

EARTHDAWN

JOURNAL

\$6.50

Vol. 9



Artwork by: Tom Baxa

EARTHDOWN JOURNAL

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

Volume #9
September, 1997
Stock Number: SOK109

The Earthdown Journal is published by Sword of the Knight Publications, Inc. 2240 Schuette Lane Henderson, KY 42420 USA Phone: (502) 826-1218 E-Mail: swrdknight@aol.com Website: <http://members.aol.com/~swrdknight>

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From The Editors:

This issue begins a new tenure at the helm. My wife and I have jointly taken editorship of this magazine, partially so that Kevin and his wife can have more time with their new baby, but partly to see what we can do. What does this mean to you, the reader? Well, that's a good question. We don't know quite yet the extent of the changes to come. These things have to be taken slowly, so as not to lose the faith of the readership. We can say this: Earthdawn Journal will continue to be a quarterly supplement for the Earthdawn roleplaying system. The articles published in Earthdawn Journal will be the best game-ready material we can find. We will work with the artists and writers who publish in the magazine to assist them in achieving their best efforts. The Journal will remain your magazine, written by and for the fans of Earthdawn. We will strive to make it the best it can be. Thank you for placing your trust in us by purchasing this issue. We hope you'll stay with us for the next several.

Andrew and Tiffany Ragland
Editors, Earthdawn Journal

How Are We Doing?

Please take the time to fill out the questionnaire located on the tear-out piece in the middle of this issue. Each respondent will have their name placed in a drawing for a free copy of the next issue.

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The Earthdawn Journal is published by Sword of the Knight Publications, Inc. One year (4 issues) subscriptions are \$18.00 North America, \$22.00 Overseas Surface and \$30.00 Overseas Air. Please make all payments in U.S. funds or by Visa or MasterCard.

Submissions: We are accepting submissions of articles and artwork for future issues. All submissions must be typewritten or printed out clearly, and include your name, address and Social Security Number. Hardcopy submissions must be accompanied by a stamped, self-addressed envelope if you want your materials returned. Electronic submissions are accepted at sokandrew@aol.com in standard IBM document and graphic formats.

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Heritage

by Kathleen E. Czechowski

This adventure is designed as a bridge between the FASA products **Mists of Betrayal** and **Terror in the Skies**, but can certainly be used without either of the two. As such, it is designed to be played by 6-8 adepts of Second through Fourth Circles of any discipline, though it can be easily modified for any difficulty level. Also, though the first section of the adventure places the setting in Bartertown, it could just as easily be any large city in Barsaive, like Haven. It is designed so that other, smaller adventures could be run within the three sections (defined in **Loose Ends**, at the end of the adventure), such as the ones found in **Throal: the Dwarf Kingdom**.

One note: two of the NPC's in this adventure are of mixed racial stock, but for all intents and purposes are human. If interbreeding of Namegiver races is something you do not wish to include in your campaign, make the appropriate changes, and ignore the letter to the twins. The adventure works just as well with Jezril being the twins' guardian, instead of their many-times great grandfather.

Plot Synopsis

In the dark days, when the impending Scourge hung heavy over the heads of many a Namegiver, there was a fecund dwarven clan in Throal by the surname of Gistonth. The numerous members of this clan were gifted in various and sundry ways--many devout followers of Upandal and Astendar came from it, and

there was also a strong tendency for elementalism among its adepts. As such, the family was often called upon for aid in building kaers, but rather than sell their services to the highest bidder, some sought out small villages in need of aid.

Pioralon was just such a village. Consisting of a mix of humans, dwarves, trolls, orks, and windlings, the population was large enough to ensure the genetic stability of each race, but too small to build a kaer suitable for them in the time allotted. Enter the Gistonth family, who descended upon their village in the area now known as the Servos jungle with an eagerness matched only by starved locusts. With the combined efforts of the inhabitants of Pioralon and the Gistonths, in a little over three years they had constructed the kaer to the dwarven family's demanding specifications.

Among the most demanding specifications was to be the system of reopening the kaer. They decided that only one of their lineage should be able to open the kaer, and only an elementalist at that. Some thought that this restriction was silly and possibly dangerous, but the family reasoned that since they were going to return to Throal when it would be sealed, they should be safe. Also, since there had been at least one elementalist recorded for every generation in their family (more often in double digits), there should be little chance of no one being born to them who couldn't do it. Besides, if the Throal kaer was breached, there would be no hope anyway, to their minds, and the inhabitants of their kaers would be better off staying in longer, until someone could manage to get them open another way.

With this in mind, they constructed a ritual to aid their far-off descendants in opening the kaers when the world's magical aura had died down sufficiently for the Horrors to be gone. The ritual involved the use of blood magic, elemental spells, and some curious crystal disks, one for each kaer, as well as Gistonth blood. These disks, measuring about three to four inches in diameter, were colored red-orange-yellow-blue-silver, as if flame had been caught in them, and frozen. This was the case--elemental fire had been woven into them. Satisfied with their pains, they

retreated to Throal when the time came, to wait for over four hundred years to free their customers.

Before Pioralon was sealed, however, a young elven wizard by the Name of Jezril, from Wyrn Wood, had heard of the great beauty of this particular kaer, and since he was delivering the Book of Tomorrow to this place anyway, decided to stay for a day or two to check out the construction techniques, before heading for home. He was delighted by the symmetry of the place, its high emphasis on aesthetics. Unfortunately (or perhaps fortunately, considering what happened to Wyrn Wood), while he was inspecting the light quartzes on the uppermost level, he leaned against a faulty rail on the top catwalk, tumbling eighty feet to the floor of the kaer. While not killed, he was in bad shape, several bones broken, and would be unconscious for almost two weeks. In the intervening time, the Horror incursions had become too strong to repulse, so the kaer was sealed, with the hapless elf imprisoned inside.

Once awakened, Jezril sunk into a deep depression. Deprived of his opportunity to return to the forest he loved, he remained aloof from the kaer residents for several weeks, despite many attempts by them to draw the wizard out. Finally, a persistent deaf-mute human female by the Name of Talfese Si'Kander followed him everywhere he went. Silent, but ever present, it was she who brought Jezril from his shell of sorrow. In months they were married, and sired a brood of humans with curious qualities. These qualities were eyes that, no matter what color they actually were, flashed silver when looked at from the sides or above or below (a trait received from Talfese), and a definite predisposition toward wizardry, no matter what their actual discipline, if any (a reflection upon the esteem the children held for their father?). These traits continued through nine generations, with those beyond fourth generation unaware of any contribution the kaer's sole elf had in their family.

Jezril then became the historian for the kaer, keeping records while learning more of his discipline from those members of the kaer who were wizards. His children grew up, his wife grew old, and eventually died. After her death, Jezril opted to remain a bachelor, focusing his energies on quietly observing and guiding his expanding family, his historian work, and his studies. He had reached his eighth circle when his last mentor died, effectively halting his progress into more wizardly mysteries. Since his mentor was also the man in charge of maintaining the kaer's defenses, this job fell to Jezril as well, who took up the torch with good humor. Through it all, his desire to someday return to



his home at Wyrn Wood kept burning. Many members of the kaer attributed his longevity to the fact that he simply refused to die until he saw his home again.

Meanwhile, back at Throal, the Gistonth clan awaited the opening of the wards with great anticipation. Finally, the day came, with five members of the clan elementalists adepts. Each was given a grimoire with the spells needed to open the kaers, and a description of the ritual required for opening each kaer. The disks were split between them as equally as possible. One elementalist, Mirielle Gistonth, was given the disk for Pioralon, and four others. She opened the four others first, saving Pioralon for last, since it was closest to Throal. On her way into the Servos Jungle, though, she was attacked by a pack of hungry crojen, and was killed.

On routine patrol one day, a group of windling cavalymen from a village by the name of Teslis found her corpse, her journal detailing her mission and the maps of each kaer and its expected inhabitants, and the book, ritual and disk. Realizing the impact of these

items after reading the journal, a search went out for the surviving members of the Gistonth clan. After all, there were windlings sealed up in there!--uh, not to mention others. One former member of the village of Teslis, Payrmyt Bladeshaper, lately of Bartertown, had heard of the exploits of Brog the Astute, said to be a Gistonth, and volunteered to take the book and other items to him. The Teslans gave it to him, he found Brog in Kratas, confirmed his heritage, and gave him the book.

Though saddened to hear of his sister Mirielle's death, he knew his duty, and so set out immediately for Bartertown, in search of those brave enough to guard him on his way to fulfill his sister's final obligation, so he does not share her fate.

This is where the adventurers come in. Through word of mouth, the group hears about Brog's approach, and the fact that he is looking for adepts to accompany him into the Servos Jungle. Upon meeting with him, they learn more details of this journey, including the opening of Kaer Pioralon.

They begin the long trek from Bartertown to the Servos with Brog, but on the way are attacked by espagra. With Brog's help, the creatures are forced to seek food elsewhere. On the trip, they notice a pendant that Brog wears, and hear the strange tale associated with it. A black claw suspended in a sphere of elemental water and air, it is used to track Horrors, but not without cost to its user.

After several days, and with some difficulty, the group finally finds the door to the kaer, hidden behind overgrowth and five centuries of dirt and rock. Through a strange, elemental ritual using the flame-disk, Brog opens the door.

Upon entering, the adventurers make their way down the long hall, bypassing the obviously unstable section of catwalk on the topmost level. Once in the lower level, the visitors are greeted by a horrid sight--practically all the kaer's residents are dead, obviously victims of foul play or suicide, and all of them wear identical lapis and silver pins.

When the group searches for survivors, they come upon a single human girl drawing water in a room dedicated to the Passions. Frightened at seeing strangers, she tries to cry out. Unfortunately, this human girl, Morvani Si'Kander, has been Marked by a despairthought, and when she attempts to call for help, the group is affected by the Horror's voice control power.

Within moments, the kaer's other two remaining residents rush in to find out what has frightened Morvani. One of them, a human girl identical in appearance to Morvani, brandishes a sword

and asks the adventurers who they are, while the other, a wizened elf, watches for any sign of attack. Once explanations and Names are offered, the elf introduces himself as Jezril, the kaer's wizard historian, and the girls as Morvani and Wanswye Si'Kander, beastmaster and troubadour, respectively. He then explains what has happened to the kaer.

The kaer had always had its suicides, but in the last few decades they had gotten more frequent--from maybe one or two a generation to one a year. Jezril had his suspicions, but when the old elf was himself visited by the despairthought, his fears were confirmed. He had some knowledge of how this type of Horror operated, that the Horror had no real power to hurt unless aided by another Namegiver, but when he presented his information to the kaer at large, they didn't believe him. They thought that his power was protecting him, but they, being mostly low Circle adepts and non-adepts, had no way to protect themselves.

Troubled by the anger and fear of the kaer's inhabitants, Jezril frantically searched for and located the breach in the kaer and sealed it, but it soon became apparent that the Horror was still with them. It was then that Jezril hit upon a possible solution. With the help of the kaer's jeweler, he created hundreds of the brooches the group had noticed on the corpses. He proceeded to 'enchant' the brooches with 'special protective magic'. The spells he cast had no real effect, they were more a light show than anything else, but he hoped that the others would believe in the brooches' power to protect them. And for a while, they did.

It all came undone when an ork girl committed suicide. Jezril knew that the Horror had no direct involvement in this death, but the rest of the kaer believed differently. Reft of any hope they might once have held, the kaer descended into madness. Jezril became reviled, and by association, so did the twins, who had been his wards since the death of their parents in a growth chamber cave-in several years ago.

They survived for several months, making dangerous forays for food when needed. Eventually, they emerged from hiding several weeks ago to find the carnage the group discovered. They were the last remaining survivors of the kaer. Or so they thought.

A week ago, Jezril awakened to discover someone touching Morvani, and mumbling to himself at the same time. Quickly, he killed the man, but the damage had already been done. Morvani had already been marked.

Jezril pleads with the group to help release her from the despairthought. The only way to do that effectively is to kill the Horror, but Jezril does not

know where the Horror lairs, and has no way of knowing. It is here that Brog's pendant becomes useful, and after several tries, the claw in the center points the direction to the Horror's lair.

Cutting through the jungle, they are led by Brog to a cave, which has been plugged by a rockfall. Once the entrance is cleared, the gnashers imprisoned inside are loosed, and are dealt with by the heroes. A second cave-in blocks the way, and once cleared, the despairthought is encountered and killed, with some help from Brog.

The dwarven elementalist leaves the group, his job finished. He continues south, toward Travar, while the heroes return to Bartertown. On the way, they encounter hungry crojen. With the intercession of the windlings of Teslis, the crojen are defeated. The group is led to the windling village, where their wounds are cleaned and bound. For their help, the windlings expect tales and music, which the adventurers gratefully provide.

The trip back home is uneventful, but upon arrival in Bartertown, the group receives terrible news--a mentor has been brutally attacked. Through talking with others, they discover that the Grim Legion may have been responsible. They encounter the Legion, and are attacked, but the arrival of the town guard forces the blackguards to scatter.

In the meantime, Jezril has become quite vocal about his desire to return to his home, Wyrn Wood, despite tales and cautions from the heroes. They give in and agree to take him to Blood Wood, but on the way, they are beset by a pair of chimera. Once the creatures are defeated, the trip continues. At Blood Wood, they are given dubious welcome, and are closely guarded while Jezril is taken to see Queen Alachia. Upon his return, his distress is evident. One of the warders explains that Alachia ruled that Jezril must either leave, or undergo the Ritual of Thorns. Disconsolate, Jezril opts for the former, and the troop leaves for Bartertown.

On the way, a flock of chakta birds cautions that a hydra is hunting somewhere ahead, and suggests a different path, which takes the group to a t'skrang trading outpost. After negotiating with a t'skrang captain, they return to Bartertown via airship.

The Grim Legion has been waiting for their return, however, and once the time is right, they strike again, vindictive after a humiliating rout in their previous encounter. While the group fights the Grim Legion, Jezril is killed by a Grim Legion thief. This leaves Wanswe and Morvani alone, their last tie to their old life severed. With the help of some connections, the group provides mentors for the pair.

With the heroes as their guides and examples, the twins begin to make their own tales.

The Gilded Griffin

Overview

This adventure begins in Bartertown, where the characters hear of the imminent arrival of a famous dwarven elementalist, and also learn that the dwarf, Brog the Astute, is looking for a group to escort him to a task he must perform in the Servos Jungle. They set up a meeting with him, and learn of his difficulty, and of Kaer Pioralon.

Setting The Stage

The ambiance of the Rusted Lantern tavern is the same as always, bustling with the evening crowd of motley adventurers. You are part of that milieu, sitting with your fellow travelers, sipping cold drinks and enjoying the scenery. As you listen to the voices all around, you hear a certain name pop up several times--Brog the Astute. You sift through your memory and come up with an identity to the name. Brog the Astute is a fairly well-known dwarven elementalist, but the last you heard of him was that kaer over in the Caucasics that he and his pals opened up. Listening again, you hear no indication that he is traveling with his friends. As a matter of fact, the man seems to be on the road alone this time.

If the characters ask a nearby tavern patron about Brog, they get some varied rumors, some of which may be found in **Rumors and Research**. They should hear this at least once, though, so read this, tailoring for the question asked:

"Oh, Brog? I've heard he had some sort of emergency--left Kratas in a hurry, and without any of his regular group. They're tied up with something, I guess. I've also caught an interesting little snippet of information--he's stopping here in hopes of finding some people to escort him to the Servos Jungle on the way to Travar. Something about a family obligation."

Behind The Scenes

Brog the Astute is a dwarven elementalist with a Legendary Status of 2, therefore, he is very well known to the people of Bartertown. The characters may hear some tales of his adventures from the people at the Rusted Lantern--feel free to make up something. If the group asks about where he might be staying, one of the patrons mentions that they're not sure, but he's known to go to the Gilded Griffin for dinner whenever



It is unlikely that this is the kind of atmosphere the typical adventurer would appreciate. The food is expensive, the clientele upscale, and the servers and owners snobs. The group may ask to see Brog, but the head server will not permit it. He will, however, take and return messages. If the group asks for a meeting with Brog, the head server will deliver the message, then return with the reply, asking for a meeting later tonight at the Pickled Brihan.

If the group does eventually meet with Brog, read this:

Ah, now this is more like it--the Pickled Brihan seems to be as friendly as the Rusted Lantern, but a bit more subdued. There is currently some sort of competition going on, for there are two troubadours on the stage, an obsidiman with a flute, and an ork with a harp, each playing in turn. You walk in, and the door closes behind you. Looking around, you see the dark-haired dwarf, Brog, sipping an ale and watching the musical duel. You approach and introduce yourselves.

Once the introductions are made, it's time to get down to business. Brog asks if anyone is hungry or thirsty, and as long as the total bill comes to 30 silver or less, will pick up the tab. He then begins his story:

"My family has been around for quite some time, and is very large. There is also a streak of elementalism in our blood, for many of my sisters, brothers, and cousins are elementalists. Long ago, before the Scourge, the case was the same. Most

of my family were very much involved in constructing kaers and their protections.

"One kaer, known as Pioralon, was built by my family. Ah, I see by your faces that you have never heard of it before--that is not surprising, since it has not yet been opened. I only heard of it recently myself, through a windling village in the Servos Jungle.

"Apparently, one of my relatives was on her way there, to open it, when she was killed. This happened quite some time ago, and recently the journal she carried was found by the windlings in the village Teslis and brought to me. You see, I am the key to opening the kaer."

This announcement should surprise the group, but Brog explains that since his family were going to be well protected in Throal, they decided to make the

he comes to Bartertown. If the group is curious about him, and decide to go to the Griffin, read this:

The Gilded Griffin seems to be quite a change from the easy camaraderie of the Rusted Lantern. The interior furnishings are opulent, to say the least, and there is little of the loud, friendly conversation you're used to hearing. Large banks of earth encased in brick hold profusions of sweet-smelling flowers, while servers in identical outfits balance trays filled with all varieties of foods. You notice that not a few of them are heading to a table near the center of the dining area, where there is seated a dwarf, dark-haired and bearded, digging into a roast haunch of deer. As you inspect your surroundings, the head server arrives and asks, "What is it you wish?" Then he gets a closer look at what you're wearing.

kaers they constructed to be exceptionally difficult to open, requiring one descended of their line, in the discipline of elementalism, to open those kaers. All have been opened, with the sole exception of Pioralon, buried deep in the Servos. Brog needs someone to escort him there and protect him, for which he will pay 100 silver per Name-giver, and will also provide food (since he has the spell Plant Feast, which he was eating specially for earlier). He also offers the right to take whatever they wish from the kaer, if the group asks what happens if all the kaer residents are gone. Brog has two of the things needed for the kaer--the map of the kaer itself (not including vault room), and a flat disk of crystal, four inches in diameter, with the appearance of dancing flame in the center. This is part of the key, the only part which Brog himself cannot provide by his heritage.

If the group wishes to join him, he asks that they be ready to leave at dawn tomorrow if at all possible, as the residents of Kaer Pioralon have been shut up for over four hundred years, and they should not have to wait any longer.

Troubleshooting

What can go wrong here? The group could decide not to help Brog, in which case this adventure, for them, is over. Otherwise, give them the night to resupply, then move on to **Leaving for the Servos**.

Leaving for the Servos Overview

In this section, the group meets with Brog at the Rusted Lantern, discover the dwarf's curious item, and fight with some espagra on their way to open Kaer Pioralon.

Setting the Stage

It's been a good night--no insects nesting in your bedclothes, no rocks under your cot, digging into your ribs, no burnt trail rations. You awaken, and realize you're returning to that world in just a few hours. Resigned to your fate, you gather your belongings, and prepare to leave for the Servos.

At the bottom of the stairs, you look around the almost empty tavern room--almost empty, except for the impatient-looking dwarf at the bar, talking to the owner, and looking around for you. He catches your sight, and says, "All right, then, let's be off." His pony waits outside.

Behind the Scenes

Once the trip has begun, it should take eight days to reach the kaer, thirteen if on foot. If necessary, Brog will offer to obtain mounts for the group, but if it contains any obsidimen, Brog will turn down any notion of obtaining a cart, because it would slow them down in the jungle. From this point onward, all distances will be given in terms of days mounted, unless otherwise specified. The food provided is almost spectacular, as Brog went to great pains to make sure he had tried everything at the Griffin, plus the fact that sometime in the past year he'd had the opportunity to sample Theran Uyglar.

Brog wears a pendant around his neck, on an orichalcum chain. The pendant itself is made of a two-inch sphere of elemental water, with a thick black claw floating in the center. If any are perceptive enough to notice it (he doesn't hide it, but he doesn't flaunt it, either), he explains that it is a device he uses to track Horrors, and if he trusts the group enough, will tell them the story surrounding it. This should make a good campfire tale. (see **The Tale of the Compass, Rumors and Research.**)

Three days into the journey, they should be approaching the Servos Jungle. Make sure they understand about the strange wildlife that exists here, then prepare to introduce it to them, in the form of espagra, one for every two characters, on the evening of the fourth day. If they set watches, determine on which watch the attack occurs, or if not, give them a perception test, then surprise them.

Espagra

(1 for every 2 characters, including Brog)

For more information, see **Main Rules Book**, page 295.

