

EARTHDAWN JOURNAL

Vol. 6

\$6.00



22 TALES OF MYTH AND LEGEND FOR EARTHDAWN

THE BOOK OF
EXPLORATION



FASA
CORPORATION

AVAILABLE IN APRIL AT A KAER NEAR YOU!

THE EARTHDAWN JOURNAL

**An Official
Publication Devoted
to FASA's
Earthdawn Fantasy
Roleplaying Game**

Volume #6 \$6.00US
February 1996
Stock Number: SOK106

The Earthdawn Journal is published by Sword of the Knight Publications, Inc.

Copyright © 1996 by Sword of the Knight Publications, Inc. All rights reserved. No part of this magazine may be reproduced in any form or by any means without permission from the publishers. Printed in the United States of America by Mar-Kel of Newburgh, IN.

Sword of the Knight
Publications, Inc.
2820 Sunset Lane #116
Henderson, KY 42420 USA
Voice/Fax: 502-826-1218
Net: SwrkNght@aol.com
Webpage: <http://members.aol.com/swrdknght/sok.htm>

Editor

Kevin D. Knight
Associate Editor
Brenda K. Knight
Macintosh Guru
Richard Bieber

All materials in the Earthdawn Journal are Copyright © Sword of the Knight Publications, Inc., and Copyright © FASA Corporation.

The Opening of Kaer Kalin 3

An unopened kaer sends out explorers by Michael A. Swiernik

On Dinganni Spiritualism: Vengeance 13

Exploring the depths of Dinganni society by Brian McCallister

Cookery of Barsaive 15

A selection of delectables by Andrew Ragland

Potions of Barsaive 18

A selection of alchemical creations by Tim Reynolds

On Elemental Items 20

A selection of common magical items by Steve Kenson

The K'stulaami Taidancer 22

A new discipline for the k'stulaami by Michael E. Colton

Children of Jaspre 26

More new creatures from Andrew Ragland

Icebringer 29

The tale of a horror by Dan Allard

1995 GenCon Earthdawn Tournament 32

A report on the Earthdawn tournament by Michael E. Colton

Legend: The Stolen Sword 34

A legend from Iopos by Andrew Ragland

Legend: Andelin 36

A lost elven city by David Caraley

Test of Courage 39

An adventure with the Orcs by David Caraley

Legend: Neeza's Pipes 52

A windling's pipes save a village by David Caraley

For Such Is The Truth 54

Magic items from Steve Kenson

Artwork

| | |
|-----------------|------------------------------------|
| Richard Bieber | Cover |
| Kevin Montanaro | 33, 36 |
| Christian Royse | 34 |
| Ellym Sirrac | 13, 25 |
| Aaron Porter | 43, 52, 54 |
| John Bridegroom | 3, 5, 6, 8, 11, 26, 27, 30, 39, 48 |

The Editor Speaks...

Greetings and welcome to the sixth issue of the Earthdawn Journal! As you may have noticed already, we are very late with this issue. Why, you might ask? Well... to have a magazine, one must have articles to put in said magazine and we didn't have enough articles! So **PLEASE** send us **ANYTHING** you have for Earthdawn that you want to see in print. I promise we will take a look at it and, if it is good enough, it will see print!

Richard returned this issue with an original piece for the *Opening of Kaer Kalin* article. Hope you like!

Kevin Knight

Egyptian Campaign 1996

When: March 29, 30, 31 1996

Where: On the Campus of S.I.U.C. in the Student Center's Ball Rooms on the 2nd floor

Cost: \$12.00 for all three days at the door. \$10.00 preregistration.

For more information, please write to...

Egyptian Campaign '96
c/o Strategic Games Society
Office of Student Development
3rd. Floor Student Center
Carbondale, IL 62901-4425

or call Joel T. Nadler at (618) 529-4630 or Don Capan at (618) 549-2392. E-mail to ECGamCon96@aol.com

THE EARTHDAWN JOURNAL is published quarterly at the middle of February, May, August, and November. One year (4-issue) subscriptions are \$18.00 (North America), \$22.00 (Overseas Surface), and \$30.00 (Overseas Air). Please make all payments in US funds or by Visa/MasterCard. 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.

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 #7.

Responses from the Earthdawn Journal Volume #5:

| | |
|---------------------------|------|
| Thicker Than Water | 4.04 |
| On Dinganni Spiritualism | 3.19 |
| More on Adventure Logs | 3.19 |
| Night of Desire | 3.63 |
| Days of Vengeance | 3.85 |
| Useful Magic Items | 4.29 |
| Earthdawn Q&A | 4.07 |
| The Windsong | 3.75 |
| The Floating Kaer | 3.33 |
| Children of Jaspre | 3.57 |
| Reflex Booster | 3.78 |
| The Songsmith | 3.54 |
| For Such Is The Truth | 4.04 |
| Artwork (Tony Sxxzudlo) | 4.52 |
| Artwork (John Morrissey) | 3.05 |
| Artwork (Kevin Montanaro) | 3.71 |
| Artwork (Christian Royse) | 3.34 |
| Artwork (Ellym Sirrac) | 4.11 |
| Artwork (Michael Harmon) | 3.66 |
| Overall Satisfaction | 3.96 |

Free copies of Volume #5 were sent to Robert Fulford, Tracy Landrum, & Jim Harrop. Thanks to the other 50 people who sent their cards in!!!

**Looking for some old,
out-of-print gaming
items?**

Have some to get rid of?

***Let Sword of the Knight
help you out! We have a
large selection of used
and out-of-print gaming
items!***

**For a complete list send a
large SASE with \$1.00
postage to Sword of the
Knight Publications!**

We Buy, Sell, and Trade!!!

THE OPENING OF KAER KALIN

BY MICHAEL A. SWIERNIK

Gamemastering Notes

"The Opening of Kalin" is an adventure which allows the gamemaster to easily introduce a party of characters into the world of Earthdawn. This adventure is designed for four to eight characters, ranging in power from First to Third Circle. The adventure will make logical sense if most of the characters are First Circle, since most of them will have had little chance to gain substantial experience.

Working under the

assumption that the Scourge has ended, the leaders of the character's kaer, Kaer Kalin, have decided that the time has come to open their doors to the outside world. In fact, the Scourge has indeed been finished for several years now, but the townspeople are in general not aware of this. In their minds, the characters are fodder being sacrificed on the slight chance that the Scourge is over sooner than expected.

Kaer Kalin

Before the Scourge, Kalin was a moderately sized,

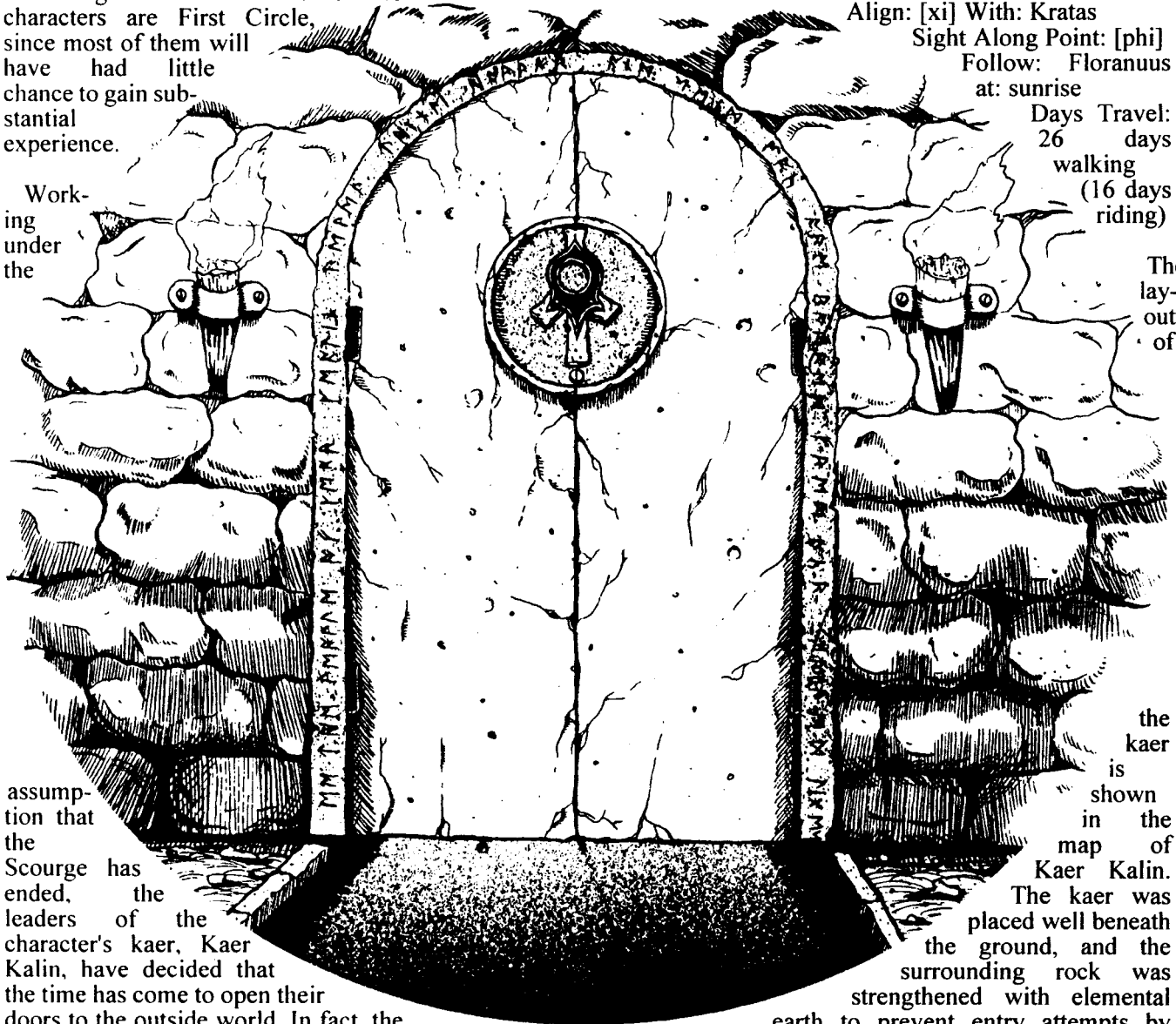
but rather wealthy trading town, with roughly 1500 inhabitants representing all of the Name-giver races. The GM should feel free to place Kalin anywhere in Barsaive, although it fits best in an hilly plains area, with few or no trees nearby. A suggestion for its placement, using Shantaya's Sextant is:

Center Sextant On: Throal
Align: [xi] With: Kratas
Sight Along Point: [phi]
Follow: Floranus at: sunrise
Days Travel: 26 days walking (16 days riding)

The layout of

the kaer is shown in the map of Kaer Kalin.

The kaer was placed well beneath the ground, and the surrounding rock was strengthened with elemental earth to prevent entry attempts by digging, as well as to support the dome over the town. A great deal of time and energy went into the creation of the kaer, partially due to the inhabitants' eagerness to build a kaer that would survive the Scourge, and partially due to the Questors of Upandal that lived in the town during construction. There are rumors that Upandal himself was present during the construction, and helped the kaer to be created in a fraction of the time expected.



The kaer has a highly defensive layout, which allowed it to survive without lethal penetration during the Scourge. The first line of defense is called the Gate, which is an extremely well-camouflaged door that opens to the surface.

This door was made to resemble the rough, hilly landscape as much as possible, including real grass growing from its surface.

Within the Gate, the Entry Hall was intended to be the main deterrent for any Horrors attempting to enter the kaer. This room was outfitted with many elaborate and deadly traps. At the inner end of the Entry Hall stood the Entry Door, a heavily protected gateway through which anything intending to enter the kaer would be required to pass. The door was lined on both sides with orichalcum, and covered from top to bottom with magical wards and other runes.

Through the Entry Door lies the Stair, which consists of a series of circular stairways connected by rooms. Both the stairs and the rooms were filled with traps. There are a total of two rooms and three flights of stairs.

At the bottom of the Stair stands the Guard Door, which leads into the kaer itself. The Guard Door is a small door, barely eight feet in height, and was intended as the last line of defense against any invader. Like the Entry Door, it is heavily guarded with both orichalcum and runes.

The kaer itself is a stone dome filled with cramped dwellings for approximately 2500 inhabitants that spread radially outward from the central Great Hall. The Great Hall houses the administrative headquarters of the kaer, as well as the meeting hall, a shrine to Garlen, and the library. The living conditions in the kaer are more cramped than planned, due to the great influx of refugees before the kaer closed (see History of Kalin).

Time is kept within the kaer by a glowing crystal that moves across the dome in the same fashion that the sun moves in the outside world. This provides some peace of mind to the residents, as well as light.

History of Kaer Kalin

The history of Kaer Kalin is relatively calm, especially when compared to what some of the other kaers in Barsaive experienced during the Scourge. The major events of Kaer Kalin's history are detailed below.

The construction of the kaer took a relatively short time, and was payed for by the profits that the trading town of Kalin had saved up. Theran protections were also used, payed for from the deep coffers of the well-run town. The kaer itself was completed in TH 1013, at which time most of the town's permanent inhabitants moved in. The kaer remained open for many years

after, however, allowing refugees from the surrounding countryside to crowd through its doors. During this time, the number of minor Horrors that were encountered increased, and one Horror was able to infiltrate the kaer unnoticed.

Late in the year 1025, a party of adventurers arrived at the Gate, claiming to be followed by a great Horror, intent on their destruction. Kalin's administrators needed little prompting to make the decision they had been planning on for some time now, and decided to close the doors to Kaer Kalin.

Two of the four adventurers later died from their wounds. Ri'Shayd, a powerful obsidiman, remained in the kaer until sacrificing himself many years later while trying to fend off a Horror. The other hero died of extreme old age.

The refugee Horror (TH 1140) spent many years hiding among the people of the kaer, living off their psychic energy. As one of its evil machinations, the Horror destroyed all records of the kaer's creation. Although this was unimportant to the kaer at the time, it would become important when they would need to rejoin the surface world, and required information concerning the traps that had been placed to guard the kaer. This information was also destroyed.

Although its treachery would not be discovered for many, many years, the activities of the Horror at this time resulted in its discovery and destruction.

In TH 1400, the kaer's lead elementalist noticed a drop in the magical integrity of the kaer. This drop did not result from the dome itself, but from out in the Stair area. In order to prevent widespread panic and to determine the cause of the drop, four adventurers were sent up the Stair to investigate. They never returned, and most of the kaer is still unaware of the circumstances of their disappearance. The group contained Tor'al, an elf who had been a youth during the construction of the kaer many years ago, and would therefore be able to lead the group through any traps they might encounter, the hero Ri'Shayd, and two other Adepts. After a protracted battle, the party succeeded in destroying the Horror that had broken into the Stair, but perished while doing so. They never returned to the kaer and nobody to this day knows of their heroic, but tragic, end.

Within several weeks of their disappearance, people started to wonder what happened to the missing adventurers. The leaders of the kaer at the time thought it would be best to blame their disappearance on an outside force. They explained that they believed something was living in the Stair and had caused the Heroes' disappearances, and that this terror needed to be destroyed.

Dartin, a troll Warrior, and Jal'al, a human Archer, were sent up the Stair, this time with great fanfare, to destroy a Horror the kaerfolk assumed to be present. These two Adepts met with the Patient One, a Horror

that had moved into the Stair following the death of the stronger Horror at Ri'Shayd's hands. They never returned, and the kaer prepared for the worst. The worst never came, however, and nobody, not even the town's leaders, are clear about what happened.

The Announcement

Setup

Several years before the time of this adventure, the kaer's lead elemental, a t'skrang named Torcher, noticed that the Theran magic indicator ceased to drop. Throughout the next few years, he convinced both himself and the leaders of the kaer that this was fact and not merely wishful thinking on their part, and together they decided that the kaer could be opened. This is where the characters come in. After losing some of the kaer's most able Adepts 25 years ago in a series of ventures up the Stair, the kaer's leaders do not wish to repeat the mistake. Instead, they decide to send some relatively inexperienced Adepts to verify the end of the Scourge, namely, the characters.

The kaer is called to a town meeting, where the town leader, Morael, informs everyone of the freeze in magic, as well as their decision to open the kaer in order to determine if the end of the Scourge is indeed here. He then asks the characters if they wish to be involved. If the characters agree, Morael informs everyone that preparations for rebuilding the town will begin after the characters return safely, which they will hopefully do within the next few days. Otherwise, the characters get to watch as a group of their peers receive the honor, and open the kaer without them. The meeting is adjourned among mixed feelings from the townspeople.

Gamemaster Information

There is little going on in this scenario that isn't obvious to the characters. Torcher and Morael sincerely believe that the time to open Kaer Kalin has come, otherwise they wouldn't risk the lives of the characters. The rest of the townspeople have mixed feelings. Many of them still fear what lies beyond the perceived strength of their doors, and do not want to be exposed to it. Others are eager to rejoin the world, but are uncertain of what life on the surface will be like. Many more experienced Adepts are jealous of the characters and their opportunity to be the first group to go to the surface. Many of the town, though, trust Torcher and Morael, and are excited about what they see as the dawning of a new age for their town. They

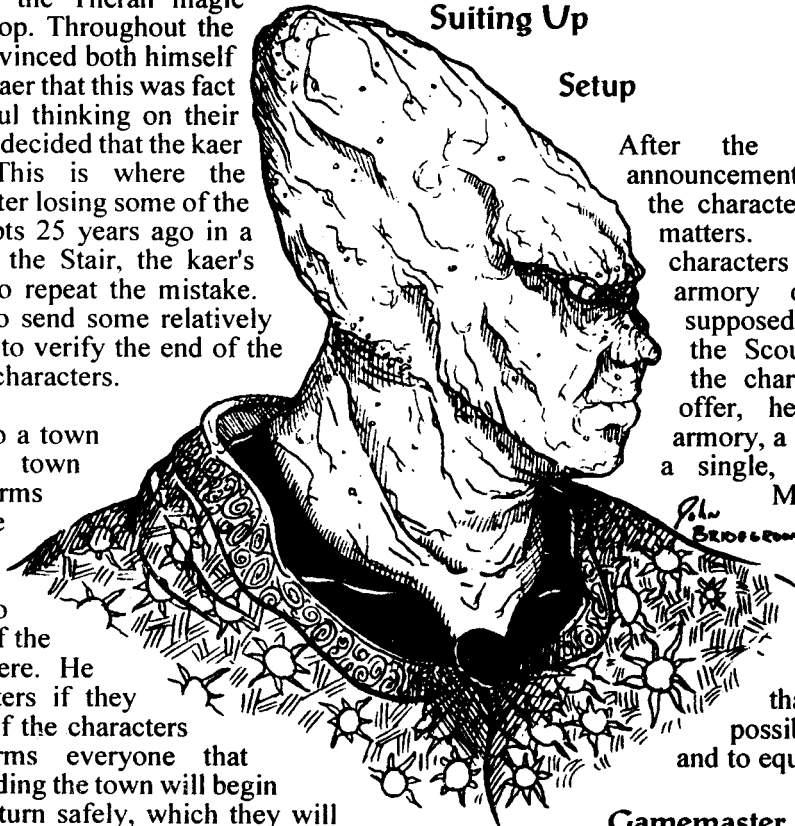
assist in any way they know how.

This section is where the GM can make the adventure fit into the unique campaign. Many things can be done to make the characters excited to go, as well as to provide additional problems that the players can role-play through. For instance, if the characters have a nemesis, force their enemy to go along with them. If they have family, make their parents weep with the joy and apprehension of what's to come. Flesh this section out to make the characters both motivated and part of their own unique world.

Suiting Up

Setup

After the excitement of the announcement, Morael approaches the characters with more practical matters. Morael offers the characters access to the main armory of the kaer, which supposedly has been sealed since the Scourge began. Assuming the characters will accept the offer, he leads them to the armory, a low stone building with a single, heavily locked door. Morael unlocks the door to the armory, and the characters go in with him and pick out what they require. Morael reminds the characters that they will very possibly be facing a Horror and to equip appropriately.



Gamemaster Information

The equipment available to the characters is meant to supplement what they acquired during character creation. The room contains weapons and other equipment of all types except the following: obsidian skin, any form of crystal armor or shield, and any distinctive clothing items or blood charms.

Healing salves of any sort are also unavailable, and the characters will have to obtain them from the residents of the kaer, if any are for sale. The presence of magical equipment is left up to the GM, but should be limited to one, or at most two, items, and in most cases simply don't exist. The party should feel comfortable, not invincible.

The characters might also notice the apparent lack of some equipment in the room. Certain areas of the armory show signs of disturbance, including the existence of dust shadows suggesting where weapons might have once been. These dust shadows represent weapons that were taken by the secret party of

adventurers that ascended the Stair 25 years ago. The Perception Test Difficulty Number for noticing the missing weapons is a 10. Morael doesn't mention the missing equipment, and will try to deflect any queries on its disappearance, using his formidable Social Defense of 12 if he needs to. Morael does not wish to send fear into the hearts of the young adventurers too early.

Missing Records

Setup

After leaving the armory, Torcher meets the group and escorts them to the library in order to obtain the records for the kaer's construction. These records, Torcher explains, are required if the character's wish to open up the traps in the Stair and beyond safely and successfully.

Upon arriving at the library in the center of town, the characters are met by a very nervous dwarven librarian. The librarian, named Dorak, attempts to deflect the topic at hand for much more mundane discussion, and needs to be reminded by Torcher as to what the group is there for. Then Dorak proceeds to show the group everything in the library except what they are looking for, the records of the kaer's construction.

At this time, Torcher proceeds to outline as much as he knows about the layout of the kaer beyond the Guard Door. The GM should decide how much Torcher knows and conveys, but he would most likely know the most general information, but nothing specific (or really helpful). For example, he might know the Stair consists of three circular stairs connected by rooms, all infested with traps, but not the precise location of any of the traps. Torcher also describes the trap in the Entry Hall, basically saying it's dangerous and hard to shut off, and warns them that they will need his assistance to pass through this trap.

They will need to return and get Torcher to help them, and shouldn't go into the room alone.

Throughout the characters remaining time in the kaer, place little reminders of the importance of the characters' contribution that they are about to perform. The opening of the kaer is very important to the town's residents, for obvious reasons. As the characters move through town, have the townsfolk prepare for the opening according to their perceptions as to what the opening will bring.

Some will be trying to board up windows with what little wood they have. Others will be packing their goods in sacks for the move outside. Others will come up and congratulate the characters, promising them dinners and other services if they succeed. A business-minded individual might even offer them a large sum of silver, or something else that appeals to them, for saving him prime real estate on the surface. The GM should work at making the town come alive with activity, all in response to what the characters are directly involved with.

alive with activity, all in response to what the characters are directly involved with.

Gamemaster Information

Dorak is very nervous, and this is because he discovered just this morning that the records the characters are after are missing. In their place sits a note left by the refugee Horror, which states the cruel reason for destroying the records. In order to discover this, the characters will have to convince Dorak that they need to see the records. Dorak tries his best to convince them to do otherwise, but in the end he concedes to their wishes and produces the note, steeling himself for whatever punishment the party thinks is necessary. Dorak believes the problem to be totally his fault, even though he wasn't even born when the refugee Horror was destroyed. It is his library, and therefore his fault.

After finding out about the missing records, there is little that the party can do. After letting them talk it over for a short period of time, Torcher tries to encourage them, stating that most of the traps are probably destroyed anyway, and the ones that are not are probably easily avoided. He reminds them of the two adventurers who went up the Stair 25 years ago



and, although they never returned, must have dismantled some of the traps. The characters have little they can do except prepare to go up the Stair.

The Stair

Setup

When the characters are ready and assemble at the Guard Door, the rest of the townspeople are waiting for them, arrayed in a rough semicircle around the door. Many of them brandish weapons and are prepared to protect the kaer from whatever lays beyond. Others are just waiting to see what happens, and are praying for something beneficial. A ring of powerful Adepts, the characters' trainers and teachers, form a semicircle around the door in front of the townspeople, ready to defend them.

In front of the door stands Torcher and the rest of the mages. Upon the characters' arrival, Torcher begins the gestures that remove the wards from the Guard Door. After several minutes, all but one ward remains. Torcher turns to the party and tells them to prepare, then turns back to the door and removes the final ward. There is a soft sound of air releasing as the door pops open slightly, and the kaer is open.

A hush falls over the tense crowd as the characters advance through the Guard Door into the room beyond. Torcher reminds the characters to return before attempting to venture into the Entry Hall, and wishes them luck as he closes the door behind them and begins to replace the wards. The characters are in a room devoid of any light except their own torches.

Gamemaster Information

The Stair was built in tiers, as described in the section Kaer Kalin. Each circular stairwell is 20 feet wide, and turns upwards to the left. The two rooms are 40 feet wide by 80 feet long, with the openings to the stairs centered on opposite ends.

In TH 1400, a greater Horror penetrated the Stair, resulting in the drop in magical energy that was noticed at the time. Ri'Shayd's party met this Horror in the second stairwell, and fought a retreating battle until Ri'Shayd slew the beast in the first room. Ri'Shayd, who had been kept alive by the power of his abilities, died soon after. With the Gate and Entry Door no longer functioning, another Horror, known as the Patient One, took up residence within the Stair.

Dartin and Jal'al, while attempting to discover the fate of Ri'Shayd's party, attempted to destroy the Patient One. Jal'al was petrified in a sneak attack by the creature, and Dartin, outclassed one-on-one with the Horror, was killed soon after in the battle that ensued. The Patient One has remained in the Stair, waiting for the day when the kaer would try to open its doors. Since most of the defenses of the kaer are missing, the Stair is exposed to further inhabitation by

more mundane creatures as well.

Most of the traps in the Stair have been shut off or tripped, rendering them harmless. The only exceptions to this are the traps detailed below. There are five complete turns in each set of circular stairs. The Stair's description will be done in terms of turn number, as measured from the bottom of the Stair, with 15 turns total.

Two: The remains of the great obsidiman Hero, Ri'Shayd, are propped up against a wall, and the gaping wounds can still be seen on his body. Next to him lies his magical sword, Named Ri'Shayd's Blade (see *Creatures and Treasures*).

Four: One of the steps here is a magical trigger for a ramp trap. The first person to touch this step will cause all of the steps from five steps above the trigger to the bottom of the Stair to flatten into a slide. A piece of stone at the bottom juts upward, creating a sudden, painful brake for the tumble downward. The characters need to make a successful Dexterity Test against a Difficulty Number of 8 in order to keep from falling. They can try again at every turn of the Stair, with a cumulative +2 penalty to the Difficulty Number until they reach the bottom, where they suffer Step 10 damage from the wall.

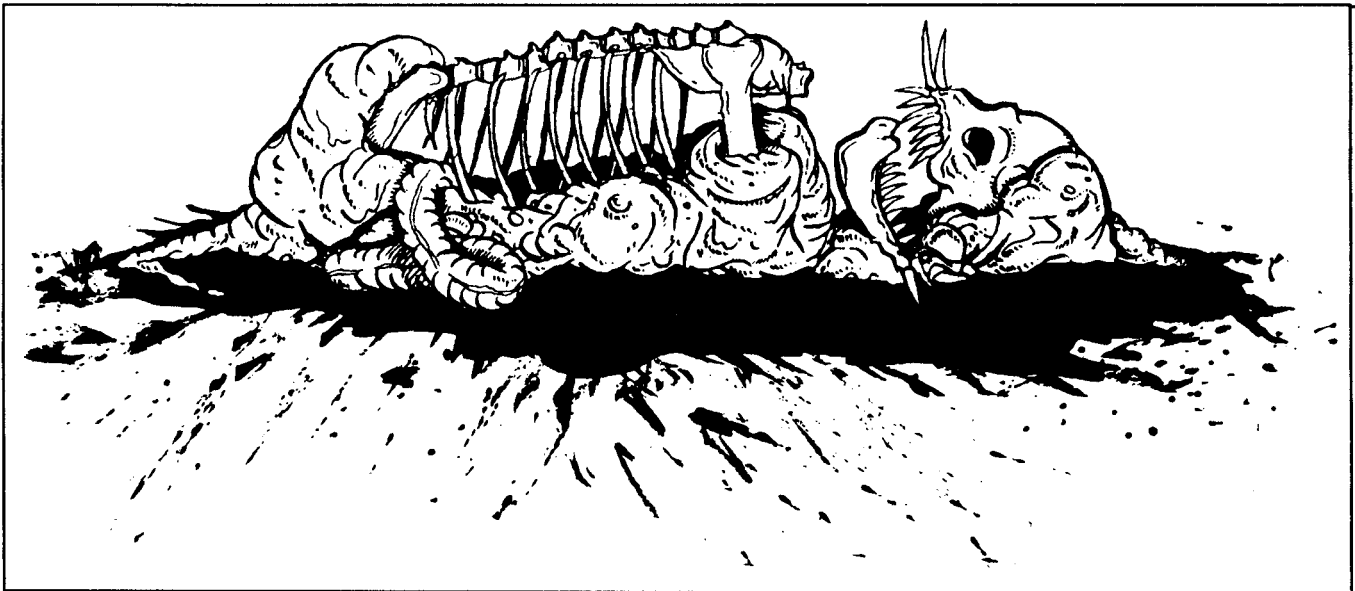
The Difficulty Number for the Perception Test to notice this trap is 9. The Disarm Difficulty for this trap is 10.

