

EARTHDAWN

FAS14406

FOURTH EDITION

THAT WHICH WAS LOST



A LEGENDS OF BARSAlVE ADVENTURE



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Version: First Printing, July 2018

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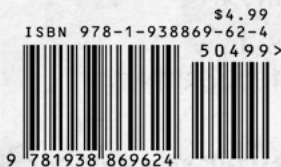




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WHAT IS LEGENDS OF BARSAlVE

Legends of Barsaive is meant to be a “living” campaign setting, where a particular character builds their legend across many tables. A character in *Legends of Barsaive* begins 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 any of the pre-generated characters in the *Player’s Guide* and transfer over the rewards they earned to a character created later.

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

USING THIS ADVENTURE

This adventure supports three to eight player characters of Second and Third Circle.

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

After these summaries are the individual scenes through which the player characters progress. This adventure was designed to take about four hours to complete (the standard convention timeslot), so each scene has a guideline 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, reactions of the various gamemaster characters, and rewards the 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 the adventure.

Many scenes involve Interaction tests and gamemaster character Attitudes as possible avenues for resolution. It might be helpful to review these rules before running the adventure, found on pages 142 to 151 of the *Gamemaster’s Guide*.

At the end of this document are *Chapter Summary* handouts. Players should use these to record their actions during the adventure, track influence gained with various gamemaster character factions, 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 have an impact on future events, so we encourage you to send your *Chapter Summaries* to LegendsofBarsaive@fasagames.com.

THE STORY SO FAR

Several months ago, a gang known as the Jade Tears pulled off a number of high profile thefts. Led by the Beastmaster **Makari**, the gang infiltrated secure storerooms and vaults within the different adventuring companies' headquarters. Once inside, they stole pieces of an ancient map of Parlainth and escaped undetected. A group of Namegivers were hired to investigate this matter at the behest of **The Curators** and **Strongest Arm**. During that adventure, clues were found at the crime scenes implicating members of other adventuring companies. Eventually, a clue pointing to the Jade Tears was discovered and the culprits were tracked down within the **Smalls**. Though Makari was captured, the only evidence relating to the map that could be recovered was a log book inscribed with a yet to be identified symbol. (For further information on these events, see **LoB-101: Toys in the Attic**.)

After these events, the adventuring companies began working more harmoniously with each other. Joint ventures became more common in Haven as the companies made use of each other's resources: Curator expeditions into Parlainth have begun using Strongest Arm members to explore the ruins more safely, Lawbringer patrols around Stourhead Conservatory have protected citizens from being trapped by its living walls, company members have begun to frequent the Brown Trout in place of the Restless Troll. Though tensions between certain individual members remain, a growing respect for the capabilities of each group has made cooperation more productive.

However, the mysteries still surrounding the fate of the map pieces continue to concern the companies' senior members. How did such thefts occur right under their noses? What secrets does the map still hold? Where has the map been taken? While these questions have yet to be answered, the Lawbringers believe they have discovered a method to continue the search for information. **Chandra**, an Ork Nethermancer, has found a ritual she believes can be used to locate the map. Unfortunately, an unusual ingredient is required to prepare the ritual: a Moonshade flower, which needs to be retrieved before further progress can be made.

In the months between **LoB-101: Toys in the Attic** and **LoB-104: That Which is Lost**, **The Brown Trout** has become the unofficial public hangout for members of the various adventuring companies. Those that wish to get away from their respective headquarters but avoid the wretchedness of **Loak's Legacy** and the upscale **Restless Troll**, have begun to patron the **Brown Trout**. Though the basement market remains reserved for Caravan members, the bar itself welcomes adventurers in good standing with any adventuring company.

ADVENTURE OVERVIEW

The adventure begins in *At Your Service*. The characters are hired by the Lawbringers to help Chandra with her location ritual. She asks the characters to explore the **Northern Catacombs** to acquire the final ingredient, a moonshade flower.

Chandra will also direct the characters to the Gardeners and Strongest Arm, both of whom may have information that will assist them.

Characters can gain information about the moonshade flower from the Gardeners during *Black Rose*, learning of one location in the Northern Catacombs where it is likely to be found. The Gardeners will offer additional compensation if the players can bring back samples of the flower.

Talking to the Strongest Arm in *Feed the Beast* gives the players the location of a black mantis nest, which are sometimes found near moonshade plants. **Xaolete** will offer to buy any mantis eggs the players are able to retrieve during their adventure.

The journey into the Northern Catacombs takes place during *Left Foot First*. Various encounters will occur based on the path chosen, leading to a combat encounter in order to clear out a black mantis nest.

In *Darkest Night*, Chandra carries out the location ritual and create a divining rod the players must use in the Twists to retrieve the information they seek.

The characters explore the Twists in *The Trap is Set*, where several traps are encountered while following the divining rod. The path leads to an underground chamber infested with ghouls. Defeating the threat allows the players to secure a box containing the lost map pieces.

AT YOUR SERVICE

(20 Minutes)

Overview

The Lawbringers have discovered a location ritual they believe can be used to help identify the individual responsible for thefts several months ago. **Chandra Adaire** has everything she needs to conduct the ritual, except for one ingredient: a moonshade flower. The party is hired to explore Parlainth's **Northern Catacombs** and bring back a viable specimen. Chandra will also suggest they seek out the Gardeners and Strongest Arm, both of whom may have advice for such a journey.

Setting the Stage

For PCs who have completed LoB-101: Toys in the Attic, use the following introduction:

You've gotten to know your way around these past few months, met some interesting people, and even found some steady 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. That windfall still confounds you: what happened to the map pieces? Who has them now? What do they plan to do with them? You clear your mind of these thoughts for the moment and check in with your mentor for another assignment. A request for your assistance has come from Renwick Hall. Chandra Adaire has specifically asked for your talents.

For all other PCs, use the following into:

You've been in Haven a few weeks now, barely able to survive on the meager amount of work you've found. You've even done a few odd jobs for the various adventuring companies around town, none of which have given you a true chance to display your skills. You gear up for another day in Haven but are met by a messenger from Renwick Hall. The Lawbringers wish to give you some paying work.

When the PCs are led to Chandra's study, read the following:

Chandra's study is an unsettling place, with bones, books, and magical ingredients scattered about. As you enter, you see the elderly ork seated at a desk running her hands over the pages of a book. It takes you a moment to remember that she is blind to this plane.

Themes and Images

For anyone not accustomed to Nethermancy, Chandra's study may feel more like a crypt than anything else. Windlings in particular will find this place unpleasant due to the distinct impression that all the fun has been sucked out of the room. Bone circles, cryptic writings, and unusually fresh ingredients scattered about the room should give the impression the Lawbringers have previously tried several methods for finding the map pieces.

Behind the Scenes

Renwick Hall, the Lawbringers' headquarters, is a repurposed slave market that serves as a hub for their patrols in Haven. The preexisting cells were the reason they chose the location and are used to hold troublemakers. The characters should be familiar with the hall's general location and will be led to Chandra's study as soon as they mention their summons.

Located on the second floor of the hall, Chandra's study houses the Lawbringers' main research library. The room has three fully stocked bookshelves lining one wall, several cabinets along the second, and the other two are bare stone. The bare walls have doors: one used to enter from the hallway and one directly connected to Chandra's personal chamber. The study contains several wooden tables and benches, currently covered haphazardly with books and alchemical ingredients. Cockatrice blood, felux eyes, and manticores tails are easily identifiable by those with any animal or magical knowledge (DN 4). The room will be dimly lit as the players enter the room, but Chandra will light a few candles as a courtesy to her visitors once introductions have been made.

Chandra has completely lost her normal sense of sight as a result of her advanced age. However, she has adjusted to this disability by developing an excellent sense of hearing and through the use of Astral Sight. Give the characters a moment to enter the room and react to their assumption Chandra cannot see them. The ork is aware the group has entered but is focused on studying the ritual's preparation.

Whether or not the characters try to start the conversation, Chandra will look up after a few moments and make a snide remark about not being too old to hear them

come in. She will comment the aura of young adepts is always interesting to see and strength such as theirs will serve them well within the ruins.

After the characters introduce themselves, Chandra will move the conversation to the task at hand. For any players who have completed **Toys in the Attic**, she will remind them of the stolen map pieces and ask if the evidence from that investigation really made sense to them. Chandra will say one piece of evidence, a log book bearing a distinct symbol, clearly points to someone pulling the strings behind the scenes. She believes she has found a way to follow these strings to acquire more information.

If the characters turned Makari over to the Lawbringers, Chandra will say interrogating the Jade Tears' leader has not explained how the thefts were carried out while leaving so few clues behind. Makari, who is still locked in a Lawbringer cell, was only able to tell them that their patron used some form of magic to mask their actions.

For characters that were not involved in **Toys in the Attic**, Chandra will explain that five of Haven's adventuring companies each came into possession of a piece of an ancient map of Parlainth. Several months ago, these pieces were stolen from each company's headquarters, prompting the Curators and Strongest Arm to hire a group of unaffiliated adepts to investigate.

Clues found at different crime scenes implicated different companies, but the thefts were eventually tracked to the Jade Tears, a gang operating out of the Smalls. Their leader, Makari, was captured along with a log book bearing a distinct symbol, but the map pieces were nowhere to be found. Makari claims he acquired them for a mysterious patron who disappeared as soon as the pieces were delivered. Chandra believes a link between the book and this patron exists, a link she intends to exploit.

Chandra has been researching a ritual over the past few weeks to track the Jade Tears' mysterious patron mentioned. While she doubts the ritual will lead directly to the map pieces, she hopes it will help them pick up the trail. She requires one final ingredient to complete the ritual: a moonshade flower. She has found several references to the flower growing in the **Northern Catacombs** of Parlainth but has been unable to pin down an exact location.

