

EARTH DAWN

VOL. 4

JOURNAL

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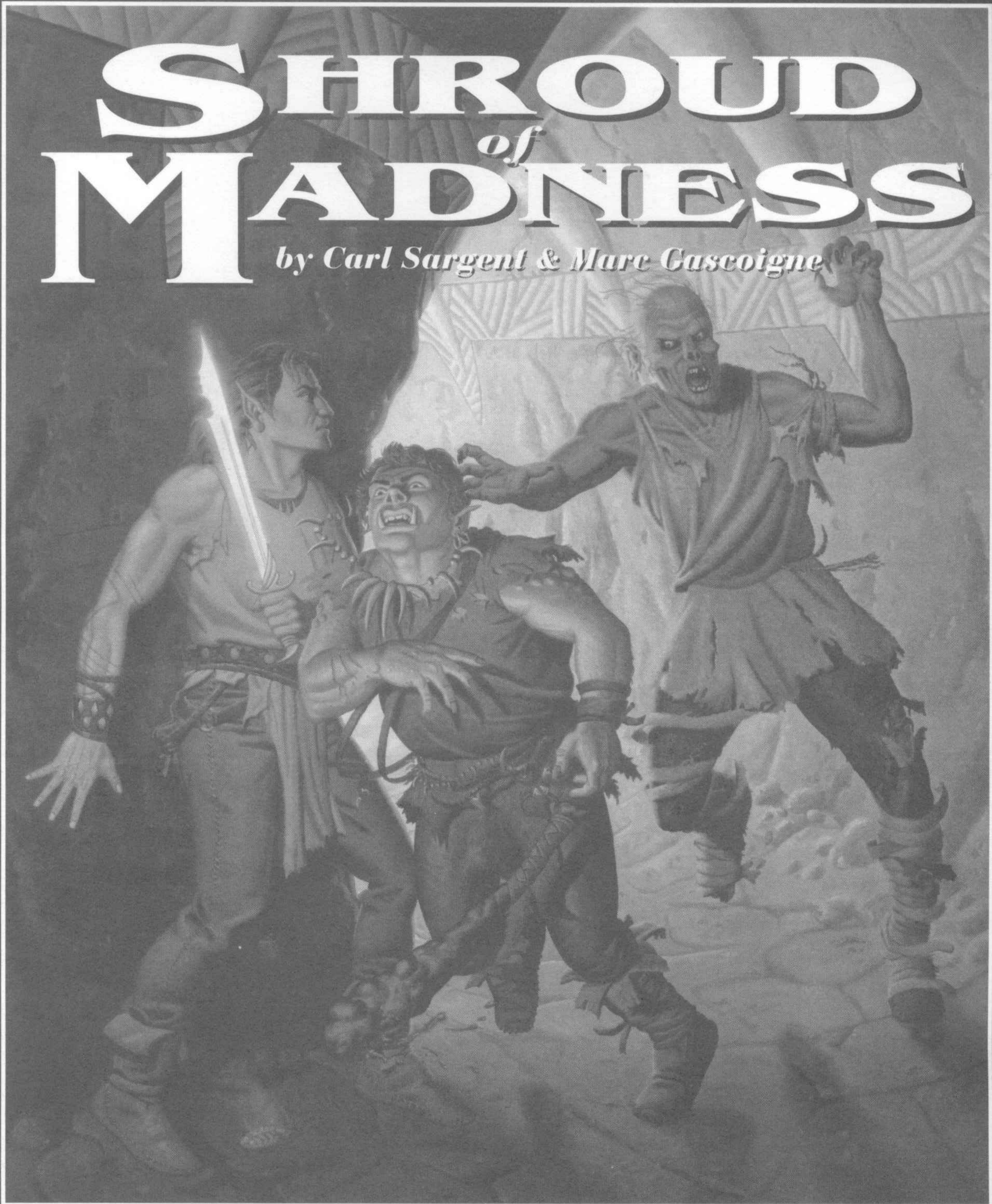
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Submissions: We are looking for good articles and illustrations for the Earthdawn Journal. When submitting manuscripts and artwork, enclose a stamped and self-addressed envelope with appropriate postage for the return of your items if you want them returned. We also would appreciate that article submissions be presented on IBM compatible diskettes along with hardcopy. Electronic submissions (the preferred method for articles) are received at our internet address.

The Editor Speaks...

Greetings and welcome to the fourth issue of the Earthdawn Journal! As you will have noticed already, we have made several changes to the Journal with this issue.

First, we have increased the page count from forty-eight to fifty-six! Second, we have added a reader response card for you to tear out and send in to us with your feedback on what you thought of this issue. Also, on the other half of the response card, we are going to start putting an item or creature card for you to tear out and use in your game! Finally, we have had to raise the cover price to \$6.00US to cover this added bonuses and the ever increasing cost of paper. The good news on the cover price increase is that the subscription rates have remained the same! So send your subscriptions in and save 25% off the cover price of your favorite Earthdawn support magazine!

This issue's cover, by Richard Biever, is our best cover yet and the interior art quality has also increased thanks to the work of newcomers to gaming art Michael Harmon and Christian Royse. And Bradley McDevitt's work (of Traveller™ fame) is also an added bonus!

The Earthdawn product line has continued to expand with the publishing of Legends of Earthdawn and Adept's Way (a MUST have!) since last we talked.

Earthdawn Q & A returned as I promised last issue with Lou answering several general questions posed by our readers and others. If you have any questions about the Earthdawn system, please feel free to send them to us and we'll see what we can do about getting Lou to look at them.

Please take the time to fill out the response form located in this book. We really do want to know what you think of our magazine and how we can improve it.

Well, I guess that's all for now, folks!

Kevin Knight

Adventure Gamefest '95

October 20-22. Tournament, Competition and Open play of Role Playing, Card Games, Miniatures and Board Games of all genres, including Fantasy, Historic and Science Fiction. Event prizes, game auction, miniature painting contest. Pre-registration: \$18/3 days, \$15/2 days, \$10/1 day. Oregon Convention Center, 777 Martin Luther King Blvd., Portland, OR. Contact: Adventure Games Northwest, LLC, 6517 NE Alberta, Portland, OR 97218 or call (503) 282-6856 or (360) 887-4479. Email DCBS85D@prodigy.com

How Are We Doing???

Please take the time to fill out the questionnaire located on the tear out piece in the middle of this book. Each respondent will have their name placed in a drawing for a free copy of next issue. A lucky three will receive free copies of the Earthdawn Journal Volume #5.

Responses from the Earthdawn Journal Volume #3:

Anghali G'Hosteren	5.00
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Artwork (Greg Fisher)	4.00
Overall Satisfaction	4.00

Free copies of Volume #4 were sent to Lee DeBoer, Lee DeBoer, and Lee DeBoer for sending in their responses to Volume #3. No, this is not a mistake. Lee was the only person who sent in his response. C'mon people! We don't just put this in here to take up space, we really want to know what you think. To that end, we have placed the response form on a tear out card in the middle of the book along with a goodie attached to the other side. So send them in!

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CONCERNING THE WEATHER OF BARSATIVE

BY ANDREW RAGLAND

The following is a series of records by several authors. The weather, or lack thereof, in Barsaive has spawned a spirited debate. In putting together this collection, I have tried to represent all sides fairly. I feel that I must apologize in advance for the vituperative tone of some of the writings herein, but I could not in good conscience present the debate in an altered state. Obviously, the topic has stirred strong feelings on all sides. I leave it to the reader to decide which theory is the most well-constructed and likely.

-- Thom Edrull, Archivist and Scribe, Hall of Records

A Theory Regarding The Weather

-- Evanten Farseeker, Questor of Jaspree, Field Researcher in Flora and Fauna, Hall of Records, Throal

In the course of my wanderings, I have found that Barsaive's weather does not show much in the way of variance. In the vicinity of the Kingdom of Throal, the frequency of rain is roughly the same as in Travar, to the south, or Jerris, far to the west. The days are generally sunny and warm, the nights cool but not uncomfortably so.

This lack of variance is not, of course, great news. Merrox himself, in the chapter "Regarding the Land and Its Places" in *An Explorer's Guide to Barsaive*, remarks on the lack of winter. More than simply a lack of winter, however, the climate of Barsaive is unusually even in both temperature and temperament. What differences there are in the weather are primarily due to regional influences. The area surrounding the Servos Jungle sees an increase in humidity from its proximity to the rainforest. Death's Sea and the heat washing from it renders the surrounding region perpetually hot and dry. The upper reaches of the mountains, such as the Throalic and Caucavik ranges, are colder than the lowlands, occasionally seeing precipitation as snow rather than rain.

The question that remains is, why is this so? Why is the weather so even? Old records from before the Scourge talk about weather, its effects on travel, on military campaigns, on the cycle of planting and harvesting. The log of the Earthdawn records encounters with violent storms, days of extreme heat followed by nights of vicious cold, and difficulties with the wild unpredictability of the climate. Yet just a few years later, as the kaers began to be opened across the land, the climate settled down to its current steady state. The storms vanished, replaced by gentle, soaking rains. The temperature flattened out, so that we exist in a sort of perpetual spring.

I have given considerable thought to this question, and feel that I finally have a cogent theory to put forth. The working of magic through patterns forged in astral space is well documented. Also on record is the power of belief on a large scale. Wide knowledge of the legend of a great hero lends strength to that hero's True Pattern. Even without a direct link to that Pattern, without formal training in the moving of power through patterns, if enough Name-Givers believe firmly, power is moved, and concentrated in the pattern of the object of their beliefs.

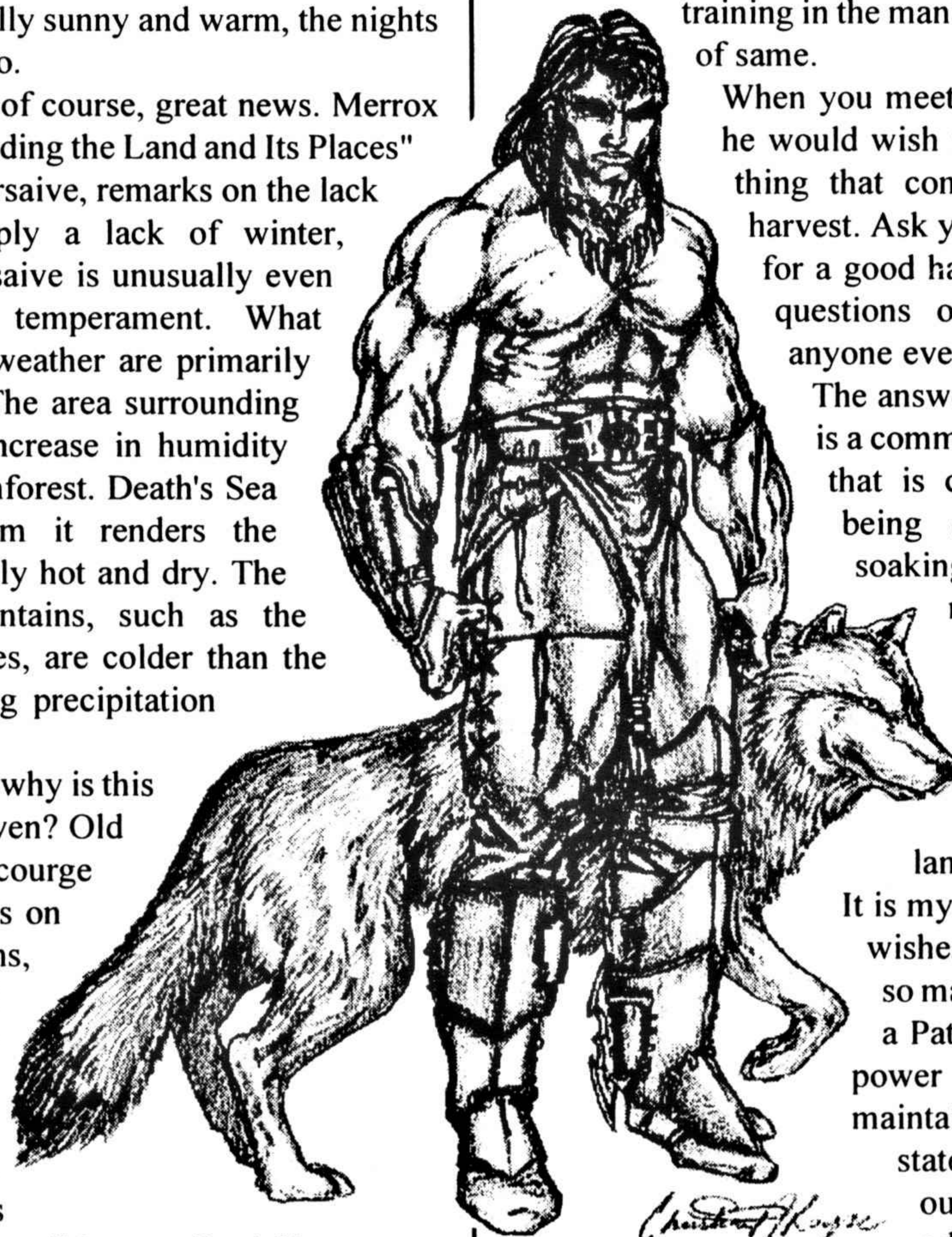
The reason for this is simple: the highly advanced level of ambient mana. Yes, the current has ebbed, the level of magic in the world having reached its peak in the depths of the Scourge. However, again well documented is the fact that the ebb of magic from the world ceased with the ending of the Scourge, that the level of ambient mana is still quite high and shows no sign of decreasing any further. Because of the easy availability of magical power, the beliefs of Name-Givers on a large scale have power, regardless of their training in the manipulation of magic, or the lack of same.

When you meet a farmer, and ask him what he would wish for, given one wish, the first thing that comes to his mind is a good harvest. Ask yourself this: What is required for a good harvest? While you are asking questions of yourself, ask this: Does anyone ever wish for foul weather?

The answers are simple. Good weather is a common and devout wish. Weather that is conducive to good harvests, being several months of gentle, soaking rains, followed by several months of clear weather with only sporadic and brief showers, is greatly desired by the majority of the people of Barsaive, the majority making their living from the land and the cultivation thereof.

It is my hypothesis that the continual wishes for fine growing weather by so many Name-Givers have forged a Pattern, and that the exertion of power through that Pattern is maintaining our climate in an even state. While not deliberate, we ourselves are the cause of the oddity.

This hypothesis can be extended, however, to an unsettling conclusion. If indeed the collective wishes of the people of Barsaive are responsible for the climate, then the normal patterns are being held in abeyance by this force. The theories of magic hold that natural forces cannot be



eliminated, only diverted or suppressed. Once the ambient mana level drops sufficiently, and I am not alone in believing that it will eventually begin to drop again as the cycle of magic continues on its course, then the normal climatic patterns will reassert themselves. My fear is that the patterns of weather are like a river that has been dammed. As the level of magic in the world drops, the dam becomes weaker, while the pressure of the water behind the dam continues to steadily increase. Eventually, the dam will break, and the river will resume its normal course with great force.

Thus, I fear that the climate will return to its normal course with great violence. After a century or more of no winter, the coming of the ice will be nearly as terrible and destructive as the Scourge. Great waves of ice will sweep south through Barsaive with such speed that animals in the field will be surprised, entrapped and frozen for later generations to find. It is quite possible that Name-Givers could themselves be taken unawares by the ice and frozen in their tracks.

I dearly hope that my theory will not see its ultimate extrapolation proven correct. In the case that I am correct, however, Barsaive should prepare for the coming of the ice. The kaers that saw us through the Scourge would work equally well against natural disaster as against magical. When the magic begins to fade from the world, the peoples of Barsaive must make a decision, as to whether or not to believe in my predictions. I do fear that sufficient belief in the coming of the ice could bring it down upon us, even if it originally would not have come.

-- EF

A Discourse on the Climate and the Reasons Therefor

-- *Ivoc Omeodry, Scholar of Passion Lore, Hall of Records*

A number of mysteries occupy the scholars of Barsaive -- the deeper secrets of magic, the origin of the dragons, the cycles of magic and why they seem to have been interrupted. An issue that has been made into a mystery, however, deserves dismissal at this time, and that is the question of the weather. A great deal of valuable time has been taken up with discussion of something that causes no harm, that inconveniences no person, and that in fact provides a great benefit to all Name-Givers throughout the province. It is high time that this discussion was dismissed, the obvious answer accepted and valuable time freed to consider issues of far greater importance and complexity.

Evanten Farseeker points out that when the Earthdawn made its historic first voyage, that the weather was terrible. This is no great surprise. The land had been ravaged by the Horrors. However, when the Name-Givers emerged from the kaers and began the task of rebuilding, the violent storms and terrible extremes of temperature quickly vanished. Evanten postulates the gradual formation of a Pattern, evolving from such vague antecedents as a wish for a nice growing season. He obviously has little understanding of the true workings of magic.

Patterns do not simply happen. They are made. There is a

reason why the intelligent peoples of Barsaive are known as the Name-Givers. It is because the minds of these people are strong enough to make an imprint on the structure of the world. By Giving a Name to a thing, a True Pattern is created. That Pattern can then be manipulated by magical techniques to alter the thing Named. The creation of a True Pattern, the Giving of a Name, does not happen by accident. Patterns do not simply arise. They are made. In order for a Pattern to exist that would affect the weather, someone, a Name-Giver, would have had to Name the Pattern.

This is the rankest of hubris, to assume the powers of the Passions to the Name-Givers. No person has ever had sufficient power to alter the weather over an entire province. If such was possible, surely the Therans would have used it against us in the War. No, the answer to the question of the climate of Barsaive is quite obvious: The Passions.

When the Name-Givers emerged from the kaers, and began the task of reforesting and healing the land, Jaspree took pity on us. Being the Passion of growing things, He of course would want to see us succeed in our task in as short a time as possible. Therefore, the Passion bent His will upon the climate, and produced a weather pattern most conducive to regrowth. When the task is completed, I am quite sure that the weather patterns will return to normal, whatever that may be for our part of the world, in a short time. But there will be no second Scourge.

Evanten Farseeker promotes himself to exalted levels, placing himself on a par with Elianar Messiah and the founders of the School of Shadows, with his theory of the coming of the ice. Surely he, as a Questor of Jaspree, cannot truly believe that such a thing will occur? The Passion would never allow the forces of nature, which are after all His to control, to scour the land of the very forests which He has altered the weather to encourage.

Perhaps now this topic can be dropped in favor of more relevant and useful pursuits.

-- IO

The Question of Barsaive's Climate

-- *Levzender Toareg, Elementalist, City of Wishon, Kingdom of Throal*

This is indeed a touchy issue. I have seen very little stir up quite so much depth of feeling short of Alachia's decision to implement the Ritual of the Thorns. There do not seem to be any disinterested parties, some having a larger axe to grind than others. Having read the work of Evanten Farseeker and Ivoc Omeodry, as well as related records of the current and previous eras, and given appropriate consideration to the theories presented therein, I see a possible compromise.

We know that greater magics are possible at the height of the cycle of magic, when the ambient power is at its peak. Such were the magics spun in the depths of the Scourge, to hold back the Horrors that breached the protections of the kaers, and during the previous rise of mana, when the Books of Harrow were written. We know that there were greater magics long ago, but we do not have access to sufficient

power now due to the subsidence of the world's mana.

A mere hundred years ago, when the first kaers were opened and we emerged blinking into the grey light of the post-Scourge world, the world had been scoured of life, but magic was still quite strong, as it is today, as powerful as it had been before the Scourge, when the Rites of Protection and Passage were spun to close the kaers. It is my considered belief that in those early days, the Questors of Jaspree, the elementalists and the wizards took council together and found a way to quicken the healing of Barsaive. Powerful magics were invoked to provide an optimum climate for reforestation. In a cooperative effort between the magicers and the Questors, and with the blessing of the Passions, the Name-Givers, or at least a faction thereof, altered the weather, constructing a Pattern and empowering it quite deliberately in possibly the greatest effort of group working since the sealing of the citadels and the relocation of Parlainth.

These magics will slowly release as the world is reforested, the climate showing stronger variety, and when the land is fully healed from the depredations of the Horrors, the last vestiges will fade and the seasons return. There will be no coming of the ice, as the natural order will gradually reassert itself. The Pattern of the weather modification would logically include such a safety mechanism. It would be self-defeating to speed the recovery of the world, only to have it destroyed again in a backlash from the very method that rebuilt it.

As to why no one seems to be able to find the records of this working, that arguably must exist, as we are if nothing else compulsive about documenting our exploits? Well, I remind the reader that Elianar Messias found the Books of Harrow in the early days of our era, at a time when they were needed, and in sufficient time for them to be useful. They had lain hidden for at least eight thousand years before that, undiscovered, not needed until magic rose again and another Scourge became possible.

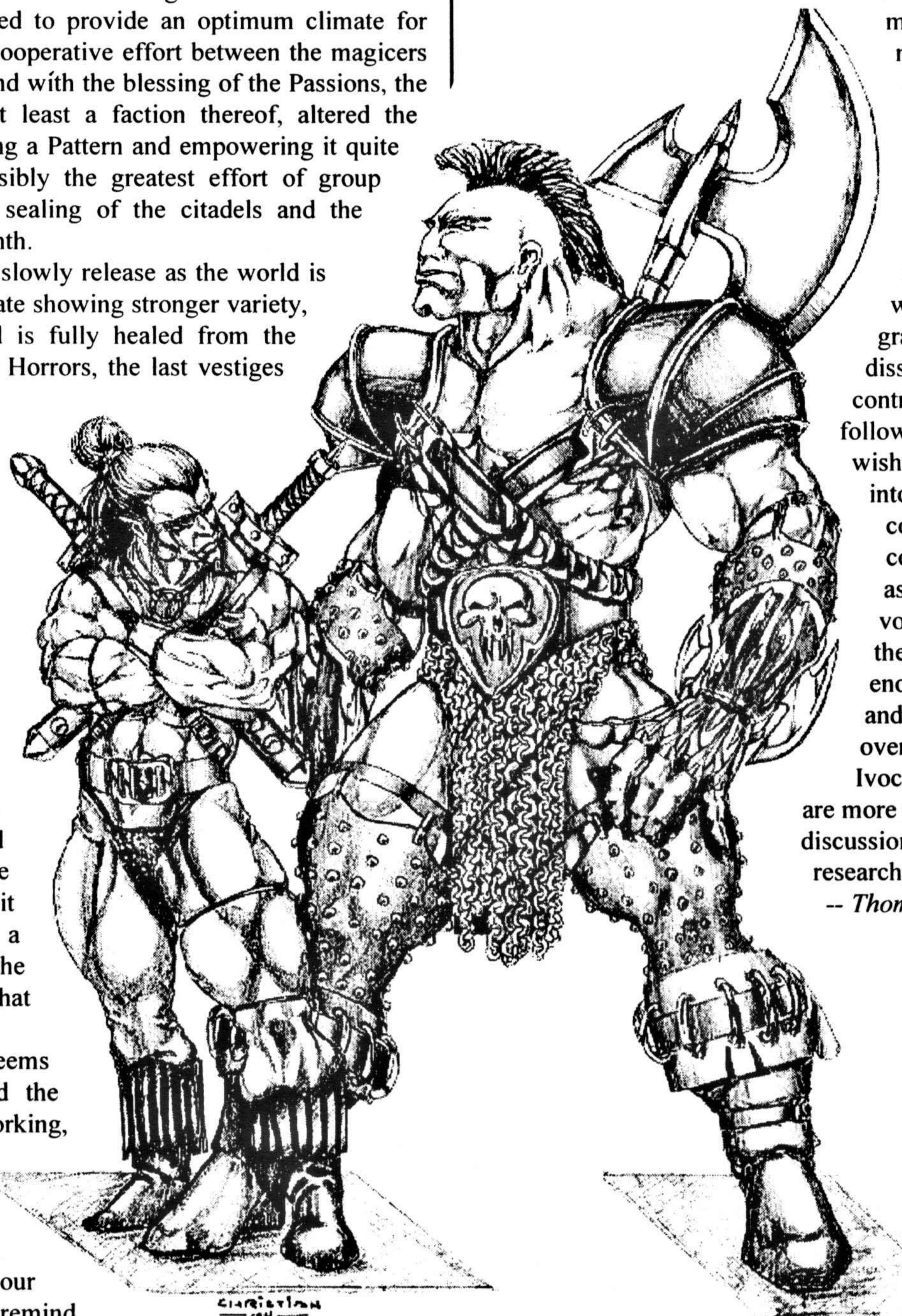
How was this so? Surely anyone who has read this far would see the possibility of a Pattern hiding the books, and releasing when specific conditions -- the rise of magic, the presence of a scholar -- were fulfilled. Such powerful works would have been useless in lesser hands, perhaps even dangerous, and could have been easily destroyed if they had come into the possession of an illiterate. Who is to say that the techniques for altering the climate have not been recorded, and hidden away for discovery in the next cycle

of magic, when they may once again be needed?

-- LT

This comprises the central threads of the debate. There are numerous ancillary writings. A bibliography of agreements, dissents, supporting and contradictory records follows for the reader who wishes to delve further into this topic. I am considering having copies made and assembling a collected volume, but right now there simply is not enough time, the clerks and copyists are overburdened and, as Ivoc pointed out, there are more pressing subjects for discussion and research.

-- Thom Edrull



SHELTER FROM THE STORM

BY DAVID CARALEY

Gothgak was tired. Hunting had gone poorly all week, and there was little for the cave troll to eat. He looked at his two companions, huddled around the campfire they had built in the cave mouth, trying to keep out of the rain. The other two cave trolls were as wet, miserable, and hungry as he was. Life in the Tylon Mountains was difficult, but Gothgak knew that he and his brethren were a tough lot, able to survive almost any hardship.

Suddenly, the troll looked up from the fire. He could have sworn he had heard something. Something was out wandering through the mountains in the rain. Something was close. He turned to his companions.

"Something comes this way.
Perhaps it is good to

eat." Gothgak picked up his rough stone axe and headed out into the darkness. The two trolls by the fire shrugged their shoulders, got to their feet, and headed out after their leader.

Plot Synopsis

Over six hundred years ago the Orichalcum Wars were raging. A mighty army of ork scorchers were making their way towards the city of Kratas where they hoped to breach the defenses and loot the orichalcum stores.

The scorchers were spotted by a patrol of soldiers led by the dwarven warrior hero Drugar. Though his patrol was outnumbered nearly five to one, Drugar fought a holding battle, trying to hold the scorchers in the pass through the Tylon Mountains that led to Kratas.

The battle lasted for three days, during which the patrol fought bravely. On the third day the patrol was finally overrun and slaughtered. Drugar fell before the ork horde, but not before his patrol had succeeded in killing over half of the invading army.

The remaining orks made camp, and prepared to continue their march towards Kratas the following day. What they did not realize was the fact that Drugar had managed to get a message to the ruler of Kratas, and Kratas



had already sent an army to reinforce the patrol.

The army arrived too late to save the patrol, but they turned back the remains of the ork army. When they found Drugar's body, along with the bodies of his heroic patrol, the journal of what had transpired was recovered.

The leaders of Kratas were so impressed with Drugar's sacrifice that they built him a tomb in the mountain pass, burying him with honor. The fallen members of his patrol were entombed with him.

The Scourge came a century later. The tomb had never been designed to withstand the powers of the Horrors and was breached during the first century of their arrival. Finding no living souls to feed upon, the Horrors soon left, but not before they had polluted the astral space throughout the tomb.

What remains is the result of the corrupted magic of the area. The inhabitants of the tomb are the remains of the patrol, and what is left of Drugar. Their bodies have been animated by the magic of the Horrors and now haunt the long forgotten tomb.

The adventure begins with the characters making their way through the Tylon Mountains on the way to Kratas. A storm is brewing and nightfall is fast approaching. The characters are busy searching for someplace to ride out the storm at the same time a group of cave trolls are searching for something for dinner.

The cave trolls have already made a camp inside the cave mouth that leads to the tomb, and have heard the characters coming through the pass. The cave trolls will try to ambush the characters in hopes of finding something to eat, even if that means eating the characters. Once the trolls are defeated, the characters will notice the light of the fire coming from the cave mouth.

Stormy Weather

Overview

The characters are crossing through the Tylon Mountains on their way to Kratas. A storm is coming, and it is getting dark outside. The characters are attacked by a group of hungry Cave Trolls who spotted them coming through the pass. Once the trolls are defeated, the characters will notice the campfire burning in the cave mouth and will probably head there for shelter.

Setting The Stage

It has been a rough trip through the Tylon Mountains, and it isn't getting any easier. You can see a storm front making its way up the pass, and have been looking for someplace to take shelter. You can feel a couple of raindrops come from the darkening sky and know it is only a matter of time before the deluge starts. You squint your eyes a little and can make out something coming through the darkness.

Behind The Scenes

Three Cave Trolls will attack the characters as they make their way through the pass. They are hungry and looking for food. Any loot they gain from the encounter is of secondary

importance to them.

Cave Trolls (3)

See ED p288 except Physical Armor is 4.

Legend Points: 270 ea

Equipment: Cave axe, padded leather armor

Loot: 1D4 silver per Troll

Once the cave trolls have been defeated, read the following:
The rain has started falling with greater intensity. It is dark, and starting to get cold. You catch a glimpse of some sort of light coming from the side of the pass. As you get closer, you can make out some sort of stone structure with a campfire burning inside of it.

Troubleshooting

The only thing that go wrong is if the cave trolls kill the characters. Try to split the trolls' attacks evenly among the characters so no single character takes the brunt of the damage.

Into The Mountainside

Overview

The characters make their way to the campfire, and discover the hidden tomb of the dwarven hero Drugar. They get to explore the tomb, and if they are lucky they can put the spirits of the dead back to rest, and acquire Drugar's armor and magical shortsword.