Room One: At the top of the first circular stair lies the body of the Horror. What remains are rotting and sagging lumps of flesh clinging to thick bones, some of which have been shattered by blows. The Horror had a long quadrupedal body with short, clawed limbs. Its head was human-like with an extended snout filled with protruding, razor-sharp teeth. What, if anything, this corpse is useful for should be determined by the GM.

Six: The Archer in Ri'Shayd's party fell here. Most of his body was cleaved in two, and next to his remains lies his long bow. The GM should determine if this weapon is special in any way, and to flesh out this weapon to fit the needs of the group.

Seven: Both the Thief and the ancient elven Elementalist from Ri'Shayd's party fell at this turn. One appears to have been thrown on top of the other against the outer wall, and beside them lies their shattered equipment. The only useful thing that is left is a Potion of Healing.

Eight: A spear trap on the outer wall is located at this turn. This trap has not been triggered because it only extends halfway into the stair from the outside, so unless someone is on the outer half of the stair, it will not be triggered. The statistics for this trap are: Detection Difficulty: 9; Disarm Difficulty: 7; Trigger Condition: pressure plate; Trap Initiative: 6; Trap Effect: Damage of Step 8.



Room Two: The body of a dead gargoyle lies into this room. It appears to have been charred when it died, and was actually mortally wounded by the trap in the Entry Hall and managed to crawl down here before dying. The gargoyle's horns are not worth Legend Points. Also, this room contains a small flight (10) of krilworms that fly out to the surface to hunt at night.

This room is also the site of the battle between the Patient One and Dartin and Jal'al. The remains of Dartin, once a powerful troll, are crushed against a wall, his equipment shattered. Jal'al is still alive, but petrified (see *Creatures and Treasures*), and is lying on the ground facing a wall where the Patient One set him.

Fifteen: The top of the Stair opens up into a room, with the Entry Door at the opposite end. A pair of shadowmants has braved the lightning trap to take up residence in this room. They will defend their home against the characters, assuming that they intend to harm them.

From this room, the destruction of the Entry Door is evident. It has burst inward, and pieces of it litter the room. Fortunes in rare orichalcum collect dust in heaps on the floor. The Entry Hall can be seen through the opening.

Once the characters have ventured this far, they might need to rest and recuperate. Also, Torcher needs to help them turn off the trap in the Entry Hall. If the characters proceed, let them, but they will be reminded quickly of Torcher's words. The Patient One is wandering around the surface of Barsaive when the characters first venture up the Stair, and so they don't encounter the Horror. The GM should not let them know about the creature's presence, but they might be able to guess that it exists from the ambiguous clues left below. Namely, the heroes that disappeared strangely long ago were actually sent up the Stair and perished fighting a great Horror, which was found dead. Two more Adepts who followed are found helpless, one dead and the other petrified, even though

the great Horror had been dead for weeks. Perceptive characters might notice this discrepancy and become suitably paranoid.

When the characters return to the kaer, allow them enough time to prepare for the fight with the Horror without clueing them in as to the Horror's presence. They should be able to guess something is awry, and if not, allow Torcher to put in his input after hearing the story (e.g. "I wonder why the Horror petrified the Archer, and nobody from the original group?" or "What could have petrified Jal'al, when you claim that the Horror was dead?"). Try to let the characters figure out something strange is up and to take precautions, but don't just hand the information to them.

The characters' next step is to ferret out the Patient One and destroy it. After the characters return to the kaer, the next time they venture forth, the Patient One will be waiting for them. The GM should pick a suitable place for the fight, preferably to provide maximum excitement for the players. If they were disgusted by the body of the dead Horror, fight the battle near its remains. If the Stair frightened them, have the battle take place on the treacherous footing of a flight of stairs. Make the battle exciting. The characters need to fight the Patient One before proceeding onto the next scenario. See *Creatures and Treasures* for a description of the Patient One and its tactics.

The Surface

Setup

After the characters have defeated the Patient One, they need to shut off the final trap in the kaer, the lightning trap in the Entry Hall. Torcher accompanies them on this journey, although he will stay out of any fighting that the group gets involved in. Torcher explains that the Entry Hall has four runes that are still magically active, and these four runes empower the trap.

Gamemaster Information

The Entry Hall is a long hall, with two rows of four pillars running down each side of the hall. The hall is 150 feet long and 50 feet wide, and the stairs leading up to the Gate appear at the opposite end of the hall.

There are two difficulties associated with shutting off the lightning trap. The first is the lightning trap itself. All of the runes must be traced simultaneously for the trap to be disengaged. The runes take at least three rounds to trace, assuming no difficulties are encountered. Also, two of the runes are located next to the Entry Door, and the other two are located on the walls 80 feet down the hall. The trap fires randomly, with a 10% chance of firing in any given round. Every creature present in the room at this time suffers Step 10 damage.

The other problem associated with the trap is the presence of two lightning lizards that live in the Entry Hall. These lightning lizards are unaffected by the trap's effects. The lizards will not reveal themselves until the characters have moved into the room, hiding behind pillars until they have at least one character cut off from the Entry Door before attacking.

After the characters have successfully traced the runes, which only requires a character tracing each rune simultaneously, the trap ceases to function and the runes go dim. The characters can then proceed through the Gate and see the surface of Barsaive for the first time in their lives.

When Torcher and the characters step onto the surface, they notice a land completely unlike that described in the legends. The land is gray and devoid of life, and the sky is covered with clouds. Fit the description of the terrain to the placement of the kaer in Barsaive. As the characters stare in wonder at all of the space around them and Torcher weeps, grass can be spotted growing outward from the edges of the kaer's steps. By the time the characters have left the kaer for good, weeks in the future, the grass will have covered everything within miles. It is a sign of the end of the Scourge.

Aftermath

Setup

The characters return as Heroes, bearing their new scars and experiences. The town rejoices at the news, and begins to make preparations for leaving the kaer. People weep openly in the streets, clutching their families to their sides. The town leaders make plans to clear the Stair of any remaining traps and of the bodies of the dead. Kaer Kalin is open.

Gamemaster Information

By the end of the next month, the bulk of Kalin's

people will be working, if not living, outside the kaer. After the town of Kalin is rebuilt, the people will move out into their new homes. At this point, the characters have a chance to decide what they will be doing in the future. The characters have many possibilities available to them, and if they don't wish to leave home, Torcher might have other tasks to offer them.

Legend Points

Legend Points should be awarded according to the Earthdawn Rulebook (p.241).

Clearing the Stair counts as a session goal, and clearing the kaer all the way to the surface counts as the adventure goal for the purpose of determining Legend Awards.

This adventure is divided up into two sessions for determining the distribution of Legend Points. The first session ends when the characters clean up the Stair, all the way up to, but not including, the Entry Hall. The Session Award for completing the first session is 75 Legend Points for each character. The second session involves clearing the Entry Hall and destroying the Patient One.

This session award counts as the Adventure Award for the adventure, and is worth 200 Legend Points for each character.

The following chart shows the Legend Point Awards for defeating creatures during the adventure. This chart assumes that the characters defeated all of the opponents set up in the adventure. The GM should feel free to adjust these awards to fit the specific campaign.

Creature/Opponent Awards

| Opponent | Number of Players | | | | |
|---------------------|-------------------|------|------|------|------|
| | 4 | 5 | 6 | 7 | 8 |
| Shadowmants | 200 | 200 | 200 | 200 | 200 |
| Lightning Lizards | 300 | 300 | 300 | 300 | 300 |
| Patient One | 3000 | 3000 | 3000 | 3000 | 3000 |
| Total | 3500 | 3500 | 3500 | 3500 | 3500 |
| Award per Character | 875 | 700 | 580 | 500 | 435 |

The following magical treasures were found during the adventure, and are worth Legend Points for the characters. The long bow that belonged to Ri'Shayd's companion is left for the GM to flesh out, and isn't included in this analysis.

Ri'Shayd's Blade 150 for each character
Potion of Healing 75 for each character

The final Legend Point Awards are for exceptional role-playing and heroics. The following are suggestions for awards that fit into this category.

Finding out about previous excursions by members of the kaer up the Stair before the characters proceed up the Stair themselves = 75 Legend Points.

Piecing together the history of the excursions up the Stair from clues discovered as the characters travel up the Stair = 75 Legend Points.

Disabling the lightning trap in the Entry Hall without waiting for Torcher's help = 75 Legend Points.

Volunteering to go to the far end of the Entry Hall to shut off the lightning trap = 75 Legend Points.

The GM should feel free to make up role-playing/heroics Legend Awards for situations that come up during play, such as good role-playing of a character or other heroic exploits.

Creatures and Treasures

Ri'Shayd's Blade

Maximum Threads: 1 **Spell Defense:** 11

Thread Ranks:

Rank 1 **Cost:** 200

Key Knowledge: The obsidiman Ri'Shayd used this sword from the time he was a young warrior. It was a gift from his father, and was forged from the Liferock itself. The wielder must discover the location of the Liferock.

Effects: Ri'Shayd's blade is effectively a troll sword. It adds +7 steps to the character's Strength step for Damage tests.

Rank 2 **Cost:** 300

Key Knowledge: The blade is very light, even though it is constructed of stone, with hints of rubies running through its structure. Both an earth elemental and an air elemental were necessary to make this blade both strong and light. The wielder must discover the Name of one of the two elementals that were involved.

Effect: Add +2 steps to the wielder's Initiative Step when wielding the Blade.

Rank 3 **Cost:** 500

Key Knowledge: Ri'Shayd was a great warrior, often leading his adventuring group into dangerous areas. The wielder must find out the Name of the adventuring group Ri'Shayd traveled with before the Scourge.

Effect: Touching the hilt of the Blade gives the wielder an uncanny sense of when something is about to occur. As such, the wielder can not be surprised when touching the hilt of the sword. This ability does not give the wielder enough time to warn companions, however, so they can be surprised as usual.

Rank 4 **Cost:** 800

Key Knowledge: Ri'Shayd gave his life to protect Kaer Kalin during the Scourge, defeating a Horror in a protracted battle. The wielder must find out the Name of the Horror that killed Ri'Shayd.

Effect: Add +9 to the wielder's Strength step for Damage tests. Also, add +2 to the wielder's Physical Defense. When fighting a Horror or Horror construct, these bonuses become +12 for Damage tests and +4 to Physical Defense.

Rank 5 **Cost:** 1,300

Deed: The wielder must return to Ri'Shayd's Liferock, bearing his remains if someone has not yet returned them. The wielder must then offer to return the sword to Ri'Shayd's Brotherhood, who will only accept the offer if they deem the wielder unworthy. This judgement is based on the wielder's need for and use of the Blade. If the Brotherhood refuses to accept the return of the Blade, deeming the character worthy of wielding it, the wielder is awarded 2,000 Legend Points.

Effect: The wielder of the Blade can call on its power to use an ability similar to the Earth Skin Talent (*Earthdawn Companion* p. 39) once per day. The Effect dice for the use is Toughness + Rank of Thread woven to the Blade. The result is added to both the Death and Unconsciousness Rating of the character for 24 hours. This ability also adds +3 to the character's Physical Armor Rating. It is not necessary to use a Recovery Test for this ability. This ability can be used in addition to both Wood Skin and the normal Earth Skin Talents. The stone-like appearance the character takes on is similar to that of the Blade, and is much more pronounced than seen in the normal use of the Earth Skin Talent. Most obsidimen will understand this once they see the Blade, but it might cause confusion and possibly discomfort among other Name-Givers.

The Patient One

DEX: 7
STR: 18
TOU: 14
PER: 12
WIL: 13
CHA: 13

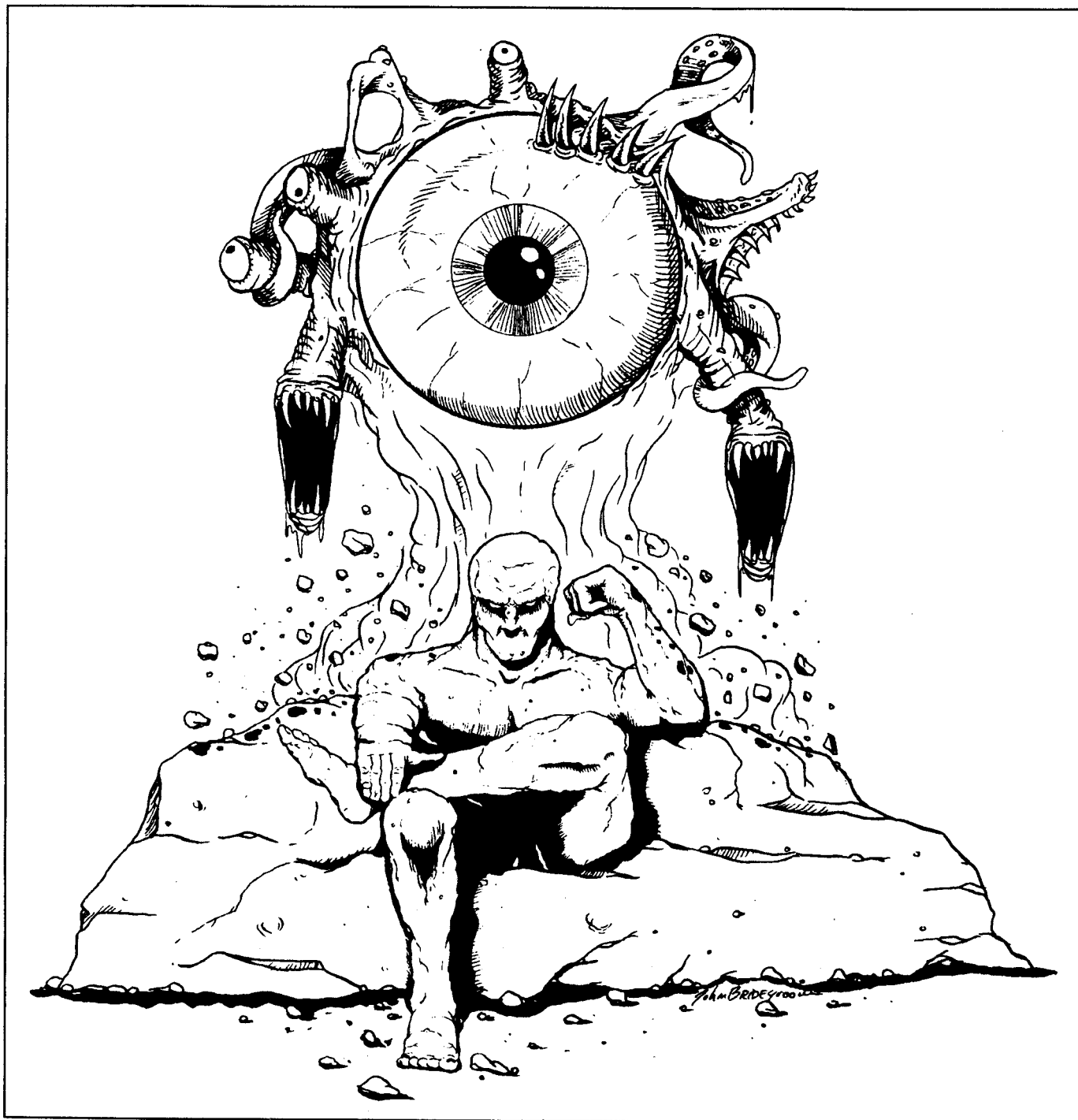
Initiative: 7
Number of Attacks: 1
Attack: 10
Damage: 22
Number of Spells: 1
Spellcasting: 10
Effect: see below

Physical Defense: 9
Spell Defense: 7
Social Defense: 16
Armor: 18
Mystic Armor: 6
Knockdown: Immune
Recovery tests/day: 5

Death Rating: 70
Wound Threshold: 18
Unconsciousness Rating: 60

Combat Movement: 27
Full Movement: 54

Karma Points: 20
Karma Steps: 10



Powers: Petrify 10 (see below), Spells, Terror 10

Spells: Earth Blend, Slow Metal Weapon

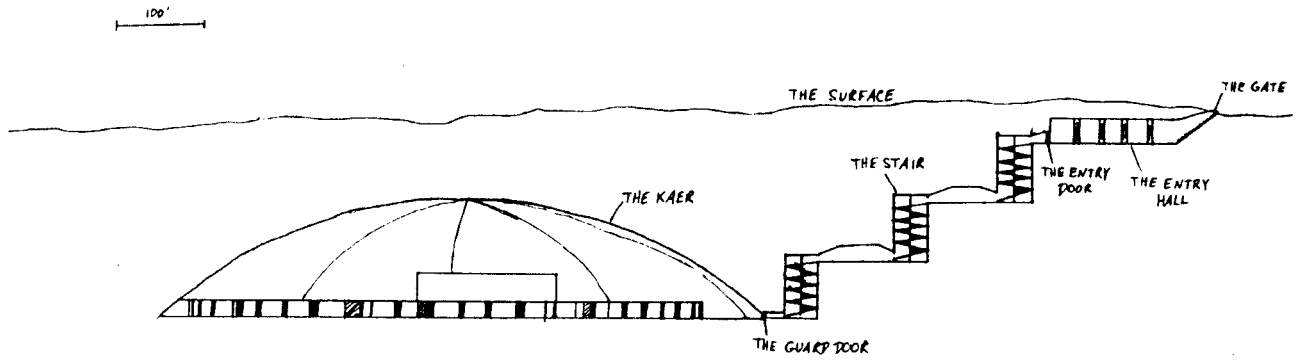
Legend Points: 3000

Equipment: None

Loot: The glowing red eyes of the Horror are actually rubies, cut into long slits. Each of the two rubies are worth 200 silver pieces worth Legend Points.

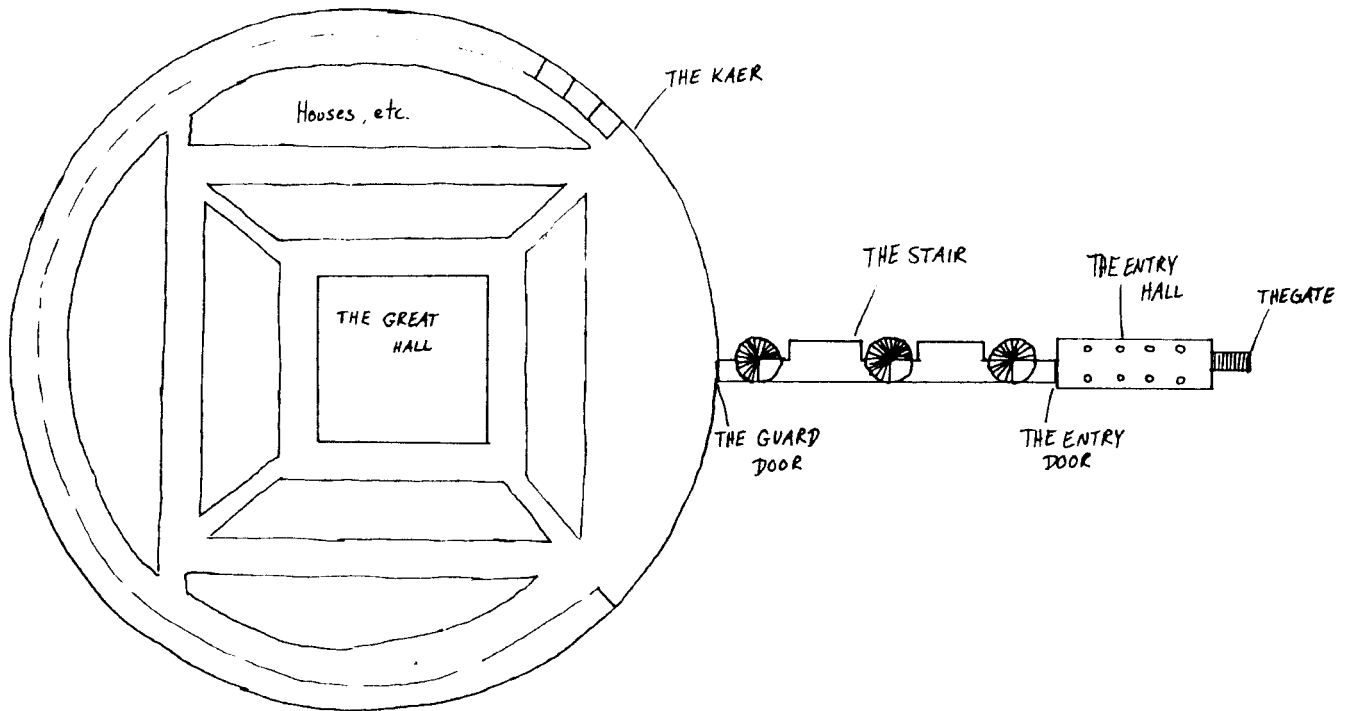
Description: The Patient One is a large (10 feet tall) humanoid shaped creature with a body the consistency and appearance of stone. The Horror uses Earth Blend to hide against a stone wall and ambush the party. It then walks slowly into battle, attempting to crush

anything in its path. The only exception to this destructive tendency is the Horror's Petrify Power. If the Horror decides to petrify an opponent, usually someone who has damaged it but the Horror has been unable to harm, and makes a successful grappling attack against that opponent, the Horror has grabbed the opponent and can then attempt to petrify the victim, making a Petrify Test against the victim's Spell Defense. If this succeeds, the victim is petrified and can take no actions until freed by the death of the Patient One. The Horror crumbles to dust when it is destroyed, and petrified characters return to life.



Side View of Kaer Kalin

M. Smith



Top View of Kaer Kalin

M. Smith

ON DINGANNI SPIRITUALISM: VENGEANCE

BY BRIAN MCCALLISTER

Vengeance

Traveling with Shadow Jar, the noted Dinganni Archer, taught me that the Dinganni's moral expectations are as high as the rumors claim. They accept strangers very readily, and are forgiving of small infractions, but anything that blatantly violates their Code will be met harshly. If it is another Dinganni violating their Code, he will be banished or killed. Nothing can soften this. An outsider will generally be banished from them, with a very explicit warning that to return to them means death.

The Code is very short and simple, and is the spirit behind every just set of laws I have ever read.

One will never cause harm to another member of the Tribe.

One will never steal what belongs to another.

One will learn the ways of war, so that he may protect the tribe.

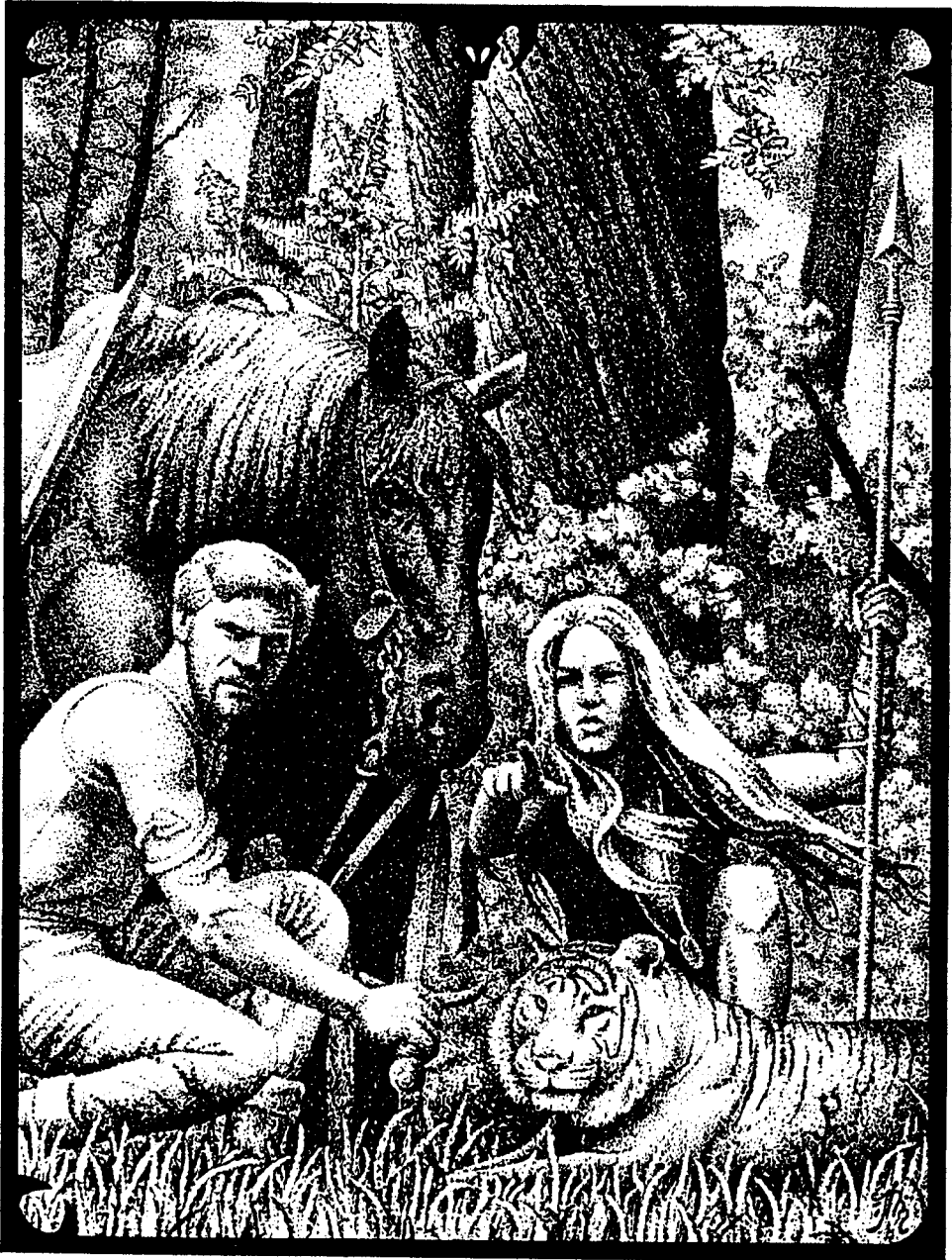
One will never kill the creatures of the air, for they are our kindred.

Death awaits him who betrays the tribe to enemies.

Four of these five laws are the basis behind every other code I have ever seen. The law against killing creatures of the air seems odd. All Shadow Jar would tell me is that they embody the freedom of the Dinganni and are to be granted their lives as the Dinganni are granted theirs. I asked if that would include a Horror which flew. Shadow Jar looked at me, even in they eye, and said they are not truly creatures of the air. The use the air, they don't embody freedom.

When I asked him what was done with someone who

repeatedly violated the Code he said no one repeatedly violated it. One violation and you were either killed or exiled. Anyone who couldn't be handled by force of their peers would be handled by individuals



particularly affronted by the culprit. They would swear vengeance in a formal ritual against the culprit, and then hunt him down and execute him. Once the ritual

for vengeance began, there could be only one outcome, the culprit would be killed. If the hunter was killed he would be replaced and it would continue.

Specifically, Shadow Jar explained, the ritual involved a blood sacrifice to the cause of revenge. This seemed very close to a blood sacrifice to Raggok. Shadow Jar said it was very close to that. Rather than binding yourself to the Passion, you bound yourself to revenge itself. To me this is the same thing, but there seemed a very distinct difference in Shadow Jar's mind. From what he claims happens within the ritual I cannot but hold my position that this ritual is trading power to Raggok for help in vengeance.