Chandra offers each character 100 silver if they can bring her a single flower. She offers the group and additional 100 silver each to investigate the area identified by the ritual after it has been carried out. She suggests the characters seek out additional information through the Gardeners or Strongest Arm since both have previously investigated the **Northern Catacombs**. The characters will be provided Figure 1 for their reference.

Troubleshooting

The only thing that can go wrong is if the players are not interested in taking the job. If they are reluctant to descend into the Catacombs, remind them that assisting Haven's adventuring companies offers more than silver as a reward.

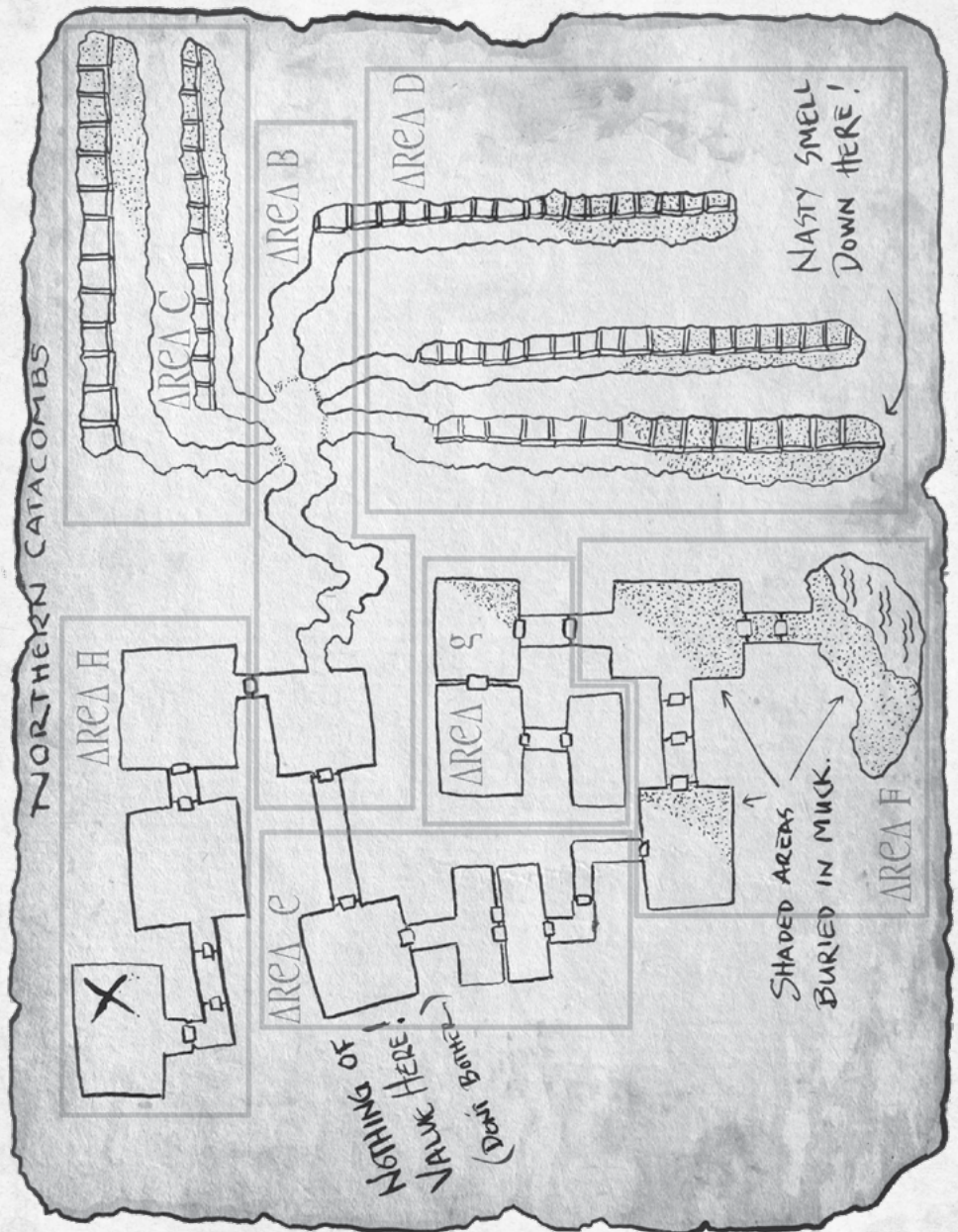


Figure 1: Northern Catacombs

BLACK ROSE

(20 Minutes)

Overview

In this scene, the players learn the first location in the Northern Catacombs where a moonshade flower can be found. They will also be given the side objective of acquiring additional samples of the flower for the Gardeners.

Setting the Stage

Stourhead Conservatory has become a welcoming sight since your first visit. You no longer get the feeling the foliage would swallow you whole if given the chance, but perhaps that's just a feeling you've become accustomed to. As you enter the courtyard, you see J.T. hard at work clearing some of the overgrowth. The scowl you are accustomed to seeing on his face softens slightly after he recognizes you. "What brings you lot here today?"

Themes and Images

The characters have become accustomed to the lush greenery of Stourhead Conservatory since moving to Haven. This particular section mostly houses plants of great beauty and low toxicity, giving it a friendlier feel than other areas of the grove. J.T.'s main interest in this scene will be to acquire a sample of the moonshade and he views the characters as a means to this end. He will offer as little information about what they ask as possible, though he will be a bit more forthcoming with information if a Gardener member is among the party. J.T.'s attitude should contrast any interactions with Xaolete that occur during this adventure.

Behind the Scenes

The group will find J.T. Ferian kneeling at the edge of a freshly trimmed shrub and just beginning to prune the one next to it. There are a dozen other overgrown shrubs in the immediate area, which is how he will be spending the majority of his day.

J.T. will not be pleased to hear the characters are looking for a moonshade flower due to his previous experience with it. He spent several hours searching the Northern Catacombs, the only part of Parlainth where it is known to grow. He will mention the plant seems to be a favorite food of black mantises and these creatures tend to nest close to moonshade plants.

If asked about the flower, J.T. will describe it as black-tinted lotus that glows faintly, even in daylight. The Gardeners are interested in its luminescence and resilience to the Catacombs' environment. They were hoping to cultivate it within some of the maze-like sections of Parlainth to mark a clear path back to Haven. Unfortunately, none of the samples have thus far survived transplant into the conservatory grove.

J.T. will see if the characters are willing to bring back additional samples. He will offer 50 silver per individual flower they can recover or 100 silver each if they uproot and bring back an entire plant. The Gardeners will not be interested in buying

individual flowers if the characters are able to recover an entire plant. Both flowers and plant should survive for several hours after being removed, but J.T. will suggest they return them to the grove as quickly as possible.

If the characters are clever enough to ask, J.T. will lend them proper tools for such a task (shovels, a pot, and a goat drawn cart). Both the plant and flowers are rather robust, so they are unlikely to be damaged during transport. However, the root structure can be quite tricky to remove, even for someone with the proper talents. A slip of the wrist could irreparably damage the plant and make it worthless to the Gardeners. The plants themselves are about the size of a windling and would require either two Namegivers or a troll/obsidiman to be carried.

If the characters succeed on an Insight (6) or Perception (11) test they will notice J.T. is holding back information. If asked, J.T. will say he has not been down to the catacombs recently enough to stake his reputation on a specific location for the flower. Getting him to reveal this information is considered a small favor. If successful, he will admit this time of year moonshade plants typically bloom in the location marked Area D on the map. Even if the characters agree to take on the side objective described below, they must still succeed in persuading him to provide the location. J.T. values hard work and determination and feels the characters should not rely on others to complete their tasks. It is easier for members of the Gardeners to get this information from him, as his Attitude towards those characters will be one level better than for members of other adventuring companies.

If asked about black mantises, J.T. will admit he has been lucky thus far and has not encountered one directly. Most of his trips have been to scout out possible locations of moonshade plants, allowing other members to collect the specimens. None of those members are currently at the Conservatory, but he will mention that Xaolete over at the Strongest Arm may have more information. Rumor has it the Swordmaster enters the catacombs to hunt black mantises from time to time.

J.T. will confirm the map is accurate to his recollection. He will also comment there is not much to see within the Northern Catacombs, outside of some interesting tile work. Anything of significant value was removed years ago and the prevalence of black mantises in the area deters most explorers from entering.

Troubleshooting

If the players end up dawdling here or are unsatisfied with the information J.T. has offered, he will become annoyed and tell them to leave. He has better things to do than hold their hands. The information they can learn from him might make their task easier, but none of it is critical.



FEED THE BEAST

(20 Minutes)

Overview

In this scene, the players discover the second location in the Northern Catacombs where a moonshade flower can be found. They may also be given the side objective of acquiring black mantis eggs for the Strongest Arm.

Setting the Stage

You've seldom taken the time to admire the statue of Thystonius in this light, as you are usually ushered into the halls of Trident Keep shortly after arriving. As the sunlight reflects off the towering sword, your heart fills with a yearning for combat. A moment passes, and your attention is drawn to elegant motion off in the distance. Xaolete appears to be sparring with some practice targets but you have rarely seen such fluid movements.

Themes and Images

Trident Keep is one of the safest places in Haven and Xaolete should be extremely friendly to anyone seeking his assistance. His openness should be in clear contrast to J.T.'s demeanor if the players decide to interact with both of them during the adventure.

Behind the Scenes

When the characters arrive, Xaolete is in the middle of his morning calisthenics. If the characters choose not to interrupt, he will continue for about five minutes before noticing their presence. In either case, Xaolete will apologize for not seeing them sooner and ask how he can be of assistance. If the players offer any compliments to his display, their comments are met with humility.