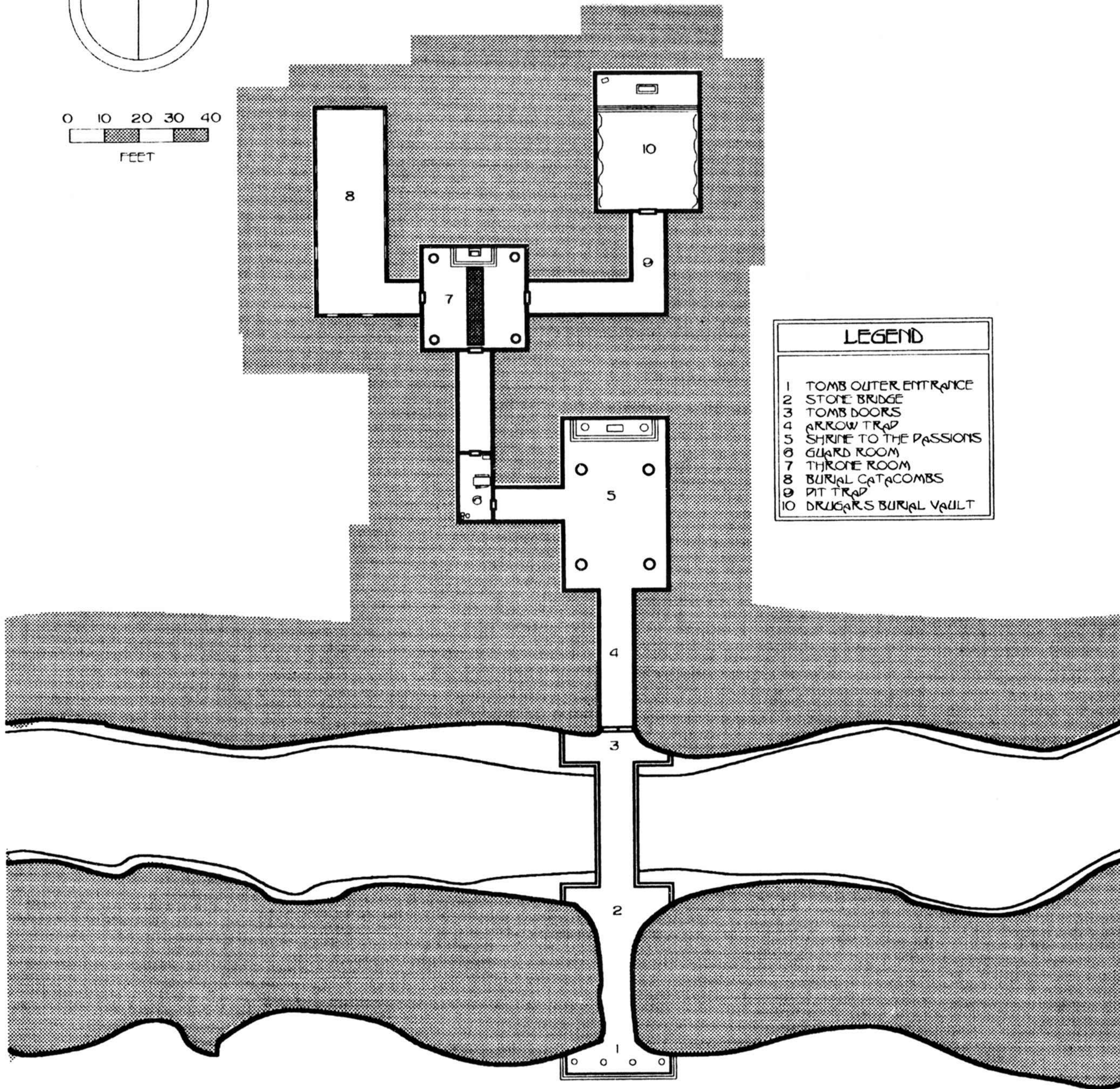
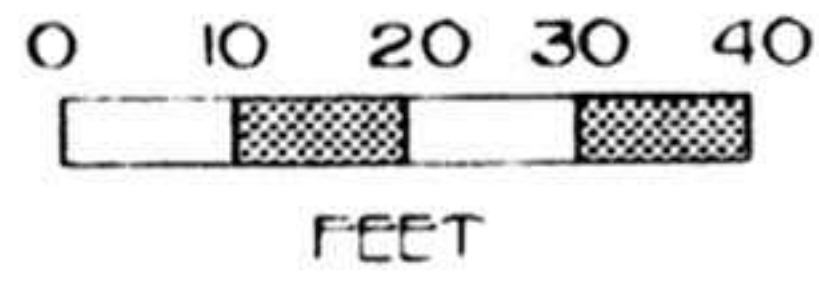
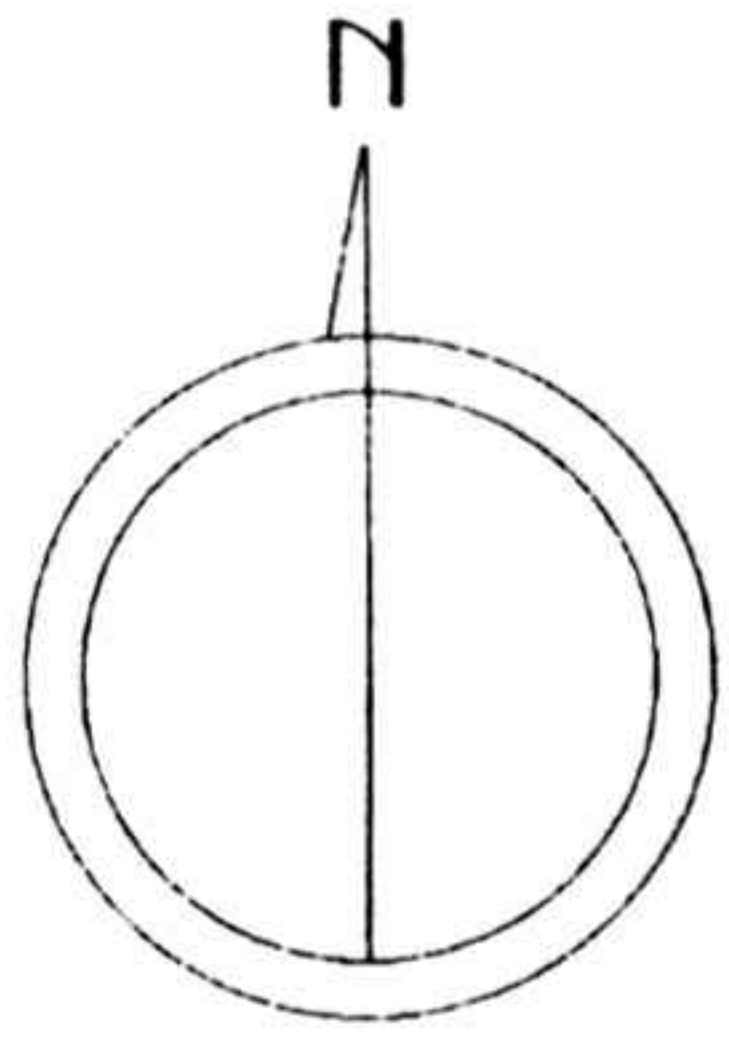
1 The Outer Entrance - As you get closer to the fire, you can make out the old stone structure that houses it. Stone steps lead up to a crumbling stone porch. The roof above is held in place by four cracked marble pillars. You can see that the fire was built in the center of the floor. There are three piles of furs and skins that look as if they were spread out for sleeping. There is a natural cave mouth at the rear of the porch.

This is where the trolls had been camping when they heard the characters coming. There is no food, but there are three large waterskins. The room is fairly dry, and the fire makes it decently warm. The trolls went in as far as the bridge but were chased out by the krilworms. Buried beneath one of the piles of skins is a single Booster Potion that belonged to the cave troll leader. It can be found with a Perception test of 5 or better.

2 The Stone Bridge - As you shine your light into the rough stone cave, you can see it is actually a passage leading deeper into the mountain. As you get in deeper, you see a sight that takes your breath away. A forty foot long stone bridge crosses over a deep chasm. From the darkness down below you can hear the sound of rushing water. On the far side of the bridge you can barely make out a large set of stone doors.

Once the characters start across the bridge, they will be attacked by a swarm of krilworms out looking for something

TOMB OF DRUGAR



LEGEND

- 1 TOMB OUTER ENTRANCE
- 2 STONE BRIDGE
- 3 TOMB DOORS
- 4 ARROW TRAP
- 5 SHRINE TO THE PASSIONS
- 6 GUARD ROOM
- 7 THRONE ROOM
- 8 BURIAL CATACOMBS
- 9 PIT TRAP
- 10 DRUGAR'S BURIAL VAULT

to eat.

Even as you cross the ancient stone bridge, you can not see the bottom of the canyon where you can hear the water rushing below. You catch motion out of the corner of your eye. You turn to see several small shapes winging down from the darkness.

Krilworms (10)

See ED p306.

Once the krilworms have been driven off, the characters can continue towards the stone doors.

3 The Main Doors - Before you stands a massive set of stone double doors. The doors are covered with decorative stonework showing a dwarf leading a small force of humans and dwarves against an overwhelming amount of armored orks. The dwarf is holding forth a gleaming sword and there is a pile of dead foes at his feet. Carved into the door are a large amount of runes.

The runes are ancient human and say the following:
Here lies the remains of the dwarven hero Drugar the Brave, wielder of Valor and savior of Kratas who perished in the year 923 TH while bravely defending the Tylon Pass against overwhelming odds. Though there were no survivors, the brave sacrifices made by Drugar and his men were instrumental in saving the city. May the Passions keep them in peace.

The door isn't locked, but will require a Strength test with a target of 12 to open. Each door can be tried by two people at a time.

4 Entrance Hall - After forcing open the door you see a carved hallway leading deeper into the mountain. Off in the distance you can see a dim light.

Halfway down the hall is an arrow trap.

Arrow Trap

Detection Difficulty: 6

Disarm Difficulty: 8*

Trigger Condition: Pressure Plates

Trap Initiative: 7

Trap Effect: High powered crossbow bolts fire from holes in the walls doing Step 15/D20+D6 damage.

*The disarming mechanism is located on the outside of the stone doors. The sword held by the dwarf in the carvings can be moved to a down position, deactivating the trap.

5 Shrine to the Passions - Before you is a large room, its vaulted ceiling held in place by four large stone pillars. At the far end you can see a marble altar and the rear wall is decorated with base relief carvings of the twelve Passions. A passage leads off from the center of the left wall. Light comes from two still functioning light quartz crystals mounted high up on the pillars.

This 30' by 50' room is a shrine to the Passions. Anyone who makes an earnest plea to Thystonius, Passion of Physical Conflict and Valor, can make a Charisma test, target of 8. If successful, the character will receive a +1 step modifier to all combat talents and damage steps for the next 24 hours.

Sealed into the altar needing a Perception test of 6 to find are two golden candleholders (worth 50 silvers each).

6 Guard Room - Upon opening the door, you can see a small room with a table, benches, and a few barrels. Three armed and armored figures start towards you. Their bare bones are easily visible underneath their rotted armor, and their drawn swords are pitted with rust. Their lifeless eyes lock onto you as they advance.

These skeletons were left by the original builders of the tomb to protect against robbers. The Horror that breached the tomb was able to control them with ease, and they were left intact.

Skeletons (3)

DEX: 5/D8 STR: 7/D12 TOU: 5/D8

PER: 5/D8 WIL: 7/D12 CHA: 5/D8

Initiative: 4/D6

Number of Attacks: 1

Attack: 6/D10

Damage: 12/2D10

Number of Spells: NA

Spellcasting: NA

Effect: None

Physical Defense: 9

Spell Defense: 5

Social Defense: 11

Armor: 6

Mystic Armor: 4

Knockdown: 7/D12

Recovery Tests: 1

Death Rating: 31

Wound Threshold: 8

Combat Move: 30

Full Move: 60

Unconsciousness Ratings: NA

Legend Points: 45

Equipment: None

Loot: None

Commentary

These are the typical skeletons animated by Nethermancy. Their strength was augmented by the Horror that breached the tomb centuries ago.

Once the skeletons have been defeated, the characters can look around the room. There is nothing of value. The barrels are old and cracked, as are the benches and table. There is another door leading out of the room.

7 Throne Room - Upon opening the door you see a large chamber lit by dim light quartz fixtures mounted on marble pillars. A faded carpet leads to the other side of the room where a throne rests on a raised dais. Four armed guards shamle towards you, their decayed flesh peeling from their bones, their armor rotted and moldy.

The four figures are cadaver men animated by the Horror who breached the tomb five centuries ago. They are the remains of the soldiers entombed in area 8.

Cadaver Men (4)

See ED p288 save Damage: 11/D10+D8 and Armor: 3

Legend Points: 115

Equipment: pitted broadsword, rotting armor

The throne has four aquamarines (worth 50 silvers each) set into the back, above where a person's head would be when seated on the throne.

8 Catacombs - You enter a dark room. You shine your light around and see that the walls of this large chamber are filled with burial niches. There must be over fifty bodies, all in rotted tabards and armor, with rusted and pitted weapons clenched in their boney hands.

There are over fifty soldiers entombed here. They are the soldiers of the patrol that saved Kratas and have been entombed here in honor of their noble sacrifice. Searching the room allows the characters to make Perception tests with a target of 7 once every ten minutes. A successful test will find a small item or piece of jewelry worth 1D4 x 10 silvers

on one of the bodies.

For every 10 minutes spent in the chamber roll a D10. On a 7 one of the bodies will animate, becoming a cadaver man. On a 9 two of their bodies will animate. On a 10 three bodies will animate.

Cadaver Men

Same as in 7.

9 *Pit Trap* - You continue down the corridor, and make a turn to the left. There before you, twenty feet further, is a large stone door. The 5' by 5' section in front of the door is trapped.

Pit Trap

Detection Difficulty: 7
Disarm Difficulty: 6
Trigger Condition:
Pressure Plate
Trap Initiative: 7
Trap Effect: Falling 25 feet for Step 15 damage.

10 *Burial Chamber of Lord Drugar* - A pair of vast stone doors stands before you, carved with decorative designs. One of the doors is partially open.

Peering through, you can see a large stone chamber lit by dim, cracked light quartz crystals. The light reflects from the polished marble floor and is swallowed up by the large tapestries on the left and right walls. At the far end of the chamber you can see a raised area three steps up from the rest of the floor. On the raised area is an ornately carved stone sarcophagus. You realize this must be the final resting place of Drugar the hero.

Once the characters enter the room, read the following:

As you proceed deeper into the room, a swirling grey fog starts to form, and you can hear a terrible scraping sound. The stone casket bursts open and a single figure emerges. He is covered in white bandages from head to toes, but is still strapped into his gleaming crystal ringlet armor. A still bright short sword is clutched in his hand. An eery red light glows from where his eyes used to be.

Lord Drugar - An Astral Horror

Attributes

DEX: 7/D12 STR: 8/2D6 TOU: 10/D10+D6
PER: 7/D12 WIL: 9/D8+D6 CHA: 6/D10



Initiative: 9/D8+D6
Number of Attacks: 2
Attack: 10/D10+D6
Damage: 15/D20+D6
Number of Spells: NA
Spellcasting: NA
Effect: None

Physical Defense: 12
Spell Defense: 12
Social Defense: 14
Armor: 4*
Mystic Armor: 10*
Knockdown: 6/D10
Recovery Tests: 3

Death Rating: 40
Wound Threshold: 11
Unconsciousness Rating: 32

Combat Move: 60
Full Move: 120

Legend Points: 300

Equipment: Crystal ringlet armor, the sword *Valor*.
 Loot: A golden armband set with rubies (worth 500 sp), a silver filigree brooch set with a sapphire (worth 125 silvers). The armband is worth 500 legend points since it is easily identifiable as Lord Drugar's.

Commentary

Lord Drugar's spirit was summoned to his body by the Horror that breached the tomb. The Horror bound him and turned him into an Astral Horror, leaving him inside the tomb so that he can destroy any living intruders. Lord Drugar is quite insane in this form and will attack with no hesitation.

Once Lord Drugar has been defeated, read the following:
The body of the dwarf collapses onto the floor with a crash. It lies there, unmoving. Again a swirling grey mist starts to form. Slowly it takes dwarven shape until before you is the translucent form of Lord Drugar, standing in full dwarven finery and resembling the figure prominent in the tapestries. His hands are empty and he stands in a nonthreatening manner. He begins to speak.

"My thanks, and the thanks of my men, brave heroes. It has been centuries since the Horror drew our souls back to this place, tortured them, and trapped us here. Now we may return to the Passions and spend our afterlife in peace. I grant you leave to take my sword Valor and use it to continue in battling darkness. I must go now, may the passions of Thystonius fill you at times of need." With that, the ghostly apparition disappears.

The characters are now free to search the chamber. There is a statue of Lord Drugar, carved of marble, standing on the raised dais with the stone casket (worth 200 silvers but weighing 100 pounds), and a single small chest. The chest is locked (needing a 7 to open), and contains a chess board with beautifully carved marble pieces (worth 50 silvers).

Troubleshooting

Again, the only problem is if the characters are all killed. This is unlikely, but if you are feeling generous, a prayer to the Passion Thystonius could allow an extra Recovery Test, or even intervention in whatever combat is threatening to kill them all, after all, the Passions take an active roll in Barsaive. Still, tomb exploration is a dangerous business and if a single character dies, that too is the will of the Passions.

At this point, the adventure is over and the characters can continue on their way. The storm will disperse (since it was caused by Thystonius in order to drive the characters into the cave and lay to rest the troubled souls that had served him so well) and the characters can leave the next morning to sunny skies and the singing of birds.

Legend Point Award

Creatures and Opponents

Cave Trolls	270 points each
Krilworms	75 points each
Skeletons	45 points each
Cadaver Men	115 points each

Lord Drugar 300 points

Treasure

The sword Valor 500 points
 Armband of Drugar 500 points

Creative Roleplaying

Praying to the Passions 50 points
 Leaving the dead undisturbed 50 points

Adventure Goal

Laying to rest the noble spirits of the dead 150 points

Treasure

The Sword Valor

Location: On the body of Drugar in his tomb. The sword is a shortsword forged by a weaponsmith adept to +7. It has a gleaming brass hilt and crossguard carved in fancy design. Written in magic down the blade is the word Valor.

Maximum Threads: 1

Spell Defense: 12

Rank 1 Cost: 200

Key Knowledge: What is the name of the blade? It is named Valor.

Effect: The sword's damage step increases to +8 steps.

Rank 2 Cost: 300

Key Knowledge: Who was the hero who wielded the blade before the Scourge? The hero was Lord Drugar.

Effect: The sword adds +1 Physical Defense and +1 Spell Defense.

Rank 3 Cost: 500

Key Knowledge: What was Lord Drugar famous for? He was known for having saved the city of Kratas before the Scourge.

Effect: The sword adds +5 steps to any Will test needed to throw off a spell effect that hinders the wielder in combat. It costs 1 point of Strain to call upon this power.

Rank 4 Cost: 800

Key Knowledge: Where was Lord Drugar laid to rest? In the Tylon Mountain pass where he and his men sacrificed themselves.

Effect: The sword gains another +1 steps of damage (total +9), and the Physical Defense bonus is raised to +2.

Rank 5 Cost: 1300

Key Knowledge: Who was Drugar a questor for? Drugar was a questor to Thystonius. The wielder must swear a Blood Oath to serve Thystonius, spending 2 Blood Points. This gains the wielder 200 legend points.

Effect: The wielder's Spell Defense is raised to +2, and the wielder does not suffer from the penalties imposed by Wounds on Recovery Tests.

STREETS OF DARKNESS

BY DAVID CARALEY

Gamemaster's Information

This adventure is designed for three to five adepts of first through third circle.

For the past few months the townsfolk of Jerris have been locking their doors and staying inside once it becomes dark. People have been disappearing. Not in large amounts, but in steady numbers.

So far, no large group has disappeared. Only small groups or single travelers. The town watch has been unable to stop the disappearances, or even find any clues. Rumors are beginning to spread that there might be a Horror lurking somewhere in the city.

The truth of the matter is a little different. A fifth circle Thief Adept named Mylic Urbin has started a slaving operation. He has hired some disreputable thugs, and uses them to abduct people wandering the streets in the middle of the night. He and his men only attack groups of one or two, and will retreat if things are going badly. Of course, any failed attempt looks like a typical mugging that went bad.

Once Mylic's gang have subdued their targets, they load the victims into barrels, and cart them off to a warehouse. Once there, they are unloaded into an underground holding area. Once a dozen or so people are collected, they are drugged, reloaded into barrels, and carted off to Vivane. They are then sold on the open market for a decent price.

What even Mylic's gang doesn't understand is the fact that Mylic is possessed by a Horror named Drathig'nar. Drathig'nar feeds on the suffering and fear of others, and is busy feeding on both the people who have been enslaved, and the fear spreading throughout Jerris.

Drathig'nar's physical form is in a hidden chamber connected to the underground holding area. It is in a very weakened condition, barely able to remain in Barsaive since the decline of the magic level during the Scourge. He is barely a shadow of his former self, and is unable to leave his current lair. He now lives vicariously through the possession of others.

The adventure starts with the heroes arriving in Jerris (after

the end of another adventure, or to resupply, or for whatever reason currently works for your campaign) and getting rooms at the Grounded Drakkar, a small inn. Once night falls, people will start leaving the tavern section of the inn, heading for home. Within an hour after sunset all that will be left in the inn are those who have rented rooms, and the staff. The heroes will then start to hear the assorted tales of things that are lurking in the night-shrouded streets of Jerris. It should be obvious that the people are nervous, even a little scared.

During this time, the heroes should get to know Carina Ridley, one of the barmaids. She will be a flirt, and will listen to whatever tales of adventure the heroes are willing to tell. She should be played as a curious, flirtatious lass with a streak of wildness.

At midnight cleanup will begin, and then the various barmaids will head home. They will leave in a group, believing that there will be safety in numbers. Carina will go with them, feeling that she can protect them from whatever danger is lurking out on the street. She will promise to return in an hour, since she sleeps in the common room. She will never make it back. Instead, she will be the next victim of Mylic's slaver crew.

The next morning Borig Mastmender, the owner of the Grounded Drakkar, will be furious. Carina never returned and he suspects the worst. He will try to hire anyone who will promise to try and find out what happened to his barmaid. He considers his staff to be his "crew" and feels responsible for them. He can afford a week's free room and board to anyone willing to help, and a bonus 200 silvers when they find out what is going on and put an end to it.

At this point, the heroes will have to come up with a plan. Since it is well known that anyone travelling in a group seems safe from attack, the heroes may have to split up, using some of their members as bait. They can then witness Mylic and his thugs at work. Of course, if they are attacked, they will retreat and try to escape through the alleys and back streets. If the heroes allow the abduction to continue



uninterrupted, they will see a cart be brought out, the victims loaded into barrels, and taken away.

If the cart is followed, it will be taken to a warehouse, and the heroes will know where to start investigating. It will eventually lead to a raid on the warehouse, the discovery of the underground holding area, and the rescue of the imprisoned townsfolk.

It should also lead to a confrontation with the Horror Drathig'nar and his defeat, freeing Jerris from the fear and despair he was causing. And it should leave the heroes with a feeling of accomplishment.

The Sooty City

Overview

This encounter lets the heroes get the feeling of the city, and taste the fear and despair that is spreading through the local populace. It lets the heroes find a place to stay, and introduces them to some of the local people.

Setting The Stage

After spending the past week on the road, making camp under the trees, washing in cold streams, living in sweaty, stained clothes, and eating trail rations, you see the city of Jerris standing before you. A cloud of black-grey smoke seems to hang suspended above the walled city, but even that does not discourage you as images of warm food and cool ale make their way through your thoughts.

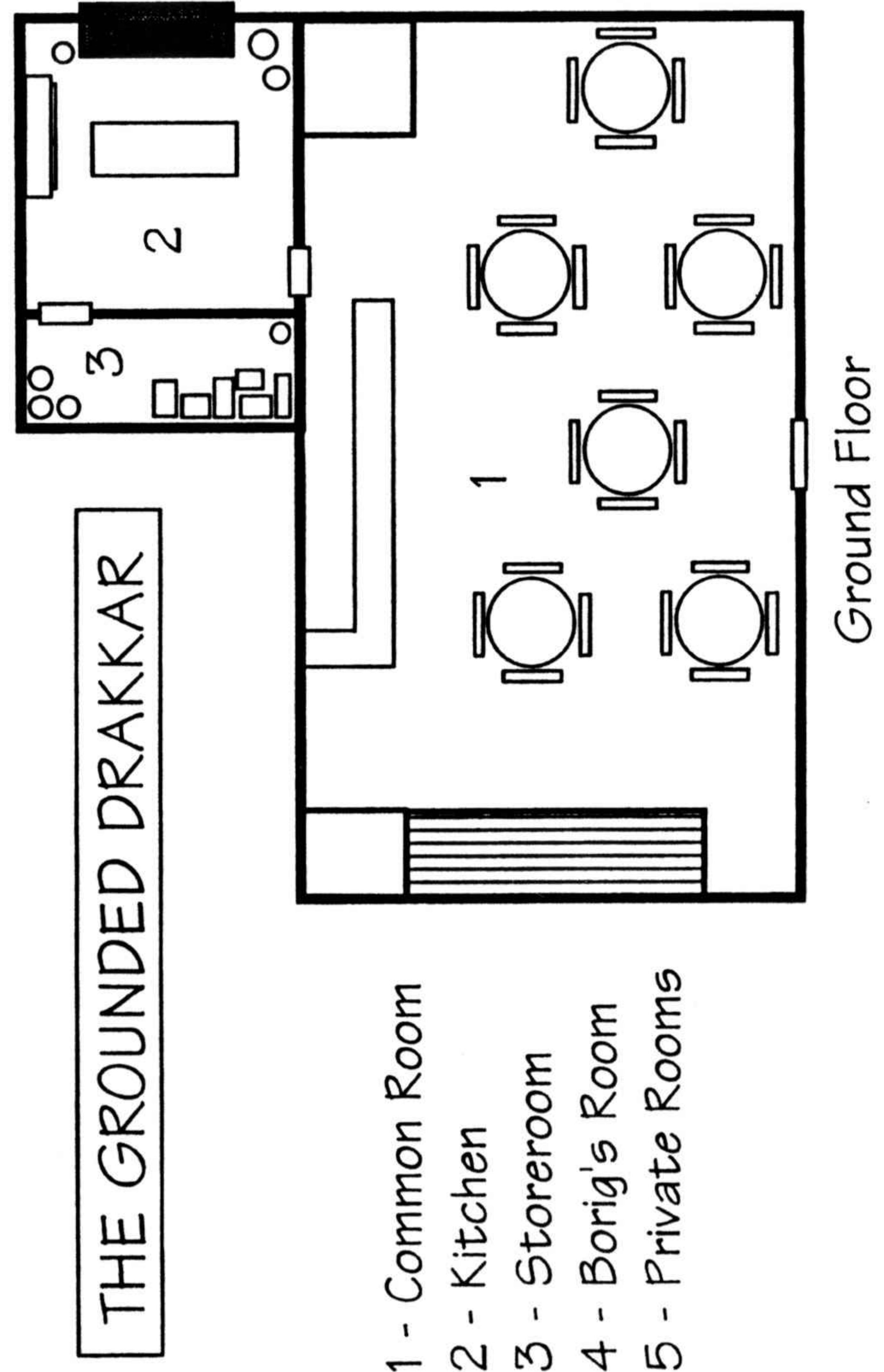
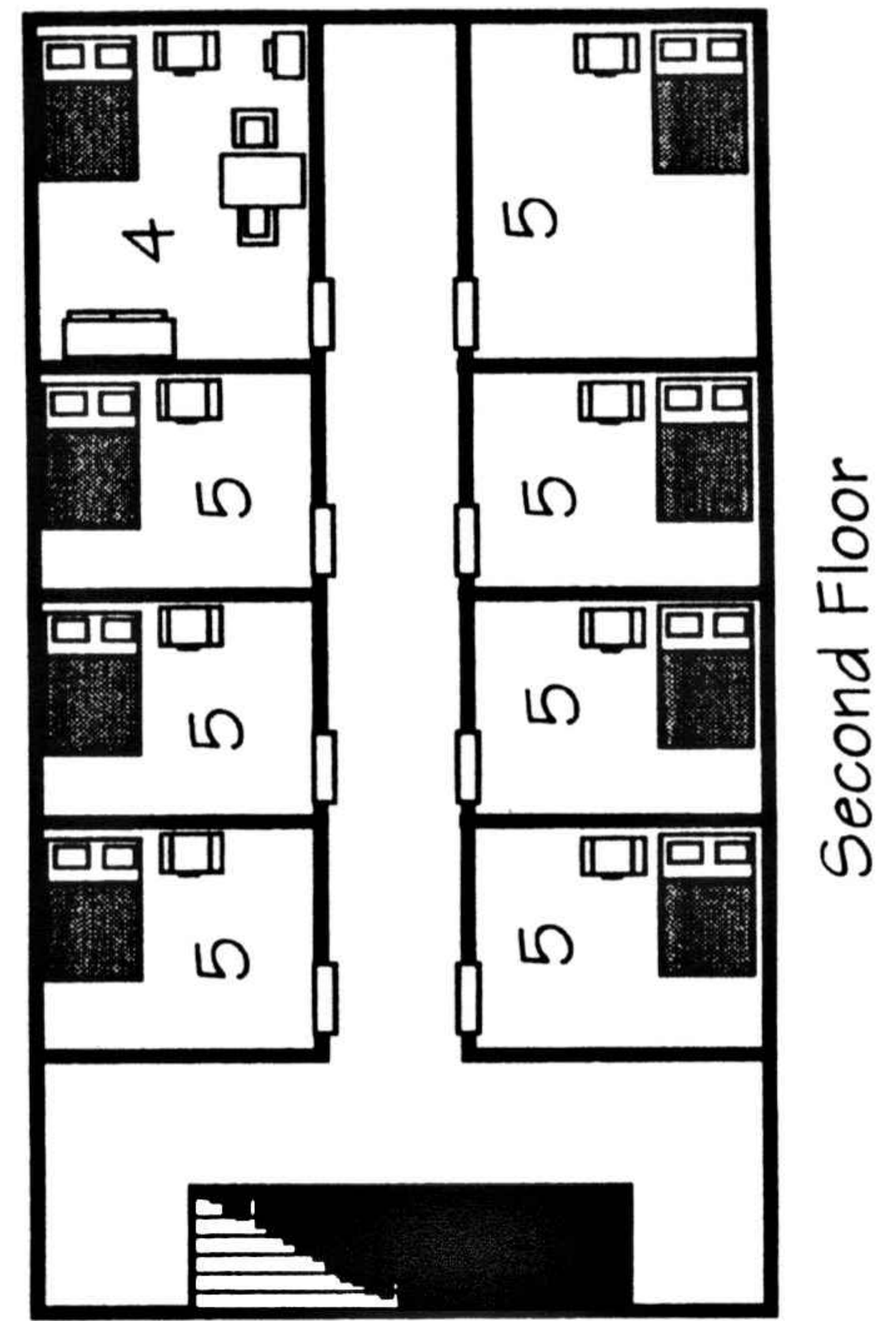
Half an hour later finds you passing through the city gates. The town guards in their hardened leather armor look you over as you go by, but offer no resistance to your entry into the city. They look worn down.

You make your way through the sooty streets, looking for a place to wash the dust from your throats when you come upon a faded, two story wooden building with a single mast and rotted rigging on the roof. A faded and peeling sign shows a small airship embedded into the ground. Written underneath are the words "The Grounded Drakkar". You push the door open and head inside.

Your eyes get accustomed to the dim light of the old light-quartz lanterns that used to hang on various airships from long ago. You see a wooden, brass trimmed bar behind which stands a large troll. The other patrons of the inn sit in small groups, talking quietly, while various serving girls dressed in tight pants and loose shirts tied at their midriffs move about the tables carrying food and drinks. In a corner a single dwarven musician plays a lute while whistling sailing tunes.

There are rope ladders and netting hanging on the walls, while old brass bells and other brass ship fixtures make up the rest of the decorations. As you catch your breath and take in the sights, a beautiful dark-haired girl in a barmaid outfit strides up, looks you over, and says, "Need a table, mates?"

Allow the heroes time to get settled and arrange for rooms. They will have to deal with Borig Mastmender, the owner, to arrange for rooms. Borig is a former troll skyraider who enjoys a well told tale and a good drink. Play him as large, loud, and friendly. The heroes can get food and drink, and



get settled. Once the details have been handled, continue with the narration.

It is late in the day, and you all feel more rested. The ale was cool, though not particularly noteworthy, and the food was warm and plentiful, if a little plain. There have been some games of chance, and the dwarf in the corner has continued his medley of sea shanties and air sailing tunes. Occasionally, patrons have gotten up and told stories of their exploits.

The sun went down a little while ago, but instead of getting more raucous, the inn has grown quieter. Many of the patrons have left, and it seems that the only people left are a few people who have rooms, and the inn's staff.

The barmaid who met you at the door, a beautiful lass named Carina brings your table another round of drinks. She smiles.

If anyone asks why there seems to be no one around, or where everyone went, Carina will get the dwarf musician Brooz to tell the following tale:

The common room grows quiet as Brooz pulls himself into the crow's nest, a small area used by those wishing to tell tales.

"Gather around, me hearties, and a tale you will hear. Some folk say the city of Jerris is cursed. This may be true. But lately, the curse has gotten more active."

"Many months ago, people traveling the streets at night started to disappear. At first, no one noticed. It was only the occasional straggler, or some beggar no one would miss. But as time passed, more and more people turned up missing. Tradesmen, craftsmen, even the occasional town watchman. And there was never a trace."

"Now, most of the city is afraid to go out after dark. It seems that travelers are only safe if they move about in numbers. Some folk claim that there is a terrible monster, able to swallow people whole. That this monster can not stand the light of the sun, and can only come out at night. They even say that it is growing stronger and more powerful, and more and more people are disappearing. So be good, and pray to the Passions, or the monster might just get you!"

Some of the patrons laugh nervously, but you can tell that there is a hint of fear in the air. Carina smiles at you and says, "Of course, those of good heart and strong will aren't frightened by these tales used to frighten children into going to bed early. It is a pity that there are so few of them in Jerris."

Time goes by, and eventually the tavern starts to shut down. When the cleanup is complete, the barmaids get ready to head home. Carina looks at Borig and says, "Be back in an hour, you ugly troll. I'm going to walk Livia and Siri home."

The troll waves and watches them head into the night. Eventually he shuts and bars the door. "Get a good sleep everyone, and see you in the morning."

Behind The Scenes

The heroes should understand the feelings of fear felt by most of the local populace. They should be curious, but they should not be personally involved yet.

The Grounded Drakkar serves simple meals of cheese,

bread, and fruit for 3 cp, and average meals of fatty meats, bread, cheese, fruit, and a mug of average ale for 1 sp. Drinks consist of average ale for 5 cp, and bottles of wine for 5 cp. The only oddity it serves is Yarg, a powerful liquor favored by air sailers and crystal raiders, for 1 sp a glass.

Lodging consists of hammocks in the common room for 5 cp a night, and small, private rooms with a rope bed that can fit two people, a trunk, and little else, for 1 sp.

The inn opens an hour after sunrise when Borig manages to stagger down from his room, rouse some of his "crew", and unbar the door. It closes at midnight when the last tavern patrons are kicked out, the hammocks are strung up, and people retire to their private rooms.

Troubleshooting

There is little that can go wrong at this point. The heroes could try to stay at another inn, but you could have them booked up due to the people's fear of being out at night.

The only other thing that could go wrong is if someone wants to walk the barmaids home. If this happens, have Carina act insulted, as if the heroes don't think she can handle herself. She has walked Livia and Siri home every night and nothing has ever happened to her.

The Morning After

Overview

This scene takes place the following morning. Carina never returned to the Grounded Drakkar. Livia and Siri will arrive safely, and will be able to tell that Carina walked them home safely. Borig Mastmender will be both furious and concerned. Carina is part of his "crew" and he will feel responsible. He will attempt to hire the heroes, hoping that they will be able to find his missing barmaid.

Setting The Stage

Though the Grounded Drakkar would never be mistaken for a high-class inn, you wake up refreshed. You were able to sleep inside, eat warm food, drink cool ale, and even got to hear music and tales.

You seat yourselves at one of the huge tables in the common room, and wait for the bread and cheese to be served. You see Siri and Livia wiping off the tables and bringing in some of the food and drink, but Carina is no where to be seen. Every one seems a little preoccupied.

Suddenly, a shadow looms over the table. You look up and see Borig Mastmender. He puts down the platter of bread and cheese, and looks you over.