Attributes

DEX: 9 STR: 6 TOU: 8
PER: 6 WIL: 10 CHA: 4

Initiative: 9

Number of Attacks: 3

Attack: 12

Damage: 9

Number of Spells: NA

Spellcasting: NA

Effect: NA

Physical Defense: 11

Spell Defense: 9

Social Defense: 8

Armor: 5

Mystic Armor: 5

Knockdown: 9

Recovery Tests: 1

Death Rating: 55

Combat Movement: 100

Wound Threshold: 13 Full Movement: 200

Unconsciousness Rating: 50

Legend Points: 125

Equipment: None

Loot: Magical scales worth 1d20 x 10 silver pieces per espagra, treasure worth Legend Points.

Once this fight is over, there are no other encounters until the kaer is actually opened, unless you devise any more encounters.

Troubleshooting

The one major thing that could go wrong here is that the espagra could conceivably kill the group, or any number thereof. This encounter is meant to be challenging, but not lethal--there should be lots of injuries. Brog is the equalizer here, being an eighth circle elemental. He will have Ice Spear in his Enhanced Matrix, and Earth Darts in one of his other Spell Matrices (one of which contains Plant Feast).

If, despite the mightiness of Brog, one of the group dies anyway, make sure Brog has an appropriate number of Last Chance potions, but after this his supply is dried up. Move on to **Opening the Kaer**.

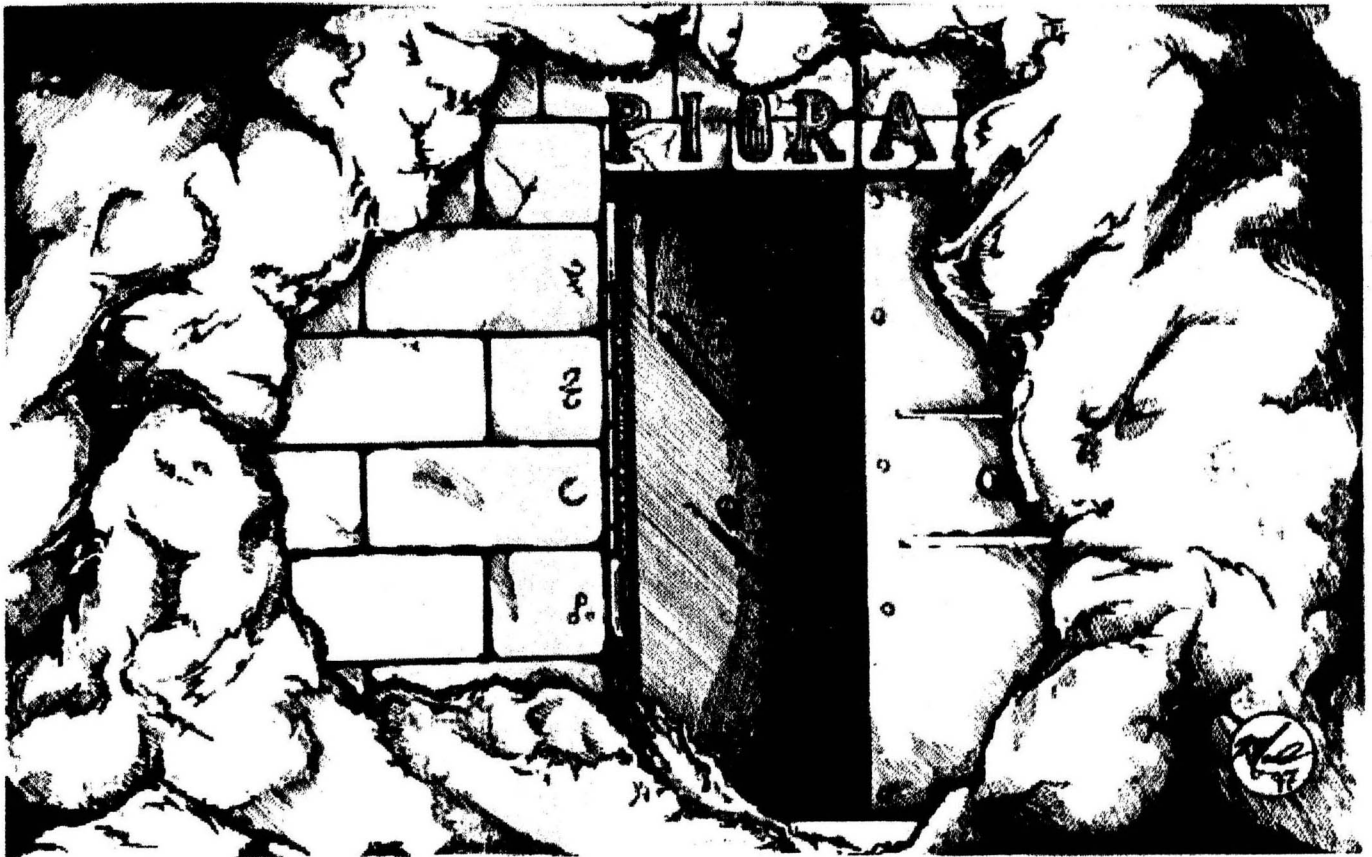
Opening the Kaer Overview

In this encounter, the group arrives at the opening to Kaer Pioralon, and Brog, with much magical pyrotechnics, opens the door.

Setting the Stage

Well, it's been a long, hot, sweaty trip. At times, you felt that something was watching you under cover of the trees and leaves, and the path was pretty nonexistent, but finally you've made it to the hill described in the journal. Surprisingly, you didn't see the hill until Brog pointed it out, but then, with all the plant life around, it's hard to tell the lay of the land.

For a few hours, you search for a door, which Brog tells you is solid stone, with runes carved in it, inlaid with orichalcum. It's hot, thirsty work, and you wonder if you'll ever be left alone by the local insect species, when you hear Brog shouting your name. Apparently, he has found the door.



Behind the Scenes

The trip to the kaer through the jungle is difficult--stress that, but don't allow anything to get too lethal. When they arrive, the hill is overgrown with vegetation--it'll take a lot of effort to find the door, which is near the peak of the hill. If you wish one of the group to find it, rather than Brog, ask them where they are searching, and have them make a Perception (15) roll, even if they are searching in the wrong place. Just because you're searching there, doesn't mean there is anything there to find! If they are searching where the door is not, and make the roll, they find nothing except perhaps an interesting flower or colorful bug. Obviously, if they make the roll and are searching in the right spot, they pull back a curtain of foliage to find a large stone door, twenty feet wide, still unopened.

Once the door is found, read this:

Brog pulls the crystal flame disk from his pouch, then sits, meditating for roughly half an hour. (He is reattuning his matrices.) After that time, he gets up, stretches, and walks up to the massive stone door. He takes the crystal disk, and places it into a recess in the door. It blazes to twice its original brightness, and the runes etched into the door pulse and crackle with the flames. Brog then pulls up his sleeves, and taking a dagger from his robe, cuts his palm, then places the bleeding wound over the disk. A look of intense concentration and discomfort is your only indication that something is happening. A few moments pass, and Brog removes his now uninjured palm from the door, then begins to cast a spell. He reaches into the ground, pulls up a clot of dirt, then flings it at the door, the earth darts smashing into the rock. He then casts another spell, and a spear of ice strikes the disk, splintering it into hundreds of tiny shards. Flames lick out of the recess, covering the door. Another ice spear is thrown, and the rock begins to fracture. Finally, Brog casts the fourth spell, and a cyclone of spinning leaves launches itself into the door, bursting it into thousands of fragments.

Once this has been read, move to the encounter titled **Kaer Pioralon**.

Troubleshooting

There should be virtually no difficulty in this section, aside from any other encounters you devise. Most of it is just searching and watching Brog in action.

Kaer Pioralon

Overview

This contains descriptions of the rooms in the kaer. The descriptions are incomplete, however--the builders of the kaer made every effort to make their imprisonment enjoyable, and so went to great trouble to make the inside as aesthetically pleasing as possible. There are many murals of tranquil landscapes, as well as fine statuary. They have not been included in the descriptions because these works of art have no real game effect, except to perhaps make the situation more ironic. Be sure to describe this whenever you can.

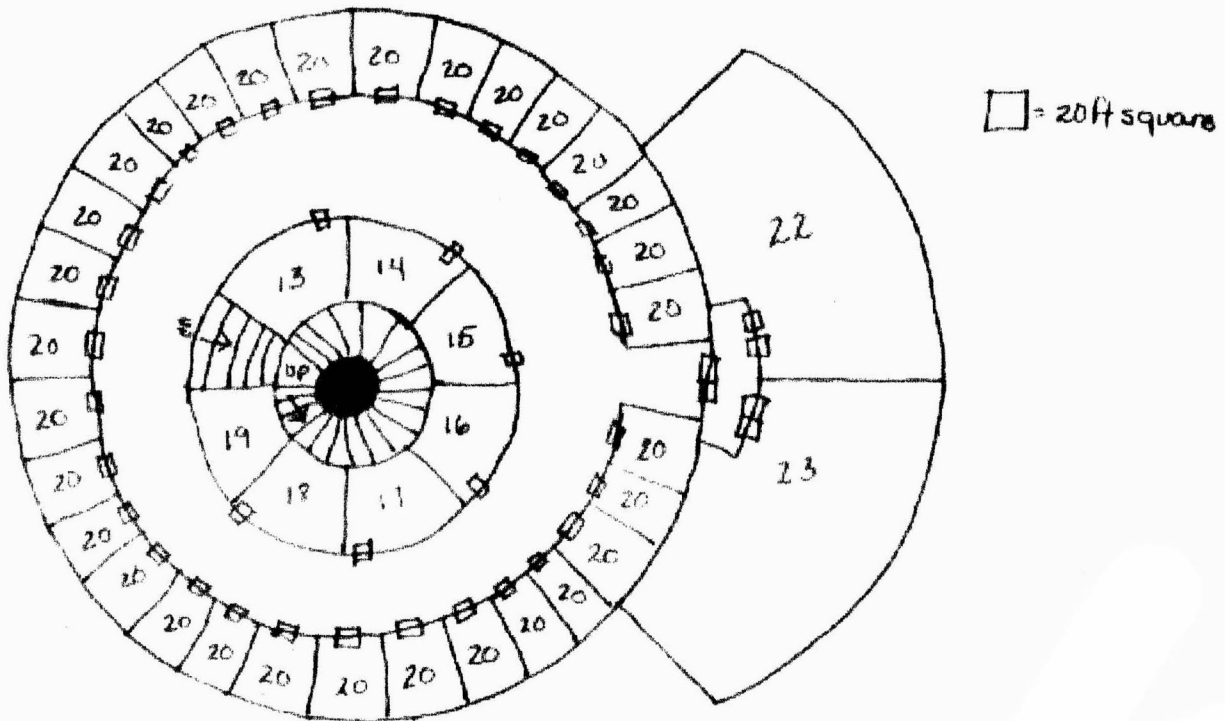
The kaer itself was hollowed out of the rock of the hill, in a shape reminiscent of a beehive. The inner levels are extensively buttressed, and little outside material was used in its construction. There are three levels--only the bottom two contain dwellings of any kind. The levels are fifteen, twenty-five, and fifty feet in height, respectively, and the residential quarters on the bottom level are three stories, ten feet to each story, accessed by ladders attached to the outside of the rooms. See the map for a better idea of the layout of the kaer.

Setting the Stage

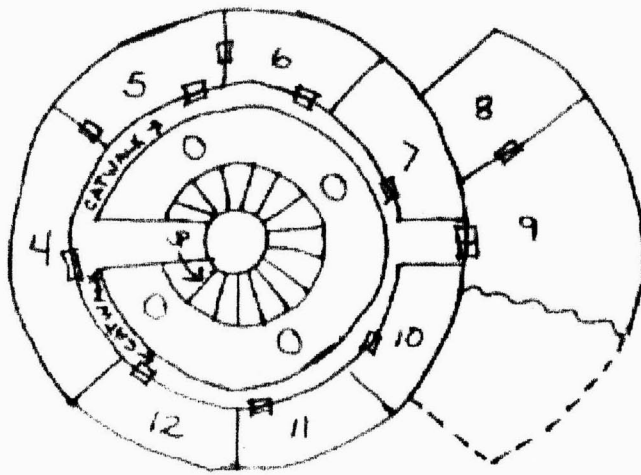
The door finally shudders and falls to the ground, revealing a round tunnel extending forty feet into the center of the hilltop and down. Light quartzes line the walls, each ten feet apart, held into the wall by tendrils of solid rock, probably the work of an elemental. Below, at the end of the tunnel, you can just make out a railed walkway under a glow of light from above it.

Behind the Scenes

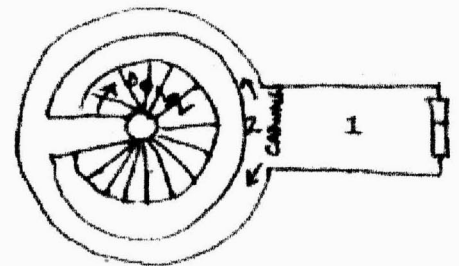
Described in the paragraph above is the area labeled '1' on the kaer map. There is nothing here, but this should give a good indication of what the kaer will look like. It was hewn out of the mountain rock, with as little building material used in its construction as possible, due to the difficulties of bringing supplies through the jungle. Below are the descriptions of the other areas--the italicized sections should be read aloud, with the plain text reserved for gamemaster information. The group should have access to a map, as there is a rough sketch in Brog's journal, so be sure to make a copy.



height of Level - 50 feet



height of level 25 feet



height of level - 15ft

Kaer Pioralon

2--Narrow catwalks encircle a spiral staircase going down, lit by a teardrop-shaped light quartz suspended from the ceiling by curved spirals of rock. The builders of this kaer were nothing if not artistic. Directly across from you, on the other side of the seemingly fragile catwalks, is a walkway extending to a thick, central pillar, allowing access to the stairs. If you look down

below, you see four huge light quartzes, looking like clumps of giant ice crystals, held in midair with no support, as if by magic, at the four cardinal points. "True Air," Brog says, "the elementalists who constructed the kaer wove True Air into the light quartzes, so they would remain in place without wasting precious building material. They also served as part of the protective magic that kept the kaer

closed." *The leathery carcass of a dwarf lies impaled on the top of the north quartz.*

On the leftmost catwalk is a weak spot, about 30 feet around. The first person to step this way must make a Dex (10) roll, or risk falling onto the light quartz ten feet below and taking Step 7 damage (2 for fall, 5 for sharp light quartz spikes). If the group opts to go right, nothing happens. The walk is wide enough for single file only.

3--*The staircase brings you down to the second level of the kaer. As you go down, you notice the central pillar is beautifully carved, showing sculptures in relief of Namegiver races and Passions, each reaching up toward the top of the kaer with outstretched hands. A human skeleton clings to the image of Lochost in bitter irony, hands impaled by two daggers. Another walkway was built directly twenty feet below the first, accessing another catwalk to a circle of doorways. From the underside, you can see the upper walkway is buttressed by carvings of beasts, like stags, lions, wolves, foxes, espagra, turtles, griffins, horses, and more, each buttress spaced five feet from its neighbors.*

There is nothing of interest here, but if the skeleton is jostled, it will fall apart.

4--*This door is decorated with a stained glass window, but some of the pieces have been punched out, and the leading is a bit warped. Inside is a horrible scene--bodies splayed over tables, in varying states of decomposition. The smell is incredible--decay, moldy food and sour ale. There are, as far as you can tell, five troll bodies and seven ork bodies--some stabbed, some whose throats are cut, and one unfortunate who has a keg tap buried in her back, thrust into where the heart would be. There is evidence of clotted blood on the faucet. Others look like suicides--what is left of the wrists of these seem to be slit. In happier times, this might have been the tavern. Now, it is a charnel house.*

Nothing survived the carnage of any worth, but on a Perception (7) roll a group member might notice that all of the bodies are wearing the same brooch upon their rotted clothing--a flat disk of lapis in a gold setting, centered on a silver square with golden knotwork inlay (20 silver each, due to their relatively poor quality), roughly the size of a silver piece.

5--*Through this door you see the remains of a kitchen. For some reason, this room is completely spotless--pots and pans hang from an iron frame suspended from the ceiling, clean and dry, all of the butcher knives appear to be where they are supposed to be, and there is no food moldering on the cutting boards.*

In the corner, however, is a rancid tub of water, in which is the form of a female dwarf, curled up in a fetal position. Her puffy face shows a peaceful expression.

She is also wearing a brooch. On a Perception (6), the group finds a week's worth of meat jerky (perfectly safe, it's deer, not Namegiver).

6--*As soon as you get within three feet of this door, the smell makes your eyes water.*

If the group opens the door:

There are two bodies within, likely at least two weeks dead--a male and a female troll. They are lying on the floor, hands clenched around each other's throats. Both appear to have broken necks. Crumbs of food are spread over the floor, but the shelves are bare of anything but empty sacks, and few of those.

On a successful Perception (8), there is evidence of traffic within this room. If an Excellent or better success, the perceiver can determine the movement occurred in the last two days. These two bodies also have the ubiquitous brooches. This was the main food storage room.

7--*The door to this room has been battered down, shown by the broken planks of wood spread over the floor inside the room. It is dark, but you can make out the form of a headless body standing in one corner of the room. It is a statue, its head barely identifiable among the scraps of white stone on the floor. Mixed in with the scraps is a jawbone, from its size, probably a dwarf's, partially covered by leathery skin. Behind the statue, held against the wall by its weight, is the headless body of a dwarf. Impaled on sculptor's tools to one side of the room are four windlings, three male, one female, their small hands still gripping the handles. Remnants of other sculptures lie dashed to pieces around the ground.*

Each of the five bodies here has a brooch. A Perception (10) reveals a finished cameo of Garlen among the shards of stone (and yes, bone, from the dwarf's skull). Nothing magical about it, but it may fetch 30 silver, as it is quite nice.

8--*Thick bands of iron hold this door together only barely. Inside, by the glow of light quartzes, you see a pit of spent charcoal, several buckets of oil, and five anvils, along with varied-sized tongs and hammers. Thrown over one of the largest anvils is a long-dead human, the temples of its skull scorched black, the marks in the shape of a square. Between its ribs you see a vise holding a dagger upright.*

This was the smithy-armorers. There are some

finished items in here, mostly hoe-heads and rake tines, but a Perception (12) yields a hawk hatchet, windling-sized (Damage step 2). Again, there is a brooch.

9--*Through the double doors you find a room filled with dead plants. Five feet from the right door the floor abruptly ends, plunging 25 feet down into a mound of rubble, sharp rocks and dirt mostly, but crushed skeletons are barely visible, sprinkled over the ruins. The crumbled edge extends from one side of the room to the other. There are bodies in this room as well, ten of them, encompassing the troll, windling, ork, dwarf, and human races. They all have gardening implements buried in their corpses, one unfortunate with a rake impaled through its skull along the eye sockets. The handle lies along the length of its skeleton, but its arms are fanned out to its sides.*

All of these bodies bear brooches. If the group searches, they may find a few barely edible squashes and pea pods, but nothing else. This was a garden that supplied food to the kaer and forage for the animals.

10--*This room smells of sawdust and pitch--the carpentry. Within is another montage of bodies--two dwarves, one curled protectively around another, one male, the other female. Several inches from the outspread hand of the male is a small vial that reads 'Phiel'.*

The room is littered with pieces of wood, and some unfinished cabinetry. Both bodies have brooches. The 'phiel' is a common compound used by carpenters to varnish wood items, innocuous if handled, but quite deadly if ingested in its liquid form, killing in seconds. The vial is empty. A Perception (8) reveals two finely crafted puzzle-boxes, each needing a Perception (15) in order to open successfully the first time. The boxes are 6" by 6" by 3", and may be sold for 60 silver apiece.

11--*Underneath a sculpture of a fish is a leatherworker's shop. Inside the shop are windling-sized leatherworking tools, along with several dummies wearing leather armor. The master of this establishment hangs from the ceiling, a lead weight tied to his feet with thick twine. He appears to have hung himself. There is only one wing still clinging to the delicate body--the other is nowhere in evidence.*

The leather armor may still be salvaged. The brooch is obvious, hanging from the windling's rotted tunic. A Perception (9) yields a whip (see the entry for the Flame Whip, **Rumors and Research**).

12-- *On the walkway in front of this door is a charred*

skeleton, possibly human. The inside appearance of the place is quite a contrast from what you have seen so far. The walls of this room are lined with shelves, filled with books. Surprisingly, there are no bodies in this room, and it still looks quite comfortable. There are several pots of ink in varied colors on the desk, along with a partially-illuminated book written in Sperethiel, and brushes. There is evidence that someone has eaten here within the last twenty-four hours, as there is a small metal pot with remains of a jerky stew, and three dirty plates and utensils, sitting near the small fireplace.

This is the room of the kaer's scribe/historian, Jezril. The room's occupants are currently in room 22, foraging, except for Morvani, who is drawing water from the fountain in room 19. A successful Perception (10) reveals a secret panel in one of the bookcases, but it is currently empty.

The stairs -- *Bodies sprawl over the wide stairs, but there appears to be a path cleared through them, about two feet wide to the outside of the steps. There is a platform to another set of stairs that leads to what appears to be the main floor of the kaer, but it is difficult to tell for certain, as large plants flourish in the recesses scooped out of the roofs of the rooms surrounding the staircase. The bodies here have splintered bones--they apparently leaped from the above catwalks to their death. Each of the bodies bears the strange pins you have seen on the other corpses you have found. The floor of the kaer is the same--ork, troll, dwarf, human, and windling bodies, each in varying states of decomposition, dead by a variety of means. You begin to wonder if you'll ever get the stink of death off of yourselves.*

There are other bodies here as well--from where you stand at the base of the stairs, you are able to pick out several deer, some geese and chickens, and at least three dogs. All of them look as though bites had been taken out of them.