Mentioning the Northern Catacombs or black mantises will have Xaolete his expression turn to one of restrained excitement. He will explain that he loves to eat black mantis eggs, so much so that he often leads raiding parties out into the deepest corners of Parlainth to secure them. He will offer 100 silver for each egg the group can retrieve.

The t'skrang will confirm the Northern Catacombs is the best place to find a black mantis and that he often sees moonshade plants near their nests. He found several nests scattered about the section labeled Area F on the map the last time he explored the area and recommends the characters start their search there. If they ask for Xaolete's help obtaining the eggs, he will sadly decline and explain his duties at Trident Keep prevent him from indulging his hunger.

Black mantises are worthy opponents, but Xaolete believes the characters should be able to dispatch one as long as they work together. The male of the species is eaten by the female shortly after mating, meaning the nests are typically guarded by a single adult. However, they are extremely territorial creatures and will attempt to kill anything viewed as a threat. Xaolete will comment they are not slow and can take quite a beating before succumbing to their wounds. The eggs themselves are large,

heavy, and fragile. Safely transporting more than one at a time is extremely difficult for any race other than trolls and obsidimen.

Xaolete has no information on the moonshade flower itself and if asked about it will suggest the characters speak with the Gardeners.

Like J.T. in the previous scene, Xaolete will confirm the layout of the map is accurate to his best recollection. Outside of some interesting tile work, there is not much to see within the Northern Catacombs. Anything of significant value was removed years ago and the prevalence of black mantises in the area deter most explorers from entering.

Troubleshooting

The only thing that could go wrong here is wasting too much time. Xaolete will be as accommodating as possible but will eventually admit he has told them everything he knows. While he would enjoy nothing more than discussing these matters further, duty calls, and he must turn his attention to other matters.

LEFT FOOT FIRST

(60 Minutes)

Overview

The characters explore the Northern Catacombs, which is broken up into seven different areas. Only two contain moonshade flowers, but an assortment of obstacles will need to be dealt with before the party can reach either of them.

Setting the Stage

The Northern Catacombs contain numerous stone-laid passageways finished with wall paintings and mosaics. These ornate details lend truth to the rumors this area once housed Parlainth's treasury, though it makes little difference given their current state. The smell alone is nauseating enough to keep all but the most determined explorers away, and even they do not bother attempting to gain entry due to the Unforgivables. As you approach the entrance, you notice a pair of inattentive guards arguing over who gets the biggest share of their latest acquisition.

Themes and Images

The area should feel extremely dangerous, and it genuinely is. The areas are riddled with traps, pungent odors, madmen, and giant killer insects. Though only one encounter occurs in each area, any number of close calls and sprung traps can be mentioned as the characters explore.

Behind the Scenes

The players arrive at the location marked X in Area A of Figure 1. The following sections provide encounters for each area the party may travel through. If they talked with the Gardeners or Strongest Arm, they may be aware Area D and Area F likely contain the items they seek. Exploring either of these areas is sufficient to recover everything requested, though the characters have no way of knowing that.

If the group came here directly after being briefed by Chandra, they will need to explore to locate these areas. For the sake of time, it is recommended each unique area only be resolved once. Backtracking through a previously completed area can be narrated over as uneventful, since the characters are now aware of where the dangers are and can avoid them.

The entrance and passageways throughout the catacombs are tight, but trolls and obsidimen are able to squeeze through them. However, don't immediately inform the players of this and instead have them declare their characters height before entering. This height will come into play in Area B but sorting it now will make that action scene move more quickly. A small cart (such as the one lent by the Gardeners) can fit through the passages, but anything larger than three feet wide is not usable within the corridors. If the characters try to argue the point, explain that carts are more rigid than trolls.

Area A: The Unforgivables

To enter the Northern Catacombs, the party must first navigate past an ork and a human guarding the entrance. This pair of Unforgivables was charged by Charcoalgrin to keep things from leaving the catacombs. A successful Knowledge (7) test with a relevant skill (Area: Haven, Parlainth Lore, Dragons, etc.) reveals the Unforgivables are servants of Charcoalgrin, the dragon who claims the northern portion of Parlainth as her domain. They identify each other by a square stone badge that can be forged with an Artisan: Stone Carving (4) test.

Unless the characters create fake badges, interacting with the Unforgivables will have the guards attempt to take something of apparent value from the group. While cash would be an acceptable toll, they are more interested in any items or trinkets a character might have in plain sight. They may demand something the group has brought in preparation for their tasks (such as gardening tools, a cart, etc.). The guards have a Social Defense of 7 and start off with an Unfriendly attitude. They are more interested in giving the characters a hard time than gaining something of monetary value, so they'll take what they can get. Getting past them is considered a small favor, and each 10 silver value paid in toll (in cash or goods) is considered a success for the purposes of earning the favor. Once the characters have been granted passage into the catacombs, the Unforgivables give a subtle hint a toll may also be required on the way out.

The Unforgivables will not agree to any deal to be paid later as they believe the adventurers will not make it out of the catacombs alive. Alternately, if the group insists on threatening the guards, they will back down immediately and allow them to enter unimpeded. This should be made apparent as soon as a player tries to attack them and before the first initiative round. The primary reason the Unforgivables guard this area is to keep the lunatics who reside below from leaving.

When the group returns to this area on their way out, they will find their actions on the way in have consequences. If the Unforgivables received a bribe, they will no longer be guarding the entrance as they have yet to return from stashing whatever they acquired. If they were killed, two fresh corpses will be outside the entrance. If the group threatened their way in (or otherwise avoided paying a toll), a gang of

Unforgivables with twice the number of characters will be present. They will demand an exit toll of 300 silver or goods of equivalent value (for this purpose, black mantis eggs are worth 100 silver and moonshade flowers are worth 50 silver). Their attitude is downgraded to Hostile, and it will take some persuasion to get out of the encounter without paying dearly or fighting.

As the players travel to Area B, the encounter a padlocked rusty metal gate. Bypassing the gate requires a Lockpicking (6) test, a Strength (8) test, or dealing 15 damage to a barrier with 8 armor (see *Gamemaster's Guide* p. 164 for barriers).

Area B: Quicksand

Have the group determine a marching order progressing down a 4-yard wide corridor. Anyone at the front must pass a Perception (9) test to notice a 2-yard by 2-yard area of quicksand without stepping into it. Flying windlings suffer a -2 penalty to this test. If a windling flies over the quicksand without noticing it, the character behind them makes the test.

Handle the quicksand as a trap (*Gamemaster's Guide*, p. 179) with Initiative 12 (2D10). Any character who steps in falls up to their waist (half their height) and takes Step 5 (D8) damage. The character then sinks 1 foot per round unless they make a successful Strength (5) test, with extra successes pulling them out 1 foot. Other characters in melee range can help the victim with the same test. The area covered by the quicksand will be obvious to the group once somebody has fallen into it.

Area C, Area G: Abandoned Areas

These areas have nothing of value. If the group wishes to explore them, a Perception (6) test will locate abandoned mantis nests, egg fragments, and the remains of what appear to be large plants.

Area D, Area F: Combat Encounters

Whichever of these areas the characters enter first contains a black mantis nest (see Figure 2). The back corner contains a mantis nest with one egg per character and two moonshade plants. One plant has but a single flower, while the other has one flower per character.

Next to the nest (about 35 yards from the entrance) is a single black mantis that will move to attack the closest intruder as soon as it becomes aware of their presence. Also in the room are a number of blood bees equal to the number of characters, which are hanging from the ceiling (15 yards from the ground). A Perception (15) test will notice the unusual nest on the ceiling, but it is difficult to identify from the entrance. The bees will join the fight after all the characters have entered the room or if they



are disturbed by a windling trying to hide near the ceiling. Each bee will attack a different target.

Once the threats have been dealt with, the group can recover any eggs and flowers they desire. Uprooting a moonshade plant requires a Wilderness Survival (7) or Dexterity (10) test. Using proper tools (such as those loaned by the Gardeners) provides a +2 bonus. Failing the test destroys the plant, though characters may try again on the second plant. It is worth reminding the group the Gardeners are only interested in purchasing a single plant, so attempting to recover both will not earn any additional rewards.

A moonshade plant is considered equivalent to a size 7 weapon (exceeding the two-handed limit for all races except obsidimen and trolls). Dragging the plant will likely destroy the root structure. Individual flowers fit in the palm of most Namegivers' hands and characters can carry as many as they wish.

Black mantis eggs are considered equivalent to a size 4 weapon (two handed for all races except obsidimen and trolls) and are too heavy to be carried by windlings. If, for some reason, an egg is used as a weapon, it causes STR+2 damage, but doing so destroys the egg. If the players brought a cart into the catacombs, it can safely transport one plant and up to four eggs.

Once the nest is cleared, the other area will be like Areas C and G. Characters will only find an abandoned nest, shattered eggs, and a pair of destroyed plants.

Area E: Lunatics

The group travels down a small corridor that opens into a dimly chamber, 7 yards wide and 20 yards long. Halfway down the chamber are 3 malnourished dwarves in tattered clothing, huddled around a barely flickering fire. Any attempt to communicate with them will fail, as these Namegivers are teetering on the edge of insanity. Their madness has drawn them to the catacombs and the Unforgivables in Area A are tasked with preventing them from leaving.

The group can walk past the dwarves without incident but if any character touches or threatens them, they trigger a psychotic episode and the dwarves will attack the closest character, using the Aggressive Attack option. Use the game statistics for the Unforgivables, reducing their Physical Armor to 0 and removing all skills except Melee Weapons.

Troubleshooting

There are two main problems the group might encounter. The first is if the characters decide to continue exploring the catacombs after finding the



items they seek. In this case, remind them the quality of ingredients diminishes each minute they waste wandering around and that it might be best to return to Haven as quickly as possible.

