

EARTHDAWN<sup>®</sup>  
FOURTH EDITION

FAS14403

# TOYS *in the* ATTIC



A LEGENDS OF BARSAIVE ADVENTURE



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## TOYS IN THE ATTIC

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Version: First Printing, August 2017

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ISBN 9781938869501



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## WHAT IS LEGENDS OF BARSATIVE?

*Legends of Barsaive* is meant to be a 'living' campaign setting, where characters will build their legend across many tables. A character in *Legends of Barsaive* should begin at First Circle, created using the standard rules listed in the *Earthdawn Player's Guide* or the alternate rules presented in the *Legends of Barsaive: Character Creation* packet. Alternately, players may use one of the pregenerated characters in the *Player's Guide* and transfer over the rewards they earn to a character created later.

As *Legends of Barsaive* progresses, players will adventure in and around the frontier town of Haven, and become embroiled in the politics of the ruined city. Further background details about Haven can be found in the *Legends of Barsaive: Haven Guidebook*.

## USING THIS ADVENTURE

This adventure supports three to eight players, and is intended to introduce new characters to the different adventuring companies in Haven as they investigate a series of thefts.

*The Story So Far* provides background information and gives the gamemaster context for the scenes that play out during this adventure. The *Chapter Overview* provides a summary of the events that occur during the adventure.

After these summaries are the individual scenes through which the player characters will progress. This adventure was designed to take about four hours to complete (the standard convention timeslot), so each scene has a suggestion for how long it should take to resolve.

Each scene begins with *Setting the Stage*, a piece meant to be read aloud to the players. *Themes and Images* covers the overall mood and flow of the scene, while *Behind the Scenes* describes different actions and options that might take place during the scene. Should the players get off track, each scene includes a *Troubleshooting* section to give gamemasters suggestions to help the story along.

Two more sections close out the adventure. *Loose Ends* describes the result of players' actions, the reactions of various gamemaster characters, and the rewards players may gain. This section contains the necessary details to fill out the *Chapter Summary* sheets (mentioned below). *Cast of Characters* provides game information on relevant gamemaster characters found in adventure.

At the end of this document, the gamemaster will find *Chapter Summary* handouts. Players should use these to record their actions during the adventure, track influence gained with various gamemaster characters, and record rewards. Rewards may be used to improve a player's character for use in future *Legends of Barsaive* adventures. Actions taken during this adventure will have an impact on future events, so we encourage you to send your *Chapter Summaries* to [LegendsofBarsaive@fasagames.com](mailto:LegendsofBarsaive@fasagames.com).



## THE STORY SO FAR

A renaissance has begun in the frontier town of Haven. Not of art, science, or religion, but of adventure. Artifacts have been excavated from the ruins of Parlainth, prompting adepts from all corners of Barsaive to pour into the city, hoping to make the next discovery. Some adepts, with the backing of wealthy patrons, came prepared for the dangers they may face. Others arrive seeking fame and glory with nothing but the clothes on their backs and the weapons on their belts.

To improve their odds of survival, most adepts choose to work with others. This led to the formation of five adventuring companies, which have since prospered:

### **The Curators**

The Curators have opened their doors to any adept wishing to retrieve and preserve lore once thought lost. As such, the group now hosts a wealth of lost knowledge at their base of operations, The Repository.

### **Last Cause Caravan Company**

The Caravan Company intends to claim the most valuable prizes. To that end, they hire adepts in the region and offer generous rates to help secure the next big find. The company has renovated an old tavern, The Brown Trout, to serve as their headquarters.

### **Loster's Lawbringers**

The Lawbringers work out of Renwick Hall, a reclaimed slave market near Haven's gates, and have been patrolling like clockwork. They welcome any adept seeking to preserve law and eradicate Horrors.

### **Prestigious Order of Gardeners**

Stourhead Conservatory was erected outside Haven where the Gardeners cultivate local flora and test their alchemical elixirs. The need for adventurers to retrieve samples and tend the grove has grown, leading to them open their doors to any who would pledge their support.

### **Strongest Arm**

The Strongest Arm built their reputation protecting wealthy patrons during expeditions into the ruins. Trident Keep, their post in the center of Haven, houses a massive statue of Thystonius, inspiring adventurers to lend their talents in service.

Though their motives are different, these five companies have one thing in common. They all, through various means, have obtained a fragment of an ancient map of Parlainth (see **Timeline of Events**). If put together, it provides immeasurable insight into the secrets lost within the ruins. None realized this more than the Curators and Strongest Arm. Both companies not only saw the potential of this discovery, but also that recovering the entire map would exceed each company's individual capabilities. Each sought the other out, and found each had a piece of the puzzle. The Curators put their research skills to work and hypothesized the location of another



piece of the map deep within the Parlainth catacombs. The Strongest Arm readied their best adventurers to search the area, but were interrupted by the theft of the map pieces from the Curators' vault.

Independently, the other companies did what they could to research the map on their own, but failed to uncover any useful leads. Over the course of the same week, each of the companies' headquarters were broken into and their map pieces stolen. The Gardeners sealed the crime scene within their tower and began recruiting any adepts they could to investigate. The Lawbringers increased their patrols in Haven and have been pulling in anyone who seems suspicious for interrogation. The Caravan Company went into lockdown and is contemplating their next move.

A single culprit is responsible for all these thefts. The Jade Tears, a small-time gang, have (with significant help from an unknown patron) stolen every piece of the map. Clues have been left behind at the crime scenes to implicate members of other companies. The goal was to drive a wedge between the companies while causing enough confusion to evade capture. The map pieces have already been delivered before the events of this adventure, leaving the Jade Tears waiting for payment at their hideout.

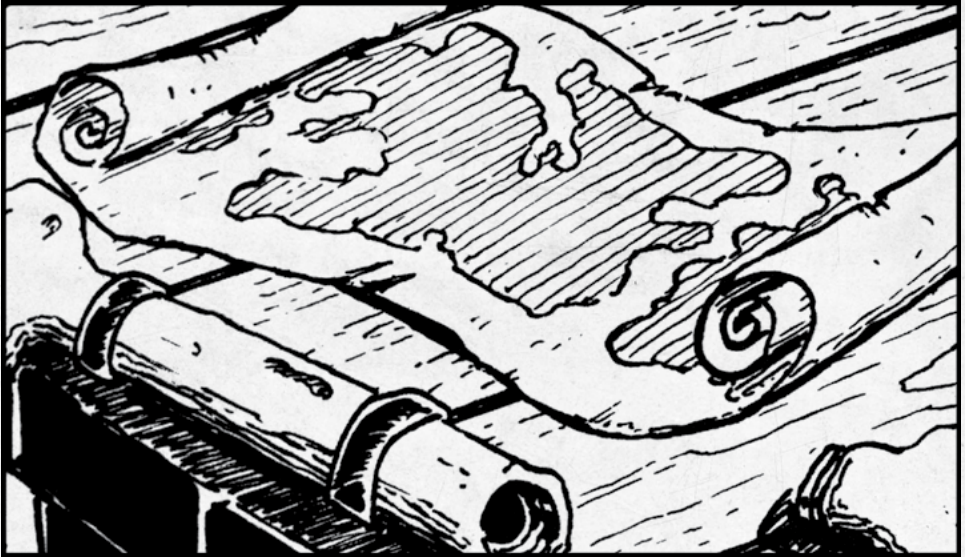
*Special Note:* Little information regarding the patron is present in this adventure. Additionally, the players might feel certain details do not add up. Where the different clues came from, how a low-level gang pulled off the thefts, and interactions with certain company members may seem off or have missing details. This is intentional as there is more going on behind the scene than the characters can figure out. The patron has taken steps to confuse and misdirect the parties involved, and have made an untraceable exit before the first scene begins. Their identity and motives will be revealed in future adventures.

## Timeline of Events

The discovery and theft of the map pieces occurs before the start of the adventure. For ease of reference, we've provided a timeline of these events, describing how each company came into possession of their piece, and what they have been able to decipher from their individual pieces so far. Descriptions of where the map pieces were stolen from are provided in the relevant scenes during the adventure.

Player characters must interact with members of the various adventuring companies if they wish to learn these details. Once a positive dialogue has been established with a company during a scene, they may reveal information provided here. The Gardeners and Curators will describe where and how they obtained their pieces to any player who asks, as well as which sections of Parlainth they believe them to depict. The Strongest Arm, Lawbringers, and Caravan Company will consider how they acquired their pieces "company business." Characters from these companies may be persuaded to reveal this information with successful Interaction tests. The Attitude for all companies starts at Neutral, but may change to Unfriendly based on how interactions unfold.

