans did all the work.
- **Question:** If you throw a red stone into the blue Aras Sea what will it become? **Answer:** Wet.

### The Cart Race

The second contest is a cart race in the arena. Up to five groups, each manning a single cart, are up against each other during a single race. Only the winning cart advances to the next round (which might be another cart race, depending on how the gamemaster wants to organize the Founding).

### Running the Cart Race

Each race consists of seven laps in the arena. Each lap features a number of obstacles to overcome, with increasing difficulty. While the entire cart race is intended to be run in regular combat rounds, it follows some special rules to take into account that the characters are riding a cart. One of the characters has to steer the cart; he can't take part in combat, as steering requires his full concentration. However, the cart driver can make several maneuvers (as explained below).



The cart driver must declare his maneuver during the Declaration phase of the combat round (see p. 214 of the *Player's Guide*). While the driver makes an Initiative Test as normal, all cart maneuvers take place *before* the other characters act and remain in effect for the remainder of the combat round. Thus, all cart maneuvers are resolved before the regular combat round starts. Note that attacking the granlains pulling the carts is forbidden; doing so results in disqualification from the contest!

For a layout of the arena, see the **Handouts** section on p. 93. Note that the layout given there isn't drawn to scale; it just shows an overview of how things are set up.

### Taking the Lead

Each round, the cart drivers must each make a Driving Test to circumvent the obstacles that appear on the course each round (see **Obstacles**, below), using a Step Number equal to the driver's Strength Step plus the cart's Maneuverability step. The Difficulty Number for this Test is determined by the current lap (given below). The highest result takes the lead in that round, which is the place the characters need to be in order to win after seven laps. All other carts are considered pursuers. Cart drivers failing the Driving Test damage their carts because they have not managed to avoid the obstacles; as a result, the game statistics of their carts change unfavorably. The effects of each obstacle are given in **Obstacles**, below.

Characters that have seen the plans have an edge (see **The Plans** on p. 74), because they know what to expect. Because of this, they gain a +2 bonus to their Driving Tests at the beginning of each round.

### Maneuvers

Each round, a cart driver can make one of the following maneuvers:

**Board:** A successful Boarding maneuver positions the cart alongside another, so the groups on each cart can fight one another directly. The cart driver makes a Driving Test against the other cart's Maneuverability step. If successful, this maneuver allows the attacking group to engage the enemy group in hand-to-hand combat in this round. This maneuver can only be attempted against pursuing carts (see **Taking the Lead**, above).

**Ram:** A cart driver who wishes to ram another cart makes a Driving Test against the target's Maneuverability step. If the test succeeds, the attacker has struck the enemy cart, and makes a Damage Test using his cart's Ramming step. This damage is reduced by the target's Armor as normal. This maneuver can only be attempted against pursuing carts (see **Taking the Lead**, above).

**Maintaining the Lead:** By clever maneuvering, a cart driver can lead his pursuers into an unfavorable position. A cart driver that

is in the lead may perform this maneuver to gain a +3 bonus to his Driving Test in the next round (see **Taking the Lead**, above).

### Obstacles

Underneath the floor of the arena, various obstacles wait for the drivers, ready to pop up into their way as they race towards the finish line. At the beginning of each round, the obstacles change, and along with them the Difficulty Number for the Driving Test that round. The effects given here are suffered by any cart whose driver fails to make his Driving Test for the specified round.

**First Round:** Rubble; Difficulty Number 3. Loose branches, cobblestones, and similar rubble make the race a bumpy ride. Any character forced to make a Knockdown Test this round incurs a -2 penalty!

**Second Round:** Rocks and rubble; Difficulty Number 4. In addition to the rubble from the first lap, fist-sized rocks on the ground damage the cart's wheels. A failed Driving Test incurs Step 8 damage to the cart.

**Third Round:** Rocks, rubble, and mud; Difficulty Number 5. In addition to the rocks and rubble from earlier rounds, parts of the track get muddy. A leading cart that gets caught in the mud loses its lead position. A pursuing cart getting caught in the mud incurs a -2 penalty to the Driving Test for the next round.

**Fourth Round:** In this round, the previous obstacles are removed from the track. There is no Difficulty Number to beat this round; the driver with the highest test result takes the lead.

**Fifth Round:** Pits; Difficulty Number 4. Several pits open across the track. A cart driver unable to avoid the pits incurs Step 12 Damage to his cart and either loses the lead position or, if he is in a pursuing cart, incurs a -2 penalty to the Driving Test for the next round.

**Sixth Round:** Roadblocks; Difficulty Number 4. The pits close again, only to be replaced by massive slabs of sandstone. A cart driver unable to avoid these blockades incurs Step 14 Damage to his cart and either loses the lead position or, if he is in a pursuing cart, incurs a -2 penalty to the Driving Test for the next round.

**Seventh Round:** In this round, the previous obstacles are removed from the track. There is no Difficulty Number to beat this round; the driver with the highest test result takes the lead—and consequently, wins the race.

### Cart Game Statistics

Each cart is drawn by two granlains (see p. 176 of the *Game-master's Guide*), and is large enough to hold a group of up to six human-sized Namegivers. All carts start with the same game statistics at the beginning of each race.





**Maneuverability:** A cart's Maneuverability reflects how quickly it can change course, flank opponents, and break off from an attack. A cart's Maneuverability Step is used when making Driving Tests for the maneuvers listed above, and is also the Difficulty Number for certain tests made against the cart.

**Armor:** The Armor rating reduces the damage of all attacks made against that cart, including those of other champions!