The other problem is the combat against the black mantis and blood bees. If the fight is going poorly for the characters, have some of the blood bees fly away or otherwise not get involved in the fight. They can be more interested in protecting their nest on the ceiling, which given its location shouldn't be too difficult for the group.



Figure 2: Black Mantis Nest

DARKEST NIGHT

(30 Minutes)

Overview

Chandra conducts the ritual, creating an item the group must take to the Twists to compete their last objective. Before doing so, the players have the option of acquiring a more detailed map of the Twists from the Caravan Company.

Setting the Stage

Chandra carefully brushes an elixir onto the petals, then places the coated flower at the center of an odd-looking bone circle. She chants an incantation, which at first only causes a few spirits to appear. After a few moments, the moonshade flower begins to glow brighter and the spirits join her chant. It seems like all light in the room is sucked into the petals, which begin to swell.

When the bulging petals reach the edge of the bone circle, they explode into a puff of pollen that fills the room, which is cast into complete darkness save for a subtle glow coming from a rod stuck into the desk.

"Perfect", Chandra says, "That is where you must search."

If the players choose to visit the Brown Trout, read the following:

Your nostrils are filled with the pungent aroma of stale food and filthy adventurers. You spot some familiar faces amongst the patrons, but you wouldn't count any among the daytime crowd a close friend. The elf at the bar, however, is more than a familiar face. Whatever your dealings with her in the past, Elora is a business woman and you're here to do business.

Themes and Images

During the ritual, the characters should be more unnerved than they were by the catacombs, though those feelings should dissipate as soon as it has been completed. The atmosphere in the Brown Trout is more inviting and should breathe some life back into them.

When served the black mantis omelets, characters should get the impression the dish may not sit well with them, though Xaolete will be enjoying the feast as soon as it is ready. Eating the eggs of a Horror construct (or anything from the ruins, for that matter), is not a good idea. Canny players may suspect something is up, but don't call specific attention to it.

Behind the Scenes

After delivering the moonshade flower, Chandra thanks the group for their efforts. She will be noticeably excited by the prospect of conducting the location ritual, which she will begin immediately.

The ritual has clear indications of Nethermancy with the bone circle and the inscriptions present, but the exact spell will be unidentifiable. A Patterncraft (21) test only reveals the ritual is not completely Nethermantic. If a character asks about this, Chandra admits that she is not completely sure what type of spell it was. The

original spell was discovered in a grimoire at The Repository, which is on loan from the Curators, but she was able to adapt the formula into the bone circle. None of the characters can make any sense of the grimoire if they ask to examine it, as it took Chandra weeks to decode the formulas.

After the ritual is complete, Chandra will ask the players where the rod has indicated they search. Being blind, she is unaware the ritual has caused the room to become pitch black, so the characters must muddle about in darkness. Take the opportunity to play up Chandra's excitement and curiosity, asking where the rod points, even though group can't see anything.

Once the room is lit, the characters can see the moonshade flower stem has been thrown like a dagger into a map of Parlainth sitting on a wooden table. The ritual has altered the frail flower stem into a stiff divining rod, which should safely guide them to their destination. The rod has small thorns along its length, but there is enough space between them that it can be held safely.

The divining rod indicates that the party must travel to the Twists. Chandra will ponder this information, then conclude the map pieces must have been taken to the Twists by the Jade Tears' mysterious patron. It is unlikely they would stay there long as the area is infested with ghouls, but it is possible some clue was left behind. Chandra believes the group is more than capable of scouting the area without drawing the attention of the ghouls, as long as they follow the path laid out by the rod.

Chandra will shuffle over to a bookshelf and sort through various documents. She produces an old map of the Twists the party can take with them (Figure 3). If asked, she insists the map is accurate as it came from her personal archive. Stress how old the map appears and suggest it may not be completely up to snuff.

The Caravan Company

If the characters want to ask around Haven about the Twists, they can make a Streetwise (5), Knowledge: Haven (7), or Charisma (10) test to learn the Caravan Company makes occasional expeditions into that part of Parlainth. Members of the Caravan are aware of these expeditions without needing a test.

At the Brown Trout, headquarters for the Caravan Company, the group can find Elora Sundamar tending bar. She will play a verbal cat and mouse game about whether or not she has any relevant information and will eventually offer to sell the characters a map "well worth the price." The starting price is 20 silver per character, but a Charisma (12) or Haggle (7) test will cut that in half. If any characters are members of the Caravan Company, they will be offered the "family price" of 10 silver per character, with the same tests possible to reduce the price. After paying the negotiated fee, Elora will retrieve her map (Figure 4).

Delivery to the Gardeners

If the characters retrieved moonshade flowers or plants for the Gardeners, they can deliver them. J.T. will thank the group for their assistance and compensate them accordingly. Though he is unlikely to show it, completing the task impresses him.

Delivery to Xaolete

If the characters retrieved mantis eggs for Xaolete, he will pay the group and thank them for their assistance. He will be thrilled to have fresh eggs and immediately offer to prepare omelets for the party if they are hungry.

Xaolete is not the best chef and the aroma of the omelets can be best described as 'extremely odd'. Each player will need to decide if they intend to eat before announcing that each character who eats gains a free recovery test at +8 Steps. Unfortunately, eating the omelet will have later repercussions.

Troubleshooting

If the players are wary of investigating an unknown area infested by ghouls, have Chandra explain the area they seek will almost certainly be abandoned. Whoever stole the map pieces would have wanted privacy and the divining rod should lead them safely to their destination.

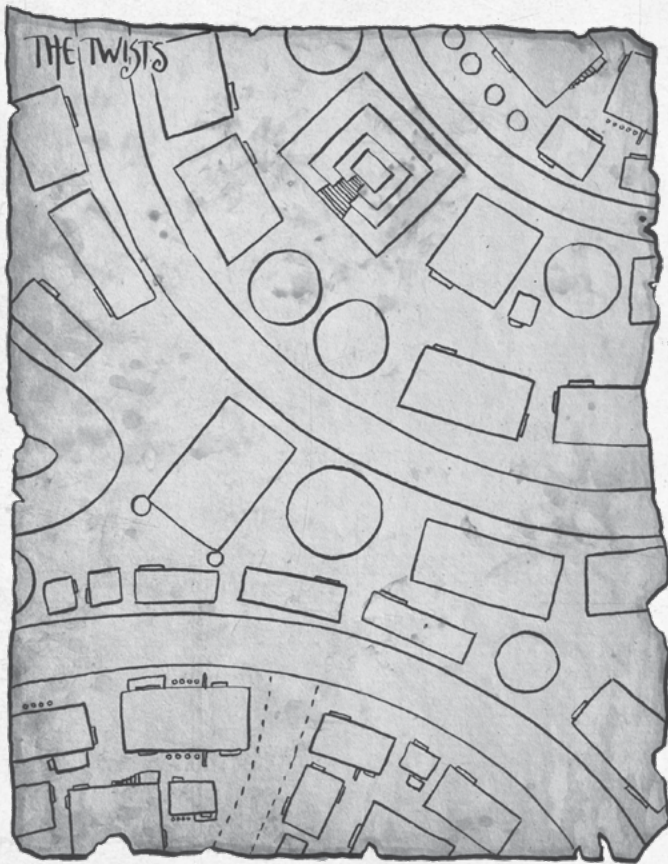
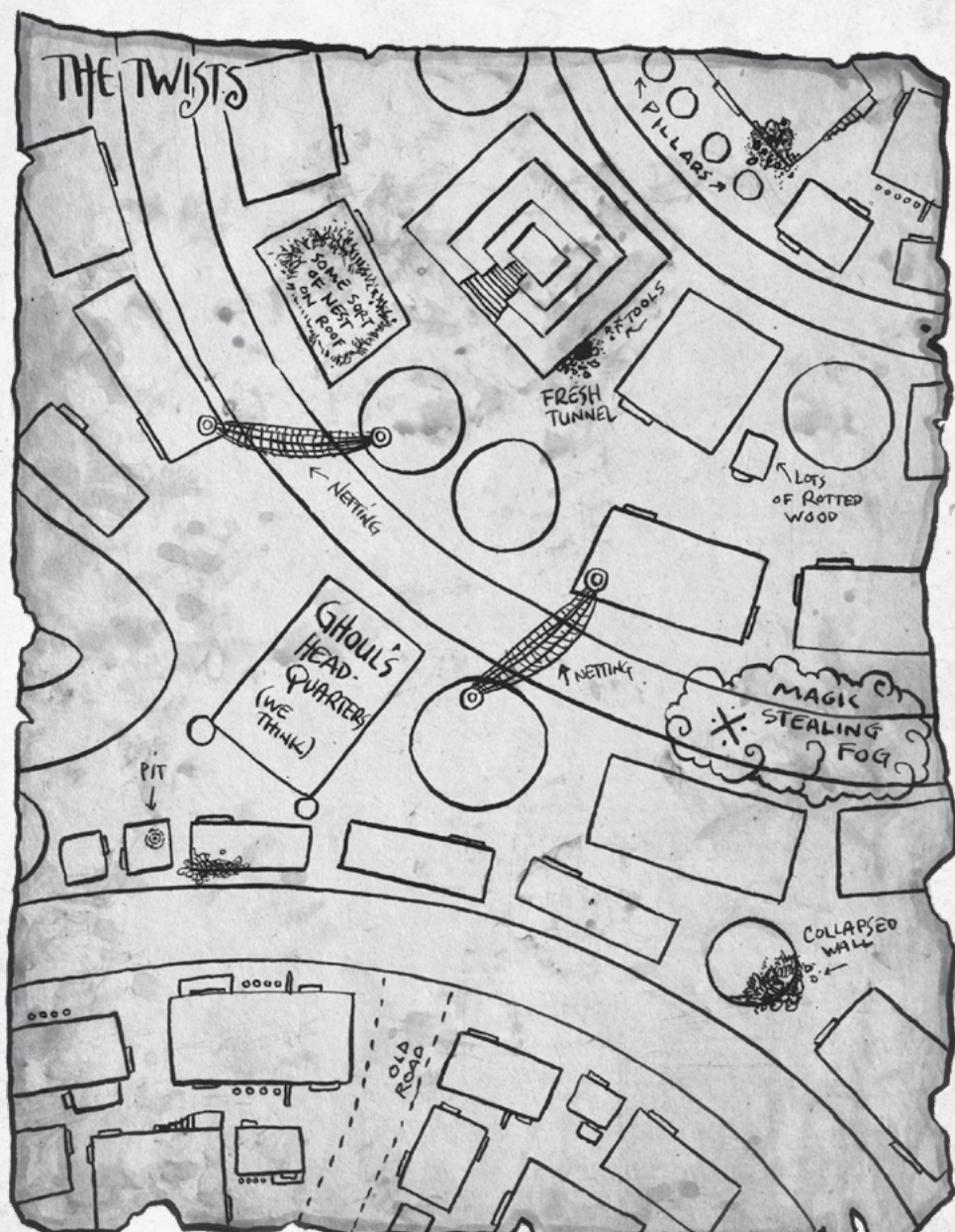


