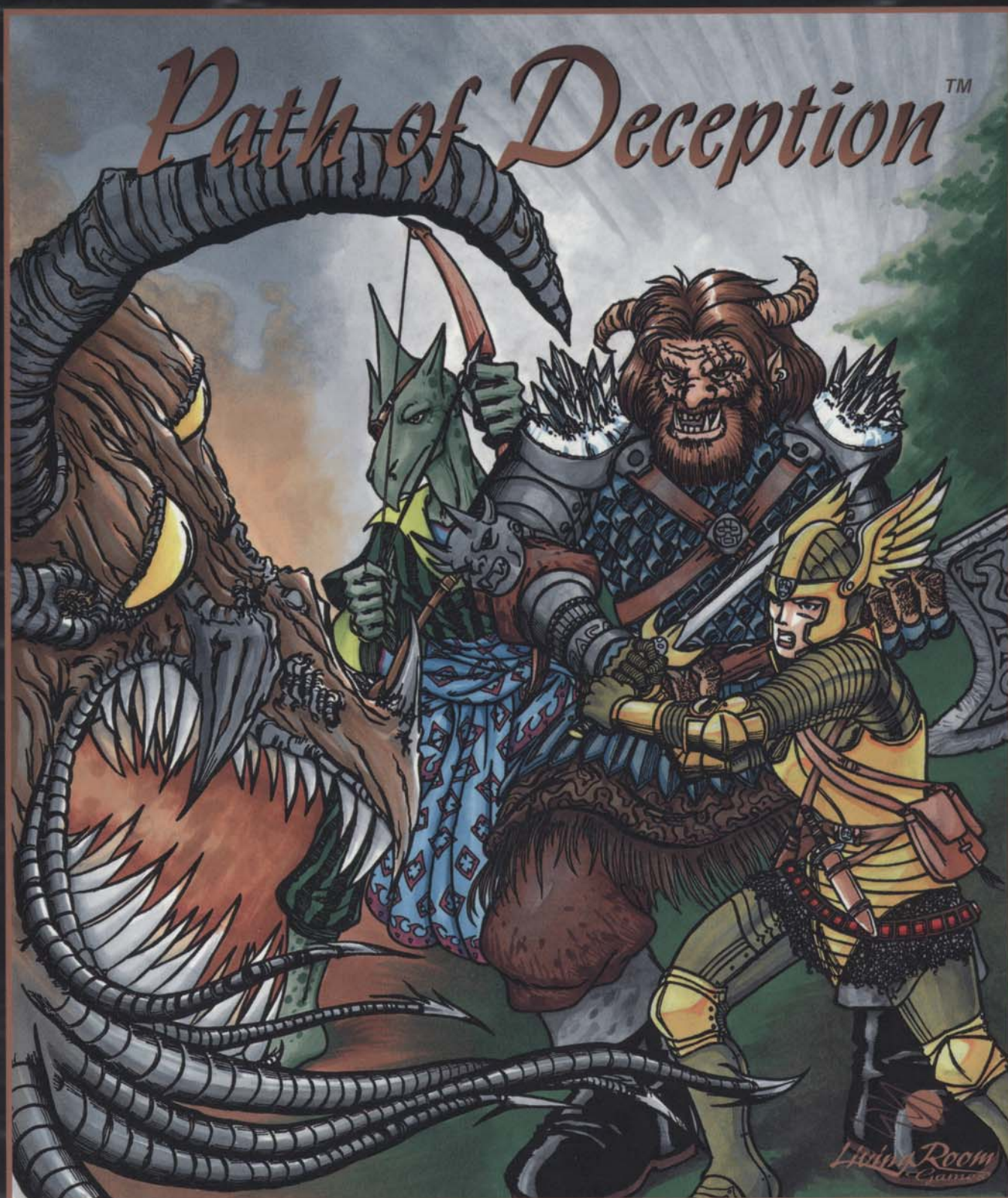
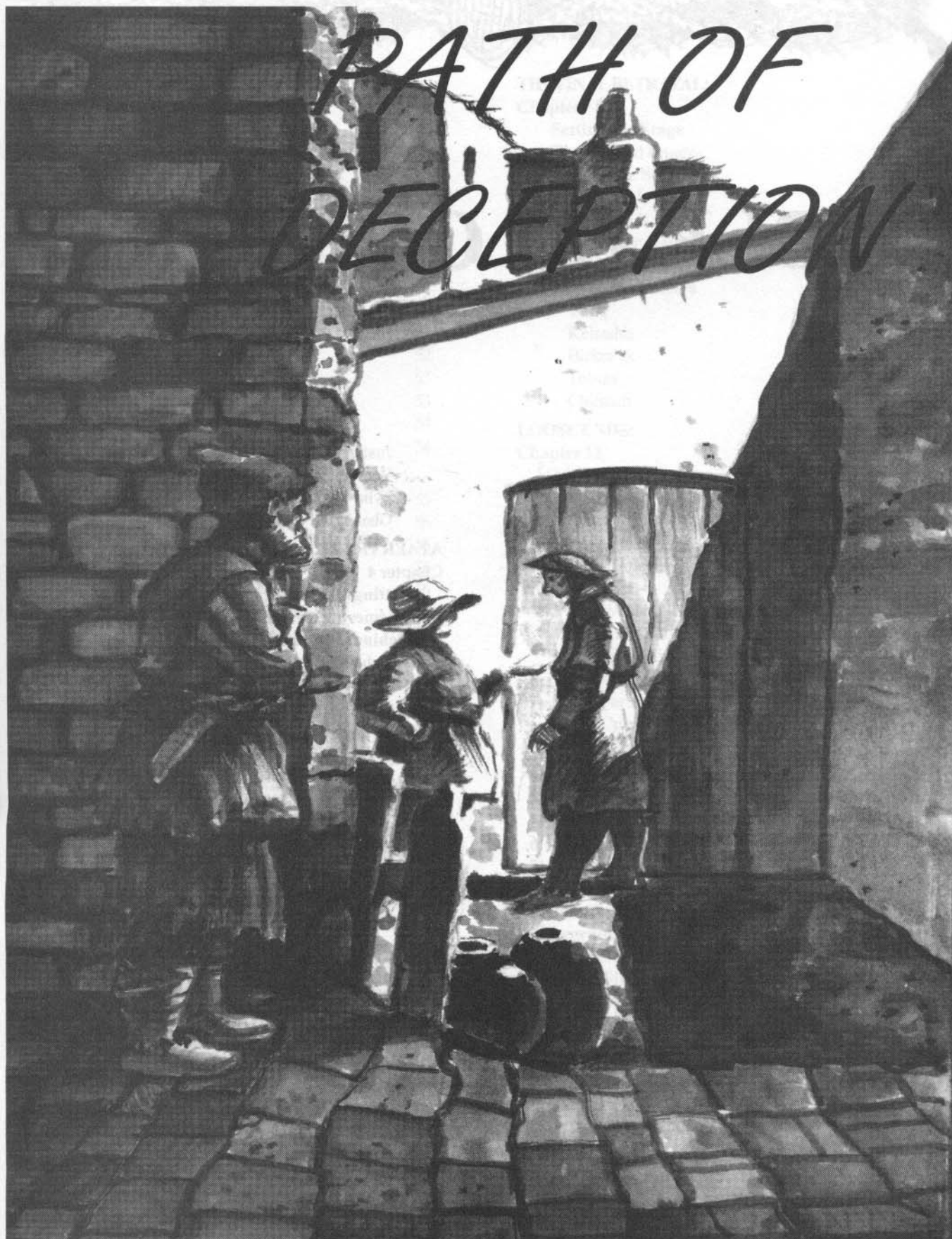


EARTHDAWN[®]