**Ramming:** The Ramming rating represents the Damage Step of the cart's ramming attack against an opposing cart.

**Damage:** A cart has three Health Ratings, just like a player character. A cart's Destroyed and Derelict ratings are the equivalents of a character's Death and Unconsciousness Ratings, while a cart's Critical Threshold is equivalent to a character's Wound Threshold. Specifically, a cart's Critical Threshold is the amount of damage the cart can take from a single attack, after applying armor, before it suffers a Critical Hit. Each Critical Hit reduces the cart's Maneuverability, Armor, and Ramming ratings by -1. When a cart accumulates damage equal to its Derelict Rating, it can no longer move. When it accumulates damage equal to its Destroyed Rating, it crashes. The gamemaster should describe crashes as spectacular events, and apply damage to any characters still remaining on the cart appropriately.

## The Duel of Power

In the last contest of the Founding, the finalist groups face each other in the arena. They take part in the Duel of Power, which is best described as a magically enhanced gladiatorial battle. However, the goal of the battle is not to kill the other champions, but rather to collect points by performing a spectacular fight while using various enchanted items scattered across the battleground. There are two referees at the arena's edge counting points for each group. Whenever a point is scored, they ring a little bell and announce the new totals (see **Counting Scores**, below).

## The Arena

Refer to the map on p. 95 for the arena layout and the locations of the enchanted items, which are described below. Note that the layout given isn't drawn to scale; it just gives an overview of how things are set up. Each group starts at one of the marked entrances. All champions are expected to bring their own weapons and armor.

## The Enchanted Items

Each of the following enchanted items can be activated by uttering a simple phrase that is written onto its surface. There are other (secret) phrases as well, which are known only to those characters who saw the plans (see **The Plans** on p. 74). All of these items have been crafted by the Body of Five, and are not available for sale (neither are the formulas to create them).

**Cloak of Fire:** This cloak is enchanted with an Inflammation Self spell (see the *Player's Guide*, p. 178). The effect can be activated for three combat rounds with the word *gev'kenal*, which is stitched on the inside of the cloak. If the secret phrase *gev'royam* is spoken, the wielder can turn the flame shroud into a blast, inflicting Damage Step of 15 on everyone within 5 yards and ending the effect. Physical Armor protects against this damage. The word *gev'balyan* deactivates the item and prevents it from being activated for three combat rounds.

**Firesword:** This broadsword is enchanted with a Flameweapon spell (see the *Player's Guide*, p. 171). The flame effect can be activated for three combat rounds when the word *chela'hashh* is spoken (this word is carved into the blade). If the secret phrase *chela'foshumm* is spoken, the sword starts burning more brightly

RACE CART		
Maneuverability: 5		
Hull:		
Armor: 7	Ramming: 11	
Damage:		
Destroyed: 40	Derelict: 32	Critical: 11

and the enchantment's Flame Die increases to Step 6 for the remainder of the effect's duration. The word *chela'mishnet* deactivates the item and prevents it from being activated for three combat rounds.

**Glove of the Mighty:** This glove is enchanted with a Great Weapon spell (see the *Player's Guide*, p. 175). The effect can be activated when holding a weapon with the glove and speaking the word *kiron'oy*, which is stitched into the glove's palm. Any opponent facing the enlarged weapon is considered Harried for the duration of the effect, which lasts a maximum of three combat rounds. If the secret phrase *kiran'iz* is spoken, the target suffers from an additional Harried modifier and is considered Overwhelmed (see **Situation Modifiers** on p. 228 of the *Player's Guide*). The word *kiran'avar* deactivates the item and prevents it from being activated for three combat rounds.

**Leaping Legwarmers:** These legwarmers are enchanted with a Leaps and Bounds spell (see the *Player's Guide*, p. 181). The leaping effect can be activated for three combat rounds with the word *hurya'vonn*, which is written underneath the soles, using an Effect Step of 15. If the secret phrase *hurya'galun* is spoken, the wearer gains the ability to fly for three combat rounds, as if he were under the effect of a Solo Flight spell (see p. 198 of the *Player's Guide*). While flying, the wearer's Full Movement rate is 110 yards, and his Combat Movement rate is 55 yards, per round. The word *hurya'meak* deactivates the item, which may result in falling damage to the wearer, and prevents it from being activated for three combat rounds.

**Rod of Invulnerability:** This rod is enchanted with a Damage Shift spell (see the *Player's Guide*, p. 161). The effect can be activated for three combat rounds with the word *olya'hushh*, which is carved on the underside of the rod, using Spellcasting Step 12. If the secret phrase *olya'bashh* is spoken, all of the character's current Damage is transferred to the target, after which the effect ends. Using the secret phrase or speaking the word *olya'giyt* prevents the rod from being activated for three combat rounds.

## Counting Scores

The referees count points for both groups. Each effect generated with the enchanted items gains 3 points, activating a special power gains 5 points. Knocking down an opponent (by whatever means) gains 1 point. In addition, the champions can gain up to three points for other spectacular performances. Awarding these points is completely at the discretion of the referees, but they base their judgments on how excited the spectators get—the louder the crowd cheers in excitement, the more points are rewarded. Unless a death is particularly pleasing to the crowd, killing an opponent loses 2 points; the Founding is not an excuse for executing personal vendettas.





## CUSTOMIZING THE TOURNAMENT



Generally, we advise the gamemaster to think ahead concerning how the Founding should look like, and to what extent the players are to get challenged. Gamemasters should feel free to add to or change events presented in this adventure with challenges of his own design. In addition, the challenges below can be adjusted to a variety of situations; for example, the Cart Race and the Duel of Power can both be run in a 'deathmatch' style to eliminate large numbers of champions. This allows the gamemaster to pit his group of players against various other groups in the Cart Race before starting the Duel of Power (ran in a similar fashion). Alternatively, the gamemaster might have only a handful of groups coming out of the Quali-

fication Pit, and then run only one Cart Race, with only those groups who placed first and second in the race entering the Duel of Power.

Another option is to introduce gamemaster characters that the group already knows from previous adventures as champions; maybe someone they fear or otherwise know about (former tutors, other adventurers, and especially recurring villains work best). The gamemaster should come up with a list of contestants taking part in the Founding, and a list of the most prominent champions. This will help the players realize that the challenges of the tournament won't be easy and that their chance to lose the contest is pretty good.