All the map fragments are magical, and is part of the reason why the fragments are so interesting. Unfortunately, the fragments were not in anyone's possession long enough for any of the companies to learn useful information about the map's purpose.



***About 6 weeks ago: Gardeners recover their fragment***

Girisha Vosior led a routine expedition into Parlainth's eastern catacombs to collect fresh samples of fernleaf root (used to make Salves of Closure). During the trip, a passage collapsed, requiring the group to find another route. Making their way back to surface, they found a chest containing several documents that crumbled to dust when touched. A lone page was recovered, which appeared to be a piece of a map.

***About 5 weeks ago: Lawbringers recover their fragment***

Chandra Adaire's brother Dalthu, a council leader in Urupa, contacted his sister about an odd map fragment found in one of Urupa's old kaers. It referenced Parlainth, but the sheet was too incomplete to decipher many details. He offered it in trade for materials needed by his district. It was easy to convince the Lawbringers to supply the items in exchange for the fragment, as information related to ancient Parlainth might assist them in bringing order to Haven.

***About 4 weeks ago: Curators recover their fragment***

Oneus Brynaxx was surprised to receive an envoy from Garlthik One-Eye, but welcomed the visitor with all the hospitality the Curators had to offer. Several artifacts from Parlainth (a set of daggers, padded leather armor, and a short bow) were recently discovered in Kratas by the Force of the Eye, and they sought the Curators' assistance in identifying them. After the research was complete Oneus collected the agreed upon fee: a piece of a map found with the other artifacts.

***About 4 weeks ago: Strongest Arm recover their fragment***

While performing some research in Travar, a member of the Strongest Arm was approached to champion a candidate for the city's Founding Tournament, and offered



an unusual payment, a fragment of an incomplete map of Parlainth. The offer was accepted and the map sent to Xaolete Jregh in Parlainth.

***About 3 weeks ago: Last Cause Caravan Company recover their fragment***

While in Bartertown, Elora Sundamar purchased several documents regarding Parlainth. While most of the information was either common knowledge or obviously fake, one scrap was worth the merchant's asking price: a partial map of Parlainth. Elora noticed the fragment's magical properties, and her shrewd merchant skills secured it.

***13 Days ago: Strongest Arm enlist the Curators' help***

Though clearly tied to Parlainth's past, the fragment's pattern seemed in complete, and the Strongest Arm were having no luck deciphering its secrets. After much internal debate, they sought help from the Curators, who turned out to be in a similar position. While the fragments did not directly connect, their similarity and magical nature suggested additional pieces of the map existed. The two companies agreed to combine their efforts while it was mutually beneficial, and the research continued.

***10 Days ago: Lawbringer's fragment stolen***

After the Urupan fragment arrived in Haven, Chandra worked to identify the map's purpose. Their fragment showed the southwestern part of Parlainth, with landmarks from both the Twists and the Military Quarter (commonly known as the War Zone), and prominently featured the southwest laneway. When examined astrally, the object's pattern appeared incomplete. Before more could be learned, the piece was stolen and the Lawbringers started patrolling Haven in force to track down the culprit.

***7 Days ago: Gardeners' fragment stolen***

Intrigued by the possibility of more informed trips into the ruins, Girisha felt the fragment was worth investigating. It was easy to cross reference landmarks on the fragment, as it showed the southeastern part of Parlainth before Haven's founding. It showed the area's original layout, as well as a part of the Smalls just north of Haven. Most of Haven's ancient secrets had already been discovered, but the magical properties of the fragment convinced the Gardeners other pieces must exist. They spent several weeks of research to no avail, and were running out of leads to pursue. They were about to pursue avenues outside the Gardeners when the fragment was stolen. Efforts to locate other fragments were shifted to retrieving the now missing piece.

***5 Days ago: Two fragments stolen from the Curator vault***

The fragment acquired by the Curators was easy to decipher given the resources within the Repository. It showed the northeastern area of Parlainth, with landmarks from both the Vaults and the Smalls, and featured the northeast laneway.

The Strongest Arm's fragment showed areas within the western and northwestern sections of Parlainth, about half of which falls within the War Zone. There was also



a portion of the northwest laneway and the Vaults. Astral examination revealed both fragments were part of the same item, but there was still too much missing to glean its purpose. As progress was being made, both pieces were stolen. This left some members bickering about who should bear the blame and others desperate to maintain their alliance.

### ***2 Days ago: Caravan Company's fragment stolen***

Upon Elora's return to Haven, her research identified several landmarks within the northern administrative quarter of Parlainth on their fragment. It detailed the Vaults, though several landmarks to the west and east were missing, making it incomplete. Realizing the full map's potential, the Caravan Company decided to search for the other pieces. The fragment was stolen soon after this effort began. The Brown Trout was locked down as the Caravan Company decides what their next move should be.



## ADVENTURE OVERVIEW

Treachery is afoot and no one knows who to trust. Having yet to pledge loyalty to any of Haven's Adventuring Companies, only the player characters can be trusted to track down a group of mysterious thieves and bring them to justice.

Through the course of **Toys in the Attic**, the characters will be introduced to the five adventuring companies within Haven and discover a mysterious group has orchestrated a theft from each one. In *Beggars Can't be Choosers*, the characters are hired by the Curators and Strongest Arm to investigate the theft of two map fragments from the Curators' vault. Suspecting one of the other companies got wind of their alliance, they believe one of the remaining three must have been involved.

*The Hand that Feeds* introduces the players to the Gardeners. This group has found and lost a different fragment of the same map. Clues indicate the Last Cause Caravan Company was involved in the theft, so the characters are encouraged to visit them next.

The Caravan Company is introduced in *Bump in the Night*, but the characters must gain access to their headquarters to interact with any of their members. The Caravan Company has also had a map fragment stolen, and lie in wait to ambush the group and the first major combat scene takes place. Evidence implicating the Lawbringers leads the players to approach the last remaining company.

The investigation takes a slight detour in *Letter of the Law*, where the characters are approached and interrogated about their actions. After learning about a fragment stolen from this company, they are put back on their path with the discovery of a feather that implicates a local gang.

The climax comes in *Those Bastards!*, which requires the characters to track down the Jade Tears in the Smalls and defeat them in battle. They recover a logbook of the thefts bearing a distinct symbol. Though they fail to recover the map pieces, this evidence is enough to convince the adventuring companies that an outside force is plotting against them.

## BEGGARS CAN'T BE CHOOSERS

(30 minutes)

### Overview

The Curators and the Strongest Arm both recovered fragments of an ancient map of Parlainth. The two groups formed a mutually beneficial pact: The Strongest Arm needed research capabilities to decipher the map and **the Curators** needed extra muscle to explore the ruins. Before the alliance could bear fruit, the fragments were stolen. Both companies believe that one of the other three companies must have been involved, and hire the characters (as a neutral party) to investigate.

The characters are introduced to various members of the Curators and the Strongest Arm. A clue found at the crime scene points the characters toward the Gardeners. Discussing the occurrence with the vault guards provides more background on the incident, but no additional leads to pursue.

### Setting the Stage

Players who have completed previous Legends of Barsaive adventures experience the events of **Toys in the Attic** as a flashback. Read the following to these players:

*You've gotten to know your way around these past few months, met some interesting people, and even found some steady adventuring work. As you gear up for another day in Haven, your mind drifts back to those weeks you spent barely able to feed yourself. If not for those mysterious thefts, that first assignment from the Curators may never have come....*

Read the following to all Players:

*You came to Haven seeking fame, fortune, and a hot meal, but for now all three elude you. Fortunately, your one friend in town may have found you some work. Word is the Curators are hiring, and you have just the talents they're looking for.*

*As you approach The Repository, it is clear the building has seen better days, but staying mostly intact through the Scourge counts for something. A large banner spans the entryway, "Knowledge is Absolute." You shiver a bit as you read those words, but your grumbling stomach convinces you to go inside. You enter a large open area with cathedral ceilings and skylights filled with new stained glass. Several desks, arranged in columns throughout the room, have documents haphazardly spread over them. A few desks have Namegivers seated at them, too focused on their tasks to acknowledge your presence. After a few moments, a rather unhappy looking elf approaches, "You lot, what business do you have here?"*



## Themes and Images

A general state of panic and confusion should be evident throughout the Repository, as the Curators try to find some explanation for the theft. During the briefing, Nivek and Oneus will remain upbeat and helpful. There should be a clear feeling the Strongest Arm is unhappy with the situation and failure to find the culprits will lead to the end of the alliance. Though he will not show it, Nivek is desperate to maintain the alliance and believes the characters are the best hope at doing so. Norgut has not decided whether continuing the alliance is in the Strongest Arms' best interest, and will be reserved during the discussions. Egil wishes to cut their losses and will express his low view of the Curators at every opportunity. Aire will be particularly upset. He is embarrassed the theft occurred on his watch and aggravated that the alliance is continuing.