There are distinct parts of this extended ritual. The first is the Declaration of Vengeance. This is begun by placing a pole, the stripped trunk of a tree, upright in the ground. Thin lines, strong as bow strings, are tied to the top of the tree and run down to the ground about 20 feet from the base. One line is hung for each hunter taking part in the ritual. The hunters encircle the tree at sunset and run a half-foot long spike through their flesh, so that it enters then exits again. The line is then tied around the spike and they run the spike through their flesh again securing themselves to the line and the post. They proceed to dance around the post building up a frenzy until after sunset the following day. During this day they do not eat or drink anything. They dance bound to the tree and concentrate on the pain they feel to turn it into a burning vengeance. After sunset the pole is put to flame with the hunters still bound to it. At this point they jump back against their lines, pulling and jerking until they tear free from the spike binding them to the pole. They run out away from the pole to a hundred yards where others have left their bundled belongings, food, and water. The hunters set off as soon as they can pick up their belongings.

While Shadow Jar used the plural while explaining the Declaration to me he told me that it is usually only one person sent to exact vengeance. More than that detracts from the tribes ability to provide for itself. Enforcing the Code is important, but keeping the tribe strong is more so. For particularly heinous crimes, or a particularly savage culprit, such as an adept, more are sent. Shadow Jar told me that the most he ever heard of were seven hunters sent. I almost feel pity for anyone attempting to flee from seven Dinganni warriors. But that is overshadowed by my speculations on what that individual would have had to have done to warrant the seven.

The second part of the ritual is the Hunt for Vengeance. Ritually, each hunter carries a bow, a talon, and a long knife. These are the weapons to be used in hunting down their prey. In addition to these things each carries any personal equipment they would normally use. Shadow Jar explained that the Declaration of Vengeance inspires the hunters to never forget the crimes of their prey. The pain their prey caused burns within their breasts as it does in no others. This drives the hunters onward through any obstacle and sustains them through their hunt. It also allows them to evoke the same pain they feel in others they encounter as is necessary to convince them of their prey's guilt. They can extend their hatred of their prey to others. Theoretically if they never find their prey

they can set everyone else in the world against their prey so that he can never find comfort.

When their prey is finally caught the only penalty possible is immediate death. The hunter attacks their prey with might beyond that of normal men, so inspired by their Declaration and burning. A normal, non-adept, Dinganni exacting vengeance upon their prey can do feats incredible for even an adept. An adept catching their prey is unstoppable.

GM's Notes

The Ritual of Vengeance is a blood ritual that grants strength to those partaking in it. They are sustained by their hunt so that only an hour or two of sleep are needed each day, food is almost optional, and only half the water normally required for life keeps the hunter going.

When actually confronting their prey they receive +2 steps on all attack and damage tests, and a +5 step bonus on any karma use. These benefits apply only when directly fighting their prey.

The hunter is able to Inspire Hatred in others they encounter. They must describe the crimes of their prey in a language the listener understands, then roll their Charisma against the listeners social defense. The hunter must spend karma on this action, if it is a non-adept they must sacrifice a recovery test to provide the karma. If the test is successful a portion of the hatred felt by the hunter grows in the listener. The listener generally will not seek out the prey and try to exact vengeance, but will automatically take a Hostile attitude towards the prey if she encounters him.

All benefits disappear when the prey is killed.

Shadowland

The only official support magazine
for Shadowrun™!

Brought to you by Sword of the
Knight Publications!

Each 56 page issue includes a full
range of articles for any Shadowrun
player or gamemaster! Fiction,
equipment, spells, adventures, and
more!

Subscription rates run \$18.00US
(United States), \$22.00US (Foreign
Surface), or \$30.00US (Foreign
Airmail) for 4-issues!

COOKERY OF BARSVAIVE

BY ANDREW RAGLAND

In the course of my travels, I have taken copious notes regarding cookery. Some of my comments have made it into the records, but only as brief observations on restaurants and rooming-house kitchens. I have thus taken the time to begin collating my notes into a proper guide to the food of Barsaive. This work will eventually be gathered into a volume, divided by racial and regional specialties, and organized in the traditional categories. For now, I will begin with my more recent culinary experiences.

-- *Tarliman Joppos, Scholar of City Lore, Hall of Records, Throal*

Veroniki with Cream Sauce

Regional/Southwest/Plains

A specialty in the region around Anghali G'Hosteren, I managed to get Bria Nairn of Sebka's Lodging House to give me her recipe. These small fried dumplings are deceptively filling. My attempts at making them have not quite matched Bria's work, despite having her recipe, but then my hand is not as practiced as hers. Interestingly, veroniki have their origins in human culinary traditions, but Bria, the acknowledged master of the dish in Anghali G'Hosteren, is dwarven.

Pastry:

2 to 3 cups sifted whole wheat flour
2 tbsp fresh yeast
1 cup warm milk
2 tbsp softened butter
3 egg yolks
1/4 cup sugar
2 Tbsp dark ale
grated peel of 1 lemon
generous pinch of salt

Filling:

1 pound sausage (sage or smoked, not hot)
1 onion, chopped
Generous dash cinnamon

Or for elves and anyone else who doesn't want meat in their diet:

2 cups fresh greens
1 onion, chopped
1/2 cup goat cheese
Generous dash cinnamon
Pinch sage (scant)
Pinch basil (generous)

Sauce:

2 Tbsp. butter
1/4 tsp. pepper
Generous dash of nutmeg
1 tsp. salt

3 tsp minced fresh ginger
1/2 tsp cumin
1 tsp garlic powder
1 cup plain yogurt
1 cup milk
2 tbsp whole wheat flour

Bring up the ingredients from the cellar or spring room well in advance, so that they can all come up to room temperature before you begin. Mix yeast, 2 tbsp milk, 1 tsp sugar, and set aside to rise.

Blend milk, lemon peel, salt and rum. Set aside. Beat egg, add remaining sugar and butter, beat till frothy. Add egg mixture to milk mixture. Add yeast to liquids.

Add liquids to flour and work into a smooth dough. Don't add all the liquids at once. Use about half to start with, then the rest in small portions as you blend the flour and liquids using a fork until well blended. Start with 2 cups of flour, and add more if the dough is sticky. Add flour in small amounts and work it in well before deciding whether or not to add more. Work the dough with a wooden spoon until it separates easily from the bowl. Cover and let rise until doubled in bulk, about an hour.

Crumble the sausage into a skillet, add the onion and cinnamon and fry until sausage is done and onions are transparent. Drain well and set aside to cool. The filling should be room temperature and dry before making the veroniki.

If you're working with the non-meat variety, saute' the greens in a little oil, together with the onion and seasonings. Drain very well, then blend together with the cheese. Any strong, firm cheese will do if you can't get white goat cheese. Again, set aside to drain completely and cool.

Roll dough out flat on a floured board and cut it into 2.5" squares. Fill each square with a spoonful or two of sausage, fold over and seal the edges with wet fingers. Let rise 15 minutes while the oil heats. Your oil should be hot enough it sputters and pops a bit when you drip a little water into it. Deep fry until golden brown, turning once. This only takes a minute or two per side! Watch these closely, they burn easily. Drain well. Pour a small amount of sauce over veroniki immediately before serving.

Veroniki can also be baked. Use a hot oven and check after a quarter hour.

While the veroniki are cooking, make the sauce. Blend all ingredients except the flour, cook over low heat until smooth. Beat in the flour and continue to cook, stirring constantly, until it thickens. Serve immediately.

This recipe has been cut down considerably from the original. Bria told me, "Well, first I have my apprentices chop up about twenty pounds of sausage and a bag of onions. When they're about done, I stick my head out and take a peek at the common room, and add more if the crowd looks promising." This version

makes two large platefuls, enough for two trolls or a family of dwarves.

Quaalz

Racial/Orkish

Much beloved by orks, this red bean dish is simple to prepare, filling, nourishing, and amazingly hot. Best suited for campfire cookery, I have had quaalz in orkish eating houses that was good, but did not set me to sweating the way the batch prepared by the Iron Fangs did. Their cook told me his recipe. I've cut it down a bit from the original, that makes a kettle full, to a family-sized portion.

Ingredients:

- 4 cups dry red beans
- Soup bone, preferably with some meat still on it. Ham or beef is preferred, but whatever large animal is available will do.
- 1 ½ tbsp salt
- 2 onions, cut in large pieces
- 4 cloves Garlic, smashed
- 2 tsp D'janduin (Cayenne will do if you haven't seen a t'skrang merchant in a while)
- 1 tsp Black Pepper
- 1 Bay Leaf
- 1 tsp Oregano
- 1 tsp Thyme
- Cheap beer, about a pint

In a large pot, cover the beans to the depth of the first joint of your thumb with water. (This is for orks - dwarves should use their entire thumb for the measure.) Toss in the bone and the salt and simmer uncovered for an hour and a half, or until the beans are close to done. They should squeak a little between your teeth. Keep the beans covered with liquid. Don't let them cook dry and scorch, but don't add more water than you really have to. Quaalz should be thick, not soupy.

Take out the bone, clean the meat off it, and throw it all back in. Add the onions, garlic and spices. Simmer for another half hour. Dump in the beer and cook for another half hour to boil off some of the liquid. Don't use dwarven stout or hurlg. No point in using something drinkable for cooking. Your basic cheap brown ale is best for this. Toss the bay leaf, but leave in the bone. Somebody will want it. Extra bones may help stop fights over dinner. Serve with black bread and plenty of hurlg.

Mead

Regional/Barsaive

As a good alternative to vinlo, mead is a light-bodied sweet wine made from honey. The variant I give below is one taught me by my uncle, who while he didn't make it for a living still brewed a fine batch. Now, bear in mind that what your bees find determines the quality of the honey, and the honey makes the mead. Generally, you want to place your hives well away from the fields and deep in the woods, and gather during the late spring, when the basswood trees are

blooming. The darker and stronger the honey, the more flavor there is to the mead. Seasoning the must, or unfermented liquid, takes a careful hand also. Practice makes perfect, the advantage of which is you have plenty of mead around for when friends drop by.

There are more complex ways to brew this delightful beverage, but why go to unnecessary lengths? This short-run mead is simple to make, produces excellent results if reasonable care goes into the preparation, and stands up well against more involved processes. I've purposefully made this a small batch. It's a shame to waste anything, and if something goes awry in the making, you don't have much to have to toss out.

Ingredients:

- One gallon water
- Three pounds honey, strained
- Fresh ginger
- Fresh citrus, preferably an orange
- Apple cider, about a pint

Heat the water in an enameled kettle. Don't use plain iron. Steel will work if it's weapon-grade, but that's expensive and I don't personally know anyone who owns such a kettle. Stir in the honey with a wooden spoon. Keep stirring so the honey doesn't caramelize on the bottom of the pot. Keep the fire banked so the water doesn't boil. You want it bubbling slightly, but not boiling. Add a nice chunk of fresh ginger, maybe half the size of the first joint of your thumb, a good slice of orange (squeeze it into the pot, then throw it in) and a pint of apple cider.

After a few minutes, a brownish froth will start to form on the surface. This is the beeswax cooking out of the honey. Skim off the foam and discard it. Keep skimming the foam until no more rises to the surface. Discard the ginger and orange at this point also. Set the must aside to cool. Cover it tightly so that nothing gets in while it's cooling.

Wash out a one-gallon crock with boiling water. Wash the lid as well. You want this crock as clean as possible. The lid should fit snugly but not too tight. You want the pressure inside to be able to get out without bursting the crock, but no air should get in from outside.

When the must has cooled to room temperature, and this may take overnight, stir in a spoonful of good yeast. Some people will tell you that you need a special brewing yeast for this, but yeast is yeast. What the bakers use for their best pastries and breads will also make a good wine. Pour the must into the crock, all the way to the top. There should be no air left inside at all when you fit the lid.

Put the crock aside in a dark, cool place for a week and a half. Do not lift the lid and peek. Do not sample; the mead will taste bad until it's nearly done. After the time has passed, bring out the crock. Pour the mead through fine cloth into another clean crock, and put it aside in a cool place. Immersing the crock in a spring would do nicely. Leave it for two or three days, then check to see if it's bubbling. If so, and there's a yeasty smell to it, strain it again into a clean crock, and cool again. If not, then it's ready to drink.

The Game Express

Your complete **Earthdawn[™]** source.
We're **GUARANTEED** to have what you want.
If we don't have a currently available item in
stock, it's *FREE*.

1-800-780-GAME (4263)

FREE shipping on all orders of \$15.00+ (USA)
or \$40.00+ (Overseas)

Visa, MasterCard, Discover,
COD's Welcome (\$4.75 extra)

**The Game Express
PO Box 805
Cullowhee, NC 28723
704-293-3014**

POTIONS OF BARS(A)IVE

BY TIM REYNOLDS

From the Library of Victoris Wiseman

Greetings and salutations, fellow Barsaivians. I am Victoris Wiseman, scholar and sage from the town of Gennen. Ah, you've heard that name, haven't you? It is because of the reputation of the group of adventures known as the Heros of Gennen. Nice lot, with hearts like pure spun gold, but not too imaginative, they are. It is because of their extensive travels and encounters that I am writing this missive. I have been trying to catalog some of the more interesting items they have encountered and acquired. I hope, with this information duly copied to the appropriate section in the Great Library, that future generations will benefit from it, as a source of research and inspiration. With those lofty goals set, let us begin to delve into this knowledge.

Potions

The following brews are not widely available through out Barsaive, but I hopefully have included enough information for a skilled Alchemist to be able to duplicate their function upon request. Please note that the prices listed reflect the rarity of the required ingredients around Gennen and the Thunder Mountains, and that often Alchemists will charge 3 times or more the base price of a potion to have to "invent" it, even if you supply the formula. Of course, supplying the more exotic ingredients will lower the price, perhaps to twice its base price. The asking price for a new potion should also drop after others begin to make it, and the novelty has worn off. An Alchemist will generally take a week of experimentation to "perfect" a mixture, with results varying according to his skill, the ingredients, luck and other factors. I have included the relative difficulty of brewing these potions, so let the buyer beware. All prices are in silver.

Brew of the Berserkers

Main/Exotic Ingredients: Cadaver Man Skin

Price: 250 Weight: 2

Difficulty: Very Hard

Effect: When imbibed, this potion causes the drinker to become a Berserker, gaining the benefits and penalties of the Aggressive Attack Maneuver (ED pg. 200) without the cost in strain. In addition, Knockdown and Recovery Tests are at +3 Steps and Physical and Mystic Armor are each increased by 3. This potion lasts 10 rounds, at which time the drinker must make a Toughness test against a difficulty of 5 or take 10 Strain.

Bug Go Oil

Main/Exotic Ingredients: Tar/Skunk Oil

Price: 150 Weight: 2

Difficulty: Easy

Effect: This foul smelling brew is spread over the exposed parts of a character to keep insects from

harassing him. Normal bugs will not bother the protected individual, but then again neither will most people (-2 to all positive social rolls). Insects larger than a man's hand must make a Willpower test against a difficulty of 10 to be able to approach an oiled person. This effect lasts for 4 hours. Water will not remove this oil, only alcohol.

Drought of Heros

Main/Exotic Ingredients: Finely Made Ale, Heart of a Powerful Magical Beast

Price: 400 Weight: 1

Difficulty: Very Hard

Effect: Drought of Heros infuses the drinker with magic, making him more effective in combat, according to how well he can channel the natural magic of the world. The potion gives the imbiber the equivalent of 5 extra Karma Points, which can be spent on any combat action. This potion is only effective if drank in combat, and only lasts as long as the combat lasts. Drinking more than one of these potions a day has no effect, except to inebriate the drinker.

Drought of Legend

Main/Exotic Ingredients: Finely made Vinlo (T'skrang wine)/Blood of a Legend (Dragon, Hero, etc.)

Price: 750 Weight: 1

Difficulty: Heroic

Effect: This most rare of elixirs infuses the drinker with massive amounts of magical energy, similar to the energy of Drought of Heros, above. The drinker gains the equivalent of 10 Karma Points, which can be spent on any combat action. It also adds one step to the affected's Karma Step. This potion is only effective if drank in combat, and only lasts as long as the combat lasts. Drinking more than one of these potions in a day is very dangerous, as it acts as Step 6 poison for 6 rounds, drains 5 Karma and has no beneficial effect for the drinker.

First Strike Potion

Main/Exotic Ingredients: Leg of Jackrabbit, Quicksilver (An Alchemical substance)

Price: 100 Weight: 2

Difficulty: Average

Effect: This potion increases the reflexes of a combatant, so that 6 steps are added to their Initiative for five rounds. This effect will also increase talent steps which replace Initiative.

Frog's Legs

Main/Exotic Ingredients: Frog's Legs

Price: 100 Weight: 2

Difficulty: Hard

Effect: Upon imbibing a Frog's Legs potion, a character's legs become capable of great leaps,

increasing his maximum vertical leap to 20 yards and horizontal of 50 yards. The character also gains 7 steps to his Avoid Blow Talent (or Dexterity if lacking the Talent) for the duration of 9 rounds.

Frosty Potion

Main/Exotic Ingredients: Snow
Price: 110 Weight: 2
Difficulty: Average

Effect: This drink protects the user from the effects of natural heat, or even such diffuse magical heats as Death's Sea. Its effect lasts for up to 6 hours, with the duration being one hour less per 10 degrees above the drinker's body temperature it is. Any direct magical heat attack will negate this protection.

Hot Meal Sauce

Main/Exotic Ingredients: Hot Squash (a vegetable native to the area around Death's Sea)/T'Skrang Spices
Price: 100 Weight: 1

Difficulty: Average (With the aid of a Cook: Easy)

Effect: Added to a meal for up to 10 persons, this spicy sauce not only flavors and warms the meal, but anyone who eats it will gain +3 steps on the next recovery they make. Those with a delicate constitution should beware of gaseous side effects.

Liquid Heat

Main/Exotic Ingredients: Ork Flamegut Liquor/1 Grain of Elemental Fire

Price: 100 Weight: 2

Difficulty: Very Hard (With the aid of an Elementalist: Hard)

Effect: When drunk, Liquid Heat protects the user from natural cold for up to 8 hours, depending on the actual temperatures. For each 10 degrees below freezing, lower the duration by 1 hour. A magical cold attack will negate this protection.

Mental Shield Potion

Main/Exotic Ingredients: Hair of a Magician/Iron
Price: 200 Weight: 2

Difficulty: Average

Effect: A foul tasting brew with excellent results. If taken orally, one will find one's Spell Defense increased by 2 points. In addition, one's Mystic Armor is increased by 2 points. This effect lasts for 10 rounds

Oil of the Flaming Weapon

Main/Exotic Ingredients: Volcanic Ash

Price: 75 Weight: 2

Difficulty: Hard (With the help of a Weaponsmith: Average)

Effect: When pored upon a weapon and exposed to flame, the weapon's attacking surface is engulfed in flames, causing an extra 1D4 in damage. The weapon is unharmed by the flame, unless the initial exposure required to set it aflame damages it. If the wielder of the weapon is sufficiently careful with the placement of the oil, they receive no damage, as only the parts of the weapon oiled are aflame.

Potion of Balance Most Excellent

Main/Exotic Ingredients: Blood Monkey Brain/Bit of Wire

Price: 150 Weight: 2

Difficulty: Hard

Effect: This potion increased your balance, so that Dexterity or Strength rolls for such actions as Knockdown, Climbing, and swinging are increased by 6 Steps. This effect lasts for 9 rounds.

Sticky Oil

Main/Exotic Ingredients: Thunder Tree Sap/Jehuthra Web

Price: 200 Weight: 1

Difficulty: Average

Effect: When spread on an object, it will bind to another object with a force of step 10. You must place the second object on the area covered with this oil within 6 seconds or the potion will evaporate. Have a care not to spill this in your pack! A small jar contains enough Sticky Oil for one application, on anything up to human size. The bond will last 1 hour.

Wiseman's Wine

Main/Exotic Ingredients: Touch of Ipecac/Diva Bird Egg/T'Skrang Tea

Price: 50 Weight: 1

Difficulty: Easy

Effect: This is my personal offering, as I have dabbled a bit in Alchemy. When drunk before a night of debauchery it will render you immune to a reasonable amount of alcohol. The effect lasts a base 4 hours, minus one hour for each drink beyond 8. It totally negates the flavor and effect of any drink taken within that time. It also has the useful side effect of diluting more hard acting poisons (+1 to saves). I hope you can forgive the name's pun.

I hope you have found this text useful, and be assured that I will continue to update you on more items as the Hero's of Gennen continue to encounter them. Now where did I put that list of Common Magic Items?

Yours in Learning,
Victoris Wiseman

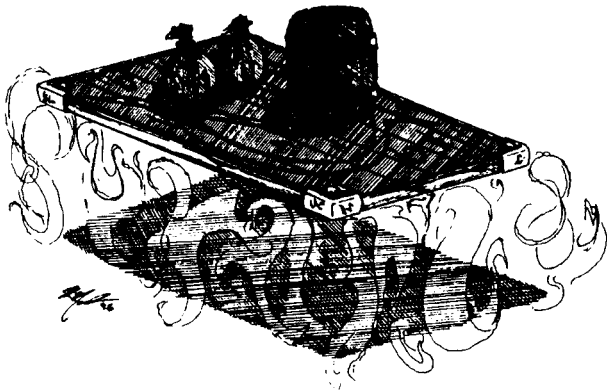
ON ELEMENTAL ITEMS

BY STEPHEN KENSON

Many of the magic items in the world of Earthdawn are the items of legend: powerful weapons, armor and talismans used by heroes in times past. But most magical items in the Age of Legend are not legendary at all. Magic is the common "technology" of Earthdawn and the source material contains numerous examples of minor magical items that are used to enhance day to day life in Barsaive.

Most of these items are created with the True Elements. These five elements can be woven, either singly or in combination, into material items by a skilled elementalist to produce a broad range of magical goods that are sold by merchants and enchanters throughout Barsaive. The amount of elements used, the combination and the specific weaving ritual determines the type of item that will be made.

Listed here are some additional minor items that a gamemaster may wish to introduce into a campaign for player characters to find, purchase or... otherwise acquire.



Air Elevator

A platform, generally of wood, woven with elemental air that allows the platform to rise and fall at the command of whomever is standing on it. The floating platform can be pushed from side to side, but otherwise remains steady against forces like wind. Small air elevators are used to carry heavy items or provide means to access high library shelves or upper floors of a building without the use of a ladder or stairs. Larger elevators are used to move materials on to floating airships and even massive platforms like Theran kilas.

Cost: 3,000 silver pieces, more for larger elevators.

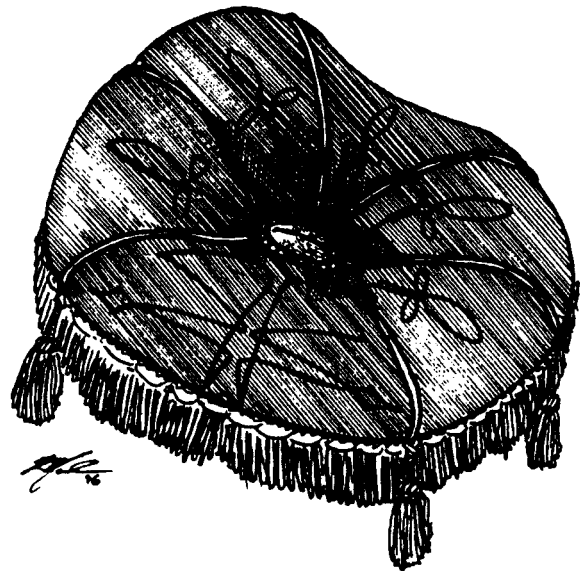
Cleaning Broom

Elemental wood and earth are woven together to create a whisk broom capable of magically capturing all loose dust and dirt that it comes in contact with, making cleaning a simpler task. The elemental wood neutralizes all of the dust that the broom picks up,



allowing it to be used over and over again. Cleaning brooms are quite common household items for better-off folk.

Cost: 25 silver pieces.



Floating Chair

Elemental air is woven into the cushions and fabric of this sedan chair to create a sort of floating pillow that is like reclining upon a fluffy cloud. The chair

hovers about three feet off the ground and can be pushed about slowly. It does not drift once it comes to rest turns and moves at a slow and comfortable pace.

Cost: 250 silver pieces.

Heat Stone

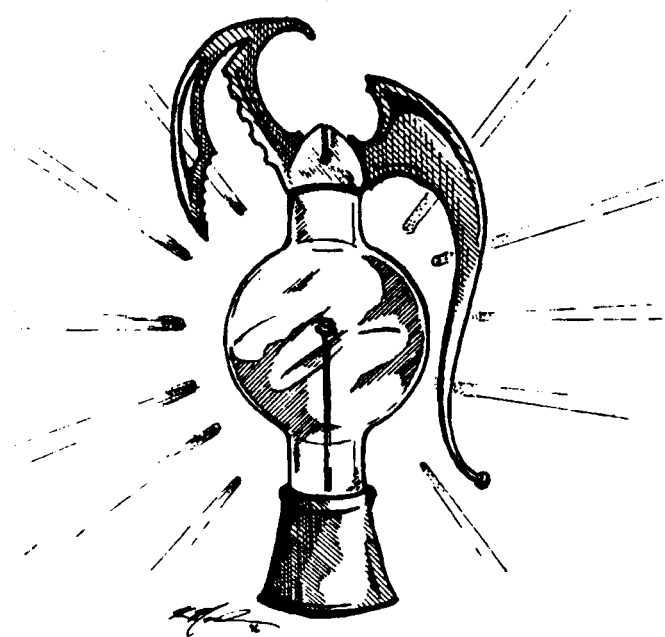
A piece of elemental earth is woven with elemental fire, making the stone glow a deep red and become as hot as a burning coal. The elemental earth is slowly consumed over a period of about a year, depending on the quality of the enchantment. During its useful life, heat stones are kept in metal containers and used as bed warmers, room heaters and fire-starters, providing a perpetual and steady source of heat.

Cost: 100 silver pieces.

Message Stone

Small crystals of elemental earth are woven with elemental air, allowing them to capture sounds within their crystalline matrix. The sound trapped in a message stone can be released at a later time by speaking a command word. These stones are often used to carry important messages so they can be delivered in the sender's own voice. Generally used by official couriers of kingdoms like Throal and wealthy merchants since they are too expensive for general use.

Cost: 300 silver pieces. Some more expensive message stones will also have warding spells cast on them to protect their messages from tampering.



Season Lamp

These elaborate hanging lamps or lanterns are made from brass or iron, woven with true air and fire. The elements woven into the lanterns alternately warm or cool the room where the lamp is kept to keep it at a constant, even temperature regardless of the season or the outside weather. Season lamps are used in the homes of the well-to-do to ensure a comfortable

environment.

Cost: 350 silver pieces.

Wind Instrument

Musical instruments such as the flute are often woven with elemental air to give the instrument a clearer, purer sound that carries better than it normally would. The elemental air also allows a musician to play the instrument with less effort and for longer periods of time. An adept using a Wind Instrument gains a +1 bonus on rolls for talents such as Emotion Song (that's +1 to the die roll, not +1 Step).

Cost: varies based on the instrument, but generally 250 silver pieces and up.

THE K'STULAAMI TAILDANCER

BY MICHAEL E. COLTON

As I walked through the great halls of the Library of Throal, I encountered a most unusual t'skrang. A t'skrang who was one of the k'stulaami. The k'stulaami had a thin membrane, or k'stulaa, extending from his hips to his wrists. I am told that this membrane allows the k'stulaami to glide for long distances. I had thought their house, the House of the Spirit Wind, was a reclusive people, seldom leaving their homes in the mountains of Throal. When I asked him of this he stated that my information was correct. Furthermore, the k'stulaami are ostracized by other t'skrang. He introduced himself as P'norr Swifttail, a k'stulaami Taildancer. I had never heard of the Taildancers and as a researcher of the Disciplines of Barsaive, and the Adept's who practice them, I asked him to tell me of the way of the Taildancer. This is his story.

- Presented by for the edification of the reader by Derrat, wizard of the City of Yistaine

So you wish to hear the tale of the Taildancers? I can weave that yarn. However, before you can comprehend the way of the Taildancer you must understand the way of the k'stulaami. The k'stulaami are born to sail the skies. Not like the Air Sailor or Sky Raider, who must use ships of wood and stone to fly. The k'stulaami are blessed by Syrtis to have the natural ability to soar and glide without the aid of anything except their k'stulaa. Flying is ingrained in our hearts and woven into our patterns. It is an integral part of our very essence. A k'stulaami would rather wither up and die than not be able to fly.

On Dancing The Taildance

All Taildancers begin their training as members of the House of the Spirit Wind's elite fighting unit called Jik'harra K'stulaa T'Syrtis, or Deathwings. Those k'stulaami, who have been chosen to attempt initiation, are handpicked from the most brave and daring of the young k'stulaami. Upon completing our initiation, we dedicate our lives to the mastering of the discipline and the protection of the k'stulaami people. More times than not, the children picked are k'stulaami born to non-k'stulaami parentage and have found their way to our home in the Throal Mountains. Occasionally, one of these Taildancers leaves the clutch and take up the lifestyle of an adventurer. I am one of those Taildancers, one who has taken up the life of the legendary heros. That is how I came to meet with you this day.