A N E A R T H D A W N A D V E N T U R E

PATH OF DECEPTION



LIVING ROOM GAMES



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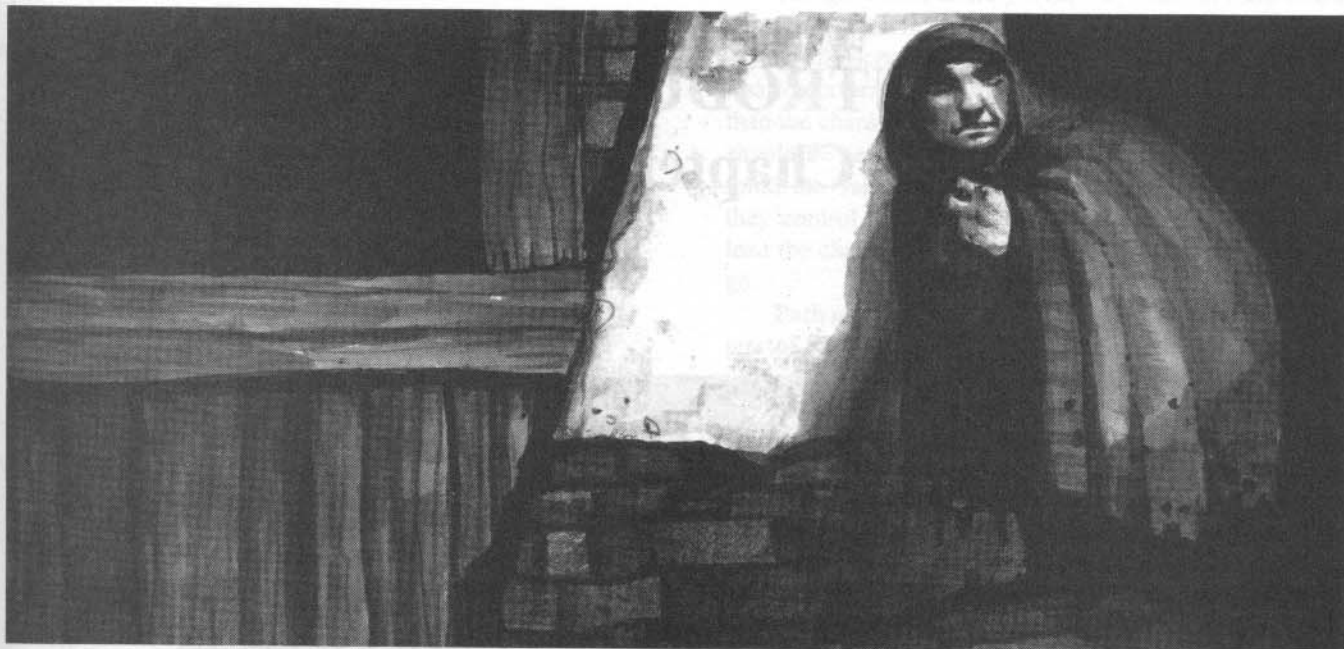
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HURLG AND TREACHERY:

A Prologue



Belstraum tapped his fingers anxiously on the hard oak of the inn's table. His guest was late - considerably late. It must have been at least half an hour since the town crier had announced it as being ten of the clock. Belstraum had been insistent, meet at ten sharp. He found this inn distasteful, and dangerous if he was seen here by the wrong person.

His thoughts were interrupted by a gruff hand on his shoulder from behind him. He almost started and quickly turned to look at a grinning Ork in black and dirty leathers giving him a toothy smile.

"You're late," said Belstraum.

"You're lucky I came at all, Elfie-boy," snapped the Ork, Toeth, taking a seat across from the noble.

"You would have missed a great opportunity. That would have been foolish."

"Yeah? Whazzat?"

Belstraum reached into a fine silk pouch dangling from his leather belt, previously hidden under a thick velvet cloak. From it, he took out a glittering Air coin, which he placed onto the table, sliding it towards the center.

He addressed the ork across from him with a voice as smooth as the silk he wore. "I have a favor to ask of you."

Intrigued, the Ork raised a brow and folded his hands atop the table to refrain from reaching for the coin right away. Despite his disdain for nobles, money always won out over any prejudices.

"Alright, ya got my attention. Go on..." Toeth grumbled.

Belstraum took out another Air coin, sliding it over next to the first. "There is a noblewoman, a Swordmaster, that would truly like to join your ragged, little band."

The Ork's curiosity switched to suspicion. He leaned forward, casting an ominous shadow over the coins and much of the elven nobleman. He hissed, "Get to the point, Elf. I have little patience for the likes of you."

The elf smiled calmly as he slid a third, fourth and fifth coin across the table in succession. "I would like you to personally see to it that she is invited into the Far Striders and accepted. I do not care how you do it."

Toeth narrowed his eyes at the smug nobleman, baring his fangs slightly. "That's a pretty big sum of money there just to let some prissy, noble girl join our party. What are you really getting at, Elf?"

A smirk flashed across the Elf's face as he reached behind his back for another object. "A perceptive one, aren't you?" He brought out a finely crafted dagger and placed it on top of the five coins already resting on the table. "This dagger is designed with a special reservoir perfect for blade poison. What I want of you, Toeth, and what I am paying so handsomely for, is for you to kill her in Parlainth. And I want you to return this dagger to me, coated in her blood, as proof that the deed has been done."

Grinning widely, the Ork finally reached over and dragged the pile of coins towards himself. Such an impressive sum just to get rid of one of those snobbish nobles. He would have been willing to do that for free. After pocketing the money and secreting the dagger into a sheath under his shirt, he spat into his hand and held it out towards the disgusted elf.

"It's a deal, Elfie!"



INTRODUCTION: Chapter One



"Rules! Rules! Rules! You might as well beat me with the tomes! That'll be a more exciting death than the one I'll get from boredom studying these books. I can't skewer an opponent with a quill, or slash a Horror with these pages. Give me my sword and a pair of good boots, and let me return to my true calling! Adventure beckons!"

- Yuriel



Path of Deception is a roleplaying adventure set in the world of **Earthdawn**.

The age of **Earthdawn** is an era of magic that existed thousands of years ago in our world's dim past. Magic touched every aspect of the lives of men and women of the Name-giver races: Humans, Elves, Dwarves, Orks, Trolls, Windlings, T'skrang, and Obsidimen. However, as the levels of magic rose, so did the dangers in the world. The Horrors, creatures from the depths of Astral space who subsisted on the suffering of Name-givers, were able to bridge the gap from their own foul domain to Earth with the rising tides of magic. The people of Barsaive hid from the Horrors in underground kaers and fortified citadels. The Scourge, as this time was known, lasted for four hundred years, and the Horrors laid waste to the land. The tides of magic eventually turned, and as its powers ever so slowly left the world, the Barsaivans emerged from their kaers, ready to rebuild life anew.

The secret of building kaers was given to the Province of Barsaive by the powerful Theran Empire, and the kaers themselves were built by the hands of Theran slaves. However, the peoples of Barsaive had lived four hundred years without the oppressive yoke of the Theran Empire. As the Scourge came to an end, the dwarven kingdom of Throal, the heart of Barsaive, wrote what is known as the Council Compact, a document that declared that Barsaivans would be free. Now, from Throal and the other corners of Barsaive, bold heroes arise to fight for life and freedom against the remaining Horrors and the Theran Empire.

Path of Deception takes place in the northeastern reaches of Barsaive, in the ruins of the Forgotten City of Parlainth. The adventurers will spend time in the rough and tumble frontier town of Haven, travel through the dangerous Smalls and the magically confusing Twists, and battle a cult of Vestrial, as well as betrayers within their own midst. Such is the path of a plot born of a Mad Passion.

GAMEMASTERING NOTES

Path of Deception is a linear adventure, meaning that each event follows a particular sequence. However, the Gamemaster should feel free to adapt the adventure to suit the needs of his or her group of players. Though the encounters progress logically, the Gamemaster need not follow the adventure precisely as written in order to run a successful game. To run the adventure, the Gamemaster needs a thorough familiarity with the contents of this book, and both the Gamemaster and the players should be familiar with the **Earthdawn rulebook (ED)**.

The contents of **Path of Deception** are for the Gamemaster's eyes only.

Things are not entirely what they seem in **Path of Deception**, and there are a number of plots that are occurring behind the scenes. Though the players have a legitimate task to perform, much more happens during this adventure than the characters realize. Even after its completion, there should be several unanswered questions. Keeping this in mind, the Gamemaster should let the characters believe that they control their own destiny while arranging events to lead the characters exactly where he or she wants them to go.

Path of Deception is best suited for six to eight characters of Third, Fourth, or Fifth Circle. If necessary, the Gamemaster should feel free to adjust the individual encounters that make up the adventure to suit larger or smaller groups. For example, if the group has only three players and their characters are supposed to battle twenty-four cultists because the adventure says so, the game session will end very quickly. However, the adventure should still pose a challenge for the players. Without the risk of failure, the game becomes dull and no one has fun. The Gamemaster should ensure that the player characters can only survive the adventure through hard work, smart playing, and a little bit of luck.

HOW TO USE THIS BOOK

Aside from the **Earthdawn rulebook**, this book contains everything required to run **Path of Deception**. Gamemasters may also find the **Parlainth: The Forgotten City** boxed set, **The Earthdawn Companion**, **Throal: The Dwarf Kingdom**, **Denizens of Earthdawn - Volume II, Prelude to War**, and the Gamemastering Earthdawn section from the **Earthdawn Gamemaster Pack** helpful.

The Gamemaster should read through the entire adventure and familiarize himself with the background before beginning the game. Several important plot developments will not become apparent to the players until well within the adventure, but the Gamemaster must understand and lay the groundwork for them early on. He or she can do that best by being familiar with the storyline. The Gamemaster should also carefully examine the maps found in **Path of Deception**. Finally, though this adventure covers most of the choices the characters may make, it is not possible to cover every contingency. The Gamemaster should be prepared to deal with the unexpected.

The **Plot Synopsis** summarizes the story background and details the most likely course that the adventure will take. The following chapters, called "Encounters", describe



the situations and events the characters must deal with during the course of the adventure. Each Encounter contains five separate sections: **Overview**, **Setting the Stage**, **Themes and Images**, **Behind the Scenes**, and **Troubleshooting**.