Figure 3: The Twists



THE TRAP IS SET

(60 Minutes)

Overview

The group navigates the Twists, an area that appears to contain a different death trap around every corner, to accomplish their goal. Following the divining rod to an underground chamber, the players will stumble into a pack of hostile ghouls and retrieve the missing map pieces.

Setting the Stage

It's easy to understand why this place is called the Twists: each road curves in a different direction, making it impossible to keep your bearings. Thankfully, the architecture is distinctive and seems to be in line with the map. As you follow the direction indicated by the moonshade divining rod, you get the sense you are not entirely alone. Whether paranoia or instinct, you feel you will need to put your life on the line to find what you seek.

You come to the end of an old road, and the rod begins pulling northwest... or at least what you think is northwest.

Themes and Images

On the surface, the Twists will feel deserted relative to the other locations visited in this adventure. It should become clear this is because some type of trap seems to lurk around every corner. Though the party was in danger in the Northern Catacombs, the Twists should feel like they are actively trying to kill them.

Behind the Scenes

The ritual calibrated the divining rod to point out the location of “unforeseen danger.” Chandra suspected this was a possibility but considered it an acceptable risk given what is at stake and will not inform the players of this. The rod is beyond the understanding of characters of such low circle, so the truth of the matter will elude them, though the group is free to ponder the events to come on their own.

Refer to gamemaster map of the Twists (Figure 5) for the complete layout of the area. The map labels several points of interaction, which are described in the following sections. When the characters reach Point A, the divining rod will direct them to Point C. After the pit trap is resolved or the group travels up to the chasm at Point D, the rod will indicate the characters should go to Point E. Completing the fog or progressing to the other side of the chasm will have the rod lead the group to Point F.

Point A: Entrance

The group enters this section of the Twists here. There is no specific encounter or obstacle at this location.

Point B: Underground Passage (South Entrance)

When venturing into the pit marked on the map, a winding path takes the PCs underground, leading north into a reasonably lit chamber (Figure 6).

Point C: Pit Trap

This location has a large pit trap, which is the first place the divining rod will direct the PCs.

Pit Trap

Detection: 9

Disarm: 12

Initiative: 10

Trigger: Pressure plate that opens the pit under the feet of the character who triggers the trap.

Effect: A two-yard by two-yard trap door opens, dropping the lead character and the person behind them. Those caught by the pit fall four yards, suffering Step 10 damage (armor does not reduce the damage). Escaping the pit requires a successful Climbing (8) test. Characters not in the pit can make a Strength (6) test to help those trapped climb out, with each success adding +1 to the Climbing test.

Point D: Chasm and Rope Bridge

There may have once been a road through here, but all that remains is a chasm. The bottom is shrouded in shadow, but a Perception (9) test can see it is about 8 yards deep. Reaching the bottom safely requires a Climbing (10) test. The bottom of the chasm is considered low-light, with nothing to be found aside from dirt and rocks. Climbing the far side requires another successful test.

The netting indicated on the area maps are rope bridges extending from the second floor of stone buildings. Closer inspection reveals the bridges are connected to ramshackle wooden towers. The bridges and towers are clearly a recent addition to allow transit across the chasm. The buildings themselves were various businesses that destroyed during Parlainth's exile during the Scourge.

Reaching the bridges requires a Climbing (7) test, or the character may use a sturdy wooden ladder that can be found in the shop's first floor. The shop interiors, visible through the broken window, are covered with dust that looks like it hasn't been disturbed in decades.

If a character enters the building to retrieve the ladder, make a Step 12 (2D10) test against their Mystic Defense. If successful, they hear a high-pitched screech and suffer Step 8 (2D6) damage, reduced by Mystic Armor. Only affected characters can hear the noise. The mystic attack repeats every round as long as the character is in the building. Leaving the building (which includes using the ladder to reach the roof) ends the effect.

A Patterncraft (7) test can identify the effect as a magical ward intended to keep unwanted people from entering the store when it is closed.

Once on the roof, characters can see the bridge is unstable. They can safely cross by going one at a time. If more than one character crosses at a time, the bridge will break in a spectacular fashion that ends with the characters back at ground level. Characters on the bridge when it breaks take Step 8 (2D6) damage, with each success on a Dexterity (6) test reducing the damage by 2 Steps as they grab hold and brace themselves. There are two bridges, so if the first breaks they can try the second.

Once on the far side of the chasm, characters are faced with the same obstacles to get back down to ground level. Jumping down to ground level from the roof causes Step 3 (D4) damage.

Point E: Magic Fog

This area is the second location the divining rod points to and is shrouded in a thick cloud of bluish fog that if examined astrally (DN 12) appears magical. The first character making contact with the fog is subjected to intense pain. Make a Step 10 (2D8) test against their Mystic Defense, causing Step 8 (2D6) damage if successful, reduced by Mystic Armor. Once this damage is resolved, the rod will point towards the next location.

Point F: Underground Passage (North Entrance)

At this location is the mouth of a tunnel. A winding path leads the characters underground and south in the direction of the chasm, eventually leading to a reasonably lit chamber (Figure 6).

Underground Chamber

Once the group makes their way to the underground room shown in Figure 6, they encounter a number of Firehorn Ghouls equal to the number of characters. The ghouls will attack as soon as the group enters the room, though they will not appear to be expecting them. Once they are within melee range characters will notice the creatures have rotting flesh and tattered clothing, but their footwear appears new. The ghouls also move faster than the characters expect, which provides a clue to examine the boots after resolving the combat.

At the start of the second combat round, a corrupted frost spirit materializes next to one of the ranged combat characters and attempts to catch them with Icy Touch. Any affected character suffers 1 damage per round and is paralyzed. Each round they can make a Willpower (10) test to break free. Characters gain +1 bonus each round they are affected by this effect and only one character can be held at a time. The spirit will attack whoever is paralyzed until they break free, at which time it will target a different character.

After the fight is over, the group can search the room and discover a wooden box with a distinct symbol carved into the lid. Characters who completed *Toys in the Attic* may make a Perception (4) test identify it as the same symbol found on the book recovered from the Jade Tears.



Inside the box are five tattered map pieces matching the description of the ones stolen from the adventuring companies. A Perception (9) test reveals the five pieces do not form a complete map, there is at least one additional piece missing.

Examining the corpses reveals the ghouls may once have been elves and their footwear is extremely unusual. Appropriate abilities can identify the boots as magical. There is a pair for each character. Details about these items are included in *Loose Ends*.



Troubleshooting

The final combat should be difficult, but not impossible. If the characters are struggling, the gamemaster can hold back the appearance of the frost spirit until a later round, or not have it appear at all.

After the divining rod leads the characters through a couple of traps, the group may not trust it any longer and have trouble locating the underground chamber. In this case, the pile of bodies marked on the GM map might provide clues as to its location, or some other hint might be provided.

If the characters have had an easy time with their explorations and time allows, the GM can complicate matters when the group enters the Twists. Some additional items are marked on Figure 5 that can be used to add a bit more trouble. The adventurers might be ambushed by ghouls at any of the places labeled G.G. (use stats