I can see by the expression on your face that you are confused. A Taildancer dedicates his life to his discipline and the protection of his people even if he leaves them. Interesting phenomenon, eh? Many of the k'stulaami are not born to the House of the Spirit Wind. In fact, a majority are born to other houses. In their eleventh or twelfth year they under go kaissa and feel the need to fly. At this point they make their way, one

way or another, to the k'stulaami's mountain citadel. Those hatchlings have seen the world and some wish to see it again . . . this time from the skies. These Taildancers leave the house in a never ending quest to spread the legend of the k'stulaami. To prove to others that we are not freaks or outcasts. To show the other races that we are t'skrang! As worthy as any Name-giver!! So, in our own way, we are still protecting our people. We are breaking down the prejudices of the past in hopes of a better future.

Of Taildancers And The Art Of Combat

The Taildancer's primary weapon is his tail. He learns to fight with it while on the ground and whilst airborne. A common form of attack is swooping down with a massive downward blow, then landing and finishing off his opponent with several more well placed tail attacks. Our Weaponsmiths have developed a weapon called Blood Spikes to enhance the effectiveness of our tails. The Weaponsmith embeds razor sharp shards of living crystal into our tails. The magic in our blood causes the shards to grow into razor sharp spikes better than an half a foot long. These spikes have been known to increase the damage potential of a tail attack comparable to that of a troll's sword. When combined with the eloquence of the taildance it makes this a mighty weapon.

At times, the Taildancer is not in a position to use the tail. At this point we must rely on other weapons. Generally weapons that are thrown, because if a Taildancer can strike an opponent with a melee weapon he will opt to use his tail. Doing otherwise would insult the litany of Taildancers before him. Most Taildancers choose the Hawk Hatchet as their thrown weapon of choice. The k'stulaami Weaponsmiths again followed their Discipline and created an enchanted hawk hatchet that employs the use of thread magic. I have one here. It is known as Bloodhawk and it has served me well. In fact, it is not unusual to see journeyman or higher Taildancers wielding a weapon such as Bloodhawk as their secondary weapon.

Of Taildancers And The Talent Of Gliding

Gliding . . . how can I describe to you the sheer joy of gliding. It is a part of me. It is something I just do. But I will do my best. I hope I do this wonderful feeling justice. As I have repeatedly told you, we t'stulaami are born to fly. However, the Taildancers take that one step further. We hone our gliding abilities and enhance them with magic. A Taildancer can control his flight to appear as graceful as an eagle or swoop down like a deadly espagra. As we perfect our mastery of the taildance we gain even more talents that improve our skill with the k'stulaa. We can dive from great heights, stopping moments before striking the ground and glide to a safe landing. We can soar higher than a Sky

Raider's ship and touch the clouds. It is a joy that I wish you could experience.

This concludes my tale. I trust it has shown the value of the k'stulaami. We are just a unique people in a unique land.

Honored readers, this concludes the tale of P'norr Swiftail. For more information on the k'stulaami, I direct you to read T'chal Siandra K'veechnalonika V'strimon's treatise entitled "Of The T'skrang Who Fly" in Denizen's of Earthdawn, Volume 1, pp 68-69.

- Derrat, Wizard of the City of Yistaine

GAME INFORMATION

Important Attributes: Dexterity and Willpower

Racial Restrictions: K'stulaami only

Karma Ritual: To perform his Karma Ritual, a Taildancer lies down on his back, k'stulaa spread wide, staring at the open sky. After a few minutes of meditation, he levitates as if using the Air Dance talent. As with the Warrior, the ritual use of this talent does not cause strain. The Taildancer then spins about his three axis, gradually spinning faster and faster for 30 minutes until he is almost a blur. The ritual ends abruptly when the Taildancer suddenly stops balanced perfectly on the tip of his tail.

Artisan Skills: Body Painting, Tattooing

FIRST CIRCLE

Talents

Acrobatic Strike
Air Dance
Gliding(D)
Karma Ritual
Taunt
Unarmed Combat(D)

SECOND CIRCLE

Talents

Durability (7/6)
Maneuver(D)
Throwing Weapons

THIRD CIRCLE

Talents

Tiger Spring
Wind Catcher(D)

FOURTH CIRCLE

Karma: The Taildancer may spend a Karma Point on any action using Dexterity only.

Talents

Climbing
Thread Weaving (Tail Weaving)

FIFTH CIRCLE

Regrow Tail: Like the t'skrang, the k'stulaami have been known to lose their tail through trauma. For a cost of 1 Blood Point, the Taildancer can force regrow his tail in one week. The Taildancer must rest while his tail regrows. As with other Blood Magic, this point can

be recovered after one year and one day has passed since the tail was regrown.

Talents

Avoid Blow
Gliding Stride(D)

SIXTH CIRCLE

Karma: The Taildancer may spend a Karma Point to increase the damage of any attack made with his tail.

Talents

Lizard Leap(D)
Resist Taunt

SEVENTH CIRCLE

Physical Defense: Increase the Taildancer's Physical Defense by +1.

Talents

Life Check
Second Attack

EIGHTH CIRCLE

Karma: The Taildancer may spend a Karma Point on any action using Willpower only.

Talents

Down Strike(D)
Wound Balance

NINTH CIRCLE

Initiative: Increase the Taildancer's Initiative dice by 1 step.

Talents

Cobra Strike
Eagle Eye
Great Leap

TENTH CIRCLE

Prehensile Tail: For a permanent cost of 2 damage points, the Taildancer can make his tail prehensile. This effectively gives the Taildancer a third hand. Taildancers often use their prehensile tail to throw items (i.e, a hawk hatchet) while gliding

Recovery Test: The Taildancer gains 1 additional Recovery Test per day.

Talents

Body Blade(D)
Whirlwind

ROLEPLAYING HINTS

Taildancers are free spirited k'stulaami who love nothing more than soaring the skies. They pride themselves on their ability to glide, often scorning those who cannot. However, they are also the self-proclaimed ambassadors of the k'stulaami people. They will never do anything that would disgrace the k'stulaami.

Taildancers are talented fighters and love to "show-off" their unique combat abilities. Like the Swordmaster, a Taildancer will often perform a spectacular maneuver more for the showmanship than for its effectiveness in defeating an opponent. When at

all possible they will try to incorporate their gliding abilities into combat maneuvers.

Discipline Violations

Taildancers must remain true to the taidance. If he sways from its calling, he may suffer talent crisis. The use of a melee weapon in combat in favor of his tail will invoke varying levels of talent crisis. If the Taidancer had lost his tail due to trauma and is in the process of growing it back the use of a melee weapon constitutes a Serious violation. Using a melee weapon while the Taidancer has a fully functional tail can invoke a Severe violation.

All k'stulaami live to fly, but to Taidancers it is not just a want but a need. If a Taidancer opts to walk down stairs or an incline when they could have glided, they may have committed a Trivial, if not a Mild, violation of their personal vision. If the most obvious way down is to fly and the Taidancer refuses to do so, he may have invoked a Serious or Heinous violation.

MULTI DISCIPLINE COMBINATIONS

Taildancers rarely take on additional disciplines. However, when they do they usually combine the taidance with the way of the Scout or the Elementalists. A Taidancer/Scout is an unparalleled airborne reconnaissance unit. The Taidancers who learn the way of the Elementalists often specialize in the element of air. The combination of the Taidancer's love of flying and an Air Elementalists constant dealing with the air elemental spirits make for a unique and mutually beneficial union of two disciplines.

Questors: While not actually a second discipline, taking on the life of a Questor can often be just as rewarding. Taidancers who chose to devote their lives to a single passion often choose Floranuus or Thystonius.

Questing Taidancers who leave the k'stulaami mountain citadel and take up the life of an adventurer are usually devotees of Floranuus. They use his optimism to help spread the legends of the k'stulaami. They also revel in their ability to fly and often attempt to find higher locations to launch off of and glide for as long as they are able. The k'stulaami phrase "stairs are for going up" was coined by a Taidancer Questor of Floranuus.

A majority of the Taidancers who have taken up the life of a Questor of Thystonius are often Taidancers who do not leave the House of the Spirit Wind's mountain citadel. These Taidancers have devoted their lives to protecting the citadel. A Taidancer Questor of Thystonius is usually who officiates the various test that prospective Taidancer initiates undergo before they are initiated.

SPECIAL RULES

Special rules for Taidancers include uses of half-magic, rituals of advancement similar to those on pages 120-125 of the Earthdawn Companion, and the new talent of Gliding.

Using Half-Magic

Taildancers may make Half-Magic Tests to recognize different flying animals and creatures. Taidancers may also use Half-Magic Tests when trying to predict weather conditions, updrafts, thermals and other natural phenomenon that will effect their flights.

Rituals of Advancement

Taidancer rituals and tests for advancement often require aerial feats of bravery, endurance or showmanship. Since the Taidancer discipline only consists of ten circles, their levels of mastery come at earlier circles: novice (2-4), journeyman (5-7), warden (8-9), and master (10).

Recruitment: Those k'stulaami who have been chosen to attempt initiation as a Taidancer are handpicked from the most brave and daring of the young k'stulaami. More times than not, the children picked are k'stulaami born to non-k'stulaami parentage. The fact that these children have found their way to the House of the Spirit Wind's home in the Throal Mountains without the aid of others is usually enough to convince the Elders to accept the initiate.

Novice (Circles 2-4): The adept demonstrates his ability to fly by performing various aerial acrobatics or endurance tests of increasing difficulty: long distance gliding (Second Circle), diving an extreme distance and pulling out moments before hitting the ground (Third Circle) or gliding directly at a vertical wall at high speeds only to quickly stop and "land" on the wall (Fourth Circle).

Journeyman (Circles 5-7): The adept must demonstrate his ability to precision fly through obstacles. Elders pride themselves on finding new and unusual locations for these rituals (i.e., badlands or unique rock formations).

Warden (Circles 8-9): Adepts advancing to the pinnacle of the taidance must demonstrate to their peers as well as themselves that have indeed mastered the taidance by creating their own advancement rituals.

Ghost Master Ritual: The Taidancer climbs the highest point in the surrounding area. He then blindfolds himself and leaps into the air, gliding in a random direction, allowing the magic to guide him to a safe landing. All the while concentrating on the desired ghost master. Wherever he lands the ghost master will be waiting and the ritual proceeds as normal. (See Ghost Masters, p. 225, ED, for a complete description of this ritual.)

Gliding Talent

Step Number: Rank + Dexterity

Action: No Skill Use: Yes

Requires Karma: No Strain: None

Discipline Talent Use: Taidancer

Race Restrictions: K'stulaami only

This is the talent version of the skill Gliding found in Denizens of Earthdawn, Volume 1, page 122. For gaming purposes, the use of this talent is handled as the skill.

NEW WEAPONS

Living Crystal Tail Spikes

The k'stulaami Weaponsmiths and Elementalists have created a new and innovative way to use living crystal. Razor sharp shards of crystal are embedded inside a k'stulaami's tail. The magic in the character's blood causes the crystal to grow until they have formed into 6"-8" razor sharp spikes projecting out of the end of the character's tail.

Implanting the crystal causes 1 point of damage plus 1 per additional step of Damage caused by a Tail

Thread Hawk Hatchet

The Thread Hawk Hatchet appears as an ornate hawk hatchet. However, it is not uncommon for its handle to be made of wood inlaid with strands of elemental air.

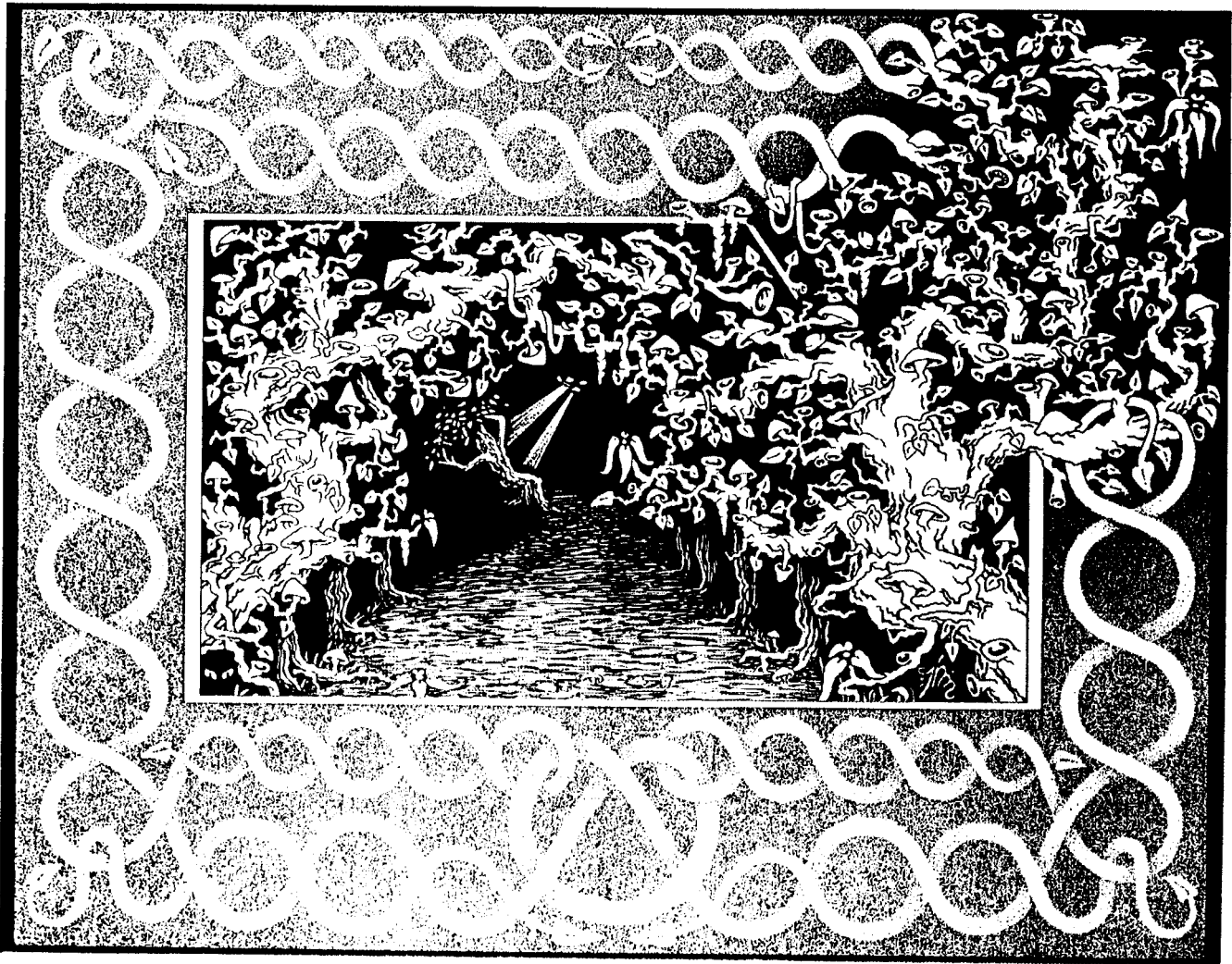
Cost: 2,500 silver pieces

Maximum Threads: 2

Spell Defense: 12

Rank 1 **Cost:** 200

Key Knowledge: The wielder must learn the Name of the hawk hatchet.



Attack, to a maximum of +3 Damage steps. This damage cannot be healed as long as the character keeps the spikes. Implanting or removing living crystal tail spikes requires four hours plus four hours per Damage step of work by a trained Weaponsmith or an Elementalist.

Living Crystal Tail Spikes, or Blood Spikes' as they are more commonly known, are normally worn by lower circle Taildancers. They are often removed by the time a Taildancer has reached the tenth circle and has learned the Body Blade talent.

Cost: 250 silver + 250 silver per Damage step.

Effect: The hawk hatchet does STR + 5 damage.

Rank 2 **Cost:** 300

Effect: The hawk hatchet does STR + 6 damage. Range is 35/100/150.

Rank 3 **Cost:** 500

Effect: The hawk hatchet will return to its owner when thrown. Retrieving the hawk hatchet in this manner costs 1 point of Strain. The Damage step is STR + 7.

Rank 4 **Cost:** 800

Effect: The hawk hatchet does STR + 8 damage. Range is 50/120/170.

CHILDREN OF JASPREE

BY ANDREW RAGLAND

Gelteckin

Evanten -- are you chronicling animals or Horror constructs?

-- dispatch from Kylara B'Tenn, Chief Clerk, Fauna Room, Hall of Records, Throal

Yes.

-- dispatch from Evanten Farseeker, Questor of Jaspree, Field Researcher, Hall of Records, Throal



Inhabiting the jungles of southern Barsaive and the Mist Swamps, the gelteckin is a terrible hazard to travel. It poses less of a threat to the natives of the areas, for reasons that will become clear shortly.

Resembling the sea creature known as the jellyfish, the gelteckin's body is round, and built much like a sack turned upside down, with dozens of threadlike tentacles dangling from the lower edge all around. In the center of the underside is a beak resembling that of a parrot. Colored a pale green with brown streaks and dark green patches, the gelteckin blends in well among the foliage of the trees where it floats quietly, waiting for prey.

I have determined through examination that the creature produces a gas within its body, which it secretes into several bladders, that is lighter than air. This gas holds the gelteckin aloft, where it drifts much like a cloud, at the mercy of the winds. If enough of these bladders are punctured, the creature cannot remain in the air and will collapse to the ground. Do not assume that a grounded gelteckin is harmless, however. It can still move its tentacles when downed. Also, care should be taken in piercing the bladders, as the gas within is highly flammable. Elementalists would no doubt have some use for something which takes fire so readily, but other Name-givers should be wary of the beast's explosive nature. I have seen a wizard nearly immolate himself upon attacking a gelteckin with a flame flash. The back blast knocked the man down and singed off most of his beard, a great tragedy among dwarves or so I am told.

Glands along the edge of the beast secrete a virulent toxin that paralyzes the beast's prey. As well, the tentacles are capable of delivering a stinging jolt of obviously magical origin. Once the prey is stunned or paralyzed into immobility, the gelteckin vents enough of its levitating gas to descend onto the helpless victim and feed.

Because of the creature's mode of flight, it has a terrific fear of open flames. As such, it will not approach a village with cooking fires lit, or a campsite with a fire going. Cathan hunting parties carry unlit torches magically prepared to blaze up at a spoken command to ward off the creatures. The slightest flicker of fire appears to be enough to ward off the creature, although with its coloration and absolute quiet when moving, its approach is hard to detect.

Game Mechanics:

| | | |
|-------|-------|-------|
| DEX 7 | STR 3 | TOU 5 |
| PER 4 | WIL 5 | CHA 2 |

| | |
|---|---------------------|
| Initiative: 9 | Physical Defense: 9 |
| Number of Attacks: 2 | Spell Defense: 5 |
| Attack Step: 10 | Social Defense: 3 |
| Damage Step: 6 beak, 12 tentacles (electrical zap) | Physical Armor: 2 |
| Number of Spells: 1 | Mystic Armor: 5 |
| Spellcasting: 14 | Knockdown: 9 |
| Effect: 14 (paralyzing toxin) | Recovery Tests: 2 |

| | |
|--------------------|-----------------|
| Death Rating: 34 | Combat Move: 15 |
| Wound Threshold: 9 | Full Move: 30 |
| Unconscious: 26 | |

Legend Points: 180
Equipment: none
Loot: none

Notes: Each wound done to a gelteckin punctures a gas bladder. Any open flame source or spark in the

immediate vicinity will set fire to the gas, causing the gelteckin to explode like a fireball, doing step 13 damage in a ten foot radius. After three wounds, the gelteckin no longer has enough intact bladders to remain aloft, and sinks or drops to the ground, its speed of descent being determined by the number of wounds over three it has taken.

Floating Heads

I seem to be condemned lately to cataloguing more and more damage done to our world by the Horrors. Rather than documenting the current state of the natural world, I come more into contact with the unnatural. Well, whatever fate the Passions have in store for me, I can do no more than continue in my task. Here then is the latest effort of the Horrors that I have uncovered.

Floating heads are exactly that, the heads of Name-givers forcibly removed from their bodies and given the power to float in the air. Four long tentacles emerge from the ruin of the base of the neck, each lined with suckers and tipped with a wickedly curved claw. In unbelievable pain and mindlessly berserk, the constructs attack without quarter, savaging any Name-giver who comes within range. They never break off, fighting until destroyed or until there are no more Name-givers visible to them. Victims of floating heads are frequently turned into the same sort of construct themselves. The size of the tentacles, the sturdiness of the creature and the amount of damage it can inflict in a single strike varies according to the sort of Name-giver that provided (albeit unwillingly) the head in the first place.

Evidence indicates that these constructs may be unique to a particular Horror. I am reluctant to investigate, as discovering the Name could bring me to the attention of the Horror itself. Perhaps a party of adepts could be convinced or hired to follow up this information. I would happily surrender my notes on this issue to any Named group willing to pursue this matter.

When multiple stats are given, they're in the format Dwarf / Elf / Human / Obsidiman / Ork / Troll / T'skrang / Windling.

Game Mechanics

DEX 6 STR 5 TOU 8
PER 6 WIL 7 CHA 4

Initiative: 9 Physical Defense: 8
Number of Attacks: 4 Spell Defense: 12
Attack: 14 Social Defense: 7
Damage: 10 / 11 / 12 / 17 / 15 / 16 / 11 / 6
Armor: 9
Number of Spells: 0 Mystic Armor: 8
Spellcasting: 0 Knockdown: 16
Effect: none Recovery Tests: 4

Death Rating: 42 / 39 / 44 / 50 / 46 / 48 / 42 / 34

Combat Movement: 165

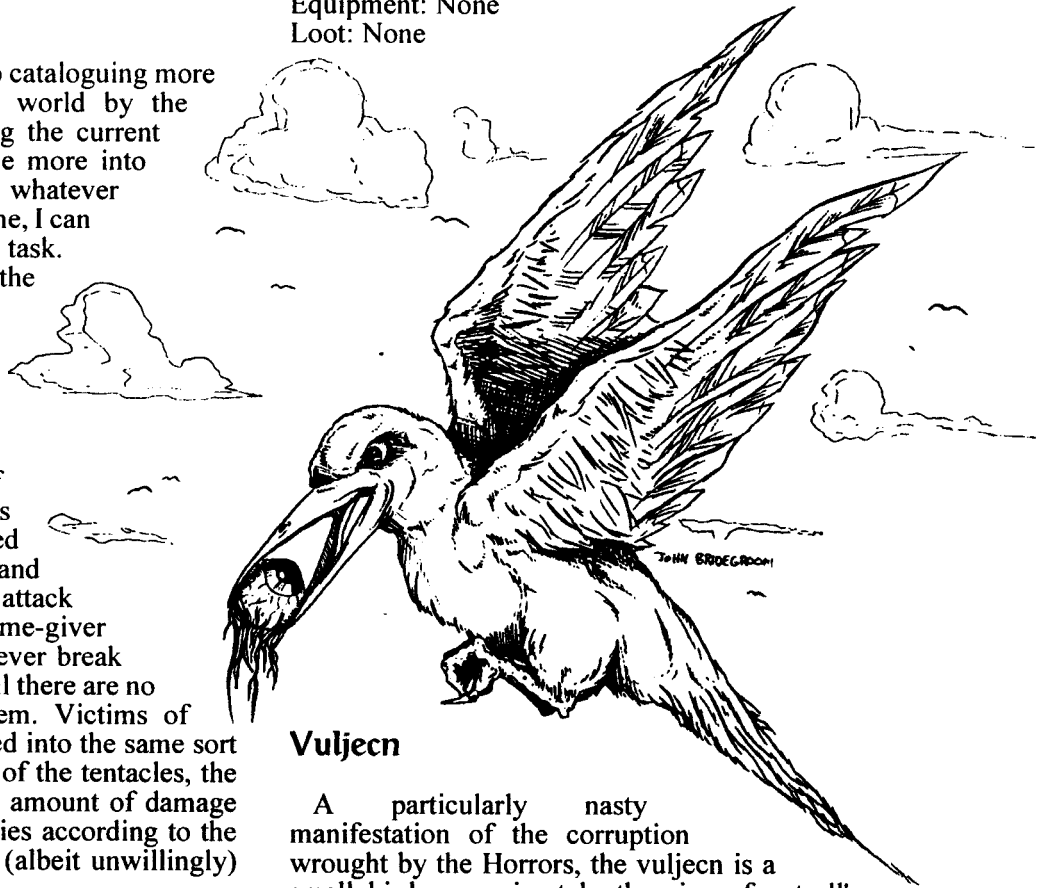
Wound Threshold: 14 Full Movement: 310

Unconsciousness Rating: 34 / 31 / 36 / 43 / 39 / 41 / 34 / 26

Legend Points: 208 / 210 / 214 / 237 / 221 / 227 / 210 / 200

Equipment: None

Loot: None



Vuljecn

A particularly nasty manifestation of the corruption wrought by the Horrors, the vuljecn is a small bird approximately the size of a troll's hand. Its body is compact and muscular, but well streamlined, allowing it to reach terrific speeds in a dive. It inhabits the Servos jungle and the cooler regions of the Mist Swamps, and has been seen aboard and from riverboats plying the southern and western reaches of the Serpent. Prior to the Scourge, the vuljecn was probably a seed eater, using its bill to crack open pods and nuts. Now, however, it serves a much more dangerous purpose.

The vuljecn has developed a taste for meat, and specifically for the flesh of Name-Givers. Surely this is the work of a Horror, as no animal naturally preys predominantly on Name-Givers. Covered in light brown plumage with hints of darker brown at wingtips and tail tip, the bird blends in well in the foliage, holding itself motionless in the treetops as it searches for food with remarkably keen eyesight. When the bird spots a Name-Giver, or any large warm-blooded beast if there haven't been any people by of late, the bird drops from its perch, folds its wings tightly and stoops on its prey. Reaching amazing speed in the descent from treetop to ground, it aims itself like an arrow, using its long, sharply pointed beak to spear its victim. Generally aiming for an eye, the vuljecn can do horrific

damage in its first attack, frequently striking through the eye and into the brain, causing death instantly.

Lacking a distinct call, and remaining still and silent while watching for prey, the vuljecn is difficult to detect before it makes its attack. Fortunately, it doesn't always make its strike, as large changes of course become impossible during its dive. If the intended victim moves sharply to one side right before the attack, the bird will normally miss. Also, if it fails to kill its prey with the first strike, it leaves itself highly vulnerable to a return stroke from paw or blade.

I discovered this species when I noted that the Cathans tended to walk with a staggering pace, lurching frequently to one side or the other. They explained to me that this was to ward off attacks by the vuljecn. They also posted guards within traveling groups to keep watch above, and warn the group if anything came dropping down out of the trees.

Game Mechanics:

DEX 11 STR 3 TOU 3
PER 3 WIL 3 CHA 2
Initiative: 14 Physical Defense: 14
Number of Attacks: 1 Spell Defense: 4
Attack Step: 8 melee/15 diving
Social Defense: 3
Damage Step: 5 beak/21 dive strike
Physical Armor: 0
Number of Spells: 0 Mystic Armor: 0
Spellcasting: 0 Knockdown: 5
Effect: none Recovery Tests: 1

Death Rating: 23 Combat Move: 10 ground/
100 air
Wound Threshold: 5 Full Move: 20 ground/200 air
Unconscious: 14

Legend Points: 615
Equipment: none
Loot: none

Azontu

Many adepts seem to be concerned only with creatures that can devour either themselves or their mounts. They ignore smaller animals, at their own peril. One should never discount the possibility of a very small animal causing a very large problem. I recently saw a Warrior severely injured in combat, because his armor fell off at a bad moment. The straps had been weakened by spoogras chewing on the sweat-soaked leather. Needless to say, the Warrior spent a good part of his recovery time learning to protect his gear from small pests. In this spirit, I present this record, documenting a small animal that can cause very large problems.

The azontu is an excellent example of how the animal life of Barsaive adapted to survive the Scourge. Obviously descended from the common field mouse, the azontu is small enough to fit into the palm of your hand. Holding it thusly would be an uncomfortable experience, however, as the mouse is shrouded in a blanket of spines. Developed from guard hairs, these

spines have a wicked barb on the end and detach easily from the animal when tugged sharply. When a larger animal attempts to bite the azontu, it gets instead a mouthful of spines that cannot be removed without either tearing the flesh horribly or using a sharp knife, like cutting out an arrowhead.