The **Overview** gives the Gamemaster a rough idea of what to expect in the coming Encounter.

The next section, **Setting the Stage**, contains a narrative description that the Gamemaster reads aloud to the players. The narrative describes the player characters' location and what is happening around them as if the characters were actually there.

Setting the Stage is followed by **Themes and Images**. This section gives the Gamemaster an emotional background with which to fill out the facts of the story, including ideas and tips about imagery to use in the scene - emotions to convey, sounds, sensations, and so on. The information provided varies in form and content from scene to scene, ranging from general themes to specific sensory impressions.

Behind the Scenes explains what is really going on in each encounter. This section includes important game information needed for each encounter, such as statistics for creatures, specialized information on events or locations, and so on. If the players or Gamemaster need a map to play an encounter, it appears here.

The final section of each encounter, **Troubleshooting**, suggests ways for the gamemaster to bring the adventure back on track in case things go too far wrong. For example, the characters may miss an important clue or lose a fight that they need to win. Most Gamemasters will not want the player characters to get discouraged or killed off too easily. This section offers the Gamemaster options for keeping the game going over trouble spots. The Gamemaster can, of course, ignore these hints and invent his own solutions or simply let the chips fall where they may.

Following the Encounters, **Loose Ends** sums up the consequences of the adventure and suggests ways in which the Gamemaster might use material from **Path of Deception** to create additional adventures in his overall campaign. The section also includes **Awarding Legend Points**, which provides guidelines for awarding the adventure's **Legend Points** to the player characters. The Gamemaster awards **Legend Points** after each gaming session (see **Game Session Legend Points**, below) as well as at the end of the adventure. **Cast of Characters** provides game statistics and descriptions for significant Gamemaster characters, including creatures and Horrors. Finally, **Rumors and Research** provides Gamemasters with all the information the characters can obtain from outside sources: rumors, tales and legends, library research, and so on. If he or she wishes, the Gamemaster can adapt much of the information in this section to future adventures.

GAME SESSION LEGEND POINTS

In addition to awarding **Legend Points** to player characters at the end of the adventure, the Gamemaster awards **Legend Points** at the end of each game session, whether or not the entire adventure fits into a single session (see **Gamemastering Earthdawn**, page 241, **ED**). Because **Path of Deception** will likely outlast a single game session, the encounters are grouped into several approximate sessions (see **Awarding Legend Points**, page 93 of this book).

PREPARING FOR THE ADVENTURE

It is impossible to create a published adventure that provides the appropriate opposition level for every diverse group of player characters. The Gamemaster must adjust the game statistics and capabilities of the opposition to provide an appropriate level of difficulty for his or her particular group. If the adventure does not suit the player characters' strengths and weaknesses, the gamemaster may use it as an outline — the bones to develop an adventure of his own. Or, if it works well except for a glitch here and there, the Gamemaster can change any part of the plot or events to make the adventure a better one.

Maps provided for the adventure include several areas where the adventure takes place in the Forgotten City of Parlainth, including part of the Smalls and part of the Twists. Also included are plans of a Temple of Vestrial, which the characters must explore to succeed.

Keep in mind that you, as the Gamemaster, have a unique responsibility to make the adventure exciting, keep the players involved, and hold the story on track. In describing the world of **Earthdawn**, try to answer all of the players' questions about what the characters see, hear, touch, smell, and taste. Feel free to go beyond the descriptions provided in this book when evoking places and moods. To ensure the players remain connected to the unfolding scene, ask "What do you do?" each time you finish describing a new event to them. By having the players describe their character's actions, the players help to tell the story and add to their own enjoyment. If the players wander from the storyline, nudge them back in the right direction. If the players make choices that interrupt the story or make them miss a vital clue, drop hints to encourage them to do what the adventure expects. Remember, however, to keep it subtle. A Gamemaster guides the players; he does not tell them what to do.





PLOT SYNOPSIS

Vestrial, the Mad Passion of manipulation and deceit, has begun one of his countless schemes. It was not long after the coronation of King Neden of Throal that the great assault upon the Theran behemoth, Triumph, was announced. Noble houses sent representatives to accompany the Arm of Throal in their campaign against Thera, both to bring honor to their houses and to share in the glory that would be Throal's as their forces crushed the Therans. One of these houses in particular, the Circle Path Trading Company, an elven noble merchant's guild, sent the majority of their highest ranking members along with the airship fleet, led by the guild leader, Alfaliel.

Over Prajor's Field, the two sides met and clashed, the battle fierce and bloody. Throal's vastly greater numbers of Adepts fought relentlessly against Thera's many magically enhanced troops. Casualties were devastating on both sides, upon the land and in the air. Dozens of airships fell from the skies on that day, and perhaps one of the more tragic losses was that of the ship belonging to the Circle Path. It was reported that there were no survivors aboard that vessel.

As word of the conflict's results reached Throal, the Circle Path Company fell into turmoil. With all of their leading members lost, the yoke of leadership now fell upon the shoulders of young Yuriel. A headstrong and stubbornly independent young woman (some would say 'girl'), Yuriel chose to explore the world as an adventurer rather than accept her responsibility as a noblewoman. As a Swordmaster of fair repute, she often abandoned her duties to traipse off to new ventures. It was while she was away on one such journey that Throal moved against Thera. Thus, she was spared from having to join the other representatives of the Circle Path Company and hence avoided their fate.

Despite the prestige of her title, Yuriel had no desire whatsoever to live the sedentary life of a noble, yet she could not simply walk away from it. As their leader, abandoning the Circle Path now would destroy the House, and as much as she hated the job, she still felt a sense of duty towards it. With strict customs engraved into the minds of its members, there was no discernible way for her to leave or to allow for someone else to take over her position easily. She reluctantly performed her duties as leader of the Circle Path Company for a short while, more as a figurehead as she left decisions to her trusted advisor, Nemiroph, and to her younger brother, Remiel. During those few agonizing weeks, she constantly searched for a way to be released from her responsibilities.

Regardless of her shortcomings as a noblewoman, Yuriel's charm and charismatic demeanor still won her many supporters. Few knew that she was not the one responsible

for many of the major decisions that were made, but there were those that knew the truth of the matter. There were also those that would prefer her ousted, rather than risk letting her destroy the honor and reputation of the Circle Path Company. Her brother, who was next in line for succession, was surely the more competent, but to even speak of it could bring about banishment from the House. Most of these potential adversaries remained grudgingly silent. One elf, however, dared plot the unthinkable - the assassination of Yuriel.

Belstraum, a distant relative to Yuriel, was fiercely loyal to the House and believed that if something was not done soon, all would be lost. A scholar in his own right and knowledgeable in the workings of the House's procedures, he devised a plan to lure the girl away and quietly dispose of her far from Throal so as not to bring any suspicion upon members of the House. Knowing that Yuriel had been searching through the tomes upon which the laws of the House were written to find some ruling that would allow her to get away from her duties, he left one book in particular out upon a table for her to find. Within the book was a clause which stated that for the purpose of securing a trade agreement with a potential partner, the ruling member of the House was permitted to leave without committee approval, for the sake of negotiations, leaving the next highest ranking noble present in charge.

With the first part of his plans set in motion, Belstraum sought out a group of adventurers preparing to depart for some distant place. He received word of the Far Striders, a band of adventurers with experiences similar to that of Yuriel, and even better, they were preparing to depart for Parlainth. After doing some research on the party, he secretly contacted one of the members, Toeth Nightscar, and arranged for a meeting in the outskirts of Throal.

In the meantime, Yuriel had found the book left so conveniently out in the open and the rule within. Ecstatic, but thinking it was her brother doing this favor for her, instead of Belstraum, she began to prepare for her departure. By the luck of the Passions, before the day had even passed, she received a message from Toeth. He told Yuriel that the Far Striders had heard of her exploits, and was looking specifically for someone of her caliber to join them in a journey to Parlainth. This was exactly the chance that she was looking for. She quickly gathered her things, and penned a note to her brother marked with the official House seal. She slid the letter between the pages of the book where she found her "Freedom Clause", and left it in front of his door. With that, she disappeared into the night, to meet with her newfound comrades.

The next morning, Remiel found the note waiting for him. 'Gone to Parlainth to set up new trade deal. The House is yours. Thanks! - Yuriel'. Knowing her true intentions, he



realized there was very little that could actually be done about it. The ruling was enough to justify her sudden departure, and, besides, she was probably aboard an airship and well on her way already.

There was an uproar amongst the House Committee at the news of Yuriel's departure, but there was little denying that what she did was technically legitimate. Those that objected were reminded of the House laws by Belstraum and Nemioph alike. With mixed feelings, they accepted Lord Remiel as the *de facto* leader until Yuriel's theoretical return.

Meanwhile, Lord Remiel requested the aid of a longtime family friend, Master Molson, an airship captain who frequently traveled between Parlainth and Throal to transport cargo. Remiel simply asked that Molson keep an eye on Yuriel whenever he was in Haven, and to report back should there be any news about her doings. Molson was, of course, more than happy to oblige.