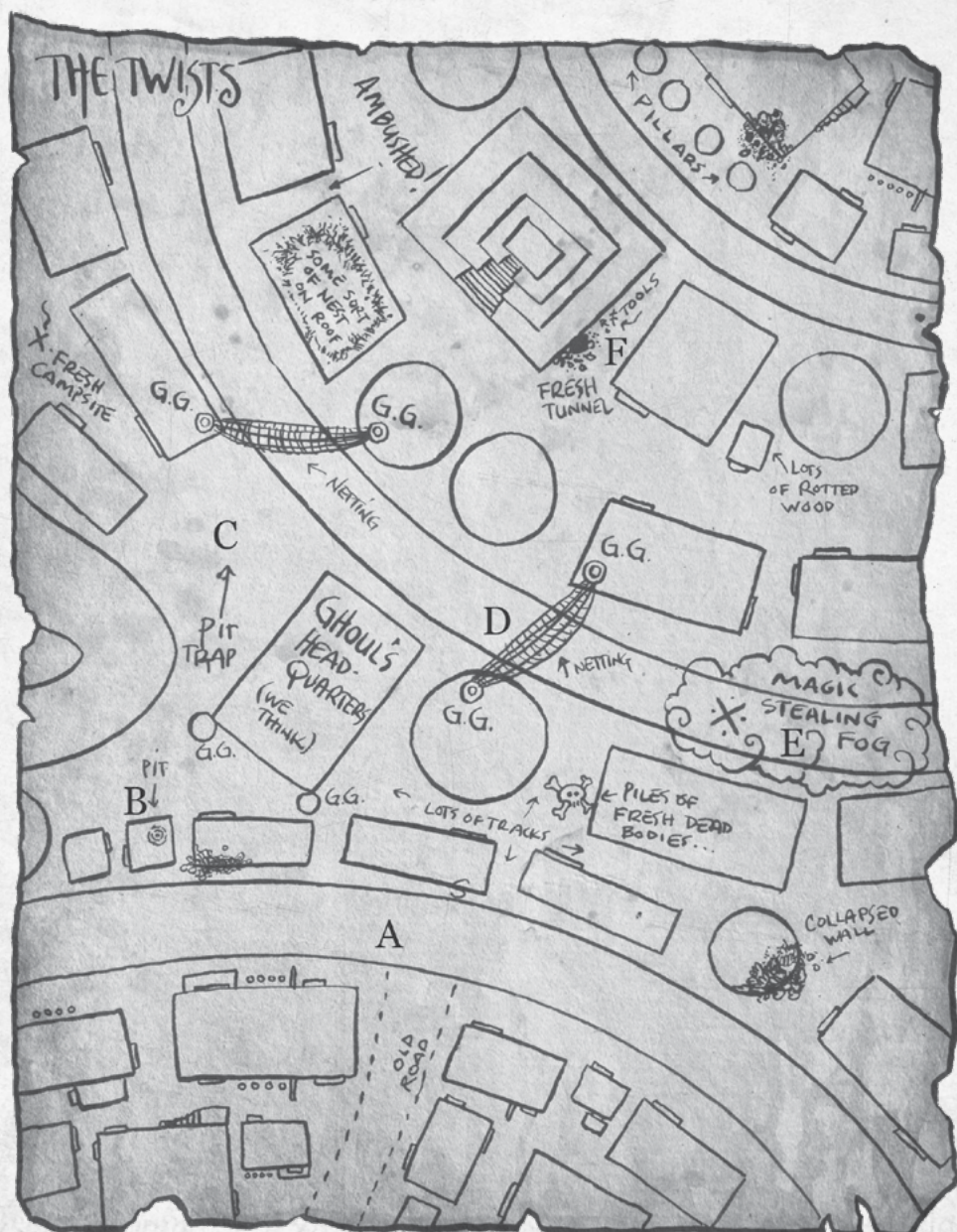


Figure 5: The Twists (GM Version)

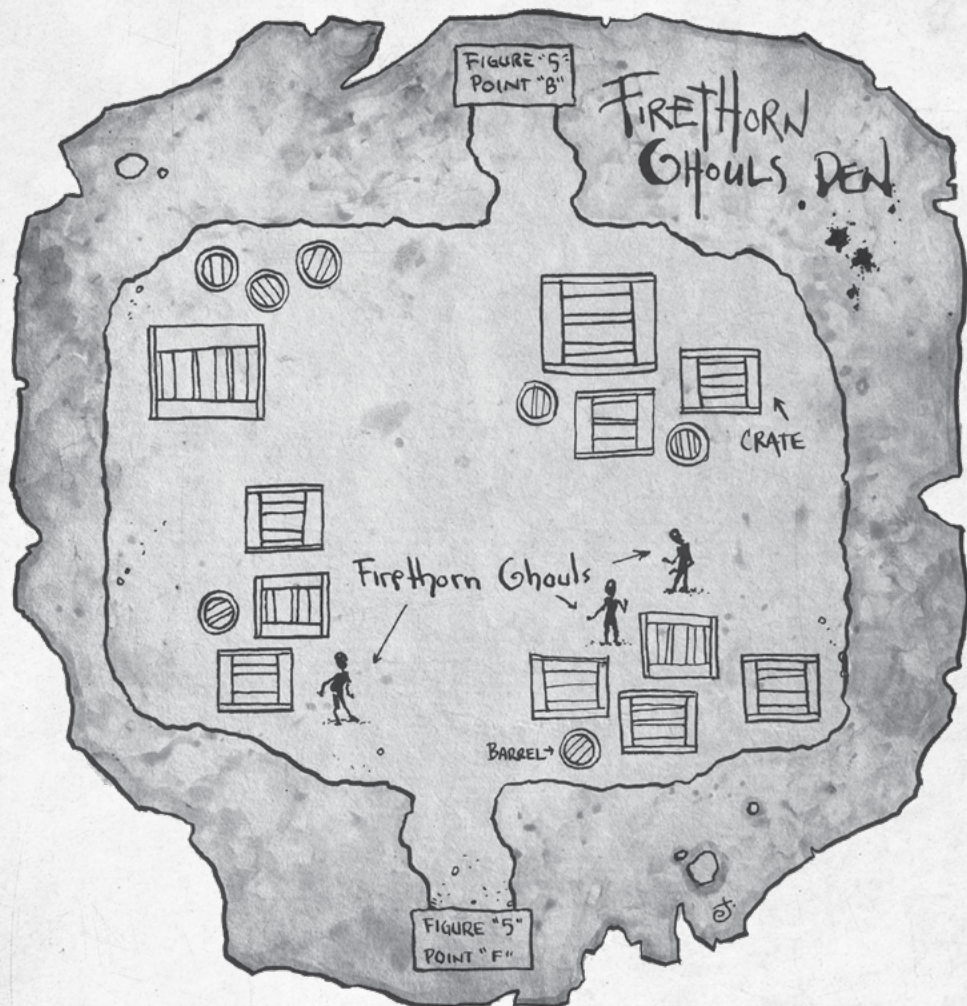


Figure 6: Firethorn Ghouls Den

LOOSE ENDS

After the group has defeated the ghouls and retrieved the map fragments, they can return to Haven. If they mention the dangers in the Twists to Chandra upon their return, she will explain her preparation may have been slightly off. However, the end result of recovering the map pieces was clearly worth it in the end.

When word of the group's return gets out, representatives of the five adventuring companies will meet with them. The characters are thanked for their efforts and offered membership to the company of their choosing if they have not already joined one. They also gain the following rewards based on their actions within the adventure.

Initiating the ritual and recovering the map earns each character 200 silver, 200 Legend Points, and +1 company point with their oathsworn company. This counts

as a key knowledge deed for any common thread item that was purchased from an adventuring company.

Firethorn Boots can be identified as a thread item by any adventuring company member or anyone with the appropriate talent or knowledge skill. They can be kept as magical treasure or sold for 500 silver, plus an extra 200 silver for each key knowledge known.

As described in *Black Rose*, additional moonshade flowers are worth 50 silver each if sold to the Gardeners. The Gardeners will pay each character 100 silver if they recovered a complete plant from the catacombs. Completing either of these objectives also rewards each PC with 100 LPs and 1 company point with the Gardeners.

Xaolete will purchase black mantis eggs for 100 silver each. This also awards each character 100 LPs and 1 company point with the Strongest Arm.

Firethorn Boots

Maximum Threads: 1

Mystic Defense: 12

Firethorn boots are made from plants in a process similar to how fernweave armor is created, from specially cultivated firethorn leaves. The boots are fashioned with ankle and shin guards to provide extra protection, granting anyone who wears them +1 Physical Armor. These boots are traditionally given as a gift from parent to child in the ranelles of Blood Wood.

Each pair of boots is different and provides different powers. While the bonuses provided by a given pair of boots do not change for different owners, for the sake of utility it is advised each pair of boots kept by a character give bonuses appropriate to the character. For example, a Wizard might have boots that provide a Mystic Defense bonus while a Warrior gains a Physical Defense bonus.

Thread Rank One

Key Knowledge: The owner must learn which ranelle the boots were made for.

Effect: +1 to a Defense Rating of the owner's choice (Physical, Mystic, or Social).

Notes: The boots recovered from the ruins were made for the Carithasca ranelle. This information can be learned with an appropriate Knowledge (12) test, or by interacting with a member of the Carithasca ranelle. They appear in *LoB-106: Glass Houses*.

Thread Rank Two

Key Knowledge: The owner must learn the Name of the Weaponsmith who crafted the boots.

Effect: +1 to the owner's Movement rate.

Notes: The boots recovered from the ruins were made by Treves Ustev. This information can be learned from a member of the Carithasca ranelle.

Thread Rank Three

Key Knowledge: The owner must learn the Name given to this pair of boots.

Effect: +1 to Knockdown tests.

Notes: The Name of each pair of boots is different. It can be learned by visiting the Ustev Emporium in the Blood Wood, which appears in *LoB-107: Heavy Metal Queen*.

Thread Rank Four

Deed: The owner must help the Carithasca ranelle achieve a significant goal.

Effect: At a cost of 2 Strain, the owner may increase their Movement Rate by 2 for thread rank rounds.

Notes: An opportunity to complete this deed will arise in a later adventure.

CAST OF CHARACTERS

Chandra Adaire-

Ork Nethermancer, Renowned Member of Loster's Lawbringers

Despite being involved with an organization of Lawbringers, Chandra is not overly concerned with matters of law, society, or the physical plane. She is very old for an Ork and has lost her eyesight. This blindness, however, has intensified her gaze on the astral and drawn her attention to that plane. She spends days at a time locked in meditation, searching and cataloging any scraps of information that come to her. Only she knows the full contents of her library, but she shares relevant knowledge with Lawbringers seeking her aid. On the rare occasions when she is outside her chamber, Chandra is quiet and keeps to herself. While she values her privacy, she has stepped up time and time again to protect Haven and keep it secure.