## Behind the Scenes

The Repository, headquarters of the Curators, is against the northwestern side of Haven's wall (refer to Figure 1: Map of Haven). They arrive at what was once a grand library, but is now a tattered shell of broken shelves and dust covered books. The two-story building opens into a large research area with cathedral ceilings and stained glass skylights. A central staircase at the back of the chamber leads up to a balcony with small rooms along the back wall. Corridors to either side of each floor split into 2 open chambers (for a total of 8) with a mess hall, barracks, training, and storeroom on the first floor and stacks, vault, and private quarters on the second.

Upon entering, the characters are approached by Aire Beldroth (Elf Archer), who is in a particularly foul mood. He will question the group's presence with some prejudice, even after they explain they are here looking for work. He will speak with disdain about Nivek Jamar (Human Troubadour) and his plan to work with the Strongest Arm. After a few seconds, he will send a random scribe to collect Nivek. The characters have a chance to look around if they wish, but they will not be allowed to leave the current room. A Perception (5) test is enough to notice people in the room are frantically searching for something. The people seated at desks are sorting through various documents, and all seem to be in a state of light panic.

The characters will be greeted by Nivek and Oneus Brynaxx (T'skrang Wizard), who will be more pleasant, and take the group to a small meeting room on the second floor. Before they enter the room, they will hear raised voices from inside. Norgut Thosgror (Dwarf Weaponsmith) and Egil Rarfu (Troll Sky Raider) are arguing about whether the Curators can be trusted. Once inside, Egil will challenge their qualifications. Give the players a few moments to briefly introduce their characters, and perhaps mention some event in their past to impress the gamemaster characters.

When the players are done, Nivek explains the mission. Someone has stolen two pieces of an ancient map from the Curators' vault, and they would like the group to investigate. Given the current political situation in Haven, they suspect one of the other adventuring companies committed the theft to prevent the Curators and Strongest Arm from continuing their alliance. The Curators are willing to pay each character 200 silver, plus a week of room and board for any information leading to the culprit's identity.

At one point during the briefing, Egil comments the theft could have been prevented if the pieces were kept at Trident Tower. He insists the characters bring their findings directly to him at the tower when they have finished their investigation, which Nivek has no issues with.

After the briefing, the characters are given access to the vault, which has remained sealed since the theft. To keep the investigation neutral, no one from either company has examined the scene yet. It took several days for the companies to agree how the hiring should be handled, where the meetings should take place, and who should finance the endeavor. Egil has rejected three other teams, but he realizes the trail grows colder each day.

The vault has both mechanical and magical locks, requiring at least two senior Curator members to open it. Nivek uses a key, while Oneus disarms some type of trap. It shouldn't be clear what they are doing, but obvious that specific knowledge is needed to open the door. Once inside, A Perception (5) test locates one clue, a clump of unusual fur. Wilderness or animal related knowledges or talents (Difficulty 6) identify it as storm wolf fur. If the characters mention the fur, Nivek will direct them to the Gardeners, who have a trustworthy Beastmaster Named Girisha who may be able to help them.

Aire and Xaolete Jregh (T'skrang Swordmaster) were on watch during the theft, which was a combination of interior patrols and perimeter checks. They did not witness anything during the night, though they were more focused on watching each other than noticing intruders. Since the alliance, it has been standard procedure for at least one member of each company to be present at the Repository. Aire remembers asking Xaolete to teach him to dance (due to his reputation as a tail dancer) and that he was unsatisfied when Xaolete refused ("smugly refused" as Aire tells it). Xaolete recalls Aire was particularly upset that his talents were being wasted on night watch. An alarm was raised around midnight, after which the vault door was discovered unlocked and the map pieces missing. No one saw anything of note before the alarm was raised, indicating a well planned and executed theft.

The characters will need to interact with the remaining companies (in the scenes *The Hand that Feeds*, *Bump in the Night*, and *Letter of the Law*) to unravel the mystery. If asked who they should investigate first, the gamemaster characters will suggest the Gardeners, if for no other reason than that company is having a membership drive.

## Troubleshooting

If the players are reluctant to take the job, Nivek will sweeten the deal by making the promise of additional paying work if things go well, and may offer membership in the Curators). Norgut will speak up and say other recruits can be found if these are not interested. Should the group become totally lost or fail at investigating the vault, Nivek will point out how unusual the fur is and suggests they enlist the help of Girisha at the Gardeners to identify it.



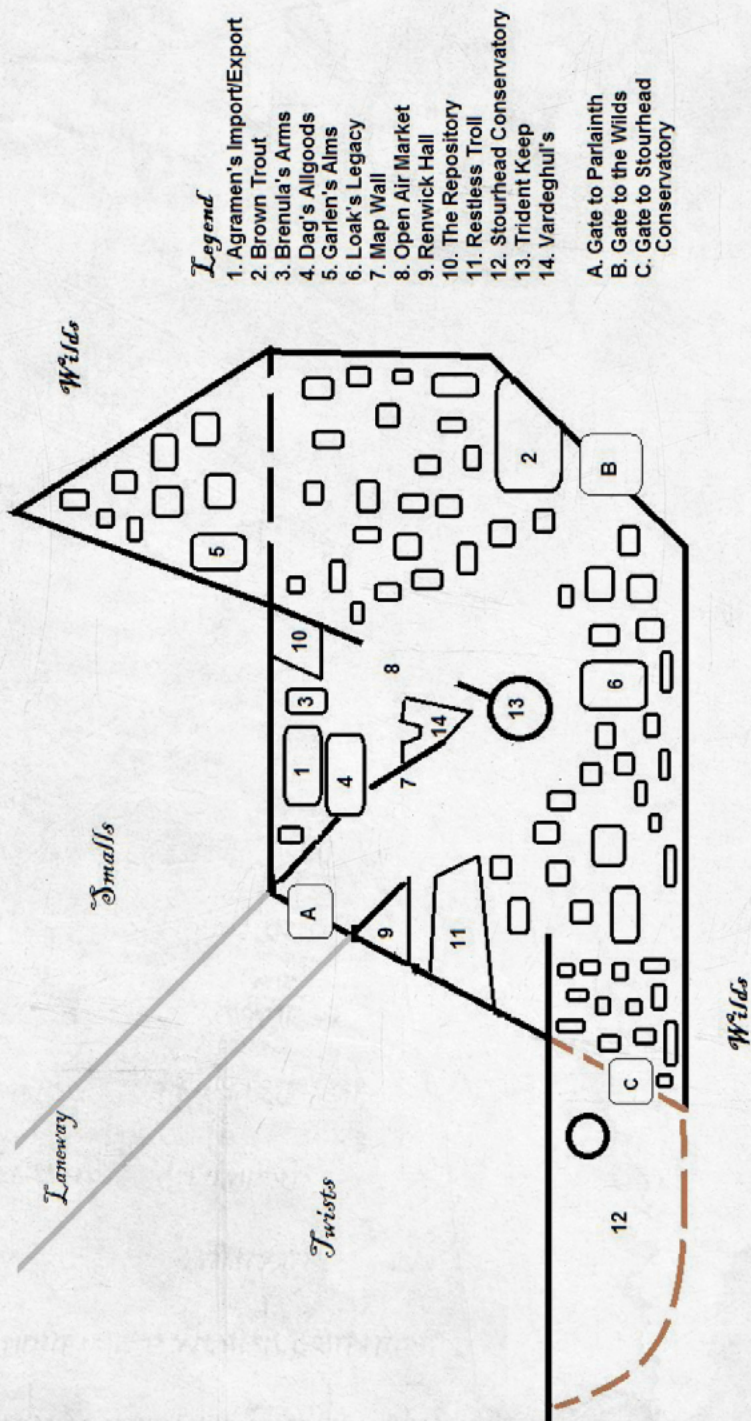


Figure 1: Map of Haven

# THE HAND THAT FEEDS

(20 min)

## Overview

The Gardeners found a different fragment of the map, which was stolen from them seven days ago. They suspect members of the Last Cause Caravan Company have taken it, either for themselves or to auction at their black market. The Brown Trout (headquarters for the Last Cause) has been denying entry to the Gardeners over the past week, so the company has been seeking fresh faces to investigate on their behalf.