"You are heroes, yes? Looking to make names for yourselves, and perhaps make a little silver in the process? I have a problem and was hoping that you could help me. Are you interested?"

If the heroes show interest, Borig will sit down and continue.

"Carina never returned last night. Now, I know she's a big girl and can take care of herself, but I'm a little worried. There have been a lot of people who have disappeared at night, and I don't want part of my crew being one of them."

"The town watch have been little help. They patrol the streets at night, but have yet to see any sign of whatever is happening to these people. I want to hire you to find Carina, or at least find out what happened to her. Business has been bad lately, people do not want to come drinking at night when they think there is a monster lurking about, eating travelers, but I can offer a week's food and lodging and 100 silvers if you're willing to help."

Let the heroes talk over the offer. They can try to bargain with Borig, but the best he can offer is 200 silvers. The only information he has is that the monster only takes people who are travelling alone or in pairs. It only happens when it is the dark of night. No one has seen it. It apparently avoids any large group. Borig will pay half of the money up front.

Once the negotiations are finished, Borig will have to return to work, especially since he is short handed. The heroes can go into the city to buy supplies and see if they can find anything out, but there is little known. The people who are missing were of different races and sexes, though they were all healthy. Rumors tell of a strange, tentacled monster that has been grabbing people, or a strange, winged creature that grabs people and flies off with them, or any other wild tale you care to give them. There will be no real action until midnight.

Behind The Scenes

Prices in Jerris are average. It is a merchant city so almost all goods and services are available.



Borig is worried, and has three Booster Potions that he will let the heroes use if they get injured while working for him.

Troubleshooting

The only problem that can arise is if the heroes don't take Borig up on his offer. If this looks like it is going to happen, Borig will inquire into why they won't help. Are they too afraid? If they refuse even the 200 silvers offer, Borig will get mad and kick them out of his inn. He will also tell his fellow innkeepers of the heroes' cowardice and unwillingness to lend a hand. They will be overcharged by 20% in any other inn or tavern in Jerris for the next week or so.

If they do take the offer, Borig will point out that the only time anyone is taken is if they are single or only a pair. As a former crystal raider who has had to survive in the wilds, Borig knows that to be successful when hunting something, you need the right bait.



The heroes' best option is to follow the cart and see where it goes.

If the heroes refuse to split into small groups, nothing will happen to them the entire night.

Setting The Stage

Read this to the single hero or the pair of heroes being used as bait.

It has been several hours since the sun went down. The streets seem deserted as you make your way through the smoky fog. The shops are all closed, with the shutters drawn tight. Every alley and every side street seems filled with ominous shadows. Suddenly, movement catches your eye as a dark clad figure leaps from an alley mouth. Another leaps from a low roof, and you can hear another behind you. They all have large clubs

A Hunting We Shall Go

Overview

After preparing themselves and buying whatever equipment they needed during the day, the heroes should be ready to spend the night hunting whatever monster has been taking the townsfolk.

They will spend many fruitless hours looking for a monster that doesn't exist unless they decide to use some of their members as bait, allowing them to wander singly or in pairs. If they do this, one of the single members or one of the pairs will be attacked a little past midnight. There will be six ruffians armed with clubs who will attack to stun. Mylic Urbin will remain hidden, only coming out if it looks like he needs to Surprise Strike a difficult opponent.

Once the victims are subdued, the thugs will pull a cart filled with barrels out of an alley, load the victims into the barrels, and head for the warehouse. If they are attacked during the ambush or any time after it, they will retreat into the alleys and back streets of Jerris.

in their hands and quickly advance towards you.

Themes And Images

The streets should be dark and spooky. There should be the occasional noise coming from an alley or the screech of an owl. Let the heroes see odd shadows every now and then before describing the shadow as a stray dog. Remember, they should be expecting some sort of monster.

Behind The Scenes

This is the slaver party that has been causing the disappearances. There are 3 Human Ruffians and 3 Ork Ruffians. They will only attack the heroes if there is a group of one or two, and will attempt to attack with surprise. If they are interrupted, they will attempt to flee, letting it look like they were typical muggers. Mylic will observe, while remaining hidden behind some old crates. He will attempt to Surprise Strike the person putting up the most resistance. Remember, they are trying to take victims alive, so they will be using the Stun rules.

Mylic will remain hidden as long as possible. He will only attack if necessary, and he will attempt to do so by surprise. He wants his victims alive, so he will attack to stun unless his group is under attack. In that case, he will do normal damage. Mylic will escape if things are going badly.

The outcome of this encounter should provide the heroes with a place to investigate, either from following the cart with the barrels to the warehouse, or by capturing one of the ruffians and forcing him to talk.

Troubleshooting

If things have gone wrong, and the heroes have either been captured or defeated, there are still ways to make this work out.

If it looks like the entire party of heroes are about to be defeated, have a town watch patrol show up, forcing the ruffians to flee.

If one or two heroes are captured and the rest of the party does not observe the ruffians loading the victims into the barrels and carting them off, things become more difficult. The captured heroes will be taken to the holding cells under the warehouse. From there, they can try to organize an escape, but that is left to the storyteller.

If it looks like Mylic is going to be captured by the heroes, let a few more ruffians show up, giving Mylic a chance to escape. Remember, Mylic will not risk being captured, preferring to flee.

The Warehouse of Doom

Overview

After locating the warehouse where the ruffians have been holding the missing townsfolk, the heroes should be ready to try and free them. This will involve entering the warehouse, getting past the ruffians on guard, finding the secret way to the basement, freeing the slaves, and confronting Mylic. Once all this has been done, the heroes should encounter the Horror Drathig'nar and hopefully defeat him.

Setting The Stage

Read this if the heroes managed to follow the cart with the barrels:

The cart has turned down numerous side streets, past closed shops, and through dark alleys. Finally, they come to an old warehouse in the merchant section of the city. The paint is old and peeling, but you can still make out the faded sign above the double doors that read "Livestock". The doors slide open and the assorted ruffians push the cart inside. They take a quick look around, and then shut the doors. You realize that there are still several hours until sunrise.

Read this if the heroes have found out the location of the warehouse from one of the captured ruffians:

It seems as if the ruffian was telling the truth. The warehouse took a while to find, but you are now standing at a street corner, looking it over.

The warehouse is old and peeling, but you can still make out the faded sign that reads "Livestock". You realize there

are still a few hours until sunrise.

Themes And Images

At this point the heroes should believe that the mysterious monster is really a bunch of ruffians busy kidnapping townsfolk. During the first part of this scene, let everything seem normal and mundane. This will make the appearance of the Horror more frightening and unexpected.

Behind The Scenes

The warehouse used to be set up for holding cattle, horses, and sheep. The interior is in as bad a shape as the outside. Beams have fallen, and the old stall walls are collapsing. There are three ruffians seated at an old table playing cards.

If the heroes followed the cart here, the ruffians are relaxing and not expecting any trouble. This will give the heroes a good chance of surprise. If the heroes found out the location by questioning a captured ruffian, the ruffians here will be more alert.

There are several ways into the warehouse. There are the large double doors that the cart was brought in through, there are two single doors, and numerous upper windows about twenty feet above the ground (with a climbing difficulty of 9). The windows are small, no more than one foot wide by two feet tall, and there are no windows on the side with the hidden stairs.

1) The large double doors are old and rotted, with paint peeling down to the bare wood. They seem to be mounted on tracks and are designed to slide into the walls.

These doors are locked with a simple hook and eye latch on the inside. However, it is impossible to access from the outside. The Lock Pick talent can still be used.

2) The door seems in no better repair than the rest of the building. The wood seems worn and faded, but the door resists opening. You can see the tarnished brass lockplate surrounding the keyhole.

The door is locked, difficulty of 7 to open.

3) This wooden door is old but sturdy. There is a small window near the top of the door, and the glass is cracked. Looking in, you can make out what used to be an old office. The door resists your attempts to open it, and you realize it is locked.

The door is locked, difficulty of 7 to open.

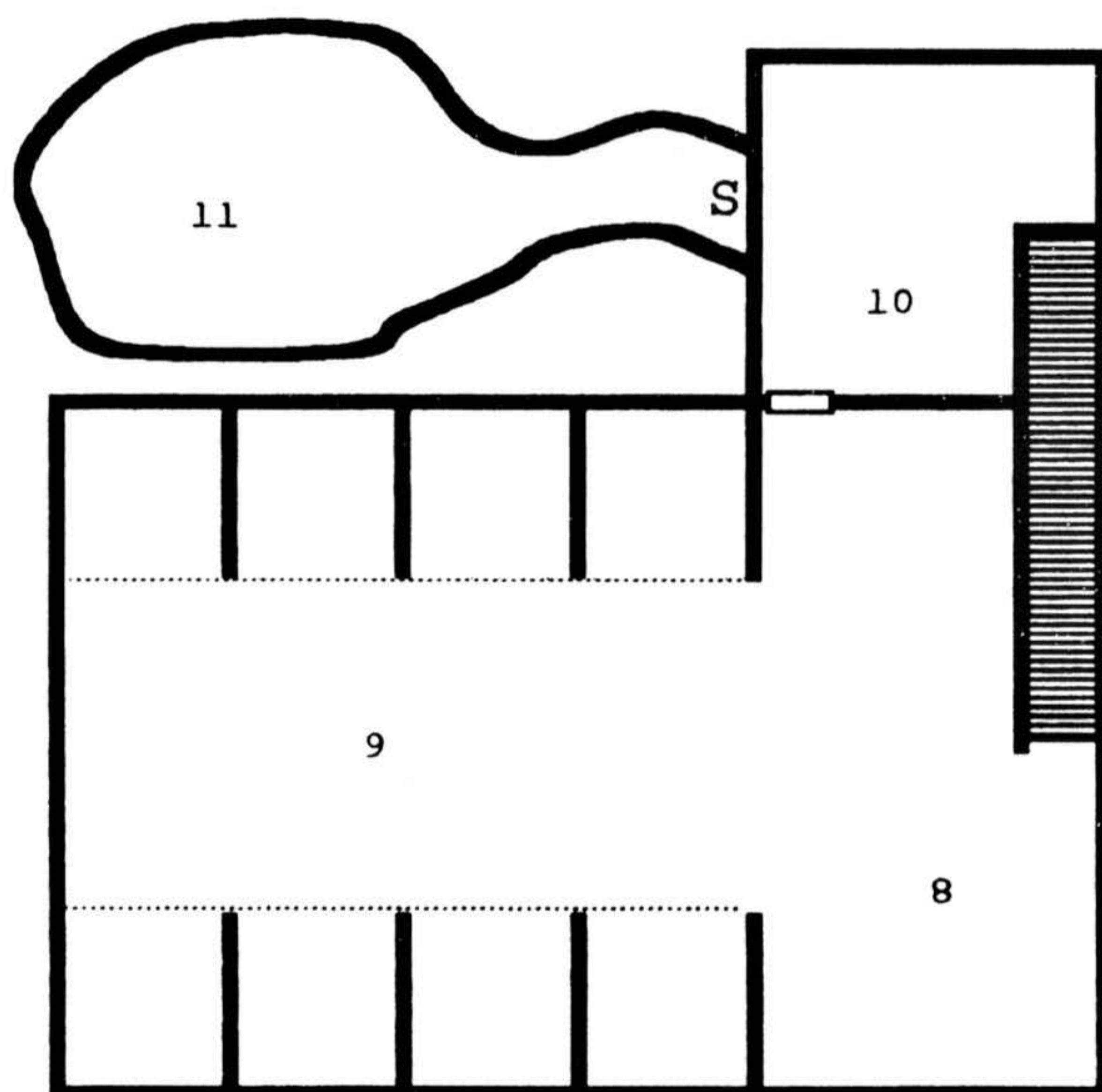
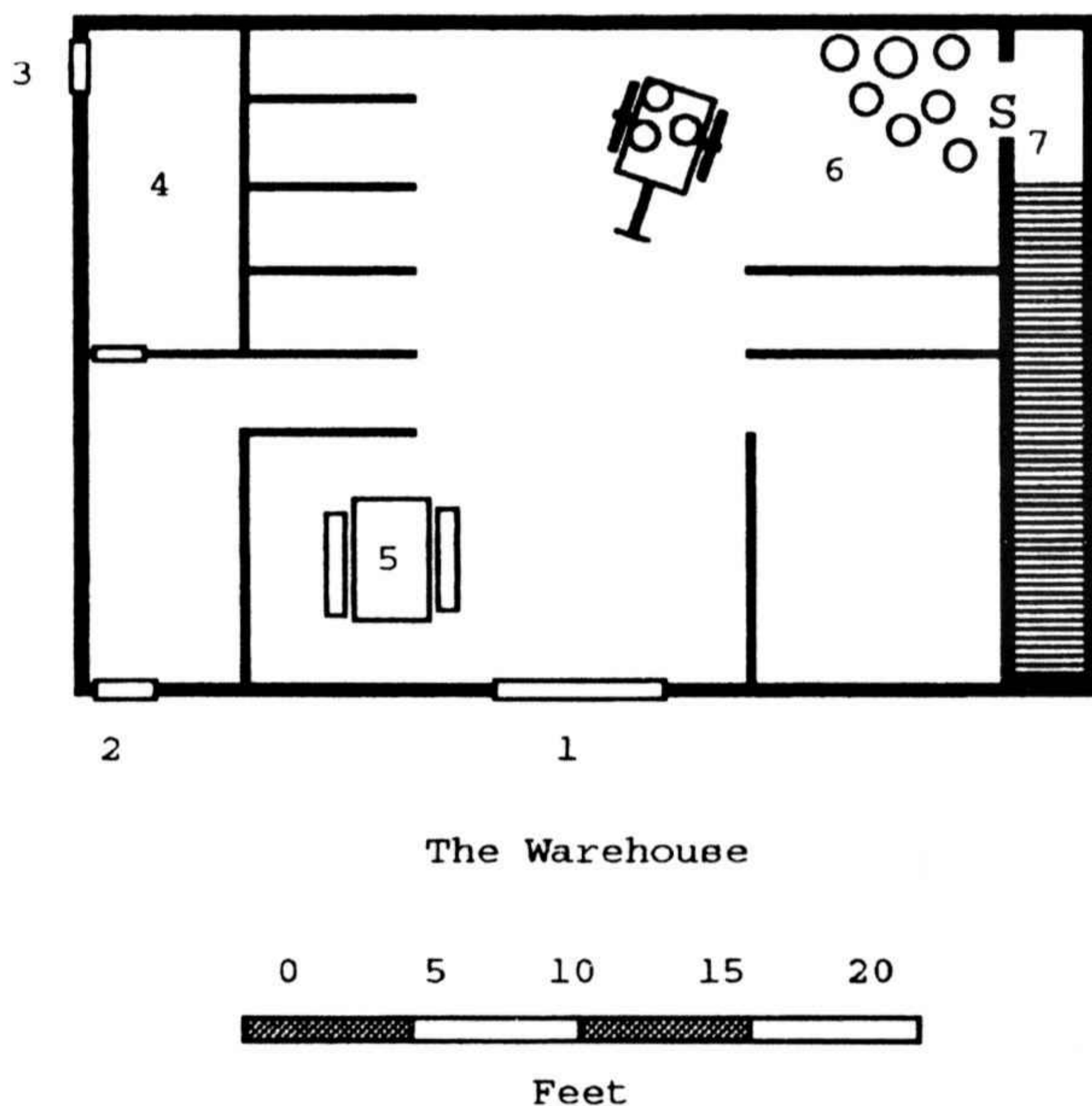
4) The room is musty and dark. An old desk lies half-collapsed in one corner, and the warped wooden shelves mounted on the wall seem filled with rotting papers. There is another door partially opened at the far end of the room. Suddenly, you hear a low growling.

This room is what used to be the warehouse office, though it is falling apart with neglect. The papers are rotted and the ink has run, but what is left seems to be records dating back to when the warehouse was in use. The low growling is coming from an attack dog that the slavers keep as a pet.

This dog will attack any intruders, barking loudly as it does

so. The loud barking will attract the ruffians in area 5 after 3 rounds.

5) Read this if the dog in area 4 has not alerted the ruffians:
There is light coming from the main hall of the warehouse.



Underneath the Warehouse

You can make out the sounds of voices, and can see three human men seated around an old table playing cards. They have swords lying on the table next to their coins.

Read this if the ruffians were alerted by the dog in area 4:
There is light coming from the main hall of the warehouse. You see an old table covered with assorted coins and a deck of playing cards.

The three men are more ruffians working for Mylic. They are on watch, but usually not very attentive since there has

never been any trouble. If the heroes ambushed the slaver party earlier in the evening, these guards will be very alert, otherwise they are automatically surprised for one turn if the heroes have been quiet. Of course, should the dog in room 4 have been disturbed, the guards will have gone to area 4. There are 48 silvers and 24 coppers on the table.

6) The corner of this section of the warehouse is filled with the same sort of barrels as are on the cart.

Hidden behind the barrels is a secret door, needing a 9 to find on a Perception test.

Some of the barrels swing away on a sturdy hinge, and you can make out the faint outline of a door. You see no locking mechanism, and it opens to a simple push.

7) You can make out stairs leading down into the darkness. An old lamp holder at the top of the stairs probably held a lantern to light the way, but it is empty now. The only light is coming from the bottom of the stairs almost forty feet below and is very faint.

There is a trap halfway down the stairs. It can be disarmed by twisting the lamp holder at the top or the bottom of the stairs.

Pit Trap

This trap has three steps that give way and dump any intruder into a ten foot pit with spikes covering the floor.

Detection Difficulty: 7

Disarm Difficulty: 7

Trigger Condition: Pressure plate

Trap Initiative: 8

Trap Effect: Damage Step 10

8) *You reach the bottom of the stairs, and can see the light coming from the lanterns hanging from the walls. As you start forward, you can make out the sound of voices.*

This section of the underground has several cots, a large table with benches, and a cooking fire. There are also four more ruffians, 2 human and 2 ork. These men will be easy to surprise if the heroes have been stealthy, but they will be ready and waiting if the heroes have tripped the trap at 7. Hanging on the wall near the door to 10 are the keys for the cells in area 9.

If a fight breaks out here, Mylic will use Silent Walk to emerge from 10 and Surprise Strike whoever is the easiest target. The ruffians are aware of this, and will fight a retreating battle into area 9 to give Mylic a chance of approaching the heroes from behind.

The heroes should think that this is the big, final battle so they should be all the more surprised by the Horror's upcoming attack.

Mylic will attempt to Surprise Strike his first opponent, and then enter combat. He will fight to the best of his abilities, with no thought of escape. At this point, the Horror finds him expendable, and wishes to stop the heroes at all cost.

9) *You can see numerous holding cells, and most are holding one or two dirty looking people. They look out of the bars*

at you, hoping and praying that you are here to save them. A voice calls out, "Hey, its about time." You turn and see Carina, looking ravishing in her slightly torn barmaid outfit, staring out from one of the cells.

The cells are locked, needing an 8 to open, but the keys are hanging on the wall by the door to 10. The people are assorted humans, dwarves, and a single t'skrang. They will all be grateful for their release and will help spread the heroes' tale. Carina will accompany the heroes until she is returned to the Grounded Drakkar. She will pick up one of the ruffians' swords.

10) *The door is half open, and you can easily see into the room. The furniture and plush rug leaves you little doubt that it belongs to whoever was in charge. The bed is large and looks comfortable, and there is a beautifully carved wardrobe against one wall. A matching desk and carved trunk make up the rest of the furnishings.*

The bed is comfortable, and there is a hidden dagger (+4 damage steps due to being forged by a weaponsmith adept) under the pillow. The desk has writing paper, inks, and pens. In the top drawer is the record book showing the sales of people to a slave merchant in Vivane. Underneath it is a small pouch with 2 rubies (worth 75 sp each). The trunk has several changes of clothes, and a simple wooden box (containing one Healing potion). The wardrobe contains extra boots, and several cloaks of different colors (one of which is a Dwarf Winternight Cloak in deep blue, needing a Perception test, target of 6 to notice).

Once the heroes start searching the room, there will be a horrendous crashing noise as part of a wall falls in. Striding out through the rubble will be the Horror Drathig'nar.

When it seems that the heroes are relaxed, read the following:

You hear the sound of stone cracking and rubble falling. A cloud of dust sweeps through the room and your ears are deafened by a shriek of hatred. You turn to see a grossly formed, worm-like body on which sits a disgusting, horned head. Its mouth is filled with small, razor sharp teeth, and its five eyes are oozing a pinkish goo. It reaches forward with a clawed hand.

The Horror Drathig'nar is angry. Mylic was one of its favorite servants, and it is enraged over Mylic's demise. Normally, the heroes would stand little chance of defeating a Horror of Drathig'nar's power, but since the decline of the magic level Drathig'nar is barely a shadow of his former self. It is only a matter of time before he would cease to be able to hold a physical form.

Because of all of these factors, Drathig'nar will attack with blind rage, fighting until either the heroes or his own form are destroyed.

11) *This rough, natural cave glitters with a light of its own. Scattered on the floor are coins and other items. The air reeks of decay, and every now and then a low rumbling can be heard.*

This room is where Mylic threw all of the profits from the slaving operation. He worshipped the Horror and considered

all of his wealth as offerings for his "Passion".

There is 240 assorted coppers, 452 silvers, 36 gold, an unused Absorb Blow charm, and one dose of Kelia's Antidote.

Troubleshooting

The only thing that can go wrong is that the heroes can all die. This would be a bad ending of the story, so there are a few precautions that can be taken. Give the players time to use their Recovery Tests. Let them find the Healing Potion before the Horror attacks. Lastly, remember that the Horror is enraged and will not attack logically. Split its attacks up among the players so that no single character takes too much damage.

Also, remember that being a hero is a dangerous occupation. Heroes die. If a character is going to die, let it die a heroic death. Let the hero make a Willpower roll with a target of 6 to get one last attack off after he has been killed.

On the other hand, if the heroes look like they are going to trounce the Horror too easily, use one of its actions to make a recovery test, using a Karma point to augment its Recovery Die. The final fight should give the heroes no time to catch their breath. They should feel a little afraid, and their hearts should be pounding.

Back On Board

Overview

The heroes return to the Grounded Drakkar, returning Carina to her friends. The heroes will be toasted, and Borig Mastmender will throw a huge party. Tales of the heroes' exploits will circulate through the town as the newly freed prisoners tell their family and friends about the rescue. People will come to see the new heroes, and drinks will flow. Borig Mastmender will pay the reward he promised.

Setting The Stage

You make it back to the Grounded Drakkar, Carina by your side. As you enter, Livia and Siri gasp, and call for Borig. The troll comes out from behind the bar, a grin so wide it looks like he could swallow a windling whole. Borig calls out, "Drinks on the house!" and a cheer goes up from the patrons. He gathers Carina up in his arms and almost crushes her. He then turns towards you.

"Greetings and well met, my friends. You have done me a great service. Please, sit and have some ale to quench your thirsts. And then you must tell us the tale of how you managed this rescue."

Behind The Scenes

Borig will throw a huge party. Many people will come and gawk at the heroes as Brooz, the dwarf musician retells the tale over and over again. Borig will give the heroes free rooms (two to a room) and free food and drink for a week. He will make up this money by the amount of people who will come in to hear the tale and see the heroes. Carina will be grateful, and may be open to advances from charismatic hero types.

Troubleshooting

There is little that can go wrong here. The heroes should be able to relax, heal up, and enjoy the attention that comes with doing heroic things. And once they are rested, they should be ready to continue building their legends.

Legend Points

Award Legend Points at the end of the adventure. The following is a general guideline:

Completing Adventure Goal

Ending the slaver operation	150 points per hero
Freeing the townsfolk	75 points per hero

Defeating Opponents

Ruffians	60 points each
Attack Dog	50 points
Mylic Urbin	160 points
Drathig'nar (Horror)	400 points

Acquiring Loot

Drathig'nar's horns	200 points
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Creative Roleplaying

Use your own judgement, but the average award should be 75 points per hero who roleplayed well.

Total

A well played character in a party of five should earn approximately 600 legend points.

Cast of Characters

Human Ruffians

DEX: 13: 6/D10 STR: 13: 6/D10 TOU: 13: 6/D10
PER: 9: 4/D6 WIL: 10: 5/D8 CHA: 10: 5/D8

Initiative: 6/D10	Physical Defense: 7
Number of Attacks: 1	Spell Defense: 6
Attack: 9/D8+D6	Social Defense: 6
Damage:	
Fist 6/D10	
Club 9/D8+D6	
Short Sword 10/D10+D6	
Number of Spells: NA	Armor: 2
Spellcasting: NA	Mystic Armor: 0
Effect: NA	Knockdown: 6/D10
	Recovery Tests: 2

Death Rating: 35	Combat Move: 30
Wound Threshold: 9	Full Move: 60
Unconsciousness Rating: 27	

Legend Points: 60 each
Equipment: Short sword, club, dagger, leather armor
Loot: 1D6 x 10 silvers

Skills: Melee Weapons 3: 9/D8+D6, Streetwise 2: 6/D10,
Unarmed Combat 3: 9/D8+D6



Ork Ruffians

DEX: 12: 5/D8 STR: 16: 7/D12 TOU: 14: 6/D10
PER: 9: 4/D6 WIL: 8: 4/D6 CHA: 9: 4/D6

Initiative: 5/D8	Physical Defense: 7
Number of Attacks: 1	Spell Defense: 6
Attack: 8/2D6	Social Defense: 6
Damage:	
Fist 7/D12	

Club 10/D10+D6
 Short Sword 11/D10+D8
 Number of Spells: NA
 Spellcasting: NA
 Effect: NA
 Armor: 2
 Mystic Armor: 0
 Knockdown: 7/D12
 Recovery Tests: 3

Death Rating: 36
 Wound Threshold: 10
 Unconsciousness Rating: 28

Combat Move: 33
 Full Move: 65

Legend Points: 60 each
 Equipment: Short sword, club, dagger, leather armor
 Loot: 1D6 x 10 silvers

Skills: Melee Weapons 3: 8/2D6, Streetwise 2: 6/D10,
 Unarmed Combat 3: 8/2D6

Mylic Urbin

5th Circle Thief Adept
 DEX: 16: 7/D12 STR: 10: 5/D8 TOU: 10: 5/D8
 PER: 13: 6/D10 WIL: 10: 5/D8 CHA: 13: 6/D10

Initiative: 7/D12
 Number of Attacks: 1
 Attack: 12/2D10
 Damage: 9/D8+D6
 Surprise Strike: 16/D20+D8
 Number of Spells: NA
 Spellcasting: NA
 Effect: NA
 Physical Defense: 9
 Spell Defense: 8
 Social Defense: 7

Armor: 3
 Mystic Armor: 0
 Knockdown: 5/D8
 Recovery Tests: 2

Death Rating: 56
 Wound Threshold: 8
 Unconsciousness Rating: 42

Combat Move: 38
 Full Move: 75

Karma Pool: 10
 Karma Die: D8

Legend Points: 160
 Equipment: Short sword, leather armor, 2 daggers
 Loot: None

Talents: Avoid Blow 3: 10/D10+D6*, Climbing 3: 10/D10+D6, Detect Trap 3: 9/D8+D6, Disarm Mechanical Trap 3: 10/D10+D8*, Durability 5, Fence 5: 11/D10+D8*, Karma Ritual 5, Lock Pick 5: 12/2D10*, Lock Sense 3: 9/D8+D6, Melee Weapons 5: 12/2D10, Picking Pockets 3: 10/D10+D8*, Silent Walk 5: 12/2D10*, Surprise Strike 5: 12/2D10*, Thread Weaving 4*, Trap Initiative 5: 12/2D10*

* Can use Karma

Notes: Can spend Karma on Perception rolls

Attack Dog

DEX: 5/D8 STR: 5/D8 TOU: 5/D8

PER: 6/D10 WIL: 3/D4 CHA: 3/D4

Initiative: 4/D6
 Number of Attacks: 1
 Attack: 8/2D6
 Damage: 7/D12
 Number of Spells: NA
 Spellcasting: NA
 Effect: NA
 Physical Defense: 7
 Spell Defense: 7
 Social Defense: 4

Armor: 0
 Mystic Armor: 0
 Knockdown: 5/D8
 Recovery Tests: 1

Death Rating: 31
 Wound Threshold: 8
 Unconsciousness Rating: 22

Combat Move: 22
 Full Move: 43

Legend Points: 50
 Equipment: NA
 Loot: NA

Carina Ridley - Human Barmaid?

DEX: 16: 7/D12 STR: 10: 5/D8 TOU: 10: 5/D8
 PER: 13: 6/D10 WIL: 10: 5/D8 CHA: 16: 7/D12

Initiative: 7/D12
 Number of Attacks: 1
 Attack: 10/D10+D6
 Damage: 4/D6
 Shortsword 9/D8+D6
 Number of Spells: NA
 Spellcasting: NA
 Effect: NA
 Physical Defense: 9
 Spell Defense: 7
 Social Defense: 9

Armor: 0
 Mystic Armor: 0
 Knockdown: 4/D6
 Recovery Tests: 2

Death Rating: 31
 Wound Threshold: 8
 Unconsciousness Rating: 22

Combat Move: 38
 Full Move: 75

Legend Points: 60
 Equipment: Clothes, smile, shortsword (hidden in the common room of the Grounded Drakkar)
 Loot: 2D6 silvers

Skills: Acting 4: 10/D10+D6, Avoid Blow 3: 10/D10+D6, Bartending 2: 7/D12, Flirting 3: 10/D10+D6, Lock Picking 2: 9/D8+D6, Melee Weapon 3: 10/D10+D6, Silent Walk 2: 9/D8+D6, Singing 1: 8/2D6, Streetwise 3: 8/2D6, Unarmed Combat 3: 10/D10+D6

Commentary:

Carina is hardly the typical barmaid found in taverns and inns throughout Barsaive. She is a complete scoundrel who is convinced that Borig has a fortune hidden away somewhere in the inn. She searches whenever she gets a chance, and is biding her time, waiting for Borig or Cyrus to slip up and mention where they have the treasure hidden. Carina is a beautiful dark-haired young woman in her early twenties. She is dressed identically to the other barmaids, in

tight pants, and a loose shirt, and cuts quite a dashing figure. She sleeps in a hammock in the common room at night.

She is a flirt who is always looking for an angle to riches. She actually has become quite fond of the inn, and will fight to defend it, though she will only use her short sword as a last resort. Her shortsword is hidden behind a loose board in the common room.

Drathig'Nar - A Horror

DEX: 9/D8+D6 STR: 9/D8+D6 TOU: 8/2D6
PER: 8/2D6 WIL: 8/2D6 CHA: 8/2D6

Initiative: 9/D8+D6 Physical Defense: 11
Number of Attacks: 2 Spell Defense: 10
Attack: 11/D10+D8 Social Defense: 10
Damage: 12/2D10
Number of Spells: 1 Armor: 5
Spellcasting: 10/D10+D8 Mystic Armor: 3
Effect: Special Knockdown: 9/D8+D6
Recovery Tests: 3

Death Rating: 60
Wound Threshold: 13
Unconsciousness Rating: NA

Combat Move: 60
Full Move: 120

Karma Pool: 8

Karma Die: D12

Legend Points: 400
Equipment: None

Loot: 2 horns worth 100 silvers each. This loot counts as legend points.

Commentary:

Drathig'nar was once much more powerful than he is now. The decline of the magic level has seriously weakened the once mighty Horror. It is only a matter of time before he would be forced to retreat back across the planes, but until that time, he has been causing as much fear and despair as he possibly can. In his prime, all of his Step Numbers would be increased by 5.

Drathig'nar is an odd creature with the body of a worm, two arms with clawed hands, and an almost human head crowned with two horns. He is a disgusting shade of pinkish flesh,

with five eyes of pitch black.

His one spell attack is the ability to cause despair. If his Spellcasting test is successful, the target will be at -3 steps to all his actions due to the feelings of despair. The effect lasts 10 rounds or until the target can make a Willpower roll of 9 or better as his action for the round.

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COMBAT MAGE

BY ASH BLACK

The combat mage combines the fighting abilities of the warrior and swordmaster with the spellcasting abilities of a wizard. The dwarves of Throal were the first to become Combat Mages in the dark days before the beginning of the Scourge. In those times it became expedient to have certain adepts who could not only cast spells or fight, but do both. Since followers of this discipline generally manage to get themselves into very dangerous situations, it is not at all uncommon for them to adorn themselves liberally with blood charms.

Important Attributes: Dexterity and Perception

Racial Restrictions: None

Karma Ritual: The character sits, meditating on the how to combine her martial abilities with her magical ones to aid her in defending her charges and defeating her foes. Halfway through the ritual she envisions the worst foe she can and how she can use the abilities she meditated on in the first half of the ritual to defeat this foe. When the foe is defeated the ritual ends.