### Running the Duel

Treat the duel as if it were regular combat. Activating (or deactivating) one of the items is a Standard Action, and can be done by any character at any time—not necessarily only the character holding the item at the time. If the holder of an item can hear a character shouting the deactivation word for that item, then the item deactivates. If the characters are up against Zczanna Vil and her group, use the game statistics given on pp. 75-78, otherwise feel free to mix and match gamemaster characters using the **Adept Statistics** from the *Gamemaster's Companion*.

The gamemaster is encouraged to play the atmosphere in the arena up to the hilt. There are masses of cheering fans watching the event, and they constantly shout out their excitement or disgust at any particular action. In those duels where the characters are merely spectators (which depends on how the gamemaster has set up the contest; see **Customizing the Tournament**, above), decide what the outcome is and describe what happens in the arena. As always, ham it up!

### The Inauguration

Depending on the outcome of the contests, the new magistrate is taken into office at the end of the Founding. This traditionally happens on the final day of the tournament, upon a grand stage of the arena, accompanied by the usual celebrations. It is the final event of the Founding, after which Travar returns to business as usual.

Of course, who the new magistrate is depends on the group's actions and decisions during the tournament. Whatever the outcome, it should give the gamemaster enough material for follow-up adventures set in and around Travar.

## AFTERMATH

**T**his section discusses what happens after the Founding and gives several suggestions as to what might happen in the future. The big question is who will be the new magistrate? Is it Galmear, Brelmar, or someone else entirely? No matter what, the following suggestions are entirely optional, depending on how important the politics of Travar are in your **Earthdawn** campaign.

If **Galmear** becomes magistrate, Travar might improve its relationship with Iopos over the course of the next year. This relationship alone is not enough to ally the two cities or pit Travar

against Throal or Thera, but the groundwork is done. Gamemasters who want to explore this area in their campaigns can base future adventures on events that affect this relationship. For example, Iopan agents may try to stage an event leading to increased taxes levied on goods exported from Travar to Throal's Grand Bazaar, thereby raising the ire of the Travarian magistrate, forcing him to tighten Travar's relationship with Iopos (which may lower the taxes as a result).

Should **Brelmar** become magistrate, he is likely to influence Travar's stance against the Therans. As a result, Travar may become truly neutral in the simmering conflict between Throal and Thera, and even have an open ear for Theran ambassadors talking on behalf of Triumph or Vivane. As with the option presented above, this stance alone is not enough to ally Travar with Thera or pit it against Throal, but the seed is there. Gamemasters who want to explore this area in their campaigns can base future adventures on events that affect this stance. In any case, the Dwarf Kingdom tries to improve its relationship with Travar by any means possible.

In case **someone else** becomes magistrate (Niss Reeves, for example), things are likely to remain where they were before the adventure on the political stage. Of course, the gamemaster is the final arbiter on what happens next, and who knows what secret agenda the new magistrate might have?

## AWARDING LEGEND POINTS

As suggested in the **Gamemastering** chapter on p. 97 of the *Gamemaster's Guide*, an adventure like **Tournament Troubles** 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 Sixth Circle character receives from 900 to 2,700 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 presented in this adventure have listings for Legend Awards. These are the awards characters earn for defeating the creatures (see p. 97 of the *Gamemaster's Guide*).

The adventure goal for **Tournament Troubles** is to take part in the Founding as a champion, learning the secret agendas of Galmear and Brelmar, and subsequently acting upon that information.

