

LIVING EARTHDAWN

FOURTH EDITION[®]





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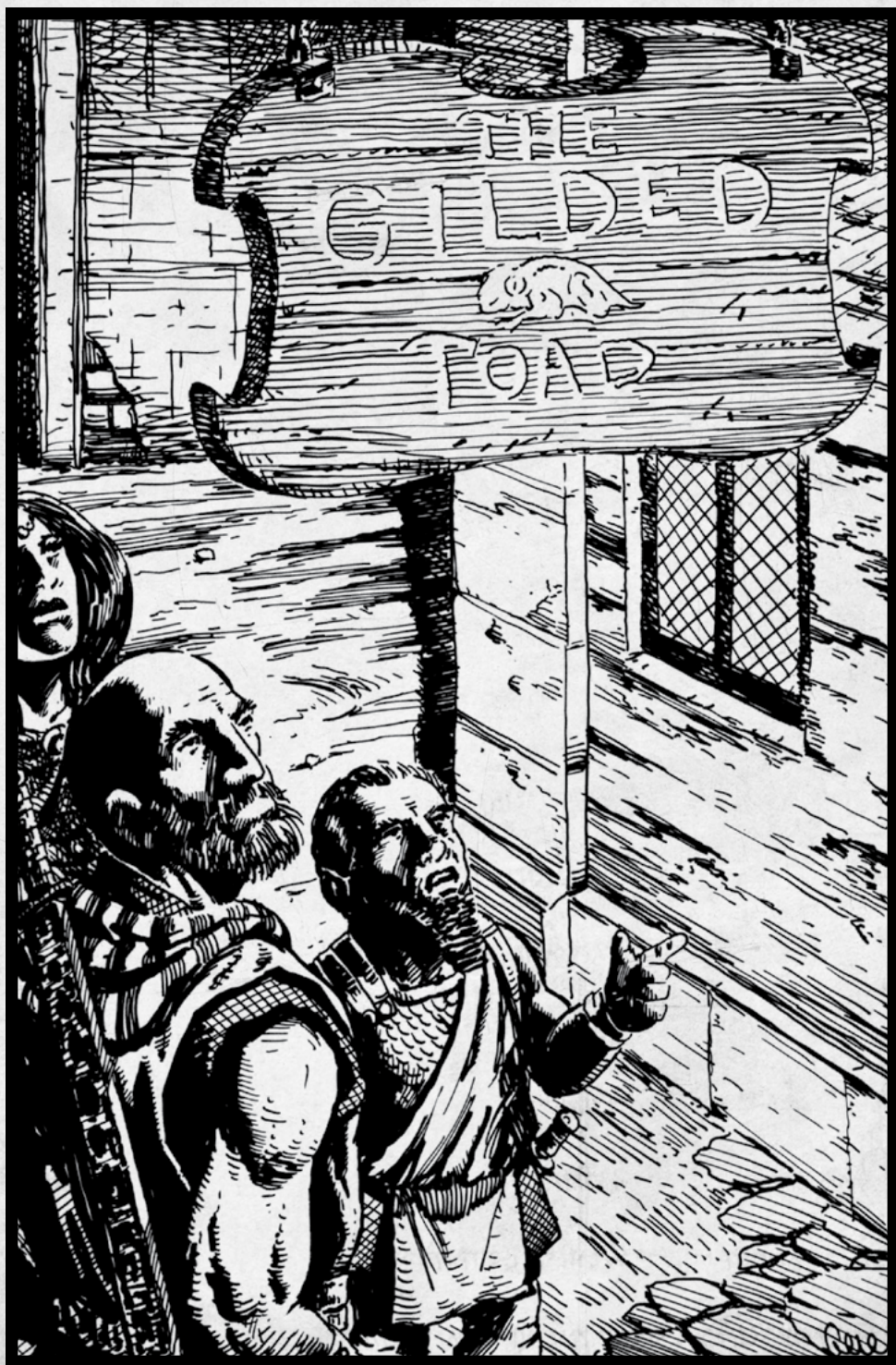
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LEGENDS OF BARSAIVE PRIMER

Legends of Barsaive is meant to be a living campaign: a campaign setting shared by many tables. A Legends of Barsaive character should begin at First Circle and be created using the quick start Character Generation packet. Alternately, prospective players can pick up any of the pre-generated characters in the Earthdawn 4th Edition Player's Guide.

The rest of this document describes the setting and special rules for Legends of Barsaive adventures. Initially, adventures will take place in and around the frontier town of Haven. As Legends of Barsaive progresses, the players will find themselves embroiled in the politics of the ruined city.

This document is intended for players and Gamemasters alike.

THE SETTING

Parlaint

Parlaint was once a jewel in the crown of Thera. As the Scourge approached, Thera wizards not only constructed a mighty citadel, but also erased Parlaint from memory and hid the entire city on a different plane. Unfortunately, things did not go as planned and Horrors destroyed everyone trapped within the walls. After the Scourge, a small group of adepts (aided by both Throalic historians and blood warders) brought the city back into existence. The Horror-ravaged and infested ruins are uninhabitable.