Given that the azontu likes to forage in dense undergrowth, it's often found along the edges of trails through the woods and jungles. The clearance above, where Name-givers have removed overhanging branches for easy passage, allows the plants at the ground level to flourish. Because of this, horses or Name-givers stepping too close to the edge of the trail put themselves at risk of taking a spine or two in the ankle should they encounter an azontu. Figuring out what has caused the damage may be difficult, as the mouse will of course make itself scarce after such a close brush with a larger creature. Having a horse, or worse, yourself, lamed by a spine will certainly slow down your travels. Removing the spine is difficult to do without causing further injury, but if it is not removed promptly, infection may set in, resulting in fever, dizziness, nausea and weakness of the muscles.

Some of the Cathans and other more primitive peoples of the jungles and southern plains find the azontu quite useful. Its spines make excellent needles for leatherwork, and can also be used as stitching, to hold items together. In the latter use, the barbs are normally clipped off after the spines are run through the layers being stitched, and the ends smeared with glue to hold the spines in place.

Game Mechanics

DEX 7 STR 1 TOU 2
PER 8 WIL 6 CHA 3

Initiative: 9 Physical Defense: 9
Number of Attacks: 1 Spell Defense: 10
Attack: 3 (bite), 10 (spine) Social Defense: 4
Damage: 2 (bite), 7 (spine) Armor: none
Number of Spells: none Mystic Armor: none
Spellcasting: none Knockdown: 4
Effect: none Recovery Tests: 1

Death Rating: 20 Combat Movement: 30
Wound Threshold: 4 Full Movement: 80
Unconsciousness Rating: 11

Legend Points: 80
Equipment: none
Loot: 2d10 spines worth 1 cp each

Notes: Taking a spine in the leg or foot cuts movement down by one-quarter. Removing it requires a Physician Skill Test against a 7 (or a Dexterity Test against a 12 if nobody has the appropriate Skill). An Average success removes the spine, but causes another Step 4 of damage. A Good or better success removes the spine with no additional damage. A Poor success removes the spine, but does Step 9 damage, and a total failure not only leaves the spine in, but does Step 11 additional damage plus an extra Wound. Normal healing rates apply. Failure to remove the spine within an hour requires a Toughness Test against a 7 to resist a debilitation poison of step 6, representing the high probability of infection from an unremoved spine.

ICEBRINGER

BY DAN ALLARD

This tale was recorded by the dwarven scholar Velhus while he was in residence in Haven. The speaker, an ork warrior named Gargah, left Haven soon afterward for more civilized regions to the south. What follows is Velhus' transcription, though some Orkish slang has been translated into the closest Throalic equivalent.

"How we found it, I don't know, though I admit Lurg had the eyes of an eagle. Somehow he picked out the entrance to Kaer Allaig out of miles of snow, trees and rock; we could've searched for it for months without finding it.

"The three of us made our way... yes, just the three of us. Just me and a pair of trolls; Drekken and Lurg Kelhelm, may Garlen watch over their spirits. Lurg led the way to the Kaer, but it was Drekken, the elder, who gave the orders. What I was doing mucking around with a sky raider I'll never know, and as you'll see, I would soon regret it.

"We were already far up into the Caucavic mountains, higher than I'd yet climbed. The Kaer was up even higher than us, but that was nothing a few good hours of hiking couldn't fix. As soon as we reached the entrance, we knew something was wrong, but it wasn't until we went inside that we figured it out.

"At first, we thought that the door to the Kaer was just gone, ripped off its hinges. We looked around for a bit and found it - in pieces, under a thin layer of snow. Frozen bits of wood were all over the place. We could only guess that the door was frozen and hit with something really, really hard.

"Drekken went in first. We let him. He fell on his face ten feet down the hallway. Under the layer of snow, the floor of the Kaer was a thick sheet of ice. It was hard to tell, but the ice was at least a couple inches deep. Not only that, but the ice ran up the walls and even covered the ceiling.

"After that, Drekken kept his balance pretty well, using his axe to help steady himself when he stumbled. Lurg just walked along like he was on plain rock. Me, I slipped so many times I gave up and just used a pair of daggers to drag myself along on my knees. Drekken wasn't happy about all the noise I was making, but it was better than me landing on my rear every other minute.

"Finally we got down to one of the main chambers. A couple of light quartz crystals were still working, hidden above a sheet of ice. Under the ice on the floor, you could just make out the figures of a dozen or so trolls, frozen stiff.

"Now I'm no thin-skinned elf, but that's when I started to get really cold. 'Drekken,' I said, 'What's wrong with this place? It shouldn't be this cold!'

'You knew what this would be like, Gargah,' he replied. I looked over at Lurg, who just shrugged. I knew this was too cold for him, but he wasn't about to say anything.

"Drekken checked out the hallways as Lurg and I

checked around the frozen trolls. Some still had their eyes open, some looked like they were still moving. None of them even had a mark on 'em. Spooked me out.

"I called over to Drekken and said, 'Watch yourself Drekken. These trolls died real fast. This one's sword never even hit the ground.' Drekken just gave me a dirty look.

"Lurg and I kept along behind him; I almost started to learn to walk on that damned ice. We came to another room of frozen figures; looked like it might have been a garden once. A few hallways joined here, and Drekken went off to check 'em out. Lurg went off to dig up something in the ice, and I just stood there looking at one of the standing, frozen trolls.

"He was old, with a long beard and wrinkled skin. Still had his sword in his hand too, though I'm not even sure if he knew what hit him. I just kept looking at him, wonderin' how it might feel to live in a shell of ice like that.

"Then something happened that I'll never forget. I'm no coward, but there's some things a sane Ork should never see. The fear that hit me was worse than any Gahad I've ever felt; it was like something just came up and took me by the throat. 'Lurg,' I said, 'over here.' He came over and stopped dead in his tracks.

"The troll had blinked. And he did it again when Lurg showed up. Dammit, that thing's been standing there for years, maybe decades, alive...

"I couldn't even think enough to try to free him. I managed a loud whisper to Drekken, but he just looked over and frowned. 'Drekken,' I said more loudly, 'we've got to get out of here...'

"Then the real cold hit. A wave of ice blew out into the room, covering everything. Drekken shrieked as it covered his body. But worse than the ice, it was like the heat was being sucked out of us. Lurg was already running and I followed, but I couldn't keep my feet. I couldn't feel my right hand, so I just dragged myself along with a dagger. Lurg came back and dragged me to my feet; I looked around to see Drekken for the last time, losing his struggle to the ice. Lurg pulled me out of there and the two of us stumbled back through the kaer.

"I kept slipping and falling, but Lurg kept dragging me along. I cursed my dead hand a hundred times before we got to the kaer entrance. We felt a last blast of cold on our backs when we got there, and Lurg dropped me in the snow and started running. Jumped right off the cliff at the edge of the path. I got to my feet, muttered a prayer to Thystonius, and hurled myself off of the cliff. As I went over, I only had one thought in my mind: Lurg had better know what the hell he is doing.

"Well, he did. We landed on a bank of snow and slid down a few yards; I shook my head and wondered that all my bones weren't broken. We got out of there quick,

cause we didn't know if that thing might try and make the leap, too. Lurg led the way down and out of the mountains; I just stumbled along blindly until we reached the plains. After a few more days of travel we made our way back to Haven. Oh yes, there were dangers along the way, but a few crazy ogres and an espagra or two were nothing compared to that Horror.

"My hand? That blackened and died; I had a healer cut it off and add this handy hook. Lurg said it wasn't from Horror magic, he'd seen that happen to fingers and limbs of people who spent too much time exposed in the higher reaches of the mountains. Still, I wasn't about to take any chances.

"Lurg and I parted ways when we got back to Haven. I knew he'd return to that kaer, cause I had the same nightmares; that image of Drekken, trapped in the ice, screaming without a sound. He managed to put together a good pack of trolls to join him after boasting about piles of treasure and the like. He knew I wouldn't go and I didn't even bother trying to convince him to stay. He did, however, take the one gift I gave him; a Tlani suicide dagger I'd carried all the way from Kratas.

"It's been three weeks since Lurg left; I don't expect to see him again in this world. I just hope he got to Drekken before the end."

Game Information

Though dangerous, Icebringer was responsible for the destruction of only three kaers during the Scourge. Now that the Scourge is over, he may still lair in one of these kaers, or he may have invaded some remote village. While Icebringer is quite intelligent, his motives and methods are simple. He tends to use a straightforward approach in his invasions, attacking directly and attempting to catch as many people using Cold Wave and Terror as possible.

Icebringer has a base of 20 karma points; he can increase this value to a maximum of 40 using his Karma Drain power, but he cannot maintain this amount of karma for over a day. After twenty-four hours, Icebringer loses any karma he has gained over his base of 20 points.

Icebringer feeds off of the continual pain of victims encased in the ice, keeping them alive with Sustain Life and turning their pain into karma. He keeps no more than twenty victims under his thrall at one time; normally, he only drains one point of karma from each victim per day, until he has reached his maximum karma of 40. The use of Sustain Life requires that Icebringer take a point of permanent damage for each victim under his thrall; thus, Icebringer's death rating ranges from 150 down to 130 depending upon the number of name-givers trapped in his lair.

Icebringer has been known to keep his victims alive and entrapped for years, continually thriving off of their misery. Though his victims still feel pain, Icebringer's Sustain Life power removes their need for heat and stops them from accruing continual damage from ice entrapment. Despite his best efforts, his victims eventually die; when all in an area are dead, he moves on to a new location. Certainly, all of his victims go completely insane after years of entrapment. Anyone name-giver who has lived past his or her natural lifespan will die within minutes of being freed from Icebringer's sustaining powers.

Icebringer's deadly Cold Wave power comes directly

from his enslavement of a series of elemental water spirits,

summoned using his Elementalist abilities. Only one water spirit is summoned at a time; Icebringer drains its powers until the spirit is destroyed. Icebringer will lose his Cold Wave power after the spirit dies and before a new one is summoned. The water spirit can be found trapped in a cage of elemental earth somewhere in Icebringer's lair.

Physically, Icebringer resembles a large bluish-white bloatform. Hundreds of puckered mouths sprout from all over his body, some only inches wide, some well over a foot. His cold wave attack emanates from these mouths. He attacks physically by thrashing with a pair of large pseudopods, though he normally prefers to use his Cold Wave attack whenever possible. Icebringer's greatest weakness is his lack of speed; it is possible to flee his slow moving bulk, though he will still attempt to Horror Mark fleeing name-givers. Because of his physical form, Icebringer cannot be knocked down.



JOHN BRIDEGROOM

Icebringer's true name is unknown; he was given the name "Icebringer" by the survivors of his attacks.

Game Mechanics

DEX 20 STR 16 TOU 20
PER 16 WIL 18 CHA 12

Initiative: 26 Physical Defense: 25
Number of Attacks: 2 Spell Defense: 20
Attack: 20 Social Defense: 18
Damage: 25 Armor: 17
Number of Spells: 2 Mystic Armor: 21
Spellcasting: 25 Knockdown: N/A
Spell Effect: 26 Recovery Tests: 10

Death Rating: 130-150 (see text)
 Combat Movement: 20
Wound Threshold: 30 Full Movement: 40
Unconsciousness Rating: Immune

Karma Points: 20-40 (see text)
Karma Step: 15

Legend Points: 98,000
Equipment: None
Loot: None (Icebringer does not carry any sort of treasure with him, although some might be found in his lair)

Powers:
Circle 10 elemental (no fire spells), Terror 15,
Horror Mark 16, Karma Drain 16, Cold Wave 16,
Sustain Life 15

New Powers

Cold Wave

This power combines a physical blast of ice particles with a drain of heat from the region surrounding the Horror. The power requires one point of Karma, and is effective out to a range equaling twice the Cold Wave step in feet. The Horror makes two spellcasting tests against the victim, one against the victim's spell defense, one against the victim's physical defense.

If the Horror makes a successful test against its opponent's spell defense, the victim takes damage according to the Horror's Cold Wave step; this damage is reduced by the victim's Mystic Armor value. A wound caused by this damage may take the form of permanent frostbite to some area of the victim's body (up to the GM's discretion).

If the Horror makes a successful test against the victim's physical defense, the victim becomes encased in a layer of clear ice. The trapped victim may attempt to break free by making a strength test against the Horror's Cold Wave step; this may be attempted once per combat round for a number of times equal to the Toughness step of the victim. A name-giver will suffer step 1 damage from the cold for each minute spent encased in the ice; armor does not reduce this damage. A trapped name-giver may be freed by outside help by breaking the encasing ice; this may be accomplished

with any sort of heavy, blunt object.

Sustain Life

Unlike Unnatural Life, this ability does not require the recipient to be dead; however, a victim must already be horror-marked by the Horror. The Sustain Life power allows a name-giver to live for a year without requiring air intake, food, or anything else that might normally be needed to continue life.

However, the power only functions while the name-giver is within 1 mile of the Horror; if the Horror or the name-giver moves out of this range, the name-giver will lose any possible benefits of the power. The power costs the Horror 1 point of damage per use, and lasts for a year and a day; at this time, the damage point may be regained or else the Sustain Life power may be restored. The Sustain Life test is made against the victim's spell defense; the test must be made each time the Horror attempts to renew its effects on a victim. Victims of Sustain Life age 5 times more slowly than normal for their race.

Karma Drain

The Karma Drain power allows a Horror to drain the life force of a name-giver and convert it directly to Karma. The Horror must first horror-mark a victim before the power can be used, and the victim must be within the Horror's line of sight. The Karma Drain test is made against the victim's spell defense. Each use of this ability gives one point of karma to the Horror and causes 2 points of damage to the victim; this damage cannot be reduced by physical or mystic armor.

1995 GENCON EARTHDAWN TOURNAMENT: A SUCCESS

The first (and hopefully annual) FASA sponsored GenCon EarthDawn tournament was a rousing success at the 1995 GenCon Gaming Convention. Forty-eight enthusiastic EarthDawn players competed in six player teams over three rounds for a team win. Each member of the winning team receives one year FASA EarthDawn products shipped directly to their house plus a really cool Easter Island-like trophy sporting an engraved placard that says "EARTHDAWN 1995." Each member of the runners-up team receives six-months FASA EarthDawn products. This years winning team included: Zach Bush, Jason Atkinson, Chris Hepler, Patrick Liddell, Jenny Brandes, and Jennifer Grune. The judges for the tournament nicknamed this team "The Generics" because each member of the team got into the tournament using generic tickets as opposed to pre-registering for the event.

This years tournament was designed as a showcase for the Sky Point and Vivaine box set that was released at GenCon 95. The player characters consisted of six adepts who traveled around Barsaive as a acting troupe, spreading their legend by recreating their adventures on a mobile stage as they moved from town to town. The troupe, known as "Renaldo's Players," was lead by the dwarven Troubadour Renaldo. Other members included Quam, an obsidian Warrior who acted as the troupe's storyteller (a la Shakespeare); Bandar Keen-Eyes, a human Scout who also had some Illusionist talents and a knack for special effects; Thelamaracassanadara, a windling Elementalist and budding actress; Alandra the Swift, a t'skrang Swordmistress and established actress (just ask her...); and last, but definitely not least, Lorie Sureshot, an Archer and the troupe's musician (string instruments, of course).

The tournament opened with the tournament judges portraying Renaldo's Players as they performed one of their many adventures, The Tale of Bloodheart, on a small stage in the Silver Lantern Tavern in the Vivaine's Eastern Quarter. During this performance a member of the audience was killed. Further investigation determined that the victim was in fact a minor Theran noble. This is were the players took over and attempted to find out who murdered the Theran noble. Then the fun began. Renaldo's Players proceeded to adventure throughout Vivaine tracking down the killer. In the end, after several bad leads, cover-ups, and a little Theran political intrigue they found the assassin, added to their legend, and had a good time. The tournament closed with the Generics (yes, that's right, the ACTUAL players) performing "The Song of Bloodheart," a rewrite of the poem read to them at the beginning of the first session.

Overall, a good time was had by all, players and judges. Next years tournament will showcase the Throal Kingdom box set. We hope to see you there.

- Michael E. Colton and the Dybbuk Ink Writer's Group

The Song of Bloodheart

by Jenny Brandes

performed by Jenny Brandes, Chris Hepler, Zach Bush, Patrick Liddell, Jennifer Grune and Jason Atkinson

In a land not so very far away,
In a time that is close to ours,
In the Servos jungle, by night and day,
There was pleasure in every hour.

Then once fell a shadow across the sun,
And the laughter and love did depart,
And the face of the shadow was named as once -
The horror once called Bloodheart.

So the villagers lived in a blanket of fear,
As they hid from the dark every day,
Knowing whatever they did, he was near
And with none whose command he'd obey.

Until guided by visions, the passions inspired,
Did a party of heroes arrive,
By empathy driven, by justice inspired,
To keep the good people alive.

Alendra the t'skrang, a mistress of sword,
And Bandar, whose eyes are hawk-keen,
Quam, who like rock, can withstand any horde,
And Lorie's arrows too swift to be seen.

And then Thelamaracassanadara,
A windling whose magic is strong,
And Renaldo, the leader, the bane of the horror,
For the death in his silver-tongue song.

As they readied their weapons and drew on the force
O the love which is life to the world,
Did the villagers thank them, with armor and horse,
And a kiss from a cherry-lipped girl.

So they walked through jungles where trees turned to
look
And reach out their skeletal claws,
As gnarled as fungus, as sharp as a hook,
Dragging victims to cavernous maws.

With shambling gait, did the cadaver men encroach,
Their faces bloodless and white -
Bloodheart's last victims in lifeless approach,
And yet fearless, the heroes did fight.

Carving a crimson lined path to the tower,
Which loomed like a threat o'er the field,
A needle of evil, the citadel's power
Would die fore the land could be healed

Then Bandar, whose arms were as strong as his heart,
Like a monkey did climb up he side,
And in through a window, his faith in his art,
As to the phantasm he cried:

"You alone have the knowledge my people must know
To destroy Bloodheart's hold on this land.
Please tell me, and let the earth once more grow
And the grasses crawl over the sand."

But the ghost merely laughed, with a sound like a chill,
Said, "your words do an elegant dance.
Is your eloquence matched by your body or skill?
I will speak when I have been entranced."

And the thought of Renaldo, in battle below,
Was the music inside Bandar's brain,
And his feet wove a pattern, both smoothly and slow,
Like a fall of a warm summer's rain.

And the ghost, moved to tears, which steamed in
the air
Did whisper to Bandar the plan,
And the heroes rode bravely o'er top of a
kaer,
Each one more legend then man.

Bloodheart himself was as large as
a ship,
With a mouth near the size of a
cave.
Off of his scabrous skin blood did
drip,
But each hero was fearless and
brave.

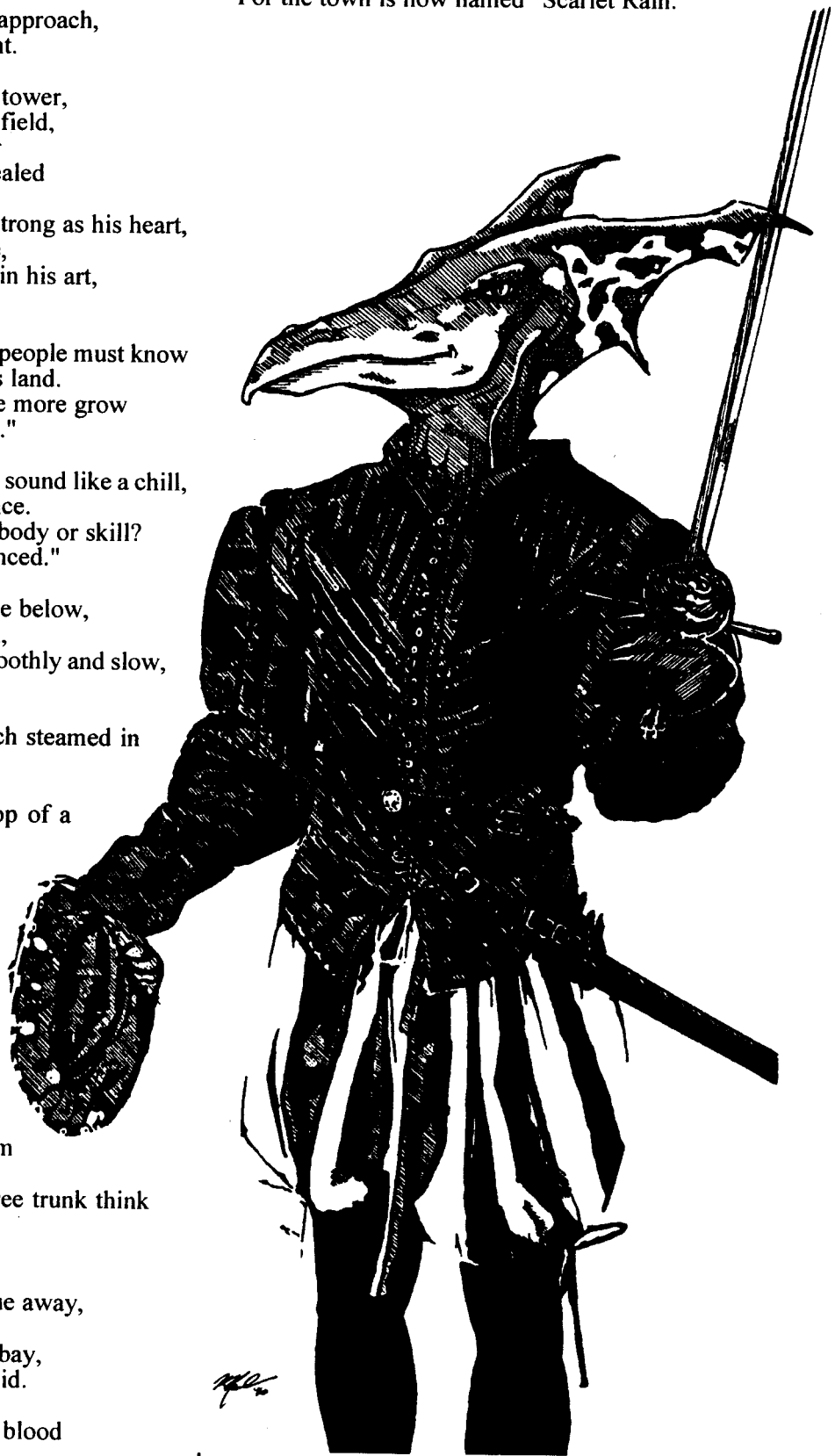
Alendra and Thela, Bandar and Quam
Beset the great beast on all sides,
And it knocked them away with a tree trunk thick
arm,
And victory gleamed in its eye.

But on top of a hill, near a half-league away,
Waited Lorie, patient and poised.
As it lifted its head for a triumphant bay,
He loosed arrows straight into the void.

One struck its eye with a fountain of blood
Which spilled out and over the land,
And like captives released, crimson flowed in a flood,
Which, like water, soaked into the sand.

And then, once again was the jungle at peace
And the creatures and plants grew again.

Yet some part of Bloodheart never will cease,
For the town is now named "Scarlet Rain."



LEGEND: THE STOLEN SWORD

BY ANDREW RAGLAND

Journal Text:

From the Journal of Broost Oserolam, Cavalryman of the Sixth Circle and commander of the Broken Bone Lancers:

Looks like we got out of Iopos just in time. Those lousy Yellow Talons can't have been more than a half day's ride from the city when we took to the hills. Another day of hard riding and we'll meet up with the main body of the cavalry. That'll give us the numbers to mount a nasty surprise for those illegitimate sons of spoogras.

Laying in supplies for the ride turned out to be tougher than we expected. Stupid herb-seller tried to short us on the feverbark, and set off Ioroz's gahad. Should of known better than to put his thumb on the scales. Then the watch got all over us, and made us pay to get the thief's thumb put back on. Lousy city.

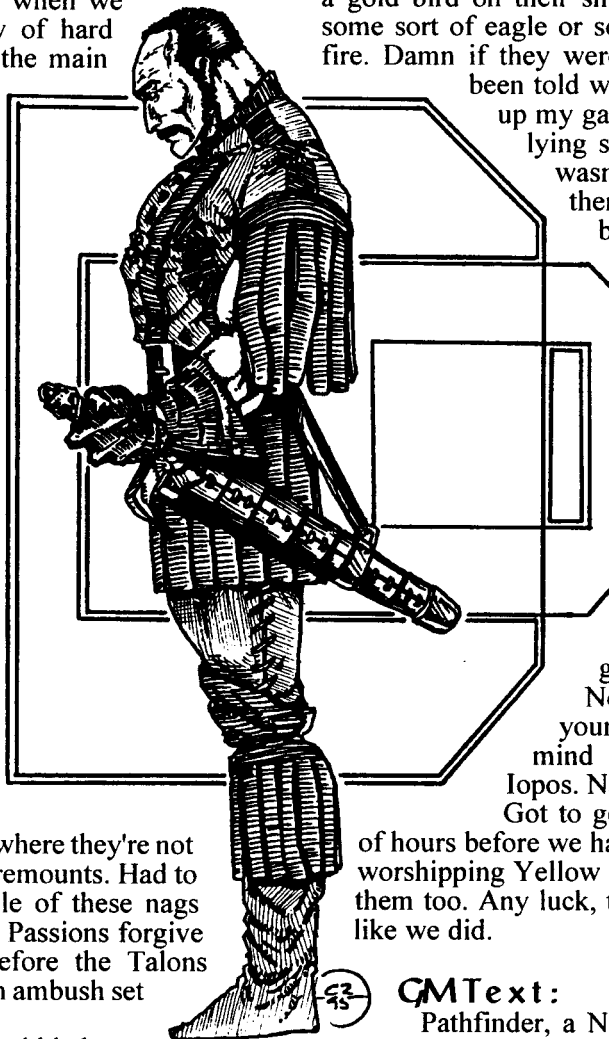
Hard to get mounts. Ours were spent, couldn't carry us any further. Needed fresh horses to ride so our regular mounts could rest a bit. Lots of questions asked, who we were, where we'd been, where we were going, like it was any of their business. All the time these Holders of Trust, big ujnort in fancy silver armor, keep coming around, butting in where they're not wanted. And a real shortage of remounts. Had to take what we could get. Couple of these nags aren't going to survive the ride, Passions forgive us. Got to get to the pass before the Talons though, warn the tribe and get an ambush set up.

Big stink just as we left. Named blade got swiped from one of the kids of some councilman or somesuch. Word from the stablehands was it got taken a couple days earlier but they kept it quiet so they could try and find it quick. Didn't do them any good. Didn't find it doing it quiet. Offered a big reward, had it cried all over the city, big threats of what they'd do to anybody trying to leave with the sword. Would have been tough to do. Guards at the gate went through everything we had, looked at all our blades, made us unroll our packs. Acted like they didn't see us

giving them the buunda, just went right through our stuff, through anything big enough to hide a knife in, much less a sword.

Couple hours after we left, bunch of ujnort went by us, riding like there was a dragon behind them. Two elves, a couple of dwarves and a troll, all in white with a gold bird on their shields and cloaks, looked like some sort of eagle or something coming up out of a fire. Damn if they weren't riding some horses we'd been told weren't for sale. About brought up my gahad, it did. Lucky for her that lying sorry excuse for a horsetrader wasn't there right then. Hadn't seen them before in the city. Must have been hiding. Outfits like that would have been hard to miss. Not more than an hour after that, dwarf came along on a carpet, swooped down and wanted to know if we'd seen these Name-Givers. Sent him off on their trail. Hope they get what they're running from. Probably them what stole the sword. If we weren't in such a hurry, I'd ride after them myself. Caused us a lot of trouble, they did, and got a big price on their heads.

Not that I feel sorry for that young snot got his sword stolen, mind you. Nasty people, running Iopos. Nasty city. Glad to be quit of it. Got to get some sleep. Only a couple of hours before we have to ride out again. Raggok-worshipping Yellow Talons. Like to see the last of them too. Any luck, they'll get hung up in the city like we did.



GM Text:

Pathfinder, a Named sword, has been stolen from Favim, a younger scion of the Denairastas clan. The blade has been in the family since before the Scourge, and is traditionally held by the person second in line to the leadership of the clan. As such, Pathfinder acts as a badge of office. Favim's position is shaky without the sword. The populace may not accept him as heir when his older brother accedes to rule, unless he can pass the sword on to his successor. While the Holders of Trust could force acceptance of Favim as heir, the Denairastas clan would rather not have to put forth that much effort. They're willing to pay a large

sum for the return of the blade. Of course, anybody bringing it in is likely to be thought in league with the original thieves, and be put to the question...