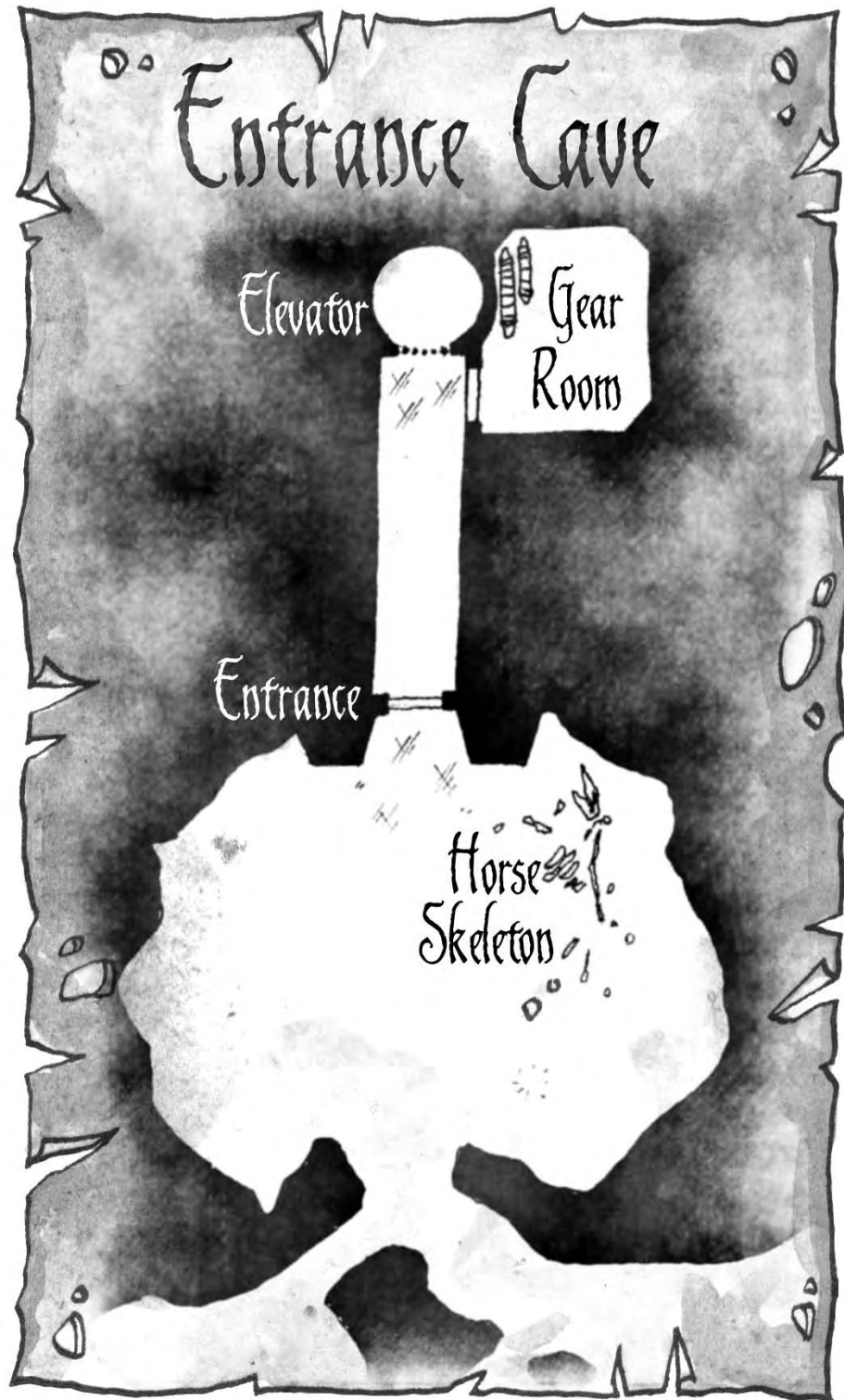


VILLAGE OF LANG (JOURNEY TO LANG)



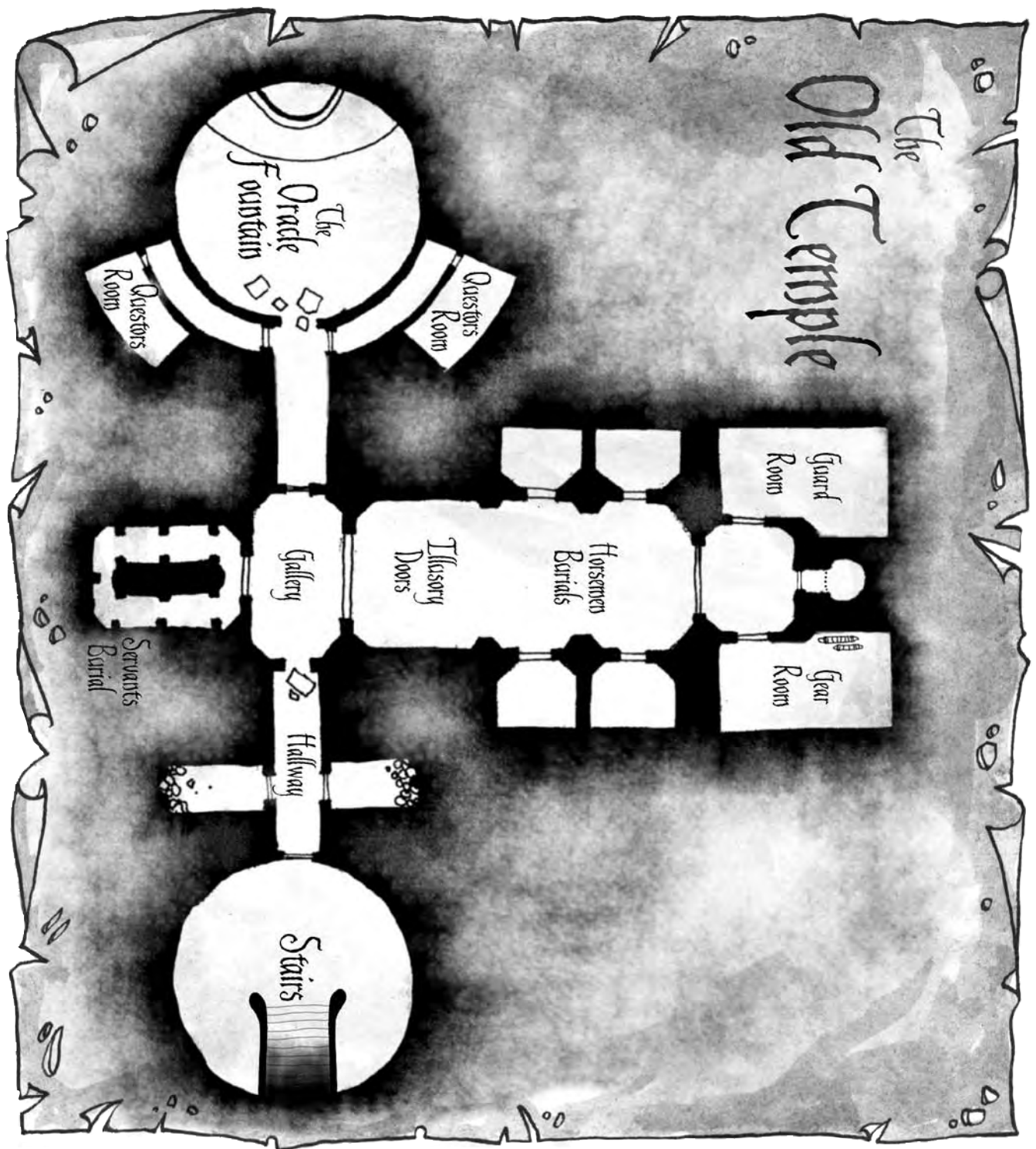


ENTRANCE CAVE (RUNVIR'S TOMB)