Haven

After decades of poorly documented excavations and countless deaths, a troll Named Torgak carved out a small corner of Parlaint, turning it into the village of Haven. He designed it as an outpost and mustering point for adventurers seeking to test their luck within the ruins. The businesses in place also ensured that Torgak received a percentage from each successful venture into Parlaint.

Before long, Haven was a bustling community filled with a steady stream of adepts looking to strike it rich. In the rest of Barsaive, nations rebuilt, alliances were forged, and wars were fought. While many nations were interested in what the ruins contained, Haven remained independent and prospered. In the past decade it has more than doubled in population, to around 2,500 Namegivers. These rough-and-tumble frontier types have crammed themselves within Haven's walls, leaving only the most desperate to make camp in the shadow of Parlaint. Where Barsaive is a world being tamed, Parlaint remains a wild beast.

POLITICAL FACTIONS

There are two ongoing questions of identity within Haven. The first is a question of which larger political power to support. The anti-slavery opinions of the majority

see the community siding with Throal. Still, the average Havenite doesn't trust anyone too far and most prefer their independence. The second question is the brewing struggle for leadership within Haven. Torgak's steady hand has been wavering of late and some think it is time for change.

Nations

Blood Wood

When blood warders pass through Haven, their disdain threatens to cause more than a few fights. In their wake, rumors fly. Many Havenites are quick to share their conspiracy theories tinged with anger or fear, only after a glance over the shoulder to ensure no blood elves are in earshot. In the midst of the rumor mill, it's still possible to pick out some truths. First, the powers of Blood Wood show a keen interest in Parlainth. Second, the blood elves are looking for something in the ruins. Third, despite their contempt their coin is good and the elves are content to let Havenites govern themselves. Finally, to some most alarmingly, whenever Thera and Throal butt heads in or around Parlainth, the elves seem to be in the right place at the right time to benefit.

Thera

Officially, losing a second war to reclaim her rebellious province has ended Thera's ambitions in Barsaive. Despite once being the symbol of Thera's rule in Barsaive, the Empire has no known plans to reclaim the corrupted city, though they are interested in the magical artifacts it still holds. A few merchants sympathetic to Parlainth's pre-Scourge rulers remain, forging relationships with adventurers, purchasing lost relics, downplaying the brutal reputation of the Empire, and working to make Haven a better place to live. These upstanding citizens are quick to point out they serve in no capacity as Thera's agents. Some whisper a Haven sympathetic to Thera would be the perfect staging ground for reclaiming Parlainth, which would give them a new base of operations in the province. Many fear Thera would see Haven destroyed before allowing it to officially ally with Throal, telling tales of rebellious cities in other provinces leveled by airships. Of course, that's all hearsay. Officially, Thera's days in Haven are done.

Throal

The easiest barometer of Haven's feelings on Throal is a trip through the open-air market. Amid the cries of peddlers hawking wares and the curt tones of adventurers negotiating the sale of hard-won artifacts from the ruins, debates rage back and forth on just what Haven means to Throal. A cash cow? A symbolic insult to Thera? A new colony to exploit? A new military base? A new battleground for the squabbling noble houses of the dwarf kingdom? Ideas fly back and forth, with a new argument around every corner in the marketplace. Here an adventurer claims Throal's ideals are admirable, but political realities rarely match such lofty goals, especially with the kingdom licking its wounds after their hard-won victory against Thera. A town guard points out increased trade and military protection would almost certainly mean a loss of the independence Havenites enjoy. A merchant insinuates the political infighting

among Throal's noble houses is worse than ever. The unspoken question, however, is the largest concern on everyone's mind: "If Throal takes over Haven, who truly benefits?"

Leaders

Torgak

This troll has been called many things including a bully, a shrewd businessman, and a reluctant hero, but never a fool. Torgak seems to believe might makes right, so he makes sure to keep most of the might on his side. With the rapidly expanding population of Haven, however, Torgak's grip seems to be slipping. It is clear the troll is getting on in years, but he seems to have no intention of letting his hard work go to some foolish politicians. The headman has been seen around the city with his nephew Rugash. Most believe Torgak is grooming the boy for leadership and the aging troll is looking for a way to stabilize the town as much as possible before he is forced to pass on the reins.

Association of Unaffiliated Explorers

The AUE has been trying to remove Torgak for years and hold public elections for mayor. They have put forth a variety of candidates that have, one after another, respectfully declined the role. Currently the group has two new personalities lined up to fight the good fight against Torgak, a human woman named Wyeta and a dwarf man named Fresin. Both candidates are politicians to their core. The AUE is well meaning, but tends to spread itself too thin, attempting to accomplish many goals and coming away with few successes. Their work often seems amateurish and poorly thought out. However, with Torgak's advancing age and weakening position, they may finally have a shot at holding elections. They have confidence one of their candidates could easily defeat Torgak and his cronies in any fair election.