The characters will have a chance to interact with members of the Gardeners and discover they have had a map fragment stolen. Clues should result in the group suspecting either a Windling Thief or an Illusionist, both of whom happen to be part of the Last Cause's leadership. Players should also learn about Horror-marks and artisan skills shortly after meeting Diyorn.

## Setting the Stage

*Stourhead Conservatory is easy enough to find. All you need do is locate Vanuatu Tower in the distance and make your way over. The wall surrounding the compound appears overgrown with a variety of plants. You'd say they need to prune more often, but then you realize this growth is itself the wall. Gardeners indeed. Inside, a large wolf, that doesn't appear welcoming, approaches. "Eyolf" a stern voice calls out, "that is no way to treat guests. Welcome to Stourhead Conservatory! My name is Girisha and I am one of the elders here. Please come in, some other initiates have already arrived."*

## Themes and Images

The conservatory is bright, green, and has a different feel than most of Haven. Nature minded characters will spot several rare and valuable species, and might be unnerved by the number of poisonous specimens. Overgrowth has clearly taken priority over Namegiver comfort and safety. Girisha will be extremely hospitable and wishes to help any way she can. If the characters insinuate the fur present at the Curator vault was meant to cast suspicion on Girisha, she will react as if it was simple a coincidence. Diyorn and J.T. are suspicious of any outsiders and not shy about showing it. The characters should get the feeling they are being interrogated when talking to either of them, even after successfully passing one of their tests.

## Behind the Scenes

Directly inside the gates is a vast grove the Gardeners have cultivated over the years. Several buildings (training areas, research facilities, communal housing) stand between the various plots, and have been overgrown. Only doorways and windows are visible from the outside. At the center is Vanuatu Tower, housing the safest scenic view of Parlainth, as well as the Gardener's research library and meeting hall.

Girisha Vosior (Troll Beastmaster) will greet them at the gate and presume they are here to apply for membership. Several other Namegivers looking to join the Gardeners have already arrived, some of whom are not even adepts. Girisha will introduce the other members of the membership committee (J.T. and Diyorn), and



start engaging the character who appears most proficient in wilderness survival. Diyorn Vlyqrax (Windling Elementalist) is extremely suspicious and will pick a character at random to accuse of being Horror-marked. If the character does not pass an artisan skill test (Difficulty 5), he will refuse to speak to that character for the rest of the scene. This can be used as an opportunity to teach players about Horror marks and the loss of artistic skill commonly associated with them. J.T. Ferian (Ork Scout) will wait for characters to approach him, at which point he will grill the apparent youngest member. Why are they here? What they would they add to the Gardeners with their lack of life experience? He will challenge them to demonstrate their worth by performing one of their talents or skills.

If the players explain the reason for their visit, Girisha will explain the Gardeners also came into possession of a map fragment, and it was recently stolen. It was taken from the top level of the tower, which would require either a skilled climber or the power of flight. Windling footprints and picked locks were found in the room. Investigating the room will turn up what was described, but an Astral Sight (11) test will uncover a trace of magic. A Patterncraft (7) test will identify the magic Illusion, but will be unable to identify the actual spell used.

J.T. will remain suspicious and require some social test (DN 7) if anyone wishes to ask his opinion of the theft. If successful, he will share that climbing up the tower unnoticed would be next to impossible, even at night. Bringing up the windling footprints will have Diyorn claim it is a conspiracy against him. He will say it was almost impossible to fly the night of the theft due to rainfall, so someone is most likely trying to frame him. J.T. suspects Docia, a Thief adept and member of the Last Cause Caravan Company.

If the characters mention the fur found in the vault, Girisha can identify it as storm wolf fur. Any characters who successfully identified it can tell Eyolf, the wolf that met them at the door, is a storm wolf. A Perception (7) or relevant knowledge test (Difficulty 5) can confirm the fur is not from Eyolf. Girisha can also confirm this information.

## Troubleshooting

If the group causes trouble they will face the more seasoned members of the Gardeners, along with weak fire elementals equal to the number of characters (use the game statistic for Various Thugs from *Cast of Characters*). The battle should be quick and end with the characters subdued and interrogated. They must succeed at a social test (Difficulty 7) to convince J.T. of their righteous intentions. Success means they are brought before Girisha, who explains the atmosphere at the conservatory is tense due to a recent theft. This should move the dialog towards the mission. If they fail to adequately explain themselves, they may get ejected from the grounds. At that point, Nivek can smooth things over to move the plot forward or they can simply move onto a different scene.



## BUMP IN THE NIGHT

(60 minutes)

### Overview

The Caravan Company had their map fragment stolen two days ago. Because of this, the headquarters has been locked down tight. The members are assessing their next move in the upper floors of the building. The exit currently in use is on the roof, which Docia, who has become bored, left unlocked in the hopes that someone would try sneaking in again.

This scene will encourage the characters to enter by the roof, leading to an ambush from Docia. After resolving the combat, the characters should learn the about the Caravan Company's theft and that they suspect the Lawbringers.

### Setting the Stage

*You approach the Brown Trout with the impression you'll need to meet everyone in town before you see any silver from the Curators, but at least no one's tried to stab you yet. The four-story stone building is halfway down the street between two other businesses. All three buildings are almost identical, but the Brown Trout has one clear difference. It looks closed, which is a bit strange for a tavern this time of day. A large handwritten sign reading "Medmers Only"—clearly made by someone who wasn't hired for their skills at spelling—is posted on the door, along with several locks. You also notice the windows on the ground floor appear sealed tight. There doesn't seem to be anyone home.*

### Themes and Images

There should not be much in the way of atmosphere until the players enter the building. Peeking through holes in the first-floor window shutters will reveal an empty building, though the multiple locks used on all entrances should be a clue something is going on. After the combat, it should be clear Elora does not consider the group's



presence a threat in any way, but will become annoyed if the group lingers with no clear purpose. Docia will be extremely happy the characters came to play and will insist they play a game of “Find Me” when given the opportunity.

## Behind the Scenes

The Caravan Company’s headquarters is above the Brown Trout, a tavern they operate mostly for members and friends. The ground floor is a large, open room with a long bar, open to a portion of the second floor. A staircase leads up to a balcony with several rooms off it, which can be rented by the hour. There is a secret entrance in one room, which provides the only way to the third floor and its offices, armory, and small research library. The fourth floor is the company’s barracks and training facilities, with roof access through a stairwell. The basement houses a black market where, if one has the password to gain entry, nearly anything can be bought or sold. Alleys separate the building from those next to it, where a ladder that goes to the roof can be found. A small wooden shack at the top of the ladder shelters a sturdy wooden door.

The entire first floor has been locked down tight. All doors and windows clearly have two separate locks, one mechanical (Difficulty 8) and one magical (Difficulty 12). Nobody answers knocks or other attempts to get the attention of anyone who might be inside. Looking around the building easily locates the roof access ladder.

The Caravan Company is inside trying to work out their next move, which has left Docia Renewer (Windling Thief) extremely bored. She has been put in charge of guarding the roof entrance, but intentionally left the door unlocked in hopes of catching the next person who tries to break in. When the players do so (refer to **Figure 2: Brown Trout Ambush**), they are ambushed by Docia and Various Thugs (see *Cast of Characters*) equal to the number of characters. Characters must make a Perception (8) or Danger Sense (8) test to avoid surprise during the first round.

During the fight, Docia will target the tallest player and use the Attack to Stun option, as knocking out tall Namegivers is worth more “points” in her game. She will shift her target to any player who knocks out one of her allies since she doesn’t want anyone to beat her. After the fight, Docia will congratulate anyone who knocked out an opponent during the fight, telling them they “got 5 points.” She will insist her score was the highest, but happy to give them another chance if they wish.