There is nothing else here, except that a few of the bodies may yield d4 x 2 in Pre-Scourge silver.

13--*A brightly-woven tapestry of geometric designs covers the entrance to this room. Within you can see the shape of an emaciated ork woman leaning over a loom. On further inspection, you see the weaving is partially completed, and woven of tattooed strips of skin. The woman looks like she starved to death.*

This was the shop of the weaver/seamstress. A cursory search yields a half-rotted espagra cloak, and a decoratively embroidered silk shirt, which may glean 55 silver on the open market. Anything else in this

room, although it might have looked nice once, is now either torn to shreds or rotted.

14--*This room holds a dozen or so small stools, arranged in a horseshoe, with a larger stool placed in the center of the open end. The walls are decorated with what must have been once a wide variety of maps, but now too cracked and yellowed to be usable. Around the stools are the bodies of children, their skulls crushed. Behind the large stool is the crumpled form of a troll female, her head knocked askew in an unnatural direction. There is even a small windling child, a girl, her ribs smashed flat, as if she had been stepped on with a hobnailed boot. In the corner is the body of the probable culprit, a human male, a knotted club in one hand, a bloody dagger in the other. The dagger is thrust through the putrid flesh under his jaw.*

This was the school for the kaer. There is nothing of value here.

15--*It looks as if a cyclone similar to the one Brog summoned up outside has been through this room. Pity, too, because it looks like it was the apothecary shop. Broken vials lie on the floor, their contents evaporated long ago. Dried herbs hang from wooden racks on the walls. This place smells of death, too, as there can be found, among the shards of pottery, five bodies, all human, two adults, three children. There is not a mark upon their swollen bodies, but you suspect they shared the same fate as the carpenter and his wife. In the back room you find a woman spread-eagled on a wide cot, with medical implements lying next to her. She appeared to have been pregnant.*

If the group searches and rolls a successful Perception (10) they find, among the garbage on the ground, a chipped, but still sealed, vial of Cure Disease potion.

16--*Through the open door to this room you see an assortment of items, including rope,*

lanterns, blankets, and paper. The floor of this room is wet, and a bucket filled with water sits there, its handle attached to one end of a yoke. The other end of the yoke is notched, ready to hold another bucket.

Morvani has recently been here, but that is all.

17--*This seems to be another storeroom, holding a mix of dry goods and food sacks, most of which are empty.*

There is a single bag of dried lentils in here, and two small sacks of rice. An opened bag contains four strips of jerky (goose, this time).

18--This room is locked, needing a Pick Lock (8) or a combined damage total of 25, unless Jezril and Wanswye are with them--in that case, Jezril merely unlocks the door.

This room has intaglio carvings representing the Passions, with the exception of Garlen. Her position may have been where there is a door. There are no bodies in this room.

There is nothing of interest in this room, but anyone who prays to the Passions for the souls of the



deceased of the kaer may gain 30 Legend points.

19--If Jezril and Wanswye are with the group, read this:

It is quite obvious this is the Sanctum of Garlen. A pool of water is in the center of the room, a pedestal in the middle of the pool surmounted by a statue of the Passion leafed in gold. Sitting by the water is a girl who mirrors exactly the appearance of

Wanswye, right down to the way the irises of her eye reflect silver when viewed from certain angles, but she is less muscular. Wanswye rushes to her and picks her up in a bear hug, yelling, "We're getting out of here, sis!" The girl doesn't say a word, but you can see she's trying to keep from crying, her spectacles slipping off her nose.

19b--If the group is alone, read the following:

It is quite obvious this is the Sanctum of Garlen. A pool of water is in the center of the room, a pedestal in the middle of the pool surmounted by a statue of the Passion leafed in gold. Sitting by the water is a girl, brown hair held in place by a leather thong. She starts, as if surprised, and, seeing you and your friends, backs toward the back wall, making gestures of fright. She does not speak, but you note that as she turns her head, searching for a way out, her brown eyes seem to flash back silver at certain viewing angles. Her lozenge-shaped spectacles slide off her face.

This is Morvani, human beastmaster adept of the First Circle, now victim of a despairthought. If she feels threatened by the group, which is likely, she may try to call out for help. If she does, the characters are affected by the despairthought's voice control power. See the Creatures section in the Earthdawn rulebook, page 301, for more information. Once things calm down a bit, read this:

You're not sure exactly what she is, but she looks even more frightened than you feel, and now on the verge of tears to boot. Within the span of a minute you hear voices calling, "Vani! Vani! Are you all right?" Into the room arrive two Namegivers, one a young human female, the other a most decrepit elf. The human female could be an exact duplicate of the girl in front of you, right down to those curious eyes, except for a certain muscular hardness. As she looks over the room, she draws a broadsword and says, "Who in Thystonius' Name are you?" Despite the lute slung over her back, she looks like she knows how to handle that sword.

This pair consists of Wanswye, Morvani's twin sister and First Circle troubadour, and Jezril, Eighth Circle wizard and kaer historian, the last of whom has been trapped here for the past five centuries, wishing desperately to be able to go back to Wyrn Wood. Wanswye will not attack unless set upon, and in the unlikely event the group attacks and kills all three of them, Brog will see to it that the tale is told, probably ruining the group's reputation.

If, however, the group puts down their weapons and talks to Jezril and Wanswye, they

eventually get the whole sordid story (see **Jezril's Tale**, in **Rumors and Research**).

20--*These appear to be the family homes in the kaer, each as gruesome as other places you have seen so far. Men, women, and children of the five Namegiver races you have found in the kaer so far lie dead in these rooms. All of them wear the pins.*

If the group wishes to search these rooms, have each member roll Perception (8), then roll from this chart if they succeed.

d12:

- 1: A puzzle box, 3 x 2 x 1--20 silver in value
- 2: d4 x 2 in silver (pre-Scourge)
- 3: nothing
- 4: a carved doll, spattered with blood--1-6 silver if cleaned
- 5: nothing
- 6: a small gem--30 silver in value
- 7: a bottle of raspberry wine, good quality--10 silver in value
- 8: nothing
- 9: 1 booster potion
- 10: a piece of jewelry, d4 x10 silver in value
- 11: nothing
- 12: roll on next chart, follow directions.

d6

- 1: a puppy, cold and hungry (2)
- 2: Bracers of Aras (1) (see Barsaive GM p. 48, "General Treasure")
- 3: a Healing potion (3)
- 4: a loose light quartz, small (2)
- 5: healer's kit, full (1)
- 6: a lute (1)

Each item appears a maximum number of times, equal to the number in parentheses behind it. Keep track, and if the item is rolled again after appearing its maximum number of times, tell the searcher he's found nothing, or move down one on the list. Allow only one set of rolls in each room--if they roll another time in the same room, they find nothing.

21--*If possible, the stench is even worse here than it was in the main part of the kaer. Heading down the short, wide hallway, you see a large set of double doors. Through them is a room equipped with rusted plowshares and rotted traces. There are two sets of double doors in the wall opposite you. There is a dry recess in the floor to one side, three feet wide and several feet deep, with a thick layer of soil deposited on the bottom.*

This was the room where used equipment would be placed to be cleaned. The recess is where the tub is, and the handles used to lift the tub out of the hole are obvious. The tub weighs 150 pounds, and is somewhat unwieldy--in order to get it out, at least two people must be lifting it, one at each handle. Underneath the tub is the crushed skeleton of a dwarf child.

22--If the group has found Morvani (and therefore Wanswye and Jezril), read the following:

This room appears to be a more disciplined version of the garden you found upstairs. The air in this room actually smells sweet to you, as there are flowers in bloom here. The garden is also quite pleasing to the eye, but you can see among the blooms several freshly turned graves.

In this room some fresh vegetables may be foraged. The kaer's last three living inhabitants have been burying the dead here.

22b--If the group is alone, read the above, and add:

You hear the sounds of labor coming from the back of the room, and voices as well. "How long do you think we can hold out?" you hear a feminine voice ask, followed by sounds of digging. Another voice answers, "I'm not sure. Maybe a couple of weeks." This voice is rougher, more masculine, but with a melodious accent.

If the group approaches, Wanswye hears -- read this:

Around a stand of raspberry canes you see a dark-haired human female and a white haired elf male, bend over, pawing at the loose earth with their hands. The female has a lute slung over her back, but she also has a broadsword, as demonstrated when you step on one of the canes--she pulls it out, calling, "Vani, is that you?"

Jezril and Wanswye are trying to find some potatoes. If the group attacks, it's the same situation as described in 19b. Once told who the group are and why their here, Wanswye immediately drags Jezril by the hand from the room, heading to room 19--presumably, the group follows. She has good news for her sister.

23--*Through the doors you see animal pens and the corpses of various farm animals--horses, cows, deer, even a pool of dead fish. More than half the room is buried in rubble, though, from the room above collapsing.*

There is nothing of interest in this room.

By now, the adventurers should be wondering if there is a vault room--after all, it is common knowledge that most kaers have a room where they store raw materials for rebuilding and, yes, sometimes even cash to purchase spare supplies from others to replace things used in the kaer. Sometimes, this vault room is even hidden, depending on what it holds. And indeed, there is a hidden vault room, but the group should have some difficulty finding it. If they search the room of Garlen (Room 19), and make a Perception (10) roll, they may find the concealed door to room underneath the stairs, encircling the central pillar. In this room are row upon row of shelves, with hundreds of clay pots on them. These are the ashes of the former residents of the kaer. The vault is in this room as well, but is considerably more difficult to find.

It is contained within a hollow inside the pillar base. The spell concealing this hollow is a powerful illusion, melded with elemental magic. It has a 25 Spell Defense (or as a spell of 14th Circle), 50 Armor (natural wall, since the kaer was carved out of the hill, plus 20 magic), and a Damage of 250 (same thing as armor) Refer to page 209 in the **Main Rules** for more information on Barrier Ratings.

In order to open it with a minimum of fuss, someone must be clever enough to go into the Passion Room (18), and find the carving of Chorrolis and the gold coin he holds in his hand. Upon further inspection, the characters may discover small bloodstains around the edge of the coin, and that he has words written in Throalic around his head, detectable on a Perception (10) roll (the letters are partially hidden by the decorative carving surrounding the figure). Someone must stick his finger in the coin's recess, while reading the invocation uncovered in the carving. This procedure is followed by the recess removing a point of blood magic from the opener, and lifts the spell with a mighty boom. This reveals the door in the pillar, which may then be opened easily. To close, the same procedure is repeated, minus the removal of blood magic. The secret of this hiding place was given only to the jeweler and his descendants. Any written record of this is long gone, destroyed in the final madness. With the amount of damage taken, it is understandable that the treasure would only be touched infrequently, and under the most fortuitous or tragic of circumstances.

The latter occurred here--most of the meager supply of silver and gold coins were used to make the numerous pins found around the kaer. There is still a bit of treasure, though--a single one pound gold bar (worth 1000 silver), and 5 one pound silver bars (500 silver total, 100 each), two Last Chance potions, six

healing potions, and ten booster potions, as well as kegs of nails, carpentry tools, and other items useful for building a village. There is no treasure in the form of items, as most of that was found in the kaer proper.

Troubleshooting

Since there should be no combat, this section should pose no major problems, except as noted within the GM text. The only other problem that could occur is the group refusing to help the last three inhabitants of the kaer--if so, the game is pretty much over for them. Be sure that Jezril is somewhat vocal in his desire to return to Wyrn Wood--even if he is told what has happened, he still wants to go. However, his first priority is Wanswye and Morvani's safety, especially the latter. If the group decides to help Jezril, Morvani and Wanswye, give them a little time to get ready, then move on to **A Hunting We Will Go**.

Setting the Stage

This is the moment you've all been waiting for--at least, since the announcement of the abilities of Brog's pendant. If the Horror is within 100 miles, he'll be able to track it, or so he says. Brog takes Morvani's hand, and stands there for a few moments--then he gasps as if in pain. You watch the claw with much interest, but nothing happens.

Brog tries again, fails again. He is sweating rivulets now, and his face is turning red, as he tries one last time. Then slowly, almost imperceptibly, the claw rises and pivots, pointing directly at Brog. Sheepish, he moves out of the way, but the claw continues pointing to the west.

Grimly, you shoulder your weapons and prepare to march.

Behind the Scenes

The despairthought is a mere two days away--

problem is, there have been several cave-ins in its lair, one of which covers up a chamber that provides residence for a group of hungry gnashers -- one for every two party members, to be exact. The larger chamber is where these nasties are, and the smaller chamber shelters the despairthought itself--see the cave map. It should take roughly one and a half hours for a strength step total of 20 to move each of the rockslides shown on the maps.



A Hunting We Will go Overview

The group sets out to destroy the despairthought, and save Morvani in the process.

(1 for every 2 characters)

For more information, see the **Horrors** sourcebook, pp. 79-80.

Attributes

DEX: 5	STR: 8	TOU: 4
PER: 2	WIL: 8	CHA: 3

Gnashers

Initiative: 5 **Physical Defense:** 7
Number of Attacks: 1 **Spell Defense:** 7
Attack: 10 **Social Defense:** 15
Damage: 20 **Armor:** 2
Number of Spells: NA **Mystic Armor:** 2
Spellcasting: NA **Knockdown:** 8
Effect: NA **Recovery Tests:** 2

Death Rating: 40 **Combat Movement:** 27
Wound Threshold: 10 **Full Movement:** 54
Unconsciousness Rating: 30

Karma Points: 15 **Karma Step:** 5

Powers: NA
Legend Points: 660
Equipment: None
Loot: None

Once these have been defeated, allow the group some breathing time. If you wish to get Brog a bit more involved, have him ask the party if they want to fly, since the chambers seem to have high roofs (50 feet or more), and have him cast Metal Wings on those he can. Then unplug the second chamber, and have at it!

Despairthought (1)

For more information, see Main Rules Book, p. 301.

Attributes

DEX: 6 **STR:** 13 **TOU:** 12
PER: 8 **WIL:** 12 **CHA:** 8

Initiative: 8 **Physical Defense:** 8
Number of Attacks: 2 **Spell Defense:** 10
Attack: 10 **Social Defense:** 10
Damage: 15 **Armor:** 8
Number of Spells: Special **Mystic Armor:** 7
Spellcasting: Special **Knockdown:** 13
Effect: See Comments **Recovery Tests:** 12
Death Rating: 80 **Combat Movement:** 30
Wound Threshold: 18 **Full Movement:** 60
Unconsciousness Rating: 73
Karma Points: 20 **Karma Step:** 10

Powers: Corrupt Karma 15, Spells (see comments in main rules)

Legend Points: 1500
Equipment: None
Loot: d6 x 100 in silver.

Once it has been defeated, the group hears a piercing scream from outside the cave, as the

despairthought is removed from Morvani's mind. When they leave the cave, a weak and exhausted-looking beastmaster says, "Thank you."

Troubleshooting

One or more of the party could conceivably die here, but if one of them is about to shuffle off, give him one last Will (9) test to get his last licks in on the Horror. Once this is all over, Brog decides it's time to leave, mentioning on his way that he is a resident of Travar, and that if they ever need him, messages may be left at the Picky Palate. Jezril, knowing that Morvani is safe, now wishes to move onto the next item on his agenda—a visit to long-missed haunts in Wyrn Wood. Move on to **The Path Home**.

The Path Home

Overview

The party starts on the trail back to Bartertown, but are ambushed by a troop of crojen, rescued by a windling cavalry, and taken to their village for healing, where the windlings proceed to get roaring drunk and demand entertainment.

Setting the Stage

The hot jungle air is tiring you quickly, and doing a real number on your food stores as well. You sigh heavily and gaze at the trail ahead, unmarked except by a thin ribbon of bare dirt. As you wedge yourself through yet another stand of thorny bushes, you hear a low growling coming from your right side. You barely have time to draw weapons before you are set upon by a pack of hungry crojen.

Behind the Scenes

The crojen have been drawn to the party by the scent of rotting meat (the party probably didn't have time to clean up after looting all of those dead bodies), and they are a bit hungry.

Crojen (1 for every 3 characters)

For more information, see Barsaive Box Set, pp. 57-8.

Attributes

DEX: 12 **STR:** 10 **TOU:** 9
PER: 6 **WIL:** 6 **CHA:** 4

Initiative: 12 **Physical Defense:** 11
Number of Attacks: 2/3 **Spell Defense:** 8

Attack: 13 **Social Defense:** 6
Damage: 12 **Armor:** 0
Number of Spells: NA **Mystic Armor:** 4
Spellcasting: NA **Knockdown:** 10
Effect: NA **Recovery Tests:** 3

Death Rating: 50 **Combat Movement:** 70
Wound Threshold: 14 **Full Movement:** 140
Unconsciousness Rating: 43

Legend Points: 190
Equipment: None
Loot: None

Allow the combat to continue to three rounds. On the end of the third round, everyone may make a Perception (7) test. If they make it, they hear a strange sort of ululating sound--this is the windling cavalry. At the end of the fourth round, they arrive and begin making swooping attacks against the crojen. There are thirty windlings, three of which are cavalrymen. One of these cavalrymen is the leader, and he, the other two cavalrymen, and some of the others are mounted on zoaks (see *The Adept's Way*, p. 123). Their stats are as follows, with karma and talent information for the cavalrymen only (zoak attributes in parenthesis):

Attributes

DEX: 6 (6) **STR:** 4 (7) **TOU:** 7 (6)
PER: 5 (6) **WIL:** 5 (6) **CHA:** 8 (5)

Initiative: 5 (7) **Physical Defense:** 9 (8)
Number of Attacks: 1 **Spell Defense:** 6 (8)
Attack: 10 **Social Defense:** 15
Damage: 6 **Armor:** 3 (3)
Number of Spells: NA **Mystic Armor:** 1 (2)
Spellcasting: NA **Knockdown:**
Effect: NA **Recovery Tests:** 3 (3)

Death Rating: 67 (38)
 Combat Movement: 18/35 (35/75)
Wound Threshold: 11 (10)
 Full Movement: 35/70 (70/150)
Unconsciousness Rating: 55 (29)

The Leader and Two other Windlings only:
Karma Points: 15 **Karma Step:** 6

Talents: Animal Bond 4 (12), Avoid Blow 2 (8), Charge 3 (7), Karma Ritual 1, Melee Weapons 4 (10), Trick Riding 2 (7)*, Blood Share 3 (10)*, Cavalryman Durability 4, Empathic Command 4 (9)*, Spirit Mount 4 (9)*, Wheeling Attack 4 (10).

*-Discipline Talent

All have:

Equipment: Leather Armor, dagger, windling net, windling spear

Once the fight is over, the cavalry will attempt to field-dress any injuries, then the leader of the cavalry, Miraphe Diokke, will suggest that they follow him to his village, mentioning the fact that the party stinks of rotting meat, and that's why the crojen attacked them. If the group is curious as to his unexpected good will, Miraphe explains that he and his guard have been watching them on and off for the last week or so, and know Brog personally, for it was they who found the journal and got it to him. They determined that the group wasn't Horror-bait, so Miraphe and his fellow windlings are willing to take the chance of showing the party where their village is to get them healed, in exchange for a night of entertainment. If the group goes along with this, read the following:

It seems that your thoughts of being watched before weren't so inaccurate. Even with the bit of pique you feel at being tailed, your curiosity has gotten the better of you, and since they also offered to help you recover a bit, you decide to go along with them. Miraphe gestures for you to follow, and you wend your way through thickets for almost an hour before coming to a tree -- no, a monstrosity...

The trunk before you is at least one hundred yards tall, but beyond that it is shrouded by the thick canopy. It must be at least twice that height, though, because the width of the trunk is such that if all of you joined hands and stretched around it, cavalry included, those on the ends would be hard-pressed to be able to see each other. Miraphe whistles, and from the limbs above descends a most curious looking chair -- it is made entirely of vine, and seems to be unraveling its cord as it moves down to you. Seeing your discomfort at the prospect of trusting your weight to such a frail looking mode of transport, Miraphe grins as he comments, "You have nothing to worry about -- that thing can lift a thundra beast, though it takes a while."

Not exactly sure if he's right, you park yourself in the swinglike seat and are swiftly pulled up through the air, the vines constricting and twisting on themselves to accomplish the upward movement. Once you disembark from this strange ride, you see the windling village of Teslis -- small huts dot the wooden platform, which is wide enough to support the aforementioned thundra, and a dozen or so of his

friends as well. There are over a hundred windlings that you can see. Miraphe is here already, and is followed by a troop of three windlings in white, two female and one male. "Questors of Garlen," Miraphe whispers, as one of them takes out a healing kit and says, "Now sit still, this won't hurt a bit..."

The village is designed as a place to kick back, recover, and let the characters enjoy themselves. For their aid, the windlings will demand entertainment from the party, and the keesris wine will flow freely. This is an opportunity for you, the GM, to have some non-lethal fun--make the PC's tell the stories of their adventures, have Wanswye play some songs, describe what windlings do when they get snookered. Once everyone has recovered from their hangovers, move to **Trouble in Bartertown**.

Troubleshooting

There's a pretty good chance that one or more of the PC's could die here. If they managed to find the vault in Kaer Pioralon, they shouldn't be too bad off., and if you wish, perhaps one of the windlings was carrying a potion or two for emergency purposes. Once that combat is over, though, it's smooth sailing. There should be absolutely no problems with the village encounter--they even have a place to stable the group's mounts, provided they are no larger than riding-horse size, within the heartwood of the tree. Of course, if one of the characters should become belligerent and harm one of the villagers, they are likely to be outnumbered twenty to one.