ADVENTURING COMPANIES

There are five organizations in Haven to which people can belong. Collectively these organizations are known as the adventuring companies. These companies are well known and generally trusted throughout the northern regions of Barsaive. In addition to their individual goals, each company seeks to maintain a diverse membership. Adepts who join these causes are regularly sent on adventures to further the company's political, philosophical, or financial objectives. Swearing a blood oath to an adventuring company can be a powerful boon to a novice adept, but it is not without its drawbacks.

Freelance Adepts

Adepts operating on their own find themselves without discounts, without penalties, and without obligations. At the novice tier it is easy to find mentors within Haven, though getting introductions to higher Circle mentors may be more of a challenge down the line. A freelance adept has no limits on joining Named Groups. In addition, they may submit their journals to Throal on their own behalf, gaining the standard 10% silver and 5% Legend Point awards at the end of each mission.

If an adept does not join a company, all loyalty points they earn count as 'Alternate Company Points' described on page XX.

Oathsworn Adepts

Once offered membership to an adventuring company in Haven, an adept need only attend their monthly ritual of Blood Peace. Adventurers sworn to a Company may not be an official member of any other Named Groups and must wait a year and a day before joining a different Company. Adepts joining a Company are offered a variety of benefits, though there are associated drawbacks.

Adventuring companies are large and sprawling groups. Swearing an oath to one allows the adept to weave threads to the Group True Pattern (see Player's Guide, p. 236). As long as the adept continues to act in the group's interest, the adept can receive the bonuses from these threads.

Conversely, the basic drawback is being bound by blood to a large and diverse group. An adept takes 2 points of Blood Magic damage to swear the Oath of Blood Peace, and it is likely he will never know many members of his organization personally. Swearing into a group often means the adept is expected to complete additional tasks, but these challenges award additional silver and increase the adept's legend.

Perhaps the most worrisome point is the companies are so large some of their pattern items have gone astray. If someone with ill designs were to find one, an adept might find themselves in a world of trouble.

The companies in Haven provide other benefits as well. Each has three 4th Circle adepts that are willing to mentor Namegivers of their Discipline for a fee. These mentors assist those who have proven loyalty to their company at a discounted rate (see Company he

Finally, adventuring journals are submitted on behalf of the adept. However, some of the silver earned goes to the organization. This means adventuring journals are worth only 5% silver (the 5% LP is awarded as normal).

The Curators

Patron Passion: Astendar

Key Figures: Aire Beldroth, Nivek Jamar, Oneus Brynaxx

Resources: 10% blood charm discount, waived library fees

This group has opened its doors to any adept wishing to retrieve, honor, and preserve lore once thought irrevocably lost. As such, the group now hosts a wealth of lost knowledge at their base of operations in the Old Quarter, The Repository. Before the Scourge, it was one of Parlainth's many libraries, and the Curators are working to restore the facility. Only the tight-lipped information broker, Vardeghul, has a more extensive collection. Members of the Curators are free to peruse any information within the Repository, though they still must pay a fee if they wish to withdraw anything from the library. The group is flush with Theran blood charms and is able to part with them at a 10% discount.

Aire Beldroth

Elf Archer - Aire has a reputation of being difficult to work with. Indeed, this elf

is certainly more interested in gathering knowledge than sharing it. He frequently works alone, claiming others 'just slow him down'. As is common among adepts of his Discipline, he doesn't mince words. He will readily tell someone when they have crossed him and he openly refers to other adventuring companies as "incapable competition." He is less likely to disparage his fellow Curators, but even they are fair game when he is in a foul enough mood. Friend or foe, the amount of support he is willing to lend depends on the direct benefit to himself or his wallet.

Nivek Jamar

Human Troubadour - A positive and upbeat Human, Nivek wants nothing more than to be friends with everyone he meets. Nivek always has a new story to tell and is happy to share it with anyone that will listen. He has a fascination with all things elven, an interest that frequently draws Aire's disdain. His goal as of late has been to visit Blood Wood and study the various relics he's acquired throughout Parlainth. He hopes this may lead to a patron that will sponsor additional Curator exploration within the ruins. Nivek believes one good turn grants another, and is eager to help wherever he is able.

Oneus Brynaxx

T'skrang Wizard - This t'skrang came from life on the river. His family was loosely affiliated with House V'strimon and, after some sort of family squabble, Oneus packed up for the frontier. The nature of the argument remains a closely guarded secret. If any Curators know the story, they are keeping their mouths shut. Members of House V'strimon may have a problem working with the Wizard, but most find him exceedingly knowledgeable and helpful. He can almost always be found within the Repository and his aid is a valuable asset to any group preparing to delve into the ruins.