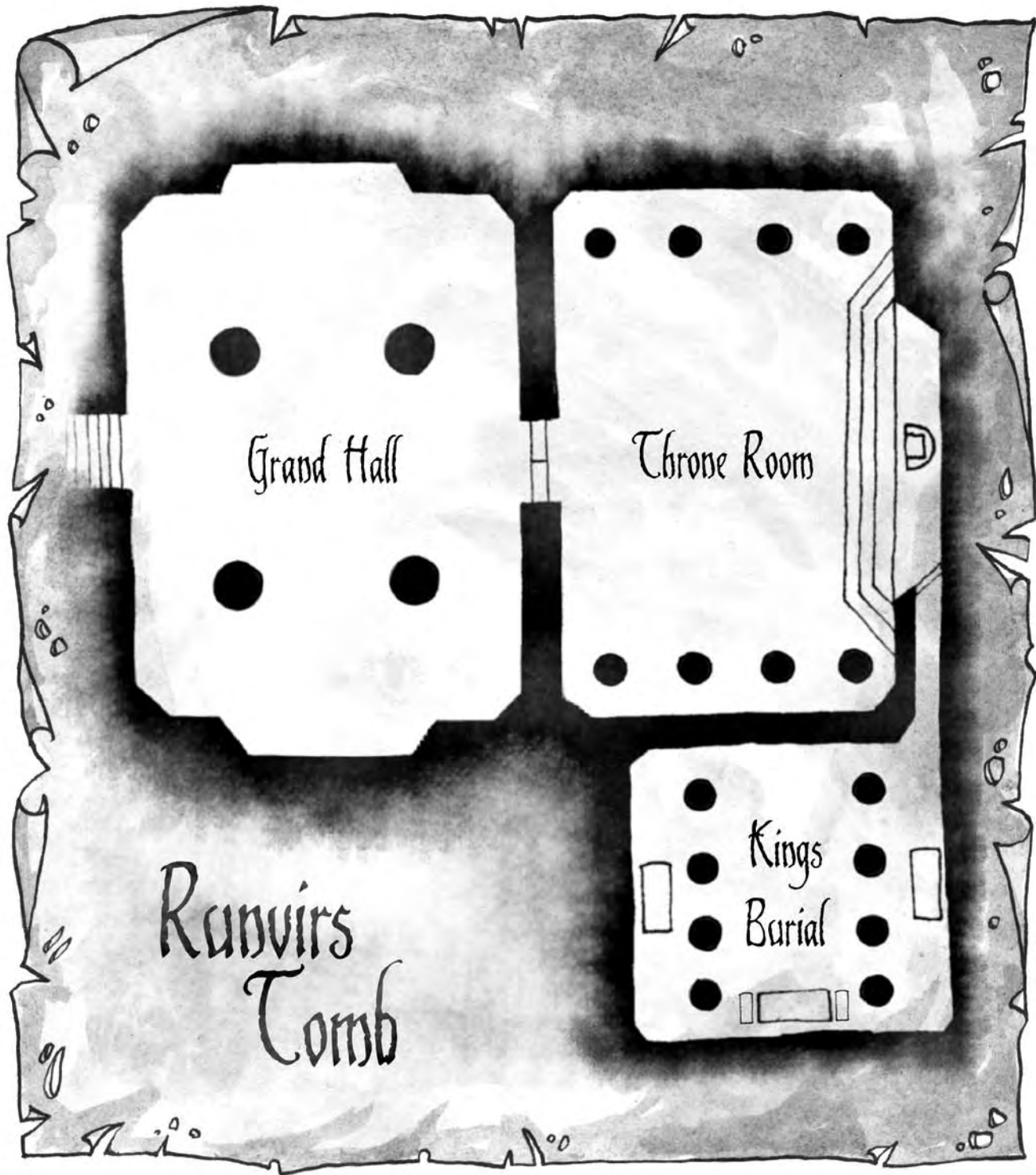


# OLD TEMPLE (RUNVIR'S TOMB)





# RUNVIR'S TOMB (RUNVIR'S TOMB)



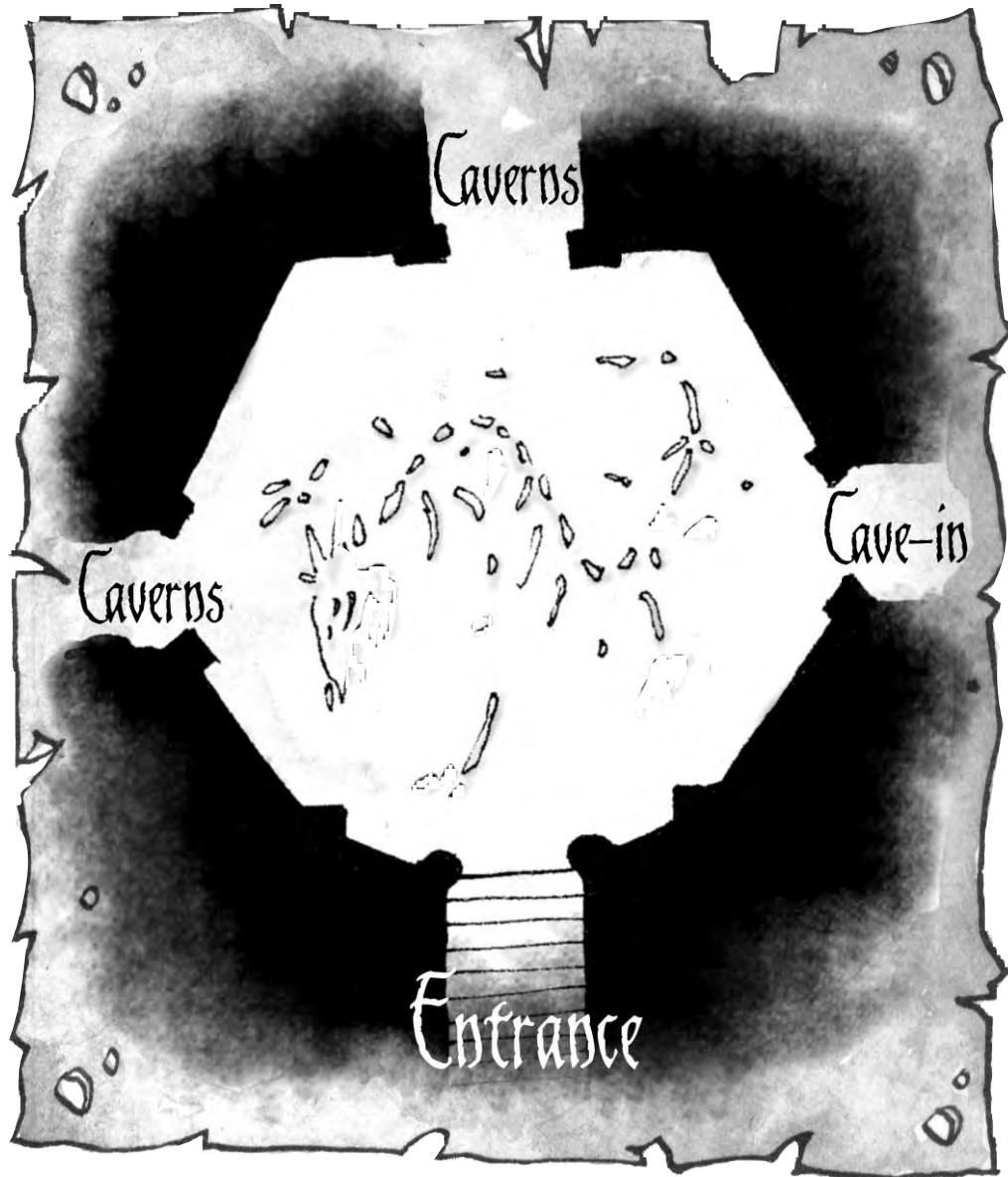


JASPREE'S RUINS (KEPT IN THE DARK)





TEMPLE ENTRANCE (KEPT IN THE DARK)





## QUALIFICATION PIT

五、四、三、二、一、  
五、四、三、二、一、

1. 为什么在《红楼梦》中，  
 贾宝玉和林黛玉的爱情悲剧  
 是必然的？

[illegible][illegible]

卷之四  
 四庫全書