Trouble in Bartertown

Overview

The group returns to Bartertown with Jezril, Wanswye, and Morvani in tow, to resupply, discover that one of their mentors has been almost fatally attacked, and find that the Grim Legion has been active here. The section ends with a showdown between the party and several high-powered adepts, members of the Legion.

Setting the Stage

The trip back to Bartertown was almost as trying as the trip to the kaer, especially with Jezril tense with anticipation at a possible journey back to his home. You have warned him of the grave changes that have taken place, but to no avail.

At any rate, you gratefully enter the confines of the city, secure in the knowledge that there are no crojen about. You find yourselves back at the Rusted



Lantern, enjoying the atmosphere, but there are whispers traveling around the room. Curiosity piqued, you ask one of the regulars just what the deal is.

Behind the Scenes

Just last night, one of the character's mentors was attacked in the streets by a band of ruffians. That much can be gleaned just by eavesdropping. However, if the group wants to find out the details, or where the mentor is now, have them make the appropriate talent test or Charisma test against a target of 7. If the test is successful, disseminate this information at whim--

- a) the mentor is currently in a coma at a nearby sanctuary of Garlen,
- b) he was beaten up by three individuals,
- c) they ran off when they heard the city watch approaching,
- d) one of them was a troll,
- e) the troll had no horns, and
- f) they didn't make a whole lot of noise.

An Excellent success reveals suspicion that the Grim Legion, a society dedicated to the extermination of Horrors, is involved. This suspicion stems from

these bits of information--1) that the mentor was recently suspected of being Marked; 2) the local Legion groups have been quietly searching for those the mentor knew and associated with; and 3) a large sum of money had been liberated from the unfortunate victim.

For more information on the Grim Legion, see pages 72-74 in the adventure *Infected*. Here, however, is a brief summary. The Grim Legion is a disparate group of fanatical Horror hunters, with no overseeing central organization or formal procedures for accepting members. In essence, anyone who can buy or make silver-studded black leather and swear to fight Horrors, can found their own branch of the Grim Legion. As a result of this, there is no such thing as a 'typical' member of the Legion. Some may be truly dedicated to cleansing Barsaive of Horrors, others are no more than petty thieves and hooligans who use the image and reputation of the Legion to extort and rob.

The Legion members responsible for the attack are of the latter variety. They one day happened to notice the victim with a large sum of money, and began circulating a rumor that the mentor may have been marked. This was that as an excuse to beat and rob him.

Knowledge of the attack, and who's likely to be responsible, ought to get the party good and mad. There are many ways they can react to this information, but most of them can be summed up in one word--revenge. There are no real guidelines for how to handle this, but there are a few suggestions:

* if they recruit some help to dig out the three Legionnaires, make sure one of them is brutally attacked and left where the group can find him.

* make them nervous by having them make frequent Perception checks. Every fourth or fifth, however, should be the real thing. The target is the result of the thief adept's Silent Walk talent, +5, because of his Quiet Boots (similar to Quiet Fingers gloves). If detected, the thief should be in a position to get away without much trouble.

* if they ask for help on what stratagems to use for rooting out the attackers, have an NPC suggest that they not look for the attackers, but make the attackers look for them.

Whichever way they decide, let them stew for a couple of days, then have them attacked wherever they are on the third night in town. Make sure, if possible, that the area where the attack happens is in the open air, or otherwise suitable for use of the Down Strike talent, as the leader of these particular

Legionnaires is a Sixth Circle human warrior adept. The other members of the group are as follows: Fifth Circle elven thief, and a Fifth Circle troll swordmaster. Additionally, a Seventh Circle t'skrang archer may join the fray at GM's discretion. Stats follow:

Sixth Circle Human Warrior

Attributes

DEX: 7 **STR: 7** **TOU: 7**
PER: 5 **WIL: 6** **CHA: 4**

Initiative: 6 **Physical Defense: 9**
Number of Attacks: 1 **Spell Defense: 7**
Attack: 13* **Social Defense: 6**
Damage: 17^ **Armor: 5**
Number of Spells: NA **Mystic Armor: 2**
Spellcasting: NA **Knockdown:**
Effect: NA **Recovery Tests: 4/day**

*-assumes Melee Weapons talent use.

^-assumes use of Crystal Battle-axe

Death Rating: 102* **Combat Movement: 38**
Wound Threshold: 11 **Full Movement: 75**
Unconsciousness Rating: 80*

*-may change according to value of Wood Skin talent test.

Karma Points: 40 **Karma Step: 5**
Talents: Air Dance 6 (13), Karma Ritual 2, Melee Weapons 6 (13)*, Unarmed Combat 4 (11)*, Wood Skin 6 (13)*, Anticipate Blow 4 (9)*, Warrior Durability 7, Avoid Blow 6 (13)*, Tiger Spring 6, Down Strike 6 (16)*, War Weaving 6 (11)*, Gliding Stride 6 (13)*, Life Check 6 (13)*, Versatility 3, Fireblood 3 (10), Riposte 2 (12).

*-Discipline Talent.

Equipment: Black leather armor with silver studs, Thread Crystal Battle-Axe (p. 57, *Earthdawn Companion*, threads woven to Rank 4), Desperate Blow Charm, belt, Death Cheat Charm, Quiet Boots (+5 to Stealth Tests).

Fifth Circle Elven Thief

Attributes

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

Initiative: 7 **Physical Defense: 10**
Number of Attacks: 1 **Spell Defense: 9**
Attack: 14* **Social Defense: 6**
Damage: 11^ **Armor: 5**
Number of Spells: NA **Mystic Armor: 2**
Spellcasting: NA **Knockdown:**
Effect: NA **Recovery Tests: 2/day**

*-assumes use of Melee Weapons talent.

^-assumes use of dagger or short sword.

Death Rating: 64 **Combat Movement: 55**
Wound Threshold: 9 **Full Movement: 110**
Unconsciousness Rating: 50

Karma Points: 25 **Karma Step: 4**

Talents: Climbing 5 (13), Karma Ritual 1, Lock Pick 5 (13)*, Melee Weapons 6 (14), Silent Walk 5 (13)*, Surprise Strike 6 (14)*, Thief Durability 6, Avoid Blow 5 (13)*, Thief Weaving 5 (11)*, Disarm Mechanical Trap 6 (14)*.

*-Discipline Talent.

Equipment: Black leather armor with silver studs, forged dagger (+2), short sword, hawk hatchet, Death Cheat Charm, Quiet Fingers Gloves, belt, scabbard, Desperate Blow Charm, Quiet Boots.

Fifth Circle Troll Swordmaster

Attributes

DEX: 7 **STR: 7** **TOU: 6**
PER: 5 **WIL: 5** **CHA: 7**

Initiative: 6 **Physical Defense: 10**
Number of Attacks: 1 **Spell Defense: 7**
Attack: 12* **Social Defense: 9**
Damage: 15^ **Armor: 5**
Number of Spells: NA **Mystic Armor: 1**
Spellcasting: NA **Knockdown:**
Effect: NA **Recovery Tests: 3/day**

*-assumes use of Melee Weapons talent.

^-assumes use of forged troll sword.

Death Rating: 92 **Combat Movement: 42**
Wound Threshold: 10 **Full Movement: 85**
Unconsciousness Rating: 76

Karma Points: 20 **Karma Step: 3**

Talents: Avoid Blow 5 (12), Karma Ritual 2, Maneuver 5 (12)*, Melee Weapons 5 (12)*, Taunt 5 (12), Riposte 6 (16)*, Sword Master Durability 8, Heartening Laugh 5 (12), Blade Weaving 5 (10)*, Second Weapon 6 (13)*.

*-Discipline Talent.

Equipment: Black leather armor with silver studs, forged troll sword (+2), Quiet Boots, belt, scabbard.

Seventh Circle T'skrang Archer

Attributes

DEX: 7 **STR: 7** **TOU: 6**
PER: 7 **WIL: 5** **CHA: 5**

Initiative: 8 **Physical Defense: 10**
Number of Attacks: 1 **Spell Defense: 9**
Attack: 15* **Social Defense: 7**
Damage: 14^ **Armor: 5**
Number of Spells: NA **Mystic Armor: 1**
Spellcasting: NA **Knockdown:**
Effect: NA **Recovery Tests: 2/day**

*-assumes use of Missile Weapons Talent.

^-assumes use of Thread Long Bow.

Death Rating: 83 **Combat Movement: 40**
Wound Threshold: 9 **Full Movement: 80**
Unconsciousness Rating: 67

Karma Points: 25 **Karma Step: 4**

Talents: Avoid Blow 7 (14), Karma Ritual 3, Missile Weapons 8 (15)*, Mystic Aim 8 (15)*, True Shot 7 (14), Archer Durability 8, Throwing Weapons 7 (14), Flame Arrow 8 (16)*, Melee Weapons 5 (12), Arrow Weaving 7 (14)*, Stopping Aim 8 (13)*, Bank Shot 7 (14)*.

*-Discipline Talent.

Equipment: Short sword, Thread Long Bow (p. 58, **Earthdawn Companion**, thread woven to Rank 3), black leather armor with silver studs, 40 arrows, Quiet boots, belt, scabbard, Death Cheat Charm, Targeting Eye.

The gamemaster is encouraged to remove or add equipment, as appropriate, to match their group's power level.

The Legion will fight until either one of them gets to within 20 of his Unconsciousness Rating, or six rounds (whichever comes first), then attempt to flee. At the end of the sixth round, the town watch will arrive. If any of them die, their compatriots will not attempt to rescue them. Blood Magic points have not been taken into account on the stats--it is your decision as GM whether you want the villains to use them or not. The archer will position himself just out of range on a rooftop if possible, and the others will leap out of a convenient hiding place.

Troubleshooting

Several things could happen here--for one thing, the group could decide not to avenge their mentor. In that case, don't worry--there is really no need to push this encounter, as it exists only to show that there are more threats out there than just Horrors, and no one will fault them for being wise enough to

know their limitations. Otherwise, one or more of the group may die here. If so, let the survivors know, through one of the town guardsmen, that there is a sanctuary of Garlen very nearby, then roll a d20. If the result is 18 or 19, they have a single Last Chance potion: if the roll is a natural 20, they have two.

In any case, once Jezril and crew catch wind of the attacks, he begs the group to leave Bartertown, and take him to Blood Wood. If the group agrees to do so, move to **Blood Wood Bound**.

Blood Wood Bound

Overview

After recovering from the battle with the



Legion, the group begins the journey to Blood Wood. There, Jezril must make a difficult decision.

Setting The Stage

Though you have explained the situation to Jezril numerous times, he remains adamant in his desire to return to his Wyrn Wood. With great trepidation, then, you ready your packs for yet another long trip. Perhaps it is for the best, anyway--the Legion certainly knows of you by now, and it might be a good idea to steer clear of Bartertown for a while, in case they decide to bring friends into the situation.

You begin your trip on a rainy day. Your mounts snort in annoyance at the conditions, but you can hardly blame them. Soon, though, the sun comes out, and the roads become quite pleasant. You camp in the evening, setting your usual watches for danger. Little surprise is it to you, then, when danger arrives, hungry.

Behind the Scenes

At this point, two hungry chimera have spied the camp, and are going to attack. Have them make Perception tests for preparedness, including those still asleep. Jezril and the twins will not participate in the attack, as they will attempt to hide from these frightening creatures. See **Creatures of Barsaive**, pp. 14-15, for more information, but this particular pair have the heads of a lightning lizard and an ice flyer.

Chimera (2)

(See **Creatures of Barsaive**, pp. 14-5, for more information)

Attributes

DEX: 10 **STR: 12** **TOU: 11**
PER: 4 **WIL: 9** **CHA: 7**

Initiative: 10	Physical Defense: 13
Number of Attacks: 2	Spell Defense: 10
Attack: 12	Social Defense: 11
Damage: Bite: 14	Armor: 6
Claws: 12	Mystic Armor: 3
Number of Spells: Spc.	Knockdown: 15
Spellcasting: 9	Recovery Tests: 5
Effect: See Rules	

Death Rating: 100 **Combat Movement: 50**
Wound Threshold: 15 **Full Movement: 100**
Unconsciousness Rating: 90

Legend Points: 725

Equipment: None

Loot: None

This should prove a difficult fight for the party—even though there are only two opponents, the extra, ranged attacks that their heads give them are formidable. Once the combat is over, give them some chances to recover on the way to Blood Wood. At this point, it is helpful if the group has recently completed the **Mists of Betrayal** module from FASA, but not necessary. Alachia's rose will simply speed their entry.

Once they reach the Blood Wood, read the following:

Saddle sores notwithstanding, things have been peaceful since the chimera attack. Now you stand at the edge of Blood Wood, feeling not a little awed at the sight. That awe is tempered, however, by some fear--will the blood elves accept you?

There are several options here--the group could simply wait to be noticed, or swallow their fear and venture in. Either way, the group will be found, but with the second option their discovery will come sooner. They will be greeted by a cadre of blood elf guards, who will have their weapons unsheathed as they ask the group's business. The characters should then explain their business--to allow Jezril to return to his home. If they have the rose, the guards whisper among themselves, gesturing to it, then take them in under heavy guard. If they do not, the guards will discuss it longer, and with some exhortation from Jezril (who can barely contain his disgust and sorrow), will allow the party in, again under heavy guard.

The characters will be greeted by Takaris, Blood Warder. Depending on the situation, the PC's may already know him. They will be taken to a waiting room of sorts while Jezril is taken to meet with Queen Alachia. Several hours later, Jezril will return, looking as if part of him has just died. Takaris explains that Queen Alachia commanded that Jezril would have to undergo the Ritual of Thorns if he were to stay. He also informs the party that they must leave in the morning. Jezril's decision? After thinking for five minutes, he declares that he will leave with the party in the morning, saying that this may have been his home once, but it is no longer.

Troubleshooting

This section is just full of possible bugs. First of all, the group could choose not to go at all. In this case, Jezril and the twins will try to make it on their own, but the group will later hear that Jezril died, but the twins managed to escape.

Second, some members of the party could die in the encounter with the chimera. The Earthdawn

world is a dangerous one, and this encounter reflects that, but try to divide up the attacks so that everyone gets some damage.

Third, the group could decide to attack the Blood Wood guards. In that case, they die. End of story. They are grossly outnumbered and outclassed by the guards, and reinforcements are not far off.

Fourth, they could insist that they go with Jezril to see the Queen. No dice--the guards around the building will see to it that the group stays there. However, if the party does wish to do some things, like research at their library, or get some blood elf wine, Takaris will try to accommodate them--for a price. For each service, the Blood Warder will demand a favor to be named later. That should make them stop and think.

Once they complete this section, they will leave Blood Wood. Move on to **Can We Talk?**

Can We Talk?

Overview

In this encounter, the group meets with a flock of chakta birds who warn them of a hydra ahead, and direct them to a nearby t'skrang village, where they group may be able to secure travel arrangements on a drakkar, owned by a t'skrang sky raider.

Setting the Stage

With heavy hearts, you leave the Blood Wood, a pathetically heartbroken Jezril in tow. The twins seem to be doing all they can, but even they seem to be badly shaken by the Queen's pronouncement. Deciding that returning to Bartertown may be the best option, you ride in that direction. You ride for several days, and fall into the rhythm of life on the road. The subtle complacency that is slipping over you is broken, however, when an all-too-cheerful voice announces in your head, "I wouldn't go that way if I were you--there's a hydra ahead. The beast had the nerve to eat one of our cousins! Hmph!"

Behind the Scenes

The group has just met with a flock of thirty chakta birds (see the Main Rules, p.289). If no one in the group has encountered them before, give someone in the group with the appropriate Knowledge skill a chance to explain to the others that they must be very polite to these birds, or else they'll be in trouble.

Provided the characters are polite and non-abusive, the chakta birds will inform them that there is a t'skrang village not far away, and give them directions, steering clear of the hydra. If you think the

group is ready for this, you can have the chakta birds suggest to them that they inform the dragon Icewing of the hydra, as dragons seem to desire the death of these creatures. This action may provide fuel for a future adventure. Once their messages are delivered, the birds politely say goodbye to the group, and fly off.

If the group goes to the t'skrang village, read the following on their arrival:

First windlings, and now t'skrang. Seems you've been hanging out in some out-of-the-way places lately. The prospect of resupplying is tempting, though, especially with some of the divine fish that these particular Namegivers are noted for.

As you ride in, you notice a drakkar moored over the river, with t'skrang sailors in colorful garb leaping about the masts and rigging. As you watch, one of the sailors leaps from the starboard side, executes a flip in midair, and lands with a ground-shaking thump before you. "Captain Tam Kerys at your service, gentles," she announces, "did I hear someone mention something about needing supplies?" Her eyes gleam with the prospect of silver.

This is the captain of the drakkar, a Fifth Circle sky raider, and the ship, by astonishing coincidence, just happens to be heading to Bartertown to deliver trade goods. The captain may be convinced to take on passengers, for the paltry sum of ten silver per day per head, including mounts. Since the trip to Bartertown will only take two days, the group may decide to take advantage of this. If the group is interested in fish, Captain Kerys has ten barrels of Grade A spiced fish, which she will deign to sell for the measly price of 350 silver per barrel, 3000 silver for all ten barrels. Single fillets are available for four silver per.

Air sickness is a possible problem, though. Have everyone make a Will (5) test, +2 to the target if a dwarf or obsidiman, once every hour. If it is failed, the character becomes violently ill, and will refuse food. Once an Excellent success or better is obtained, though, the character is completely over their discomfort. As for Jezril and crew, he and Wanswey will be fine, but Morvani becomes rather ill and won't be happy until they reach the ground.

Troubleshooting

This section has many possible problems as well. For one thing, the group could decide not to go to Bartertown. If this is the case, remind them that their best chance for research on magic items is there. If this doesn't work, improvise accordingly. Another problem is that the group may attack the chakta birds. Bad

move. The group may survive, though, if one of them swallows his pride and apologizes.

The group could also decide to go attack the hydra. Worse move. If you have the Creatures of Barsaive book available, look them up--if not, doctor the Cathay Dragon's stats a bit, halving PER, WIL, and CHA, and changing all pertinent ratings to reflect the lowered numbers. Then select one of the dragon's powers, or more if you're feeling cruel, give them to the beast, then double the dragon's attacks (one for each head). Don't worry about Legend points--the group likely will not survive to get any.

Another possibility for problems can be found in Captain Kerys. The group may decide to stiff her. However, she will not take off until paid, and if her passengers become too unruly--five hundred feet is a long way to fall.

The party may also decide to leave Jezril and crew behind because of the passage fee. If so, they remain at the village. Not a terribly generous, heroic move, but no harm done. It is better for effect, however, if they are allowed to continue with the party through the last section, **The Legion Strikes Again!**

The Legion Strikes Again! Overview

The characters return to Bartertown, into the waiting arms of the emissaries of the Grim Legion.

Setting the Stage

You dock just outside the confines of the town, riding in on your mounts. Seems that nothing has happened in Bartertown lately, which surprises you. You thought that your enemies might be active in your absence. The whole situation feels false to you, and you suspect that the Legion is just waiting to make their move against you, their 'unfinished business.'

Several days pass, and you kid yourself into thinking that maybe they are gone. Maybe, just maybe...

Behind the Scenes

The Legion is waiting anxiously for any word of the return of the party, and once they receive news of their appearance, will attack at an appropriate time--at night, in the open if possible. These will be the same members who attacked the party, if any survived. If not, substitute characters one Circle higher in the same Disciplines, without the fancy thread equipment. These are 'business associates' of the former Legionnaires, cocksure and spoiling for a fight, and eager to collect

whatever the group acquired from their deceased brethren.

While the party is off getting diced, another Legion thief will steal into Jezril and crew's room, attempting to kill and rob them. Morvani and Wanswye will survive with some injuries, but Jezril and the thief will kill each other--the old wizard was ready for his trip to the Citadel of the Shining Ones, after the disappointment of Blood Wood.

However, on the day of arrival in Bartertown, Jezril wrote a letter, sealed it, and gave it to one of the characters, with instructions to give it to the girls if anything should happen to him. In it is an explanation of their heritage, and his last will and testament.

Once the combat is over, a grieving pair of adepts claim his things, perhaps saying their goodbyes to the group, and moving on?

Troubleshooting

Many problems could occur here, depending on the encounters the party went through. The group could decide not to go into Bartertown, or perhaps did not encounter the Hand in the previous sections. In this case, they will be attacked, but in the first instance the attack will occur on the outskirts of Bartertown, with Jezril, if still with the group, dying while protecting his young charges from a second Legion thief: in the second instance, just use the stats for the Legion mentioned in **Trouble in Bartertown**.

The time frame in which the Legion can attack may also bring some frustration. Unless the party advertises their presence, assume that the Legionnaires will attack in three days, wherever the group is. Jezril will still die, and the twins live.

Jezril's death is very important to this part of the scenario. With his death, the twins will be set loose on Barsaive, perhaps to become heroes, and not coincidentally remove two large weights from the party's supplies, while providing useful contacts at a later date. If it looks like the group may try to save Jezril, let them do it, but allow him to perish peacefully at the Sanctuary of Garlen, or in his sleep. He has lived longer than any elf has a right to, in his own words.

Some characters may die here. Give them some good chances for survival at the Sanctuary, though. After the last encounter with the Legion, if it occurred, the Questors of Garlen searched for Last Chance potions, knowing that the Legion is stubborn, if not well-organized. If the final encounter with the Legion was the only one, just assume that things have been slow for the Questors, and as a result they are well stocked.