Last Cause Caravan Company

Patron Passion: Chorrolis

Key Figures: Docia Renewer, Fobran Oadaeon, Elora Sundarmar

Resources: 10% off average and unusual items and equipment

The Last Cause Caravan Company has branches throughout Barsaive, though its seat of power is in the Kingdom of Throal. It came as a surprise to many when they announced their latest venture in the isolated town of Haven. The company views the nearby ruins as ripe for exploration. Many priceless artifacts have come out of those ruins, and the Last Cause intends to get the most valuable prizes for themselves. To that end, they are hiring adepts in the region and offering generous rates to anyone who can secure the 'next big find.'

The company has renovated an old tavern on the furthest edge of the Old Quarter, The Brown Trout, to serve as their headquarters in Haven. This mostly legitimate establishment caters to those already working for the Last Cause. The general population finds it expensive and the waitstaff gruff. Most business occurs in the basement, which is strictly members-only. Through canny business dealings, the Last Cause Caravan Company is able to offer goods with common uncommon availability to its members at a 10% discount.

Docia Renewer

Windling Thief - If you need a lock picked or a ruin scouted, Docia is your girl. She is quite young by windling standards, but comes across like every other full-grown member of her race: energetic, inquisitive, and fun-loving to excess. Life in Haven is her favorite game. It has rules no one else seems to know and Docia plays it better than everyone else. Docia has managed to blend the misconception of being just another "loud and ostentatious" windling seamlessly into her talents as a Thief. After all, if everyone is going to try to ignore you, you might as well take everything they've got!

Fobran Oadaeon

Obsidiman Air Sailor - An obsidiman Air Sailor is almost unheard of in Barsaive, but Fobran takes to the captain's chair like a t'skrang to water. Some say his unusual prowess was gifted to him during the Dreaming, others that he developed it on his own over hundreds of years of training. Whatever the reason, all who know him tell you he is only at home on the decks of his ship, Diligent Huttawa. This small and heavily reinforced vessel is tended by a fiercely loyal crew and calls the skies in and around Parlainth home. Though passage is never free, Fobran has been known to accept a good story now and then as payment from travelers down on their luck.

Elora Sundarmar

Elf Illusionist - Elora is a no-nonsense elf. Her dour attitude marks her as different from many of her Discipline. The woman knows business, which has put her at the forefront of many of the Caravan's dealings of late. To her credit, these deals are almost universally in the Caravan's favor. Rumor has it she frequently works in clauses only helpful to herself. While she has never been caught using her magic to directly cheat anyone, her colleagues do wonder how she always seems to bring the perfect bargaining chit to the table.

Loster's Lawbringers

Patron Passion: Mynbruje

Key Figures: Bermon Nobregas, Boselyn Oakram, Chandra Adaire

Resources: 10% armor discount

Until recently, the Grim Legion of Parlainth was a battered and shell-shocked lot who scraped out a meager living as best they could. However, during the Theran War a hero named Loster moved in and attempted to change all that. Where exactly this adept and his chapter of the Legion came from is unknown, but for the past few years they have been ramping up operations. The group works out of Renwick Hall, a reclaimed slave pit near the gates of Haven, and has been dispatching patrols like clockwork. They claim Haven sits at the edge of collapse and their group seeks to root out both the external corruption of the Horrors and the internal corruption of unsavory elements within the town. Now any adept wishing to preserve law and eradicate Horrors can try their hands at being a Lawbringer.

The group believes in presenting an organized front and will be happy to subsidize any purchase or Forging of armor, reducing the cost by 10%. Loster's Weaponsmiths proudly emblazon symbols of Mynbruje on this armor.

Bermon Nobregas

Human Warrior - Bermon reportedly comes from a well-off family in Jeris. Despite the money he was born into, he came to Haven as a bright-eyed young Warrior with nothing but a sword and shield on his back. He has fought hard to earn the respect and admiration of his peers within Haven and, for the most part, has succeeded. It is hard to find someone who speaks ill of him, even among the dozens of criminals he has put away. If Bermon has a flaw, it is he can be slow to draw his weapon against a Namegiver. His desire to be on the 'right' side of any conflict can leave him open to a foe without Bermon's trademark scruples.

Boselyn Oakram

Dwarf Cavalryman - This dwarf goes everywhere with her huttawa, Beaker, preferring his company over most Namegivers. She is headstrong and quick to act in any situation. Once she has chosen a course of action, she will follow it fiercely to whatever result it leads. She is unlikely to admit an error on her part and will blame others harshly for their mistakes. It is clear something in her past fuels her dogged pursuit of a safe and lawful Haven, but those who have tried to pry the story from her have only been able to extract a bloody nose. She will intervene in any perceived crime and is among the first to answer the call to battle the fearsome entities of Parlainth.