Belstraum is not an evil man. His motives were well meaning, if misguided. He knew Yuriel was a poor ruler. She would lead the House to ruin, and in this time of crisis the last thing his beloved House needed was weakness and abandonment by its Lord. She would go to her fate, and when word reached Throal of her untimely demise, the Household would shake their heads and acknowledge that Yuriel had made her choice.

One week after Yuriel's departure, Master Molson traveled into Haven. As promised, he sought out information about Yuriel from a few of his trusted sources. To his dismay, he discovered that the Far Striders were reported as missing. They never returned from their last expedition. Risking the loss of revenue from incomplete trade, he quickly flew back to Throal with the urgent news. The nobles of the Circle Path Company were distraught by the news of Yuriel's disappearance. The committee was divided between sending out a search party and placing Lord Remiel permanently in charge. Finally, after many hours worth of bickering, Lord Remiel himself went before the gathered members of the Circle Path Company and delivered his ultimatum. Much to Belstraum's dismay, Remiel was in favor of finding Yuriel. "We have lost too many of our number already to simply abandon Yuriel to her fate! I know that she still lives. I can feel it. She is the rightful leader of the Circle Path, and we must do what we can to see that she is returned to us! I will not abandon her! I will go myself to save her!"

Lord Remiel gathered up servants and guards, including his family's personal bodyguard and their trusted advisor, and quickly boarded Molson's airship, *The Midnight Star*, to head for Parlainth. Just prior to departure, Belstraum volunteered to go along as well, citing loyalties to the family and proclaiming that his status as an Adept would help in the search. With that, they set off for Parlainth.

Upon their arrival, the company was quick to hire a group of adventurers to assist in the search for Yuriel. This group is, of course, the player characters.

Belstraum is nervous about this whole enterprise, but outwardly supportive. It is clear to him that opposing the will of the Lord in this matter is only folly. And besides, hopefully Yuriel is already dead and gone. What could these adventurers even hope to find? His plan is still going smoothly, or so he thinks. But unbeknownst to Belstraum there is a hitch. Yuriel is still alive.

The Far Striders had indeed arrived in Haven and ventured into the Smalls of Parlainth in search of some measure of glory and adventure. They had encountered a camp of slavers who were preying on the weak and foolish who went searching for easy wealth. The battle between the Far Striders and the slavers was a costly one, but the Far Striders emerged victorious and the slavers were scattered.

It was then that the Far Striders came upon a mysterious map carved into the wall of a building that the slavers almost seemed to be guarding. This map detailed a path into the Twists, to some destination beyond a mysterious gauntlet. A captured slaver revealed at swordpoint the purpose of the map to the Far Striders. The slavers were in the employ of a secret society that made its headquarters within the Twists. The secret society determined the worth of new acolytes by making them face the gauntlet. The inscription on a strange silver plaque inset into the wall provided a hint to a method of safe passage through this gauntlet of traps.

The Far Striders were jubilant at their success. They pried the silver plaque from its settings, made a copy of the map, and returned to Haven to celebrate. Their course of action seemed clear: follow this inscription, penetrate the gauntlet, and defeat this mysterious secret society. The leader of the Far Striders suspected the secret society of being no less than a cult of the Mad Passion Dis. Glory surely awaited.

The Far Striders recovered from their wounds, celebrated their success, and sold the valuable silver plaque to finance their expedition. Unfortunately for Belstraum's plan, the orkish Scout hired to assassinate Yuriel gained a grudging respect for the young elven Swordmaster. Toeth, the ork, had no love for nobles, but there was one thing in this world he hated more — slavers. And Yuriel had killed several slavers. It wasn't that he still didn't intend to carry out his secret mission. But he kept pushing back the moment of the deed, and rationalizing "now was not quite the right moment."

And so the Far Striders returned to Parlainth and headed into the maddening Twists. Their path was charted, and they were ready for anything. Here, things began to fall apart for the Far Striders. They had failed to decipher the





mysteries of the inscription entirely and lost one of their members to the diabolical traps of the gauntlet, suffering no small amount of injury. They were far from peak condition when they arrived in the temple, which was not one of Dis, but instead of Vestrial.

The combat that the Far Striders fought within the temple's chambers was an awesome and epic conflict. The Far Striders were simply outclassed. The Temple suffered many casualties, but one by one the Far Striders were brought down. Only Toeth and Yuriel managed to escape down a dark passage. The Temple's master collapsed the tunnel behind them and trapped them in a dead end. Wary from the fight, it was decided by the temple guardians to let the ragged and wounded survivors die of their wounds. After the members of the Temple had recovered, they would go and check to make sure Toeth and Yuriel were dead.

And there, in that dark chamber trapped by a wall of debris, is Yuriel. Now, all the players must do is find her.

The boomtown of Haven is the last location that Yuriel and the Far Striders were seen. Rumors of her whereabouts flow on the streets like so much sewage, and when word gets out that a wealthy noble is paying dearly for word of his lost sister, every scoundrel and information-monger suddenly has something to say. Sorting the truth from mere greed will be no easy task.

Eventually, real leads begin to emerge. The plaque is located. Rumors of the Far Striders' objective begin to be revealed. The location of the slaver's camp is learned. As the players begin to piece together what has happened, the unthinkable occurs: one of the Far Striders finds them.

Budroes is the T'skrang Elementalist who often filled the position of leader of the Far Striders. He finds the adventurers and relates to them a tale of death at the hands of hordes of Horrors. He sadly informs the adventurers that every member of his band was slain, and that he personally saw Yuriel ripped to pieces.

Of course, these are all lies. Budroes is an agent of the Cult of Vestrial sent to Haven to make sure that the Far Striders have told no one else of the Temple's location and to recover the lost plaque. Subtle inconsistencies may reveal his true face, but he is a dangerous adversary who can easily lead the party astray. And, he is also not the only agent of Vestrial who stalks them.

He has a partner, a poisoner, sent to make sure that those who are not dissuaded by Budroes' lies are eliminated as threats by less subtle means. When it becomes clear that the adventurers intend to enter Parlainth to search for the Far Striders, they are targeted for assassination. A meal at Loak's Legacy turns deadly, and the players narrowly escape. It should be clear to the players now that someone doesn't want this girl found.

The path leads into the Smalls and towards the slaver's camp. The Smalls itself, however, is not without dangers. A pack of Razor Mammoths can spell death to the unwary, and a mad alchemist selling dubious goods means the adventurers must be careful. Eventually, they must discover the camp if they are to continue on their quest. The slavers are still licking their wounds, but remain formidable. It is with their defeat that the adventurers can locate the map used by the Far Striders and begin to reconstruct their quarry's mysterious and fateful objective.

The path now leads through a perilous gauntlet and into the maddening quarter of Parlainth called the Twists. The gauntlet is a test, not of brute strength, but of wits. A clever group can avoid its dangers almost entirely, if they have gained the plaque and divined its purpose. Even with that victory, the road is not easy. The Cult of Vestrial still awaits. They are still greatly weakened by the onslaught of the Far Striders, but only a clever plan of battle will save the would-be heroes from repeating the Far Striders' failure.

Once they are victorious over the Temple, the adventurers will then be able to locate Yuriel, encased in her almost-tomb of stone. Just as the mission seems nearly at an end, there comes a sudden revelation. Toeth has confessed Belstraum's plot to Yuriel, and now the adventurers will learn of it. Suddenly, they face a new enemy.

Belstraum himself has not been inactive. He, too, has been investigating the path of the Far Striders. He has learned some disturbing facts. He fears that the players will find the Ork, or perhaps use arcane measures to find the truth. Things are getting out of hand, and he will take no chances in this matter. The adventurers are dangerous to him and, therefore, to his way of thinking, dangerous to his House. He wants this matter cleanly resolved.

The players now face a difficult task. They must avoid or overcome Belstraum's retainers. They must contact Remiel and get him the truth. And they must keep Yuriel safe from Belstraum's hired thugs. It is no easy feat. Suddenly the enemy doesn't lie behind them in haunted Parlainth, but ahead of them in Haven.

If the adventurers can overcome this final obstacle, the reward is great. Remiel is eternally grateful for the safe return of his sister. The party has made a powerful ally. Remiel officially offers to return the title to his sister. She greets her brother warmly and thanks him for his aid, but confesses that she still bears no interest in it.

The advisor clears his throat and presents a document to the young elvish adventurer formally relinquishing the title to Remiel. Yuriel eagerly signs the document, and then, bowing graciously, departs with her new companion Toeth to plot her next adventure. Somewhere, beyond the sight of mortals, Vestrial smiles.



THE SUMMONS: Chapter Two



INTERVIEW

The characters are contacted by Lord Remiel, acting head of the Circle Path Company of Throal, and hired to go and rescue his older sister, Yuriel, who disappeared in Parlathin six days ago.