After five rounds of combat, Elora Sundamar (Elf Illusionist) will stop the fight and scold Docia for playing around. Docia will be upset her game is over. Elora will be perplexed by the character’s presence, and a successful Charisma or other social ability test (Difficulty 6) is needed to convince Elora they are not there for nefarious purposes (if the character completed the adventure **Masks of Fear**, they gain a +3 bonus). If successful, Elora thanks them for their interest in joining the Caravan Company, but new members are not being considered. If they have nothing more to say, she bluntly asks that they leave. Hopefully someone will explain the reason for their visit.

When the characters explain about the map, Elora reveals the Caravan fragment was stolen and she believes the Lawbringers were involved. A bone with the imprint of Nethermancy was found where the Caravan’s map piece was kept, which Elora

believes belongs to Chandra, a member of the Lawbringers. She will suggest the players investigate the Lawbringers as possible culprits of these thefts.

## Troubleshooting

If the party insists on breaking in through the first floor, remind them each entrance appears to have multiple locks, some of which have “weird symbols” on them. Those with the proper talents can identify these as magical. Players should be encouraged to seek alternate means of entry, but let them in if they happen to do something particularly clever. The ground floor is a normal tavern and the group should be ambushed as outlined above after they are all inside the building.

Some parties may not attempt entry at all. You should be able to coax some of them onto the roof with the ladder in the alley, after which they can be ambushed on the roof if they refuse to go through the door. Alternately, Docia can ambush them in an alley to continue the scene. Play it off as her playing a game, thinking the players looked like they wanted to play. Have Elora break up the fight as described above and direct the conversation towards the investigation in some way.

If the players are unwilling to discuss their true purpose after resolving the combat, have Docia ask them if they stole the company’s “secret paper” to kick start the conversation.

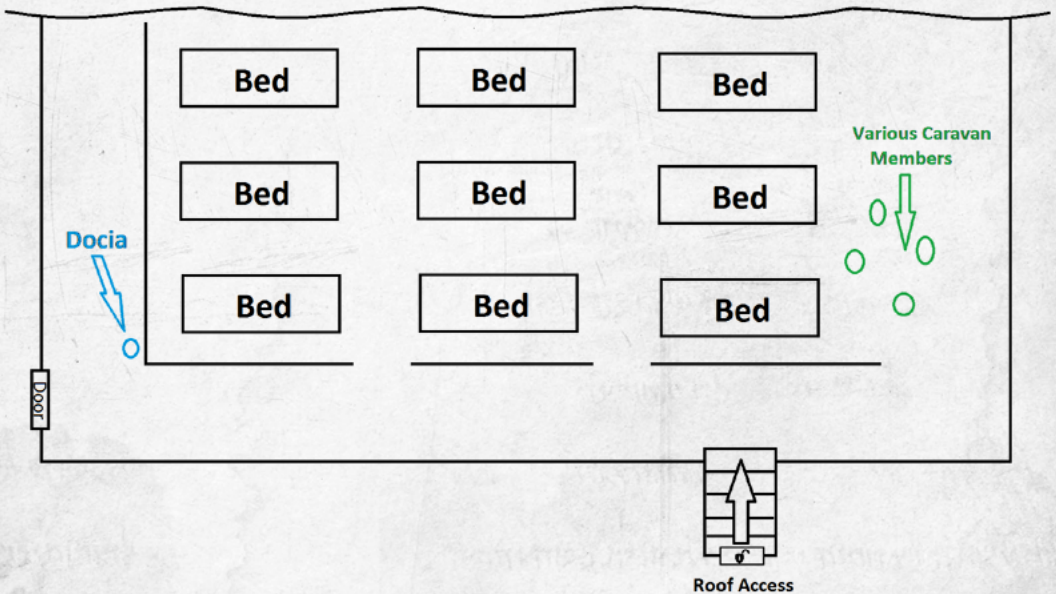


Figure 2: Brown Trout Ambush



## LETTER OF THE LAW

(20 minutes)

### Overview

By now, the characters may have guessed the Lawbringers also had a map fragment. Theirs was stolen ten days ago, so they have had the most time to investigate. Their investigation has not turned up anything useful, so they have decided to patrol the streets, hoping to turn up some leads. They've become rather aggressive more recently, adopting a catch and release strategy. The Lawbringers have been following the characters since they left the Repository and are aware of where they have been going, if not exactly why.

After being accosted, the characters are brought into an interrogation room and forced to prove their trustworthiness. They will have a chance to meet Lawbringer members, retrieve one final clue, and be given the optional task of bringing back the culprit alive.

### Setting the Stage

*Signs of Theran oppression are laced throughout the ruins of Parlainth. None have quite the impact of Renwick Hall, which from the outside still has the distinctive look of a slave market. Approaching the building requires a detour through a side street. Halfway down the alley, a human leans against the wall. He wears hardened leather armor, has a sword at his hip and a shield slung over his back.*

*He flashes a smile. "I'm Bermon, from Loster's Lawbringers. We've got some questions for you. Do you think you could spare a few minutes?" His stance is casual, but he looks ready to spring into action at any moment.*

### Themes and Images

The tone of this scene should be one of "good cop, bad cop." Bermon is friendly, but once the group is in the meeting room at Renwick Hall, Boselyn takes over with a more adversarial approach, believing the characters are involved in the theft. During questioning, Bermon starts neutral, but becomes an ally if the characters are honest about their intentions.

### Behind the Scenes

The characters are approached by Bermon Nobregas (Human Warrior). He wants to avoid violence if he can, and persuaded Boselyn to go along with the idea. It is likely at this point the characters are willing to go along, but if they ignore Bermon, or start a fight, Boselyn and a squad of Lawbringers are nearby, ready to assist Bermon. In addition to the two adepts, there are two Lawbringers for each character. Use the game statistics for Various Thugs, but with Damage Step 9 (d8+d6), since they are equipped with clubs. They will use the Attack to Stun option, since they want to bring the characters in alive.

The Lawbringers have been watching the other adventuring companies for the past several days, and have noticed the frequent meetings between the Curators and Strongest Arm. The characters drew their attention as they were brought to

the Repository during one such meeting. Since then, the Lawbringers have followed the player's movements across Haven, being careful to not alert the characters they are being watched. Given the frequency of Lawbringer patrols, the group should not realize they are being followed at any point in this adventure.

Renwick Hall is an old slave pen turned headquarters for the Lawbringers. The main structure is a square two-story building housing meeting rooms, a cafeteria, and bathing areas on the first floor, and a well-stocked library on the second. The back of the main structure opens onto a fenced courtyard, which has been converted to a training grounds, flanked by two blocks of cells. The eastern block is in good repair and has been converted to living quarters, while the western block is in worse condition. Several collapsed stone walls have been repaired with more readily available wood, and only about a third of the cells are habitable. These are used to confine those the Lawbringers consider dangerous.

The group is led into a meeting room in the main building. Bermon is there, along with Boselyn Oakram (Dwarf Cavalryman). The Lawbringers know about the visits the characters have had with the other companies, but do not know the details of these meetings. Boselyn has decided the group has something to do with the missing fragment. She will take an adversarial approach, trying to poke holes in whatever the characters say. Bermon will step in when required, but will mostly focus on spotting any lies. The interrogation should be handled with Charisma tests (Difficulty 2 if telling the truth, 7 if lying), with each character being asked questions to spread the attention around. Being direct and honest is the fastest way to resolve the interrogation.

If the characters satisfy the Lawbringers, Bermon explains they had a fragment stolen as well, and they are baffled how it was pulled off. The crime scene is like the others: a secure room broken into with no witnesses. The only clue was in the room, an unusual feather they have yet to identify. Bermon was planning to ask Girisha to look at it, but Boselyn was unsure they could trust the other companies.

Anyone with knowledge of animals can identify the feather came from a zoak, and will know the animals are uncommon (Girisha can also provide this information). Girisha or a successful Streetwise (6) test can tell the players only one zoak is known in Haven now, companion to a Beastmaster named Makari. He is the leader of the Jade Tears, a small-time gang operating in the Smalls for the past couple of months.

The Lawbringers would like the culprit brought to them alive, and offer a reward of 200 silver to each character for turning them over.

## Troubleshooting

As mentioned above, if the characters start a fight, the Lawbringers attack to stun, and take the characters in for interrogation. Boselyn will be even more distrustful in this situation, taking the group's aggression as a sign of their guilt.