Motivation

Chandra has been trying to solve the mystery behind the disappearance of the map pieces. While her personal library failed to produce a method for tracking the culprit, a grimoire on loan from the Curators contained an unusual ritual that could. After several weeks of translation, she has developed a workable preparation.

J.T. Ferian

Ork Scout, Renowned Member of the Prestigious Order of Gardeners

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. While growing older has done nothing to quell his spirit, J.T. has become increasingly quick to judge, quick to act, and quick to anger. Those that know him best say he remains a hard companion to please even after years of mutual respect. He 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 learn it was better not to ask.

Motivation

J.T. is found performing a menial task, which he has no objection to completing. He views the group's interest in the moonshade flower as a way to get fresh samples but will not go out of his way to assist them in this task.

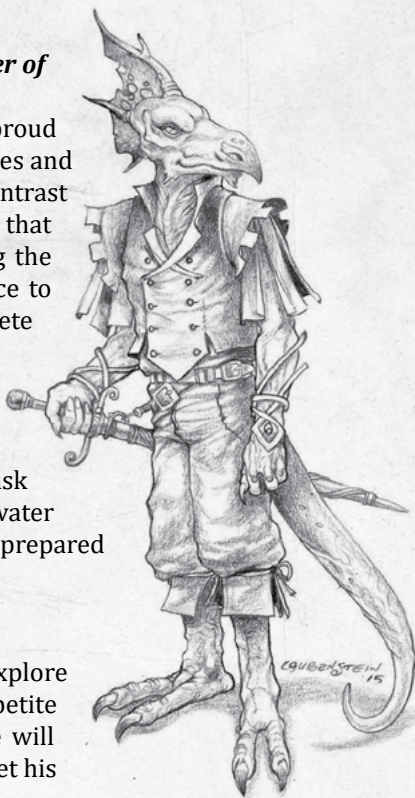
Xaolete Jergh

T'skrang Swordmaster, Renowned Member of the Strongest Arm

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. Whispers insist that 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, but should that fail his flowing moves and precise actions make it clear he is no stranger to applying lethal force. When his students ask about this apparent duality, he responds, "The water adapts to the river as needed. So too must we be prepared for change."

Motivation

Learning the characters are preparing to explore the Northern Catacombs will rouse Xaolete's appetite due to his favorite food being found there. He will gladly offer any information he has in order to get his hands on fresh black mantis eggs.



Unforgivables

Servants of Charcoalgrin

Charcoalgrin is a dragon who has claimed Parlainth's northern quarter, called the Vaults, as her domain. She has a small army of Namegivers in her service who call themselves the "Unforgivables." These followers are fiercely loyal to the dragon and follow her orders without question. One directive is to guard the entrances to the Northern Catacombs and make sure the inhabitants do not leave. Since they are not told to prevent entry, those on shift generally exact a toll on would-be explorers to supplement their income. They are not particularly impressive by themselves but can quickly gather in large numbers should the need arise.

Motivation

The primary motivation of the Unforgivables in this adventure, outside their orders regarding the Northern Catacombs, is to keep themselves entertained. This typically involves extorting anything of value from those who cross their path. They prefer to be paid upon entry, in case something unfortunate happens to explorers, but will back down in the face of a credible threat. As the only way in or out of this part of the Catacombs, the Unforgiveables know they can gather more guards to prevent cheapskates from exiting without paying.

Dex: 5: d8

Str: 6: d10

Tou: 5: d8

Per: 6: d10

Wil: 4: d6

Cha: 5: d8

Movement: 12

Skills: Melee Weapons (3) 8: 2d6, Missile Weapons (3) 8: 2d6, Silent Stride (2)

7: d12

Equipment: Short Sword (10: 2d8), Hardened Leather armor (PA 5)

Initiative: 5: d8

Physical Defense: 7

Mystic Defense: 8

Social Defense: 7

Physical Armor: 5

Mystic Armor: 1

Uncon. Rating: 22

Death Rating: 27

Wound Threshold: 8

Knockdown: 6

Recovery Tests: 2

Elora Sundamar

Elf Illusionist, Renowned Member of the Last Cause Caravan Company

Elora is a no-nonsense elf. Her dour attitude distinguishes her from many of her Discipline. She knows business, which has put her at the forefront of the Caravan's recent business dealings. To her credit, these deals are usually in the Caravan's favor. Rumor has it she frequently works in clauses to her personal benefit. While she has never been caught using her magic to cheat anyone, her colleagues wonder how she always seems to bring the perfect bargaining chip to the table.

Motivation

Elora finds herself in the familiar position of having something someone else is looking for. She wants to gain any profit she can from an item that loses value each day, while at the same time helping out a young band of adventurers. For her, selling the group the map is a win-win.

Blood Bees

Blood bees resemble two-foot long wasps with an accordion-like sac dangling from the thorax. When attacking, the bees strike their prey with the sticky sac, then fly forward. The forward motion extrudes a hollow spine from within the sac, which punctures the victim's skin and drains their blood. Once filled, the bag becomes heavy enough for the bee to pull free. The insect then flies back to its nest to feed on the victim's blood.

Dex: 7: d12

Str: 2: d4-1

Tou: 3: d4

Per: 5: d8

Wil: 4: d6

Cha: 2: d4-1

Movement: 2 (Flying 12)

Actions: 1; Stinger 9 (D8+D6), Damage 10 (2D8)

Powers:

Blood Sucker: If the blood bee scores an extra success on its attack test, it may attach itself to the target to use Blood Veins.

Initiative: 7: d12

Physical Defense: 10

Mystic Defense: 9

Social Defense: 7

Physical Armor: 3

Mystic Armor: 1

Uncon. Rating: 14

Death Rating: 17

Wound Threshold: 4

Knockdown: 2

Recovery Tests: 1



Blood Veins: Once a blood bee is latched on, the target suffers Step 5 (D8) damage each round with no attack test needed and no reduction for armor. The bee is removed automatically if Knocked Down.

Vulnerable to Salt: A blood bee's sac is susceptible to salt. If a blood bee touches salt, it takes Step 6 (D10) damage with no reduction for armor.

Maneuvers:

Clip the Wing: An attacker may spend two extra successes on an attack test to remove the bee's ability to fly until the end of the next round. If the attack causes a Wound, the bee may not fly until the Wound is healed. Flying bees suffer damage for half the distance fallen if subject to this maneuver.

Pull the Stinger: An attacker may spend an extra success on an attack test to remove it from a target it has latched onto.

Black Mantis

The black mantis is a huge insect with a thick, black carapace and eight arms, each ending in a barbed spike. The mantis uses these spikes to spear its prey, then carries the prey to its mandibles and devours it. Six legs support the mantis's thorax and also help it climb most rough surfaces. Originally created by a Horror to attack Talon Kaer, black mantises are now found in tainted and corrupt areas across Barsaive, including Parlainth's ruins.

The black mantis in this adventure is a weaker version than the one given in the *Gamemaster's Guide*.

Dex: 8: 2D6

Str: 12: 2D10

Tou: 10: 2D8

Per: 8: 2D6

Wil: 7: D12

Cha: 3: D4

Movement: 16 (Climbing 14)

Initiative: 8: 2D6

Physical Defense: 11

Mystic Defense: 11

Social Defense: 4

Physical Armor: 9

Mystic Armor: 5

Uncon. Rating: 50

Death Rating: 60

Wound Threshold: 11

Knockdown: 12

Recovery Tests: 4

Actions: 2; Claw (x2) 11 (D10+D8), Damage 12 (2D10); Bite 9 (D8+D6), Damage 14 (2D12)

Powers:

Enhanced Senses [Sight] (2): The black mantis gains a +2 bonus to Perception tests involving sight.

Great Leap (10): The black mantis may leap up to 10 yards as part of its normal movement, divided as it wishes between horizontal and vertical.

Hardened Armor: Bonus damage from extra successes on an attack test is reduced from +2 per success to +1 per success.

Maneuvers:

Crack the Shell: An attacker may spend extra successes from an attack test to reduce the mantis's armor by 1 per success spent. This reduction takes place after damage is dealt and lasts until the end of combat.

Grab and Bite: The mantis may spend two extra successes from an attack test to grapple a target. On each subsequent round, the mantis automatically bites the target with no attack roll needed. The grappled target must succeed at a Strength (11) or Unarmed Combat (11) test to escape.

Pry Loose: An attacker may spend extra successes from an attack test to grant a grappled victim an immediate attempt to break free with a +2 bonus per success spent on the maneuver.



Firethorn Ghouls

Monstrous, undead creatures who reek of decaying flesh. A ghoul is said to be created on the death of a Namegiver who savored the taste of flesh, but the sheer number of them in Parlainth suggests some other origin. They not only eat the dead, but prey on the living.

These ghouls are slightly different than most, as they have retained some connection to their former lives through a family heirloom. All of them are elves.

Dex: 6: D10

Str: 5: D8

Tou: 6: D10

Per: 7: D12

Wil: 6: D10

Cha: 7: D12

Movement: 14

Actions: 1; Claws 10 (2D8), Damage 10 (2D8)

Powers:

Awareness (8): As the skill, *Player's Guide*, p. 129.

Initiative: 6: D10

Physical Defense: 9

Mystic Defense: 9

Social Defense: 9

Physical Armor: 4

Mystic Armor: 2

Uncon. Rating: 28

Death Rating: 34

Wound Threshold: 9

Knockdown: 5

Recovery Tests: 3

Poison (10): If the ghoul's claws damage the target, the target must resist the effects of a damaging poison. The poison is Step 10 (Onset: Instant, Interval 6/1 round) and goes inert if the ghoul is killed.

Stealthy Stride (8): As the skill, *Player's Guide*, p. 170.

Vulnerable to Sunlight: When exposed to direct sunlight, all attacks against the ghoul ignore any protection provided by armor.