Chandra Adaire

Ork Nethermancer - For being involved with an organization of Lawbringers, Chandra does not appear overly concerned with matters of law, society, or anything to do with the physical plane really. Due to her advanced age, she has lost her ability to see the physical world. However, this blindness has intensified her gaze on the astral and drawn the focus of her attention to that plane. She spends days at a time in deep meditation, searching and cataloging any scrap of information that comes to her. Only she knows the contents of her library, but she readily shares applicable knowledge with Lawbringers seeking her aid. On the rare occasions she is found outside her chamber, Chandra is quiet and keeps to herself. While she values her privacy, she has stepped up time and again to protect Haven and keep its borders secure.

Prestigious Order of Gardeners

Patron Passion: Jaspre

Key Figures: Diyorn Vlyqrax, Girisha Vosior, J.T. Ferian

Resources: 25% off healing aids, 10% off of living armor

The plants surrounding Parlainth have always been profuse and difficult to manage. While they can make 'civilized' life difficult, Namegiver ingenuity has found value in many of the strange flora. Eventually, Stourhead Conservatory was erected outside Haven where these plants could be cultivated and alchemical elixirs tested. The need for adventurers to retrieve samples and tend the grove grew quickly, eventually establishing the Prestigious Order of Gardeners.

The Conservatory has since been overrun with flora, the vast majority of the plants beneficial in one way or another. The group is constantly seeking to create new concoctions from them and learn more about the unusual natural world in this region.

The breakthrough they are most often attributed with is the vine wall erected around their perimeter, which expands further each year. In the past few months they have opened their doors to all applicants.

Members of the Gardeners are given a discount on healing aids and living armor cultivated within the Grove. This does not include any Forging or imbuing costs incurred by the adept after the goods have been removed from the earth.

Diyorn Vlyqrax

Windling Elementalist - Unlike most of his race, Diyorn doesn't like to draw attention to himself with rash and flashy antics. Instead, he prefers to observe the world around him in search of hidden truths. He has a knack for connecting two disparate pieces of information and always has a new conspiracy theory he can 'prove' if given enough time. He speaks at great length to anyone unfortunate enough to be caught listening. Namegivers meeting Diyorn for the first time are frequently asked an odd series of questions, then promptly be accused of being Horror-marked. The only mystery surrounding Diyorn is the origin of this unrivaled sense of paranoia.

Girisha Vosior

Troll Beastmaster - Grisha was, quite literally, raised by wolves. Such a past leads her to lack many of the social graces others take for granted, but she more than makes up for it with overwhelming kindness. She is quick to accept newcomers at her table and frequently looks to aid wayward travelers near Parlainth. In fact, she considers anyone she shares a meal with to be a member of her pack. Though she is getting on in years, it would be foolish to consider her weak. Girisha's loyal companion, Eyolf, is an orphaned storm wolf from her original pack she has raised as one of her many children.

J.T. Ferian

Ork Scout - J.T. has always been more at home in the wilds than in the ruins. As a Gardener, he gets his fair share of both. He has a sharp tongue and isn't afraid to dress-down anyone who makes a mistake in his presence. Growing older has done nothing to quell J.T.'s spirit. This ork has become increasingly quick to judge, act, and anger. Those that know J.T. best say he remains a hard companion to please even after years of mutual respect. The Scout pushes himself to be the best and expects the same from everyone he meets. He goes only by 'J.T.', and those who ask him what the initials stand for only get one answer, "Don't ask!"

Strongest Arm

Patron Passion: Thystonius

Key Figures: Egil Rarfu, Norgut Thosgror, Xaolete Jregh

Resources: 10% off weapon costs

A vision of Thystonius inspired a courageous ex-military man to create a home for those who seek to test their might against the denizens of the ruins. He sought out a run-down guard post in the center of Haven, claiming it to fulfill his vision. Trident Keep, as it is known today, inspired adventurers from across Barsaive to lend their

talents in service to Thystonius. As their resources grew, the Strongest Arm began Forging weapons and outfitting the group's soldiers to do battle with ever larger threats looming over Parlainth. Their reputation grew and the group found itself hired to protect wealthy patrons on expeditions into the ruins. As the Strongest Arm began making money, they made the questionable business decision of purchasing a massive statue of Thystonius. Today, the statue watches over the Keep's central training grounds, reminding the members of who they honor with their actions. Those who fall while under their oaths have their names carved at the foot of Thystonius (or at least the Passion's likeness).

The group accepts any who wish to test their mettle, offering to subsidize the cost of weapons and Forging by 10% to those that do. Whether members live or die, they bask in the glory of Thystonius.

Egil Rarfu

Troll Sky Raider - Egil is calm for a troll, especially for a Sky Raider. He prefers to keep to himself, quietly thinking through his next action. The reason he left the mountains is unknown. What is known, however, is Egil has two goals in his life: honoring Thystonius in battle and keeping his airship, Luminous Shadow, in excellent condition. He is a shrewd dealer and readily questions anything that seems too good to be true. Underestimating Egil's intelligence is the last mistake countless Namegivers have made.