Lastly, the group may not let the twins leave,

fearing that Wanswye and Morvani are too vulnerable to be left alone. At this point, you as the GM need to make a decision as to how you wish to use these two adepts. Will they continue with the group? Will they go off on their own? Either way, the twins can be a valuable resource for further adventures.

Loose Ends

Awarding Legend Points

For the sake of simplicity, this adventure may be broken up into three sessions, described below. Each session is categorized in the manner of FASA's guidelines, which may be found in the back of any Earthdawn module.

Session One

In the first game session, the characters meet Brog the Astute, learn of his difficulty, and of Kaer Pioralon. They accompany him to the Servos Jungle, where he opens the kaer, but no survivors are found except for an old elven wizard, Jezril, and a set of twins, Wanswye and Morvani, the latter of whom is Horror-Marked by a despairthought. They agree to help out the trio.



This session includes the encounters **The Gilded Griffin, Leaving for the Servos, Opening the Kaer, and Kaer Pioralon**. The characters' session goal is to meet Brog, help him to the kaer, find the survivors, and agree to save Morvani. The Session Legend Award is 200 Legend Points.

The gamemaster should award Legend points for defeating creatures and/or opponents according to the following table:

Espagra **125 points for each**

The gamemaster should award Legend points for creative role-playing, heroics, and/or just plain ingenuity if they take the following actions:

Telling stories around the fire	30
Praying for the dead of the kaer	30
Discovering method for opening treasure room	150

The treasure the characters can gain in this session include the Flame Whip and a set of Bracers of Aras, 100 and 50 points, respectively. The espagra skins are also a source of treasure points--amount may be found in loot section of creature description.

Session Two

In this session, the characters hunt down the despairthought, with Brog's help, and defeat it. Brog leaves them, taking away a major source of food--himself, leaving them with the survivors of the kaer. On the way back to Bartertown to reprovision, they are attacked by a pack of hungry crojen, and are rescued by a windling cavalry. They are taken to the windling village of Teslis, where they recover from their wounds, and repay their hosts' kindness with stories and music. When they finally reach Bartertown, they discover that one of their mentors has been brutally attacked, and decide to put off a trip to Blood Wood in favor of seeking out and meting punishment to the transgressors, members of the Grim Legion.

This session includes the encounters **A Hunting We Will Go, The Path Home, and Trouble in Bartertown**. A small adventure may be included between **Trouble** and the next section, if so desired. The session goal is to defeat the despairthought, and return to Bartertown on the way to Blood Wood, perhaps to fight with the Legion. The Session Legend Award is 300 points.

The gamemaster should award Legend points for defeating creatures and/or opponents according to

the following table (the opponents with asterisks being optional):

Gnashers	660 each
Despairthought	1500
Crojen	190 each
Sixth Circle Legion Warrior*	500
Fifth Circle Legion Thief*	400
Seventh Circle Legion Archer*	600
Fifth Circle Legion Swordmaster*	400

The gamemaster should award Legend Points for creative role-playing, heroics, and/or plain ingenuity if they take the following actions:

Storytelling in Teslis, or other entertainment	30
The best drunk act (without adding alcohol)	10
Thinking of a way for getting the Legion to come to them	50

The treasure the characters can gain in this session includes the magical weapons wielded by some of the members of the Legion band. The Legend Point award is 100 points for each thread weapon recovered.

Session Three

In this session, the party escorts Jezril and company to Blood Wood, where he discovers the true horror of his home's transformation. Jezril decides to leave, and on the way back to Bartertown, the party is accosted by a flock of chakta birds, who politely inform them to change the direction of their travel due south, toward the Serpent river. There, they meet the captain of a drakkar, who, for a suitable payment, will take them to Bartertown. Once there, they have another tussle with members of the Hand, Jezril is killed, and Morvani and Wanswye go off to seek their fortune.

This session includes the encounters **Blood Wood Bound, Can We Talk?, and The Legion Strikes Again!** A small adventure may be inserted between **Can We Talk?** and **The Legion Strikes Again!** The adventure goal is to keep Wanswye and Morvani safe to begin their own personal legends. The adventure Legend Award is 500 Legend points.

The gamemaster should award Legend points for defeating creatures and/or opponents according to the following table (the opponents with asterisks being optional):

Chimera	725 each
Chakta Birds*	200 each
Hydra (it could happen!)*	20,000
6/7th Circle Legion Warrior	500/600^

5/6th Circle Legion Thief	400/500 [^]
7/8th Circle Legion Archer	600/700 [^]
5/6th Circle Legion Swordmaster	400/500 [^]

[^]-indicates that opponent legend award is variable, depending on circle of opponent. See **The Legion Strikes Again--Behind the Scenes**, for more information.

The gamemaster should award Legend points for creative role-playing, heroics and/or plain ingenuity if they take the following actions:

Acquaint the survivor trio with their new world (talking about history, etc.)	50
Dealing politely with the chakta birds	30

The gain in treasure Legend points in this session is variable, depending on how the gamemaster handles the Legion opponents. See **Trouble in Bartertown** and **The Legion Strikes Again!** for more information.

Campaign Ideas

The following story elements may be easily used in further adventures, depending upon the gamemaster's whim.

The conclusion of this adventure may be used as a segue to **Terror in the Skies**, as Brog the Astute is a resident of Travar, with a particular predilection toward expensive meals, as might be found at the Picky Palate, a business where the adventure opens. Brog may even prove to be a mentor for any elementalists in the group, providing training at times, for discounted prices.

There are many other options as well--the group could decide to attempt to reach Icewing and inform him of the hydra. Meeting a dragon is an adventure in and of itself.

The Legion is another avenue that may be explored. In fact, since the Legion is a large organization, they may be an interesting nemesis for the group, and could provide the occasional antagonist to pop into any adventure. Perhaps there are more of the original Legion gang's friends about?

The Bitterblack Compass may even provide material for an adventure. The **Rumors and Research** section describes this item in more detail, even though it is not a treasure the party may obtain. The reason it is included is because of the deed associated with it--Brog may later look up the group to help him accomplish the deed. Combined with a bevy of Legion opponents interested in obtaining the pendant, this

could make for an interesting scenario.

Morvani and Wanswye are also potentially useful. Unless the party acted completely evil, they have a great admiration for their rescuers, and may become excellent contacts as their powers grow. Other uses for them include links to adventures (i.e., one of the twins asks for help with a problem).

Cast of Characters

Brog the Astute

A dark haired, darkly complected, serious-looking dwarf, Brog is a fairly well known elementalists in Bartertown and Travar, and is truly intelligent and, as his name suggests, astute. However, the news from the journal brought to him has shaken him up, and his nervousness is obvious. He sometimes has difficulty focusing attention on anything not directly involved in accomplishing his mission. It does not subside until his role in the adventure is almost over, and Morvani is safe. Brog is an Eighth Circle elementalists.

Attributes

Dexterity	(11): 5/d8
Strength	(10): 5/d8
Toughness	(11): 5/d8
Perception	(23): 9/d8 + d6
Willpower	(21): 8/2d6
Charisma	(10): 5/d8

Talents

Thread Weaving	(8): 17/d20 + d10
Karma Ritual	(7):
R/W Language	(1): 10/d10 + d6
R/W Magic	(4): 13/d12 + d10
Spellcasting	(8): 17/d20 + d10
Spell Matrix	(6)
Spell Matrix	(5)
Durability	(8)
Fire Heal	(8): 16/d20 + d8
Spell Matrix	(8)
Air Speaking	(8): 17/d20 + d10
Elemental Tongues	(4): 13/d12 + d10
Elemental Hold	(5): 13/d12 + d10
Spell Matrix	(8)
Cold Purify	(8): 16/d20 + d8
Willforce	(8): 16/d20 + d8
Temperature	(2): 10/d10 + d6
Unshakable Earth	(8): 18/d20 + d12
Enhanced Matrix	(8)
Reshape Object	(2): 10/d10 + d6
Enhanced Matrix	(1)
Safe Path	(1): 10/d10 + d6

Movement

Full: 48
 Combat: 24

Skills

Artisan Skill--Robe Embroidery (2): 7/d12
 Knowledge Skill--Family History (2): 11/d10 + d8
 Knowledge Skill--Horror Lore (4): 13/d12 + d10

Initiative

Dice: 4/d6

Karma

Dice: 4/d6
 Points: 25

Combat

Physical Defense: 7
 Spell Defense: 14
 Social Defense: 7
 Armor: 3
 Mystic Armor: 9

Damage

Death Rating: 64
 Wound Threshold: 8
 Unconsciousness Rating: 48
 Recovery Tests per Day: 2
 Recovery Dice: 5/d8

Equipment

Fernweave
 Ferndask
 Dagger
 Last Chance Potions--for number, see **Leaving the Servos--Troubleshooting**.
 Traveler's Garb
 Pack with Artisan Tools

Spells

All spells available to 7th Circle Elementalist, plus Earth Wall.

Morvani Si'Kander

With the sides of her long brown hair pulled into a messy braid held in place with a air of quills, and her perpetual squint, she looks every inch the absent-minded librarian. However, she is quite observant, though usually speaks little. Her shyness stems from the fact that she was often mercilessly teased and beaten by her peers when she was younger, who just couldn't understand that she preferred to be

alone, or hanging out in the animal pens, than running with them. Of the pair, Morvani was closer to Jezril, and much of what she has learned came from him. It was through him that Morvani first learned of snow, and if the opportunity arises for her to see any, she will brave almost anything to touch it for the first time.

Despite her great desire to leave the kaer, she is distinctly uneasy about entering this new world. She fears that she is not up to the challenge, and will only bring trouble. This fear has only been exacerbated by her possession by a Horror, who encouraged these feelings. However, she is stubborn, and if given the right impetus, may become a hero. Care must be taken, though, or else this stubbornness, in combination with her shyness, may turn into bitterness.

Her talent for magic comes from one of her ancestors, who, in this case, happens to be Jezril. She may continue to learn other Wizardry talents through Versatility, but first and foremost she is a First Circle beastmaster. Wizardry will never be anything more than a sideline to her.

Attributes

Dexterity (12): 5/d8
 Strength (11): 5/d8
 Toughness (15): 6/d10
 Perception (13): 6/d10
 Willpower (13): 6/d10
 Charisma (15): 6/d10

Talents

Animal Bond (1): 7/d12
 Claw Shape (1): 9/d8 + d6
 Dominate Beast (1): 7/d12
 Karma Ritual (1)
 Tracking (1): 7/d12
 Unarmed Combat (1): 6/d10
 Versatility (1)
 Spellcasting (Wizard) (1): 7/d12

Movement

Full: 57
 Combat: 29

Skills

Artisan Skill--Calligraphy/Illumination (1): 7/d12
 Spoken Languages--Dwarven, Human, Sperethiel
 R/W Languages--Dwarven, Sperethiel

Initiative

Dice: 5/d8



Wound Threshold: 10
 Unconsciousness Rating: 29
 Recovery Tests per Day: 3
 Recovery Dice: 6/d10

Equipment

Soft boots, breeches, belt, 2 shirts (white and blue), leather gloves, wool cloak
 Brooch from Kaer
 Padded leather
 Backpack with Artisan tools (brushes, ink, paper), candles, flint and steel
 Whip
 Copy of Book of Tomorrow

Spells (Note: While Morvani cannot cast spells, she has seen the patterns for the following in Jezril's spellbook, and have copied them many times in her work, not realizing what they were--she may be able to actually learn and use them later. The patterns for them are on the flyleaf of her copy of the Book of Tomorrow.)

Astral Sense
 Crushing Will
 Dispel Magic
 Ignite
 Iron Hand
 Mind Dagger

Wanswye Si'Kander

More outgoing and confident than her sister, she has virtually ignored the wizardly part of her heritage, focusing instead on combat and swordplay. She can be

quite irreverent, and if given any money, it will quickly be discovered that she is a spendthrift. While performing she is open and friendly, but once offstage, she tends to become aloof and unapproachable, a relic of the caution she learned on forays for food in the kaer.

She considers herself the protector of her twin, despite being several minutes the junior. This has been the case since the two of them were very young--it was Wanswye who either beat up Morvani's tormentors, or otherwise convinced them to lay off. Tough-minded and sometimes cynical, she has a penchant for telling the truth--from a certain point of view. Of the twins,

Karma

Dice: 5/d8
 Points: 10

Combat

Physical Defense: 7
 Spell Defense: 7
 Social Defense: 8
 Armor: 4
 Mystic Armor: 1

Damage

Death Rating: 38

she is the most likely to become dual-Disciplined, and is just as stubborn as her sister. She is a First Circle troubadour.

Attributes

Dexterity (15): 6/d10
Strength (13): 6/d10
Toughness (11): 5/d8
Perception (15): 6/d10
Willpower (7): 4/d6
Charisma (15): 6/d10

Talents

Disguise (1): 7/d12
Emotion Song (1): 7/d12
First Impression (1): 7/d12
Karma Ritual (1)
Melee Weapons (3): 9/d8 + d6
Mimic Voice (1): 7/d12

Movement

Full: 70
Combat: 35

Skills

Artisan Skill--Weapon Rune Carving
(1): 7/d12
Knowledge Skill--Pre-Scourge Lore
(1): 7/d12

Initiative

Dice: 5/d8

Karma

Dice: 5/d8
Points: 10

Combat

Physical Defense: 8
Spell Defense: 8
Social Defense: 8
Armor: 5
Mystic Armor: 1

Damage

Death Rating: 32
Wound Threshold: 8
Unconsciousness Rating: 24
Recovery Tests per Day: 2
Recovery Dice: 5/d8

Equipment

Hide Armor

Traveler's Garb
Lute
Daggers (5)
Broadsword

Jezril

Despite his five centuries, Jezril is still noble in countenance and bearing. His long silver hair is plaited into two braids, one at each side of his head, but in the back it falls unbound to the base of his spine. He carries a simple staff, but uses it for little other than an aid to walking.

Long removed from any of his kind, he may seem ill at ease with any elves in the group. His knowledge of Pre-Scourge elven history is vast, however, and any who care to listen to his stories may gain valuable information about elven heroes and magical items associated with them. At times retiring, he becomes animated when discussing kaer history, and his fatherly concern for his young wards is readily apparent to even the most unobservant. His desire to return to his Wyrn Wood home is second only to his wish to see Morvani saved. Jezril is an Eighth Circle wizard.

Attributes

Dexterity (8): 4/d6
Strength (8): 4/d6
Toughness (11): 5/d8
Perception (22): 9/d8 + d6
Willpower (22): 9/d8 + d6
Charisma (15): 6/d10

Talents

Karma Ritual (4)
R/W Language (4): 13/d12 + d10
R/W Magic (9): 18/d20 + d12
Spellcasting (9): 18/d20 + d12
Spell Matrix (9)
Spell Matrix (4)
Thread Weaving (9): 18/d20 + d12
Evidence Analysis (3): 12/2d10
Spell Matrix (9)
Durability (9)
Book Memory (9): 18/d20 + d12
Book Recall (9): 18/d20 + d12
Arcane Mutterings (3): 12/2d10
Astral Sight (5): 14/d20 + d4
Lip Reading (2): 8/2d6
Willforce (9): 18/d20 + d12
Enhanced Matrix (9)
Speak Language (2): 11/d10 + d8
Hold Thread (9): 18/d20 + d12

Melee Weapons (2): 6/d10
Enhanced Matrix (9)
Resist Taunt (1): 10/d10 +d6

Movement

Full: 48
Combat: 24

Skills

Artisan Skill--Robe Embroidery (3): 9/d8 + d6
Knowledge Skill--Kaer Pioralon Lore (7): 16/d20+d8
Knowledge Skill--Horror Lore (2): 11/d10 + d8
Knowledge Skill--Pre-Scourge Elven History (3):
12/2d10

Initiative

Dice: 4/d6

Karma

Dice: 4/d6
Points: 25

Combat

Physical Defense: 5
Spell Defense: 12
Social Defense: 9
Armor: 2
Mystic Armor: 4

Damage

Death Rating: 68
Wound Threshold: 8
Unconsciousness Rating: 51
Recovery Tests per Day: 3
Recovery Dice: 5/d8

Equipment

Robes, embroidered gold and silver with assorted symbols, including a snowflake
Grimoire
Quarterstaff
Padded Cloth Armor
Pack with travel essentials--flint and steel, waterskin, etc.
2 sets traveler's garb

Spells

All First Circle spells except Wall Walker
All Second Circle spells except And His Money and Wake-Up Call
All Third Circle spells except Levitate and Quicken Pace
All Fourth Circle spells except Dust Devil, Thorny

Retreat and Trust

All Fifth Circle spells except Slow and Solo Flight
All Sixth Circle spells except Karma Cancel
All Seventh Circle spells except Move on Through and Spell Cage
All Eighth Circle spells except Compression Bubble

Rumors and Research Tales

The Tale of the Compass

"Just after the Scourge, many obsidimen emerged from their Dreaming, ready to take back the earth. One of these was Vrinthac Distu Brithanspaw, called so for her malformed left hand. Ah, you noticed I said she--for the comfort of her companions, she adopted a gender. They were new to the outside, and even with the forewarning from the Book, were confused by the way obsidimen disregarded sex.

"There were three others--a warrior, an elemental, and a thief. She herself chose the Discipline of Horror Stalker--or, perhaps, it chose her: who can say? The choice was a wise one, however, for Vrinthac was a most powerful adept, slaying many a Horror before she met Bitterblack, who nearly slew her.

"Bitterblack was a full twenty feet in height, with a shiny black carapace, hard as diamond, and almost as sharp, with thousands of claws embedded therein. She fought the Horror, dying in the attack. Fortunately, she had left her friends nearby with salves and potions, and they soon revived her.

"After awakening, she and her party searched the lair of the being, finding a cache of elemental water and air, and orichalcum. These items Vrinthac claimed, and began to work on an item, which she called the Bitterblack Compass. With it, anyone could find Horrors, resist their powers, and perhaps even destroy them. However, the Compass exacts a painful price. One must sacrifice blood and magic to use its powers--great sacrifices. As more threads are attached, the price decreases in these, but makes one more vulnerable to gaining Horror Marks.

"Vrinthac went on to fight more Horrors, slaying many. Then she and her troupe, while traveling through the forest near Urupa, encountered the dread Vasczthir. There was little hope for the group, as they had no more potions, and were going to Urupa for more. The battle was fierce, but in the end, all but the troll warrior perished.

"The troll, however, was very near death. He had strength enough only to bring the Compass to Urupa to a trusted friend before he died. I got the whole story from that friend, before she died. I am now the holder of the Compass, while Vrinthac's body still lies somewhere in the forest."

Jezril's Tale

"I suppose it began a few months ago, but I suspect its roots go back farther. In any case, there seemed to be an upsurge in the number of suicides occurring here. Now, I know that the strain of underground life may be unbearable to some, but generally, there were only one or two suicides each generation--I know, I've been here since the kaer was sealed! But in the last twenty years or so, that number has jumped to one or two a year. At first, I attributed



the leap in number to the emotional distress caused by the ritual earth failing to continue downward, prolonging our imprisonment, but when I was visited by the astral form of a despairthought, I knew I had to find the opening that let it in. I found it after several weeks of exhaustive searching--it was well concealed, but easily repaired.

"I of course informed the inhabitants of this, told them they had nothing to fear as long as they

didn't allow the being to coerce them, but the people thought that the reason I had been left alone because I was a powerful wizard--powerful? Most elves half my age are of the Twelfth Circle, at least! At any rate, I decided to give them a bit of 'security', sort of lending them a bit of my 'power,' you see? I enlisted the aid of a jewelry craftsman to prepare for me several hundred brooches, which I would then 'enchant.' Nothing more than a light show, I assure you, but for four months, everyone seemed happy, and they felt safe.

"Then that poor ork girl committed suicide. It was completely out of the blue, she was found hanging from the railing of the middle catwalk. Nothing she did up until her death indicated she was so desperate--I even talked to her a few days before. This told me that her death had nothing to do with the despairthought, but the damage had been done. The populace thought I had failed them, and attempted to kill me, and because Wanswye and Morvani were constant fixtures around my rooms, them as well. We ran from them, and hid for months in the rubble pile in the animal pens. It was torturous, listening to the screams every night, but they grew fewer and fewer. Before, we would only risk sending Wanswye on small raids of the stores at night, but soon the kaer was silent. Emerging from our hiding place, we found what you saw--they must have gone utterly mad from despair, judging by the ferocity of some of the attacks.

"Since we thought there was no one left to threaten us, we moved back into my rooms, since they were the only place not marked by death. Unfortunately, there was at least one left, and one night, less than a week ago, I found the man tracing the mark upon Morvani, allowing the despairthought to possess her. I burnt him with a spell, but it was too late. I had all but given up on salvation when we heard your voices.

"I am extremely grateful to you for rescuing us, but I beg you--can you help us save Morvani?"

Text of Final Letter from Jezril

(the characters may or may not actually read this--it is included for the sake of completeness. Ignore this if you prefer that interbreeding not enter your world.)
To my precious granddaughters:

Perhaps this first line has come as a bit of a shock--after all, many generations have passed since the memory of my beloved wife Talfese died in all but myself. It is true, however, for Talfese was a Si'Kander, as you both are. I am, or was, your many-times great grandfather--I say was, because if you are reading this, I am in all likelihood dead. Do not grieve for me long. Having seen the condition of my former home, I am all too willing to return to my ancestors.