Pathfinder is a hand-and-a-half sword of high quality, with a plain wire-wrapped hilt. A single blue gem has been set between the quillons as a nod to aesthetics.

Pathfinder

Maximum Threads: 6

Spell Defense: 25

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: Name of sword

Effect: Like a Ring of Accuracy, Pathfinder increases the Damage and Attack steps. At this Thread rank, add +1 to the Damage step.

Rank 2 **Cost:** 300

Key Knowledge: None

Effect: +2 to damage step

Rank 3 **Cost:** 500

Key Knowledge: Name of first wielder

Effect: +2 to damage step, +1 to attack step

Rank 4 **Cost:** 800

Deed: The wielder must invest 2 points of blood magic in bonding the sword to himself. The ritual for this is very specific, and must be done properly for the deed to work. The deed is worth 400 Legend Points.

Effect: Sword can lead its wielder through normal terrain to any place that the wielder has previously been, within two days' ride. The wielder will feel the rightness of the path when holding the sword.

+3 to damage step, +2 to attack step

Rank 5 **Cost:** 1300

Key Knowledge: Name of the weaponsmith who created the blade

Effect: Pathfinder can lead its wielder out of magically confusing terrain, such as kaers devised by Artificer. No warning of traps will be given. The shortest and most direct route will always be indicated. Pathfinder can also locate any possession or former possession of its wielder, within four days' ride.

+4 to damage step, +3 to attack step

Rank 6 **Cost:** 2100

Key Knowledge: Before the Scourge, Pathfinder was involved in saving the city of Iopos from a Horror. The popular legend of how this happened is false. The true story must be uncovered.

Deed: The wielder must find and enact an ancient ritual, at a prescribed site, forswearing all other blades. If the wielder uses any weapon other than Pathfinder, all threads and connections to Pathfinder are lost. While the lower ranks can be regained, the oath cannot be renewed. The ritual costs 5 points of Blood Magic, and is worth 1000 Legend Points.

Effect: Wielder may fly at a movement speed of DEX + 8 (see ED, p. 52) for up to ten hours, at a cost of 2 Strain per hour. This ability may not be used more than once per week.

+5 to damage step, +4 to attack step

Traveller Chronicle

The support magazine for Traveller!

Subscribe Today!

Sword of the Knight Publications
2820 Sunset Lane #116
Henderson, KY 42420-2084 USA

Only \$18.00US (North America), \$22.00US (Foreign Surface, or \$30.00US (Foreign Air) for 4 56-paged issues!

Coming up in issue #10...

Earth in the New Era by Harold Hale

LEGEND: ANDELIN

BY DAVID CARALEY

Centuries ago, before the Horrors came and changed the fair face of our land forever, there was a beautiful

natural stone of the cliffs and hills. The buildings were graceful and blended naturally with their surroundings.

Even members of the court at Wyrn Wood would go and visit, enjoying the beauty of the city and the hospitality of Redlif, the prince of the lands of Andelin.

Prince Redlif was reknown for his weaponcrafting skill. It was said that he could forge a blade that could pierce the heaviest plate armor just by being allowed to fall upon it. He could craft chain mail that would be light as silk and stronger than the sturdiest dwarven crafted plate armor. Many nobles from Wyrn Wood, Shosara, and the City of Spires would visit the court at Andelin in hope of receiving a weapon or armor as a gift from its Prince. It was said that he had no equal in his craft. Even now, centuries later, a weapon or armor forged in Andelin by Prince Redlif is considered to be without equal.

As the time of the Scourge grew near, Queen Alachia gave her decree that none of the elven settlements would follow the Theran rituals to ward against the Horrors. As we all know, many of the elven kingdoms defied her decree, and were cast out from the court. But Prince Redlif remained loyal to his Queen. Though he disagreed with her policy, he followed Queen Alachia's decree and refused any Theran aid, relying on the magical wards provided by Wyrn Wood.

Andelin was soon fortified by using the living magic of elemental wood and earth, and its protections were completed before the first of the Horrors managed to enter the forest. Illusionists and elementalists cast various protective spells, enchantments that would confuse and bewilder anyone who entered the woods. Enchantments that would lead the unwary away from the settlement.

Prince Redlif spent the final decades before the Scourge travelling the lands of Barsaive with his lifemate Larkspur, a warrior adept of great skill. The two



elven settlement named Andelin deep within the woods of Barsaive north of the Aras Sea. Andelin was formed out of the great trees of the forest and shaped from the

travelling the lands of Barsaive with his lifemate Larkspur, a warrior adept of great skill. The two

wielded the magical swords Twin I and Twin II, blades that allowed communication and the sharing of damage between the two wielders. Redlif and Larkspur used these two swords to battle against the few Horrors that originally made their way to Barsaive, helping many communities while learning about the magical invaders.

As the Scourge grew near, the two brave heroes started to make their way back towards Andelin. It was then that disaster struck. They were almost back to the woods when a Horror known as the Corrupter of Thoughts came upon them. It is said the Horror took control of Larkspur, and used her to fight Redlif. After a long and spectacular battle, Redlif managed to defeat his lifemate, using all of his fighting and magical skills, but he was unable to bring himself to take her life. He took her unconscious body and returned to Andelin.

Once he managed to return to his city, Prince Redlif seemed a different person. He shut himself in the palace and accepted no visitors. He sent for books on magic and nethermancy, convinced that there had to be some way to save his beloved from the Horror's possession. Tales say that he became a powerful nethermancer, and worked many new enchantments into the defenses of Andelin. It is rumored that Redlif created special weapons for the woodsmen, bladedancers, warriors, and scouts that guarded the borders against Horror incursions. Weapons that would kill or banish the invaders. Still, he had no luck in driving the Corrupter of Thoughts from Larkspur's mind. Finally, he decided that the only way to save his lady was to destroy the Horror that possessed her.

To this end Redlif forged a mighty weapon. He destroyed the two twin blades and used their metal to create a sword named Elenorial, taking over a year just to complete the blade. It was rumored to have no equal. He wove into the blade many mighty magics, both elemental and nethermantic. Once he had completed the sword, he forged armor and a shield, making them the most powerful he could, and using his own blood in their making. After another year, he was ready.

In the final year before Andelin was sealed Prince Redlif left his home one last time. He went forth to find and slay the Horror that possessed his beloved Larkspur. He told his court that his armor would allow him to pass through the wards and find Andelin even after it was sealed. He then left the still unconscious form of his lady in a magical sleep deep beneath the palace and went forward on his quest. It is unknown if he ever managed to return.

The Scourge came and many kaers and citadels were breached, regardless of what protections were used. Wyrn Wood eventually fell, much to the dismay of our people, and Queen Alachia enacted the now infamous Ritual of Thorns, corrupting both the woods and the court. Now, we as a people have no true center, no place we can look to for guidance.

The Scourge came to an end little over a century ago. The horror of what happened in Wyrn Wood, now known as the Blood Woods, soon became known by all, much to our people's disgrace. Many other settlements were destroyed or breached. Still, there has been no word from Andelin. It is unknown whether the beautiful settlement survived the Scourge or was

destroyed. Three times there have been expeditions sent in search of the lost city, and three times the searchers returned, unable to find any trace of Prince Redlif's people.

Still, hope is alive. Though no trace has been found of the elves of Andelin, there has been no trace of any ruins either. It is hoped that Andelin still exists, unbreached and intact, still protected by the magic and wards that guarded it against the Horrors, unaware that the Scourge is over.

ADVENTURE IDEAS

The elves in Barsaive still remember the beautiful city of Andelin, one of the mightiest elven cities within Barsaive before the Scourge (neither Shosara or the City of Spires is located within the lands of Barsaive). Many elven nobles in the Blood Woods and beyond still possess weapons and armor forged by the legendary craftsman Redlif. Many elves still venture into the forest above the Aras Sea in hopes of finding their kinfolk in Andelin.

Characters can become involved with this legend in numerous ways. They may decide to try and find the city of Andelin, either in hopes of locating the missing elves and beautiful city, or in hopes of searching the ruins for armor and weapons crafted by the master weaponsmith. Perhaps the characters have found Prince Redlif's resting place, and can reawaken him. Once he is awake, he can take them to Andelin. Imagine the reward for the people who manage to awaken the elven prince and escort him back to the legendary city of Andelin.

This is a quest for characters who are already legendary heroes themselves. It is suggested that characters be of at least eighth circle before interacting with this legend as an adventure, though they may hear the tale years before they become involved.

THE TRUTH BEHIND THE LEGENDS

Prince Redlif never returned to Andelin. By the time he managed to catch up to the Corrupter of Thoughts and defeat it, the Scourge had already started and the Horrors roamed the land freely. When it became clear to him that he could not make it back to Andelin, Prince Redlif sealed himself into a cave in the Thunder Mountains using his elementalism and nethermancy. He then forced himself into a magical slumber, triggered to end when the magic level dropped to the level needed to drive the Horrors from the land.

Of course, the magic level of Barsaive stopped declining, and the trigger conditions were never met. Prince Redlif lies in magical slumber to this day, unable to waken on his own. He is guarded by skeleton warriors and an astral horror, located within a Bone Circle. The characters would need a powerful Dispel Magic to awaken the sleeping prince, even if they find him. Once he is awakened, he can lead the characters to Andelin. If they can not awaken him, his armor can be used to lead them to Andelin where the waiting elves can lift the enchantment that keeps him slumbering.

Andelin was never breached by the Horrors. The additional protections and the magical weapons wielded by its protectors proved to be effective. Once the Corruptor of Thoughts was killed, Larkspur awoke from the magical sleep and took over the leadership of the city. She is blood bound to Prince Redlif and can tell he still lives. She believes that if he has not returned, the Scourge must still be preventing him. Because of this, she has yet to end the magical protections that guard Andelin from intruders. Once Redlif approaches within a few miles, Larkspur will become aware of his presence and his condition due to their blood bond.

NOTES

Prince Redlif is a 15th circle weaponsmith adept and a 10th circle nethermancer. Larkspur is a 14th circle warrior adept. If the characters succeed in reuniting these two lovers, they have added their names to the legend of Prince Redlif and Andelin. They will be rewarded with either armor or weapons. What follows are the statistics for the sword Elenorial and Redlif's armor.

The Sword Elenorial

Maximum Threads: 1
Spell Defense: 13

The sword Elenorial is crafted from orichalcum and gives off a soft light. The hilt is crafted in gold and carved to resemble leaves and vines. There is a large emerald in the pommel. The word Elenorial is carved down the blade in Sperethial and the elven R rune is stamped on the crossguard. The sword normally does Strength + 10 damage due to being forged to +5. It is a blade of legend and currently tied to Prince Redlif at Rank 6.

Rank 1 **Cost:** 300

Key Knowledge: What is the name of the sword? It is named Elenorial (Sperethial for Bright Night).

Effect: The sword will give off a soft light equal to torch light when its name is spoken. It does +1 additional step of damage when used against Horrors and their minions.

Rank 2 **Cost:** 500

Key Knowledge: Who crafted the sword? It was crafted by the legendary elven weaponsmith Redlif.

Effect: The sword does +3 additional steps of damage against Horrors and their minions.

Rank 3 **Cost:** 800

Key Knowledge: Where was the blade forged? It was forged in the elven city of Andelin.

Effect: The sword will score an armor piercing hit on a Good Success, no longer needing an Excellent Success.

Rank 4 **Cost:** 1300

Key Knowledge: Why was the blade forged? To slay the Horror that possessed Larkspur, Redlif's lifemate.

Effect: Add +2 to the wielder's Melee Weapon step when using the sword.

Rank 5 **Cost:** 2100

Effect: The sword gives the wielder 1 extra Recovery Test per day. The blade now allows a second attack at the cost of 1 point of Strain.

Rank 6 **Cost:** 3400

Key Knowledge: Who was the Horror Redlif was hunting with the sword? The Horror was the Corruptor of Thoughts.

Effect: For 2 points of Strain, the blade will become ethereal, ignoring Physical Armor and becoming solid once it has passed the armor and entered a living target.

The Armor of Redlif

Maximum Threads: 1
Spell Defense: 12

The Armor of Redlif is a combination of light chain mail and plate mail. It is a gleaming silvery color and intricately engraved. The elven R rune is stamped on each piece. It normally provides 12 points of Physical Armor and 4 points of Mystic Armor. It has an Initiative Penalty of -4.

Rank 1 **Cost:** 200

Key Knowledge: What is the name of the armor? It is the Armor of Redlif

Effect: The Initiative Penalty is reduced to -2.

Rank 2 **Cost:** 300

Key Knowledge: Where was the armor crafted? It was crafted in Andelin.

Effect: There is no longer any Initiative Penalty. Add +1 to the wearer's Physical Defense.

Rank 3 **Cost:** 500

Effect: Add +1 to the wearer's Spell Defense.

Rank 4 **Cost:** 800

Key Knowledge: Who was the Horror being hunted by Redlif? He was hunting the Corruptor of Thoughts.

Effect: The armor can only be defeated by an Extraordinary Success.

Rank 5 **Cost:** 1300

Effect: The wearer's Spell Defense and Physical Defense are raised by +2.

Rank 6 **Cost:** 2100

Deed: The armor must be blood bound to the wearer at the cost of 3 Blood Points. This earns the wearer 500 Legend Points.

Effect: The wearer gains 2 additional Recovery Tests per day. The wearer can also pass through the wards surrounding Andelin.

TEST OF COURAGE

BY DAVID CARALEY

Torrig Swordbreaker, chief of clan Bloodspear, looked around at his campsite. The tents were all set according to tradition, with the more important warriors' dwellings closer to Torrig's central tent.

Torrig turned to the grizzled old ork seer next to him. Speaking in the low, harsh tongue native to the ork scorcher tribes, the chief inquired, "So this is where the Passions have foretold, old one?"

"Yes, my chief, this is the place," answered Urik Farteller. Urik had been the advisor to the past three chiefs. He was respected for his visions of the future, and the communications he had with the Passions.

Now would come the time of waiting. Torrig knew this would be the toughest time for his people. Orks were not a patient race, and Torrig had no idea how long it would be before the heroes described in Urik's prophecy would arrive. Heroes who would free his clan from the evil oppression of Nazrig Tog.

Of course Torrig knew that his clan would not be easy to convince. They would have a hard time believing that outsiders could help them with their problems. They would demand a test. A test that would prove the coming strangers were indeed the heroes foretold in the prophecy. Torrig did not look forward to what might happen if the heroes fail the test.

PLOT SYNOPSIS

This adventure is designed for characters of roughly 3rd Circle.

The ork clan Bloodspear has been living under the oppression of Nazrig Tog, an ork nethermancer who has been serving the Horrors since the clan emerged

from their kaer seventy years ago, kept alive through his foul bargain with these same Horrors.

Nazrig Tog has managed to bring several ork scorcher clans under his control, and is going to use them to sweep across Barsaive, causing as much destruction and anguish as possible, thereby feeding his Horror masters.

So far, Nazrig Tog has prevented any interaction



between his clans and the normal population of Barsaive. The only language spoken or written by any of the clans is Orkish. He has made most of his followers paranoid and distrustful of outsiders.

Unknown to Nazrig Tog, an elder ork of clan Bloodspear named Urik Farteller has managed to

discover that Nazrig is controlled by the Horrors and has managed to convince his clan chief Torrig Swordbreaker of this fact.

Urik has also had visions from Thystonius showing the arrival of heroes, strangers from strange lands. Thystonius has told the old ork seer that these heroes would come to a certain place at a certain time, and that they would be the ones who would free clan Bloodspear from Nazrig's control.

When Urik shared these visions with Torrig Swordbreaker, the chief had his clan move their encampment to the place foretold in Urik's prophecy. He is now waiting for the time when the heroes will arrive.

When the characters arrive at the place foretold by Urik, at the time of the prophecy, they will be hailed as the heroes foretold by Thystonius. The original problem will be the difficulty of communicating, since the orks only speak their native tongue. The next problem will be convincing the ork scorchers that these are indeed the heroes who will free the clan from Nazrig's oppression.

Both Urik and Torrig will believe that the characters are the heroes foretold by the prophecy, but the average ork scorcher will have a hard time believing that a group of heroes from different races are the ones who will save their ork clan. The orks are proud, and will have a hard time accepting help from outsiders, not to mention non-ork outsiders. They will call for some sort of test to prove that the characters are the heroes they have been waiting for.

Torrig and Urik know that their clan will need this type of convincing. They know of a place in the mountains used as a lair by a gargoyle. The orks will take the characters up the mountain, give them directions to the lair, and send them on their way.

The characters will be expected to find the gargoyle, kill it, and bring back its horns. If they can do this, the clan will accept them as heroes. There will be a feast and party to celebrate the arrival of the heroes who will free them from Nazrig's oppression.

The day after the celebration, the orks will break camp and start moving south towards the mountains above the Mist Swamps. It will take three days to get to the mountains. On the third day the orks will be attacked by a flock of griffins looking for fresh horse flesh. The characters will have a chance to show their skill to the orks by helping drive away the creatures.

Once at the mountains, the orks will bring the characters through a hidden pass and into a protected valley where they usually live. Once there, they will set up camp, and rest for the night.

The following day Torrig and Urik will take the characters up into the mountains. The two orks will give the characters a map to the caves where Nazrig resides. They will tell the characters that the time of their destiny is at hand, explaining that it was prophesied that they would free clan Bloodspear from Nazrig Tog's domination.

It will then be up to the characters to find the caves and either defeat or drive off Nazrig Tog. Once they have done this, they can return to clan Bloodspear where they can offer aid against the remaining forces of Nazrig Tog, who are unaware of his downfall. Once

that is done, they will receive a heroes welcome.

THE MEETING FORETOLD

OVERVIEW

The characters are travelling from Kratas to Bartertown (or the other way if it fits your campaign) when they find themselves surrounded by ork scorchers. They will have little time to decide what to do before two orks ride forward, empty hands outstretched. They only speak Orkish, but will attempt to communicate the idea that the characters should accompany them.

The characters will be brought to the camp of clan Bloodspear where the orks will regard them with suspicion. There will be challenges, games of strength and wits, and the characters will be expected to join in.

SETTING THE STAGE

It has been a couple of days since you left the city. At first you passed a few outlying farms, but now it is simple plains grass. You have reached the banks of a tributary river that eventually makes its way to the Serpent, and have stopped to rest and enjoy a simple meal.

You see motion coming from around a hillside, and spot a group of mounted riders making their way towards you. You can hear the horses charging across the grassy plains, making a sound like thunder. Turning, you can see another group of riders coming from down river charging up towards you.

BEHIND THE SCENES

Give the characters time to react, but let them know that there is no place for them to go before the two groups of riders converge on them.

The two groups of riders combine, surrounding you completely. You can tell that they are orks, wearing leathers and animal skins, carrying spears, swords, and other weapons. You figure there are close to thirty of them. Some of them continue to circle around you, yelling war cries and waving their weapons, but most sit quietly on their horses watching you.

Two of them ride up towards you, talking to each other as they come. They ride forward, arms outstretched, hands empty. One of them is tall and broad shouldered. He has his face painted in reds and whites, and a large axe hangs by his side. The other is old and grey, his face wrinkled with age. His leathers are painted with odd symbols and you see he has no weapons.

They stop around twenty feet away and seem to be waiting to see what you are going to do.

Let the characters decide what to do. Eventually one of them will probably decide to talk with the orks. Once they do, read the following:

The two orks seem confused. They answer back in a harsh, guttural language (Orkish). When you don't respond, they continue talking to you, using hand

signals to point to you, then them, then the other riders, and then to the south.

At this point, anyone who has the Speak Languages talent with an empty slot still available can make a test with a target of 6. If successful, he will then understand and be able to speak Orkish. Once this happens, or if someone in the party already speaks Orkish, read the following:

You can now make out what the ork is saying. He is looking all of you over and saying, "You have come, just as Urik Farteller has prophesied. I am Torrig Swordbreaker, chief of clan Bloodspear. You will come with us to our camp now.

It is obvious that he expects you will accompany him to where their campsite is. You do not think he will just let you continue on your way. They give the characters time to get ready, and will then take them to the ork campsite.

The orks take up positions to either side of your group and start to ride south. Upon occasion a scorcher will ride up closer, let out a war whoop and ride back to his friends. After about two hours of traveling, you see a campsite ahead of you. It almost seems to be a small town, with over twenty tents set up like spoked coming from a central hub where a group of three large tents are set. Ork women and children come out to see the returning warriors, looking at all of you with curiosity. Some seem excited, while others seem resentful.

The tents are made of animal skins, decorated with paint, bones, and feathers. Groups of riders break away and head for various areas of the camp and you are eventually led to the central area.

Younger orks come forward to take the horses to a central pen while the warriors dismount. Torrig Swordbreaker strides towards you, and you can see four guards following him at a respectful distance. A group of ork warriors are gathering, waiting to hear what their chief has to say.

"Welcome to clan Bloodspear. A tent will be set for you to stay. Tonight we will rest and discuss how you will accomplish the deeds that have been foretold."

Voices comes from the crowd "How do you know these are the heroes Urik spoke of?"

"They are not even orks, how can you expect them to help us?"

"They do not look capable of giving us aid."

Torrig waves his hand and the crowd grows quiet. "My people, I understand your fears and doubts. Nazrig is strong and powerful, and these people seem small. Still, they were in the place of prophecy at the time Thystonius spoke of. If they are the heroes foretold by Urik, we will be free of Nazrig forever. Can we afford to doubt the words of the Passions?"

"We need proof, great Torrig. Proof of their skill and talent. Proof that they are heroes," comes the crowd's reply.

"Then tomorrow you will have proof. Urik has seen the lair of a winged stone monster. We will send these heroes forth, and they will slay this creature. If they are strong enough to defeat the winged stone creature and bring back its horns, they will have proved themselves heroes."

The crowd murmurs amongst themselves, and seem

to agree with Torrig. The ork chief then turns towards you. "Make yourselves comfortable. Food will be prepared and there is ale to drink. Tomorrow you will be put to the test to see if you are the heroes we were expecting. Until then, enjoy the hospitality of my clan."

The characters will be taken by Urik to the tent where they can stay. Once there, they can question the old ork as to what is going on.

He will tell them of Nazrig Tog, an ork nethermancer who now controls several ork clans through fear and magic. He has controlled these clans for over fifty years, keeping them separated from the rest of Barsaive. Soon, Nazrig will lead the clans on a raid across Barsaive, burning towns and slaughtering people, all in the name of Guul'pexiir, a powerful mage - warrior who no one has seen.

Torrig Swordbreaker wishes to live in peace with his people. He does not wish to follow Nazrig on this plan of war. Still, Nazrig is strong, and has many supporters. If Torrig tries to make a break from Nazrig, it will mean a war with the other ork clans.

At first it seemed that no matter what was done, clan Bloodspear would be at war. But Thystonius came to Urik and foretold the coming of heroes. These heroes would come from afar, and free clan Bloodspear from Nazrig's oppression. He told when and where the heroes would be, and Torrig took a raiding party to that spot. Once there, they found the characters.

Tomorrow, Urik warns, the characters will be taken to the mountainside where they will be given a map to the lair of the winged stone beast. They will be expected to return with the creature's horns to prove to the clan that they are the heroes Thystonius promised them. The winged stone creature is very strong and very tough to kill. Only true heroes could hope to return alive.

Once Urik has given these warnings, Torrig will enter.

"Greetings, heroes. Tomorrow comes a test to see if you are the heroes we were expecting. Tonight we will feast and drink. Come with me and enjoy our hospitality."

He leads you to the huge central tent where many of the clan's warriors are already seated on mats enjoying bowls of stew and drinking ale. Two orks are in the middle of the tent doing a sword dance to the beat of several large drums, and once they finish, two more take the floor and start to wrestle. Another group is downing mugs of ale, apparently engaged in some sort of drinking contest.

You are shown to a section of floor covered with furs near the raised area where Torrig goes to sit.

The characters can watch the ork entertainment. They can even get involved with the festivities. If someone chooses to join in the fun, use the following rules:

For wrestling, roll initiative as normal. To grapple, a character needs a Good success on an Unarmed Combat test against their opponent's Physical Defense. Once a contestant gets a hold, he has to keep it for three full rounds. The contestant in the hold can try to break the hold by making a Unarmed Combat or Strength test against the result of the Grapple attack that initiated the

hold. If the contestant manages to equal or exceed the original Grapple result, he breaks free and it starts over again.

For drinking, after each drink, the character makes a Toughness (or Will) test with a target of 5. After four failures, the character falls over, too drunk to continue.

For storytelling, a character must be able to speak Orkish. The target number is a 5. The better the success level, the better the story. Failing means the character told a boring story that did little to capture the attention of the ork audience.

For the contests, use the following stats for the ork scorchers.

ORK SCORCHER

Attributes

DEX: 13:6/D10 STR: 15:6/D10 TOU: 12:5/D8
PER: 10:5/D8 WIL: 9:4/D6 CHA: 6:3/D4

| | |
|----------------------|--------------------------|
| Initiative: 6/D10 | Physical Defense: 7 (10) |
| Number of Attacks: 1 | Spell Defense: 6 |
| Attack: 11/D10+D8 | Social Defense: 4 |
| Damage: 11/D10+D8 | Armor: 4 |
| Number of Spells: NA | Mystic Armor: 0 |
| Spellcasting: NA | Knockdown: 6/D10 |
| Effect: NA | Recovery Tests: 2 |

Death Rating: 34 Combat Move: 30
Wound Threshold: 9 Full Move: 60
Unconsciousness Rating: 26

Legend Points: 100

Equipment: Hard leather armor, weapon, shield, second weapon

Loot: 3D6 silvers

Commentary: These are the typical ork scorchers found throughout Barsaive.

The characters have a chance to make friends or enemies during the course of the evening. Any character who does well can make a Charisma test against the Social Defense of the character likely to be impressed. A Good success means the ork will become friendly with the character, and will consider the character someone of worth. Give any ork who the characters make friends with a name. It may be useful at a later date to know who one's friends are. Assign a name or roll from the following list:

D10 Name

- | | |
|----|--------|
| 1 | Lorg |
| 2 | Kargan |
| 3 | Mogoth |
| 4 | Brakor |
| 5 | Jortan |
| 6 | Drunog |
| 7 | Borgan |
| 8 | Norrak |
| 9 | Oknar |
| 10 | Xurgan |

TROUBLESHOOTING

The characters could elect to fight the scorchers when they arrive. As they are highly outnumbered, this would probably result in their deaths, or at least the death of a couple of them. If it looks likely that the characters are going to fight, let the orks pull back a little and again send Torrig and Urik forward to speak with the characters.

If it looks as if the characters will not go with the orks, have the Torrig look confused and ask again if they are heroes. If they still refuse to go with the orks, Torrig and Urik will ride off, convinced that they were mistaken and these were not the heroes they were waiting for. The remaining orks will argue, and some of them will ride off after their two leaders while 10 will remain to attack the characters. As the orks are mounted, the only way to hit them is to win initiative and wait for the orks to attack. The orks will attack and ride by, turning their mounts to attack again the following round.

A WING AND A PRAYER

OVERVIEW

Torrige, Urik, and some of the other orks take the characters to a mountain where they know that a gargoyle has made its lair. The characters are shown the trail that leads up towards the mountain peak and are told they must return with the gargoyle's horns if they are to prove to the clan that they are the heroes of the prophecy.

The characters will then make their way up the mountain, confront the gargoyle, hopefully defeat it, and return with the horns. Once they return, a feast will be held in their honor.

SETTING THE STAGE

It is early in the morning when you are wakened by Urik, the old ork seer.

"Wake up, my friends. The time has come for you to prove yourselves to the clan. To prove you are indeed the heroes Thystonius foretold."

The old ork gives you time to dress and prepare for the day. He leads you to the central tent where various ork women are serving a light meal to the gathered warriors. Torrig is seated on a fur covered stone watching everything intently. He sees you enter and waves you over.

"Be seated, my friends. Eat something. Today will be a difficult day for you. You will be brought to the mountain and sent to find the winged stone creature. You must defeat it and return with its horns to prove yourself to the clan".

You are brought food and ale, and even manage to enjoy the odd cheeses, and coarse breads you are served. After a half an hour, Torrig rises, claps his hands once, and orders the horses to be prepared.