Norgut Thosgror

Dwarf Weaponsmith - This dwarf prefers his forge to the company of Namegivers. He works the fires night and day, crafting works of a quality not seen in Parlainth since before the Scourge. His skill is unquestionable, but his attention to detail can see his schedule slip from time to time. Norgut is consistently busy with work on behalf of the Strongest Arm, and his small army of apprentices assists with most of the grunt work. Norgut works these protégés harder than most and sets high standards for their work. Those that make it through the brutal training will find their skills in high demand throughout Barsaive.

Xaolete Jregh

T'skrang Swordmaster - Most members of the Strongest Arm are proud and boastful, eager to swap stories of their battles and heroic deeds. This t'skrang stands in stark contrast to the norm with his humility, not only as a member of the Company, but as a t'skrang and Swordmaster. Whispers insist he is one of the most famed tail dancers along the Serpent River, but he has declined every chance to perform in public after arriving in Haven. Xaolete prefers to talk his way out of a fight, and his charm has sheathed more than a few swords. Should that fail, however, he is no novice when it comes to combat. His flowing moves and ostentatious actions make it clear he is no stranger to violence should the need arise. When those under his tutelage ask about this duality, he simply responds, "The water adapts to the river as needed. So too must we be prepared for change."



Oathsworn Company Points

As mentioned under Oathsworn Adepts (p.XX), any adept may join any adventuring company. As the adept proves devotion to the company, they gain increasing benefits. In game terms, these benefits are based off of Oathsworn Company Points, which track the amount of goodwill an adept has acquired. Once an adept has received the appropriate number of points from his Oathsworn Company, he immediately receives the reward listed in Table 1 (below).

Table 1: Oathsworn Company Point Rewards

Oathsworn Company Points	Member Reward
1	Membership - You've proven to be useful and have access to a Company's resources, receiving the company's appropriate discount.
3	10% Training Discount - You've proven your loyalty and are worthy of additional benefits.
5	Key Knowledge Acquisition (see Common Thread Items)
7	Additional 10% Training Discount - You can continue your training at an even lower cost.
10	Key Knowledge Acquisition (see Common Thread Items)
14	Additional 10% Training Discount - You deserve to train with the maximum allowable discount.
18	Key Knowledge Acquisition (see Common Thread Items)
22	Double Discount on Resources - You've gained access to the best deals in town.
26	Standard 10% silver award for Journal - You've significantly advanced the cause and are no longer required to tithe.
33	Retirement - You can rest comfortably knowing your legend will always live on.

While no adept can swear loyalty to more than one company, cooperation between members of these organizations is common. When opportunities present themselves for a particular company to advance their goals, they're obliged to reward any adept who assists them. Such considerations are given in the form of Alternate Company Points, shown in Table 2 below. While the resources provided are not as significant as those provided to full company members, they are still useful to the novice adventurer.

Table 2: Alternate Company Point Rewards

Adventuring Company	Alternate Company Points			
	1	3	5	7
Lawbringers		5% discount on armor Forging	Key Knowledge Acquisition	10% discount on armor Forging
Strongest Arm	You've proven to be useful and have free access to the Company's potential mentors.	5% discount on weapon Forging	10% discount on weapon Forging	Key Knowledge Acquisition
Curators		Key Knowledge Acquisition	5% Blood Charm discount	10% Blood Charm discount
Caravan		5% Off Average/Unusual Items/Equipment	10% Off Average/Unusual Items/Equipment	Key Knowledge Acquisition
Gardeners		5% off healing aids	Key Knowledge Acquisition	10% off healing aids

THREAD ITEMS

Thread items are magical objects with their own patterns and history. In a standard Earthdown campaign, every thread item is unique and learning the history of the objects can provide countless adventures. In the Legends of Barsaive campaign, however, there is not enough time to explore the history of every thread item available to the players. Some rare objects have complex histories that are the focus of adventures, but most thread items are more common and follow the rules listed below.

Common Thread Items

One of the primary sources of income for adventuring companies is the various magical items they recover from the ruins of Parlath. There was a time when such treasures were coveted for their rarity. However, the increased volume of adventurers exploring the ruins has seen many magical weapons, armor, and other trinkets appear in Haven. In fact, the markets have become too saturated for the various researchers to keep up. Each company has a lengthy backlog of items to investigate, making under-researched items readily available to any who would purchase them.

For 500 silver + the base cost of the item, a character can purchase a Novice-tier weapon, shield, or armor (see Thread Items, Gamemaster's Guide, p. 202). This low price is due to the lack of information available on the item in question. An item's effects are unknown until the buyer has learned the appropriate Key Knowledge. All common items from the Legends of Barsaive campaign have a Mystic Defense of 9 by default.

There are some changes to the normal process of weaving threads to these common items. Every thread rank for these Common Thread Items requires a separate Key Knowledge be rooted out and discovered.