If you wish to learn more of the family history, seek the blue leather-bound book in my pack. It is an abbreviated history of the kaer, focusing on the Si'Kander clan. It was somewhat of a conceit of mine, watching the progress of my family and recording it, particularly after any knowledge of my involvement in it had been forgotten by others.

There is still the matter of my belongings, however. In my life, I have had much, but little of it is left. Morvani, to you I give my robe. Think of the times when I dandled you on my knee, and tell you stories depending on what symbol you pointed out with your chubby, curious fingers when you were a tot. You were a constant source of joy to me, with your quiet curiosity, and your predilection for snooping where you weren't necessarily welcome. Too many times you nearly stumbled on the location of that book, but I managed to keep it safely hidden from you. Perhaps it was silly of me to keep this information from you, but near the end, it proved to be as close to salvation as could be in the insanity that befell the kaer. I hope the world you find yourself in now is all you ever wished it to be. Think of me when you see your first snowfall, my dear *faer'kisth'tas* (translation: snowflake).

To Wansweye, I give my staff. You, my child, were a complete mystery to me. I could never fathom your interest in martial pursuits, or your tomboyish ways. Your gift for music was a delight, though, and I regret that I did not get to know you better. I understood your aloofness, however--I believe, because of this, that you are much more like me than I care to admit. Having seen all you went through for the sake of your sister and myself, I suspect more of it touched you more deeply than you were willing to admit, and for my part in it, I weep. You must come to terms with it and move beyond it, if you can. I would have liked to help you, but all I can offer now is a small bit of advice from a very old elf--keeping one's distance from fellow Namegivers does not a good troubadour make. You must become involved in their lives, in order to learn and accept more about your own. I was once told this by another troubadour, and an excellent one, at that. Perhaps she lives still--if you wish to seek her out, her Name is Mirrin.

In closing, I just wish to say that I love you both. May you always walk in the sunlight.

Treasure

Flame Whip

Maximum Threads: 1

Spell Defense: 14

The flame whip looks and acts like a normal whip, but feels warm to the touch, due to the elemental fire woven within. Its length varies from whip to whip. All whips are pre-Scourge, since the process used to make them has been lost.

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wielder must learn the Name of the whip.

Effect: Once a thread is attached, the entire length of the whip, except the handle, bursts into flame when used. Add 2 steps to the damage of the whip, except against fire elementals and fire-based creatures.

Rank 2 **Cost:** 300

Key Knowledge: The wielder must learn the name of the last wielder of the whip.

Effect: Add 3 steps to the damage of the whip, except against fire elementals and fire-based creatures.

Rank 3 **Cost:** 500

Effect: Add 5 steps to the damage of the whip. Fire elementals and fire-based creatures are now affected, but halve any damage dealt, rounding down.

Rank 4 **Cost:** 800

Key Knowledge: The wielder must learn the name of the creator of the whip.

Effect: Add 6 steps to the damage of the whip. Damage is no longer halved for fire elementals and fire-based creatures. Additionally, the wielder gains 2 to his Physical and Spell Defenses against fire-based attacks.

Rank 5 **Cost:** 1300

Deed: The wielder must go to the place where the whip was created and offer an elemental fire coin to the spirits of those who used the whip before him. This deed is worth 2100 Legend points.

Effect: Add 7 steps to the damage of the whip. Also, add 3 to the wielder's Physical and Spell Defenses against fire-based attacks.

Rank 6 **Cost:** 2100

Effect: The whip now gains the ability of Flame Shield. At a cost of 6 points of Strain, the wielder may

use the whip to create a dome of crackling, twisting ropes of fire over him, its radius equal to the length of the whip. No other actions may be taken by the wielder while using this power--otherwise, the shield fails. It lasts for Rank + 5 rounds, and deals Step 15 damage to anything touching it. Mystic armor protects against this effect.

Bitterblack Compass

Maximum Threads: 3

Spell Defense: 19

The Bitterblack Compass is a sphere of elemental water and air, with a shiny black claw floating in its center. It is two inches in diameter, and is attached to a chain of orichalcum.

Thread Ranks

Rank 1 **Cost:** 500

Key Knowledge: The Bitterblack Compass was created by an obsidian Horror Stalker Named Vrinthac Distu Brithanspaw, in an effort to allow herself and other members of her group to trail Horrors after receiving Horror Marks. The wielder must know that this is Named the Bitterblack Compass.

Effect: The wielder gains the ability to track a Horror he or someone else has been Marked by. In order to use this effect, the wielder must either be in physical contact with a Horror-Marked individual at the time of the test, or have received a Mark. The wielder then spends five points of Karma and takes five points of strain, and makes a Compass test, Step number equal to Thread Rank +5, against the Spell Defense of the Horror. On a successful test, the claw in the center points in the direction the Horror may be found. At this point, only the physical form of the Horror can be detected--Horrors that exist in the astral are not detected. Also, the range of effect is ten miles in radius. The effect lasts ten minutes.

Rank 2 **Cost:** 800

Key Knowledge: The claw in the center of the compass once was part of a Horror slain by Vrinthac Named Bitterblack. The wielder must learn that Bitterblack was a Horror.

Effect: As above, but with the following changes--Karma and Strain expenditures decrease to 3 each, the Step number increases to Thread Rank +6, and the range of effect extends to one hundred miles in radius. Also, decrease Spell Defense by 1 for the purpose of determining target for Horror Mark tests.

Rank 3 **Cost:** 1300

Key Knowledge: The wielder must learn the Name of the creator of the Compass, Vrinthac Distu , and her Discipline, Horror Stalker.

Effect: As Rank 1, but with the following changes--Karma and Strain expenditures decrease to 2 each, the Step number increases to Thread Rank +7, and the range of effect extends to five hundred miles. The duration of the effect becomes half an hour. Additionally, the wielder gains the talent Bear Mark at Rank 1, but without the tracking ability, as that is already built in.

Rank 4 **Cost:** 2100

Key Knowledge: Vrinthac emerged from her Liferock with a malformed left hand, which resembled the shape of a brithan's paw. The wielder must learn that her nickname was Brithanspaw, and why she was called this.

Effect: As above, but Karma and Strain costs are only 1 per, and Bear Mark rank becomes 2. At this point, the tracking of astral-dwelling Horrors becomes possible. Decrease Spell Defense by 2 for the purpose of determining target for Horror Mark tests.

Rank 5 **Cost:** 3400

Key Knowledge: Vrinthac was slain by a Horror called Vasczthir while traveling through a forest near Urupa, and the rest of her group with her, except for a troll strong enough only to bring the Compass to Urupa to a trusted friend before he died. The wielder must learn that Vrinthac was slain by the Horror Vasczthir.

Effect: Bear Mark becomes Rank 4.

Rank 6 **Cost:** 5500

Deed: The wielder must pledge a Blood Oath at a cost of 5 points of permanent damage to become a Horror Stalker. The Deed is worth 8,000 Legend points.

Effect: Karma cost is eliminated for the Compass Test, Bear Mark becomes Rank 6, and wielder gains the talent Life Check at Rank 1. If the wielder becomes a Horror Stalker and gains the above talents, the ranks given become step numbers added to the talents obtained. For example, if the wielder gains the talent Bear Mark at Rank 1, the formula for determining its step number is (Rank) 1 + (Perception) + (Compass) 6, not (Rank) 1 + (Perception). For purposes of raising talent rank with Legend points, however, use the rank of the talent only, not adding the Compass benefits. Decrease Spell Defense by 3 for the purpose of determining the target for Horror Mark tests.

Rank 7 **Cost:** 8900

Deed: The wielder must go to the place where Vrinthac fell, obtain her body, and return it to her Liferock in the Scol Mountains. The Deed is worth 10,000 Legend points. If the body has already been returned, this Deed cannot be performed.

Effect: Bear Mark becomes Rank 7, and Life Check becomes Rank 3. Decrease Spell Defense by 4 for the purpose of determining the target for Horror Mark tests.

Rumors

Brog the Elementalist

"I heard tell that Brog is one o' them there Gistonths, that dwarven clan what built twenny or thirddy kaer in the days afore the Scourge." (This is true.)

"Isn't he King Varulus' cousin?" (False, though the Gistonth clanhead and the prince are good friends).

"Brog the Astute--I heard he recovered the Scrolls of Dienthun from a wormskull in the Wastes." (True or false, at your whim.)

"Doesn't he travel with that troupe from Urupa? You know, the ones that fought the siege engines of the Therans near Vrudesh?" (True or false, at your whim.)



Elementalism

Sixth Circle

Bridge of Light

by Andrew Ragland

Threads: 1

Weaving Difficulty: 9/16

Range: 10 yards

Duration: Rank + 2 rounds

Effect: Willforce + 6

Casting Difficulty: 4

The elementalist must be holding a light source no smaller than a personal light quartz. The caster makes a gathering motion, pulling light from the source, then throws it at the target point. From the target point, a bridge made of light extends in whatever horizontal direction the elementalist desires, ten feet wide and up to 100 yards long. The light is a special effect, to show where the bridge is; actual support is provided by elemental air, like Sky Lattice. The bridge supports 100 pounds times the Effect result. If the bridge is overloaded, it vanishes immediately.

Tenth Circle

Icewall

by Andrew Ragland

Threads: 6

Weaving Difficulty: 19/26

Range: 10 yards

Duration: Rank + 3 rounds

Effect: --

Casting Difficulty: 4

The elementalist must hurl one day's water ration in the general direction of the intended wall location. This creates a 10' by 10' by 1' wall of ice, with a Barrier (Physical Armor) Rating of 11 and a Damage Rating of 40. The spray of water shimmers, and forms into a barrier of glacial ice, blue and cloudy and looking as if it's been there for centuries. The wall appears anywhere within the range of spell, at the discretion of the caster, in any orientation (upright,

flat). The wall takes double damage from fire and heat-based attacks, and is subject to normal melting like any other ice.



-E.C.-

Illusion

First Circle

Phantasmal Dancer

by Jon Brode

Threads: 1

Weaving Difficulty: 8 / 16

Range: 10 yards

Duration: Rank minutes

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

I came up with this spell while I was working on the choreography for G'tal Osringi's production of Ekuhn's "Travesty Of Justice". I was blocking one of the numbers on the rehearsal stage. A pirouette took me too close to the edge of the stage and over I went, breaking my leg. Since the show couldn't wait for my leg to heal, I came up with this spell to help me instruct the dancers while I was hobbled. Unfortunately, I was rushed when I designed it. I've always meant to go back and do some more work on this one, but I never got around to it.

The caster moves his arms as a dancer might while weaving the threads to this spell. If the Spellcasting Test is successful, a shimmering illusion is created that resembles the target of the spell. This spell can only produce images of humanoid Name-Givers. The caster must concentrate to make the image dance. Once the caster stops concentrating, the phantasmal dancer will repeat the steps previously performed until the duration ends. The caster may end the spell at any time. Use the effect step to make dancing tests. The dancer's movements are constrained by the imagination of the caster, the Effect Test and the physical limitations of the target's race.

Pitch Bender

by Jon Brode

Threads: 0

Weaving Difficulty: - / 16

Range: touch

Duration: 1 hour

Effect: Willforce + 3

Casting Difficulty: Target's Spell Defense

I'm sure anyone who has worked with an Obsidiman choir has pulled their hair out trying to find

someone to produce notes above a baritone's range. There are cases where elves just aren't available, or aren't right for the production. Sure, the choir of rumbling bass can be used to good effect, but sometimes a particular score calls for more range. Here is my solution.

If the Spellcasting Test is successful, the caster rolls the Effect Test. The result is the number of notes, higher or lower, at the caster's choosing, that the target may sing or speak.

Ignore the Call of Nature

by Jon Brode

Threads: 2

Weaving Difficulty: 9 / 17

Range: touch

Duration: Rank hours

Effect: Ignore calls of nature

Casting Difficulty: Target's Spell Defense

Inspiration is fickle. When it comes, you don't want anything to disrupt the flow of words from your mind to the page. Unfortunately, the Name-giver body is fickle as well and its needs often seem contrary to the pursuit of one's muse. This spell is invaluable for maintaining concentration while working through difficult matters, although it must be used with some caution.

If the Spellcasting Test is successful, the target may temporarily ignore drowsiness, thirst, hunger or other calls of nature. This spell does not obviate the need to eat, drink or sleep, it only blocks the urges for such things. People abusing this spell by casting it repeatedly, without taking care of business, will feel great until they drop dead from malnutrition, dehydration, or exhaustion. The target is always aware of this spell and may end it at any time.

Third Circle

Calm

by Jon Brode

Threads: 2

Weaving Difficulty: 10 / 18

Range: 10 yard Duration: Rank minutes

Effect: Calms the target

Casting Difficulty: Target's Spell Defense

Today, I consider the stage my home. But it was not always thus. In my first years of acting, there were nights that I was almost too frightened to perform. The thought of stepping on to a stage in front of my whole kaer was exhilarating, yet terrifying. Thank the Passions that I managed persevere. I created this spell to soothe my jangled nerves. Unfortunately, I never got much use out of it. By the time I had become skilled enough to design it, I was mostly over my bouts of stage fright.

When weaving the thread to this spell, the Illusionist takes a deep breath, tenses her muscles and shakes. As the spell is cast, the Illusionist expels her breath and relaxes. If the Spellcasting Test is successful, the target is overcome with a feeling of tranquility in proportion the test's level of success. An average success is enough to cure the jitters. A good success is enough to quell heated arguments. An extraordinary success is, perhaps, enough to bring someone out of a berserk rage. At the GM's discretion, this may provide a bonus to interaction tests.

This spell can also be used as a prophylactic. If cast upon a target that is susceptible to berserker furies (cadaver men, crojen, etc), each level of success adds two to the difficulty number required for the fury to begin. For example, on a good success, a cadaver man would go berserk if his wound threshold was exceeded by 4.

Who's The Fairest Of Them All?

By Jon Brode

Threads: 3

Weaving Difficulty: 10 / 18

Range: 10 yards

Duration: Rank hours

Effect: Willforce + 3

Casting Difficulty: 2

I may have to work with the person who inspired this spell again at some time in the future. Perhaps it is best if I leave out the story. Suffice it to say that I have found it quite useful in my directorial capacity. Adventurers may find this spell useful when fighting beasts with gaze attacks.

This spell creates an illusionary mirror. The mirror can be any simple shape with an area of up to Rank feet squared. It has no weight and any test against it counts as a sensing test. By default, the mirror merely reflects what's placed in front of it. The caster may make an Effect Test against the Spell

Defense of anyone viewing their reflection. An average success will smooth over any rough edges in a target's appearance: out of place hairs, wrinkles in clothing, etc. A good success can make even more enhancements: hiding small rips in clothing, lightening bruises, etc. An extraordinary success can make even the most bedraggled adventurer look ready to greet King Varulus III in his court.

Fourth Circle

Ocean Floor

by Eric Campeau

Threads: 1

Weaving Difficulty: 7/14

Range: 30 yards

Duration: rank + 2 rounds

Effect: reduces knockdown threshold

Casting Difficulty: Target's Spell Defense

This spell allows a target to be thrown off balance more easily. The spellcaster slowly wobbles his body for side to side while casting the spell, thus simulating someone on the deck of a ship at sea. Then roll a spellcasting test with a difficulty number equal to the target's spell defense. If the test is successful, the knockdown threshold of the target is reduced below his wound threshold by $2 + 1$ for every success level beyond average. An excellent success on the spellcasting test would reduce the knockdown threshold by $2 + 2 = 4$. This means the target may be knocked down without being inflicted a wound. Air Sailors, Sky Raiders and Boatman adepts are used to the feeling created by the spell. When resisting knockdown while under the effects of this spell, they may add their half-magic rank to their strength step. Any strength test made to resist knockdown also count as a sensing test for the spell.

Elusive casts the Ocean Floor spell on Drimoril, a 3rd circle Sky Raider with a spell defense of 7. The spellcasting roll turns up a 14 which is a excellent success. So Drimoril's knockdown threshold goes from 11 (his wound threshold) to $11 - (2 + 2 \text{ (for excellent success)}) = 7$. This means that Drimoril could now have to do a knockdown test for all damage ranging from 7 and up, even if they do not cause a wound. Being Sky Raider tough, he would add 2 (half-magic rank) steps to his strength step to resist.

Nethermancy

Third Circle

Spirit Blade

by Andrew Ragland

Threads: 0

Weaving Difficulty: 0/6

Range: 10 yards

Duration: Rank + 3 rounds

Effect: Willforce + 5

Casting Difficulty: 8

The nethermancer mimes drawing a sword with one hand, then passes her other hand over the blade, making it visible. This conjures a spirit in the form of a floating sword blade. The nethermancer levels the blade at an enemy, in an en garde posture, and the sword blade flies off and attacks the target. The spirit uses the caster's Spellcasting step to attack and the Effect step of the spell for damage. Physical armor is ignored, but Mystic armor protects against damage. The spirit cannot travel more than 10 yards from the caster, who can take no other Spellcasting actions for the duration of the spell.

Fourth Circle

Enigmatic Eye

by Andrew Ragland

Threads: 2

Weaving Difficulty: 7/14

Range: 40 yards

Duration: Rank + 3 days

Effect: Willforce + 6

Casting Difficulty: Target's Spell Defense

The nethermancer must fashion or obtain an eye made of ivory the size of his fist, with a ruby or emerald for the iris. The eye serves as a focus for conjuring a spirit with the same form, which the nethermancer sends to haunt the person targeted during casting. The glowing, insubstantial eye hovers over the target's shoulder, just at the edge of peripheral vision. Make an Effect test at the time of casting for the spirit's Strength rating. The target must be in range at the time of casting, but does not have to remain within range for the duration. Each day, make an Effect test against the

target's Spell Defense. If this test is successful, the target makes a Willpower test against the result of the Effect test to resist the spell. If the Willpower test fails, the target is Harried for the day. Each successive day the Willpower test fails, add a penalty of -2 steps to the next Willpower test. If the penalty exceeds the target's Spell Defense, the target must make a Willpower test against the spirit's Strength to avoid insanity, usually taking the form of raving paranoia. The spirit vanishes at the end of the spell's duration.

This spell may cause social reaction against the targeted person. Accusations of Horror Marks, complicity with Horrors and other unpleasant associations may arise, depending on roleplaying and the judgement of the GM.

Fifth Circle

Impeding Spirits

by Eric Campeau

Threads: 2

Weaving Difficulty: 6/16

Range: 40 yards

Duration: rank rounds

Effect: Willforce + 3

Casting Difficulty: Target's Spell Defense

"I see you're not so quick when being pushed at!"
-- Walina Smartwind to a bragging t'skrang warrior

This spell reduces the initiative of the target. While weaving the threads, the nethermancer simulates pushing down on his legs. What is actually happening is that the nethermancer is calling to him mischievous spirits that love to play pranks and annoy people. The nethermancer then makes a spellcasting test against the target's spell defense. If the test is successful, the spirits agreed to go bother the desired target. The effect test result represents how far the nethermancer's call was heard and how many little spirits answered his call. The nethermancer makes the effect test with the target's dexterity step as the difficulty number. If the test is successful the target's initiative step is reduced by: 3 + 1 for each level of success above average on the effect test.

The nethermancer may decide to affect multiple targets. The other targets must all be within 5 yards of the first target. To determine the spellcasting

difficulty number on multiple targets, use the highest spell defense and add + 1 for each additional target. After doing the effect test, subtract -2 for each target after the first to get the final result of the effect test. All targets are not affected the same way, compare the final result to each target's dexterity step to find that target's specific effect.

Arban, a nethermancer adept, is fighting a very quick t'skrang air sailor and a dwarf weaponsmith. To try to get an edge on his opponents, he decides to cast Impeding Spirits. He threads the spell and when Arban is ready to cast, he notices that they are within 5 yards of each other, decides to cast it on both. The roll turns up a 12 over the weaponsmith's higher spell defense of $9 + 1$ (for the other target) = 10. The spell being successful, his player makes an effect test that turns up a 13. Having 2 targets the result is adjusted to $(13-2)$ 11 because of the second target. The air sailor's dexterity step being 7 he will suffer a -3 on his initiative step. The weaponsmith has a dexterity step of 6, so the effect test is a good one on him, his initiative penalty will be $3 + 1$ (for the good success) = 4.



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Wizardry

... And so I humbly present before your lordship the fruits of my journey through the known lands of Barsaive. I thank you for the privilege of having bestowed upon me the honourable task of traveling the land far and wide in order to search for new endeavours in the art of wizardry. I have completed this task with the utmost of haste at, if I may be so bold to add, considerable risk to my body and soul. Although I am well aware that my personal well-being should under no account be of concern to your lordship, I sincerely hope that this will allow your magnanimous self to forgive my slight against the honour of the Denairastas family and speed the release of my wife and children from your most esteemable dungeons.

- Speech of the human wizard Keyten Het before the court of Iopos, prior to his arrest and execution.

First Circle

Dazzling Cloud

by Andrew Ragland

Threads: 0

Weaving Difficulty: 0/4

Range: 10 yards

Duration: Rank + 3 rounds

Effect: --

Casting Difficulty: Target's Spell Defense

The wizard claps her hands together, brings them up over her head, then sends a cloud of brilliant sparks of light to gather around the head of the target, dazzling the target's vision (including low-light and heat sight). The target takes the standard penalties for being Blinded for the duration of spell. The cloud stays with the target regardless of target motion.