SETTING THE STAGE

You enter one of larger rooms in Loak's Legacy - the largest, in fact, if you don't consider the tavern or the communal sleeping area. Although the bed frame and wardrobe are the same simple wooden shapes as used in other rooms of the inn, the rest of the chamber has been transformed. The bed is dressed with silken sheets and a thick Dwarven Winternight Blanket. Tapestries are draped along each of the walls; one proudly displaying the crest of the kingdom of Throal, another detailing the intricate coat of arms of the Circle Path Company, and the rest depicting scenes of the Elven Wood when it was still known as Wyrnwood. An intricately carved wooden chair with thick, padded cushions has been brought into the room, as well as some of the long benches of the same sort that are used at the tables downstairs.

Sitting in the chair is an immaculately groomed elf wearing expensive clothes styled after the fashions of Queen Alachia's court. He is flanked by a pair of elves, one wearing the more practical, but still very well-tailored, garb of a wealthy Throalic merchant; the other wearing a mother-of-pearl mask and hooded ebon robes embroidered with Nethermantic symbolism. Holding the door open for you is the final inhabitant of the room, a sharp-eyed obsidian resplendent in his crystalline armor.

THEMES AND IMAGES

Haven is a rough, frontier town, perched on the edge of the ruins of a city infested with Horrors. However, in the rooms that Lord Remiel has rented a person could almost forget that. It's as if a piece of Throal has been moved to Haven. The rooms should be calm, without noise from the streets or any other disturbance from Loak's Legacy to pierce the dignity of this transplanted group.

BEHIND THE SCENES

The characters, whose legendary status precedes them, are in Haven when they are approached by a pair of elves, well equipped with longbows and Forged halberds, and wearing fine chainmail armor and the livery of the Circle Path Company of Throal. If the PC group has a Name, then the guardsmen will refer to the characters as 'the honorable members of...' whatever their group's Name is. Otherwise, they will use a respectable "m'lord" and "m'lady" when speaking with the characters.

"Gentle Name-givers," the higher ranking of the elves will begin, "if you will, but for a moment, lend me your ears.

Lord Remiel, Acting Head of the Circle Path Company, wants... nay, needs the services of your stalwart band."

The pair of guards, Relian and Gildon, will want the characters to drop whatever they are doing and go hear what their lord has to say. However, they can be persuaded to just give the characters the location where Remiel can be found. Remiel has taken up temporary residence in Loak's Legacy, renting a block of six of the larger rooms on the top floor of the inn.

Loak's Legacy bears the name of its late owner, the retired adventurer Loak Ironfist. A statue of him (or something that looks like one) stands in the dining room near the bar. The three-story inn has adjoining stables in the rear. On the bottom floor are the kitchen, bar, dining room, and private meeting rooms. The two upper floors contain bedrooms, including a large communal sleeping room.

A pair of guards, similarly garbed and equipped as Relian and Gildon, stand watch between the block of rented rooms and the rest of the inn. Whether they come immediately, or later, the guards will let the adventurers pass as they loudly announce the group's arrival. This announcement will prompt Degaas to open the door to the room where he, Remiel, Belstraum, and Nemiroph are currently waiting. Lord Remiel will greet the characters each by Name, and thank them for coming on such short notice. He is so concerned about his sister's fate that he won't waste any time with idle banter, but instead will almost immediately launch into why he's summoned them.

"My older sister, Lady Yuriel, is, by right of succession, the Head of the Circle Path Company. However, she is also an Adept, a Swordmaster Adept in specific, and she has a taste for the adventures that Barsaive has to offer. She was once free to pursue them, that is, before she was weighed with the responsibilities of leadership. The call of adventure was apparently too great, and she took leave from her position to join a group of fellow Adepts, the Far Striders, to come to Parlainth. We have had a merchant captain friendly to the Circle Path Company who makes frequent airship travel to Haven inquire about the happenings of the Far Striders when he is in town, and carry news back to us in Throal. The news that he has brought is most grave. The Far Striders have disappeared in Parlainth. Today makes six days since they have last been seen in Haven. I am concerned about the well-being of my sister, and I would like you to go into Parlainth, rescue her, and bring her back to me."

Nemiroph will then offer the characters 300 silver each in advance as well as another 700 each upon the safe return of Lady Yuriel. He will also equip them with a Forged 2 melee or thrown weapon of their choice, or a quiver with fifteen Forged 1 arrows or crossbow bolts. He will answer any questions the characters have, unless they specifically address



them to Remiel. He will give them all of the information that he has, which, at this point is, unfortunately, not that much. He knows the composition and Names of the Far Striders, and that they made at least one successful foray into Parlainth before they disappeared.

They will say, if asked, that the airship captain that they got their information from is currently not in Haven, and is not expected to return for several days. In truth, he is waiting for Remiel's call in case he is needed, and is not much of a source of information. He left Haven for Throal almost as soon as he heard about Yuriel's disappearance. Both Nemioph and Belstraum intend to be conducting their own investigations within Haven to try and discover where in Parlainth the Far Striders were headed when they disappeared. Nemioph will suggest that the characters do the same.

Belstraum and Degaas will remain silent throughout the meeting unless they are specifically addressed, and, even then, they'll do little more than introduce themselves. Degaas really doesn't have anything to add, and he will explain that he is only here to insure the safety of Remiel, the Acting Head of the Company. Belstraum will feign ignorance and will say that he is only here out of concern for his cousin, suggesting that Remiel or Nemioph have access to more information at the current time than he does.

If the characters think to ask about it, Nemioph will agree to send Relian and Gildon with the characters to assist in their efforts. This will leave the Circle Path Company with only four other guards in Haven to man the hallway, but, considering that Degaas is watching Remiel, Nemioph isn't very concerned. If things do get too rough, they plan to just withdraw to Master Molson's airship, which they have left, fully crewed, hidden not too far outside of town.

TROUBLESHOOTING

The only problem with this encounter occurs if the characters refuse to take the job. Encourage them to accept with the connections that being in the good graces of a powerful Throalic Trading House could bring. If nothing else, the Circle Path Company seems willing to hire adventurers to go rescue their own people, so the characters might be able to expect some similar assistance if the unthinkable were ever to happen to them.

CAST OF CHARACTERS



Remiel

Born the youngest child to the leaders of the Circle Path Company, little attention was ever given to him. Because he was not even an Adept, it was thought that he would never amount to much. Thanks to Nemioph, however, he has received a great deal of education and training. Nemioph recognizes the ability that he has; Remiel shows great promise and intelligence, and possesses the qualities of a good leader.

Because he never had to worry much about the training and schooling that his elder siblings all went through, Remiel studied at his own pace. He would have passed all his peers anyway, as Nemioph quickly noted. As a non-Adept, that is quite a feat.

Remiel has no desire to take over the leadership position from Yuriel, but he also recognizes the fact that she has no desire to keep it. He also realizes that, as of this time, there is very little that can be done about it. For the short



time she served as leader, he gladly offered his assistance to her and gave her advice when she needed it. She may have publicly been at the head of the Circle Path Company, but all her decisions and declarations were greatly influenced by Remiel. In practice, Remiel has been serving as the leader this entire time.

Non-Adept Elf Scholar

Attributes

Dexterity:	13: 6/d10
Strength:	9: 4/d6
Toughness:	9: 4/d6
Perception:	18: 7/d12
Willpower:	13: 6/d10
Charisma:	18: 7/d12

Talents

none

Skills

Artisan: <i>Singing</i>	3: 10/d10+d6
Artist/musician: <i>Lyre</i>	3: 10/d10+d6
Avoid Blow	2: 8/2d6
Conversation	3: 10/d10+d6
Dead Fall	2: 8/2d6
Emotion Song	4: 11/d10+d8
Engaging Banter	3: 10/d10+d6
Etiquette	4: 11/d10+d8
Evidence Analysis	3: 10/d10+d6
First Impression	3: 10/d10+d6
Haggle	3: 10/d10+d6
Knowledge: <i>Barsaive History</i>	3: 10/d10+d6
Knowledge: <i>Circle Path Lore</i>	3: 10/d10+d6
Knowledge: <i>Trade History</i>	3: 10/d10+d6
Lip Reading	3: 10/d10+d6
Navigation	3: 9/d8+d6
Read/Write Language	7: 14/d20+d4
<i>(Sperethiel, Throalic, Human, Obsidiman, Ork, Troll, T'skrang)</i>	
Research	3: 9/d8+d6
Speak Language	7: 14/d20+d4
<i>(Sperethiel, Throalic, Human, Obsidiman, Ork, Troll, T'skrang)</i>	
Trading	5: 12/2d10

Karma

Dice:	d6
Points:	15

Initiative

Dice:	6/d10
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Combat

Physical Defense:	7
Spell Defense:	9
Social Defense:	9
Physical Armor:	0
Mystic Armor:	2

Movement

Full:	65
Combat:	33

Damage

Death Rating:	30
Wound Threshold:	7
Unconsciousness Rating:	21
Recovery Tests:	2
Recovery Dice:	d6

Racial Ability

Low-light vision

Equipment

Elfweave Robe
Espagra Scale Cloak
Cloaksense Brooch
Absorb Blow charm
Death Cheat charm
Healing Potion (2)
Last Chance Salve
Lyre
Belt Pouch (3)
Healer kit
Scroll case (3)
Parchment (10 sheets)
Writing ink (1 vial)
Feather pen (2)

Loot

Remiel keeps most of the money that was brought to pay for this trip in an elemental earth strengthened chest with a magical lock. It contains 90 gold, and 90 elemental earth coins. On himself, he always carries at least 10 gold.