The first step, performing Item History on the item, works as normal. Adepts with the talent can perform multiple tests as described on p. XX of the Player's Guide. After a successful Item History test, the character can perform a Research

(11) test to determine the exact nature of the information needed. The Research test requires access to a library, most commonly the Repository, owned by the Curators. If a company is hired to perform either the Item History or Research tests, the test automatically succeeds with no additional successes.

After successful research, the character knows what must be done to weave the thread. This is abstracted through connections with an adventuring company and an investment in silver. The exact cost is based on the Key Knowledge rank being investigated, and is shown on Table 3.

To determine the bonuses provided by the item, roll on Table 4. Weaving the thread to the item requires the appropriate Legend Point cost as explained on page 224 of the Player's Guide.

Common thread items may be bought, sold, or exchanged among players as desired. Adventuring companies will buy back common thread items for half of their initial value plus 100 silver pieces per Key Knowledge acquired.

Table 3: Key Knowledge Acquisition Fees

Action	Charge
Perform Item History (9) Test	50 sp x Key Knowledge Rank (If Hiring a Historian)
Library Access	50 sp (If not a Curator)
Perform Research (11) Test	100 sp x Key Knowledge Rank (If Hiring a Sage)
Acquiring Required Materials	150 sp x Key Knowledge Rank (Required)

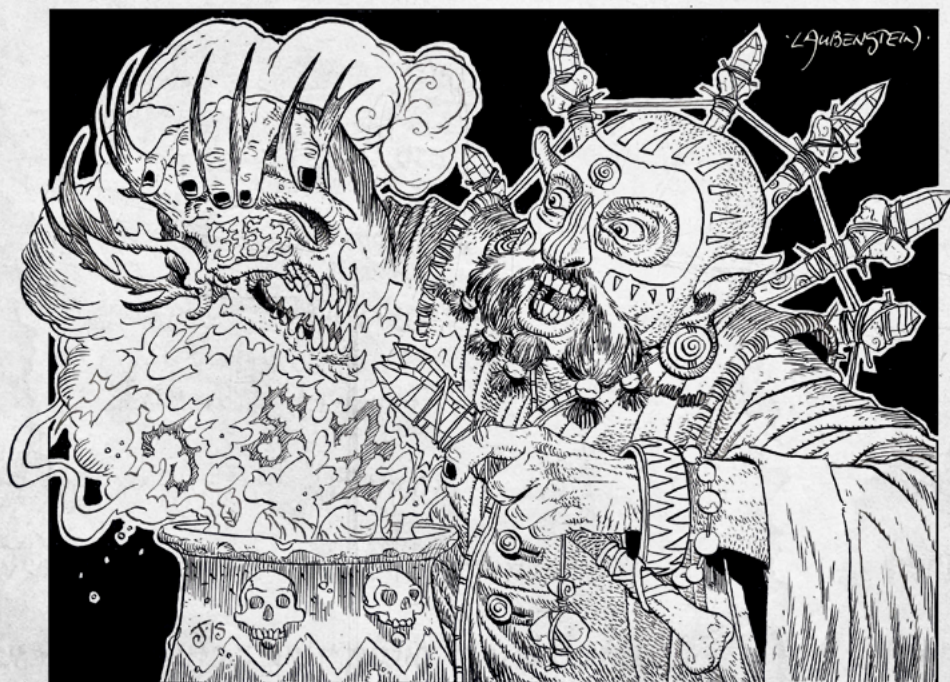


Table 4: Common Thread Item Weaving Effects

Item Type	Step 5 (D8) Result	Effect
Melee Weapon (or bracer, if using Claw Shape)	1	+1 Damage Step*
	2	+1 Damage Step*
	3	+1 Damage Step*
	4	+1 to Attack tests with the weapon
	5	+1 to Attack tests with the weapon
	6	+1 Physical Defense
	7	+1 Physical Defense
	9	+1 to a DEX-based talent of choice
	10	+1 to a DEX-based talent of choice
	11	+1 to a STR-based talent of choice
	12	+1 to a PER-based talent of choice
	13	+1 to a CHA-based talent of choice
	14	+1 Mystic Defense
	15	+1 Social Defense
	16+	Player's choice from this list
* Or +1 to Claw Shape, player's choice.		
Ranged Weapon	1	+1 Damage Step
	2	+1 Damage Step
	3	+1 to Attack tests with the weapon
	4	+1 to Attack tests with the weapon
	5	Increase short and long range by 25% each
	6	+1 Mystic Defense
	7	+1 Physical Defense
	9	+1 to a DEX-based talent of choice
	10	+1 to a DEX-based talent of choice
	11	+1 to a PER-based talent of choice
	12	+1 to a PER-based talent of choice
	13	+1 to a CHA-based talent of choice
	14	+1 to a WIL-based talent of choice
	15	+1 Social Defense
	16+	Player's choice from this list

Item Type	Step 5 (D8) Result	Effect
Casting Aid	1	+1 Spellcasting Rank
	2	+1 Spellcasting Rank
	3	+1 to Effect tests
	4	+1 to Effect tests
	5	+1 to Thread Weaving tests
	6	Spell Matrix equal to thread rank*
	7	Spell Matrix equal to thread rank*
	9	+1 Mystic Defense
	10	+1 Mystic Defense
	11	+ 1 to PER-based talent of choice
	12	+ 1 to PER-based talent of choice
	13	+ 1 to WIL-based talent of choice
	14	+ 1 Physical Defense
	15	+1 Social Defense
	16+	Player's choice from this list

* Only once. Any further results with this effect are re-rolled.