Two hours later finds you at the foothills of a lone mountain rising from the plains. Torrig, Urik, and ten

ork scorchers bring their mounts to a stop.

"Up in the mountain there is the lair of the creature. Beware, it is fast and dangerous. Its skin is as hard as stone and its claws can cut through metal with ease. When you defeat it, cut its horns from its head and return to here. We will wait for you for two days. If after two days you do not return, we will presume you are with the Passions and will return to our camp. I wish you luck."

When Torrig stops speaking, Urik steps forward. "Brave heroes, there is little I can say or do for you. Be brave and look to Thystonius, for he will be watching over you."

The orks stay seated on their horses while they watch you make your way up the mountain trail.

BEHIND THE SCENES

The characters will have to make their way up the treacherous mountain pass, find the gargoyles' lair, and defeat them. Give the characters time to discuss any plan they wish, they have several hours before they will get to the lair. Once they are ready, read the following:

It has been difficult going. The trail is worn and covered in loose rock. The air has gotten slightly thinner and you are beginning to get winded. Twice you have been forced from the trail, having to get past several fallen boulders.

You make your way around a bend in the trail and find a half devoured mountain goat covered with filth. The rocks and cliff face around the corpse have deep gouges, almost as if a strong creature left claw markings in the stone.

At this point the characters can start searching for the lair. Give them a Perception Test, target of 8, every half hour to spot the lair. The characters only get one test per half hour unless they split up. If they split up, give each group searching a Perception Test every half

hour.

During this time, roll a Perception Test for the gargoyle every half hour with the target being the lowest Dex Step among the characters. If the gargoyle spots the characters before the characters find the lair, the gargoyle will swoop in to attack. If the characters find the lair before the gargoyle finds them, the characters can try to ambush the returning gargoyle in the early evening when they return.

Read the following if the gargoyle finds the characters before the characters find the lair:

A piercing cry splits the air as a large, grey creature dives out of the sky at your group.

Once the characters have defeat the gargoyle, they can remove the horns and make their way back down the mountain.

If the characters find the lair before the gargoyle finds them, read the following:

After searching for quite some time, you have found a cave mouth leading into the mountainside.

Looking in, you can see the mouth opens into a vast cave.

Your light catches the bleached white bones littering the floor. The cave must be fifty feet by sixty feet, with boulders and rocks scattered on the floor and deep claw marks on the walls and floor. Taking a quick look around, you realize it is empty.

AP
95

The gargoyle will return at sundown. Until then, the characters have time to plan any surprise they wish.

After they have made their plans, read the following:

With a flurry of wings, a large stone creature makes its way into the cave. It is carrying a mountain goat slung over his shoulder.

Give the characters a chance to surprise the gargoyle, and then start the fight.



GARGOYLE

See Earthdawn Rulebook p. 296 for stats

Once the characters have defeated the gargoyle, they can cut off the horns and either make their way back down the mountain in the fading light (not a good idea) or make camp in the cave, eat roast goat, and make their way back down in the morning.

Once the characters have made their way back to the orks, read the following:

You finally manage to return to the bottom of the mountain where the orks are waiting. One of the orks on watch lets out a cry as he sees you coming, and the others start to gather. Torrig and Urik walk out to greet you.

"Good to see you, brave ones. I hope you were successful," inquires Torrig?

Give the characters time to give the horns to Torrig and tell their tale. The orks will be impressed, and will start to believe that the characters are indeed the heroes they have been waiting for. If it is late in the day, they will make camp for the night, enjoying food and drink while listening to the story again and again. If it is early in the day, the camp will be packed up and the characters will be brought back to the main encampment.

Once back at the encampment, the orks will hail the characters as the heroes they were waiting for. A large feast will be held, and the celebration will last into the night. Allow the characters to participate in the festivities once more.

TROUBLESHOOTING

The only thing that can go wrong is if the gargoyle kills the characters. This might happen, if the characters are careless. There is little that can be done to help them, but a generous storyteller might allow a character to take an extra Recovery Test while engaged in combat as a result of Thystonius keeping an eye on them.

HEADING SOUTH

OVERVIEW

The orks and characters will head south for the hidden mountain pass that leads to their home. As they near the mountain, a flock of griffins will swoop down and attack, hoping to kill a few horses for dinner. At this point the characters will get a chance to show their skills in front of the orks if they decide to aid the orks in driving off the griffins.

SETTING THE STAGE

It has been three days since the orks broke camp and you headed south. A magnificent mountain now looms up ahead of you. The orks seem to travel with a purpose, rarely taking breaks, and constantly moving ever southward.

At night the tents have been set up, but there has been none of the festivities of the first few evenings.

The orks have eaten, socialized for a little while, and gone to sleep. Everyone seems interested in returning back to their homeland.

You know you must be getting close. Torrig has told you that they live in a valley somewhere in the mountain up ahead.

Suddenly, an ear piercing cry splits the air. You look up to see a flock of odd looking birds circling overhead. As they get closer, you realize that these birds must be the size of a horse. In fact, they aren't birds at all. They have the body of a lion, and the head, wings, and talons of a huge eagle. Two of the creatures start to dive towards your group, followed by a third and a fourth.

BEHIND THE SCENES

The flock of griffins will attempt to kill a few horses for dinner. The orks will do their best to drive them off. Two of the griffins will make an attempt at the characters' mounts. Each can be driven off if they take a wound.

2 GRIFFINS

See Earthdawn Rulebook p. 296 for stats

Once the griffins are driven off, the orks will continue into the mountain pass.

It has been several hours since you entered the mountain pass. It was long and winding, but now a pleasant sight greets your eyes. A beautiful valley filled with lush green grass and tall leafy trees lies below you. You can make out campfires in the fading light, and with cries of joy, the ork horsemen charge towards the settlement below.

Soon you are in the thick of the tent city that houses clan Bloodspear. Women and children have lined the trail, all hoping to catch a glimpse of the heroes they have been waiting for.

Youths not ready for their first hunt come forward to take charge of the horses, and Torrig Swordbreaker waves for all of you to join him. He turns to the gathered clan and starts to speak.

"We have returned, my people. And with us are the heroes who were prophesied would free us from the evil of Nazrig. Behold the heroes, slayers of the winged stone monster and friends of our clan." With that he raises the horns of the gargoyle and the gathered orks cheer.

The orks will throw another huge celebration. There will be dancing, tale telling, wrestling, drinking, and a general good time held by all.

TROUBLESHOOTING

The only problem that can occur is if the griffins kill someone. If this looks likely, have the griffin attack a different character.

THINGS THAT GO BUMP IN THE NIGHT

OVERVIEW

The characters will be sleeping after the night's festivities. A group of orks loyal to Nazrig will break into the characters' tent and attempt to kill them. During this time, another group of orks loyal to Nazrig Tog will have left the clan to go and warn their liege.

SETTING THE STAGE

It has been quite an evening. The ale and wine flowed freely, and there was dancing, wrestling, and games of skill and chance. You retired to your tent sometime past midnight to get some much needed rest.

BEHIND THE SCENES

See if the characters set a watch. If they do, allow the character on watch to make a Perception Test with a target of 6 to avoid being surprised. Any sleeping character would need a Good success or better. There are six orks who will make their way in and attempt to kill the characters.

6 ORK SCORCHERS

Attributes

DEX: 13:6/D10 STR:15: 6/D10 TOU:12: 5/D8
PER: 10:5/D8 WIL:9: 4/D6 CHA:6: 3/D4

| | |
|----------------------|--------------------------|
| Initiative: 6/D10 | Physical Defense: 7 (10) |
| Number of Attacks: 1 | Spell Defense: 6 |
| Attack: 11/D10+D8 | Social Defense: 4 |
| Damage: 11/D10+D8 | Armor: 4 |
| Number of Spells: NA | Mystic Armor: 0 |
| Spellcasting: NA | Knockdown: 6/D10 |
| Effect: NA | Recovery Tests: 2 |

Death Rating: 34 Combat Move: 30
Wound Threshold: 9 Full Move: 60
Unconsciousness Rating: 26

Legend Points: 100
Equipment: Hard leather armor, weapon, shield, second weapon
Loot: 3D6 silvers

Commentary: These orks are loyal to Nazrig and believe that they will be well rewarded if they manage to kill the heroes.

Any character who is asleep will be attacked by surprise while on the ground, effectively lowering their Physical Defense by -6. Once the fight has started, orks loyal to Torrig will arrive in the fifth round of combat.

After the fight ends, Torrig will be brought to the characters. He will look over the bodies of the fallen and say:

"Nazrig has spies everywhere. He now will be aware

that you have come and will try to stop you. He will send messages to the other clans and mobilize them against us."

"We have little time. You must gather your supplies and head out before Nazrig can strike again. I will send for Urik, and he will lead you into the mountains where you can find the caves Nazrig is using as his base. I will mobilize my riders and advance deeper into the valley. Hopefully this will draw Nazrig's attention away from you. He may think you are with my forces advancing towards him from the lower trail as you and Urik make your way through the mountains."

"I wish you the blessings of the Passions, may they smile on your efforts."

With that, the orks start to mobilize, breaking down the tents, getting the horses ready, and packing supplies. Urik comes to you, dressed for travelling.

"We will be supplied mounts to reach the mountain trail. Once there, we will have to turn them loose as there is no way for them to travel through the mountains. If we leave now, we should reach Nazrig's stronghold in two days."

With that, the characters can gather their supplies and head out. They will be supplied with the following items:

- 25 feet of rope
- 4 Healing Poultices (add +4 steps to Recovery tests)
- 1 Light Quartz Crystal
- 1 Week's trail rations per person

TROUBLESHOOTING

The only problem that can arise is if the orks succeed in assassinating the characters. If it looks as if this is about to happen, have the ork guards loyal to Torrig arrive early.

THE HEART OF EVIL

OVERVIEW

The characters make their way through the mountains to the stronghold of Nazrig Tog. Once they arrive, Urik will lead them to one of the rear entrances and the characters will make their way inside. Once inside, they will have to make their way past the guards and traps to confront Nazrig Tog. During the final battle, Nazrig will be exposed as being in league with the Horrors. When he is slain, his black spirit will leave his body, threaten the characters that he will meet them again, and flee.

SETTING THE STAGE

The trail through the mountain has been rough traveling, but Urik has proved to be a capable guide. At night you have set watches, afraid that the power of Nazrig Tog would find you even on this remote trail.

Urik Farteller has told you of his visions. He has seen the orks of the mountains sweep across the plains of Barsaive, killing and burning as they go. He has seen

the dark cloud that follows them, the blackness of evil. There would be many deaths, and in the end, the evil did not care who died, ork or villager, farmer or townspeople. All the darkness wished for was the pain and suffering of the people. And in Urik's vision, he saw the combined ork horde pulling down the gates of Throal and all of the cities were on fire.

Now, you are all crouched down by some boulders as Urik points out the small side entrance to Nazrig Tog's stronghold. A single large guard stands by the entrance, keeping watch. You can tell by its bulk and size that it is an ogre.

1 Side Entrance - As you watch, a second ogre comes out of the cave mouth and slaps the first on the back. They have a hearty laugh at some shared joke.

The ogres aren't expecting any trouble and will have to make a Perception Test against the lowest Dex Step among the characters or be surprised.

2 OGRES

See Earthdawn Rulebook p. 307 for stats

Once the ogres have been defeated, the characters can continue inside.

2 Ogre Lair - A large cave lit by a sputtering fire is off to your left. You can see the piles of furs and skins that must be used as sleeping areas. The floor is littered with leaves and bones.

This is where the ogres from area 1 live. There is little of value, though if it is searched, a Perception Test, target of 6, will find a small canvas bag containing 54 silvers, 6 gold pieces, and a three inch piece of raw amber with a butterfly trapped inside worth 75 silvers.

3 Iron Gate - You see a large iron gate blocking off the entrance to a huge chamber filled with tables and benches. A large rusty lock and chain secures the gate against intruders. Apparently even Nazrig Tog did not completely trust the ogres.

The gate is securely locked, needing an 8 to open. It hasn't been unlocked in years and is quite rusty. The iron is quite strong, able to resist the ogres' attempts to get in.

4 Common Room - This vast chamber is lit by several torches mounted into the walls. The room is filled with large tables and benches, and a huge cooking fire smolders in the center of the room. It looks as if the place could seat over a hundred. There are several exits, one to the right and two on the far wall. Looking around, you realize that there is no one here.

Usually this room is brimming with orks, but Nazrig Tog has them mustered out in front of the cave network, ready for the advancing forces of clan Bloodspear.

5 Storeroom - This cave is filled with sacks, crates and barrels. It is obviously a storeroom, and looks as if it could feed the complex for weeks.

This is where the food is stored. There are enough supplies for the complex to survive a siege for two

months. A well takes up the center of the floor.

6 Ork Captain's Room - A hanging piece of canvas blocks off the entrance to this cave. Looking past the curtain you see some sort of living quarters. A large bed is against the far wall, and the floor is covered with animal skins. A large armor rack stands empty in the corner and a rough wooden table and benches is against the left wall. There are pewter goblets and a huge wineskin strewn across the table.

There is a shortsword tucked under the pillows of the bed, and the trunk is locked (needing a 6 to open). The trunk contains extra clothes, a vial (Healing Potion), and a small iron box containing 60 silvers, and 10 gold.

7 Living Caves - This room is filled with sleeping pallets made from animal skins, all arranged around a central fire pit.

This chamber houses almost half of the orks that serve Nazrig Tog. At the moment they are either gathered out front near 17 or they are on the march towards the advancing forces of clan Bloodspear. There is nothing here of any value.

8 Living Caves - See room 7.

9 Central Chamber - This huge chamber is lit by a large central fire pit. But that is not the most impressive feature. What takes your breath away is the carved stone steps leading to a vaulted temple. The roof is held in place by six stone pillars. Gathered at the steps are six orks in armor, carrying shields and swords. They seem to be escorting a tall ork dressed in embroidered robes and carrying a skull topped staff. One of the guards turns towards you and cries out something in Orkish.

The six guards are Nazrig Tog's personal guards, and the robed figure is Nazrig Tog himself. He will order his guards to defend the temple as he rushes back inside.

6 ORK GUARDS

Attributes

DEX: 14:6/D10 STR:15: 6/D10 TOU:12: 5/D8
PER: 12:5/D8 WIL:9: 4/D6 CHA: 12:5/D8

| | |
|----------------------|--------------------------|
| Initiative: 5/D8 | Physical Defense: 8 (11) |
| Number of Attacks: 1 | Spell Defense: 7 |
| Attack: 11/D10+D8 | Social Defense: 7 |
| Damage: 11/D10+D8 | Armor: 5 |
| Number of Spells: NA | Mystic Armor: 0 |
| Spellcasting: NA | Knockdown: 6/D10 |
| Effect: NA | Recovery Tests: 2 |

Death Rating: 34 Combat Move: 32
Wound Threshold: 9 Full Move: 65
Unconsciousness Rating: 26

Legend Points: 120

Equipment: Hard leather armor, weapon, shield, second weapon

Loot: 3D6 silvers each

Commentary: These guards are fanatically loyal to Nazrig Tog and will fight to the death, giving no quarter and expecting none.

Once the characters have defeated the guards, they can pursue Nazrig Tog into the temple.

11 Outer Storeroom - Behind the hide curtain, you find another cave filled with barrels, casks, and weapons racks. Most of the racks are empty, but there are a few spears and swords still there.

The barrels contain oil, the casks contain ale, and the reason most of the weapons are missing because Nazrig Tog's forces are already gathered, with over half already on the march, and the other half gathered outside.

12 Outer Temple - The huge outer temple is carved out of the native rock. The pillars reach forty feet into the air, supporting the vaulted ceiling. A pair of iron bound wooden double doors is at the far end. They stand shut.

There is nothing of value here. The area is lit by light quartzes mounted into the pillars.

The door is guarded by a Pass Ward spell, set by Nazrig Tog to guard his private domain.

Pass Ward

This ward is designed to ensure that no one would disturb Nazrig Tog's privacy.

Detection Difficulty: Automatic

Spell Defense: 13

Disarm Difficulty: 13

Trigger Condition: Approaching within ten feet. The ward then makes a Spellcasting test at step 12/2D10.

Trap Initiative: 24

Trap Effect: Step 24 damage

The trap will trigger once the characters have come within 10 feet. A voice will boom out, saying, "This is the private domain of Lord Nazrig Tog. Come no further or face his wrath." If the characters advance farther, a bolt of blackish magical energy will strike the characters.

13 Library - This door is locked (needing an 8 to open). Once you open the door, you see a large table surrounded by chairs, and shelves of books, though most of them are empty.

Most of the library was destroyed by Nazrig Tog who prefers that his people live in ignorance.

14 Magical Workshop - You see a room filled with tables containing bubbling pots and scraps of skin covered with various magical notes. A greyish fog starts to coalesce in the center of the room.

The greyish fog is forming into an Astral Horror, cast by Nazrig Tog. He is watching from room 15 and controlling the creature's actions from there.

ASTRAL HORROR

See Earthdawn Rulebook p. 180 for stats

Once the creature has been defeated, the characters can continue. Inside the lab are his notes for sweeping

across the lands of Barsaive. There are also 2 Booster Potions and a virulent poison that will do step 5 damage every round for 10 rounds if ingested. The person is allowed a Toughness Test, target of 8, to fight the effects of the poison. The test can be made once per round, until it is successful or the poison runs its course.

15 Nazrig Tog's Bedroom - The door to this room seems securely bolted from the other side (The bolt is in place and only the Lockpick Talent, Shatterlock spell, or breaking down the door).

The door has a barrier rating of 9/30, and will take 12 points of Shatterlock damage to break the bolt. Lockpick Talent needs a 9 to open the bolt.

Once you managed to get past the door, you can see a large bedroom. It is the last thing you see as everything goes black.

This is where Nazrig Tog will make his stand. He will cast an Ethereal Darkness as soon as the door gives way. It will give the characters a -5 step modifier to any action requiring sight. It will last for 10 rounds or until it is Dispelled (needing a Spellcasting Test of 12 and Dispel target of 9).

He has already activated a Circle of Astral Protection and a Chilling Circle, raising his Mystic Armor to a 20 and causing a D6 mystic damage to anyone entering the room.

As soon as the room is dark, Nazrig will target the first fighter through the door with a Pain spell, immobilizing the target with pain and doing a D6 mystic damage per round for 8 rounds or until the target makes a Willpower Test with a target of 13. He will then continue to cast Pain spells until he has downed his opponents or he is defeated.

NAZRIG TOG (ORK 5TH CIRCLE NETHERMANCER)

Attributes

DEX: 14:6/D10 STR: 13:6/D10 TOU: 13:6/D10
PER: 16:7/12 WIL: 16:7/D12 CHA: 16:7/D12

Initiative: 6/D10 Physical Defense: 8
Number of Attacks: 1 Spell Defense: 9
Attack: 6/D10 Social Defense: 9
Damage: 8/2D6 Armor: 2
Number of Spells: 1 Mystic Armor: 2 (20)
Spellcasting: 13/D12+D10 Knockdown: 6/D10
Willforce: 12 Recovery Tests: 3

Death Rating: 55 Combat Move: 38
Wound Threshold: 9 Full Move: 75
Unconsciousness Rating: 42

Legend Points: 250
Equipment: Padded cloth armor, dagger
Loot: Golden amulet with personal symbol worth 300 silvers and worth Legend Points.

Commentary: Nazrig Tog will fight to the death, knowing that his Horror mentor will bring him back as a Shadow.

Once Nazrig Tog has been defeated, or once the darkness has been dispelled, the room can be described. Read the following if Nazrig has been killed:

sp) containing 3 rubies (worth 150 sp each), and two vials (Healing Potions). Underneath it all is Nazrig Tog's Book of Nethermancy containing the following spells:



The crumpled form of Nazrig Tog lies in a bloody pool on the ground. A blackish smoke rises from the body, and a terrible laughing echoes in your ears. Eventually, the smoke disperses.

The room is magnificently furnished, with a large, plush bed, a wardrobe, desk, table with chairs, and trunk. There are furs being used as rugs, and odd symbols painted on the walls.

There is nothing special about the bed. The wardrobe has extra robes and boots. On an upper shelf (needing a Perception Test of 7 to see) is a small box containing an ebony handled sacrificial dagger (that does +2 extra steps of damage). The desk has papers written in magic (research for the sixth circle spell Bone Shatter) and letters of correspondence between Nazrig and someone named Guul'pexiir. The trunk is locked, needing an 8 to open. It contains 2 canvas bags (one with 500 silvers another with 100 gold), a small ivory box (worth 50

Circle 1:

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

Circle 2:

Bone Circle, Ethereal Darkness, Life Circle of One, Shield Mist.

Circle 3:

Fog of Fear, Grave Messages, Pain

Circle 4:

Animate Skeleton, Spirit Servant, Viewpoint.

Circle 5:

Astral Horror, Circle of Astral Protection, Pass Ward.

16 Outer Guard Room - This cave has two tables with benches, and two large barrels.

This is the outer guardroom. It is currently vacant, as the orks have gathered outside of 17. On the bottom of one of the water barrels is a small oil sack containing 35 sp, and a single sapphire worth 100 sp.

17 Outer Main Entrance - You can see the daylight streaming in through the large entranceway. A single large ork wearing chain mail has his back turned towards you as he addresses the numerous orks gathered at the bottom of the steps in front of him. You can hear the murmur spread through the assembled orks as they see you emerge from the entrance. The ork in chain mail turns towards you, his hand dropping to his sword hilt. He steps back, looking you over.

At this point, Urik Farteller strides forward and starts to speak

"Listen, my friends, listen well. Nazrig Tog is dead. Killed by my brave companions, the heroes foretold by Thystonius. Nazrig Tog was in league with the Horrors, and was doing their bidding. And through him, you too were serving the Horrors. Now you are free. Free to tell right from wrong."

The orks look on with hushed silence. Urik looks towards all of you and whispers, "Its time for one of you heroes to speak."

Allow the characters to elect a spokesman. He can either use Urik as a translator, or he can address the crowd directly if he can speak Orkish. Let the character roll a Charisma Test with a target of 5. Allow +2 steps for the following visual aids: showing the head of Nazrig Tog, showing Nazrig Tog's golden necklace, and showing the papers communicating with the Horror.

A Success will cause the orks to disperse peacefully. A Good Success will cause the crowd to cheer, and the characters can convince half of the crowd to come to the aid of clan Bloodspear. An Excellent Success will convince the whole crowd.

TROUBLESHOOTING

The characters can all die. If it looks as if this is about to happen, and the characters are putting up a good fight, let Thystonius intervene. Let him allow the characters to feel no Pain from the spell, or let them see through the Darkness, or whatever other small aid may be appropriate. Urik is actually a questor to Thystonius and the Passion can act through him.

THE ENDGAME

OVERVIEW

The characters will arrive to aid clan Bloodspear with whatever ork force they have managed to convince to accompany them. There will be a final battle where the remains of Nazrig Tog's forces will be killed or driven off. Once this is done, the characters will be hailed as heroes and the feasting will begin.

SETTING THE STAGE

Your horses are tired and covered with sweat and your muscles ache. You have ridden hard for over six hours with little rest, but now you can see the battle before you. A mass of ork horsemen fighting out on the fields below. You can see the banner of clan Bloodspear still flying and can recognize Torrig Swordbreaker, his axe cleaving through his opponents.

Still, Torrig's forces are outnumbered, and it looks as if it is only a matter of time before clan Bloodspear is no more. Urik charges his horse forward, yelling the clan's battle cry as he goes.

BEHIND THE SCENES

Let the characters decide what to do. If they have brought any of the remaining ork army with them, they can lead them into battle.

During the battle, each character will have to decide whether to attack normally with no modifiers, to be aggressive, adding +3 steps to their Attack Step but adding +3 steps to their opponent's Attack Step, or to attack defensively, losing -3 to their Attack Step but causing their opponent to lose -3 to their Attack Test also.

Let the characters make an Attack Test or Spellcasting Test against a target of 7. A poor success means the character fought badly and gained no honor. An Average success means the character fought well, but did nothing of note. A Good success means the character fought well and many of the orks around him will remember him, gain 50 Legend Points. An Excellent success means the character fought with great courage and effect, and will be remembered by many as a hero of the battle, gain 100 Legend Points. An Extraordinary success means the character was a telling force in the battle, and will be remembered by all for his bravery and heroism, gain 200 Legend Points.

Then discover how well they survived. Roll an Ork Attack Test at step 11, with the character's Physical Defense as the target number. An Average success will have caused 1 wound and one wound's worth of damage. A Good success causes 2 wounds and the damage, an Excellent success causes 3 wounds and the damage, and an Extraordinary success will cause 4 wounds and the damage.

Once the characters have made their rolls, describe the battle:

The battle has raged for hours. Dead bodies of both orks and horses litter the field and there are pools of blood dotting the landscape. You are tired and sore, but the remaining survivors of Nazrig Tog's army have fled. Clan Bloodspear has survived, though a great many of the clan's warriors have met their end this day. A blood covered Torrig Swordbreaker has ridden up to all of you, Urik Farteller by his side.

"Well met, brave heroes. We have done well this day."

Have Torrig compliment those who fought well, describing the character's deeds.

"Today is a day that will become part of the legends

spoken around the campfires, and your names will be remembered. Let us ride for our encampment where we can clean ourselves up and give a feast for the living. Come, my friends, this is a good day to be alive."

The orks will ride for the camp, and that night a feast will be held that makes the others seem like small picnics. Clan Bloodspear will allow the characters to stay with them as long as they like, after all, the characters have freed them from Nazrig Tog's oppression. Torrig will offer them clan tattoos, allowing other ork' clans to recognize the characters as people who have done a great favor for an ork clan and have been adopted into it.

TROUBLESHOOTING

There is little to adjust here. If a character dies during the final battles, that is the risk of participating in a war.

LEGEND POINT AWARDS

Creatures and Opponents

| | |
|----------------------------|-----------------|
| Gargoyle | 500 points |
| 2 Griffins | 200 points each |
| 6 Ork Scorchers | 100 points each |
| 2 Ogres | 110 points each |
| 6 Elite Ork Guards | 120 points each |
| Astral Horror | 200 points |
| Nazrig Tog | 250 points |
| Good Success in the battle | 50 points |
| Excellent Success | 100 points |
| Extraordinary Success | 200 points |

Treasure

| | |
|----------------------------|----------------------|
| Gargoyle Horns | 5D6 x 10 points |
| Griffin Beaks and Feathers | 3D6 x 10 points each |
| Nazrig's Necklace | 300 points |

Creative Roleplaying

| | |
|----------------------------------|------------|
| Participating in the Feast Games | 100 points |
| Winning a Feast Game | 150 points |

Adventure Goal

| | |
|---------------------------|------------|
| Destroying Nazrig's power | 300 points |
|---------------------------|------------|

A final award is having been made members of Clan Bloodspear and earning the friendship of Torrig Swordbreaker and Urik Farteller. They will also have been noticed by the Passion Thystonius, and it will be easier for a character to become a questor to that Passion at a later date.

CAST OF CHARACTERS

TORRIG SWORDBREAKER

5th Circle Ork Cavalryman

Attributes

DEX: 16:7/D12 STR: 16:7/D12 TOU: 13:6/D10
PER: 14:6/D10 WIL: 11:5/D8 CHA: 14:6/D10

| | |
|----------------------|---------------------------|
| Initiative: 5/D8 | Physical Defense: 10 (13) |
| Number of Attacks: 1 | Spell Defense: 8 |
| Attack: 13/D12+D10 | Social Defense: 8 |
| Damage: 15/D20+D6 | Armor: 6 |
| Number of Spells: NA | Mystic Armor: 1 |
| Spellcasting: NA | Knockdown: 7/D12 |
| Effect: NA | Recovery Tests: 2 |

| | |
|----------------------------|-----------------|
| Death Rating: 70 | Combat Move: 42 |
| Wound Threshold: 9 | Full Move: 85 |
| Unconsciousness Rating: 57 | |

Karma Pool: 16 Karma Dice: D8

Karma: On any action taken by his mount except Damage Tests

Talents: Animal Bond 5: 11/D10+D8, Avoid Blow 4: 11/D10+D8, Blood Share 4: 10/D10+D6*, Charge 5: 12/2D10*, Durability 5, Empathic Command 4: 9/D8+D6*, Karma Ritual 3, Melee Weapons 6: 13/D12+D10, Resist Taunt 5: 10/D10+D6, Spirit Mount 4: 10/D10+D6*, Sure Mount 3: 10/D10+D6*, Thread Weaving 4: 10/D110+D6*, Trick Riding 5: 10/D10+D6*, Wheeling Attack 5: 12/2D10, Wheeling Defense 3: 10/D10+D6*

Skills: Animal Lore 2: 8/2D6, Creature Lore 2: 8/2D6, Read/Write 1: 7/D12 (Orkish), Speak Lang 1: 7/D12 (Orkish), Rune Carving 2: 8/2D6

* Can use Karma

Legend Points: 250

Equipment: Ring mail armor, battle axe +2, dagger
Loot: 3D6 x 10 silvers

Commentary: Torrig Swordbreaker is the leader of Clan Bloodspear. He is a tough but open minded ork who's main concern is the welfare of his clan. He is brave but not foolish, and willing to die to save his clan and the lives of the other orks in the mountain valley they call home.