Karma Boost

by Marc Beyer

Threads: 1

Weaving Difficulty: 7/14

Range: Touch

Duration: Rank Rounds

Effect: Karma Step +3

Casting Difficulty: Target's Spell Defense

The wizard strains as if lifting a great weight, then hands the imaginary weight to the target character. The recipient feels the energy beginning to buzz inside as the spell takes effect. The spell raises the target's Karma by 3 steps for the next Karma point spent. The target takes 1 Strain Point immediately, and another Strain Point from the unused energy should they choose not to spend a Karma Point during the duration of the spell. Only one Karma Boost spell can be active on a recipient at any time.

Second Circle

Write Afar

by Marc Beyer

Threads: 1

Weaving Difficulty: 7/15

Range: Rank x 10 yards

Duration: Rank minutes

Effect: Willforce + 4

Casting Difficulty: Target's Spell Defense

Using this spell, the wizard can cause writing to appear on any target within range. The wizard pretends to write on a surface before him while casting the spell. He need not be holding a quill nor actually be moving his hand in correspondence to the words he wishes to write, he need merely think of them and go through the motions. For the duration of the spell, words appears on the target at the wizard's normal handwriting speed. If the target contained writing beforehand, this is hidden and replaced by the new text. The Effect test is the spell defense of the magical writing. After rank minutes, the words begin to fade and original text begins to show through. After another number of rank minutes, the writing has vanished altogether. For two points of blood magic, the duration can be extended to days.

The target for this spell must be within the wizard's line-of-sight. However, there is an alternative use for this spell, discovered apparently by the dwarves of Throal: When writing on a surface no thicker than rank inches, the wizard can cause the words to appear on the other side of the surface. This text appears inverted, so a mirror is needed in order to read it correctly.

Third Circle

Hide Magic

by *Marc Beyer*

Threads: 4

Weaving Difficulty: 9/17

Range: Touch

Duration: Rank hours

Effect: +5 Spell Defense vs. Astral Sight

Casting Difficulty: Target's Spell Defense

Used to hide the astral presence of an Object or Spell. The wizard passes a hand over his closed eyes while casting the spell. The Spell Defense of the target is raised by 5 against astral detection. This spell cannot be used to hide life energies or the casting of raw magic. The spell is most frequently used to hide magical traps or weapons from casual detection.

Grant Astral Sight

by *Marc Beyer*

Threads: 2

Weaving Difficulty: 7/15

Range: 10 yards

Duration: Rank hours

Effect: Willforce + 6

Casting Difficulty: Target's Spell Defense

The wizard closes his eyes and takes a deep breath, then opens his eyes. To cast this spell on another character, the wizard must have the target perform the same actions with him. This spell grants the recipient the ability of Astral Sensitive Sight similar to the Windling ability (pp. 54 ED). The range up to which the character can "see" astrally is equal to the result of the Effect Test in yards. The character takes strain as described in the rulebook. The actual sensing requires a Perception test. Characters unfamiliar with astral space and its appearance should be severely disoriented when taking their first look. This spell cannot be used to disorient foes however, since sensing astrally is a voluntary act.

Sixth Circle

See Matrix

by *Marc Beyer*

Threads: 2

Weaving Difficulty: 12/19

Range: 50 yards

Duration: 5+Rank rounds

Effect: Willforce + 6

Casting Difficulty: Spell Defense of Astral Space (6)

The wizard closes his eyes, then opens them as he makes a parting motion with his hands, as if pushing aside curtains. He can then see the Spell Matrices of others. The spell works in a similar way to Astral Sense, but is designed specifically to recognize Matrices and their contents. The Spellcasting Test is made against the Spell Defense of astral space in the area. The wizard then rolls the Effect Test against the Spell Defense of any target in range he wishes to check.

An average success lets the wizard see the Spell Matrices of his target and lets him know of which type they are (Enhanced, Armored etc.); a Good success will reveal of which discipline the spells inside the matrix are as well as the matrix's rank. An Excellent success will let the wizard see the True Patterns of the spells within the matrices (note that he will only recognize the patterns he himself knows i.e. the patterns of spells he himself has learned) and show him the circle of the spell as well as the number of threads currently woven to it, while an Extraordinary success will give him an idea what the patterns he doesn't recognize are about (for example, a wizard getting an Extraordinary result against a Nethermancer with "Death's Head", "Spirit Servant" and "Pain" in his matrices would know that one spell is used to change the Nethermancer's appearance, the second to summon an astral being and the third to cause damage to the spell's target).

Seventh Circle

Cast Rune

by Marc Beyer

Threads: varies

Weaving Difficulty: 13/21

Range: Touch

Duration: Rank days

Effect: Stores Spell in a rune

Casting Difficulty: 2

To cast this spell, the wizard must create a rune representing the spell he wishes to store. Each spell has a specific rune, which cannot be used for any other. Wizards who know this spell must keep track of the runes they know. Characters who know this spell may recognize runes with a Spellcasting Test against the Weaving Difficulty of the spell contained.

Designing a new rune is only possible for a new spell, as the patterns required to capture a spell are very specific, and redesigning a rune cannot be done. Make a Weaving test against the Reattunement Difficulty of the new spell to design a capture rune for it.

The wizard weaves a number of threads equal to the circle of the spell to be stored. The wizard takes 1 Point of Strain each time he fails to weave a thread, and must make a Willforce Test against the Weaving Difficulty plus the number of threads already woven to see if he can continue. Once all the threads are woven, the wizard casts the spell, while at the same time another magician (of any Discipline) casts the spell which is to be stored. The Spell Effect is sucked into the rune and kept there for the duration of the Cast Rune spell. This can be done rank times with the same rune, so that a maximum of rank castings can be stored in one rune at any time.

When the rune is touched (either directly, or by means of a held or worn object), the stored spell is unleashed. Spells are released once per round for as long as the rune is touched until there are no more spells contained in the rune. If the rune is somehow physically removed from the object, the stored spells are erased. The duration of the Cast Rune spell can be extended to rank months using blood magic. This costs the caster 2 points of permanent damage, which can be healed after the Cast Rune expires or is removed.



Theory

Sympathetic Infusion By James Rocco

Outside, the rain had just stopped. The rain-washed smell in the air hadn't yet faded, thunder still rolled in the distance, and the night was randomly shot through with flashes from distant lightning. The storm had brought a larger crowd than usual to the Faded Veil tavern for the hour.

While most present in the warm, dry inn were the common folk of the small town, a few were very obviously different. They had the swagger of Adepts and the loud voices to go with that fact. The volume of their voices only served to ease the task of eavesdropping. Everyone in the tavern ached to hear every word said at the adepts' table.

"...and bring me the smoke producing organs of the little known Maluviad Hawk." Cledzo repeated to his companions. While they sat to a rare hot meal which should have brightened their mood, they seemed troubled and unhappy. The troubadour was simply voicing the needs of their latest patron. His words brought several snarls in response.

"Another search and slice." Bel mocked, tossing a hunk of bread to the table in frustration. "If it isn't butchered animal parts, it's rare herbs and orchids. Why are these spellcasters always looking for this strange stuff?" The warrior was in poor spirits as was usual the night before leaving on an adventure.

Instinctively, Bel and Cledzo both looked to Lyanna for an answer. She was obviously surprised at the sudden attention and looked to see if someone was behind her. "Huh? What do you mean?" she asked upon finding no one there.

Cledzo spread his arms wide and spoke in melodic, yet patronizing elven tones, "Surely you are not saying that every spellcaster in Barsaive knows something you don't, fair Wizard."

She harumphed in response.

"Then tell us: Why do they always want this strange stuff?" he asked, mimicking the Warrior's voice and mannerisms.

"Why isn't it obvious?" Lyanna replied, stalling for time. "It is just... just... over your heads. Yes... over your heads."

"Over your's, too, I would say." Gahdrik said, finally adding to the conversation. If there was one thing they all knew, when the old ork cavalryman got involved in idle chatter, it was no longer idle.

"Why don't you ever need any of this stuff?" Bel asked Lyanna, his frustration mounting. "We're always out killing this thing or that -- but if the creatures parts aren't worth anything on the open market, I never hear you wanting any part of them... no pun intended."

Not having an answer bothered Lyanna more than any wizard should allow herself to be bothered. She could hear no more of this conversation and so she left the group in a huff. The truth was, there was no reason to go looking for any of this stuff as far as she could tell... except on the off chance that it just looked good to see jars of powdered witherfang venom in a lab. That seemed highly unlikely. Why were they always out gathering this stuff?

So why are NPC magicians always sending adventurers out looking for this creature's horn or that forest's ivy leaves? Why don't Player Character magicians ever have use for such things? Well... if they know of Sympathetic Infusion, they do.

Sympathetic Infusion is just a fancy name, really, for incorporating the patterns of creatures with innate magical abilities into the pattern of a spell while that spell is being designed. The magician doesn't actually stuff a whole animal into his spell. What he actually does is find a sympathetic focus, a representative part, of that power and uses the physical presence of that focus to aid in the creation of a spell. This can have the result of allowing the spellcaster to finish a spell sooner or make a more potent spell depending on how he uses the benefits of his chosen focus. The magician designing a spell infuses the spell's pattern with the energy of a sympathetic link and, thus, gains benefits in the design of the spell for use during the 'Weaving the Spell Characteristics' tests.

Sympathetic Infusion attempts to introduce the paranatural world's present examples of potential magic use into the pattern of a spell. For example, if an Elementalist was creating a spell that enabled him to

breathe fire, he might seek out the proper glands or body parts from creatures that already possess that ability. Obvious choices would be hell hounds and dragons. While a dragon's fire breathing organs might be unbeatable for this purpose, obtaining them is another story. Hell hounds are much easier to utilize since their useful glands are easier to obtain but the results would not be as remarkable.

Should the magician decide to utilize this path, first he or she must obtain the desired body part, usually by killing the creature in question. Adepts are frequently obtaining body parts from various creatures but rarely show any regard to organ viability. Any spellcaster performing the act of collection himself can make a Half Magic test to do so as can Beastmasters. Characters with Creature Lore may roll that skill for the task assuming they have identified the creature properly. The target number for the task is usually 6 though this can be modified by the conditions by which the creature was killed and the quality of the available tools. Hacking the glands out of a hell hound with a battle-axe after blowing the hell hound apart with an airship's fire cannon isn't going to be very effective. Carefully dissecting the creature after killing it with a few, well-placed sword blows will obtain much better results. Body parts, properly removed and stored, remain viable for Spell Creation for decades. Once removed and stored, they may be processed for easier handling, as well, such as through powdering, dehydrating, distilling, etc. The only negative effect of such processing is that the items tend to become easier to break, lose or destroy. Powdered jehuthra spinners can easily be spilled but are light and easy to carry and store while the actual, unprocessed parts, though cumbersome, will usually not be lost if simply dropped to the floor.

The body part used will grant the character a bonus based on the creatures Legend Point Value. This bonus is cumulative with any other bonuses that might be accrued by a designing spellcaster such as taking extra time, etc. However, excluding the time it takes to gather the materials, Sympathetic Infusion does not require any additional time in and of itself. The bonus generated can be divided and allocated during the 'Weaving the Spell Characteristics' tests as the spell creating magician sees fit as per the rules in the Magic: A Manual of Mystic Secrets sourcebook.

Only the body parts from the creature of the highest category can be woven into the spell's pattern. You can not mix and match parts and multiple parts have no additional effect. The exact value of the body parts are based upon the Legend Point value of the creature as shown on the table below.

Legend Points	Step Bonus
<100	None
100-1,999	+1
2,000-4,999	+2
5,000-9,999	+3
10,000-19,999	+4
20,000-39,999	+5
40,000-74,999	+6
75,000-124,999	+7
125,000-199,999	+8
200,000-324,999	+9
325,000-499,999	+10
500,000-749,999	+12
+250,000	+2 each

Look up the Legend Point value of the creature whose parts are being used for the purposes of Sympathetic Infusion. Read across the chart to see the Step Bonus that creature's parts would grant. For example, if the magician creating the Firebreath spell used the glands from a common dragon's fire breathing organs, they would probably be worth +9 steps. Those steps can be allocated to the necessary tests however the magician sees fit. A Hell Hound would only grant him a +1 Step bonus.

Since time and creature parts can be combined, the Elementalist working on the Fire Breath spell and using a dragon's fire breathing organs (don't let Icewing find out!) can allocate all 9 steps from the dragon's parts to Empowering the Spell Pattern, for example, AND spend 5 years doing it for a total of +21 Steps... but by then, Icewing will probably have shown him the error of his arrogant and foolish ways. Everyone's a critic...

The chart above gives only a rough estimate of a creature's value. Some creatures may have the bonus (or penalty depending on whom you ask) of being worth more or less than the chart indicates at the GM's discretion. Also, it should be well noted that some creatures may have latent abilities unnoticed in the creature's behavior yet present deep within the it's pattern. Theorists have surmised that these are abilities that have not yet manifested or may very well be old abilities no longer displayed due to the decline in the level of magic in the world. It has been found that even these latent features can effectively be lent to the process of designing and creating a spell. So don't look so strangely at the Nethermancer who tells you he needs for you to retrieve the vocal cord of a Snow Badger. He just might know something you don't...

Swamp Creatures

by Andrew Ragland

To Kylara B'Tenn, Chief Clerk, Flora and Fauna Room, Hall of Records, Throal:

Swamps have never been my favored habitat. However, the dismal environment seems to be a lodestone for Horrors, and so there I must go, if I am to complete my research. Enclosed are a series of records dealing with the Mist Swamps, recopied for clarity. My original notes were badly stained and nearly illegible, requiring several weeks at a Guild inn to properly decipher.

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

Himme'oy

Most Name-givers, traveling through what they perceive as hostile territory, watch for overt threats. They keep up their defenses against hostile

animals and Name-givers that could pose a direct threat to life or limb. Natural hazards tend to be given a lower priority, especially by those unfamiliar with the dangers the region may present. The problem with this approach is that a Name-giver wary of

Kylara --

I realize that Evanten enjoys the favor of King Neden, that his work has been invaluable in dealing with the legacies of the Scourge, and that as a field researcher for the Hall of Records, he is authorized to charge his expenses to the crown's accounts. However, I do not believe that putting his notes in order requires that many uylars. Would you please have a word with him?

-- Merrox

obvious large dangers may blunder directly into a

threat of equal peril but much less visibility. As well, there are dangers that are incidental, and not direct, that can be just as perilous as something large and toothy intending to put the traveler on its menu. In this particular case, a small insect falling from a tree can do just as much injury as a brigand with a dagger.

The centipede is a long, slender insect, in length and diameter approximately equal to an elf's forefinger. It sports twenty-five pairs of legs down its body, like a large caterpillar. Most insects of this type have large mandibles and chewing palps, their primary diet being leaves, most often the young tender ones at the outer reaches of a tree's limbs. The one I wish to discuss here, a subspecies known locally as the himme'oy, has instead a tubule like that of a butterfly, and exists on the sap of the tree. The method by which it gains access to its favorite food makes it dangerous.

The himme'oy secretes a powerful acid from glands on its legs. When it locates a choice feeding area, on the end of a limb where the bark is thin, it bunches itself up and releases the acid. When sap begins oozing up around its feet, it stops the flow of acid, extends its tubule and feeds. This same mechanism can be used for defense.

Brightly colored in longitudinal stripes of orange and blue, the himme'oy is shunned by animals able to see its coloration. Two other subspecies of centipedes, lacking the acid secretion capability, mimic the himme'oy's coloring in hopes of repelling potential predators. Name-givers who keep a proper lookout should be able to avoid the himme'oy with relative ease. Those who casually push aside branches in their way may accidentally dislodge a himme'oy, sending it down between themselves and their clothing or armor. The acid that dissolves tree bark is remarkably effective against Name-giver skin, even the thick hide of a Troll. Getting the insect out without crushing it and releasing the remainder of its acid is a tricky proposition.

Adventure Hook

A small militia unit from a village on the edge of the Mist Swamps asks the adepts to help them

collect himme'oy's. They intend to use the insects to prepare weapons against a tribe of ork scorchers who have regularly swept down on the village, looting the crops. This year, the militia will have a few nasty surprises when the orks arrive. The militia can't pay much in silver, but they will have a good harvest if the orks don't get it all.



Game Information

When a himme'oy takes a third Wound, it makes an immediate Attack Test, then dies. The insect stores enough acid for four attacks. It requires one-quarter day to secrete enough acid to make one attack. Capturing one alive requires a container that its acid cannot eat through, or provoking the himme'oy into making its four attacks on a tree branch, then placing it into a container and keeping it unconscious. As an optional rule, each time the himme'oy makes an Attack Test against an armored person, the armor loses one-fourth of the damage it soaks, decreasing its Armor Rating appropriately.

Game Mechanics

DEX 4	STR 1	TOU 2
PER 2	WIL 2	CHA 1
Initiative: 7	Number of Attacks: 1	
Attack: 12	Damage: 17	
Number of Spells: 0	Spellcasting: 0	

Effect: 0	Physical Defense: 5
Spell Defense: 3	Social Defense: 2
Armor: 0	Mystic Armor: 0
Knockdown: 2	Recovery Tests: 1
Death Rating: 15	Wound Threshold: 2
Unconsciousness Rating: 7	
Combat Movement: 15	
Full Movement: 30	
Legend Points: 75	
Equipment: None	
Loot: None	

Qelodo

Threats do not always represent potential injury. For example, spoo-gras rarely do more than nip at the finer of a curious child, yet they can do terrible things to a traveler's gear if given the time and opportunity. Having a small item go missing at a bad moment can be detrimental to one's health.

The qelodo appears to be related to other lizards that can change their skin color from green to brown, to blend in as they move from leaves to bare branches. I say "appears" partially because observing a living specimen is remarkably difficult, and the two dead specimens I have been able to examine were badly damaged by Name-givers applying far too much enthusiasm to their demise. In gross detail, the qelodo measures from nose to tail the same as an elf's lower arm, from elbow to middle finger-tip. Its forelimbs and in moderately prehensile digits, giving it very nearly the grasping capability of a tonduy. When alive, the qelodo generates powerful magical effects that increase its speed and decrease its visibility, giving it its name, which in the Dinganni tongue means "invisible lightning." Like an illusionist, it wraps the appearance of its surroundings about itself, allowing it to pass boldly among crowds of Name-givers. Only those people who are preternaturally sensitive to illusion magics, or who rely on astral sight, or who are actively seeking such a creature, are likely to notice it.

While its diet consists primarily of insects, like its nonmagical relatives, it is attracted like a raven to small shiny objects. Like a raven, it filches these items for its nest. The qelodo shows an annoying talent and propensity for acquiring these baubles from the kit of Name-givers. A dwarf who presented me with one of the recently deceased specimens I examined took a grim satisfaction in its death. He'd recovered an amulet from its nest that he'd previously woven threads to, using the mystic connection to locate his stolen possession. It could have been worse, he said. The amulet could have been taken by someone who knew

how to use it against him. The possibility of a beastmaster bonding with one of these lizards and using it against his enemies comes to mind. The damage such a beastmaster could do could be substantial. I suppose we should all be grateful that no amount of training can increase a beast's intelligence. Such a bonded qelodo would be just as likely to steal cheap glass jewelry as magical artifacts.

Adventure Hook

An illusionist offers to pay the adepts in gold if they can discover how the qelodo manages to keep its invisibility with itself as it moves. Bringing in a live specimen would be the best route, but the illusionist will settle for a dead one, or for that matter, just the secret with no animal live or dead being involved.

Game Information

The qelodo's speed power works like the Sprint Talent. Make a Spellcasting Test against the animal's own Spell Defense, which cannot be voluntarily lowered. On a Good or better success, the qelodo's Combat Movement increases by 110 yards, and its Full Movement increases by 220 yards. The qelodo takes a point of Strain each round it uses this ability, which can be used in the same round as an Attack Test or other action.

See the Illusionist spell Nobody Here (ED, p.170) for general rules on the qelodo's Invisibility power. Make a Spellcasting Test against the highest Spell Defense of anyone or anything within ten yards of the qelodo. If successful, make a second Spellcasting Test. Add 18 to that to find the difficulty of a Perception Test made to find the qelodo by sight. The effect does not block smell and hearing, but does block heat sight. Astral sight is not affected. This invisibility affects only the qelodo, and the effect moves with the creature. The effect costs the qelodo one point of Strain, and lasts for 8 minutes. If the qelodo makes a successful Attack Test while invisible, the effect is immediately dispelled.

Qeledos will attempt to break off combat and leave, using both its powers, when it takes its second Wound.

Game Mechanics

DEX	10	STR	2	TOU	4
PER	3	WIL	3	CHA	2
Initiative:	12	Number of Attacks:	1		
Attack:	8	Damage:	6		
Number of Spells:	2	Spellcasting:	11		
Effect:	Invisibility, Speed	Physical Defense:	13		

Spell Defense:	4	Social Defense:	3
Armor:	0	Mystic Armor:	0
Knockdown:	7	Recovery Tests:	2
Death Rating:	30	Wound Threshold:	7
Unconsciousness Rating:	21		
Combat Movement:	55		
Full Movement:	110		
Legend Points:	140		
Equipment:	None		
Loot:	A handful of shiny objects, which may be anything the GM desires.		

Gotampeuy

As if stagnant water was not already bad enough, with its stink and algae scum and peril of jidwars and threat of disease, now I discover something that renders splashing through the swamps even less appealing. Fortunately, the foul beasts only seem to occur in the depths of the Mist Swamps, where only the mad or the desperate travel. I have to wonder what that says about me.