Artisan Skills: Embroidery, Runic Carving

FIRST CIRCLE

Talents

- Karma Ritual
- Read and Write Magic
- Spellcasting *
- Spell Matrix
- Thread Weaving (Wizardry) *
- Melee Weapons *

SECOND CIRCLE

Talents

- Durability (6/5)
- Spell Matrix
- Air Dance

THIRD CIRCLE

Talents

- Avoid Blow
- Unarmed Combat *

FOURTH CIRCLE

Karma: The character may spend karma on Recovery Tests

Talents

- Astral Sight
- Wood Skin *

FIFTH CIRCLE

Spell Defense: Increase the character's Spell Defense by 1

Talents

- Willforce *
- Throwing Weapons

SIXTH CIRCLE

Physical Defense: Increase the character's Physical Defense by 1

Talents

- Enhanced Matrix
- Life Check *

SEVENTH CIRCLE

Karma: Character may spend karma on Willforce and Willpower

Talents

- Earth Skin
- Second Attack

EIGHTH CIRCLE

Heal: By spending a karma point the character is allowed to use one of her available Recovery Test at any time, even during combat. Roll the karma dice for the Recovery Test. This ability does NOT require an action.

Talents

- Hold Thread *
- Spirit Strike

NINTH CIRCLE

Karma: The character may spend karma on Damage Tests.

Physical Defense: Increase the character's Physical Defense by 1.

Talents

- Armored Matrix
- Range Pattern
- Missile Twister

TENTH CIRCLE

Matrix Split: Same as Wizard's 10th circle Discipline Ability as detailed in the *Earthdawn Companion* by FASA Corporation.

Talents

- Matrix Strike
- Critical Hit

EARTHDOWN Q & A

WHEREIN LOUIS J. PROSPERJ TAKES TIME OUT OF HIS BUSY SCHEDULE TO ANSWER ALL OF THOSE EARTH SHATTERING QUESTIONS THAT WE EARTHDOWN PLAYERS AND GAMEMASTERS HAVE...

This time around, I'll answer some questions sent in by readers.

Q: When using the warrior talent Air Dance, does the initiative penalty for armor still apply?

A: Yes, Initiative penalties due to armor affect characters using the Air Dance talent.

Q: If Dispel Magic is cast on a weapon that has been improved with the Forge Blade talent what happens? Does the weapon lose it's bonus. If so can it now be reworked by a weaponsmith, or does it contain the memories of the work that was done on it but no longer affects it?

A: A weapon that has had the Forge Blade talent used on it would not lose any of its improvements. The magical pattern of the weapon has been altered by the talent, and the Dispel Magic spell is not powerful enough to disrupt it.

Q: Could you give an example of how the initiative system presented in the *Gamemasters Pack* and the *Companion* would work in a group combat situation. It seems as though the person with the last initiative never gets to move.

A: The alternative system doesn't really change that much in the game. All it really does is limit the distance a character can move before the character with the next lower Initiative gets to act. Thus, the character with the last Initiative still moves, but only at his Initiative.

Let me try to explain this with an example comparing the two methods. Let's assume there are 4 characters, A, B, C, D. The Combat Movement rates and Initiative results for each are given below.

<u>Character</u>	<u>Combat Move</u>	<u>Initiative</u>
A	35 yards	12
B	35 yards	9
C	55 yards	6
D	40 yards	2

In the standard method, this is how the round would proceed:

Initiative 12: Character A takes his Action and Moves 35 y.

Initiative 9: Character B takes his Action and Moves 35 y.

Initiative 6: Character C takes his Action and Moves 55 y.

Initiative 2: Character D takes his Actions and Moves 40 y.

Using the alternative method, the round would proceed as follows:

Initiative 12: Character A takes his Action, but can only Move 15 yards before Character B goes.

Initiative 9: Character B takes his Action, but can only Move 15 yards before Character C goes.

Initiative 6: Character C takes his Action, but can only Move 40 yards before Character D goes.

Initiative 2: Character D takes his Actions and Moves 40 yards.

As you can see, Character D still moves 40 yards at his Initiative of 2. This alternative method is best used with miniatures or figures to help you keep track of the distance each character can move.

Q: How many non-actions can you take in a round and when do you perform them?

A: Strictly speaking, there is no limit to the number of 'non-actions' a character can perform in a single round, but the gamemaster should use common sense to determine what is and is not possible. As for when these actions occur, unless a specific talent description states otherwise, all of a character's actions take place at his or her Initiative.

Q: If using a talent such as Maneuver, does your new Physical Defense last until the beginning of your next round or until your initiative in the next round?

A: A character's 'new' Physical Defense rating based on the Maneuver talent lasts until the end of the round in which the Maneuver test was made. At the start of the next round, the character's Physical Defense reverts to normal.

Q: Can a wizard cut the duration of his own spells? For example can a Nethermancer call off his Pain spell at will or does he have no control over the spell once it is free of his pattern?

A: Yes, a magician can cut the duration of his own spells at any time after casting. Doing so usually requires no type of test, but in certain situations, the gamemaster might require the magician to make a Spellcasting test against the Dispel Difficulty of the spell in order to cut its duration.

Q: In *Earthdown Journal Volume 2* I thought the mystic warrior was very good. but it didn't give the character any abilities like the troubadour's Kiss or the thieves Shadow Cloak. Are there any that can be given to this rather neat discipline?

A: The new disciplines in the *Earthdown Journal* are created by individual authors, not by me or FASA Corporation. In this case, the author chose not to give the Discipline any of these special abilities.

Q: In *Shattered Pattern* the gamemaster section referred to one of the cast of character as being a certain type of elf which allows hin to use talents from both disciplines. Does this mean that if you change discipline that you cannot use talents from previous disciplines?

A: First off, with the exception of Sa'mistisha elves (strict followers), adepts don't change Disciplines, they simply learn new Disciplines in addition to their original one.

Now, in regards to elves, many elves follow a spiritual path called the Journey and Wheel. These elves believe that must follow five different paths through their lives. Dae'mistisha (loose followers) simply change their view of the world to best fit with their current path. Sa'mistisha elves learn new Disciplines when they enter onto each new path. When these elves learn their new Disciplines, they abandon the talents and abilities of their former Discipline(s). The character you refer to is Tyrlaan, a Dae'mistisha, or loose follower.

See *Denizens of Earthdawn Volume I*, pages 117- 118 for more information.

Q: Another related question is that if a character has chosen to start as a thief and has reached sixth circle then changes to a swordmaster and attains fifth circle does this allow him to use a karma dice on any dexterity role? Also say his new class allowed him plus 1 to social defense does this enable him to get bonuses from both disciplines of that type? ie increases to spell, social, and physical defense?

A: Again, first off, keep in mind that adepts in Earthdawn don't change Disciplines, they learn new Disciplines. As for your first question, yes a 6th Circle thief/5th Circle swordmaster could use Karma on any action using Dexterity only (see *Earthdawn rulebook* p. 65). As to your second question, no. Characters who follow multiple Disciplines may not combine the effects of characteristic bonuses of those Disciplines. If a character would normally gain a characteristic bonus from more than one Discipline, the character gains only the better of the bonuses, not both.

Q: At the back of the journal was a section about spellcasters and it said that human using their versatility talent could purchase thread weaving and thus spells from other disciplines. How could they then learn spells of a higher circle if versatility gained talents do not count towards those necessary to change disciplines?

A: Keep in mind that the material in the *Earthdawn Journal* is written and submitted by fans and players of the game. I review and approve each submission for accuracy and to ensure it fits the spirit of the game. With that said, I should also point out that this material should not be considered official. By that I mean that the rules, disciplines, cities, etc. presented here are not necessarily a part of the world of Earthdawn as published by FASA Corporation. With that out of the way, let me try to answer the question.

It is true that talents learned through Versatility do not count towards Discipline advancement, but Discipline advancement and learning spells are two completely different things. Any magician, or any race can learn any spell, provided he is either taught the spell or finds it in a grimoire, simply by making a Read and Write Magic talent test against the Learn Difficulty of the spell. Thus a 1st Circle Wizard could learn Onion Blood (a 10th Circle spell) if he makes a successful Read and Write Magic test against a Difficulty Number of 20. The important thing to remember about learning new

spells is that the magician must have access to the spell in order to learn it, either by being taught or by finding the spell in a grimoire.

Q: If a 5th circle nethermancer changes to become a wizard what happens at 3rd circle as the wizard gains another spell matrix when the nethermancer does not? Does he thus gain another spell matrix?

A: Okay, one more time, adepts don't change Disciplines in Earthdawn, they learn additional Disciplines. As for what happens in the situation described above, well it's really up to the gamemaster. When a character learns two (or more) spellcasting Disciplines, the gamemaster should work things one of two ways.

First, the character can learn all the talents, including Spell Matrices, from the new Discipline. In this case, the answer to the question would be yes. BUT, if the gamemaster chooses this option, the Spell Matrices learned as part of the second Discipline (such as Nethermancer in the above question) can only be used for Nethermancer spells, NOT wizard spells.

Using the second option, the character can not learn additional Spell Matrix talents from his second (or third) spellcasting Discipline, but can use his matrices for spells from any of his Disciplines. In this case, the answer would be no, but the character could use the Spell Matrices learned from the Wizard Discipline to store and cast Nethermancer spells.

Q: Where can you get hold of stats for elemental creatures, as the elemental can summon them yet there are no stats for them as of yet. If he can summon other types of creature like this could you suggest what types, like could he summon gargoyles as they are described as being made of elemental earth?

A: Aside from an Earth Elemental in *Mists of Betrayal* and a Wood Elemental in *Creatures of Barsaive*, we have not published the statistics or information regarding any of the other elementals or elemental spirits. These creatures will be discussed in the upcoming Earthdawn magic sourcebook. As for other types of creatures that could be summoned using the Summon talent, this too will be covered in the magic sourcebook. In any event, an elementalist could not summon a gargolye using this talent.

CHILDREN OF JASPREE

BY ANDREW RAGLAND

THE JIDWAR

There are times that I am very glad I became a librarian. While the work is oftentimes tedious, the subjects of my study lie quietly and wait for their pages to be turned.

-- Kylara B'Tenn, Master Clerk, Fauna Room, Hall of Records

While researching the creatures of the swamps, I made an error in where I trod. I am told that I will walk again very soon, but that my balance will be off until I learn to compensate for the missing toe. In the mean time, while I am unable to resume my travels, I can catch up with documenting my discoveries, including the one that cost me part of my left foot.

Not all of the creatures changed by the Horrors are of the large variety, immediately recognizable as a threat. In at least one case, a previously innocuous insect was corrupted, becoming just as great a danger as the larger constructs in its own way. The jidwar is a small beetle, approximately the length of my smallest finger, with a dark brown shell. Instead of legs, the jidwar is equipped with flippers like an aquatic turtle, giving it great mobility in water and a passable rate of progress across mud or marshy ground. Its mandibles are large, extending nearly a third of its body length, and razor sharp.

Making its home in the swamps and marshes of southern Barsaive, the jidwar feeds on anything that happens its way. If there were only one in a given pool, perhaps its voracious eating habits would not be such a problem, but jidwars occur in swarms of thirty to over a hundred, or so I am told. I did not have the opportunity to count the ones in the swarm that I ran afoul of, being more concerned with removing myself from their habitat. They attack by swarming, reacting instantly to any disturbance in the water. I am told that a horse putting a foot down wrong and getting its hoof mired in the bottom muck can have its leg stripped to bone before the rider can dismount and free the animal.

Fortunately, while the jidwar is prolific, it has great difficulty traversing land and, despite its aquatic nature, remains an air breather. The combination of the two restricts the insect to connecting bodies of water, and renders it vulnerable to oil poured carefully across its habitat. It is not necessary to set the oil aflame, only to wait for a short while, as the oil prevents the insects from breathing. They drown quickly, and the area may then be crossed in relative safety. As well, if no food wanders into the jidwars' pool for a time, they turn on each other, thus keeping their numbers down. The simple expedient of tossing a small bit of wood into suspicious waters will reveal the insects, as they mistake the wood for something edible, and will churn the water to foam around the twig for a few seconds before realizing that it is

not food.

I think that I shall carry an ample supply of small twigs when I am once again able to travel.

Game Mechanics:

DEX: 8 STR: 2 TOU: 2
PER: 2 WIL: 6 CHA: 2

Initiative: 10 Physical Defense: 10
Number of Attacks: 1 Spell Defense: 4
Attack Step: 11 Social Defense: 3
Damage Step: 6 Physical Armor: 0
Number of Spells: 0 Mystic Armor: 2
Spellcasting: none Knockdown: 5
Effect: none Recovery Tests: 1

Death Rating: 20 Combat Move: 29
Wound Threshold: 4 Full Move: 57
Unconscious: 11

Legend Points: 5 per insect, with a minimum swarm of 30
Equipment: none

Loot: none, although there may be random items at the bottom of their pools from previous victims

Adventure Hook

The group is hired to retrieve the cargo of an airship that went down in the swamps. The crash of the ship stirred up the local life forms, especially the jidwars. The abrupt arrival of so much food (in the form of the crew, all killed in the crash) has resulted in a population explosion, and swarms of jidwars have taken up residence in the waters surrounding the wreck. The merchant has put a deadline on the cargo retrieval, as his market will not wait forever. The airship is wooden, thus flammable, so the usual quick method of dealing with jidwars (burning oil) will not have desirable results. Waiting for the jidwars to turn on each other is also not an option, as that will take much too long.

THE PENCARRIG

I began my journeys, what would become my life's-work, in an attempt to understand the effects of the Scourge. I felt that by cataloguing the flora and fauna of current-day Barsaive, and comparing what I found with pre-Scourge records, that a greater understanding of the damage done to our world would emerge. Armed with this knowledge, I and my fellow Questors of Jaspree, along with like-minded individuals, could make greater progress in repairing the damage done by the Horrors.

Thus far, most of my work has dealt with animals and plants that are simply new species that have appeared during or

since the Scourge, or species that we knew of before the Scourge but had never properly catalogued. This record, however, assesses a bird that has been changed quite radically by the passing of the Horrors. Its origins are quite obvious, but its current form is corrupt. I admit that while its habits are disturbing, I cannot bring myself to hate the poor things as its neighbors do. Instead, an overwhelming pity takes hold of me on encountering the pencarrig, and a resolve to use the knowledge gained from their study to reverse the taint that has infected the land.



Before the Scourge, the marshes on the northwest fringe of the Mist Swamps were inhabited by a variety of water birds, including the pencarrig. Its long legs and widely-splayed feet gave it excellent mobility in the uncertain ground, while its binocular eyesight and long, sharply pointed bill made it an effective predator. Its primary diet consisted of frogs, fish and the occasional lizard. It had the notable habit of spearing its victims with its bill, then tossing its prey into the air and catching the falling meal in its open beak.

The bird and the marsh are still present, but neither is the same. The Mist Swamps are inhabited by fell creatures warped by the passing of the Scourge, the very ground rendered unhealthy. The pencarrig likewise has been tainted by the Horrors, quite possibly deliberately. While the bird's anatomy remains more or less the same, its plumage, formerly a brilliant white tinged with blue at the edges of wings and tail, is now a dusky grey, the highlights turned the reddish-brown of dried blood.

Its feeding habits likewise have changed. While the pencarrig still hunts amphibians and fish, and still maintains the odd habit of tossing its meals into the air, it hunts larger game now. When Name-Givers are passing nearby, the bird hides itself in the dense marsh grass and makes a sound like

an anguished moan. This sound plucks at the heartstrings of anyone with even a thought for their fellow Name-Givers, urging them to find the injured person and assist them. The bird uses the moaning to lure people into marshy ground, where they become trapped. The pencarrig then feeds on the body after the Name-Giver dies. Occasionally, the bird will attack trapped animals and smaller Name-Givers, striking for the eyes and throat, doing horrific damage with a beak capable of stabbing through a frog in one stroke.

Only those of strong will, or carrying magical protections, can resist the moaning cry of the pencarrig. I have heard tales as well of the birds cooperating, working together to lure in groups of people to a watery grave. Fortunately, the bird does not migrate, and so is not found outside the southern swamps. We know what the pencarrig was like before the Scourge. With close, careful study of this bird, guarded by strong magicks, I hope to gain an understanding of the changes the Horrors have wrought.

Game Mechanics:

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

Initiative: 8	Physical Defense: 8
Number of Attacks: 1	Spell Defense: 9
Attack Step: 8	Social Defense: 5
Damage Step: 9	Physical Armor: 0
Number of Spells: 1	Mystic Armor: 4
Spellcasting: 15	Knockdown: 8
Effect: 18	Recovery Tests: 2

Failing a WILL save against the Effect result, Name-Givers must follow the sound. The bird will lead anyone following it into the swamps hoping to get them mired. Characters following the bird may make a WILL test against the Effect result each round to break off pursuit. (The pencarrig does not get a new Effect result unless it makes a new Spellcasting attack.) They may also make a PER test each round to avoid getting mired, modified downward by the difference between their WILL roll and the Effect result. Thus, if the bird gets a 24 Effect result, and the player rolls a 15 for his WILL save, his PER test is at -9 for that round. If the PER test is failed, the character steps in the wrong place and becomes mired. Characters mired in the swamp are Harried, and may not use any Talent or maneuver that requires movement of the legs, such as Air Dance or Giving Ground. The pencarrig may attack at that point, striking first to blind, then to kill. Escaping the mire requires a STR test against a 14, adjusted downward by armor modifiers.

Death Rating: 32	Combat Move: 19 ground, 38 air
Wound Threshold: 8	Full Move: 38 ground, 75 air
Unconscious: 24	

Legend Points: 270
 Equipment: none
 Loot: none
 Notes: The tailfeathers of the pencarrig are treasure (1d6 * 10 SP) worth Legend Points.

Adventure Hook

Evidence is brought to light that a Major Pattern item for a Horror was lost in the Mist Swamps shortly after the Scourge. The Horror in question is still at large. The route to the last known location of the item leads past a nesting ground of pencarrig. Getting past the birds will be difficult, especially if the group has not heard of the birds. The moaning cries could easily be mistaken for cries for help from a previous expedition that the adventurers were told of, an expedition that never returned.

TABRI

This is the first in a series of dispatches from the southwestern plains, written by Evanten Farseeker. For those who have not seen his previous work, Evanten is not your usual questor of Jaspree. Most of his kind have gone dashing off into the Wastes and the Badlands to try and heal the damage there. Evanten is taking a more organized, more methodical approach. He believes that in order to heal the land, we must understand the effects of the Scourge. He has thus devoted his life to cataloging the flora and fauna of current-day Barsaive, and comparing his work to pre-Scourge records. In this fashion, he expects to gain insight into the effects of the Scourge on Barsaivian life and possibly to discover the key to healing the land of its wounds. His work is the first attempt to produce a comprehensive guide to life in Barsaive since the days before the Scourge.

-- Merrox, Master of the Hall of Records

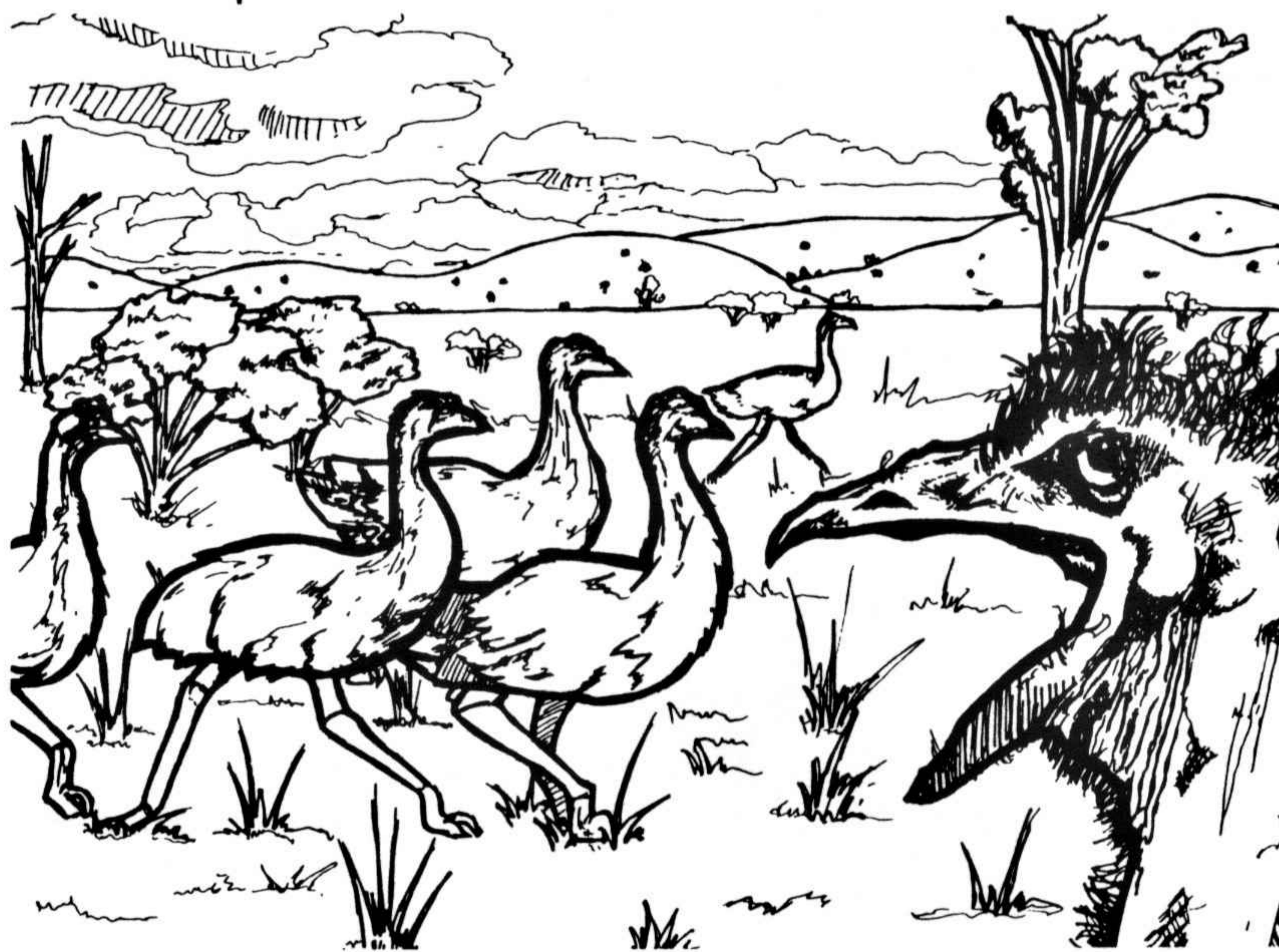
When Name-Givers are told of herds wandering the southwestern plains, they tend to think of large grazing mammals, with shaggy fur and wide horns. Unless they have actually been there, they do not think of birds.

The tabri are large flightless birds that travel in flocks or herds, much like the grazing mammals that are also found on the plains. Long of leg and neck, their skin is a medium grey, while their plumage is a medium brown. Males have a fan-shaped tail whose feathers are tipped with white, that they display during courtship behavior. The tabri move in small groups led by a dominant male, easily spotted as the largest bird in the flock.

The tabri are polygamous. The males fight viciously during mating season to gain control of coveys of females. New coveys are formed each season, the coveys breaking up after the females are fertilized. Within a herd, several coveys can coexist, although not peacefully during the rut, as the males will contest with each other to gain control of their rival's females. Equipped with talons on the middle toe of each foot the size and sharpness of a dagger, courtship fights frequently draw blood and sometimes kill.

These same talons can do serious damage to Name-Givers and their mounts if battle is joined. Fortunately, like most herding animals on the plains, flight is the primary mode of

defense. Tabri only attack if flight is not an option, as when defending a nest or their young. While their eggs are edible,



and reportedly something of a delicacy, obtaining them is a very risky proposition. If an aggressive response is seen, serious consideration should be given to backing away, unless the Name-Giver in question is willing to tangle with an animal that kicks with the strength of a horse, is armed with the equivalent of a pair of daggers, and moves quickly and with surprising agility. The nomadic peoples of the plains hunt tabri with spears and bows, only when found in large groups and never during the mating season.

Game Mechanics:

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

Initiative: 10 Physical Defense: 10
Number of Attacks: 2 Spell Defense: 7
Attack Step: 8 Social Defense: 4
Damage Step: 7 beak/11 talon Physical Armor: 2
Number of Spells: none Mystic Armor: 0
Spellcasting: none Knockdown: 11
Effect: none Recovery Tests: 3

Death Rating: 40 Combat Move: 55
Wound Threshold: 11 Full Move: 110
Unconscious: 32

Legend Points: 90
Equipment: none
Loot: none

Adventure Hook

A merchant in Anghali has found a market for tabri eggs. She has provided the group with several cold chests, large boxes with elemental air woven into them that keep their interiors cold but above freezing, and wants them returned full of eggs. Raiding the nests wholesale will put the group

at odds with the Dinganni and other plains nomads, who count on there being a large hatching each year. Taking the eggs will greatly reduce the size of next year's flocks, something the group did not consider or thought irrelevant when they accepted the contract.

THE TURFCUTTER BEETLE

Not all threats are immediately visible. Even out on the southwestern plains, where there is very little cover other than the long grass and the occasional gentle rise of the land, danger can lie hidden. Such is the turfcutter beetle, a hazard that rarely fails to take its victims by surprise.

Surely a Horror construct, as insects do not normally reach such a size, the adult turfcutter grows to a length equal to that of a large dog. Such a large creature requires a good deal of sustenance. The turfcutter has a means of hunting that is not normally seen in anything this large, yet more evidence of interference by a Horror.

The beetle uses its long, curved mandibles to slice a disc out of the sod, cutting through the thick mat of prairie grass roots. It then hollows out a cavity in the soil large enough for it to crouch in, and pulls the sod over itself, creating a trapdoor. When anything large enough to make a mouthful wanders by, the beetle pops up from its hiding place and seizes its prey, usually slicing it into multiple pieces with the first stroke of its scythe-like mandibles. The beetle does not hesitate in attacking very large animals. I have seen a turfcutter lunge from its hollow and neatly remove the leg from a tabri, then slice off the bird's long neck as it fell. Strong bone will stop the beetle's jaws, but a horse attacked will normally be hamstrung, so the fact that the leg is not severed is moot.

Fortunately, the beetle only spawns once a year, in the middle of the rainy season, and only after a series of courtship battles in which the males compete savagely for the few available females. Its grubs, the size of rats and dark brown with lighter brown banding, make a feast for the birds, further reducing the number of young. The odds of encountering a turfcutter beetle are thus very slender -- yet still enough that since I learned of their existence, travel across the plains has become a nervous business.

Game Mechanics:

DEX: 9	STR: 10	TOU: 10
PER: 5	WIL: 5	CHA: 3
Initiative: 11	Physical Defense: 12	
Number of Attacks: 1	Spell Defense: 7	
Attack Step: 18	Social Defense: 4	
Damage Step: 17	Physical Armor: 8	
Number of Spells: none	Mystic Armor: 4	
Spellcasting: none	Knockdown: 18	
Effect: none	Recovery Tests: 5	
Death Rating: 52	Combat Move: 60	
Wound Threshold: 15	Full Move: 120	
Unconscious: 45		

Legend Points: 640

Equipment: none

Loot: none

Adventure Hook

A Horror has been encouraging the breeding of turfcutter beetles, causing severe trouble for the plains nomads. The adventurers are contacted and offered a generous reward, including tribal friendship, if they can eliminate the Horror and reduce the beetles to their normal population. Getting to the Horror will be half the fun, as the beetle population density increases near the Horror's lair. The entrance cavern has been transformed into a beetle hatchery, and is swarming with grubs and adult beetles.

THE VOFOQ

Not all of the unusual animals of Barsaive are found out in the wilds. Some have adapted quite well to life among the Name-Giver population, moving into the towns and cities and finding their niche in the urban setting. People well familiar with pests like the rat and the spoogra may be happy to know that when such animals are present, sooner or later a predator will appear. In the southwestern regions of the province, Name-Givers have come to know the vofog as a sometimes uncomfortable but nonetheless useful neighbor.

A small mammal with a lean build, the vofog has a pointed muzzle with long whiskers. Its eyes are set wide and well forward in its skull, under large, rounded ears. Its forepaws are small and dexterous, the rear paws being larger and longer at the end of strongly muscled legs. Its plushly furred tail is usually carried erect, but is held straight out when the animal is stalking its prey. The vofog's fur is light grey with dark grey banding across the shoulders and haunches, dark rings down the tail and a black mask across its face, dark fur surrounding its eyes and extending up its ears.

During the day, the vofog sleeps, its preferred home being a burrow under the foundation of a building, or a nest in straw or other loose vegetation. At twilight, it comes out to hunt, its principle diet being small rodents and the occasional lizard or large insect. Dwellers in the cities of the southwest have grown accustomed to seeing the vofog prowling about in the shadows, stalking and pouncing, and welcome its presence for its abilities at pest control -- despite its one odious habit.

The vofog secretes a foul, sticky liquid from glands under its tail, which it can squirt with terrific accuracy when irritated or marking its territory. The odor of vofog musk is unmistakable and detectable from a good distance, making it easy to know when you are in the claimed hunting territory of one of the animals. The musk does not wash off with even the strongest of lye soaps, the oily liquid sinking quickly into skin, leather or cloth, and the smell takes days to dissipate. I have yet to meet anyone who is not offended by the odor. If you find a vofog underfoot, don't kick it out of the way. Even if it refrains from using its musk, its bite can be quite painful.

Given a choice between an infestation of rats and spoogras,

or the scent of vofoq musk in the background, I'd have to take the lesser of the two evils and learn to live with the vofoq. A great many people have.

Game Mechanics:

DEX: 6 STR: 2 TOU: 3
 PER: 6 WIL: 6 CHA: 5

Initiative: 9 Physical Defense: 10
 Number of Attacks: 1 Spell Defense: 8
 Attack Step: 9 Social Defense: 7
 Damage Step: 6 Physical Armor: 0
 Number of Spells: 1 Mystic Armor: 0
 Spellcasting: 14 Knockdown: 7
 Effect: see below Recovery Tests: 1

Bad smell, causes revulsion (WILL vs. 16 to avoid nausea immediately after). Target makes a DEX save against a 20. The difference is the number of days it takes the smell to fade. Thus, if the target rolls a 12, the smell will take 8 days to fade. The target number for the WILL save drops by 2 each day.

Death Rating: 24 Combat Move: 38
 Wound Threshold: 5 Full Move: 75
 Unconscious: 15

Legend Points: 155
 Equipment: none
 Loot: none

Adventure Hook

The group is on its way to deliver a shipment of fabric for a merchant when a vofoq makes its nest in the cargo. Removing the animal before it shreds the fabric too badly, without resulting in the vofoq fouling the cargo or the adventurers, will be quite a challenge. For an additional complication, the vofoq in question is female, pregnant and about to have kits.

JACOTI

Far too often, danger is only associated with predators. Grazing animals are regarded as potential food sources, not potential perils. In the Servos Jungle, this is a serious, possibly a fatal, error.

With the abundance of foliage, a large variety of herbivores make their home in the jungle. To survive in such a harsh environment, many strategies are adopted, from protective coloration to foul odors to fleetness of foot. The jacoti survives and flourishes in much the same manner as a crystal raider: by being the largest and meanest creature in its environment.

Standing seven feet tall at the shoulder and weighing over two thousand pounds, an adult jacoti is a force to be wary of. Its deep green hide is rough in texture, and thickens into

armor-like plates over most of its vulnerable areas. The neck is protected by a bony plate that sweeps up and back from the head. At the end of its massive, reptilian-like tail is a large bony knob that strikes with all the impact of a mace. Projecting from the top of its snout and from over each eye are horns, not compressed hair like the horn of a rhinoceros, but true horns, with needle-sharp points.

The jacoti's teeth consist primarily of molars, for grinding its leafy diet, and shovel-shaped incisors which are best suited to separating plants from their roots. While not suited to the tearing of flesh like the teeth of carnivores, the jacoti can still deliver a fearsome bite to anyone who approaches too closely.

Jacoti enter their mating season approximately every six months. During this time, the females are anxious to produce offspring, but will not accept any male that she has not seen prove himself in combat. Thus, for two weeks out of every sixth month, every male jacoti of breeding age is spoiling for a fight, preferably in front of a female. Travellers would do well to learn to tell the gender of a jacoti from a distance, and to avoid the vicinity of the females no matter how arduous the alternate route.

In combat, the jacoti attacks by charging with head lowered, aiming its horns at the widest part of its target. Once it has closed, it will rake with its horns and use its tail club to tear and pound its enemy into submission. Jacoti are fierce and stubborn, and will not give up a fight unless mortally wounded. Even then, they do not flee abjectly, but make a fighting withdrawal, continuing to threaten their foe until no longer in range.

Females will normally bear a single young. Twin births are highly uncommon, and multiple births have never been observed. Birth weight averages two hundred pounds. The young are able to defend themselves within a day or so of birth; the mother will stay with her young until they achieve half their adult growth, usually a period of ten to twelve months. Females do not enter the mating cycle again for two years after giving birth.



Jacoti bulls are territorial. They stake out an area usually a half day's walk in all directions, and do not tolerate other bulls in their domain. They tend to react to thundra beasts as they would to other jacoti, dominating the females with ritual aggressive behavior and attacking the males. The only time bulls are normally found within each other's territory is during the mating season. Young bulls must carve out their own territory in a series of fights, or wander far afield from their birth area to find unclaimed land. Older bulls have been known to attack anything approaching their size, becoming more defensive of their domain as they age.