If the characters try to fight in the meeting room, remind them Bermon and Boselyn are experienced adepts, and they are in Renwick Hall, with several Lawbringers nearby. This should convince the group talking is the best method to resolve the scene. Bermon can apologize for the sudden invitation, but insists the Lawbringers are acting in Haven's best interest and this will be over as soon as they have answers to their questions.



If the players visit the Lawbringers earlier, the scene should play out mostly as described above. There will be fewer interactions to discuss, with the Lawbringers mostly trying to determine if the players are trustworthy.

If the characters visit the companies in a different order than described here, the zoak feather should be the last clue found. The primary purpose of this chapter is to introduce the players to the adventuring companies. The clues at each location should be shuffled around so that suspicion falls onto a company that has yet to be visited.

## THOSE BASTARDS!

(70 minutes)

### Overview

Makari and the Jade Tears are holed up in a one-story building on the west side of the Smalls. They no longer have the map fragments, but are jumpy after their exploits over the past few weeks. Anyone that tries to gain access to their hideout will be attacked.

In this final scene, players will track down the Jade Tears and resolve a combat encounter against them. Whether an ambush takes place on either side is up to how the players plan their approach, but the result should be the end of the Jade Tears and the discovery of a log book detailing the thefts.

### Setting the Stage

*Until now you've avoided the Smalls, and with good reason. You've heard Torgak's propaganda about the future safety of the area, but going down the wrong street there can get you killed. The guards in Haven put on a good show with their patrols, but you can tell they're just as afraid as you. This section of the Smalls is close enough to Haven to be safe... mostly.*

### Themes and Images

The Smalls is not a pleasant place and should have a looming feeling of danger. The area around the hideout should be quiet. The Jade Tears have driven other residents away by force, but this has led to lax perimeter defense. The gang suspects it is only a matter of time before the adventuring companies come looking for them, and are desperate now that it appears their patron will no longer assist them. If cornered, they will take the only option they feel is left, and fight with lethal force.

### Behind the Scenes

The Smalls is a depressing place, with makeshift residences scattered across a once well laid-out housing district. The grid-like system of roads is still in place, but most of the signs have been tagged with layers of graffiti, and debris requires frequent detours and backtracking. Near Haven, a few people can be seen on the streets, but these sightings become less frequent as the players get further away from town. Haven's guards have a patrol station on the other side of the wall, but are more concerned with surviving their shift than securing the area. Wanted posters for

Makari are frequently seen, with a reward of 300 silver per character for delivering him to the Haven guards, dead or alive.

Asking about the Jade Tears will be met with either fear or opportunistic curiosity. Characters can make a Charisma (7) or Streetwise (7) test to learn the location of the gang's hideout, with a bribe providing a bonus of +1 per 5 silver offered. Alternately, a successful Direction Arrow (8) test with the zoak feather will lead the PCs to their destination.

The direct approach alerts the Jade Tears to the characters' presence. If they knock, an unknown ork responds through a slot in the front door. The characters will need to talk their way in with a Charisma (9) test. Success allows the players entry to the hideout, while failure means the front door will be barricaded.

The characters may notice boarded up windows around the back of the building. A Strength (5) test allows characters to remove the boards. To do this quietly requires a Stealthy Stride or Dexterity test, opposed by a Step 4 (d6) Perception test by the Jade Tears. The characters will not be able to see what is on the other side until they have removed the boards. Since one of the gang members is in the kitchen, the alarm will be raised and combat will begin if entering that way. Going through the bedroom window allows characters to enter the first floor undetected, if the Jade Tears have not already been alerted to the PCs' presence.

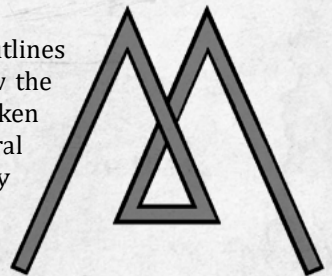
Approaching the hideout quietly grants the players an opportunity to sneak in through the basement (currently filled with crates of bulky raw materials). The cellar doors are on the east side of the building and locked, requiring a Lock Picking (5) test to open. To not alert the gang, the player opening the door must make an opposed test as described above.

As soon as the players make it to the first floor of the hideout, Makari, Howland, and a number of additional thugs equal to the party will attack. If the players were detected when entering, the Jade Tears will try to ambush them.

Makari (and Howland) will surrender if the rest of the Jade Tears are defeated. If Makari or Howland are incapacitated during the fight, the other will fight to the death. Once Makari and Howland are defeated, the other gang members will attempt to flee.

Searching the hideout will turn up a book displaying this symbol:

The book is written in fine windling script, and outlines when the map fragments were stolen. Details about how the thefts were carried out and where the pieces have been taken are missing. The symbol on the cover of the book has an astral pattern, but the nature of the magic cannot be identified by the characters. As instructed, the PCs should bring this evidence to Trident Tower (see *Loose Ends*).



## Troubleshooting

If running short on time, locating the hideout can be expedited by having one of Haven's guards approach the party and offer the reward mentioned above. The guards will tell them where to go and claim, "We have to remain on watch, but you could do the town a favor it wouldn't soon forget."



If the characters manage to take Makari alive, they may try to interrogate him to find out how the Jade Tears were able to steal the map fragments. If Howland was killed, Makari will be so distraught nothing will compel him to reveal any details. If they were both captured alive, he will honestly answer their questions, but he only knows the gang was hired to steal some map fragments from Haven's adventuring companies.

Their employer assisted them with some form of illusion magic, which allowed the thefts to be committed without incident. Makari has no memory of leaving behind clues that would implicate other adventuring companies, and isn't able to describe their employer beyond knowing it was a man, probably a human, but he wore a hooded mask and heavy cloak.

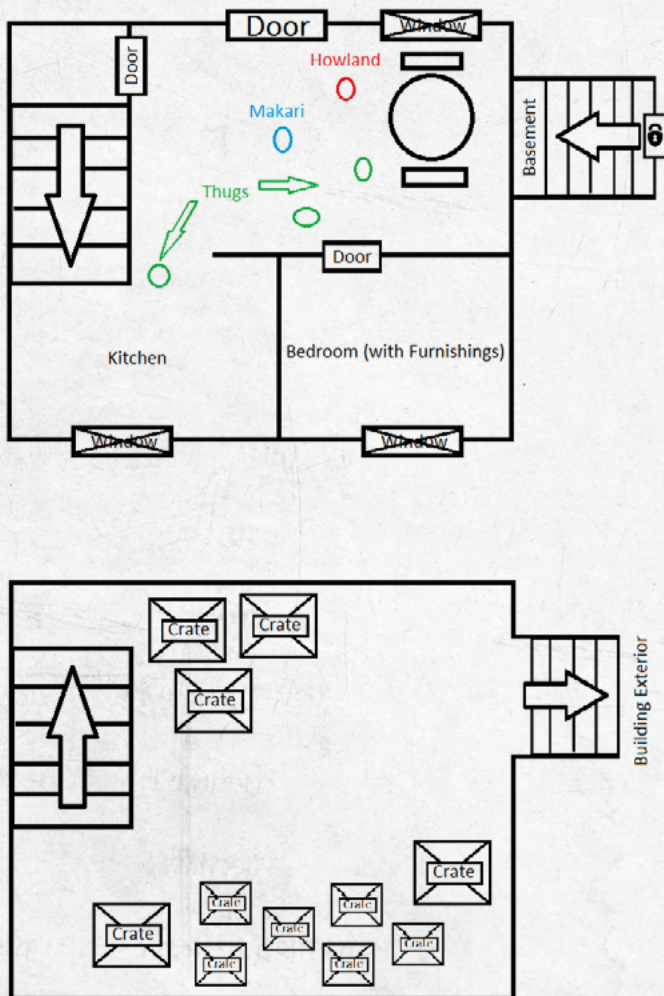


Figure 3: Jade Tear Hideout



## LOOSE ENDS

The only thing left is for the players to report their findings to Trident Keep, assuming they achieved their objective. The headquarters for the Strongest Arm is a reclaimed guard post on the corner of the old outer wall, now in the center of Haven. It consists of three towers which overlook most of Haven, with an open training ground taking up the space between them. The section that formerly faced Parlainth has been blocked off with a crude wooden wall, and has a large set of double doors that are only open during the day. At the north end of the compound, a large two-story building contains a large common hall and barracks. A few smaller buildings serve as storehouses for food, weapons, and other supplies. A large statue of Thystonius stands in the center of the training ground.