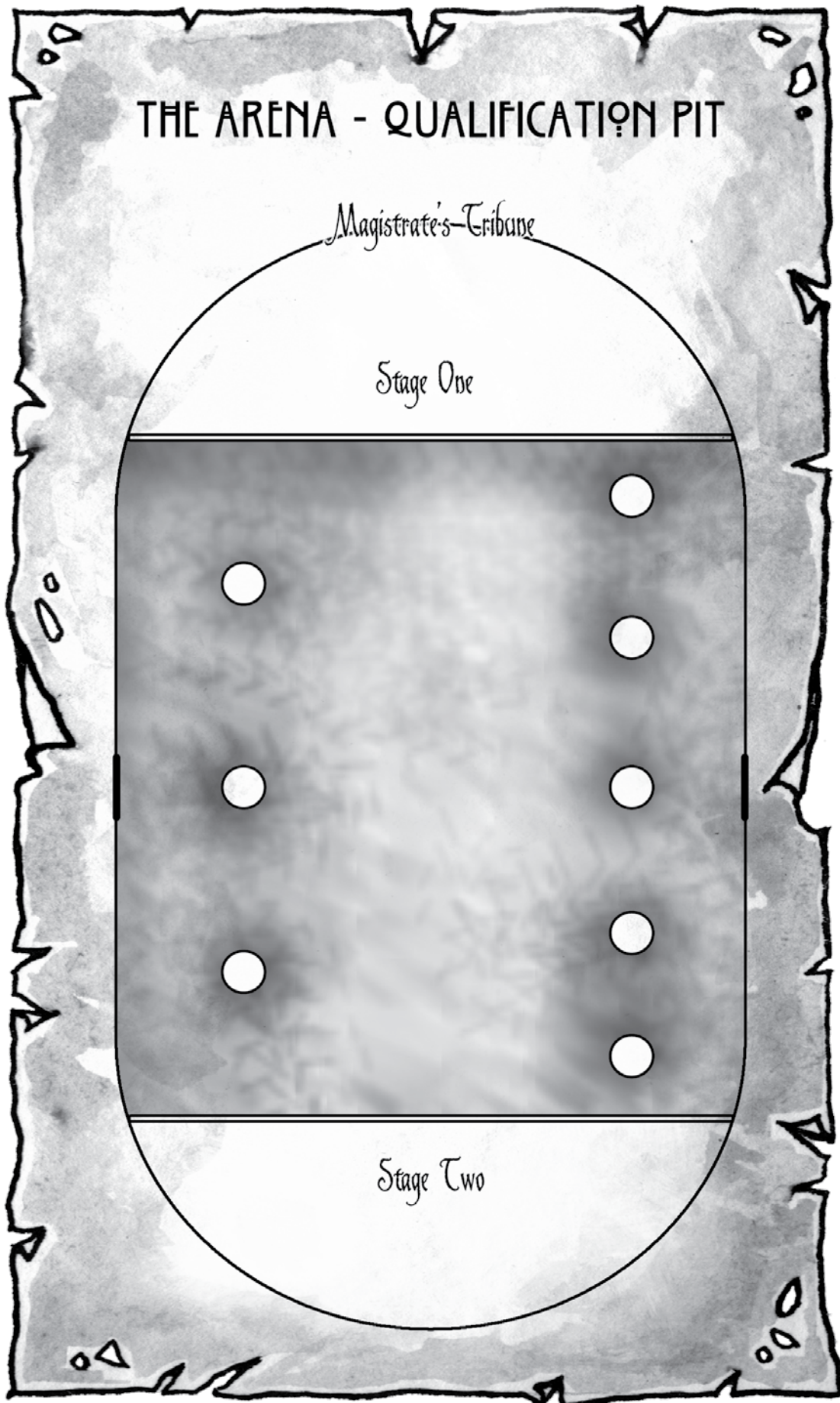
五、六、七、八、九、十、十一、十二、十三、十四、十五、十六、十七、十八、十九、二十、二十一、二十二、二十三、二十四、二十五、二十六、二十七、二十八、二十九、三十、三十一、三十二、三十三、三十四、三十五、三十六、三十七、三十八、三十九、四十、四十一、四十二、四十三、四十四、四十五、四十六、四十七、四十八、四十九、五十、五十一、五十二、五十三、五十四、五十五、五十六、五十七、五十八、五十九、六十、六十一、六十二、六十三、六十四、六十五、六十六、六十七、六十八、六十九、七十、七十一、七十二、七十三、七十四、七十五、七十六、七十七、七十八、七十九、八十、八十一、八十二、八十三、八十四、八十五、八十六、八十七、八十八、八十九、九十、九十一、九十二、九十三、九十四、九十五、九十六、九十七、九十八、九十九、一百。