Degaas

For almost forty years, Degaas has been the quiet, unassuming giant looming behind the leaders of the Circle Path Company as their Bodyguard. While his life as a Bodyguard has never been terribly eventful, the Circle Path Company treats him generously, and in return, he offers unwavering loyalty to his employers.

Only once during his entire term of employment has someone been injured on his watch, and that was from an event that he had little control over. A merchant's inn that the family had chose to stay in during one business trip caught fire, and while they were trying to escape, a burning beam fell from the rafters. He was already shielding the House leader from the flames but he saw that two of the family's youngest children, Yuriel and Remiel, were right under it. Degaas was helpless, watching in horror as the world seemed to crumble around him. Then, an unexpected shape swooped across his field of vision, moving the children out of the way and taking the brunt of the hit himself.

They all got out safely that night, though Nemiroph would be forever scarred. Degaas holds great respect for him now and forever, and would lay his life down for him as well as the leaders of the House. To Yuriel and Remiel, feeling that he failed them that night, his service to them is as strong as ever.

He recognizes both Yuriel and Remiel as inheritors to the leadership of the Circle Path, and is equally supportive of them both. With Yuriel's disappearance and apparent danger, he is most anxious to aid in bringing her back, but

Degaas is "attuned" to Remiel with Empathic Sense, and will never leave his side. He shows little emotion normally, but when Yuriel's name is brought up, his anxiety comes to the surface.

7th circle Obsidiman Bodyguard

Attributes

Dexterity:	13: 6/d10
Strength:	22: 9/d8+d6
Toughness:	19: 8/2d6
Perception:	16: 7/d12
Willpower:	10: 5/d8
Charisma:	10: 5/d8

Talents

Anticipate Blow	6: 13/d12+d10
Astral Sight	8: 15/d20+d6
Blood Share	7: 15/d20+d6
Cold Purify	6: 11/d10+d8
Disarm	4: 10/d10+d6
Durability (<i>Bodyguard</i>)	8
Empathic Sense	8: 13/d12+d10
Evidence Analysis	6: 13/d12+d10
Fireblood	8: 16/d20+d8
First Impression	7: 12/d10+d10
Karma Ritual	6
Life Check	8: 16/d20+d8
Melee Weapon	8: 14/d20+d4
Resist Taunt	7: 12/d10+d10
Riposte	8: 17/d20+d10
Sprint	6
Temper Self	9: 14/d20+d4
Thread Weaving	6: 13/d12+d10
Trap Initiative	8: 14/d20+d4

Skills

Artisan: <i>Musician</i>	1: 6/d10
Speak Language (<i>Obsidiman, Throalic</i>)	2: 9/d8+d6
Read/Write Language (<i>Throalic</i>)	1: 8/2d6
Knowledge: Botany	1: 8/2d6
Knowledge: Creature Lore	1: 8/2d6
Tactics	3: 10/d10+d6

Karma

Dice:	d4
Points:	20

Initiative

Dice:	4/d6
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Combat

Physical Defense:	7
Spell Defense:	9
Social Defense:	7
Physical Armor:	10
Mystic Armor:	6(9)

Movement

Full:	50
Combat:	25

Damage

Death Rating:	99
Wound Threshold:	16
Unconsciousness Rating:	83
Recovery Tests per Day:	4
Recovery Dice:	d8+d6

Racial Ability

Wound Threshold +3, Physical Armor +3

Equipment

Traveler's Garb (*Boots, shirt, belt, breeches*)
 Espagra Scale Cloak
 Crystal Ringlet Armor
 Silvered Footman's Shield (*6 threads*)
 Warhammer
 Medium Crossbow
 2 quivers
 30 medium crossbow bolts
 4 daggers
 Adventurer's kit
 Backpack
 Light quartz
 Rope (*25 ft.*)
 Waterskin
 Healing Potion (*2*)
 Last Chance Salve
 Keelix Poultice
 Kelia's Antidote
 Potted flower

Loot

Degaas carries 50 silver coins.

Notes

Can spend Karma on Perception and Dexterity Tests.
 With Silvered Shield, can roll a perception +2 against a spellcaster's spellcasting roll to repel a spell, costing 1 point of strain.
 +1 to Recovery Tests from the Silvered Shield.



Nemiroph

For longer than anyone else currently in the Circle Path can remember, Nemiroph has been the trusted advisor of the House leaders. Members regard him highly for his wisdom and experience, and few ever question his cold judgement and his often biting opinions. He and Belstraum often disagree on matters, and it is widely known that the two dislike each other, but Nemiroph also acknowledges Belstraum's talents. Because he realizes that the Council will never remove Belstraum from his seat, Nemiroph says nothing about it in public, but continually reminds the leaders of his opinions.

For almost twelve years now, he has hidden his scars from the incident at the inn (see Degaas, page 16), wearing a mask to cover his disfigurement. Only his eyes can be seen, but at the corners burned flesh can be seen. Because of that incident, his relationship with Yuriel and Remiel has always been very close. They treat him like a second father, and he returns the sentiment by devoting his free time to them and teaching them many things. That is perhaps the closest thing to compassion he will ever show.

He agrees with Belstraum that Remiel would be a better leader than Yuriel, but for different reasons. Yuriel is capable of being a good leader, but has no desire to be, and he recognizes that. Capability without desire amounts to very little. Many times before her disappearance, he has spoken with both Yuriel and Remiel, discussing possibilities of Remiel inheriting the position. However, with the strictness of the laws of the House that have lasted for so many generations, little could be done to change them.



6th Circle Elf Nethermancer

Attributes

Dexterity:	16: 7/d12
Strength:	13: 6/d10
Toughness:	13: 6/d10
Perception:	19: 8/2d6
Willpower:	20: 8/2d6
Charisma:	7: 4/d6

Talents

Animal Possession	6: 14/d20+d4
Astral Sight	6: 14/d20+d4
Durability (<i>Nethermancer</i>)	7
Enhanced Matrix (<i>Recovery</i>)	6
Frighten	6: 14/d20+d4
Karma Ritual	5
Read/Write Language	5: 13/d12+d10
(<i>Sperethiel, Obsidiman, Windling, T'skrang, Human</i>)	
Read/Write Magic	6: 14/d20+d4
Spellcasting	7: 15/d20+d6
Spell Matrix (4)	6
Spirit Hold	7: 20/d20+d8+d6
Spirit Talk	7: 15/d20+d6
Thread Weaving	8: 16/d20+d8
Taunt	4: 8/2d6
Willforce	8: 16/d20+d8

Skills

Artisan: <i>Tattooing</i>	3: 7/d12
Knowledge: <i>Barsaivan Trade</i>	5: 13/d12+d10
Knowledge: <i>Circle Path Lore</i>	4: 12/2d10
Knowledge: <i>Horror Lore</i>	1: 9/d8+d6
Read/Write Language	1: 9/d8+d6
(<i>Throalic</i>)	
Speak Language	4: 12/2d10
(<i>Sperethiel, Throalic, Obsidiman, T'skrang</i>)	

Karma

Dice:	d6
Points:	21

Initiative

Dice:	7/d12
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Combat

Physical Defense:	9
Spell Defense:	11
Social Defense:	6
Physical Armor:	2
Mystic Armor:	8

Movement

Full:	80
Combat:	40

Damage

Death Rating:	63
Wound Threshold:	9
Unconsciousness Rating:	48
Recovery Tests per Day:	2
Recovery Dice:	d10

Racial Ability

Low-light vision

Equipment

Embroidered robes
 Horror Fend
 Death Cheat
 Fernweave
 Espagra Scale Cloak
 Hooded mask
 Belt pouches (4)
 1 belt pouch full of small bones
 5 pieces chalk
 Light quartz
 Grimoire - (*tatoos on his skin*)
 Healing potion
 Last chance salve
 Oil (2 flasks)
 Scroll case (3)
 Parchment (5 sheets)
 Ink vial
 Pen
 Backpack
 Tattooing materials

Loot

Nemiroph is usually carrying a pouch of 25 gold, and 50 silver, to make purchases for the group while in Haven.

Notes

Spend Karma on Perception-based tests
 Has level 6 thread tied to Degaas' silvered shield.
 +6 phys armor, +3 mystic when wielded, spellcasting +2 to repel spells, +1 to recovery tests, no initiative penalties.
 The mask that he wears is to cover a hideously scarred face that came about when he pushed a young Remiel out of the way of a burning beam during a house fire many years ago. He had been killed and brought back with a Last Chance Salve, but the scars never healed.



Spell List

All first and second circle main book spells.

Third Circle: Death's Head*, Fog of Fear, Pain*, Grave Message, Spirit Double.