URIK FARTELLER

3rd Circle Ork Cavalryman - Questor to Thystonius

Attributes

DEX: 13:6/D10 STR: 13:6/D10 TOU: 13:6/D10
PER: 16:7/D12 WIL: 13:6/D10 CHA: 14:6/D10

| | |
|----------------------|---------------------|
| Initiative: 6/D10 | Physical Defense: 7 |
| Number of Attacks: 1 | Spell Defense: 9 |

Attack: 10/D10+D6 Social Defense: 8
 Damage: 11/D10+D8 Armor: 4
 Number of Spells: Special Mystic Armor: 1
 Spellcasting: NA Knockdown: 6/D10
 Effect: NA Recovery Tests: 2

Death Rating: 56 Combat Move: 35
 Wound Threshold: 9 Full Move: 70
 Unconsciousness Rating: 45

Karma Pool: 10 Karma Dice: D8

Talents: Animal Bond 3: 9/D8+D6, Avoid Blow 3:
 9/D8+D6, Blood Share 3: 9/D8+D6*, Charge 3: 9/
 D8+D6*, Durability 3, Empathic Command 2: 8/2D6*,
 Karma Ritual 2, Melee Weapons 3: 9/D8+D6, Spirit

Mount 2: 8/2D6*, Trick Riding 3: 9/D8+D6*,
 Wheeling Attack 2: 8/2D6

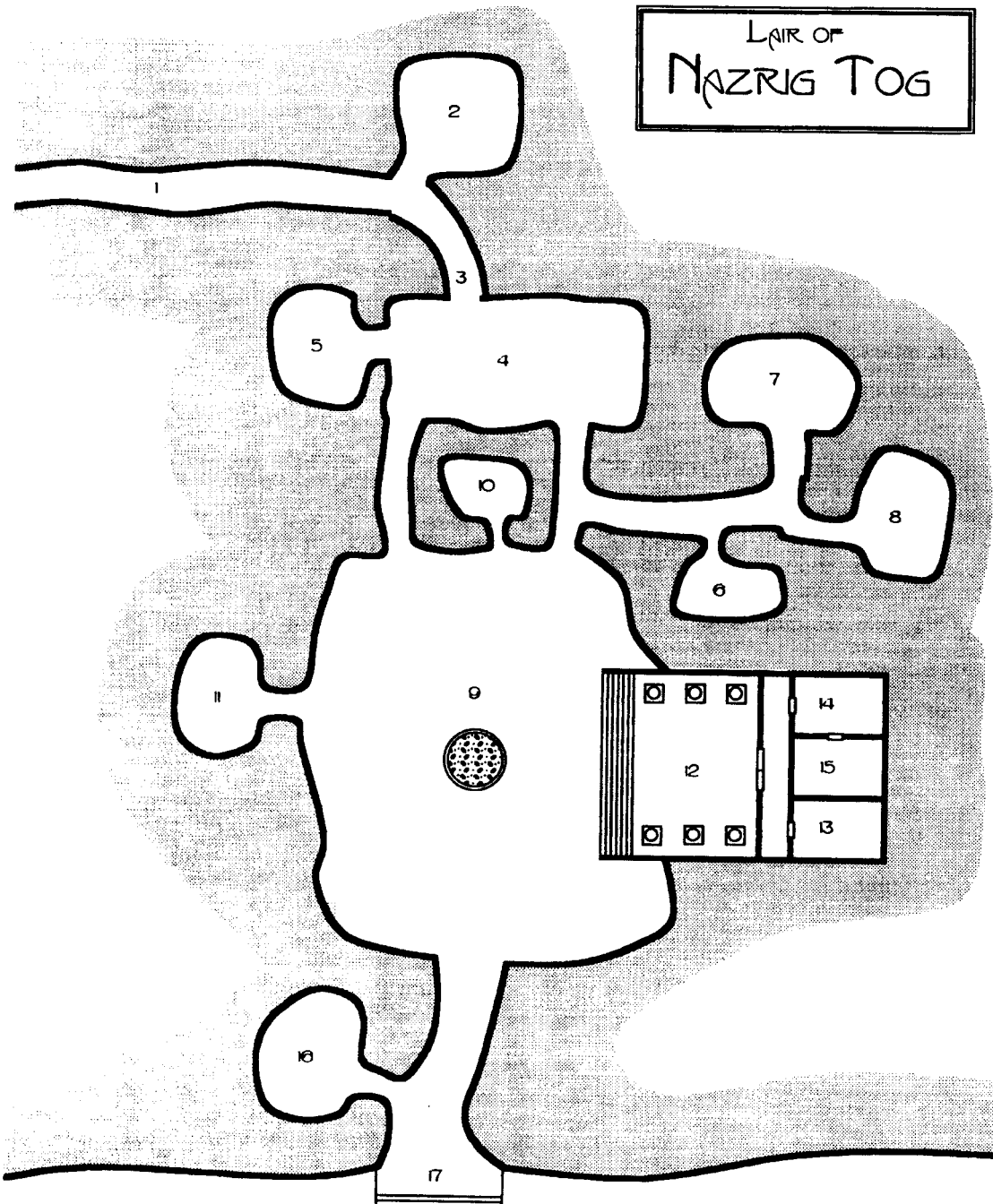
Skills: Ork Lore 3: 9/D8+D6, Horror Lore 2: 8/2D6,
 Read/Write 1: 7/D12 (Orkish), Speak Lang 2: 8/2D6
 (Orkish, Dwarven), Wood Carving 2: 8/2D6

Questor Powers: Absorb Damage 3: 9/D8+D6*,
 Inflict Extra Damage 3: 9/D8+D6*, Increase Strength
 3: 9/D8+D6*

* Can use Karma

Legend Points: 200

Equipment: Padded leather armor, broadsword, dagger
 Loot: 3D6 silvers



Commentary:
 Urik Farteller is getting on in years. His body shows the ravages of age, but it has not stopped him yet.

He is a loyal follower of Thystonius and has been granted the power of prophecy. He was the first to realize that Nazrig Tog was in league with the Horrors and leading the orks down a path of destruction. A vision from Thystonius showed him the arrival of heroes from outside the clans, heroes who would save the orks from Nazrig Tog's domination. He convinced Torrig Swordbreaker of this, and the two of them have gone in quest of the heroes who would save the clans.

LEGEND: NEEZA'S PIPES

BY DAVID CARALEY

Sit closer, my friends, and a tale you will hear. A tale of courage and sacrifice. A tale of bravery and skill. Long, long ago, before the world sealed itself away from the bright blue sky and the joy of the open air, there was a small community known as Glendale. This town may have been small in size, but it housed members of all the Namegiver races. They all lived in peace and harmony, enjoying life and letting each person do what he could to contribute to the community.

As the Scourge grew nearer and the first of the Horrors started to roam the lands, the town began to prepare for a kaer for the time when the barriers collapsed and the creatures of darkness walked the world unchecked. The dwarves drew up the plan, mapping the corridors and rooms needed to support the people of Glendale. The elves drew upon the power of magic to create the wards needed to keep the kaer safe. The orks and trolls worked mightily, carving the kaer out of a nearby mountain. The humans helped create the interior furniture and equipment needed for the centuries beneath the earth, and the t'skrang travelled far and wide, bringing books, and other items from other communities so that the kaer would have the knowledge needed to emerge into a new world once the Horrors were gone.

As for the windlings, well, they put off doing any work, keeping themselves entertained by flying through the sky and doing other things that would be lost to them once the Scourge began. And the other races looked at the windlings playing at their games and began to wonder what the small folk could do to contribute to the community's safety. Many grumbled that while they worked, the windlings wasted time playing foolish games.

Eventually, the kaer was finished and the folk of Glendale began the long process of moving their lives underground. Still the windlings continued playing, and the others started to grow irate, wondering if they should even allow the small folk to take shelter in a kaer they had not helped construct.

It was then that the first of the Horrors called the Twister of Souls fell upon the town. When this happened, Jegar Twinlance, an ork cavalryman, charged towards the Horror, certain he could destroy it before it could reach the still unsealed kaer. The Horror snapped Jegar's lance in one mighty blow, and snapped poor Jegar's back with the second.

It was then that the dwarven warrior Thorvald the Strong attacked the creature, swinging his mighty axe with all of his strength. But despite his great strength, the axe bounced harmlessly off the Horror's thick hide. The Twister of Souls then turned and devoured the brave dwarf.

Next, the elven nethermancer Narivar cast his powerful spells at the Horror, sending forth great blasts of magic. But even these magics had no effect on the powerful monster. The Horror cast magic of its own, causing Narivar's skin to rip from his body, killing him almost instantly.

Quickly, L'tavik, a t'skrang swordmaster, leapt into the fray. His blades moved with the speed of light and



he was soon in the thick of battle. But each blow bounced from the Horror's skin, never even drawing blood. The mighty creature turned and bit poor L'tavik's head off.

Once the t'skrang fell, the human wizard Hemdale struck the Horror with a powerful blast of arcane might. Hemdale struck at the creature again and again, but to no avail. The Twister of Souls grabbed the wizard and tore him limb from limb.

It was then that the townsfolk knew despair. The Horror had killed all of Glendale's bravest defenders and now there was no one to stop the monster from destroying the kaer. But much to the people's amazement, a single windling, a troubadour adept named Neeza flew up to the Horror and started to play her pipes. She played a beautiful song, a song so intricate that all who were present stood open mouthed with awe. Even the mighty Horror stopped its advance to listen to the enchanting music played by the diminutive troubadour.

It was while the Twister of Souls stood listening to Neeza's music that the other windlings flew to the townsfolk and stuffed the people's ears with mud. The windlings had heard the song before when they would spend the time playing and were no longer influenced by it. Once the people could no longer hear the music coming from the pipes, the windlings led them to safety in the kaer.

Once the people were safely in the stronghold, they realized they would have to seal it before the Horror broke loose from Neeza's song. There was no way to bring Neeza into the kaer, for if she stopped playing, the Horror would attack. The folk of Glendale had to seal the kaer with the brave windling still outside.

The Scourge lasted many centuries, and never once did the people of Glendale have complaints about the windlings love of games. The windlings provided amusement for the kaer for all the years of the Scourge, reminding people to keep a light heart and to never fall to despair.

No one knows what happened to Neeza. Some folk say that Neeza died that day when the Horror finally broke free of the song. But my folk have a different belief. We believe that the Passion Astendar heard the beauty of Neeza's song, and was so moved by her skill and bravery, her willingness to sacrifice herself so that her community could survive, that Astendar herself rescued the troubadour, and that she played for the Passions during the long years of the Scourge.

ADVENTURE IDEAS

The characters can hear about a set of windling pipes that holds all who hear its music enthralled. A set of pipes that can hold even a Horror with its music could be very useful to adventurers. Of course, to use the pipes, one would have to learn of Neeza and the town of Glendale.

Of course, the pipes could already be in the hands of someone else. Imagine a bandit gang that could subdue caravan guards by playing enchanting music from Neeza's Pipes. Maybe the characters were hired to hunt down these mysterious bandits and bring them to justice.

THE TRUTH BEHIND THE LEGENDS

Neeza's Pipes are indeed magical. They have been blessed by Astendar herself and have many useful powers.

Neeza's Pipes

Maximum Threads: 1

Spell Defense: 12

Neeza's Pipes are small, silver pan pipes covered with fine engraving. Neeza's name is worked into the engraving, written in windling.

Rank 1 **Cost:** 200

Key Knowledge: What is the name of the pipes? It is named Neeza's Pipes

Effect: The pipes give a +1 bonus to the player's Emotion Song, or allows an Emotion Song test at the player's Charisma Step +1.

Rank 2 **Cost:** 300

Key Knowledge: Who was Neeza? She was a windling troubadour who saved kaer Glendale.

Effect: The pipes now give a +2 bonus to Emotion Song. They can also be used to play a Song of Sleep, needing to get a Good Success against the target's Spell Defense on an Emotion Song test to put the target to sleep.

Rank 3 **Cost:** 500

Effect: The pipes can now be used to play a Song of Healing. The person makes an Emotion Song test against the Spell Defense of the person being healed. If successful, the character being healed makes a Recovery Test, adding the pipe player's Emotion Song Rank to his Recovery Step. Include any bonus the pipes give to the Emotion Song.

Rank 4 **Cost:** 800

Key Knowledge: Who was Neeza a questor to? She was a questor to Astendar.

Effect: The song of healing no longer uses a Recovery Test, though a person can only benefit from one Song of Healing a day without using a Recovery Test.

Rank 5 **Cost:** 1300

Effect: The pipes now add +3 to the player's Emotion Song.

Rank 6 **Cost:** 2100

Key Knowledge: Who was the Horror Neeza captured with the pipe's song? The Horror was the Twister of Souls.

Effect: The pipes can now play the Song of Holding. This powerful song costs one point of strain to play and per turn. The player makes an Emotion Song test, needing to beat the target's Spell Defense. If it does, the target is held immobile as long as the song can be heard. The song can be used against many targets at the same time, in fact, it works on anyone who's Spell Defense is less than the Emotion Song test result. The only way to avoid the effect is to stuff one's ears with something, or to be deaf.

FOR SUCH IS THE TRUTH

BY STEVE KENSON

"Magic, eh? Well if you want stories about magic, my friend I can tell them to you. Perhaps the best thing to know is the lore of grimoires, the sources of magical knowledge. There are many lost grimoires these days and some of them hold the secrets to magic that has been lost since the Scourge. Listen well about these two grimoires, and perhaps you can find some of those mystic secrets."

- *Darius, wizard of Urupa*

The Robe of Dianuus

Description: The robe of Dianuus is a simple robe of a fine, silken fabric sized for a human or elf. The dark green fabric is worked with a fanatically lifelike array of leaves, vines and flowers that seem to have almost grown across the surface of the garment. Close inspection reveals that the small stitches of the leaves and vines form small blocks of graceful text worked into the fabric of the robe in Sperethiel, the language of the Elves. The fabric of the robe is very resistant to tears and appears to shed dirt in a manner similar to an everclean cloak.

History: The Robe was worn by the Elven elementalist Dianuus centuries ago, before the sundering of the Elven Court. Dianuus was a skilled magician and artisan, most renowned for his fantastic works of elemental sculpture. He was especially talented in weaving living wood into amazing and breathtaking works of living art that were well-loved by the Elven nobles of the Wyrn Wood.

Dianuus was one of the many Elves who, with a heavy heart and spirit, was forced to resist the demands of the Elf Queen Alachia before the Scourge. All of Elvenkind mourned both the separation with the Court of Wyrn Wood that preceded the Scourge and the terrible corruption of the Ritual of the Thorns that the Elven Court called upon to allow them to survive the destruction of their wooden kaer. Dianuus himself retreated into a kaer to live out the last of his days in hopes that his children or grandchildren would see a reconciled Elvenkind

after the Scourge, but it was not to be so.

Dianuus made his magician's robe one of his last great works, weaving the delicate fabric with fibers of true wood and air and embroidering it with symbols of his accumulated magical knowledge. The robe was passed on to Dianuus' apprentice and then to her student before the opening of their kaer to the world outside. The elementalist then passed the robe on to his student Keril, Dianuus' great-grandson, who wished to travel to see the Wyrn Wood.

Keril was slain by Ork Scorchers on his journey to the Blood Wood and the robe and his other goods were stolen. The robe was later sold in Bartertown to an Elven scholar named Riva, who spent many years studying its patterns and attempting to deduce its origin. After copying some of the spells from the robe that he had been able to decipher and learning what he could, Riva sold the garment to an unknown Elf who was rumored to be a member of the Seekers of the Heart. It has not been seen since then.

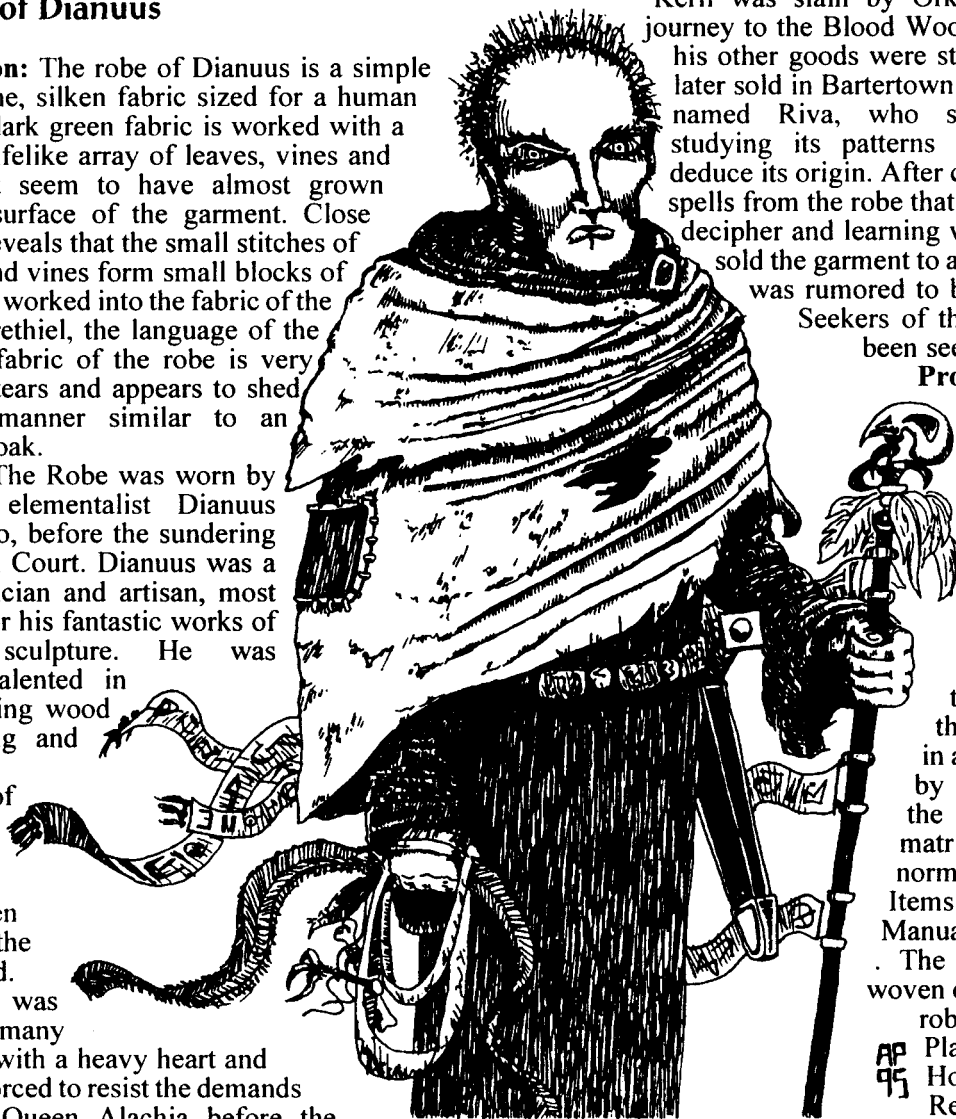
Properties: The complex stitchings of the robe serve two purposes.

Some of the patterns records various spells that Dianuus knew and used. Others form the basis for three spell matrices that are woven into the fabric of the robe, in a style that was used by magicians during the Scourge. The matrices function like normal Spell Matrix Items (see *Magic: A Manual of Mystic Secrets*). The elemental spells woven on the surface of the robe are: Earth Blend, Plant Talk, Path Home, Plant Feast, Repair, Lighten Load, Uneven Ground,

Earth Staff and Ease Passage.

The Midnight Grimoire of Mordrinn

Description: The Midnight Grimoire is a small book a little more than a handspan square. Its white vellum pages are sewn to a flexible leather spine connected to



thin covers of wood covered with stretched scaled black leather secured with silver corner caps. The leather cover is embossed with silver inlays that form magical symbols, including the large sign of a crescent moon and star on the front. The text in the book is written in beautiful black script in a firm and consistent hand.

History: The Midnight Grimoire is the work of the Elf Nethermancer Mordrinn, who lived during the Scourge. The book is Mordrinn's personal research journal that he kept during his time in a kaer in the northwestern reaches of Barsaive. Mordrinn kept careful records of his magical experiments and recorded several new spells that he researched and developed during his lifetime.

One of the nethermancer's experiments resulted in disaster when it attracted the attention of a Horror. Mordrinn's kaer was breached sometime during the Scourge and all of its inhabitants killed. The ruins of the kaer were discovered many years later by a group of adventurers named the Fellowship of Seven, who drove out the monster inhabiting the ruined kaer and recovered much lost treasure, including Mordrinn's book. The book was later sold to an interested nethermancer in the city of Haven and promptly lost during the nethermancer's last fatal journey into the ruins of Parlainth.

The Midnight Grimoire was lost for many years before it was again discovered by adventurers exploring Parlainth. It was at first thought to be a Theran grimoire, and as such to have great value, but the wizard and scholar Hiermon of Haven correctly identified it as Barsavian, written in Sperethiel. The book was sold to parties unknown on the market in Haven and its current whereabouts are unknown.

Properties: The pages of the grimoire are written in pre-Scourge Sperethiel, requiring some translation in order to be useful to most adepts. The pages contain spell information and research written in a clear and concise hand. The book contains the following Nethermancer spells, one each to a page:

Experience Death, Undead Struggle, Bone Circle, Fog Ghost, Pocket Guardian, Command Nightflyer, Nightflyer's Cloak (unique spell), Dark Messenger (unique spell), Dark Spy (unique spell), Spirit Servant, Astral Horror and Circle of Astral Protection.

The last half-dozen pages of the book are blank. If these pages of the grimoire are viewed underground during the new moon, writing appears on them that describes the Ritual of the Ghost Master, along with the information necessary for a character who learns the ritual to summon Mordrinn as a ghost master to aid in teaching nethermancer characters to advance in circle. All of the normal rules of the Ghost Master Ritual apply, except that the Grimoire itself can be used by the character in place of an ordinary pledge coin.

Nightflyer's Cloak (Circle 4 Nethermancer)

Threads: 3

Weaving Difficulty: 14/22

Range: self

Duration: Rank +10 minutes

Effect: transforms the caster

Casting Difficulty: Caster's Spell Defense

This spell allows the nethermancer to assume the form of any of the creatures affected by the Command Nightflyer spell (Earthdawn rulebook, p.174). The caster's clothing and equipment are transformed with him and disappear for the duration of the spell. While in creature form, the nethermancer can use all of that creature's normal abilities, including flight and any enhanced sensory abilities. The caster cannot speak or use Spellcasting while in nightflyer form, but talents and other abilities that require only thought or eye contact (such as Frighten) can be used. Nethermancers using this spell are vulnerable to being controlled by the Command Nightflyer spell themselves.

Dark Messenger (Circle 3 Nethermancer)

Threads: 3

Weaving Difficulty: 12/18

Range: touch

Duration: Rank hours

Effect: conveys a message

Casting Difficulty: Target's Spell Defense

This spell can only be cast on a creature already under the nethermancer's control via the Command Nightflyer Spell. It allows the nethermancer to give the creature a short message to deliver (no more than 15 + Rank words). On the caster's command, the creature will fly off and unerringly seek out the recipient of the message and deliver the message in a whispery tone of the caster's own voice. If the nightflyer cannot reach the designated recipient before the spell's duration expires or sunrise (whichever comes first) the spell expires and the message is lost.

Dark Spy (Circle 4 Nethermancer)

Threads: 2

Weaving Difficulty: 13/19

Range: 10 yards

Duration: Rank minutes

Effect: see through a nightflyer's eyes

Casting Difficulty: Target's Spell Defense

The Dark Spy spell can only be cast on a creature already under the nethermancer's control through use of the Command Nightflyer spell. It allows the nethermancer to see and hear through the senses of the nightflyer at a range of up to (Spellcasting Rank) miles. While the nethermancer is using the creature's senses, his own are shut down. The spell ends when either it or the Command Nightflyer spell's duration expires.

WE WANT YOU!!!

To Write For Us!

We are seeking talented and prolific writers to send us stuff so we can have a magazine!!!

Here are our submission guides. Please send us whatever you have for Earthdawn - new equipment, adventures, creatures, locations, disciplines, etc.

THE EARTHDAWN JOURNAL SUBMISSIONS

Unsolicited manuscripts become the property of Sword of the Knight Publications and cannot be returned unless accompanied by a large SASE. Sword of the Knight is not responsible for articles lost in the mail. Never send your only copy of an article. You will normally be notified within 30 days of your articles acceptance, rejection, or need for a rewrite. If you have not heard from us within two months, please inquire. Accepted articles will be subject to editing.

Format: Sword of the Knight cannot consider hand written manuscripts. All manuscripts must be double spaced on standard-sized white or off white paper. The first page must contain the author's name and address and the title of the article. Each page must be numbered and contain the author's name. If more than one manuscript is submitted at a time, please include the title on each page.

Articles must be submitted electronically either on floppy disk or via the net, but artwork must be accompanied by a hard copy of the above format. Sword of the Knight can accept any IBM format (5 1/4" [360K, 1.2M] or 3 1/2" [720k, 1.44M, 2.88M, 21M] disks). Articles must come in either ASCII, Windows Write, or text files readable by IBM PC compatible machines. Submissions via the net are preferred. Disks cannot be returned unless accompanied by an SASE. Always include clear, precise sketches of maps, diagrams, or pieces of equipment for artist reference. If you send photocopies for artist reference, always indicate the original source of publication. If your article includes tables, send a printout of each table the way it should appear to help our typesetters set it up correctly.

Payment: At this time Sword of the Knight cannot offer more than a token payment for any submissions which are accepted. Any articles published in the Earthdawn Journal become the property of Sword of the Knight Publications and FASA Corporation. Artwork remains the copyright of the artists.

Content: Sword of the Knight is interested in articles, adventures, artwork, or fiction for Earthdawn as published by FASA Corporation.

Address: Sword of the Knight Publications
2820 Sunset Lane #116
Henderson, KY 42420-2084 USA
Voice/Fax: 502-826-1218
Internet: S wrdKnght@aol.com
Web Page: <http://members.aol.com/swrdknght/sok.htm>

A SOURCEBOOK FOR USE WITH EARTHDAWN®

Magic

A MANUAL OF MYSTIC SECRETS™



FASA
CORPORATION

MATERIALIZING IN MARCH AT A STORE NEAR YOU!

Earthdawn® is a Registered Trademark of FASA Corporation. Magic: Manual of Mystic Secrets™ is a Trademark of FASA Corporation. Copyright © 1996 FASA Corporation.

EARTHDAWN®

BLADES™



A COLLECTION OF EARTHDAWN ADVENTURES

EIGHT WE ARE,
EIGHT WE SHALL BE.
UNITED, INDIVISIBLE,
ETERNALLY.
IN FEAR SHALL THE
FOES OF FAHD BE KEPT.
THE STEP OF EIGHT FEET
IN ONE FOOTSTEP.
TO ONE ANOTHER, OUR
FATES ARE THREADED.
TO LEGENDRY,
OUR TALES BE HEADED.

So reads the first clue to the mysterious past of the Blades of Cara Fahd, a set of near-identical daggers forged in the time before the Scourge. A quest to learn the history of the Blades and unlock their magical power takes the daggers' new owners across Barsaive, from the ancient ork kingdom of Cara Fahd to the dark heart of the Tylon Mountains. But the Blades also hold a terrible secret, long lost to time and memory, that threatens to wreak havoc throughout all of Barsaive!

Blades is a campaign storyline for *Earthdawn*. The five linked adventures in this book lead the characters on a search for the Key Knowledges of the Blades of Cara Fahd. *Blades* is intended for Fifth to Ninth Circle characters of any Discipline.

FASA
CORPORATION

➤ **ON SALE NOW!** ➤