One out of every hundred jacoti is born an albino. These white jacoti are smaller and less powerful physically, but are blessed by Jaspree with powerful magics to make up for their size and coloration. Albino jacoti have been observed causing minor earth tremors by pawing the ground and enshrouding themselves with mist and fog to render combat a chancy business. As well, the horns over the eyes store magical energies. If an albino strikes with both of these horns, the energies are discharged into the target, causing grievous wounds. Magickers prize these horns and pay a high price for them. So, too, do the hunters, often paying the final price once they locate an albino jacoti and try to relieve it of its horns.

While there may be predators in the Servos Jungle, both four and two-footed, that represent a grave danger to travellers, the charge of the jacoti remains the most fearsome onslaught likely to be faced in this part of Barsaive.

Game Mechanics:

Standard Jacoti

DEX: 7	STR: 14	TOU: 15
PER: 5	WIL: 8	CHA: 3
Initiative: 7		
Number of Attacks: 2 (1)		Physical Defense: 12
Attack Step: 12		Spell Defense: 7
Damage Step: 16 (bite),		Social Defense: 10
19 (tail), 20 (charge)		Physical Armor: 12
Number of Spells: 0		Mystic Armor: 1
Spellcasting: 0		Knockdown: 18
Effect: 0		Recovery Tests: 8
Death Rating: 80		Combat Move: 65
Wound Threshold: 20		Full Move: 130
Unconscious: 70		

Legend Points: 240

Equipment: -

Loot: -

Game Mechanics:

Albino

DEX: 8	STR: 12	TOU: 13
PER: 7	WIL: 10	CHA: 5
Initiative: 9		
Number of Attacks: 2 (1)		Physical Defense: 10
		Spell Defense: 10

Attack Step: 14	Social Defense: 8
Damage Step: 14/17/18	Physical Armor: 10
Number of Spells: 2	Mystic Armor: 8
Spellcasting: 12	Knockdown: 15
Effect:	Recovery Tests: 7
Zap (damage step 12)	
Earthshake as Elementalist (uneven ground for 5 rounds)	
Fog Cloud (Willpower for Effect, vs Spell Defense, reduces attack by Effect steps)	

Death Rating: 70	Combat Move: 75
Wound Threshold: 17	Full Move: 150
Unconscious: 62	

Legend Points: 360

Equipment: -

Loot: horns, worth d100 * 10 sp each, treasure worth legend points

THE NTELOK

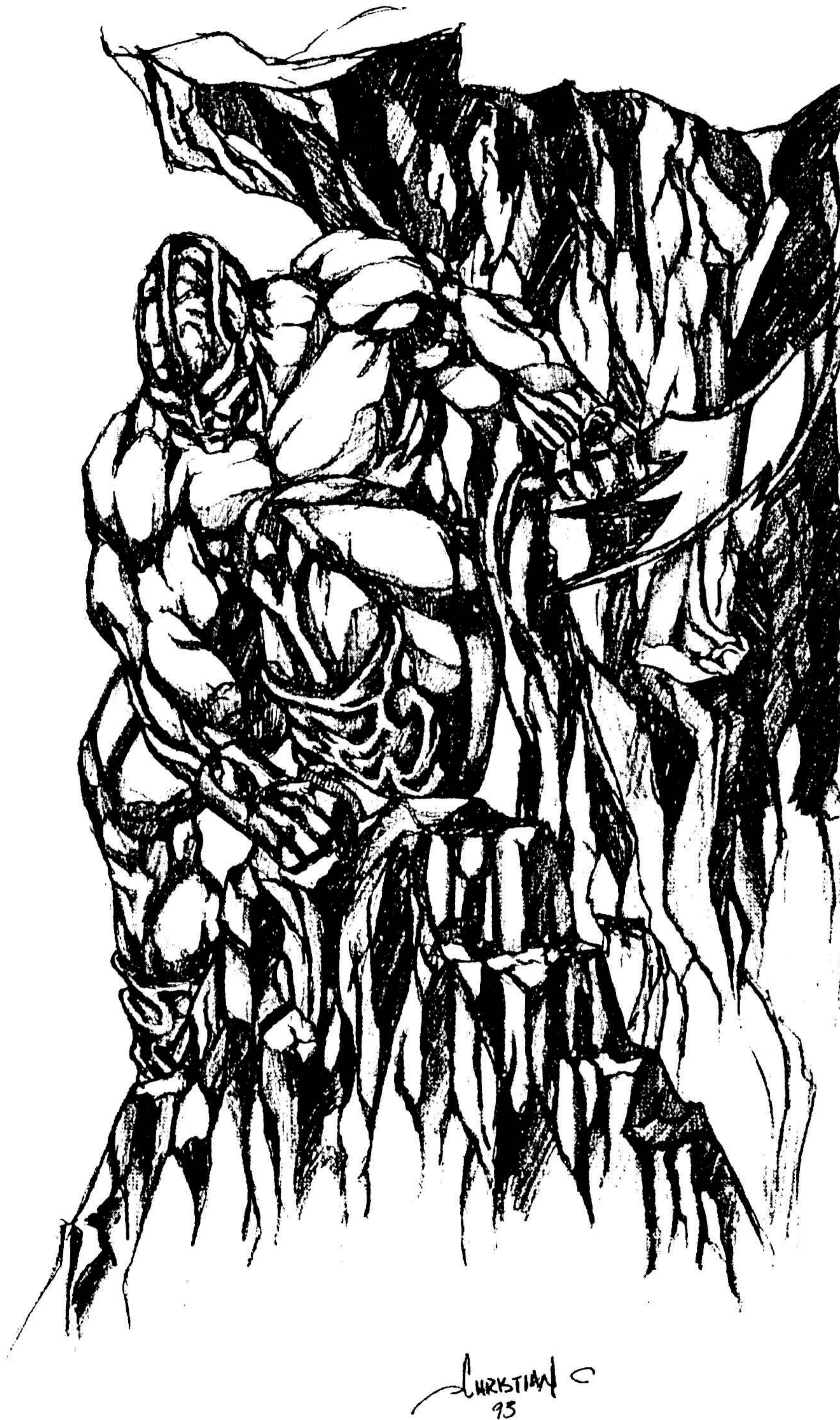
With all of the hazards to travel -- bandits, disease, Therans, predators like these -- there are times when I am quite happy that I chose a career in the Hall of Records.

-- Kylara B'Tenn, Master Clerk, Fauna Room

Stalking the grasslands of the southwestern plains, the slopes of the Twilight Peaks and the Delaris Mountains, and the lands between the mountains and Vivane, the ntelok is a splendid mix of cunning, stealth, grace and ruthless savagery, truly a predator among predators. Differing from the common wolf by the mane or ruff of black fur about the back of its head and extending in a stripe or ridge halfway down its back, the ntelok is built with longer legs, making for greater speed, longer leaps and the unique ability to stand erect on its hind limbs for long periods of time.

Its ears are larger than the common wolf, rounded at the top instead of pointed or tufted, and highly mobile. This gives the ntelok hearing far superior to most predators, and certainly superior to any Name-Giver. Its eyes are likewise large, and highly reflective. At night, with its enhanced senses, the ntelok rules the plains. During the day, it lairs in deep grass, under bushes or in caves or large burrows when the former occupant is either gone or can be evicted. When encountered in daylight, the ntelok's sensitive eyes prove a disadvantage, leaving it more vulnerable to attack.

In the night, however, even Name-Givers in large groups can fall prey to this clever hunter. The ntelok hunts in packs, most of which fan out through the area in a rough arc. One wolf stands erect at the center of the arc, using its augmented height to spot movements in the grass that might mean the presence of game. The others then close in on the quarry, under magically-enhanced silence so as not to betray themselves with a rustle of grass. From a distance, in the dark, the spotter could easily be mistaken for a Name-Giver, perhaps a Human or an Elf. Hails, of course, will not be returned, and by the time the true situation is realized, the pack may very well be upon you.



A wizard of my acquaintance related a story to me of how he and a group of explorers were travelling through the ntelok's territory, and came upon a pack. He instinctively tossed a flame flash at the first sign of danger, and even nteloks that were not struck by the fire turned and ran, yelping and shaking their heads. As mentioned before, the ntelok has excellent night vision, but is vulnerable to bright light - and the sudden flare of the flames was sufficient to dazzle, perhaps even hurt. I have also heard of travellers using dark lanterns or light quartz kept in velvet bags for the same purpose, to produce a sudden bright light in order to drive off such nocturnal predators.

Game Mechanics:

DEX: 8 STR: 6
 TOU: 6 PER: 6
 WIL: 5 CHA: 4

Initiative: 10 Physical Defense: 10
 No of Attacks: 1 Spell Defense: 9
 Attack Step: 8 Social Defense: 5
 Damage Step: 12 Physical Armor: 4
 No of Spells: 1 Mystic Armor: 4
 Spellcasting: 12 Knockdown: 12
 Effect: 14 Recovery Tests: 2
 (Silence, must roll over Effect
 result on a PER save to notice ntelok)

Death Rating: 36 Combat Move: 60
 Wound Thres: 10 Full Move: 120
 Unconscious: 28

Legend Points: 130
 Equipment: None
 Loot: Pelt worth 6d20 sp if skinned properly

Notes: The ntelok gets an extra 2 steps on all PER tests at night, but is at -3 steps in daylight. When faced with a sudden bright light, the ntelok must make a WIL save against a 12 or flee. When trying to determine whether or not a spotter is a Name-Giver, a PER test is required against a 12.

Adventure Hook:

A farming village hires the adventurers, claiming that a gang of bandits are poaching their sheep. They've seen the bandit leader standing out at the edge of the forest, directing his forces. What the village is actually dealing with is a pack of nteloks, a few more in number than the adventurers. Due to it being the dry season, there are no footprints to give away the true situation. As well, there's a small group of travelling entertainers camped just a short way from the village, through the forest. They could

easily be mistaken for the supposed bandits, as there are some unclear tracks that lead roughly to their camp from the edge of the woods.

FROM UPANDAL'S FORGE

BY PARIS E. CRENSHAW

Tranko Vigrass: "Thystonius' Wings"

Maximum Threads: 2

Spell Defense: 13

Tranko Vigrass is a flight dagger crafted of very fine steel with a hilt of a strong and very rare golden steel alloy. The dagger's hilt is carved into the shape of a stylized bird of prey--perhaps an eagle--wings folded back over its body, blade emerging from the bird's beak. The eagle's claws hold a deep black pearl which makes up the dagger's pommel. The blade itself is perpetually sharp and shiny, and bears the words "Tranko Vigrass" colored fiery red in old ork runic carving down its length.

RANK 1 COST: 200

KEY KNOWLEDGE: The great ork beastmaster, Umagra, of the ancient kingdom of Cara Fahd, carried this dagger in the days before the Time of Hiding began. She became legendary for her exploits in the region surrounding Death's Sea. Umagra was a fierce follower of Thystonius, and showed her devotion by Naming her dagger after him. The wielder must learn that this blade's Name is Tranko Vigrass.

EFFECT: The blade does +4 Steps damage. As soon as a thread is tied to the blade, it begins to feel warm. From then on the blade will stay slightly warm in all temperature conditions. The blade is highly resistant to fire. The blade has a Spell Defense of 26 against all fire based attacks.

RANK 2 COST: 300

KEY KNOWLEDGE: Umagra traveled with her lover, Ikav Spiritwind, an ork weaponsmith. Together they made many journeys, performing numerous missions for the ork kingdom. At the end of one particularly harrowing adventure, Ikav made the dagger for his beloved. He gathered the strange alloy to make the hilt from a magical fountain of fire near Death's Sea, and purchased the pearl from a merchant on the Aras Sea. The wielder must learn who obtained the gold-steel alloy and crafted the beautiful blade.

EFFECT: The blade may be used to provide the wielder with protection from fire once per day. The effect is the same as that for a resist fire spell (+3 Armor rating against fire and fire-based attacks) for a period of time equal to 6 + the dagger's thread rank in minutes.

RANK 3 COST: 500

EFFECT: The blade's damage increases to +5 Steps.

RANK 4 COST: 800

KEY KNOWLEDGE: During a trip to one of the more permanent formations on the shores of Death's Sea, Umagra found a wounded firebird chick (see *Creatures of Barsaive*, pp. 28-9). She used her abilities to heal the bird and then set it free. During the weeks of convalescence, the bird came to trust Umagra, and she came to care for the bird, which

she Named Soulfire. When the time came that Soulfire could return to the skies, Umagra set him free, thinking never to see him again. The wielder must learn the Name of the firebird which Umagra cared for.

EFFECT: The blade can be thrown to knock an opponent down. If the attack roll achieves a successful hit at a level of Good or better, the target struck must make a knockdown test against a difficulty number equal to 13 + the dagger's thread rank. If the dagger also inflicts a wound, the normal knockdown difficulty number is added to the dagger's magical difficulty (i.e. 13 + the dagger's thread rank + the normal difficulty number). When an opponent is knocked down, he feels a sensation of intense, burning pain, as though the wielder had actually thrown a torch instead of a dagger. The pain is just a side-effect, however, and does no damage.

RANK 5 COST: 1,300

KEY KNOWLEDGE: When Ikav obtained the strange alloy for the hilt, he accidentally angered a fire spirit who lived in the fountain. The spirit demanded materials to replace those which he took, which Ikav did not have. He swore a blood oath to return within a year and a day, but was killed before he could do so by a jealous ork warlord who wanted to have Umagra to himself. Great ork stories are told of the seven days of cruel revenge with which Umagra served the warlord's play for her attention.

DEED: The wielder must go to the firefountain near Death's Sea where Ikav gathered the golden steel and place 1000 gold pieces' worth of gold and an equivalent amount of pure, unworked steel in the fountain, telling the spirit that he is completing the unfinished work of Ikav Spiritwind. The spirit will use its own magical abilities and reveal the dagger's Fire Aura power. The deed is worth 800 Legend Points.

EFFECT: The wielder may utilize the Fire Aura power of the blade. For a cost of 2 points of Strain, the blade will turn a deep black. Once thrown, the blade generates intense heat for one round. As long as the attack test achieves greater than a poor success, the blade comes at least within ten feet of its target. All those within ten feet of the blade, except the wielder, suffer Step 3 damage from the heat of the blade. This heat damage is in addition to any inflicted by a successful attack test.

RANK 6 COST: 2,100

EFFECT: The dagger's damage increases to +6 Steps and the Fire Aura damage doubles to Step 6. In addition, the weapon's useable distance increases to ranges of 2-30/31-80/81-150 yards.

RANK 7 COST: 3,400

KEY KNOWLEDGE: One of Umagra's greatest adventures is still told around ork campfires. The tale of Umagra and Raggedaemon is a favorite among orks in the southern

regions of Barsaive. The legend is the tale of Raggedaemon, a fiery beast of a Horror who had been stalking the villages just south of the Twilight Peaks, moving north out of Death's Sea to wreak havoc on the struggling people there. Umagra heard of this Horror's evil deeds and set out to destroy it. Many years had passed since she had last traveled into Death's Sea, but her knowledge of the wilderness there was great. After weeks of searching, she eventually found Raggedaemon's lair. She stepped to the mouth of a great cave surrounded by fire and challenged the beast to face her. Raggedaemon gladly accepted and they charged toward each other. The battle was bloody and ferocious. Umagra's resistance to fire was enough to help her, but not defend her totally, against the creature's flaming skin and breath. The Beastmaster became weaker and weaker as her wounds bore her down. A particularly vicious strike sent Umagra on her back, and she lay there, ready to die.

The Horror was very near her when she heard a familiar shriek from above. A swift black form barreled into Raggedaemon, sending it rolling across the shifting klenka. Soulfire had returned when it realized Umagra was in danger. The fierce bird, now grown into a strong and powerful adult, raked its claws across the Horror's face, keeping it back long enough for Umagra to recover herself. Then together, the two struck quickly, eventually overcoming the burning Horror. Raggedaemon finally fell, but not before Soulfire took a mortal wound and lay dying in Umagra's arms.

Umagra shed many tears over her fallen friend, and with a blood oath swore that his bravery would never be forgotten. That oath drew the spirit of the firebird into the dagger she held dear and the two merged to create the magical blade it is today. The legends say that only the heat of the Death's Sea will free the spirit of noble Soulfire.

DEED: The wielder must go to the Death's Sea once again. He must find the location of the battle between Umagra and Raggedaemon. There he must throw the dagger into the Sea, calling out a cry for Soulfire's release. The blade will sink beneath the molten waves, and suddenly Soulfire will emerge in full firebird form, its silver sheened feathers reflecting the brilliance of the Death's Sea. The bird will land in front of the wielder and drop the black pearl in its claws into its new master's hands. This deed is worth 2,100 Legend Points.

EFFECT: The wielder has released the spirit of Soulfire, which will trust and willingly serve its master for as long as he possesses the pearl. Any character who both carries the pearl and has a thread tied to the dagger may command Soulfire. Simply having the pearl deprives others of its use; it does not allow control of the bird.

Tranko Vigrass' now has the ability to change from a dagger into the legendary firebird. In order to perform this miraculous feat, the wielder must throw the blade, take 4 points of Strain and make a Willpower test against the dagger's Spell Defense. If successful, the dagger will shapeshift in flight taking Soulfire's form, ready to fight.

Soulfire has all of the abilities of a firebird. At will, he may use his weight to knock opponents down and his color

change ability to hide himself, but his heat attack is very limited. Since firebirds do not actually create the heat for their attacks as fire eagles do, Soulfire must have a large source of intense heat to "recharge" himself.

There are very few sources for this heat when Soulfire is free from the blade, since he would normally require the temperatures of the Death's Sea to re-energize him. A very large bonfire may produce enough heat if Soulfire were to sit in it for about thirty minutes. Only lava flows of some sort will produce the temperatures required for Soulfire to quickly gather enough energy for his heat attack.

However, certain magics may be employed when Tranko Vigrass is still in its dagger form which will supply heat to the firebird. For example, if Flameweapon is cast upon the dagger, the spell will not have its normal effect. Instead, the magical heat will be absorbed by the blade and stored for use when Soulfire emerges. Exposing the blade to elemental fire will also give Soulfire the heat he requires. The GM should feel free to develop similar means by which the dagger may be recharged.

Regardless of how the power is recharged, the stored heat will only remain with Soulfire for ten rounds before it must be renewed. This means that, unless Soulfire is in the Death's Sea area, if he wishes to regain his heat aura in combat he must revert to dagger form and some magic must be used on the blade before he returns to battle. This heat loss is only applicable while Tranko Vigrass is in Soulfire form.

Soulfire will fight for its master in bird form until recalled or destroyed, when it will revert to dagger form in the hands of whoever currently possesses the black pearl, even if this person has no thread attached to the dagger. If Soulfire ever takes his death rating in damage, he is temporarily banished and cannot be called forth from the blade for a year and a day.

GM's NOTES: Tranko Vigrass is a very powerful weapon. Its magic was formed under extremely heroic circumstances, and therefore it is very potent. Before you enter the dagger into an existing campaign, be sure that it does not unbalance things. If you believe it will, you may decide to keep the legend associated with it and change its powers slightly.

Also, the golden steel alloy is a highly magical material, available only at the Firefountain in its molten form. Only weaponsmiths of great power will even know of its existence and even they do not know how to create it. When having the blade examined by normal means, characters will learn only that the alloy appears to be gold, but is too strong to be anything but steel...this should cause enough confusion to worry them.

KAER DOL'GAR

BY DAVID CARALEY

Togareth stirred from his sleep. He extended his senses, searching for what had disturbed his rest. After a few seconds he located the disturbance. There were intruders in his domain. Living people were crossing through the section of the Wastes that Togareth claimed as his own.

Rising, he gathered his magical energy and started to awaken his servants. Soon, the first of the shambling cadaver men entered the chamber.

"There are intruders in our lands. Gather a patrol and investigate. Bring them here to me."

The long dead corpse nodded its agreement and headed out of the ornate throne chamber. Togareth smiled. Soon, he would have company again.

against the centuries long Scourge will never be known. It was Togareth himself who caused the kaer's downfall.

During Togareth's nethermantic studies he opened a small gate to astral space. A malevolent spirit managed to enter through the gate and possess the surprised nethermancer. From that point on, the Horror had his agent inside of Kaer Dol'gar.

The kaer fell in a few short years. Togareth became a Demiwraith, and used his nethermancy and Horror powers to slowly turn his own people into Cadaver Men and Skeletons. He opened his own kaer to the Horrors and was rewarded by having it left in his care, though he still had to answer to Guul'pexiir, a Wormskull who breached several



Plot Synopsis

Kaer Dol'gar was a small settlement led by the nethermancer Togareth. When the Scourge came Togareth gathered his people into the kaer and sealed the door. He then activated the wards and other magical protections and prepared for life underground.

All went well for the first several years. The wards and magical protection were easily strong enough to prevent the kaer from being breached, and soon life settled down into a routine.

Whether the kaer's magical defenses would have held up

of the kaers in this area of the Waste.

The Scourge is now over, and many of the powerful Horrors have been forced to return to the netherspace that spawned them. Togareth still rules Kaer Dol'gar, and he still answers to High Lord Guul'pexiir. Because the Wastes are so deserted there has been little for the few surviving Horrors to feed upon. Because of this, most of the Horrors spend their time sleeping. They sleep until they sense fresh sentient life in their domains.

At the start of this adventure the characters are crossing through the Wastes, following an ancient treasure map to a

crashed drakkar class airship that was known to have been carrying pillaged Elemental Air. They have unwittingly crossed into the domain of the demiwraith nethermancer Togareth. He has awakened, and sends out a patrol of cadaver men to intercept the characters.

The cadaver men are under orders to bring the characters back alive. They will attempt an ambush. If they are successful, they will take the captured characters to Kaer Dol'gar. Once at Dol'gar, the characters will be locked away in the dungeon.

The real adventure begins with the characters figuring out how to escape their cells. Once out, they will have to get re-outfitted. They will then have to make the decision whether to flee back across the Wastes, knowing that Togareth will send out patrols to hunt them down, or to try to find Togareth within Kaer Dol'gar and kill him.

Wasted Days And Wasted Nights

Overview

The characters are crossing the Wastes, following a treasure map of whatever type fits your campaign. One night, when the characters have made camp, they will be ambushed by a group of Cadaver Men. The Cadaver Men will use "stun damage." Half of this damage is temporary, and will be recovered at the end of an hour.

There should be enough Cadaver Men to capture the characters. Some quick or stealthy characters may elude capture, but some of the characters should be captured.

Setting The Stage

It has been three days since you entered the Wastes. Three days of ash grey sky, ash tasting food, and ash covered clothes. Very few signs of life. An occasional scrub tree. A few small animals. Just miles and miles of ash. Ash covered plains, ash covered mountains, ash covered gullies.

You have made camp for the night, and have enjoyed your ash tasting rations. It is a dark night, with the clouds of ash blocking any view of the stars. You have told tales and listened to the stories of the others, and now have bedded down for the night.

Behind The Scenes

-Find out if the characters plan on posting watch. Once it is decided who is asleep and who is on watch, let the characters on watch roll Perception tests with a target of 4. Failure means that the character was surprised. A success means that the characters on watch have been attacked, but can roll initiative and have their full actions. A Good Success means that the character had enough warning to yell out to the sleeping characters, giving them their full Physical Defenses, though no actions. An Excellent Success means that the character had enough warning to awaken his companions and have them ready, with weapon in hand.

Read out loud to the characters: You feel a cold chill run up your spine as you see human shapes come out of the darkness. Their flesh is rotted and decayed, and their clothes are tattered and stained. Each is wearing rotting armor and

swinging a large club.

Cadaver Men (2 per party member)

See ED p288 for stats

The Cadaver Men are under orders to take the characters alive and are attacking using the optional stun rules mentioned earlier. They will pick up any unconscious character and start to carry him off.

Togareth has become aware of the trespassers in his domain and has sent out a patrol to capture them. He needs them alive to supply them to High Lord Guul'pexiir, since the Horrors can only feed upon living victims. He will have them brought to his dungeon and will then contact the High Lord.

Troubleshooting

Very little can go wrong at this point. The characters might succeed in defeating all of the Cadaver Men. If this happens, they can either decide to track the Cadaver Men back to where they came from, or they can continue following the treasure map. If they follow the treasure map, do this to them again on the following night. Sooner or later Togareth will have them captured.

If some of the characters are captured, but not all of them, the free characters can follow the Cadaver Men to Kaer Dol'gar.

Into Captivity

Overview

The captured characters wake up in the dungeon of Kaer Dol'gar. They will have to figure out how to escape. Any uncaptured characters will have to make their way inside to find their companions.

Setting The Stage

Read this to the uncaptured characters, if there are any:

The slow moving Cadaver Men have been walking for a few miles, carrying your companions over their shoulders. They have headed into the cliffs, and up a ravine.

Up ahead you can make out a set of huge, stone double doors. They stand wide open, and the Cadaver Men are making their way inside. Scanning around, you can make out no other entrance or exit in the cliff face. You realize that if the doors shut, you will lose your friends, perhaps forever.

Read this to the characters who have been captured:

Slowly, your eyes begin to focus. The fuzziness sharpens into being small stone room with a straw covered floor. Light is coming from some sort of fire pit on the other side of the iron bars. You realize you are in a cell, surrounded by the bodies of your companions.

Behind The Scenes

The uncaptured characters will have to make Dexterity tests with a target of 3 to get into the kaer without being noticed.

The will then have to make a Perception test, target of 4, to keep track of where the Cadaver Men are heading.

They will get to see the unconscious characters stripped of their possessions, and thrown into the holding cell. The possessions will be carried off to the Captain's Room.

There will be one Cadaver Man left in the cell area to guard the prisoners. Once the prisoners have been locked up, he will ignore them, keeping his attention on the door to the cell area. Because of this, he will be hard to surprise by anyone sneaking into the room, but he can be surprised by someone who quietly escapes from the cell area.

The entire time the characters are in the kaer, there will be two wandering patrols of 4 Cadaver Men each. For every half an hour that passes, roll a D6. If the result is a 6, the patrol comes. Roll for surprise as normal. Once both patrols have been killed, there will be no more random encounters.

Cadaver Men (4)

See ED p288 for stats

1 *The cell floor is covered in old, moldy straw, and the walls look as if they were carved out of solid rock. The iron bars that take up an entire wall are rusty and pitted, but still seem quite secure. The barred door has a built in lock.*

The cell is indeed carved out of solid rock. The only way in or out is through the door, which is locked (the keys are on a peg in area 3, and the lock needs an 8 or better to open).

2 This cell is identical to the one opposite it.

If the captured characters exceed 6, the remaining members will be locked in this cell. It is identical to the first cell.

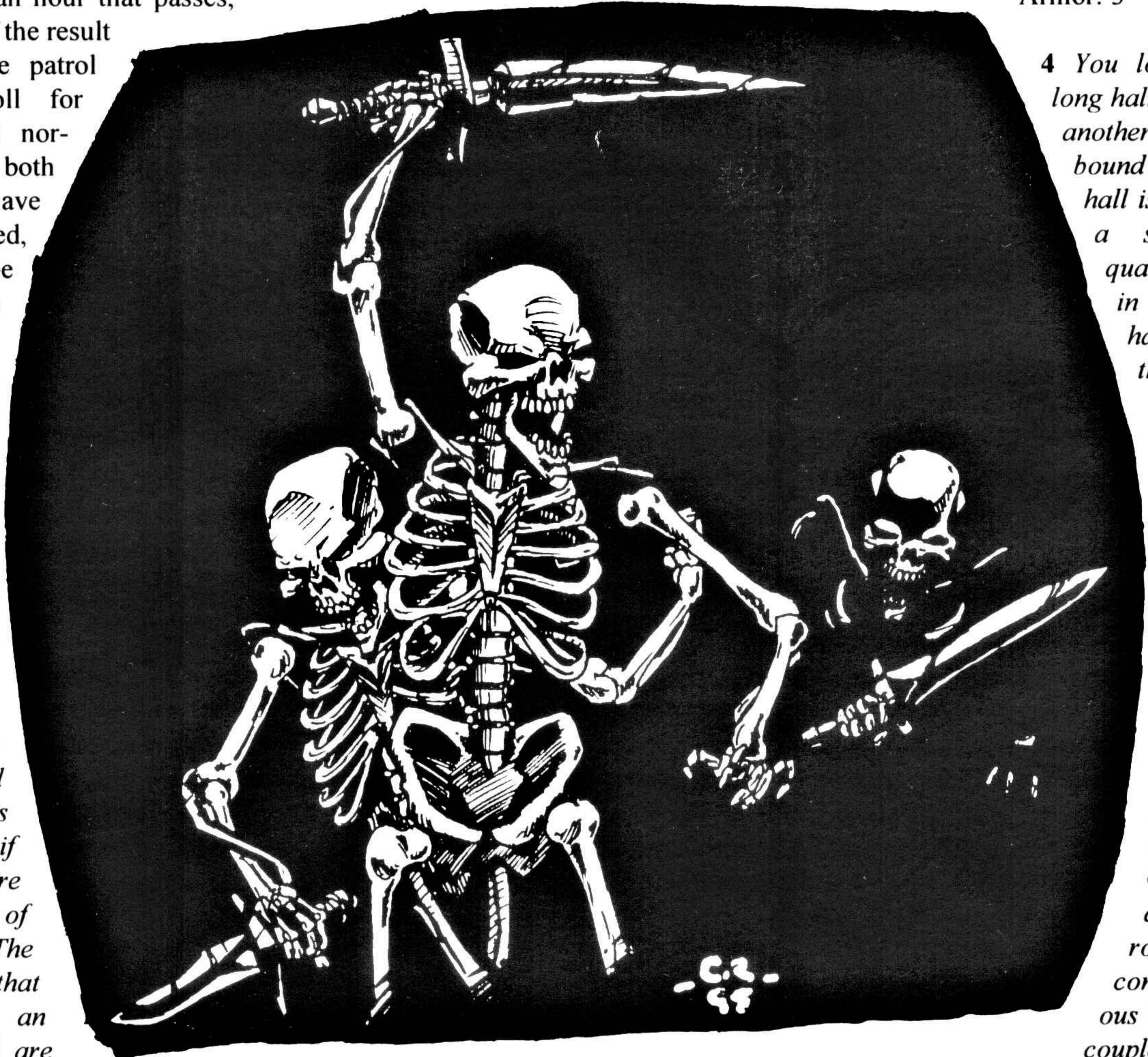
3 *You can make out the form of one of the undead Cadaver Men seated on a bench facing the large iron bound door on*

the far wall. The room is lit by the glow of braziers placed in each corner of the room, and you can see torture tables and devices whose purposes you can only guess at placed throughout the room.

The Cadaver Man is on guard, but he is guarding the way in, not the way out. The door is barred from this side, so anyone trying to open the door from the outside will be noticed immediately, but someone who has quietly escaped from the cells can try to sneak up on him and take him by surprise.

Cadaver Man

see ED p288 for stats except Damage: 11/D10+D8 and Armor: 3



4 *You look down a long hall that ends in another large, iron bound door. The hall is dimly lit by a single light quartz mounted in the wall halfway down the corridor.*

There are no surprises here.

5 *The large door can be pushed open. You can make out voices coming from inside the room.*

Glancing about, the room seems to contain numerous bunks, and a couple of tables

with benches. Seated at the tables are two more of the rotting corpse-like Cadaver Men. Though they are not wearing armor, you can see their swords lying on the table in front of them. They seem to be tossing dice and betting on the outcome.

The two Cadaver Men are shooting dice and complaining about the endless boredom their lives have become. They are not very attentive, and can be surprised by anyone making a Silent Walk or Dex test with a target of 4.

Cadaver Men (2)

see ED p288 for stats except Damage: 11/D10+D8 and Armor: 3

This room is the old barracks room. There are enough cots here for 16 soldiers. At the side of each cot is a small trunk containing rotted tabards, tunics, and other items of clothes. There is little of value in any of the trunks.

6 *This door opens easily. Peering around, you see a small office with a living area near the back. The room looks dark.*

This room used to be the office and quarters of the sergeant of the guards. The sergeant is long dead, and his skeleton now serves Togareth upstairs.

The desk has old, rotted records showing guard shifts. Inside the desk is a simple dagger used as a letter opener. The rear of the room has a cot, a small trunk, a table with four chairs, and a wardrobe.

There is little of value in the room except a Booster Potion in one corner of the trunk, needing a 6 on a Perception test to find.

7 The door to this room is locked.

The door needs an 8 or better to open. The door has a Physical Armor of 8 and a Damage Rating of 25.

This room has an office section, and a living quarters. You are facing the desk as you come in, and the living area is off to your left. Suddenly, movement catches your eye.

A Skeleton has been left to guard this room. He will become active as soon as someone opens the door.

Skeleton

See ED p178 for stats

Once the Skeleton has been defeated, the room can be searched. The desk has the current figures on how many Cadaver Men guards are currently active, and where they are posted, though it is of little help since there is no map of the kaer. There are currently over thirty Cadaver Men listed. Reports show that the owner of the room is named Captain Kerrig, and the reports are addressed to someone named Togareth.

The living area has a bed, a table and chairs, a trunk, and a large wardrobe. Piled on the table is whatever armor has been taken from the characters. Lying on the trunk are the character's weapons.

The wardrobe contains rotting uniforms of what used to be good quality. The trunk contains a Healing Potion, and a bag with 3 matching emeralds (worth 50 silvers each).