Fourth Circle: Animate Skeleton, Fatal Food, Spirit Servant

Fifth Circle: Animate Spirit Object, Astral Horror, Circle of Astral Protection, Pass Ward, Wither Limb

Sixth Circle: Bone Shatter*, Foul Vapors, Recovery, Soul Armor*

* *Spells in matrices*



Belstraum

Belstraum has been on the House Council for nine years, and all this time he has been a very loyal supporter of the Circle Path Company - perhaps a little too loyal. With a fiery zeal, he puts the success of the Company before anything else; before his friends, his family, and before even himself. Six years ago, he even reported on his own father, after Belstraum had caught him skimming a mere ten silver off the profits from a deal that he had just closed. From that time on, many members of the House have kept a wide berth between themselves and this elf they considered just a little bit crazy. However, they also grudgingly respect his knowledge of how the company operates, and they would never again find a more reliable person to do what is best for the Circle Path Company.

Throughout his time as a member of the Council, he has brought forth many ideas to improve the standing the Circle Path company. Many of the ideas were indeed wondrous and brought the Circle Path great success. Other plans, no matter how well intended, were just too radical, too extreme to even consider. When the Council would decide against such a plan, Belstraum often took matters into his own hands, and he managed to accomplish them with an astonishing success rate.

Rarely has he had a plan fail. Many members of the House realize what he has done when they hear news of events that duplicate Belstraum's radical ideas taking place, but none have said anything about it. No one wants to dispose of him, but if he ever brings failure down upon himself, few would mourn. Oddly enough, he never has exhibited any sort of ambition for himself.

He despises the fact that Yuriel has taken over the leadership of the House. He attempts to remain cordial about it, fearing that Yuriel would herself remove him from his position, but there are some that know his true feelings. His greatest fear is that, with Yuriel at the helm, she will bring the Circle Path down around them all. He will not allow this to ever happen.

6th Circle Elf Weaponsmith

Attributes

Dexterity	12: 5/d8
Strength	11: 5/d8
Toughness	12: 5/d8
Perception	16: 7/d12
Willpower	16: 7/d12
Charisma	17: 7/d12

Talents

Abate Curse	6: 13/d12+d10
Avoid Blow	7: 12/2d10
Conceal Weapon	5: 12/2d10
Detect Weapon	5: 12/2d10
Durability (<i>Weaponsmith</i>)	7
Forge Blade	7: 14/d20+d4
Haggle	6: 13/d12+d10
Karma Ritual	4
Melee Weapons	5: 10/d10+d6
Read/Write Language	4: 11/d10+d8
(<i>Sperethiel, Obsidiman, T'skrang, Orc</i>)	
Speak Language	3: 10/d10+d6
(<i>Obsidiman, T'skrang, Orc</i>)	
Spot Armor Flaw	6: 13/d12+d10



Steel Thought 6: 13/d12+d10
Temper Self 6: 13/d12+d10
Thread Weaving 6: 13/d12+d10
Warp Missile 5: 12/2d10
Weapon History 6: 13/d12+d10

Skills

Artisan: *Runic Carving* 2: 9/d8+d6
Knowledge: *Circle Path Law* 7: 14/d20+d4
Knowledge: *Legends of Barsaive* 1: 8/2d6
Read/Write Language 1: 8/2d6
(*Throalic*)
Speak Language 2: 9/d8+d6
(*Sperethiel, Throalic*)

Karma

Dice: d6
Points: 19

Initiative

Dice: 2/d4-1

Combat

Physical Defense: 7
Spell Defense: 10
Social Defense: 10
Physical Armor: 4
Mystic Armor: 7

Movement

Full: 60
Combat: 30

Damage

Death Rating: 76
Wound Threshold: 9
Unconsciousness Rating: 61
Recovery Tests per Day: 2
Recovery Dice: d8

Racial Ability

Low-light vision

Equipment

Crystal Ringlet armor
Espagra Scale Cloak
Wealthy Traveler's garb
Footman's Shield
Gold brooch
Carving tools
Death Cheat

Kelia's antidote
Booster potion (2)
Last chance salve
Forged 4 broadsword

(On ship)

Forge tools
20 forged 1 broadswords
10 forged 2 broadswords
10 medium crossbows
50 forged 1 bolts
50 forged 2 bolts

Loot

Belstraum keeps most of his treasure in a magically trapped elemental earth strengthened chest in his room. Most of it is eventually used to pay thugs. It contains 3 elemental Air, 100 gold, and 150 silver coins. At any time, he is carrying 20 gold on his person.

Notes

Evaluate Weapon Ability

The items he offers both the PC party and the thugs he hires are kept on Master Molson's airship until the day of the offer, in which case they are moved to his room. He smoothes his brand off of the swords that he gives to the thugs, but an Evidence Analysis test against a difficulty of 15 will reveal that Belstraum was their smith.





Relian, Gildon, and the other Circle Path Guards

Attributes

Dexterity	15: 6/d10
Strength	15: 6/d10
Toughness	10: 5/d8
Perception	14: 6/d10
Willpower	11: 5/d8
Charisma	11: 5/d6

Talents

none

Skills

Artisan Skill	2: 7/d12
Avoid Blow	2: 8/2d6
Knowledge Skill: (Circle Path Company)	2: 7/d12
Knowledge Skill: (Legends - Relian)	3: 8/2d6
Knowledge Skill: (Science - Gildon)	
Melee Weapon: <i>Broadsword</i>	4: 10/d10+d6
Missile Weapons: <i>Longbow</i>	4: 10/d10+d6
Unarmed Combat	2: 8/2d6

Karma

Dice:	variable
Points:	variable

Initiative

Dice:	3/d4
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Combat

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

Movement

Full:	60
Combat:	30

Damage

Death Rating:	35
Wound Threshold:	8
Unconsciousness Rating:	27
Recovery Tests per Day:	2
Recovery Dice:	d10

Equipment

Traveler's Garb
Chainmail
Pole Arm (*halberd - forged 2*)
Longbow
20 arrows in quiver (*forged 1*)
Light Quartz
Whistle
Adventurer's Kit
Healing Potion

Loot

Each of the guards usually carries somewhere around 25 silver.



WORD ON THE STREET:

Chapter Three



OVERVIEW

After their summons by Lord Remiel, the adventurers face the daunting task of extracting information from the boomtown of Haven. It is important to remember that no one lives in Haven because it is a quiet or well-established community. Everyone is here to seek their fame or fortune, and everyone has their own agenda.



SETTING THE STAGE

The streets of Haven are crowded with all variety of Name-givers. A human in brightly colored, but threadbare, clothes who claims to be a "Juggling Adept" is keeping five objects, probably chosen at random by his small audience, in the air. An obsidian Elemental and Weaponsmith stands in the flames of his open forge, using his own body as hammer and anvil. A group of fresh-faced adventurers, apparently excited about the prospects that Parlainth has to offer, look around in awe and are all but ignored by the more experienced delvers. Vendors of all types shout out their wares: cobblers, bakers, fortune tellers, wheelwrights, and smiths fill the air with their voices.

THEMES AND IMAGES

This encounter should play up the diversity of Haven. It is an assault on all of the senses, with something different coming from every side. All kinds of different people have made their homes here, at least for the time being. Of course, almost all of them are in Haven for selfish, rather than altruistic, reasons.

BEHIND THE SCENES

The players are going to have to do some old fashioned legwork to find out exactly where in Parlainth the Far Striders disappeared. Doubtless, the trackers in the group will attempt to find a place where Yurriel traveled and track her from there. That will work, to a point. Several days have passed, so there will be a penalty added to the target number to track her. Even then, at best, her trail will lead into the slaver's camp, and from there back to Haven, then through Haven for a few days worth of preparation, then back into Parlainth, specifically, into the Twists.

In the Twists, the path will become nearly impossible to follow, needing a roll with a target number of greater than 100. It will be all the tracker can do to get his group out of the everchanging Twists, much less navigate it. If the party is familiar with the Twists, they will notice that its effects seem to be far stronger than usual. The reason for this is that Vestrial is at play here, setting one of his schemes in motion.

Whether the characters are now faced with having to turn to more mundane means of investigation, or it was their initial choice, the characters should begin to ask around Haven about the Far Striders. Listed below is the information that specific characters in Haven have:

TALKING TO TORGAK

Torgak is the troll Mayor of Haven. More details about him are provided below in Cast of Characters.

Torgak remembers the Far Striders, because twice they made fairly large purchases from his shop to equip for their trips into Parlainth. For the first trip, the Far Striders were not alone. They were working with another group that has been in Haven for some time, Justice for All. He'll gladly tell the characters that Justice for All is led by an ork Liberator named Justice Bells, and even be able to suggest that Justice Bells might be found at the local shrine to Garlen with some of the more wounded members of her group.

Torgak is in this for the money and should take any conversation as an opportunity to sell something to the adventurers.