The characters will meet in a room on the second floor, where each company mentor they have interacted with is waiting. Nivek will be the first to speak, stating that the characters' actions have led to a mutual understanding between the companies. Nivek, Oneus, Norgut, Xaolete, Docia, Bermon, and Girisha will seem pleased with the situation, while Aire, Elora, Boselyn, and J.T. will be obviously unhappy. Nivek will ask the group to share any information their investigation turned up.

Handing over the log earns each character 200 Legend Points, 200 silver, and membership in the company of their choice (+1 company point). Regardless of how friendly certain mentors currently are to the characters, all companies will offer membership to anyone who wishes to join (it is suggested, but not required, that characters join a company with a mentor of their Discipline).

If the group captured Makari alive and turn him over to the Lawbringers, they each get an additional 200 Legend Points, 200 silver, and +1 company point with the Lawbringers. Alternately, they can each collect 100 Legend Points, 300 silver, and +1 company point with Torgak for turning him over to the Haven guards (this is the only option if Makari is killed).



## CAST OF CHARACTERS

This section provides information about the different gamemaster characters included in this adventure. For simplicity, we only provide information that is most likely to be directly relevant in this adventure. For more information on the members of the different adventuring companies, refer to the *Legends of Barsaive: Haven* booklet.

### Nivek Jamar

#### *Human Troubadour, Renowned Member of the Curators*

Nivek is desperate to maintain the Curators' alliance with the Strongest Arm, and put forward the plan to hire independents to investigate the theft. He will be open and honest with the characters while they conduct their investigation, doing whatever he can to help.

### Oneus Brynaxx

#### *T'skrang Wizard, Renowned Member of the Curators*

Despite the tense situation, Oneus will be friendly and courteous to the characters. He will show an interest in how they ended up settling in Haven and do his best to help them in their endeavors.

### Aire Beldroth

#### *Elf Archer, Renowned Member of the Curators*

Though embarrassed the theft occurred on his watch, Aire will not let it show. He will shift the blame to members of the other companies and insist their incompetence led to the incident.

### Norgut Thosgror

#### *Dwarf Weaponsmith, Renowned Member of the Strongest Arm*

Norgut has not decided if continuing the alliance is in the Strongest Arm's best interest and will be reserved during the discussions. He personally wants the alliance to continue, and realizes the characters must succeed for this to happen.

### Egil Rarfu

#### *Troll Sky Raider, Renowned Member of the Strongest Arm*

Egil is unhappy with the current situation and adamant the alliance with the Curators was a mistake. He views the theft as indication the other companies are plotting against the Strongest Arm and has no interest in helping clean up their mess.

### Xaolete Jergh

#### *T'skrang Swordmaster, Renowned Member of the Strongest Arm*

Xaolete will be calm and collected during his interactions with the players. He has little information of use to provide, but will offer it freely.

**Girisha Vosior*****Troll Beastmaster, Renowned Member of the Prestigious Order of Gardeners***

Girisha will be kind to any PC she meets, and transparent about the current state of the Gardeners. She will extend an open invitation for anyone to come to her for further assistance and be interested in recruiting as many characters into the Gardeners as possible.

**Diyorn Vlyqrax*****Winding Elementalist, Renowned Member of the Prestigious Order of Gardeners***

Diyorn will be suspicious of anybody he doesn't know, especially considering the theft. He will ask questions about the characters' past to determine their trustworthiness. Any delay in response will be regarded as intentional deception and may cause Diyorn to refuse to help.

**J.T. Ferian*****Ork Scout, Renowned Member of the Prestigious Order of Gardeners***

J.T. is unlikely to engage in small talk. He won't help anyone who has not first proven useful to either him or the Gardeners.

**Elora Sundamar*****Elf Illusionist, Renowned Member of the Last Cause Caravan Company***

The theft has left Elora suspicious of any non-Caravan member found poking around the Brown Trout. Docia's belief the thieves would return leaves her slightly flustered, as it makes no strategic sense. Elora sees the value in using resources paid for by someone else to solve her problem, and will freely provide the information available to her.

**Docia Renewer*****Winding Thief, Renowned Member of the Last Cause Caravan Company***

Docia tends to focus on the now, and doesn't have anything to contribute to the group's investigation. If the conversation with Elora begins the drag, Docia will offer 10 points to the first person who finds her before running off to hide.

**Docia Renewer**

Fourth Circle Winding Thief

**Dex:** 7 / d12

**Initiative:**

7 / d12

**Str:** 4 / d6

**Physical Defense:** 12

**Uncon. Rating:** 40

**Death Rating:** 49

**Tou:** 5 / d8

**Mystic Defense:** 9

**Wound Threshold:** 7

**Per:** 7 / d12

**Social Defense:** 10

**Knockdown:** 4

**Wil:** 6 / d10

**Physical Armor:** 6

**Recovery Tests:** 2

**Cha:** 6 / d10

**Mystic Armor:** 5

**Karma:** 24

**Movement:** 6 yards (16 yards flying)



**Talents:** Awareness (4) 11: d10+d8, Danger Sense (4) 11: d10+d8, First Impression (1) 8: 2d6, Melee Weapons (4) 11: d10+d8, Stealthy Stride (4) 11: d10+d8, Surprise Strike (3) 7: d12, Taunt (4) 10: 2d8

**Equipment:** Thread Windling Hand Axe (R2: +2 Damage Step, Damage 9: d8+d6), Thread Hide Armor (R4: +1 PA, +2 MA, -1 Init)

## Boselyn Oakram

### *Dwarf Cavalryman, Renowned Member of Loster's Lawbringers*

Boselyn will be extremely suspicious of the characters and insist they've been sent by whoever broke into Renwick Hall. She will threaten to lock them in the holding cells until they are ready to talk, which she very well may do. Even if the group succeeds at gaining Bermon's trust, Boselyn will remain suspicious of them until the true culprit is exposed.

## Bermon Nobregas

### *Human Warrior, Renowned Member of Loster's Lawbringers*

Bermon will be fair and patient during questioning, listening to everything the characters say. He will allow Boselyn to lead the interrogation, but will be the one making the final decision on the group's fate. Once they have proved their innocence, he will assist them in any way possible.

## Makari

### *Windling Beastmaster, Leader of the Jade Tears*

Makari only recently took over the Jade Tears, pushing them to be more than a band of thugs extorting their way through life. He has recruited more members and expanded their turf in the Smalls. Two months ago, he was approached by a mysterious patron and, with significant assistance, carried out the thefts. After delivering the map pieces to this patron one day ago, Makari has hunkered down in the gang's hideout. He was assured further instructions and assistance were on their way, but grows increasingly more certain the adventuring companies will track him down.

Makari will consider anyone attempting to enter the hideout an enemy. During a fight, he will work with Howland to take down the most threatening opponent, but will turn his attention to anyone who inflicts a Wound on him. Makari will surrender if he is the only member of the Jade Tears left. However, if Howland is incapacitated during the encounter, he will fight to the death.

### **Makari**

Second Circle Windling Beastmaster

**Dex:** 7 / d12

**Str:** 4 / d6

**Tou:** 5 / d8

**Per:** 7 / d12

**Wil:** 6 / d10

**Cha:** 6 / d10

**Movement:** 6 yards (16 yards flying)

**Initiative:** 6 / d10

**Physical Defense:** 12

**Mystic Defense:** 9

**Social Defense:** 9

**Physical Armor:** 6

**Mystic Armor:** 4

**Uncon. Rating:** 34

**Death Rating:** 41

**Wound Threshold:** 7

**Knockdown:** 4

**Recovery Tests:** 2

**Karma:** 12

**Talents:** Acrobatic Defense (1) 8: 2d6, Avoid Blow (2) 9: d8+d6, Awareness (2) 9: d8+d6, Claw Shape (2) 9: d8+d6, Unarmed Combat (2) 9: d8+d6

**Equipment:** Thread Hide Armor (R2: +1 PA, +1 MA)



## Howland

### *Zoak, Makari's Animal Companion*

A zoak looks like a cross between a bat and a bird, with feathers on the body, head, and legs. Additionally, they have a long flexible neck, wings, and tail, all of which have a leathery texture. They have two legs, each ending in four eagle-like talons.