THESE APPLES AND ORANGES IN ONE HAND AND MORE APPLES AND MORE ORANGES IN THE OTHER HAND WHAT CAN I DO WITH THEM? VERY SIMPLE HANDS.

[illegible][illegible]



QUALIFICATION PIT ARENA SETUP (TOURNAMENT TROUBLES)





## CART RACE HINT SHEET (TOURNAMENT TROUBLES)

### CART RACE

#### ROUND ONE

LOOSE BRANCHES, CORAL STONES AND  
SIMILAR ROCKS MAKE THE TRACK A  
BUMPY RIDE

#### ROUND TWO

IN ADDITION TO THE ROCKS FROM THE  
FIRST LAP, BIGGER ROCKS ON THE  
GRAND WILL DAMAGE THE CARTS  
WHEELS

#### ROUND THREE

IN ADDITION TO THE ROCKS AND ROCKS  
FROM EARLIER ROUNDS PARTS OF THE  
TRACK GET MOVED

#### ROUND FOUR

THE TREES OBSTACLES ARE REMOVED  
FROM THE TRACK

#### ROUND FIVE

SEVERAL PITS OPEN ACROSS THE TRACK

#### ROUND SIX

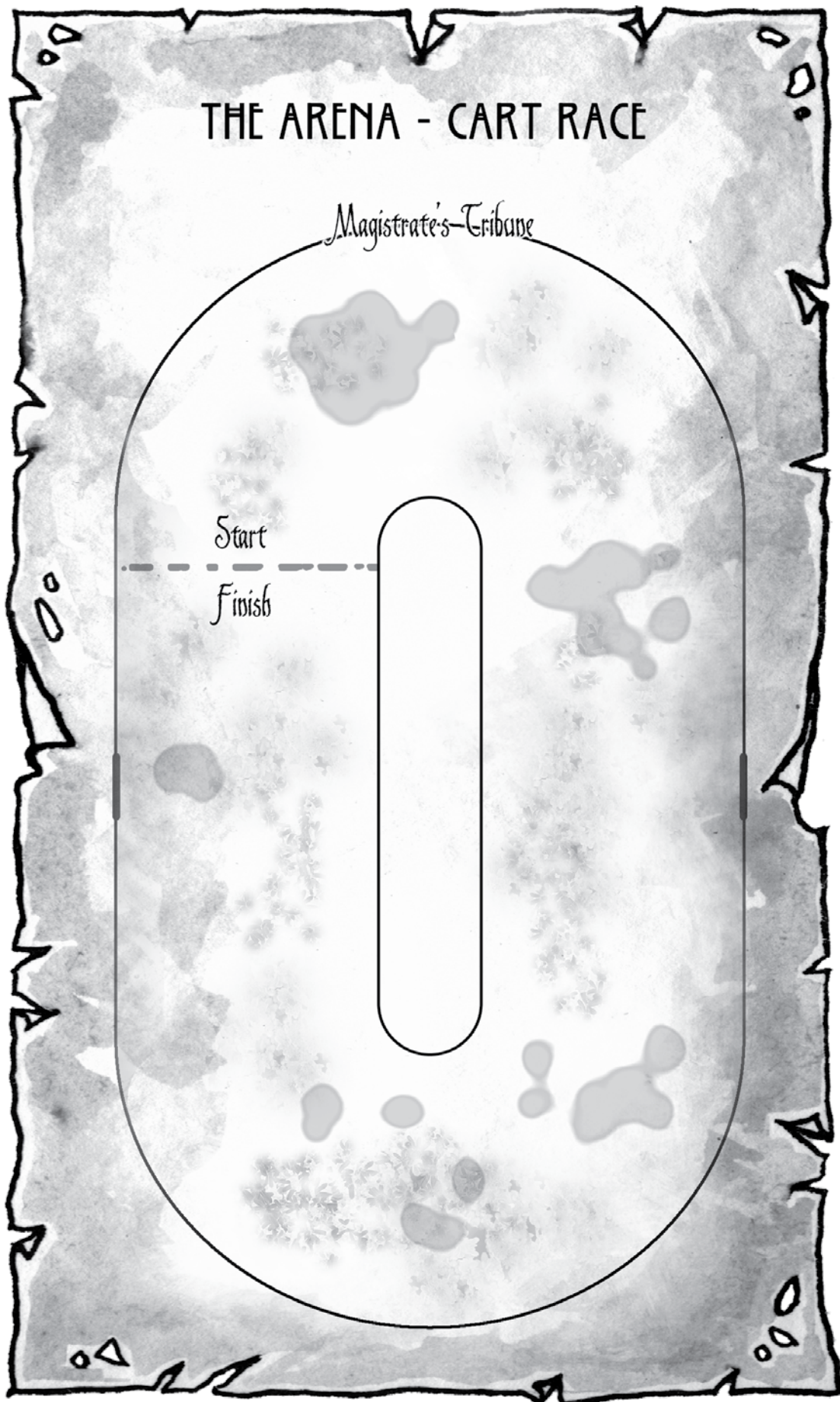
THE PITS ARE REPAIRED BY MASSIVE  
SLABS OF SANDSTONE

#### ROUND SEVEN

THE TREES OBSTACLES ARE REMOVED  
FROM THE TRACK



CART RACE ARENA SETUP (TOURNAMENT TROUBLES)