8 *This large area seems to have been some sort of gathering place. The faint light quartz show various tables and benches rotting away, and a large well. You can see stone stairs leading to what must be an upper level. There are several corridors leading off in different directions. There are two doors on one section of the wall.*

This chamber used to be a tavern area. There are still broken bowls and plates littering sections of the floor, along with old pewter mugs. 8A is a kitchen area where meals used to be made, though it looks like it hasn't seen use in centuries. All of the food is long rotted. 8B was the living quarters for the tavernkeeper and his family. There are several beds, and

other pieces of furniture, but it is all warped and rotted.

9 *The dim light coming from one of the few still working light quartz fixtures shows a small stage area surrounded by old wooden benches. There is a large well near some stone stairs leading up. There are two doors on one section of the wall.*

This chamber used to be the entertainment hall. This is where entertainment was provided for the kaer's residents. 9A is where the entertainers would change and where some of the props were kept, though there is little of value left there now except a complete makeup kit that can be used by anyone with the Disguise skill or talent. 9B is filled with barrels and assorted brewing material. It was here that the kaer's beer and ale was brewed. Though most of the barrels are old and cracked, there is still a sealed cask of fine ale (needing a Perception test, target of 8 to find).

10 *The door opens to reveal a darkened storeroom. It has piles of crates, sacks, and barrels.*

This room was used to store food stuffs. The food is now old and moldy, but a Perception test, target of 6, will show that this room has seen recent use.

11 *This huge chamber stretches as far as the eye can see. It is overgrown with various plants and vines. You guess that this area was a food growth chamber.*

This room still has good, fresh fruits and vegetables. There are three Skeletons that are still farming and tending the plants. They will ignore the characters unless they are attacked, though Togareth or Captain Kerrig can order them into battle.

Skeletons (3)

see ED p178 for stats

This area is so overgrown that it is easy to hide in. Raise the difficulty of any Perception tests made trying to spot someone in this room by +2.

11A has various animal pens, and farming implements. All of the animals have long since died or been killed.

12 *This large chamber is entirely overgrown with plants and vines. It is obviously an old food growth chamber that has been allowed to grow wild.*

This chamber is no longer in use. The plants have grown wild and have blocked off the chamber. To get to 12A would require cutting a path through the plants.

12A was the animal pens and toll storage area for this food growth chamber. It has nothing of value.

13 *You see what was obviously a living area for a family. It is dirty and the furniture is collapsing, but it must have been a home to five or six people.*

These chambers were the living areas for the farm families that took care of the fields and animals. Searching them will reveal very little. A Perception test of 8 or better will find something from the following table:

D10

- 1 Nothing of interest
- 2 A small bag with 20 silvers
- 3 Nothing of interest
- 4 A small box with a D4 x10 sp gem
- 5 A small bag with 3D6 silvers
- 6 Nothing of interest
- 7 A small vial containing a Booster Potion
- 8 Nothing of interest
- 9 A piece of jewelry worth 1D10 x 10 silvers
- 10 A dagger - forged +1

14 *This large area is still lit by several old light quartz fixtures. There are many old stalls and booths, and a large fountain in the middle of the chamber. You see several figures turning towards you.*

The figures are Cadaver Men guards who are patrolling the area. There are four of them. Roll their Perception tests, with the target being the lowest Dex Step among the characters. If they fail, they can be surprised.

Cadaver Men (4)

see ED p288 for stats except
Damage: 11/D10+D8 and Armor:
3

The market square is filled with the old stalls and booths of the craftsmen and merchants of the kaer. Each booth is set up in front of a door.

15 *This door opens to reveal a pottery workshop. There are broken bowls and pots scattered on the floor, and three pottery wheels on tables. The rear of the room has several cots, and a large chest.*

The chest contains various pottery tools, several sets of faded and stained clothes, and various pigments and enamels used for decorating the pots.

16 *As you slowly open the door you spot a figure in the darkness. As your eyes get accustomed to the lack of light, you realize the figure is a statue of a young maiden. The statue is nearly complete, but by the amount of dust that covers the room you figure that it must have been here for centuries.*

This room is a sculptor's workshop. It has various hammers, chisels, and several large chunks of marble. The rear of the

room is what used to be living space for the sculptor and his family. A Perception test, target of 7, can find a small marble cat, maybe three inches tall. It is very beautiful (and worth 75 silvers).

17 *The door to this room is beautifully carved, and still in decent shape. Upon opening, you can see a room littered with wood chips and saw dust. By the wood carving tools and the various pieces of half completed furniture, you realize that this room belonged to the carpenter.*

The front of the room is the shop, while the rear is the living quarters for the family. There is nothing of value here.

18 *The sign of a boot gives away the fact that this was the cobbler's shop before you even get the door opened. Inside you see various sized wooden feet, and many sets of shoes and boots. Behind the shop area you can see the living quarters.*

The only thing of value here is a set of Quiet Boots that are in a small box (needing a Perception test of 7 to find). These boots add +1 step to all Silent Walk or similar stealth rolls.

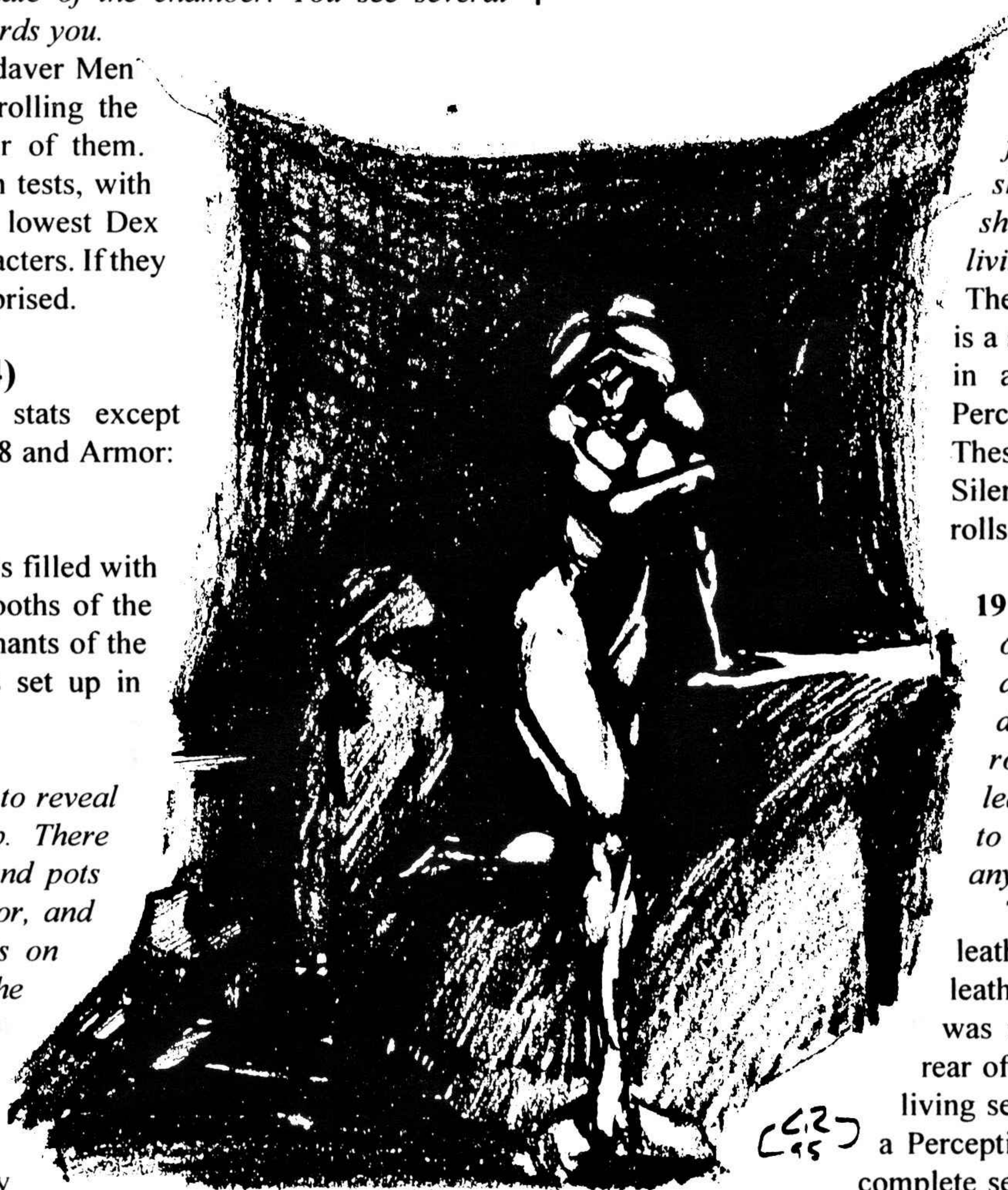
19 *The door has a old, dried out cow hide stretched across it. Opening the door, you spot assorted rolls of hide, and all the leatherworking tools needed to fashion just about anything from them.*

This room was the leatherworker's shop. Any leather item needed by the kaer was made here. As usual, the rear of the room was set up as a living section. In a trunk (needing a Perception test of 6 to find) is a complete set of hard leather armor in perfect condition.

20 *A sign of a hammer and anvil hang above this door. Upon entering, you can see the forge and anvil that mark this as being the smithy.*

The forge has been cold for centuries. There are a few metal items scattered on the floor, and some half completed items lying on work tables. The rear of the room is set up as living quarters. There is nothing of value in this room.

21 *A sign of a sword and shield hang over this door. As you look in, the dim light shows a forge and anvil, with several*



figures standing around the central worktable.

The figures are armor dummies. Though most of the armor is in pieces and incomplete, there is a complete set of rusted chainmail on one of the dummies. The chainmail is perfectly usable, and can be cleaned up. It fits humans, elves, or t'skrang.

Tucked in a barrel with other half completed blades is a finished broadsword (needing a Perception test with a target of 6 to find) with the word "Liberator" engraved down the blade in human. It is forged to +2 sharpness.

22 *A sign of a large loom marks this door. Inside stands several weaving looms, though they are falling apart and the material is rotted. You can see bolts of finished cloth on various shelves throughout the room. At the far end you can see what was the living area for the weaver and his family.*

There is nothing of value in this room.

23 *The door has no sign of any type hanging above it. Upon opening, you can see a large loom holding a half completed tapestry.*

This was the tapestry weaver's shop. There is little of value, but the half completed tapestry shows a busy market square filled with people, while a robed figure watches over them, almost as if protecting them. The robe the figure is wearing is covered with intricate embroidery. A spellcaster can recognize the embroidery as nethermancy symbols.

24 *The door opens to reveal a seamstress shop. There are racks of tunics, dresses, and robes, all faded, though some may be usable. The back of the room is set up as a living quarters for the family of the seamstress.*

There is little of value here, though there are many types and colors of thread, and sets of needles. Anything that can be used in an embroidery kit. If someone searches and makes a Perception test of 7 or better, he will find a small wooden box containing both silver and gold thread (worth about 80 silvers).

25 *The sign hanging above this door shows a quill pen and rolled piece of parchment. Opening the door, you can see an odd room filled with shelves and tables in the front, and a living area in the back.*

The room belongs to the kaer's scribe. The scribe doubles as a paper and ink maker, supplying both products for the rest of the kaer. There is little of value here except various colored inks, and some salvageable paper. If a Perception test with a target of 6 is made, a map of the kaer can be found.

26 *The door to this room is lying in pieces on the ground. There is no sign above the open portal. As you glance inside, you can see rows of benches and tables. There is some sort of slate board on the far wall, and you realize that this was the kaer's school room.*

There is nothing of value here.

27 *The door opens easily and reveals a comfortable living area. There is a large table with chairs, various cabinets*

with old books, a large desk, and several beds.

This living area belonged to the scholar who served as the kaer's teacher and historian. In the desk is the journal of Edric Tamar, historian and teacher. It documents the sealing of the kaer, the day to day life within, and the slow changes as Edric began to believe that Togareth was going insane. It expresses worry about whether a Horror was trapped in the kaer when it was sealed.

28 *The shattered door lies in several pieces inside the room. Even with the dim light you can see various stills, and other brewing apparatus. As you look around, you realize that this was the alchemist's shop.*

The room has been ransacked fairly well. Anything of value has been taken. A Perception test, target of 10, can find a loose floor stone that hides a metal box. The box is locked, difficulty of 8 to open, and contains 2 completed Booster Potions, and a completed Healing Potion.

29 *The door is locked (needing a 7 to open). Once opened, you can see a room filled with shelves, barrels, crates, piles of lumber, and other supplies needed by a kaer.*

There is all of the raw material needed by a kaer for survival. Most of the material has gone bad, or is rotted, but some of it is still usable. Here are extra lanterns, oil, candles, rope, and other items.

30 *This large set of double doors is beautifully carved with scenes of the outdoors. You can see where a large bar could be placed to seal the door shut, but it is currently unbarred.*

The door is partially opened, and a long hall can be seen leading to another set of double doors. There is a trap half way down the corridor. It is a pit trap dropping the victim 30 feet onto orchilium spikes. The trap is currently disarmed. It can be rearmed by sliding a section of the door carving.

Pit Trap

Detection Difficulty: 8

Disarm/Arming Difficulty: 7*

Trigger Condition: Pressure Plate

Trap Initiative: 8

Trap Damage: Step 20 (falling and spikes)

31 *As you open the door to this room, you see a large table with benches. Seated at the table are four figures who slowly start to get up.*

The four figures are more Cadaver Men guards. They will attack anyone living who are trying to get out past them.

Cadaver Men (4)

see ED p288 for stats except Damage: 11/D10+D8 and Armor: 3

These Cadaver Men are on guard, but have seen so little action that they have gotten lazy. The characters have the normal chances of surprising them.

32 *As you take a quick look through the door you see an*

almost empty chamber. Standing in the chamber are two skeletons armed with crossbows. They seem to be looking through arrow slits along one of the walls.

The skeletons are covering hallway 33. If the door to their room is opened, they will turn towards the door. If it is someone living, they will open fire.

Skeletons (2)

DEX: 5/D8 STR: 5/D8 TOU: 4/D6
 PER: 5/D8 WIL: 7/D12 CHA: 5/D8

Initiative: 4/D6 Physical Defense: 9
 Number of Attacks: 1 Spell Defense: 5
 Attack: 6/D10 Social Defense: 11
 Damage: 10/D10+D6
 Number of Spells: NA Armor: 4
 Spellcasting: NA Mystic Armor: 4
 Effect: None Knockdown: 5/D8
 Recovery Tests: 1

Death Rating: 22 Combat Move: 30
 Wound Threshold: 5 Full Move: 60
 Unconsciousness Ratings: NA

Legend Points: 20
 Equipment: Crossbows, 20 quarrels
 Loot: None

These skeletons will fight until destroyed.

33 The hall before you has what appears to be arrow slits along both walls. It ends in a large double door barred from the inside.

If the characters enter here without disposing of the skeletons in both room 32s, the skeletons will open fire with the crossbows. Otherwise, it is a simple matter of unbarring the door and leaving the kaer.

34 The stairs winds its way up. As you turn the corner, you spot two figures on the upper landing. They slowly start to move.

Two skeletons are standing watch at the top of the stairs. They will fight anyone who is not undead who try to get up the stairs, but they will not follow anyone down the stairs.

Skeletons (2)

see entry 32 for stats

35 This area is the same as 34.

36 You see a magnificent hall, hung with rich tapestries, and decorated with various works of art. There are three other doors besides the one you entered by, one on each wall. As you take in the beauty of this chamber, an armor clad figure starts to move towards you.

The figure is Captain Kerrig, the Cadaver Man in charge of the guards. He will instantly attack anyone who has breached this upper level.

Captain Kerrig - Cadaver Man



DEX: 4/D6 STR: 6/D10 TOU: 7/D12
 PER: 3/D4 WIL: 6/D10 CHA: 4/D6

Initiative: 4/D6 Physical Defense: 8
 Number of Attacks: 1 (4) Spell Defense: 6
 Attack: 9/D8+D6 Social Defense: 11
 Damage: 12/2D10
 Number of Spells: NA Armor: 6
 Spellcasting: NA Mystic Armor: NA
 Effect: NA Knockdown: 7/D12
 Recovery Tests: 2

Death Rating: 36 Combat Move: 25
 Wound Threshold: 9 Full Move: 50
 Unconsciousness Rating: NA

Legend Points: 125

Equipment: Chain mail, +1 forged broadsword

Loot: None

Commentary

Cadaver Men are undead beings capable of feeling only pain. If they experience significant pain, such as suffering a Wound, they will fly into a berserk rage, attacking 4 times per round until it has killed the character that caused it the pain, or until the end of ten rounds. If the Cadaver Man can not determine who caused its pain, it will attack any character who happens to be within range.

The works of art in this chamber include the tapestries, several vases, and some small paintings. Though it is all worth quite a bit of silver, none of it is easily transportable.

37 The large door to this chamber is locked (needing a 10 to open).

It is magically sealed by the will of Garlen so that no Horror or any Horror minion can enter. This is why it is still in unspoiled condition.

As the door opens, you are bathed in a golden light. Before you is a massive chamber housing a huge statue of the Passion Garlen. There is a large alter completely covered in flowers, and the golden light seems to emanate from the statue itself, reflecting off of the polished marble walls and floor. You feel as if you have entered a peaceful, loving home.

The room is the kaer's temple to Garlen. It was sealed with protective wards by the questor to Garlen when he realized Togareth had become possessed. No one has entered this room in over five hundred years.

Just by entering this room, all characters gain back one of their Recovery Tests. If the room is searched, a Perception test with a target of 9 will find that the statue's arms can be swung down, causing a secret panel to slide open. This will reveal chamber 38.

38 *As you shine your lights into this chamber, you gasp in astonishment. The room is filled with chests, barrels, and crates. The walls are beautiful mosaic showing scenes of a lush countryside with happy people and comfortable buildings. In the center of the room is a glass case holding a gnarled wooden staff topped with some sort of crystal.*

This room holds all of the items needed to rebuild the town of Dol'gar at the end of the Scourge. The chests hold both silver and gold ingots (each silver ingot weighs 5 pounds and

is worth 50 silvers, each gold ingot weighs 10 pounds and is worth 500 silvers). There are 50 silver ingots and 25 gold ingots.

One of the crates holds 6 Booster Potions. Another holds 2 Healing Potions. The last holds a single Last Chance Potion.

The case holding the staff has a small brass plate engraved in human with the words "Staff of Kintok". The case is trapped:

Gas Trap

This trap is set off by anyone opening the case without first deactivating the trap. The glass case is filled with a colorless poisonous gas. It can be disarmed by twisting one of the corner rivets. Doing so will cause the gas to be pumped into a storage tank under the display case.

Detection Difficulty: 9

Disarm Difficulty: 7

Trigger Condition: Breaking the seal

Trap Initiative: 10

Trap Effect: Step 20 poison damage to anyone within 5 feet of the cabinet when it is opened.

The staff is the Staff of Kintok, see magical items at the end of this adventure.

39 The door to this room is locked (needing a 9 or better to open).

Now that the door is opened, you can see a large room lined with bookshelves. Two armed figures move rapidly to block the entrance.

This is the kaer's library. There are two Cadaver Men who rapidly go to block the way in.

Cadaver Men (2)

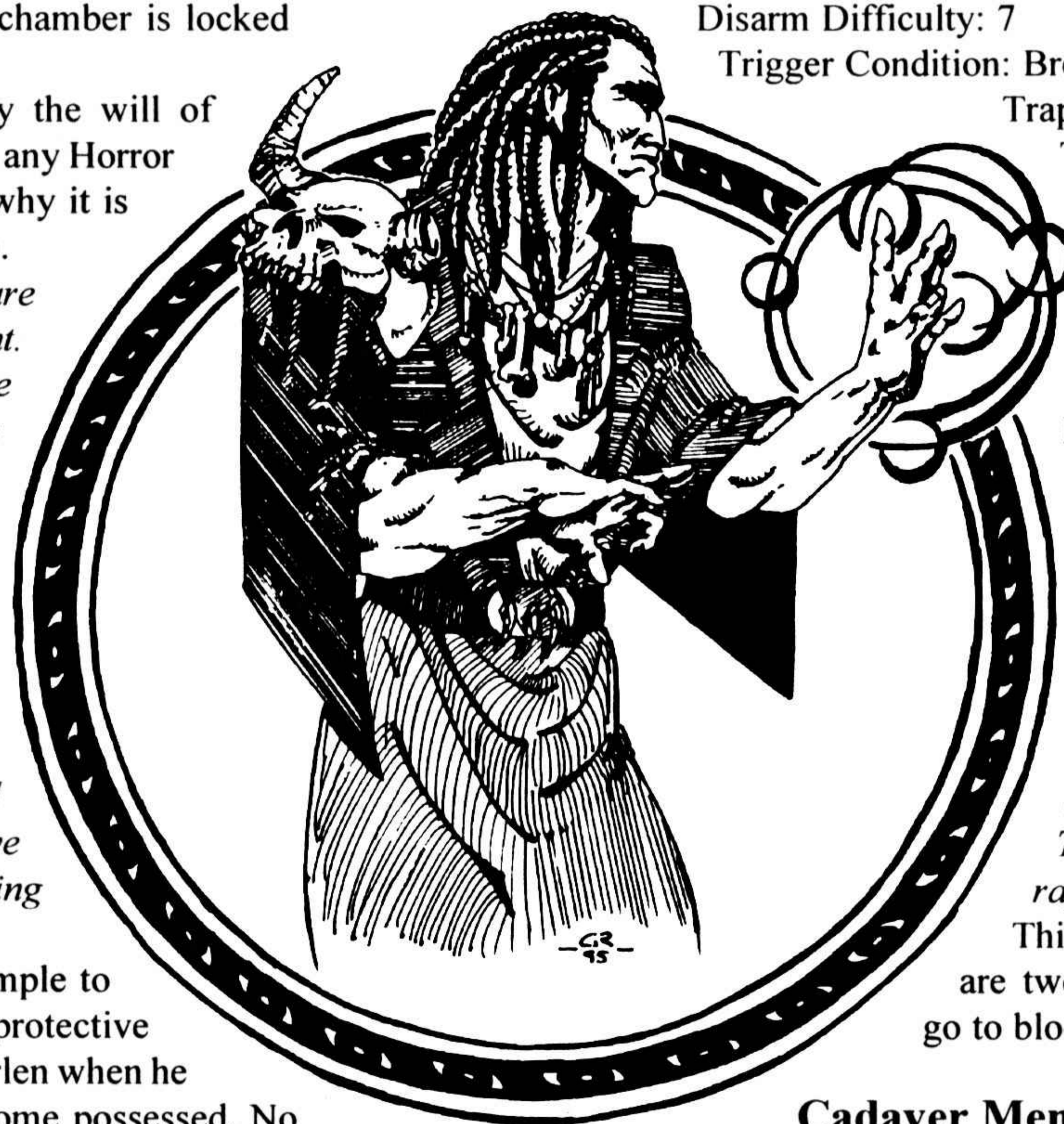
see ED p288 except Damage: 11/D10+D8 and Armor: 3

The Cadaver Men will fight to hold the characters at the door. After three turns, Togareth will arrive and start to use his magic.

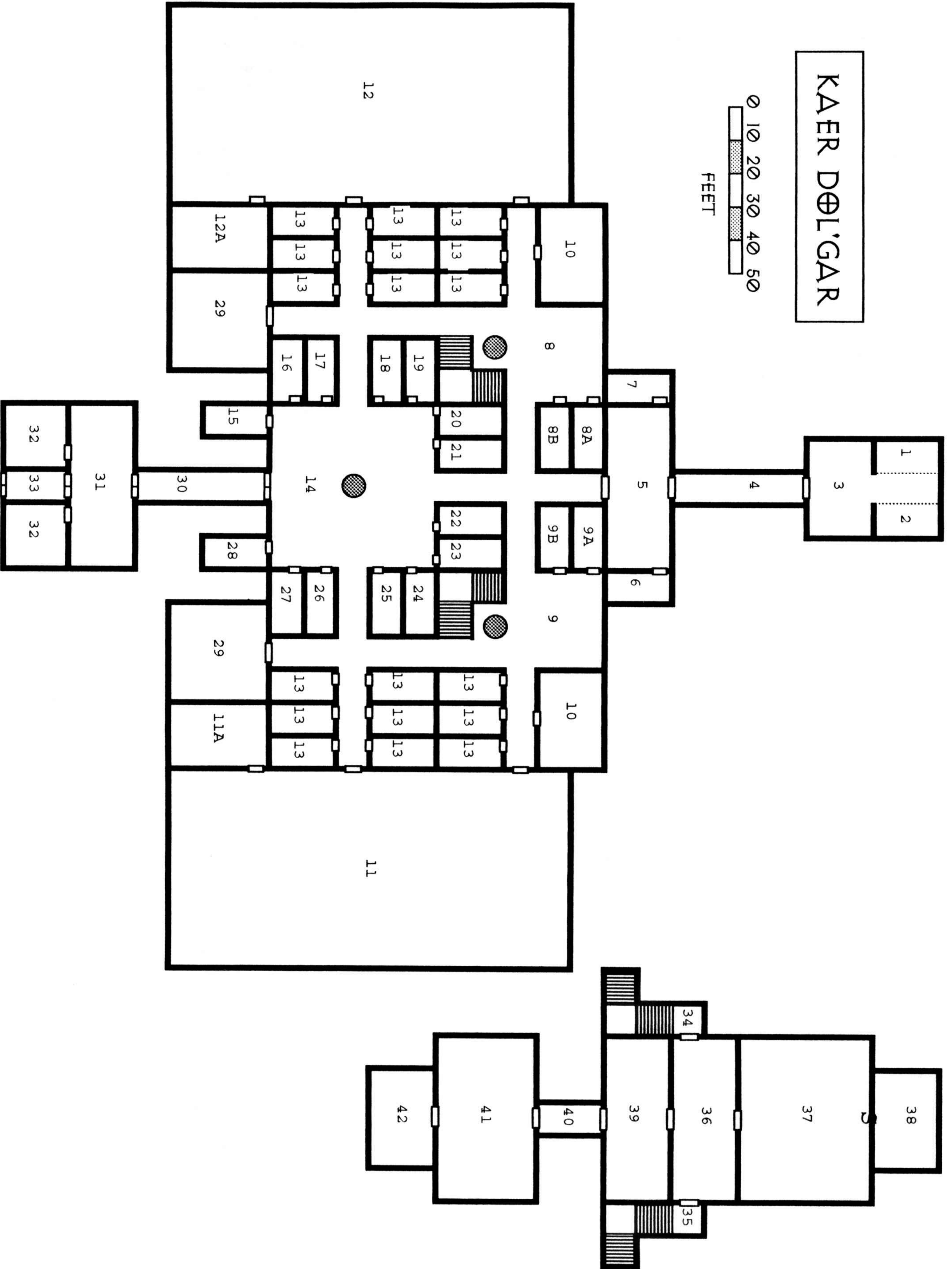
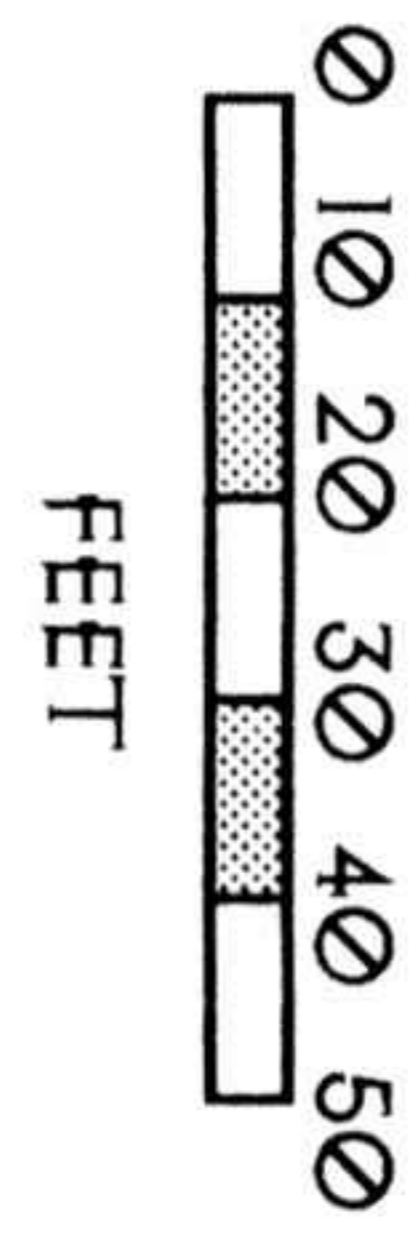
Togareth - Demiwraith Nethermancer

DEX: 7/D12 STR: 6/D10 TOU: 6/D10
PER: 6/D10 WIL: 8/2D6 CHA: 5/D8

Initiative: 9/D8+D6 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 9 (14)
Attack: 9/D8+D6 Social Defense: 13
Damage: 9/D8+D6
Number of Spells: 1 Armor: 6



KAER DØL'GAR



Spellcasting: 12/2D10 Mystic Armor: 4
Effect: Chilling Touch Knockdown: 7/D12
Recovery Tests: 1

Death Rating: 38 Combat Move: 60
Wound Threshold: 10 Full Move: 120
Unconsciousness Rating: NA

Legend Points: 300
Equipment: None
Loot: 1D4 small gems worth 1D12 x 10 silvers each, or a total of 5D6 x 10 silvers.

Commentary

Demiwraiths are an unusual form of animated dead. Not true undead, they resist spells designed to affect undead with an additional +5 on their Spell Defenses.

Demiwraiths use a magical effect called Chilling Touch. The Demiwraith must touch the target and make a Spellcasting Test against the target's Spell Defense. If it is successful, the character takes 1 point of damage per Combat Round until the effect is dispelled or the character makes a successful Willpower Test, needing a 9 or better. While under the effect of Chilling Touch, the victim can take no action other than to make the Willpower Tests.

Togareth has an added advantage in the fact that he has managed to regain the use of his first three levels of Nethermancy. He will use his spells as long as the Cadaver men are still up and fighting. Once he is forced into physical combat, Togareth will rely on his Chilling Touch.

Upon arriving, Togareth will activate his Shield Mist giving him an Avoid Blow of 14 for 6 rounds. After that, he will attempt to Pain anyone who appears to be the greatest threat. He casts at step 10, and there is no thread. He will then Spirit Grip his next target, doing step 14 damage.

Once Togareth is defeated, the characters can search the library. It is a mundane library containing knowledge on all types of crafts, preScourge history, and anything else that would be needed for restarting a town after the Scourge.

40 *The door to this hallway is wide open, though the door on the other end is shut.*

The door is protected by a Pass Ward placed before Togareth became a Demiwraith.

Pass Ward

Detection Difficulty: Automatic
Spell Defense: 13
Disarm Difficulty: Must be dispelled
Trigger Condition: The Pass Ward detects intruders. It then tells them to turn back, and places a glowing white rune on their chest. If it is disobeyed, it triggers the spell effect.
Trap Initiative: 15
Trap Effect: Step 22 mystic damage

41 *This room looks like a cross between a mortuary and a magical laboratory. There are shelves of books, tables filled*

with beakers, vials, and bubbling cauldrons, and several body parts suspended in various colored liquids.

This is Togareth's magical laboratory. There is little of interest here except his Spell Book. The spell book contains the following spells:

Circle 1

Bone Dance, Chilling Circle, Command Nightflyer, Detect Undead, Experience Death, Spirit Grip, Undead Struggle

Circle 2

Bone Circle, Life Circle of One, Shield Mist

Circle 3

Fog of Fear, Grave Message, Pain

Circle 4

Animate Skeleton, Evil Eye, Visions of Death

Circle 5

Astral Horror, Pass Ward

42 This door is locked (with a magical lock needing a 2 to open).

Once opened, continue reading:

You see a bedroom that is fit for a king. There is a plush carpet on the floor, a decoratively carved desk with matching chair, and an ornate wooden bed.

There is little of interest here. The desk has correspondence with someone by the name of Guul'pexiir, though none of the letters tell where they came from or where they are going. All of it is written in human.

The letters detail how Togareth is supposed to be building an army for the service of Guul'pexiir, and that eventually the army will be used to sweep out of the Wastes and towards Jerris. Some of the letters date back for over a hundred years so apparently this is some long ranged plan.

In a small stone box by the side of the bed is an intricate ivory brooch. (This brooch is the Brooch of Might detailed in the magical treasure section at the end of the adventure.)

Troubleshooting

The only thing that can go wrong is if everybody dies. Try not to let this happen. Remember, there are plenty of places to hide in the kaer. Characters can try to rest up for the night to get more recovery tests.

Going Home

Overview

The characters have survived the Kaer of Dol'gar and now head back through the Wastes to Jerris. The three day trip through the Wastes should keep the characters on edge, but there should be no real danger.

On the fifth day they should reach the city of Jerris and relative safety. There they should be able to rest up and convert some of their hard earned treasure into spendable coin.

Setting The Stage

The three days it took to get back out of the Wastes kept you constantly on edge. After another day you reached the ash laden city of Jerris where you have managed to settle

in at a comfortable inn and relax. Now all that is left is to sit back, count the money, and tell the tales.

Behind The Scenes

The adventure is done. Over. Let the characters tell their tale and relax. Give out Legend Points.