Howland is a bit small for a zoak, measuring approximately three and a half feet from beak to tail-tip. She frequently bites other members of the Jade Tears when they get too close to her food. She is fiercely loyal to her master, and will do whatever she must to protect Makari. Their bond makes her willing to put her life on the line should it be necessary.

In combat, Howland will either attack who Makari has targeted or the last player to deal damage to her master. Howland will fight to the death if Makari is incapacitated.

### Howland

Zoak Animal Companion

**Dex:** 6 / d10

**Initiative:**

8 / 2d6

**Uncon. Rating:** 22

**Str:** 4 / d6

**Physical Defense:** 10

**Death Rating:** 26

**Tou:** 4 / d6

**Mystic Defense:** 9

**Wound Threshold:** 6

**Per:** 6 / d10

**Social Defense:** 9

**Knockdown:** 4

**Wil:** 6 / d10

**Physical Armor:** 2

**Recovery Tests:** 1

**Cha:** 5 / d8

**Mystic Armor:** 3

**Movement:** 4 yards (18 yards flying)

**Attack:** Bite 12: 2d10 (Damage 8: 2d6) or Claws 12: 2d10 (Damage 6: d10)

**Powers:** Enhanced Sense [Sight]: 2, Willful: 1

### Maneuvers:

**Clip the Wing (Opponent):** An attacker may spend two extra successes from an attack test to remove the ability to fly until the end of the next round. If the attack causes a Wound, the ability is lost until the Wound is healed. If the creature is in flight, it falls to the ground for half damage (GM Guide, p. 168).



## Various Thugs

These Namegivers are low-level muscle encountered throughout Haven. City watch, random guards, vagrants, thieves, and passersby, these types are motivated by money, power, honor, or personal glory. They pose a mild threat to whoever opposes them, but have their own best interest in mind.

An individual's motivation depends on the situation. They could viciously attack if provoked, flee if challenged, take bribes in exchange for information, or simply chat up someone who is friendly or interesting. They will generally attack the closest hostile character to them in combat and will retaliate if wounded in melee range. They typically flee if the odds shift out of their favor.

### Various Thugs

Non-adept hired muscle

**Dex:** 5 / d8 **Initiative:** 4 / d6 **Uncon. Rating:** 20

**Str:** 6 / d10 **Physical Defense:** 7 **Death Rating:** 25

**Tou:** 5 / d8 **Mystic Defense:** 8 **Wound Threshold:** 7

**Per:** 6 / d10 **Social Defense:** 6 **Knockdown:** 6

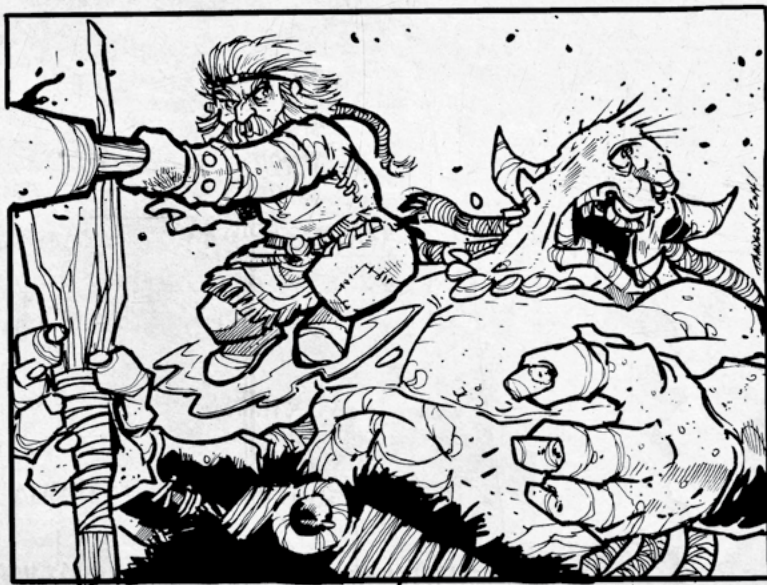
**Wil:** 4 / d6 **Physical Armor:** 5 **Recovery Tests:** 2

**Cha:** 5 / d8 **Mystic Armor:** 1

**Movement:** 12 yards

**Skills:** Melee Weapons (2) 7: d12, Missile Weapons (2) 7: d12, Stealthy Stride (2) 7: d12

**Equipment:** Dagger (Damage 8: 2d6), Sling (Damage 7: d12), Hardened Leather Armor



Ch 1: Toys in the Attic, Chapter Summary																								
Date:	GM:	I.D.																						
Character	Dicipline	Faction	Player																					
<b>Heroes:</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<b>Notes:</b>      	<b>Results:</b> <input type="checkbox"/> Thief's Identity was Discovered <input type="checkbox"/> Evidence was Turned Over <input type="checkbox"/> Thief Turned Over to Lawbringers <input type="checkbox"/> Thief Turned Over to Haven Guards <input type="checkbox"/> Makari was Killed <input type="checkbox"/> <input type="checkbox"/>																						
<b>Rewards</b>  <b>Silver</b> Previous: _____ Gained: _____ Spent: _____ Current: _____ <b>Legend Points</b> Previous: _____ Gained: _____ Spent: _____ Current: _____	<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 30%; padding: 5px;">Cost</th> <th style="width: 70%; padding: 5px;">Improvement/Purchase</th> </tr> <tr> <td style="padding: 5px;"></td> <td style="padding: 5px;"> <hr/><hr/><hr/><hr/><hr/><hr/><hr/> </td> </tr> <tr> <td style="padding: 5px;"></td> <td style="padding: 5px; text-align: center;"> <b>Loot/Other</b>  <hr/><hr/><hr/><hr/><hr/><hr/><hr/> </td> </tr> </table>				Cost	Improvement/Purchase		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		<b>Loot/Other</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>														
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Previous: _____	_____	_____	_____	_____																				
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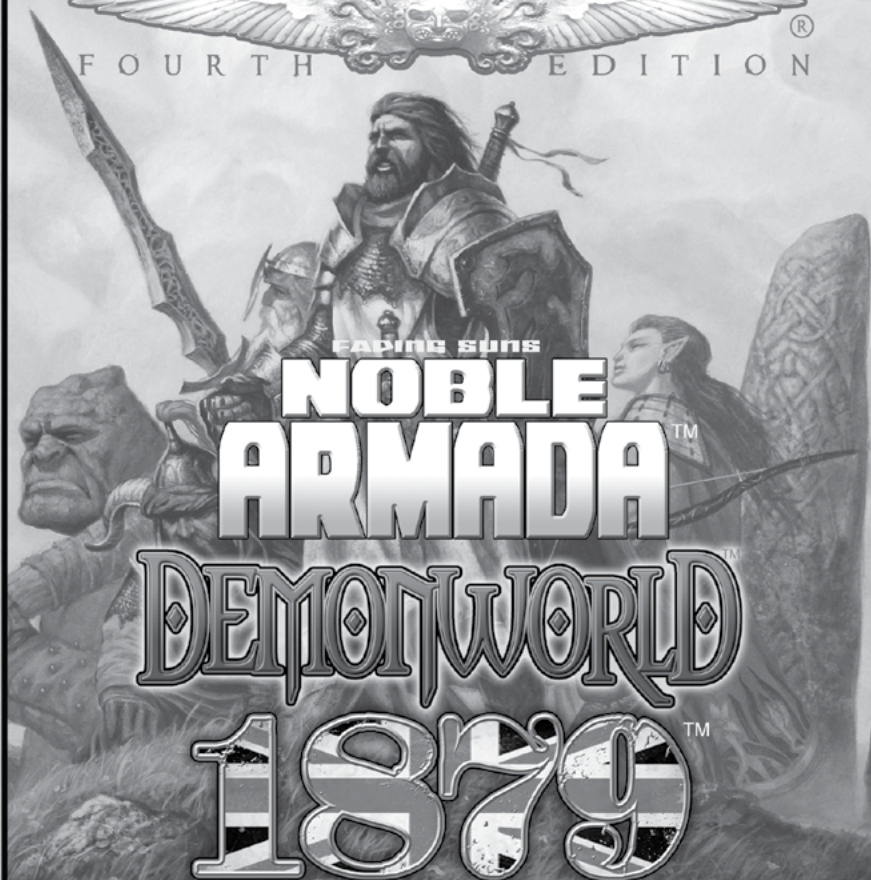


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