## DUEL OF POWER

**ROCK OF FIRE**  
ATTENTION: GENTLEMAN  
SPECIAL: GENTLEMAN  
DEFINATION: GENTLEMAN

**FIREWORD**  
ATTENTION: GENTLEMAN  
SPECIAL: GENTLEMAN  
DEFINATION: GENTLEMAN

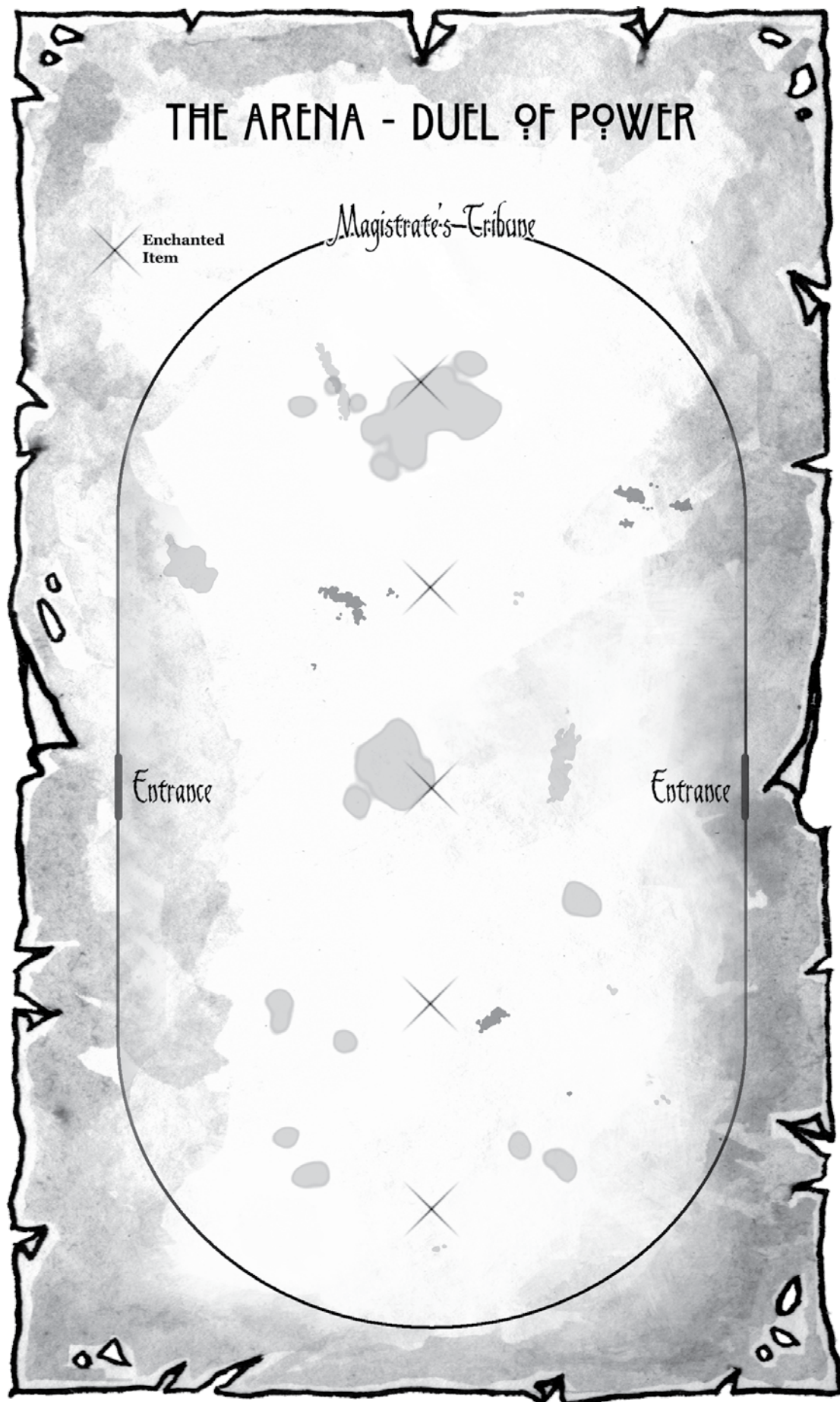
**CLONE OF THE MIGHTY**  
ATTENTION: KIRKMAN  
SPECIAL: KIRKMAN  
DEFINATION: KIRKMAN

**LEAVING LEARNERS**  
ATTENTION: KIRKMAN  
SPECIAL: KIRKMAN  
DEFINATION: KIRKMAN

**ROCK OF INKNEARLITY**  
ATTENTION: GENTLEMAN  
SPECIAL: GENTLEMAN  
DEFINATION: GENTLEMAN



# DUEL OF POWER ARENA SETUP (TOURNAMENT TROUBLES)







**FIN**



## JOURNEY TO LANG

An errand along the Serpent River exposes the characters to the dangers of the Scourge.

## RUNVIR'S TOMB

Searching a tomb for magical treasure, the heroes find that not everything evil is dead.

## KEPT IN THE DARK

In the depths of the Servos Jungle, an expedition takes a different direction when the heroes encounter the Therans.

## PALE RIVER

Beneath the Kingdom of Throal, an underground village harbors thieves.  
But why are they stealing food from the bazaars of the dwarf city?

## TOURNAMENT TROUBLES

The heroes take part in the annual tournament of Travar, the outcome of which determines the city's political fate for the coming year.

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