Troubleshooting

The only thing that can go wrong is if the characters decide to continue following the original map to where they were going. If they are in good enough shape, let them. Run it as the next adventure.

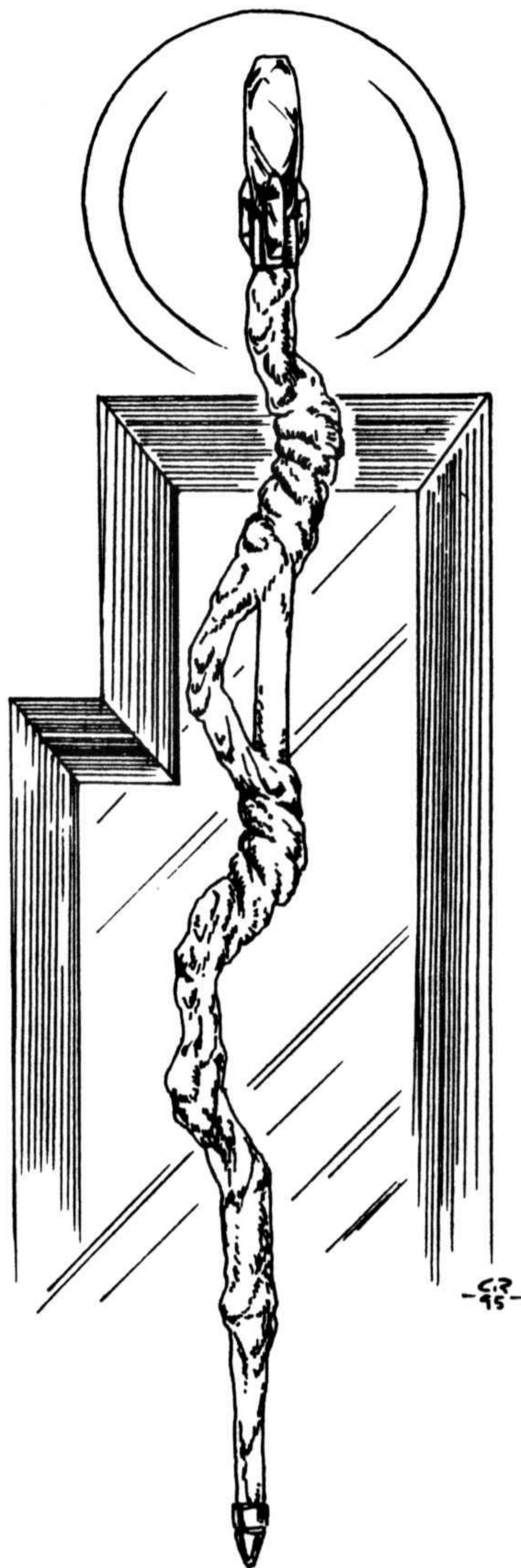
Treasures

The Staff Of Kintok

Location: The Staff of Kintok is located in the treasure room (room 38) of the Kaer of Dol'gar. It is a gnarled wooden staff topped with a three inch quartz crystal.

Maximum Threads: 2

Spell Defense: 13



Rank 1

Cost: 200

Key Knowledge: The name of the staff. It is the staff of Kintok.

Effect: The staff adds +1 step to the wielder's Willforce.

Rank 2

Cost: 300

Key Knowledge: Who was Kintok. Kintok was the wizard of Dol'gar and brother to Togareth.

Effect: The staff adds +2 steps to the wielder's Willforce.

Rank 3

Cost: 500

Deed: The staff must be used to kill a Horror construct, like a Jehuthra. The wielder will gain 250 extra Legend Points for the act.

Effect: The staff adds +1 to the wielder's Spell Defense, and adds +1 to the wielder's Spell Casting step.

Rank 4

Cost: 800

Key Knowledge: Where did the wood of the staff originate from. It came from the Liaj Jungle.

Effect: The crystal on the top can act as a Light Quartz. The wielder gains +2 to his Physical Armor, and the Spell Defense bonus goes to +2.

Rank 5

Cost: 1300

Effect: The light from the crystal causes all Horrors, Horror constructs, and Horror minions to make a Will test with a target number equal to the Willforce/Willpower step of the wielder in order to approach within ten feet of the staff. This causes 1 point of strain to the wielder. The wielder's Spellcasting Step is now increased by +2.

Brooch Of Might

Location: The Brooch of Might is in Togareth's bed chamber in the Kaer of Dol'gar (room 42). It is an intricately carved ivory brooch.

Maximum Threads: 1

Spell Defense: 10

Rank 1

Cost: 200

Key Knowledge: What is the name of the brooch. It is the Brooch of Might.

Effect: The wearer adds +2 to his Physical Armor.

Rank 2

Cost: 300

Key Knowledge: Who was the artist who carved the brooch. It was carved by the dwarven craftsman Holgar Sharpeye.

Effect: The wearer gains +1 steps to all Melee damage rolls.

Rank 3

Cost: 500

Key Knowledge: Who was the brooch crafted for. It was crafted for the hero Kailin Sureaxe.

Effect: The wielder gains +2 steps to all Melee damage rolls, and adds +2 to his Mystic Armor.

Rank 4

Cost: 800

Deed: The wearer must Blood Bind the brooch, using 3 points of Blood Magic.

Effect: The wearer gains an additional Recovery Test every day.

Rank 5

Cost: 1300

Effect: The wearer recovers one point of damage for every living creature he kills while wearing the brooch. Obviously, this will not work on undead. The wearer now gains +3 steps to all Melee damage rolls. At this point, the curse is activated. Should the wearer loose the brooch, he will loose one point of Blood Magic damage per day until he recovers it or he dies.

THE OASIS

BY DAVID CARALEY

As you wander through the bazaar of the magnificent city of Travar, on of the few surviving pre-Scourge cities, taking in the sights and sounds of a city still in its full splendor, you come face to face with a single story, white stone building with a hanging sign depicting a small watering hole surrounded by a few palm trees. Underneath, written in dwarven and human, are the words 'The Oasis'.

After tying the horses to the hitching posts outside, you proceed into the establishment past the man at the door dressed in a light tunic and loose-fitting pants, curved sword hanging from his belt. The common room is light and airy, with a high ceiling, and silk hanging from the rafters and beams. There are pillows scattered on the floor around low tables, several of which are occupied by patrons of the tavern. Young women dressed in cool, flowing silks move from table to table, carrying drinks and food, laughing and flirting with the customers while a trio of musicians play drums, flute, and some sort of stringed instrument in the far corner.

As you continue looking around, you notice that the whole rear wall of the building is open to the outdoors. You can see more tables with benches and chairs outside, with shade provided by palm trees and silk awnings. More patrons sit at these tables, sipping drinks and snacking on cheese, fruits, and breads.

You turn towards the bar, a large bar carved out of wood and trimmed in ivory, and a dwarf with a twinkle in his eye waves and calls out a greeting, "Well met, weary travelers. What can my humble self do for you?"

The Oasis is a merchant inn that serves simple meals of cheese, fruits, and breads (3 cp), average meals of dried

meats, cheeses, fruits, breads, and a mug of average ale (1 sp), and good meals of roast meats, vegetables, soup, three different types of breads, two types of cheeses, and a small pitcher of good ale (3 sp). The bar provides mugs of average ale (5 cp), good ale (1 sp), dwarven stout (2 sp), and bottles of wine (ranging from 3 to 10 sp).

The Oasis also provides sleeping arrangements. A traveler can sleep in the common room or outside under the silks and palm trees (1 sp), or get a private room with a trunk, a wardrobe, and a large bed that can sleep three people comfortably (3 sp), or get a private room with the addition of a bath (5 sp). The private rooms have good locks (needing a 7 or better to open).

The Oasis opens at first light, when Abu Navar and his wife Annora wake up and head down for the common room and the kitchen and start preparing for the day. Only simple meals are served in the morning while the cooking gets

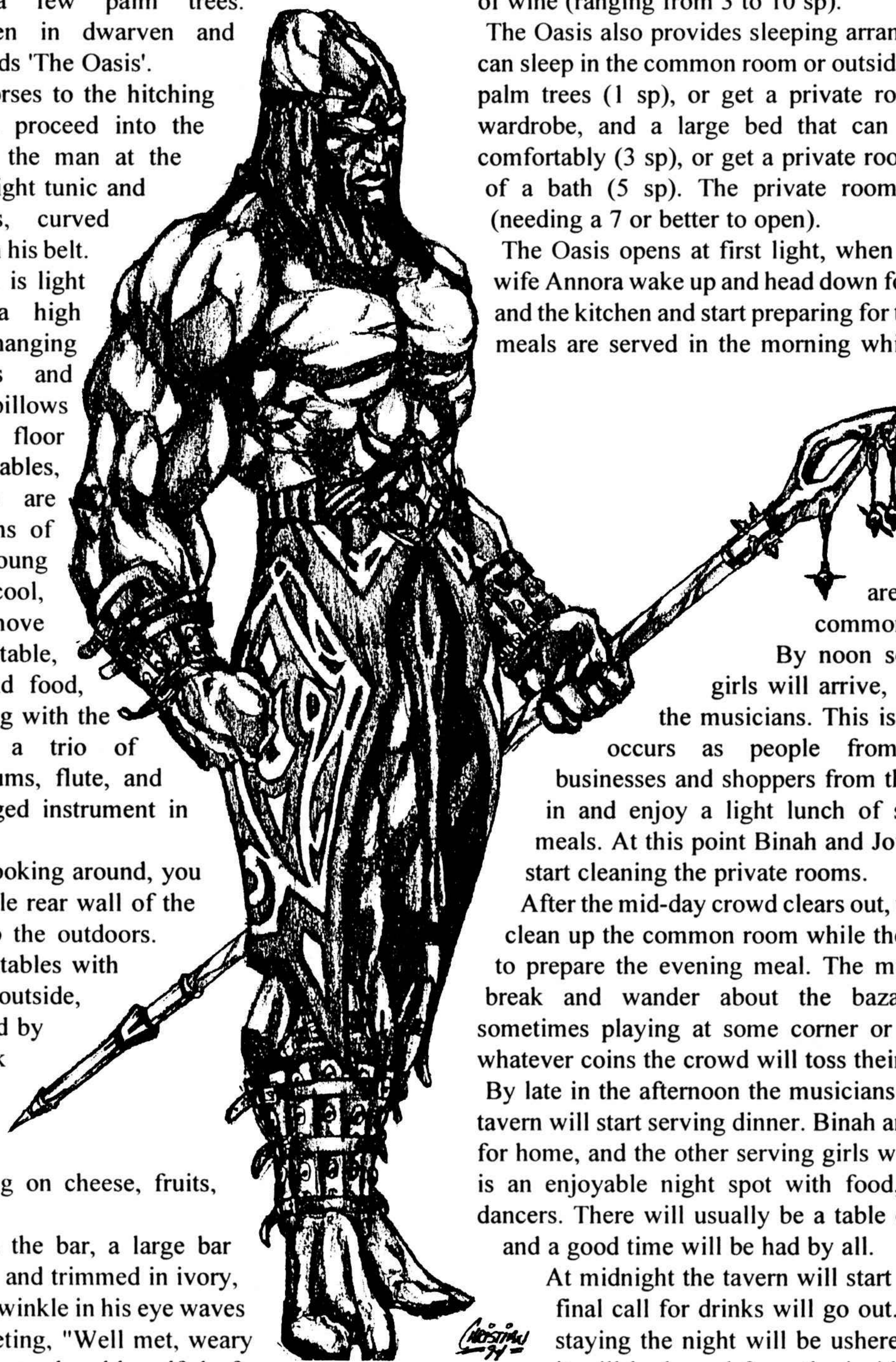
started for the noon and evening meals. At this point Evert will arise and start waking the patrons that are sleeping in the common room.

By noon some of the serving girls will arrive, along with some of the musicians. This is when the first rush occurs as people from the surrounding businesses and shoppers from the bazaar will come in and enjoy a light lunch of simple and average meals. At this point Binah and Jovana will arrive and start cleaning the private rooms.

After the mid-day crowd clears out, the serving girls will clean up the common room while the kitchen staff starts to prepare the evening meal. The musicians will take a break and wander about the bazaar, shopping, and sometimes playing at some corner or at the fountain for whatever coins the crowd will toss their way.

By late in the afternoon the musicians will return, and the tavern will start serving dinner. Binah and Jovana will leave for home, and the other serving girls will arrive. The Oasis is an enjoyable night spot with food, drink, music, and dancers. There will usually be a table or two of gamblers, and a good time will be had by all.

At midnight the tavern will start to close up, and the final call for drinks will go out. Those who are not staying the night will be ushered out the door, and it will be barred from the inside. The serving girls will join the bar staff in helping clean up, and the crew is usually done and heading for home within an hour of closing. Those who are sleeping in the common room can



then get some sleep while the others retire to the private rooms.

The Staff:

Abu Navar - Dwarven Tavernkeeper

DEX: 9: 4/D6 STR: 11: 5/D8 TOU: 13: 6/D10
PER: 12: 5/D8 WIL: 9: 4/D6 CHA: 8: 4/D6

Initiative: 4/D6 Physical Defense: 6
Number of Attacks: 1 Spell Defense: 7
Attack: 6/D10 Social Defense: 5
Damage: 5/D8
Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 5/D8
Recovery Tests: 2

Death Rating: 45 Combat Move: 20
Wound Threshold: 9 Full Move: 40
Unconsciousness Rating: 27

Legend Points: 50
Equipment: Bar things, dog...
Loot: 3D6 x 10 silvers

Skills: Conversation 4: 8/2D6, Legends and Heroes 2: 7/D12, Local Lore 3: 8/2D6, Music: Flute 1: 5/D8, Speak Languages 8: 13/D12+D10 (Dwarven, Elf, Human, Obsidiman, Ork, Troll, T'skrang, Windling), Unarmed Combat 2: 6/D10

Commentary:

Abu Navar is a middle-aged dwarf with a trimmed beard and a neat, pleasing appearance. His black hair and dark eyes make him look somewhat mysterious, and his friendly nature coupled with his looks makes him an enjoyable host.

Abu Navar inherited The Oasis from his father who inherited it from his father before him. It is a family run establishment, with Abu's wife Annora acting as cook and bookkeeper.

Abu has never been an adventurer, enjoying his nice, safe life in Travar, but he loves to hear tales of far away places and acts of bravery. Quite often, if he hears a story that pleases him (roll Tale Telling against Abu's Social Defense, on an average success, Abu will treat the teller to a mug of good ale, on an excellent success, he will treat the teller to a good meal).

Annora - Dwarven Cook

DEX: 12: 5/D8 STR: 13: 6/D10 TOU: 14: 6/D10
PER: 13: 6/D10 WIL: 10: 5/D8 CHA: 11: 5/D8

Initiative: 5/D8 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 7
Attack: 6/D10 Social Defense: 7

Damage: 9/D8+D6
Number of Spells: NA Armor: 2
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 6/D10
Recovery Tests: 3

Death Rating: 36 Combat Move: 24
Wound Threshold: 10 Full Move: 48
Unconsciousness Rating: 28

Legend Points: 55
Equipment: Cooking gear (including something used as a club), padded cloth armor (as aprons).
Loot: D6 x 10 silvers

Skills: Appraise Food and Drink 3: 9/D8+D6, Bookkeeping 3: 9/D8+D6, Cooking 4: 10/D10+D6, Melee 1: 6/D10, Trading 3: 8/2D6

Commentary:

Annora was the cook here at The Oasis for several years before she and Abu fell in love and got married. She is a nice, gentle dwarf who enjoys her life and enjoys the success her husband has had with the inn.

Annora spends most of her time in the kitchen, organizing the kitchen crew and making sure that the food is up to her high quality standards. She is absolute ruler of the kitchen, and has been known to kick Abu out if he gets in the way.

Evert - Obsidiman Bouncer

DEX: 9: 4/D6 STR: 24: 9/D8+D6 TOU: 17: 7/D12
PER: 11: 5/D8 WIL: 12: 5/D8 CHA: 9: 4/D6

Initiative: 4/D6 Physical Defense: 6
Number of Attacks: 1 Spell Defense: 7
Attack: 6/D10 Social Defense: 6
Damage: 14/D20+D4
Number of Spells: NA Armor: 3
Spellcasting: NA Mystic Armor: 1
Effect: NA Knockdown: 9/D8+D6
Recovery Tests: 3

Death Rating: 40 Combat Move: 19
Wound Threshold: 14 Full Move: 38
Unconsciousness Rating: 32

Legend Points: 60
Equipment: Curved broadsword
Loot: D6 x 10 silvers

Skills: Melee 2: 6/D10, Streetwise 2: 7/D12, Unarmed Combat 2: 6/D10

Commentary:

Evert is a large obsidiman, standing seven and a half feet tall. His skin is brownish-gray, and he is quite an imposing figure, standing silently in one corner or other of the inn. He

normally carries a curved sword tucked into his sash. Evert is quite loyal to Abu and Annora, having worked here for the past ten years. He cares deeply for the inn, and will use his huge size to intimidate potential troublemakers.

Abu and Annora allow Evert to sleep in the common room, which provides the inn with some protection once it has closed for the night. He awakes at first light and works tirelessly throughout the day.

Milan Al Samir - Human Bouncer

DEX: 11: 5/D8 STR: 13: 6/D10 TOU: 13: 6/D10
PER: 12: 5/D8 WIL: 12: 5/D8 CHA: 13: 6/D10

Initiative: 5/D8 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 7
Attack: 7/D12 Social Defense: 6
Damage 11/D10+D8
Number of Spells: NA Armor: 3
Spellcasting: NA Mystic Armor: 1
Effect: NA Knockdown: 6/D10
Recovery Tests: 2

Death Rating: 35 Combat Move: 27
Wound Threshold: 9 Full Move: 54
Unconsciousness Rating: 27

Legend Points: 55
Equipment: Leather armor, curved broadsword, club
Loot: D6 x 10 silvers

Skills: Flirting 2: 8/2D6, Melee 2: 7/D12, Streetwise 2: 7/D12, Unarmed Combat 2: 7/12

Commentary:

Milan is The Oasis' other bouncer. He is a dark-haired, dark-eyed, handsome man who enjoys flirting with the female patrons. He has tried to sleep with all of the attractive dancers and barmaids in the inn, though most have gotten tired of him.

Milan arrives during the lunch rush, and stays until closing. He fancies himself a skilled warrior, and will not back down from a fight.

Leigh - Elven Barkeeper

DEX: 11: 5/D8 STR: 9: 4/D6 TOU: 8: 4/D6
PER: 13: 6/D10 WIL: 10: 5/D8 CHA: 11: 5/D8

Initiative: 5/D8 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 7
Attack: 7/D12 Social Defense: 7
Damage: 4/D6
Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 4/D6
Recovery Tests: 2

Death Rating: 28 Combat Move: 29
Wound Threshold: 7 Full Move: 57
Unconsciousness Rating: 19

Legend Points: 50
Equipment: Bar things, dog...
Loot: 3D6 x 10 silvers

Skills: Conversation 4: 9/D8+D6, Legends and Heroes 2: 8/2D6, Local Lore 3: 9/D8+D6, Music: Flute 1: 6/D10, Speak Languages 8: 14/D20+D4 (Dwarven, Elf, Human, Obsidiman, Ork, Troll, T'skrang, Windling), Unarmed Combat 2: 7/D12

Commentary:

Leigh is a silvery-blond elf with violet eyes who dresses in colorful clothes, and always has a ready smile on his face. Leigh comes in around five and stays until closing. He tends bar and engages the customers in conversation. He is friendly, and seen as being slightly exotic by the clientele.

Pascal - Human Barkeeper

DEX: 9: 4/D6 STR: 9: 4/D6 TOU: 10: 5/D8
PER: 12: 5/D8 WIL: 9: 4/D6 CHA: 10: 5/D8

Initiative: 4/D6 Physical Defense: 6
Number of Attacks: 1 Spell Defense: 7
Attack: 6/D10 Social Defense: 6
Damage: 4/D6
Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 4/D6
Recovery Tests: 2

Death Rating: 31 Combat Move: 24
Wound Threshold: 8 Full Move: 48
Unconsciousness Rating: 22

Legend Points: 40
Equipment: Bar things, dog...
Loot: 3D6 x 10 silvers

Skills: Conversation 4: 8/2D6, Legends and Heroes 2: 7/D12, Local Lore 3: 8/2D6, Music: Flute 1: 6/D10, Speak Languages 8: 13/D12+D10 (Dwarven, Elf, Human, Obsidiman, Ork, Troll, T'skrang, Windling), Unarmed Combat 2: 6/D10

Commentary:

Pascal is a black haired man who is friendly and outgoing. He is in love with Anika and sometimes causes a scene when a patron pays too much attention to her.

Pascal comes in for the noon rush, and leaves after dinner, around nine. During this time, he does his job, and enjoys talking with the patrons, but he always has his eye out for Anika.

Anika, Dorea, Flavia, Nuala - Barmaid / Dancers

DEX: 11: 5/D8 STR: 9: 4/D6 TOU: 10: 5/D8
PER: 11: 5/D8 WIL: 10: 5/D8 CHA: 14: 6/D10

Initiative: 5/D8 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 6
Attack: 6/D10 Social Defense: 8
Damage: 4/D6
Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 4/D6
Recovery Tests: 2

Death Rating: 31 Combat Move: 27
Wound Threshold: 8 Full Move: 45
Unconsciousness Rating: 22

Legend Points: 50
Equipment: Clothes, smile
Loot: 2D6 silvers

Skills: Bartending 2: 7/D12, Dancing 2: 8/2D6, Flirting 3:
9/D8+D6, Singing 1: 7/D12, Unarmed Combat 1: 6/D10

Commentary:

Anika and Flavia come in for the noon meal and stay until nine in the evening. Dorea and Nuala arrive around five and stay until closing. They are all dark-haired beauties who both serve drinks and meals, and dance for the patrons. They wear revealing silk clothes, and enjoy flirting with the customers.

Anika knows the Pascal is infatuated with her, but she hopes to attract a man of wealth and position, and does not wish to settle down with a "mere" bartender. Flavia often teases her about her love struck suitor.

Amber and Fawn - Elven Barmaid / Dancers

DEX: 13: 6/D10 STR: 9: 4/D6 TOU: 8: 4/D6
PER: 12: 5/D8 WIL: 11: 5/D8 CHA: 15: 6/D10

Initiative: 6/D10 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 7
Attack: 7/D12 Social Defense: 8
Damage: 4/D6
Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 1
Effect: NA Knockdown: 4/D6
Recovery Tests: 2

Death Rating: 28 Combat Move: 33
Wound Threshold: 7 Full Move: 65
Unconsciousness Rating: 19

Legend Points: 55
Equipment: Clothes, smile
Loot: 2D6 silvers

Skills: Bartending 2: 7/D12, Dancing 3: 9/D8+D6, Flirting
4: 10/D10+D6, Singing 1: 7/D12, Unarmed Combat 1: 7/
D12

Commentary:

Amber and Fawn are two elven sisters who dance and wait tables at The Oasis. Amber's light blond hair and blue eyes make her a rarity in Travar and she has many admirers. Fawn's tawny brown hair and green eyes make her almost as rare, and fights often break out between those who admire one over the other.

One of the sisters is scheduled to come in from noon to nine and the other is supposed to work from five until closing. The two sisters usually switch shifts whenever they feel like it, much to Abu's annoyance, but they are so good with the customers that he doesn't dare fire them.

Alban, Kian, Tyrus - Human Musicians

DEX: 12: 5/D8 STR: 10: 5/D8 TOU: 11: 5/D8
PER: 13: 6/D10 WIL: 10: 5/D8 CHA: 14: 6/D10

Initiative: 5/D8 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 7
Attack: 6/D10 Social Defense: 8
Damage: 7/D12
Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 5/D8
Recovery Tests: 2

Death Rating: 32 Combat Move: 29
Wound Threshold: 8 Full Move: 57
Unconsciousness Rating: 24

Legend Points: 55
Equipment: Musical instrument, dagger, colorful clothes...
Loot: D6 x 10 silvers

Skills: Acting 2: 8/2D6, Emotion Song 2: 8/2D6, Etiquette
2: 8/2D6, Flirting 2: 8/2D6, Legends and Heroes 2: 8/2D6,
Melee Weapons 1: 6/D10, Play Instrument 3: 9/D8+D6

Commentary:

Alban is a dark haired man native to Travar. He plays the drum for the trio, supplying the beat for the dancers. He is a slow and steady person, and is the most reliable out of the trio.

Kian is a sandy haired man from Bartertown. He plays the flute for the trio, and is often found trying to pick up attractive female patrons during the band's breaks.

Tyrus is another dark haired man from Travar. He plays a strange stringed instrument called the bikir. It has three strings and a fret board. He is more flamboyant than his band mates and does the negotiating for them (he has Hagglng 3: 9/D8+D6).

Binah and Jovanna - Human Chambermaids

DEX: 12: 5/D8 STR: 11: 5/D8 TOU: 11: 5/D8
PER: 13: 6/D10 WIL: 10: 5/D8 CHA: 13: 6/D10

Initiative: 5/D8 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 7
Attack: 6/D10 Social Defense: 7
Damage: 8/2D6
Number of Spells: NA Armor: 2
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 5/D8
Recovery Tests: 2

Death Rating: 32
Combat Move: 29
Wound Threshold: 8
Full Move: 57
Unconsciousness Rating: 24

Legend Points: 50
Equipment: Craft tools (including something used as a club), padded cloth armor
Loot: D6 x 10 silvers

Skills: Etiquette 2: 8/2D6, Cleaning 3: 9/D8+D6, Melee 1: 6/D10

Commentary:

Binah and Jovanna are attractive young women who come in and clean the rooms after the noon meal when patrons have to check out. They both hope to become barmaids and sometimes stay and watch the entertainment after they have finished cleaning. They are each only sixteen, and are easily impressed by travelers who have tales to tell.

Binah is dark haired and dark eyes, as is common in Travar. She is a little shy, and tends to be quiet. Jovanna is a light brown haired girl who is more outgoing and aggressive. She will question travelers about where they are from and what they have seen.

The Tavern:

1) *The Common Room* - This is the main room of the tavern. It is where the dining and dancing and music takes place. The room has pillows and low tables throughout it where patrons can recline and relax while snacking on food and watching the barmaids dance. Silks hang from the ceiling and the walls, giving the room a soft and relaxing feel. The bar is also located in this

room, and this is the area that Abu is most likely to be found. Underneath the bar is the cash box where the day's receipts are kept. The drawer on top has 4D6 x 10 silvers in assorted coppers, silvers and gold. There is a slot underneath the drawer where excess cash is dropped. This will usually contain an additional 2D10 x 10 silvers by the end of the lunch shift, and 4D10 x 10 silvers after dinner. This section is bolted to the bar, and locked with a small padlock (needing a 7 to be opened).

2) *The Oasis* - This section of the tavern is open to the sky, though there are silk and canvas awnings scattered about. This area has tables and benches, and the patrons can enjoy eating in the great outdoors. At night this area is lit by light quartzes behind some of the colorful silks.

In the center of this courtyard is a natural spring that gives The Oasis its name.

3) *The Kitchen* - This is where the meals are prepared for the tavern. It is here that Annora can be usually found. She considers this to be her domain and anyone entering had better have a good reason.

4) *The Storeroom* - This room contains all the supplies needed for the kitchen, and some of

the miscellaneous supplies needed for



running the tavern. During the day it is unlocked as the kitchen staff constantly needs to get in and out, but after closing it is locked (needing a 7 to open).

5) *Abu and Annora's Room* - This bedroom is nicely furnished with a

beautiful rug, silks hanging from the walls, and a large bed covered with pillows. There is a wardrobe in the

corner and a chest by the side of the bed. A cabinet, small table and two chairs make up the rest of the furniture.

The wardrobe contains Abu and Annora's extra clothes, and the chest (locked, needing an 8 to open) contains some of their other possessions, including a beautifully carved jade elephant (worth 100 silvers), 2 Booster Potions, and 2 Healing Potions.

The cabinet contains a small cask of dwarven stout, and three bottles of wine, each worth 20 silvers. There are a set of four glasses on a tray kept in the cabinet.

Under the rug is a hiding place where Abu keeps a strongbox (needing a PER Test of 8 to find). The strongbox is locked (needing a 7 to open), and contains 4D6 x 10 silvers, 2D6 gold, and 1D6 gems worth 3D6 x 10 silvers each.

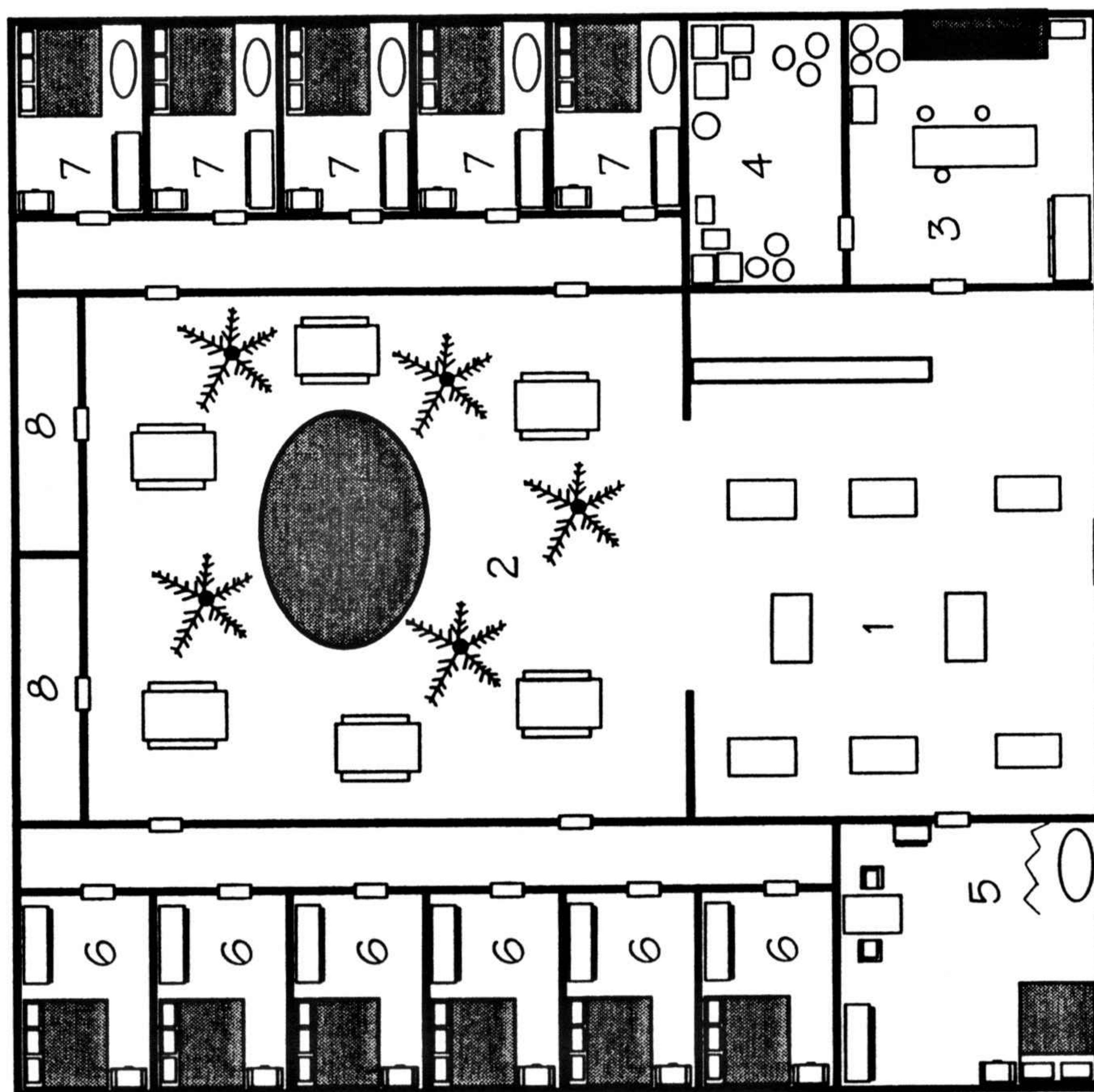
6) The Private Rooms - These rooms all have large beds that can sleep three, a trunk, a small table, and two chairs. There are rugs on the floors, and most have a wall hanging or two. The rooms all have doors that lock (needing a 7 to open), and can be barred from the inside.

7) Private Rooms with Baths - These rooms are identical to the other private rooms, but have large brass bath tubs, and a hand pump that will pump water from the oasis into the tub. There are small coal heaters underneath each tub that can be used to heat the water to whatever temperature the patron desires.

8) The Latrines - These rooms are the typical latrines of the day, usually long planks with holes in them mounted over deep holes in the ground. Each room has six stalls.

working for another Magistrate who wishes to insure his continued position. He will do his best to thwart the players' investigation. The players can make important friends, and important enemies during this investigation.

2) There has been a rash of thefts occurring in the middle of the night. Rooms have been expertly broken into and robbed. Abu hires the players to catch the thief and hopefully recover some of the stolen loot. The thief ends up being a female Thief Adept of great beauty and cunning who will do her best to escape the player's clutches.