Maneuvers:

Enrage: An attacker may spend extra successes from an attack test to give the ghoul a -1 penalty per success spent to Attack Step and Physical Defense until the end of next round.

Provoke: An attacker may spend two extra successes from an attack test to force the ghoul to make the attacker the target of their next attack. Only the most recent application of this maneuver applies.

Corrupt Frost Spirit

During Parlainth's years of exile, the Horrors tormented and corrupted all they could. This torture was not limited to the Namegiver residents of the city, but spirits as well. While many were destroyed during the Scourge, or returned to their native realm when their masters were slain, a few still haunt the ruins, causing no end of trouble for explorers.

Dex: 7: D12

Initiative: 6: D10

Uncon. Rating: NA

Str: 6: D10

Physical Defense: 9

Death Rating: 50

Tou: 6: D10

Mystic Defense: 9

Wound Threshold: 10

Per: 6: D10

Social Defense: 13

Knockdown: 6

Wil: 8: 2D6

Physical Armor: 6

Recovery Tests: 3

Cha: 5: D8

Mystic Armor: 4

Movement: 12

Actions: 1; Unarmed 9 (D8+D6), Damage 9 (D8+D6)

Powers:

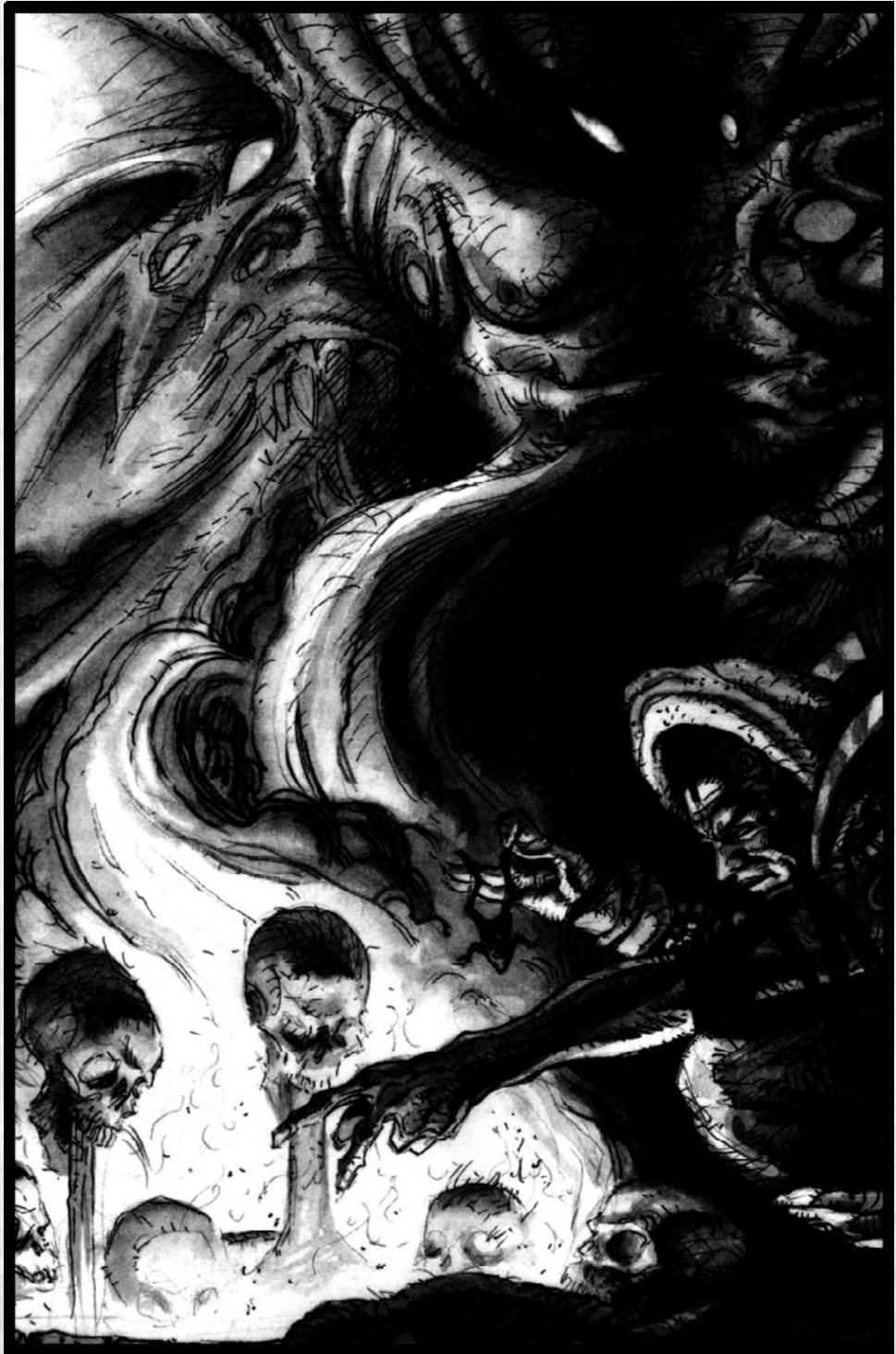
Icy Touch (10): The spirit makes an Icy Touch test against the target's Mystic Defense. If successful, an icy chill envelops them, and they are frozen in place, unable to move. The target takes 1 damage each round the effect lasts. The victim may make a Willpower (10) test to break free, ending the effect. The victim gains a +1 bonus to the Willpower test each subsequent round.

Manifest: The spirit can materialize into the physical realm or return to the astral. It takes a Standard Action for either. The spirit can only affect targets when it is physically manifest.

Resist Pain (1): The spirit ignores the first Wound penalty.

Maneuvers:

Chill of the Astral Void: The spirit may spend an extra success from an attack test to immediately make an Icy Touch test against the target, and may spend additional successes to add +2 per success to the Icy Touch test.



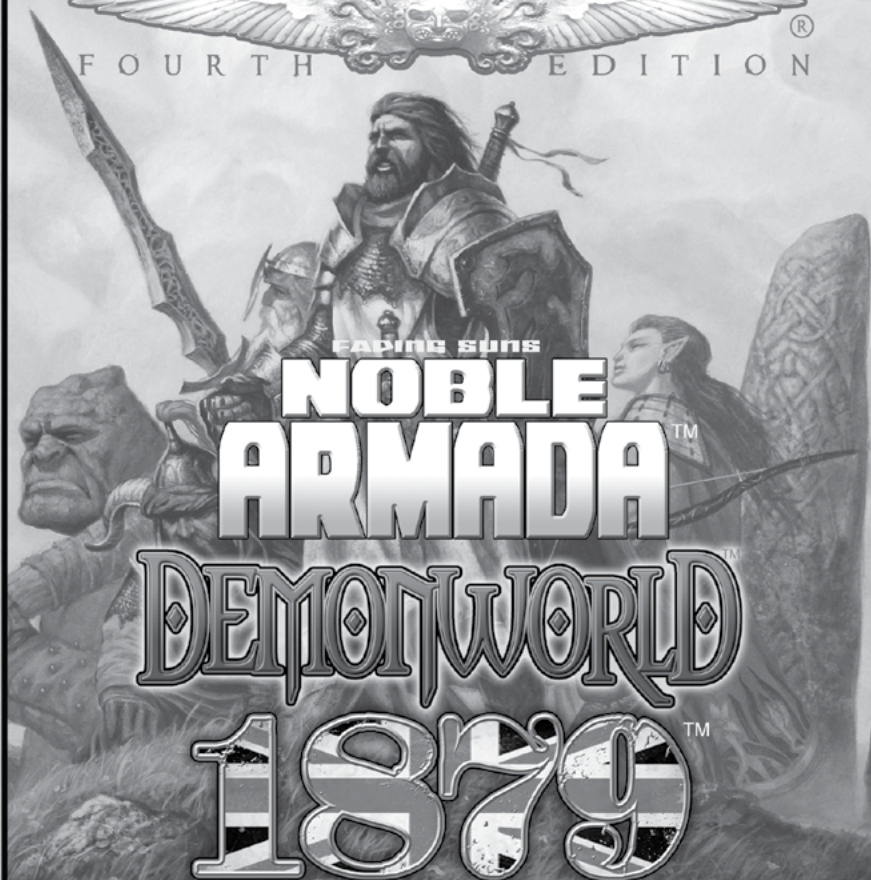
Ch 04: That Which Was Lost, Chapter Summary						
Date: _____		GM: _____		I.D. _____		
Character _____		Discipline _____		Faction _____	Player _____	
Heroes: _____		Notes: _____		Results:		
_____				<input type="checkbox"/>	Map pieces retrieved	
_____				<input type="checkbox"/>	Impressed the Unforgivables	
_____				<input type="checkbox"/>	Enraged the Unforgivables	
_____				<input type="checkbox"/>	Collected black mantis eggs	
_____				<input type="checkbox"/>	Collected extra moonshade flowers	
_____				<input type="checkbox"/>	Collected a moonshade plant	
_____						<input type="checkbox"/>
Career _____		Cost _____	Improvement/Purchase _____			
Silver _____		_____	_____			
Previous: _____	_____	_____	_____			
Gained: _____	_____	_____	_____			
Spent: _____	_____	_____	_____			
Current: _____	_____	_____	_____			
Legend Points _____		Rewards/Other _____				
Previous: _____	_____	_____				
Gained: _____	_____	_____				
Spent: _____	_____	_____				
Current: _____	_____	_____				
_____		Gardeners _____	Strongest Arm _____	_____	_____	
Previous: _____	_____	_____	_____	_____	_____	
Gained: _____	_____	_____	_____	_____	_____	
Current: _____	_____	_____	_____	_____	_____	

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