I speak here of the gotampeuy, or the burrowing leech, a nastier cousin of the ordinary leech. Anyone who has dealt with swamps or fens knows about leeches, as do most healers. Jaspree always has a purpose, although with some forms of life, that purpose may be difficult to ascertain. What travelers find a disgusting annoyance, healers find indispensable for encouraging blood flow to recently repaired limbs. The burrowing leech, on the other hand, has no such medicinal use. As far as I can tell, it exists only to remove from the population anything senseless enough to go paddling about in scummy water.

The normal leech is a slug-like insect about a finger's length, muddy brown in color, with tripartite jaws at one end. It uses its three fangs to latch onto the skin of warm-blooded animals, then pokes a hole through the skin with its barbed tongue and feeds on the resultant flow of blood. As a side note, I once met a nethermancer who seemed to think that this process could have an arcane use. Having very little interest in blood magic, I did not pursue the matter. Perhaps one of the wizards attached to the Hall of Records should investigate. Wizards can't seem to pass up the opportunity to acquire new magical knowledge, no matter how disturbing or disgusting.

The gotampeuy takes the feeding process a step further. Its body is covered with tiny, sharp-edged scales. Once it gains a grasp on the skin of a victim, it flexes itself like a snake, widening the hole and using its scales to push itself into the flesh of its meal. This makes it impossible to remove by the usual expedient

of applying a heated knife or open flame to the body of the leech. Once a gotampeuy has entered its victim, it cannot be pulled out, as the scales take hold like the barbs on an arrowhead, preventing it from moving backward. It must be cut out, doing even more damage to the anima or person unfortunate enough to have encountered the leech. What's more, it must be removed within three days, or it will spawn, releasing flesh-eating grubs into the surrounding tissues. These grubs eat their way out, hoping to fall into stagnant water where they can metamorphose from their carnivorous juvenile state into blood-sucking adults. An infestation can result from a single gotampeuy, requiring amputation of the limb, and even causing death in extreme cases.

I have charged a pair of hip-high dry boots against the account of the Hall of Records. This equipment is vital to my continuing research into the flora and fauna of the Mist Swamps.

Adventure Hook

While in the Mist Swamps, or other swampy area, the party stumbles across a dwarf warrior, dying of gotampeuy infestation. He gasps out enough through his pain for the party to realize he is an operative of the Eye of Throat, with important observations about Theran activities in the area. He cannot speak clearly enough, nor is he sufficiently lucid, to dictate his findings to a scribe. If the party does not act swiftly to cure him of the infestation, his knowledge will be lost to the Crown.

Game Information

Under normal circumstances, the gotampeuy gets the Blindsight combat modifier, due to its attacking from underneath muddy water. It only attacks if it reaches bare skin, and so ignores all non-natural armor modifiers. If its attack causes a Wound, it enters the victim's body on its next action. The leech does 5 points of damage per day for three days. This damage cannot be healed unless the leech is removed. Cutting out the leech causes a minimum of 8 points of damage plus a Wound, possibly more if a Healing roll fails. On the fourth day, the original leech dies, but the victim begins taking 6 points of damage per day, again that cannot be healed unless the infestation is cleared, as the grubs eat their way out. This process takes four days. Removing the grubs usually requires amputation of the infested area. Clever use of healing magics or cauterization may be effective.

Game Mechanics

DEX	4	STR	1	TOU	2
PER	1	WIL	1	CHA	1
Initiative:	5	Number of Attacks: 1			
Attack:	6	Damage: 5			
Number of Spells:	0	Spellcasting: 0			
Effect:	0	Physical Defense: 5			
Spell Defense:	2	Social Defense: 2			
Armor:	0	Mystic Armor: 0			
Knockdown:	1	Recovery Tests:			
Death Rating:	10	Wound Threshold: 1			
Unconsciousness Rating:	4				
Combat Movement:	13				
Full Movement:	25				
Legend Points:	30				
Equipment:	None				
Loot:	None				

Fisher Wasps

Nothing happens without a cause. Animals do not develop behaviors on their own without an impelling reason in their environment. Sometimes, however, a researcher must spend a good deal of time, or depend upon a fortuitous circumstance, to discover the cause.

In the case of the fisher wasps, a chance meeting resolved the mystery. I had heard of these insects having a peculiar antipathy toward t'skrang. Apparently, they will not attack most Name-givers any more readily than any other breed of wasp, but will angrily swarm any t'skrang so foolish as to approach their nest. I made arrangements to test this rumor, engaging the services of a t'skrang sailor down on his luck, an elementalist who could readily take care of the insects should they attack, and a healer for general purposes. We made our way into the swamps, searching for a nest. We hadn't long to look.

Fisher wasps build their nests of chewed wood pulp like most others of their kind. They prefer to attach them to tree limbs near or overhanging running water, to be close to their food source. These wasps skim the water, enticing fish to rise to the surface in search of a quick meal. When the hapless fish breaks the surface, intent on gulping down the low-flying insect, several more immediately sting the fish in the head. This instantly paralyzes the fish, which floats to the surface. The wasps then land on it and feed, taking bits back to the nest for their young, and for the sentries and builders and queen.

As we observed the wasps going about their business, a breeze picked up, blowing from us to the nest. Within a heartbeat, a great cloud of wasps came

boiling out and made straight for us. Our t'skrang companion gave a terrified yelp, and fled, the insects in hot pursuit. Only a cloud of ice prevented him from being enveloped and quite possibly stung to death.

Well, he wanted nothing more after that than to be quit of us, so there was nothing for it but to return to the village. There, while he expounded to his friends of his near brush with death and completely laid to waste my chances of hiring a replacement, his tale and my disgruntled attitude caught the attention of a trio of adepts loitering at a back table in the tavern. A sturdy ork woman in rawhide clothing, with a dog by her side large enough to be mistaken for a wolf, proved to be Rudannid, a beastmaster of the Fifth Circle. When I bought her and her friends each an ale, she told me a story about the wasps.

It seems that she and her companions ran afoul of fisher wasps while on a mission deep in the swamps. They had gone in after a downed airship, escorting a troupe of t'skrang merchants anxious to retrieve the valuable fabric on board. According to the woman, while on the way into the swamps, they observed a large lizard, knocking a fisher wasp nest into the water, using a rock that it threw with its broad, flat tail. The lizard proceeded to push the nest under the water, and when the wasps had all drowned, feast on the grubs inside the nest. Rudannid had been borrowing her dog's sense of smell to search for possible ambush at the time, and remarked that the lizard smelled remarkably like a t'skrang who had been mucking about in the swamps for a few days without a bath. After the fabric had been recovered, and they were on their way out of the swamps, their party had the bad luck to pass upwind of a fisher wasp nest. The wasps immediately poured out, and attacked the t'skrang merchants savagely. The mission turned out badly, with some of the fabric lost or spoiled in the panic, and the adepts' reputation suffered as a result of the merchants' complaints when they finally returned to town.

I have not been able to find the lizard that Rudannid described as of yet, but have not given up the search. Unfortunately, I have no way of verifying her tale as far as the similarity of body odor goes. I have not discussed this with any t'skrang, as I have found they dislike any comparison between themselves and the lower reptiles of the world. If any researcher could provide an account of the rock-throwing lizard, or validation of the foregoing tale, I would be most grateful.

Adventure Hook

A t'skrang boatman approaches the party, and

speaks to a non-t'skrang member. It seems a colony of fisher wasps have built a nest aboard the t'skrang's riverboat while it was in drydock, having repairs done to the hull. None of the crew can get close enough to remove the nest, and the drydock workers flatly refuse to. While it's not a terribly heroic deed, the t'skrang has been authorized by her captain to offer a passage at reduced rates aboard the riverboat to anyone who will rid the boat of the wasps.

Game Information

A typical fisher wasp swarm consists of 30 to 70 wasps. For ease of handling in combat, assume that they attack in groups of ten, each group picking a single target. Each group attacks once, on a group initiative, with a combined Attack Step of 29. On an Average success, two wasps sting the target; on a Good success, four; on an Excellent, seven; and on an Extraordinary, all ten. Each wasp makes its Damage Test separately. Armor is ignored. For each wasp in the attack group killed, reduce the group's Attack Step by 2.

The Name-giver or animal stung must make a Toughness Test against the wasp's venom, using the wasp's Spellcasting step as the Spell Defense of the poison. If this test fails, the victim takes step 6 damage (the wasp's Spellcasting Effect step) for 1-5 rounds. Multiple stings do not increase the toxicity of the venom.

Fisher wasps can sting three times before running out of venom. They automatically attack t'skrang who come within thirty yards of a nest. Other Name-givers are attacked if they provoke the wasps, or attempt to aid the t'skrang.

Game Mechanics

DEX	5	STR	1	TOU	3
PER	2	WIL	2	CHA	1
Initiative:	9			Number of Attacks:	1
Attack:	9			Damage:	5
Number of Spells:	1			Spellcasting:	6
Effect:	6 (poison, damaging)			Physical Defense:	11
Spell Defense:	3			Social Defense:	2
Armor:	1			Mystic Armor:	0
Knockdown:	2			Recovery Tests:	1
Death Rating:	15			Wound Threshold:	2
Unconsciousness Rating:	6				
Combat Movement:	33				
Full Movement:	65				
Legend Points:	65				
Equipment:	None				
Loot:	None				

Night Crawler

by Eric Campeau

“Nice blowgun ...”
“Nice? No ... it's not nice!”
-- Last person to see Night
Crawler in Shi'synoa's
hands

Maximum Threads: 2

Spell Defense: 13

The Night Crawler is a 2 feet long blowgun made of a dark reddish wood, carved to have 8 spidery legs (4 on either side) wrapping around it. The tip is craved to look like a spider head with 8 gems, representing the eyes, glittering on top.

Thread Ranks

Rank 1 Cost: 200

Key Knowledge: The Night Crawler belonged to a famed t'skrang adept thief named Shi'synoa, who received it from an elementalist from Jerris, after she had saved the life of his daughter. The wielder must know that the blowgun is named the Night Crawler.

Effect: Damage for normal darts increase to Step 2.

Rank 2 Cost: 300

Effect: Range for normal darts is now 1-4/5-8/9-12.

Rank 3 Cost: 500

Key Knowledge: The elementalist, Astagor, had made the Night Crawler with the help of a weaponsmith while on an adventure through the Servos jungle. The wood used in its fabrication is from a kind of tree, the Strudos, found only in the servos. This tree has some elemental wood in it's roots and the elementalist added some elemental air to the construction of the weapon. The wielder must know that the source of the wood came from a Strudos tree in the Servos.

Deed: Return to the Servos and get a piece of Strudos to have the Night Crawler either fixed or embellished with it. The deed is worth 800 Legend Points; or 1,300 Legend Points if the exact tree from which Astagor

originally took the wood is found.

Effect: Damage for normal darts increase to Step 3.

The Night Crawler creates it's own darts. When a dart is shot, it is automatically replaced by another.

Rank 4 Cost: 800

Effect: Range for normal darts is now 1-5/6-12/13-16.

Rank 5 Cost: 1300

Key Knowledge: Of the eight gems on the Night Crawler, two are green emeralds, two are blue tourmalines, two are red rubies and two are yellow Nirecas. Each gem is affixed with a orichalcum ring. The Nirecas are rare gems only found in the Delaris Mountains and so all of them were extracted for the heart of those Mountains. The wielder must find out what type of gems form the 8 eyes on top of the Night Crawler and that they came from the Delaris Mountains.

Effect: For the cost of 1 point of Strain the darts are tipped with a poison called Crawler's Sleep (Type: Sleep, onset: 1 round, Spell Defense: 3 + Thread rank, Step Number: 6 + Thread Rank, Duration: Thread rank minutes). This poison is special in the way that it's solution has no ill-effect on the target's body. It simply puts the mind to sleep. For this reason, the body does not fight it naturally. This means overcoming the sleeping effect is all that is required. To do so, roll an effect test for the poison. The result is the difficulty number to overcome the effect. Then each round, the target rolls a willpower test against that difficulty number. The target wakes up if the test is successful or when the duration time expires.

Rank 6 Cost: 2100

Key Knowledge: Shi'synoa and her party visited a windling alchemist. While they were there, she dropped the spider-head end of her Night Crawler in some kind of solution, that later turned out to be padendra. The next use of Night Crawler saved Shi'synoa's life from a Horror's attack. The wielder must know that the Night Crawler was dipped in padendra.

Deed: The wielder must obtain padendra from a windling alchemist and put one drop in the spider-head end of the blowgun. The deed is worth 3,400 Legend Points.

Effect: For the cost of 2 point of Strain the darts tipped with a poison called Night Crawler (Type: Damage, onset: 1 round, spell defense: Thread rank., Step Number: 6 + Thread rank, Duration rank rounds).

Note. When the Night Crawler Wills a dart, the Nirecas stones give out a light shimmer and the normal darts have yellow feathers to them. When the Night Crawler Wills a dart tipped with Crawler's Sleep, the tourmaline stones give out a light shimmer and the darts have blue feathers to them. When the Night Crawler Wills a dart tipped with Night Crawler, the emeralds give out a light shimmer and the darts have green feathers to them.



Mystic Warrior Knacks

by Robert Fulford

Dragon Strike

Discipline: Mystic Warrior Talent: Unarmed Combat
Rank: 11 Cost: 100

The Dragon Strike knack allows the character to make a limited range attack against an opponent. The range of the attack equals in yards the character's rank in Unarmed Combat times two. The character takes 6 strain for each use of this knack. Though the opponent is several yards away, the force and power of the attack are still felt, so a character using this knack would make Damage Tests as though the opponent were in melee combat.

Example: Ryn has rank 12 in Unarmed Combat so could attack an opponent up to 24 yards away. He is attacking Nakaro and makes a Dragon Strike attack since Nakaro is 10 yards away. Ryn takes the 6 Strain and makes an Unarmed Combat Test against Nakaro's Physical Defense and scores a hit. Ryn then rolls damage normally, even using his Fiery Hand Strike knack, to give it all a more visually impressive effect.

Fiery Hand Strike

Discipline: Mystic Warrior Talent: Iron Fist
Rank: 3 Cost: 100

The Fiery Hand Strike knack causes the character's hands to burst into flames for one round or until it does damage and then it fades away. The character takes 1 Strain and then may add 3 steps to their Iron Fist Damage Step.

Focus Mind

Discipline: Mystic Warrior Talent: Steel Thought
Rank: 5 Cost: 100

Allows the Mystic Warrior to use their Steel Thought talent to improve their Spell Defense. The character takes 3 Strain and then rolls their Steel Thought talent. The result is the character's new Spell Defense rating, even if the rating is lower than what the character's Spell Defense previously was. The effect lasts for a number of rounds equal to the character's rank in Steel Thought.

Head Butt

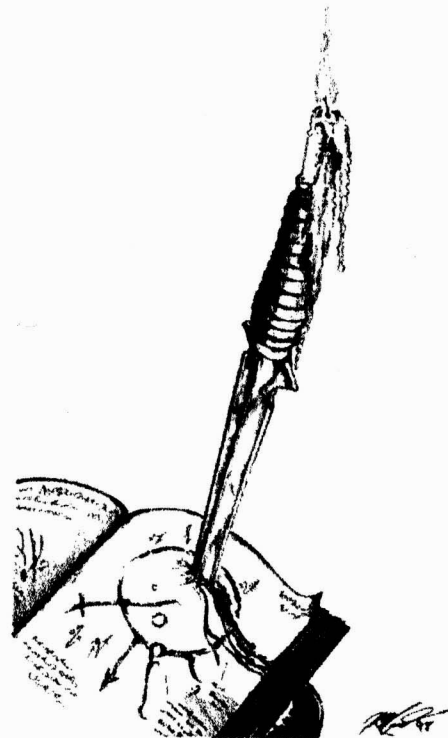
(AmoB, p.57)
Discipline: Mystic Warrior Talent: Unarmed Combat
Rank: 5 Cost: 100

Mighty Throw

(AmoB, p.59)
Discipline: Mystic Warrior Talent: Unarmed Combat
Rank: 7 Cost: 100

Pin Down

(AmoB, p.60)
Discipline: Mystic Warrior Talent: Unarmed Combat
Rank: 3 Cost: 100



Guilds and Societies

by Robert Fulford

“During my travels across Barsaive, I have come across some interesting guilds and societies. There are quite a few these days; some seem to pop up over night. Of course, you have your merchant guilds, but those are always going to be there. Where there is civilization, there is trade. The more interesting societies/guilds that I have come across are Living Legend Cults, Adept societies and guilds, and Questor societies.

“They are quite common in the more prosperous cities, but can be hard to find in smaller communities. I have talked with members of these various associations when possible, and have written a few notes in my grimoire about each guild/society. I hope that some day, I shall be able to take the time to copy them from my grimoire to a more public source.”

- Dal, Elementalist of Falme

Silver Quill Society

Description

“Our society's aim is the preservation of knowledge and the advancement of our fellow wizards. We take our name from the stylized brooch that we all wear, in the form of a silver quill. Each quill has colored rings hanging from the underside of the brooch, which denotes originating society house, status within the society and ability.”

- Achalan, elven wizard from Urupa chapterhouse

The Silver Quill Society is a small but fairly prestigious society for the advancement of knowledge and power of wizards. The society has only existed within Barsaive for a relatively short amount of time, but has gained in membership rapidly since its conception 50 years ago.

Joining

Any wizard who can pay the required fee, as described below in the Annual Fee section, may join the Silver Quill Society. There is a motherhouse in Throal, and chapterhouses in Travar and Urupa. All wizards wishing to join the Silver Quill Society must swear an oath to not reveal any knowledge that they gain from the society, unless granted permission by their Society House Leader. (This has caused some tricky political situations in the past.) The oath also prevents the character from training someone who is not a member of the society, and the character cannot be trained by anyone other than their House Trainer. All training of members must take place on society grounds.

Annual Fee

The Silver Quill Society does have an annual fee that its members must pay, but the cost is not debilitating. The fee must be paid to the Treasurer of that member's starting chapterhouse.

Circle:	Fee/year:
1	50 sp
2	100 sp
3	150 sp
4	250 sp
5	400 sp
6	500 sp
7	750 sp
8	1000 sp
9	1250 sp
10	1750 sp
11	2500 sp
12+	3750 sp

Training

Circle advancement is free, depending on whether or not the member has paid their dues for the year, and only up to Circle 12. At Circles 13-15 members may only be trained through use of the Ghost Master Ritual. For Ghost Master rituals, the member is provided with the requisite orichalcum coin. Once the member has successfully used the Ghost Master ritual and advanced to the next circle, the member returns the

coin to the society.

As an extra bonus for training in the society, all members get one free spell of their choice at circle advancement. Any additional spells that the wizard wishes to access from the society's archives require a small fee based on the following guidelines:

1. If the spell is from the ED main book or the ED Companion, then the price for access to a copy of the spell is equal to the circle of the spell x 25 sp. Note: The Silver Quill Society has all of the spells from the ED and EDC, from 1st to 10th Circle, in their archive.
2. If the spell is from the Manual of Mystic Secrets, Arcane Mysteries of Barsaive, or the Earthdawn Journal, the price for access to the spell is equal to the circle of the spell x 75 sp. The GM has final say as to whether or not a spell is available or not.
3. If the spell is custom made by a member of the society, the price for access to the spell is equal to the circle of the spell x 100 sp.

Knacks can also be learned at the Silver Quill Society, but they too cost extra. The price for learning a wizard knack is equal to the legend point cost of the knack x 5 sp.

Silver Quill

Each member of the Silver Quill Society receives a stylized silver quill brooch with rings hanging from its underside. The rings denote status and circle in the society in the following manner:

1. The rings begin at the feathered tip of the quill.
2. Each member has one more ring than they have advanced in Circle.
3. The first ring tells your society house. Red is for the motherhouse in Throal, blue is for the chapterhouse in Travar, and green is for the chapter- house in Urupa.
4. The second ring shows your primary duty:
Gold House Leader
Silver Advisor
Brown Treasurer
Grey Chief Archivist
White Archivist
Purple Trainer
Black Adventurer/Wanderer

There is one Society Leader at each house, with all chapterhouse leaders taking their orders from the Leader in the motherhouse in Throal. There are three Advisors to each Society Leader, one Treasurer in each Society House, one Chief Archivist, and three Archivists. There are always several wanderers/adventurers, and there is always at least one Trainer in each house at any given time.

5. The third and remaining rings represent your secondary duty or prior position within the society.

Confusing? Okay. D'levak has eight rings on his brooch. The first ring is red, representing his society house, in this case Throal. His second ring is white and the rest of the rings are black. This means that he is a seventh circle wizard, who used to be a wanderer or an adventurer, but is currently an Archivist.

Benefits

1. **Specialized Training:** Wizards training at the Silver Quill Society may choose to substitute a Research Talent for Arcane Mutterings, used exactly like the skill. Research is not a Discipline Talent, has no Strain, does not require Karma, and the step is equal to the rank of the talent plus the character's Perception step.
2. **Library Usage:** The Silver Quill Society is sometimes called on to aid whatever city they are residing in. In exchange for their services, the Silver Quill Society gets a discount for use of the city library. For a time negotiated during the emergency, members receive a 25% reduction in library usage fees and a 15% reduction in the use of scribes (page 267 in the main ED book under Services). Note that the reduced cost for library usage and scribes is only for the cities of Urupa, Travar, and the Kingdom of Throal. The Denairastas family will not allow a chapter- house to be established within the city of Iopos.

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