THE OASIS TAVERN

- 1 - The Common Room
- 2 - The Oasis
- 3 - The Kitchen
- 4 - The Stroeroom
- 5 - Abu and Annora's Room
- 6 - Private Rooms
- 7 - Private Rooms with Baths
- 8 - Latrines

Adventure

Seeds:

1) The players witness a small party taking place in the common room. One of the guests seems to drink more than he can handle, and a few of his friends show up and help him out. Later, news comes out that one of the champions due to compete in the Founding has disappeared. A reward of 5000 silvers is offered for his return. The missing champion was kidnapped by thugs

FOR SUCH IS THE TRUTH

BY STEVE KENSON

Legends are what makes up the fabric of the world of Earthdawn. Legends of great heroes, terrible creatures, lost treasures and fantastic deeds are the very stuff of the Age of Legend. Legends also provide the Earthdawn gamemaster with a valuable tool: they can form the basis of many wonderful adventures in their Earthdawn campaigns and make their players feel like they are really participating in the creation of legendary tales of adventure.

This column is intended to serve as a source of legends for Earthdawn gamemasters to draw upon for their campaigns. Each includes the legend as player characters in Barsaive might hear of it as well as a short section on how the legend could be adapted as an Earthdawn adventure. Gamemasters can use these legends as the basis for adventures or simply as background material the next time the player characters stop at an inn and ask the local Troubador to tell them a tale.

Read on, and learn the Legends of the world of Earthdawn...

The Windling Flowers of Love

Oh yes, my large friend, we Windlings have our sad tales. They are not the same as those that your people have, but something that shows how foolish we Windlings can sometimes be, especially in the name of love. So, listen and hear about the origin of the winged flowers of the jungle...

Long ago in the Land of Barsaive, before the time of the Scourge, there lived a windling tribe in the depths of the Liaj Jungle. They were a prosperous and happy people that dwelled peacefully in their jungle home, with little contact from outsiders. They lived on the plentiful bounty of nature and never went unsatisfied for it.

The rulers of the tribe were a wise and happy couple, revered for their wisdom and kindness. They had a son named Kaile, who was their pride and joy and that of everyone else in the tribe. Kaile was a fine child, smart and happy and fair of face and form. Kaile was especially well known for his wings, which were perfectly and delicately formed and always tinted with the shades of the most

beautiful blossoms of the jungle. As he grew older he became a very handsome young man.

His parents looked forward to the day when he would find a mate and settle down, but Kaile showed no interest in the heartfelt sighs of the windlings maidens and youths who found him so attractive. He was satisfied with his own company and did not feel a need for companionship. He was never cruel to his suitors, but broke many a heart nonetheless with his polite refusals of their company.

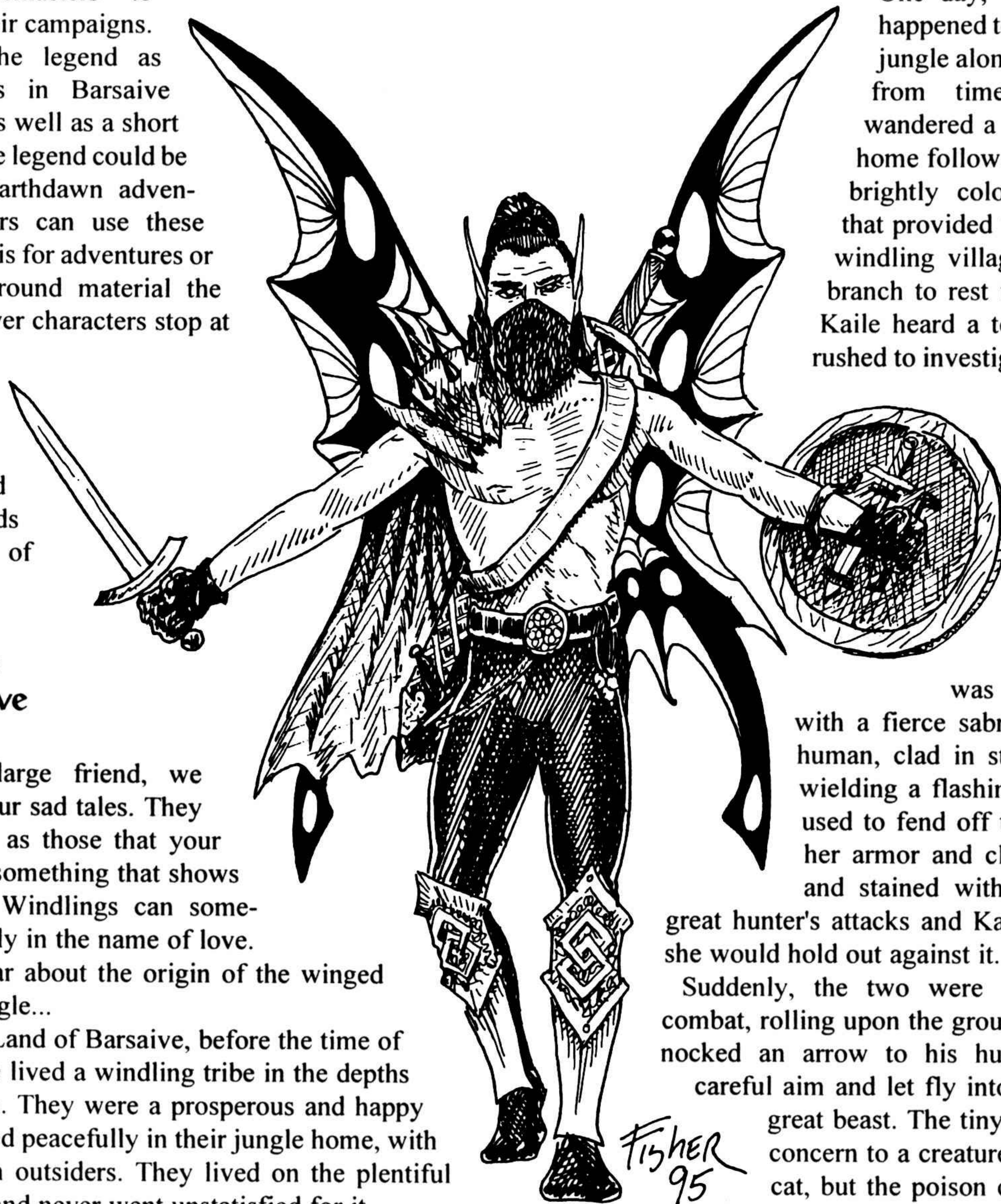
One day, the young prince happened to be hunting in the jungle alone, as was his habit from time to time. He wandered a distance from his home following the trail of the brightly colored jungle birds that provided fresh meat for the windling village. Landing on a branch to rest for a short while, Kaile heard a terrible sound and rushed to investigate. As he peered through the thick foliage from the treetops, he beheld an amazing sight. A stranger, the first that the young prince had ever seen,

was locked in combat with a fierce sabre-cat. She was a human, clad in strange armor and wielding a flashing sword that she used to fend off the great cat. But her armor and clothing were torn and stained with blood from the great hunter's attacks and Kaile wasn't sure if she would hold out against it.

Suddenly, the two were locked in fierce combat, rolling upon the ground. Kaile quickly nocked an arrow to his hunting bow, took careful aim and let fly into the flank of the great beast. The tiny arrow was of no concern to a creature such as a sabre-cat, but the poison coating the arrow worked its way quickly into the cat's

veins, slowing it with its paralyzing effects. The warriors used the last of her strength to drive her blade into the cat and slay it before herself falling to the ground.

Kaile rushed back to his village to get help for the fallen warrior and it took the work of several windling magicians to bring her back to the village. The windlings treated her injuries, which were not fatal. Kaile stood nearby and



watched the whole time as the windling healers and magicians worked to aid the fallen warrior and for the first time he felt the stirrings of love in his heart, for the warrior woman was the most beautiful creature he had ever seen.

When the healers had done their work, Kaile still remained and kept watch over the fallen warrior, so that he was the first person she saw upon awakening. As the warrior recovered, she and the prince spoke often. He learned that her name was Shara and that she was a warrior and adventurer who traveled the land. As the weeks passed and Shara continued to heal from her injuries, the two became inseparable and Kaile's love for the human woman deepened. He dreaded the day when she would be well enough to leave his village and never return.

Kaile wished to take Shara as his, but he knew that he could not be a proper mate to her, so different were they, Windling and Human. A dark cloud seemed to hang over him and the people of Kaile's village grew concerned for him. Days passed and Shara healed quickly until Kaile knew that it would soon be time for her to leave. He thought that he would surely die if Shara were to leave him and so came upon a plan.

Kaile sought out Nazor the Mad, an powerful Ork wizard who dwelled deep in darkest part of the jungle. He left the village late one night and set out without a word to any for the place where the solitary wizard lived. He travelled through the darkened woods with only the light of the pale moon to guide him, carefully avoiding dangerous beasts and twisting undergrowth until he reached the deepest and darkest area of the jungle, where the moss-hung trees blocked out all view of the sky and the world beneath the jungle canopy was always night. Nazor's hut was decorated with skulls of many name-givers and painted with strange rune and symbols and pictures that seemed to writhe underneath one's gaze.

Kaile was afraid, but his love of Shara was his passion and he called upon Astendar to strengthen him. He made his way to the hut and was confronted by the wizard Nazor himself, a twisted old Ork, bent and gnarled like an ancient tree. He asked the Windling why he had come so far from his home and Kaile told the sorcerer his tale, of how he loved Shara, but could not take her for his mate. The Ork wizard told Kaile that he could use his magic to make the Windling a proper mate for the beautiful Shara, but that there would be a price: in return the wizard wanted the gifts that were unique to the Windlings, Kaile's astral-sensitive sight and his beautiful wings. Kaile agreed to Nazor's terms and the wizard cast a powder made from dried roses and lover's tears over him, while chanting a powerful spell.

The young Windling grew and grew to the size of a human, like becoming a great giant, but gone were his gossamer wings and dimmed was his windling sight of the magical world. Kaile was saddened by this loss, but Astendar still filled his heart and soul and he did not think twice about what he had lost before he rushed to be at Shara's side.

What Kaile did not know was that Shara had many enemies that she had made in her adventuring career. When the human-sized Windling prince burst into her tent, eager to

declare his love, the warrior reacted with all of her training and struck him a blow with a dagger she kept hidden with her. It is said that the young prince died of heartbreak before his wound could prove fatal. Realizing her mistake, the warrior woman wept bitter tears over Kaile's fallen form and where her tears and the prince's blood mingled there sprung up a flower with petals like Kaile's lost gossamer wings. The Windlings call these flowers kailes after the lost prince and believe that they are symbols of love.

The village was lost during the Scourge, the Liaj Jungle forever changed by the ravages of the Horrors, but it is said that in some isolated patches of the jungle kailes still grow. Legend says that they contain the essence of what the windling prince sacrificed for his love and that the flowers are special blooms blessed by Astendar as gifts of true love.

Adventure Ideas

If the tale of Kaile and Shara is true, then the flowers known as kailes may indeed possess magical powers. If the flowers are blessed by Astendar, one might serve as an Enchanted Gift that inspires love as if it were created by the Questor ability of the same name (see *The Earthdawn Companion* for more on Questor abilities). The adepts, in the role of matchmakers for some destined couple, might seek out the blooms in the depths of the jungle or be send to find a hapless, lovestruck youth who has traveled into the jungle seeking them. A questor of Astendar might also seek out the legendary blossoms as an act of devotion to the Passion.

The tales of the love-inspiring blooms might also attract the attention of less scrupulous merchants, profiteers and wizards, any of whom would be interested in acquiring some of the flowers for experimentation and possible resale as a valuable love potion or spell component.

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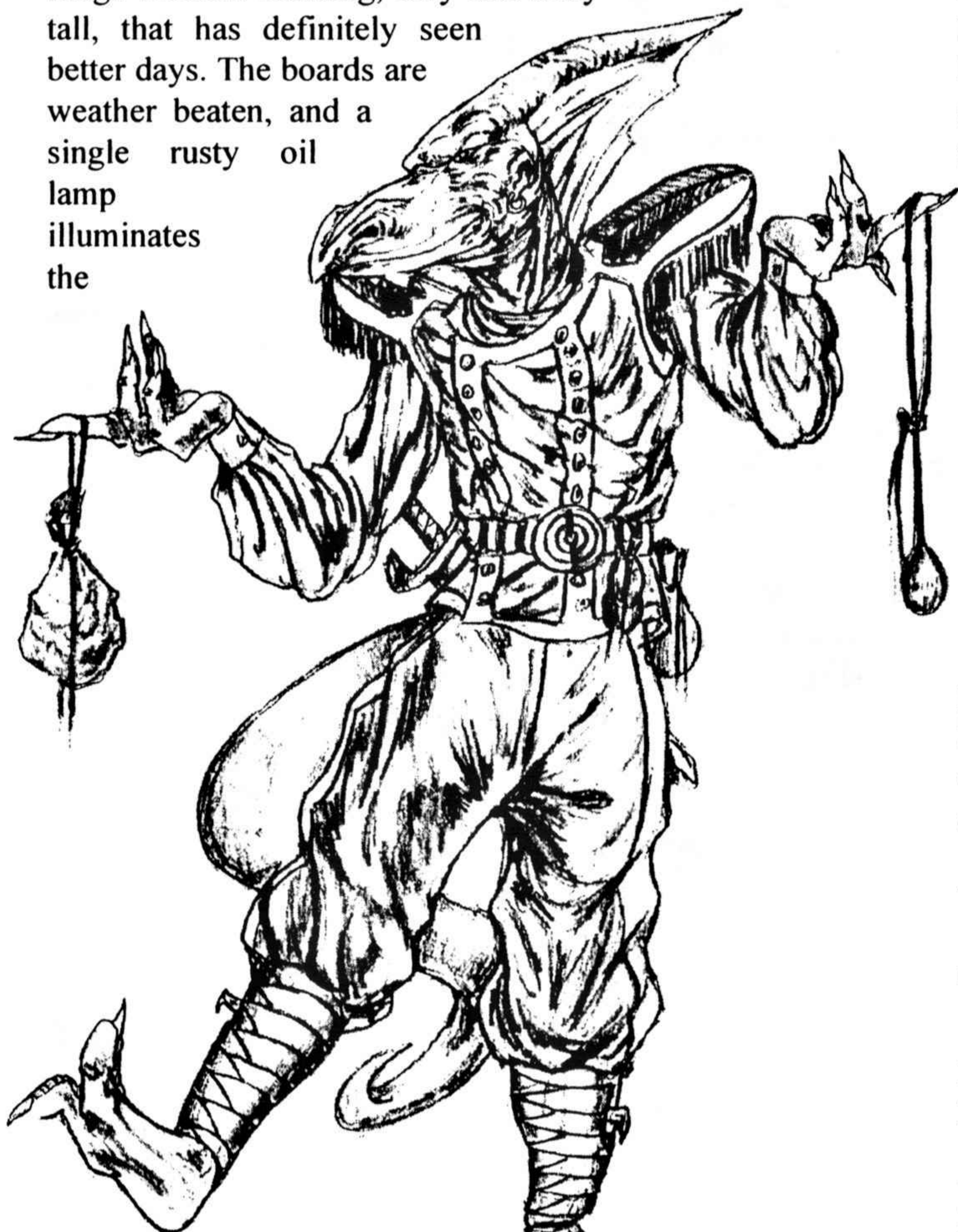
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THE LAZY EYE

BY DAVID CARALEY

The Lazy Eye is located in a seedier side of Bartertown, down twisting side streets past numerous back alleys. As the party ravel towards the tavern, they will be approached by women looking to sell their bodies for 5 silvers a night, young thugs offering various drugs, and if the party wasn't in a group, and carrying weapons, other thugs that would try to attack and rob the players.

There before you stands, or squats, the Lazy Eye. It is a rough wooden building, only one story tall, that has definitely seen better days. The boards are weather beaten, and a single rusty oil lamp illuminates the



sign, a sign that shows a single eyeball with the lid half closed. There are a few figures hanging out by the alley near the corner of the building. They look up, and move a bit farther away from the light coming from the window and go back to talking to each other in whispers. There is the sound of raucous laughter coming from inside.

You enter the dimly lit common room. It has a hard packed dirt floor, and smoke from the lamps, from people's exotic pipes, and from the incense burners in the corners all serve to make it more difficult to see. The room is filled with tables made from barrels, and rough wooden chairs. And the clientele seems to be made up of Ork Scorchers,

mercenaries, and others of the rougher trades. Everyone seems to be armed with some sort of weapon, and some seem to be wearing leather, or padded leather. They are sitting around telling stories, playing dice, arm wrestling, and latching onto the barmaids that pass by. A few of them look up as you come in, but they just go back to whatever they were doing. There are two Orks in leather armor at the door who watch you enter. A Human with a scarred face stands behind the bar, pouring drinks and passing them out to the barmaids. The barmaids are clad in flimsy silks or tight leathers. A drummer keeps a beat in the corner while an attractive dancer in very little clothes gyrates wildly for the amusement of the crowd. The crowd throws coppers every now and then.

The tavern serves ale (3 coppers), good ale (8 coppers), Dwarven stout (15 coppers), and Lightning (1 silver), a clear distilled liquor of great potency (for every drink, make a TOU test with a target of 7, or gain a -1 step modifier to any test involving DEX or PER). It also serves simple meals of breads, cheeses, and fruit (3 coppers).

The Lazy Eye opens at sunset when Tevis arrives to unlock the place and let the staff in. Tevis puts the cash box (containing 2D6 x 10 silvers in assorted coins) under the bar, and opens for business.

The tavern stays open until sunrise when the last of the patrons are thrown out, and clean up begins. Once the place is cleaned, the staff leaves and Tevis locks up and takes the cash box (now containing 3D10 x 10 silvers in assorted coins) home.

The Staff:

Tevis - Human Tavernkeeper

DEX: 9: 4/D6 STR: 11: 5/D8 TOU: 13: 6/D10
PER: 12: 5/D8 WIL: 9: 4/D6 CHA: 8: 4/D6

Initiative: 4/D6	Physical Defense: 6
Number of Attacks: 1	Spell Defense: 7
Attack: 6/D10	Social Defense: 5
Damage: 5/D8	
Number of Spells: NA	Armor: 0
Spellcasting: NA	Mystic Armor: 0
Effect: NA	Knockdown: 5/D8
	Recovery Tests: 2

Death Rating: 45 Combat Move: 20
Wound Threshold: 9 Full Move: 40
Unconsciousness Rating: 27

Legend Points: 60
Equipment: Bar things, dog...
Loot: 3D6 x 10 silvers

Skills: Conversation 4: 8/2D6, Legends and Heroes 2: 7/D12, Local Lore 3: 8/2D6, Lock Picking 3: 7/D12, Music: Flute 1: 5/D8, Pick Pockets 3: 7/D12, Speak Languages 8: 13/D12+D10 (Dwarven, Elf, Human, Obsidiman, Ork, Troll, T'skrang, Windling), Streetwise 5: 10/D10+D6, Unarmed Combat 2: 6/D10

Commentary:

Tevis was a minor thief that was caught after a particularly profitable robbery. He went to jail, where he received his scar. Still, he never talked, and when he was released five years later, his former partners set him up with this small tavern. He now runs the place and turns a decent profit. He is also well liked by the local underworld.

Grod, Nurg - Ork Bouncers

DEX: 10: 5/D8 STR: 16: 7/D12 TOU: 14: 6/D10
PER: 12: 5/D8 WIL: 10: 5/D8 CHA: 9: 4/D6

Initiative: 5/D8 Physical Defense: 6
Number of Attacks: 1 Spell Defense: 7
Attack: 8/2D6 Social Defense: 6
Damage: 10/D10+D6
Number of Spells: NA Armor: 3
Spellcasting: NA Mystic Armor: 1
Effect: NA Knockdown: 7/D12
Recovery Tests: 3

Death Rating: 36 Combat Move: 29
Wound Threshold: 10 Full Move: 57
Unconsciousness Rating: 28

Legend Points: 60
Equipment: Leather armor, club
Loot: D6 x 10 silvers

Skills: Melee 3: 8/2D6, Streetwise 3: 8/2D6, Unarmed Combat 3: 8/2D6

Commentary:

These two are best of friends and used to be street thugs, mugging people in back alleys until they got this more legitimate job. They still get to bust heads, but now the Watch doesn't arrest them for it. As many of the patrons are their friends and owe both Tevis and the two Orks favors, most of the clientele will fight to defend the tavern staff.

Nevia, Enya, Fiani - Human Barmaids / Dancers

DEX: 11: 5/D8 STR: 9: 4/D6 TOU: 10: 5/D8
PER: 11: 5/D8 WIL: 10: 5/D8 CHA: 14: 6/D10

Initiative: 5/D8 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 6
Attack: 6/D10 Social Defense: 8
Damage: 4/D6

Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 0
Effect: NA Knockdown: 4/D6
Recovery Tests: 2

Death Rating: 31 Combat Move: 27
Wound Threshold: 8 Full Move: 45
Unconsciousness Rating: 22

Legend Points: 50
Equipment: Clothes, smile
Loot: 2D6 silvers

Skills: Bartending 2: 7/D12, Dancing 3: 9/D8+D6, Flirting 3: 9/D8+D6, Singing 1: 7/D12, Unarmed Combat 1: 6/D10

Commentary:

These girls serve drinks when it is not their turn to dance. They are all flirts, and their favors are for hire if the price is right. They generally charge 1 silver per CHA step below 10 (for example, someone with a Charisma of 14, with a Step 6 would be charged 4 silvers). They also charge Orks and additional 2 silvers. They won't go off with Trolls.

Scarlet - Elven Barmaid / Dancer

DEX: 13: 6/D10 STR: 9: 4/D6 TOU: 8: 4/D6
PER: 12: 5/D8 WIL: 11: 5/D8 CHA: 17: 7/D12

Initiative: 6/D10 Physical Defense: 7
Number of Attacks: 1 Spell Defense: 7
Attack: 7/D12 Social Defense: 9
Damage: 4/D6
Number of Spells: NA Armor: 0
Spellcasting: NA Mystic Armor: 1
Effect: NA Knockdown: 4/D6
Recovery Tests: 2

Death Rating: 28 Combat Move: 33
Wound Threshold: 7 Full Move: 65
Unconsciousness Rating: 19

Legend Points: 55
Equipment: Clothes, smile
Loot: 4D6 silvers

Skills: Bartending 2: 7/D12, Dancing 4: 11/D10+D8, Flirting 3: 10/D10+D6, Pick Pockets 3: 9/D8+D6, Singing 1: 8/2D6, Streetwise 4: 9/D8+D6, Unarmed Combat 1: 7/D12

Commentary:

Scarlet is a beautiful elf girl with flowing red hair who grew up an orphan on the streets of Bartertown. She had no money or family, and rapidly learned that there was more money to be made with seducing than with stealing. She generally will not make passes at anyone under a CHA of 13, and only seduces Humans and Elves. Though she isn't any type of

Adept, she has learned to spend Karma on Seduction. She charges 8 silvers.

Norvan - Human Musician

DEX: 12: 5/D8 STR: 11: 5/D8 TOU: 11: 5/D8
PER: 13: 6/D10 WIL: 10: 5/D8 CHA: 13: 6/D10

Initiative: 5/D8	Physical Defense: 7
Number of Attacks: 1	Spell Defense: 7
Attack: 6/D10	Social Defense: 7
Damage: 8/2D6	
Number of Spells: NA	Armor: 2
Spellcasting: NA	Mystic Armor: 0
Effect: NA	Knockdown: 5/D8
	Recovery Tests: 2

Death Rating: 32	Combat Move: 29
Wound Threshold: 8	Full Move: 57
Unconsciousness Rating: 24	

Legend Points: 50

Equipment: Craft tools (including something used as a club), padded cloth armor

Loot: D6 x 10 silvers

Skills: Appraise Music 3: 9/D8+D6, Melee 1: 6/D10, Play Instrument 4: 10/D10+D6, Streetwise 3: 9/D8+D6, Trading 3: 8/2D6

Commentary:

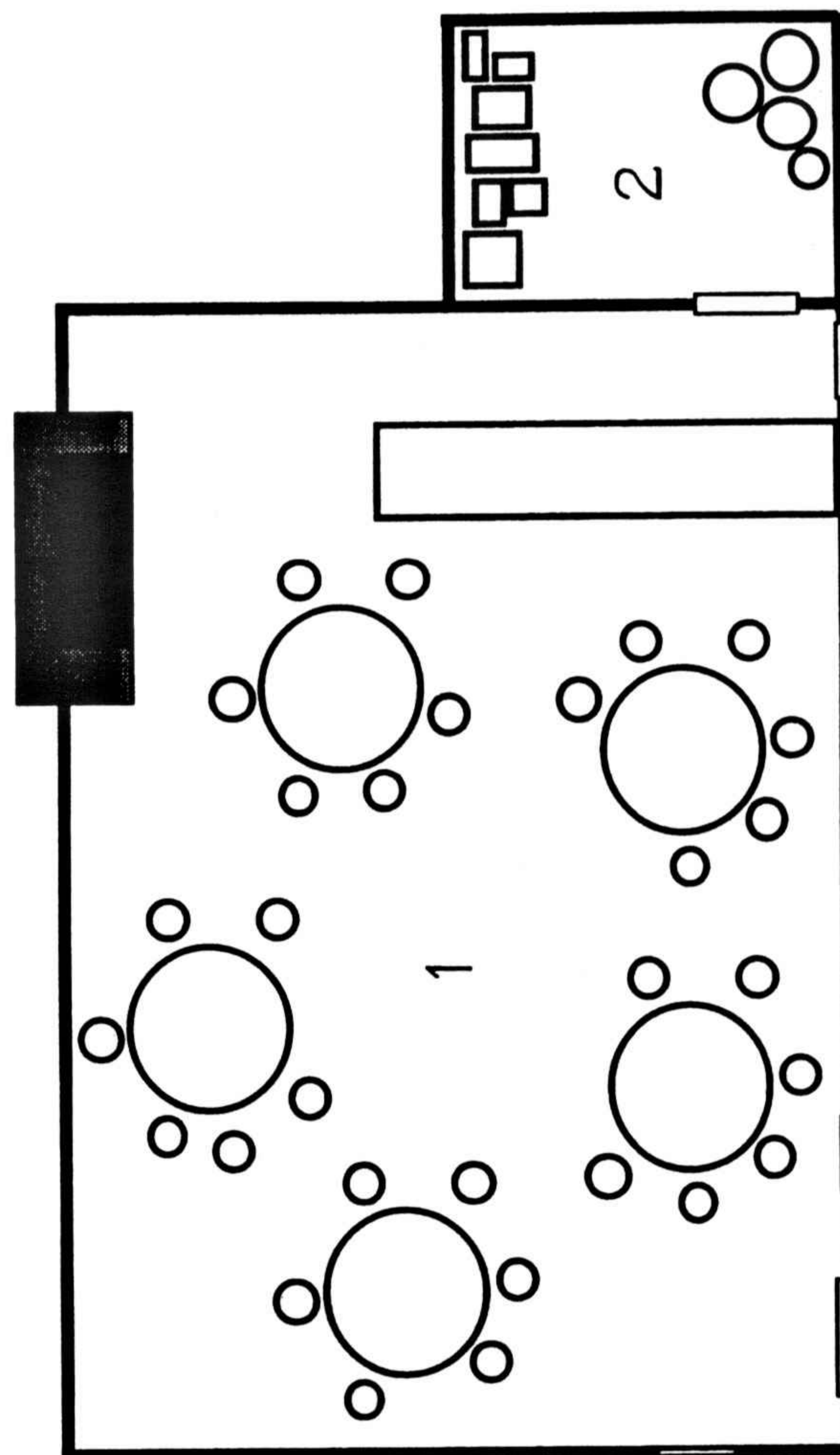
He is an old drummer who has seen too much and worked too hard. He now sits back and takes a quarter of the tips thrown to the dancers. He overhears a lot, though, and might be willing to exchange information if the price was right.

Adventure Seeds

1) Tevis hid his share of the loot from his last mission before he was caught and sent to prison. Since he was released, and gifted with this tavern, he has never gone back to get his loot. He knows where it is, he hid it in the floor boards of an abandoned house. The problem is that the house isn't abandoned anymore. It is now the home of a powerful Nethermancer Adept. And he values his privacy.

Make the loot contain something of interest to the players, a magical amulet, or a book of some sort that has information that they need.

2) Scarlet is being stalked by a jilted lover and she attempts to seduce a player in order to get him to protect her. Of course, the jilted lover is a Swordmaster Adept of violent temper. He will view any interference in his pursuit of Scarlet as an insult.

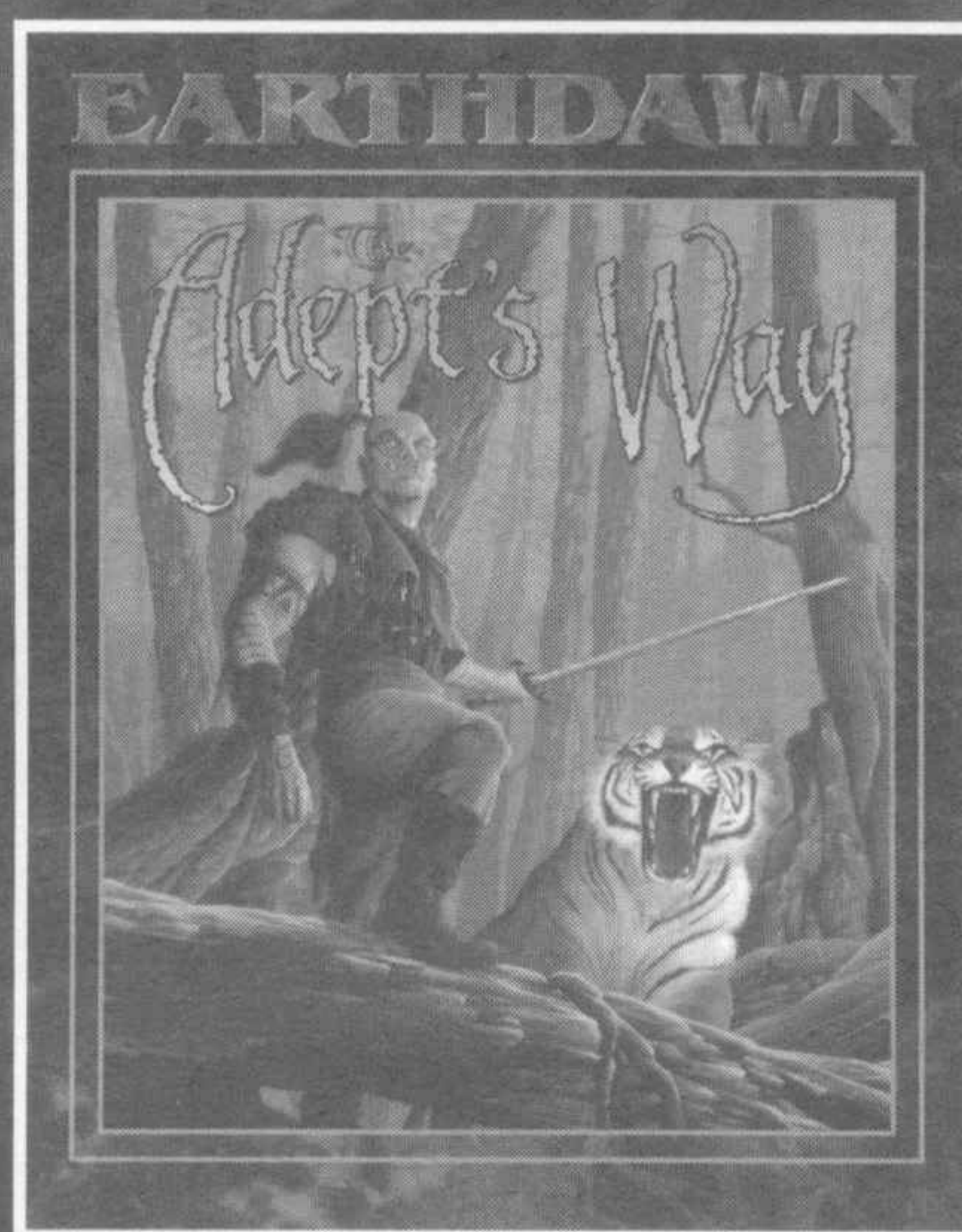


The Lazy Eye Tavern

1 - Common Room
2 - Storage Room

The Adept's Way™

The Adept's Way offers an inside look at being an adept in Earthdawn. This sourcebook fully describes each of the 15 magical Disciplines most often practiced in Barsaive, from the point of view of an adept of each Discipline.



The Adept's Way also includes extensive new rules for using Disciplines in Earthdawn adventures, acquiring multiple Disciplines, and roleplaying suggestions for adepts.

HORRORS

The thing we'd called Lysteruss walked right up to Achatuss, our bosun, stabbed its beak into her chest, ripped out her heart and swallowed it in a single gulp. Then the monster began to do the same to every crewman in turn. Not one could run, or fight, or even hardly breathe for pure, heart-freezing fear. Finally some vestige of *jik'harra* broke my paralysis, and I leaped overboard and swam away from the doomed *Tarrywell* as fast as I could. I didn't dare look back.

— An excerpt from the work of Reodlan T'rilclaw, T'skrang sage.



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