Armor	1	+1 Physical Armor
	2	+1 Physical Armor
	3	+1 Physical Armor
	4	+1 Mystic Armor
	5	+1 Mystic Armor
	6	-1 Initiative Penalty*
	7	-1 Initiative Penalty*
	9	+1 Wound Threshold
	10	+1 Physical Defense
	11	+1 Mystic Defense
	12	+1 Social Defense
	13	+1 to a DEX-based talent of choice
	14	+1 to a TOU-based talent of choice
	15	+1 to a WIL-based talent of choice
	16+	Player's Choice from this list

* +1 to Armor Rating of choice if there is no Initiative Penalty

Item Type	Step 5 (D8) Result	Effect
Shield	1	+1 Physical Defense
	2	+1 Physical Defense
	3	+1 Physical Defense
	4	+1 Mystic Defense
	5	+1 Mystic Defense
	6	-1 Initiative Penalty*
	7	-1 Initiative Penalty*
	9	+1 Wound Threshold
	10	+1 Physical Armor
	11	+1 Mystic Armor
	12	+1 Social Defense
	13	+1 to a STR-based talent of choice
	14	+1 to a TOU-based talent of choice
	15	+1 to a WIL-based talent of choice
	16+	Player's Choice from this list
	* +1 to choice of Mystic or Physical Defense if there is no Initiative Penalty	
Miscellaneous (various forms)	1	+1 Social Defense
	2	+1 Physical Defense
	3	+1 Mystic Defense
	4	+1 to Interaction tests
	5	+1 to a WIL-based talent of choice
	6	+1 to a CHA-based talent of choice
	7	+1 to a PER-based talent of choice
	9	+1 to a DEX-based talent of choice
	10	+1 to a STR-based talent of choice
	11	+1 to a TOU-based talent of choice
	12	+2 Movement Rate
	13	+1 Initiative
	14	+1 Physical Armor
	15	+1 Mystic Armor
	16+	Player's choice from this list

THREATS AND DENIZENS OF THE RUINS

To many, Parlainth is a monolithic and horrifying ruin where everything is out to kill you, but that is not the whole story. Within the ruins are many groups, each with their own motives and desires. If a Namegiver never steps out of Haven, they have little to fear from these groups. But those seeking glory within the ruins would do well to familiarize themselves with the things that call Parlainth home.

Foul Folk

There are more than a few Namegivers that scrape a life out of the ruins of Parlainth. These desperate groups find themselves constantly fighting for survival. Many of them are loyal to the Hand of Corruption, a loose organization that seeks to rid the world of Namegivers and their inherent frailties.

However, other groups have much baser desires. One such group, The Jade Tears, has been gaining traction. This gang of outlaws has been linked to extortion, kidnapping, theft, and murder. They seem to be operating out of The Smalls, in close proximity to Haven. This has caused growing concern in the village's population.

Other Namegivers fall prey to the call of the Mad Passions. Even the strongest Namegivers have been known to fall to the calls of these insane entities. Cults devoted to Raggok or Vestrial are occasionally sighted amid the ruins and typically have ill intent toward Haven. These cults can be either overt or subtle in their dealings. This adds another reason to not trust strangers in the ruins.

Falsemen

The falsemen armies have battled for hundreds of years in the War Zone, and they will do so until the magic powering them fails. Ambition and change are unknown to the falsemen. Any interloper--Namegiver, Horror, or anything in between--will be treated brutally if they get in the way of the war games.

Charcoalgrin

Charcoalgrin is a powerful dragon that employs a small army, which includes drakes and ogres in addition to Namegivers. She has a complicated history with Parlainth and after the city returned set up her lair within the imperial palace ruins, and claimed the entire Northern Quarter of the city as her domain. Those who go to Charcoalgrin in search of information can usually get it if they shower her with enough adulation. She has yet to acknowledged the village of Haven and seems happy to continue ignoring the settlement just outside her domain.

Twiceborn

As above, so below. As Haven swells in size, so too does Twiceborn's cadaver man army. Her cadaver men have been seen on the surface with increasing frequency, and reports of unprovoked attacks increase every year. Her people dislike surface dwellers, but a cautious Namegiver can make peaceful contact. If shown proper respect (and granted appropriate boons) Twiceborn will allow breathing Namegivers through her realm... after a personal audience.





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HAVEN



Dying time is here.

fasa