TALKING TO JUSTICE BELLS

Justice Bells more than just vaguely remembers the Far Striders, because Justice for All accompanied them on the first of their two trips into Parlainth. She will be able to give the characters a good deal of information about both their first foray into the Smalls and the fight against the slavers, as well as be able to point them in the possible direction that they went for their second journey into the city.

The Far Striders arrived in Haven like many other groups: some members were seeking their fortune, some were seeking to be famous, some were even here just because they actually wanted to do the right thing. Justice Bells found them shortly after their arrival, and told them that she was looking for another group to assist her in attacking a slaver's camp that was forming in Northeast Parlainth. This was a job that appealed to them all, and they agreed to go for an even cut of the spoils.

Combined, Justice for All and the Far Striders numbered eighteen Name-givers, quite a sizable force to attack the group known as Malakai's Slavers. Regardless, there was still some fierce fighting, and one member of the Far Striders, Ike Goen, was killed. Several members of Justice for All were severely wounded, and even now they are still in the care of the local Questors of Garlen. The slavers were routed, and the slaves freed. Most of them, if not all, have left Haven with an outbound mercantile caravan.

In the slaver's camp was a unusual map carved into the wall of their leader's chambers, and there was a silver plaque next to it. Both were claimed by the Far Striders, along with a small amount of silver, as their share of the bounty for defeating the slavers. Justice Bells knows the map was scattered with the symbols of the Passions, and she honored



their request not to examine the plaque. She believes that the two are tied together, and that they intended to use the plaque to follow the map wherever it led. Furthermore, she thinks they were planning on selling the silver plaque afterwards to Vardeghul.

Justice Bells will be saddened to hear that the Far Striders have gone missing, and even more saddened if she hears that they're dead. However, she doesn't want to go back into Parlainth until all of the members of Justice for All are back in good enough shape to travel, and that probably won't be for another several days.

During the character's conversation with Justice Bells, she will attempt to convince them of the importance of the Council Compact and what it means to Barsaive as a whole. She will attempt to assess their opinions on slavery, which she expects are generally negative but she will try to learn how deep their convictions go. If the characters appear to have a fair amount of depth to their anti-slavery feelings, then she will attempt to sway that into a pro-Throalic sentiment, or, failing that, at least insure that they become allies of Justice for All.

TALKING TO VARDEGHUL THE HONEST TRADESWOMAN

Vardeghul has enough different groups of adventurers coming through her shop that she will not remember the Far Striders unless the players mention the silver plaque. This means that it is possible that Vardeghul will not remember them the first time that the characters talk to her. Once they mention the plaque to her, however, then she will remember the group that attempted to sell it to her did include members of the Far Striders, but not Budroes, Esra, Donovan, Toeth, or Yuriel, who were all recovering from the battle against the slavers. She will then be able to inform the characters that she made an offer for the plaque, but it was turned down. She will be willing to sell them the following information: that the plaque had some sort of a riddle on it, that the plaque supposedly came from a slaver's camp, and that Tolemy Faer was the one that actually did purchase the plaque.

Vardeghul is completely mercenary in her intentions and merely wants to find profit from the character's needs.

TALKING WITH TYLIA

Unfortunately for the characters, Tylia, the proprietor of the Restless Troll, has only very little memory of the Far Striders, and will actually point them in the wrong direction. She knew that they went off into Parlainth on their second

journey, but has heard that one made it back. She will refer them to Budroes, or rather, the Questor of Vestrial who is posing as Budroes. She knows that he has rented a room in the Restless Troll, and will freely impart this information believing that she is actually being helpful.

Tylia is interested in money, but not to the extent that either Torgak or Vardeghul are. She has dreams of returning to the life of an adventurer and will occasionally help Adepts in small ways.

TALKING WITH BUDROES

"Budroes" was sent into Haven because Garron, master of the Temple of Vestrial, assumed that the Far Striders who attacked his temple might very well have friends that would come looking for them. The Temple of Vestrial was able to defeat the Far Striders, but at quite a cost, and Garron doesn't know whether it will be able to handle a second attack. So, to attempt to stop this potential threat well before it gets to the temple, Garron has sent two of his cult into Haven, Mospatt and a cultist claiming to be Budroes.

This Questor that claims to be Budroes is actively looking for anybody seeking information on the Far Striders. He tries to convince them that the rest of his party is dead, and that it is no use to go after them. Even if Tylia doesn't point "Budroes" out to the characters, if they are asking around about the Far Striders, he will eventually find them on his own.

A typical response to questions might be spoken in a thick, exotic accent: "It was terrible, terrible I tell you. The Twists may not be widely known for being infested with Horrors, but infested they are. Black beasts who defy the mind! Grotesque serpentine monsters! They came out of the walls, the earth itself! Horrible! Horrible, it was! And now, my companions are gone, dead or worse. The Far Striders are no more. If you seek poor Yuriel, seek her amongst the dead. I wish I could help you more. She was a good friend and did not deserve her fate."

"Budroes" makes one slip-up in his story. He insists that all eight of the Far Striders entered the Twists and that all except him were killed by Horrors. This is simply, and verifiably, not true. One of their retainers was killed by the slavers. The Questor was simply not informed of this fact by the Master of the Undercity, head of the his cult. This slip could be noticed by attentive adventurers and used to uncover his duplicity.

The Far Striders didn't really make enough of an impression as a group for most of Haven to recognize this "Budroes" as a fake, especially since the real Budroes didn't speak with either Vardeghul or Tolemy. Justice Bells, how-







ever, would be able to immediately identify him as definitely not being the real Budroes, an unveiling that might lead to combat. "Budroes" will adamantly claim, even in the face of direct reports to the contrary, that he is Budroes.

If it comes to a fight however, he will begin to exhibit abilities that will reveal his true nature as a Horror construct. He will begin screeching in a foreign tongue, and will engage in frenzied hand-to-hand combat, foaming at the mouth, rather than use spells. These are all among the last 'gifts' of Vestrial to the Questor, granted by way of the Horror Gangrene. Still, he will fight until well beyond what should, for a t'skrang Elemental, be dead. Once he does finally collapse, if the party has a method to contact spirits, they will find that his mind is destroyed.

If the characters buy the false Budroes' story, and go back to Remiel and inform him that his sister is dead, he will be greatly saddened, but will keep them in his employ while changing their goal. Nemiroph will also step in and inform them that since they were initially hired to bring Yuriel back to them alive and well, their final pay will be halved, from 700 to 350.

With a heavy heart, Remiel says, "If she is truly dead, then your mission has changed. I will not have her become a puppet of the Horrors. Bring her remains to me."

See the Rumors and Research section (page 109) of this module for further rumors that can be found on the streets of Haven.

TROUBLESHOOTING

If the characters have difficulty finding the information that directly connects to the Far Striders, suggestions to speak with Torgak and Vardeghul can come from almost any source in Haven. If they don't follow up on the Justice Bells lead from Torgak, it is possible for Justice Bells to hear about the false Budroes' story, and come looking for the characters to offer what information she can to help them try to find the Far Striders. If they don't purchase the information about Tolemy Faer from Vardeghul, he could be mentioned to the characters as another information broker, and hence a possible lead on the location of the Far Striders.

CAST OF CHARACTERS



Torgak

Torgak is getting on in years, but his mind is as sharp as ever. This broad-shouldered troll walks with a rolling, swaggering gait. He's gruff and canny, similar to the grizzled sheriff portrayed in countless Westerns. He cares little for idle chat. His priorities are to keep Haven safe, squeeze more profit from his store, and to nap whenever he feels like it. His store, Torgak's Supplies and Goods, is a marble hall almost as impressive as any of the structures of Parlainth. Torgak enforces the law of Haven against those who would threaten its peace and order. Of course, in Haven, "peace and order" are relative terms.

Eighth Circle Troll Warrior

Attributes

Dexterity:	13: 6/d10
Strength:	21: 8/2d6
Toughness:	17: 7/d12
Perception:	16: 7/d12
Willpower:	12: 5/d8
Charisma:	16: 7/d12



Talents

Acrobatic Strike	8: 14/d20+d4
Air Dance	8: 14/d20+d4
Avoid Blow	8: 14/d20+d4
Down Strike	8: 16/d20+d8
Durability (<i>Warrior</i>)	10
Gliding Stride	8: 14/d20+d4
Karma Ritual	8
Life Check	8: 15/d20+d6
Melee Weapons	10: 16/d20+d8
Second Attack	8: 14/d20+d4
War Weaving	8: 15/d20+d6
Wood Skin	8: 15/d20+d6

Skills

Artisan: <i>Wood Carving</i>	1: 8/2d6
Haggle	6: 13/d12+d10
Knowledge: <i>Accounting</i>	6: 13/d12+d10
Speak Language	8: 13/d12+d10
<i>(All major languages)</i>	

Karma

Dice:	d4
Points:	38

Initiative

Dice:	6/d10
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Combat

Physical Defense:	7
Spell Defense:	9
Social Defense:	9
Physical Armor:	4
Mystic Armor:	1

Movement

Full:	60
Combat:	30

Damage

Death Rating:	130
Wound Threshold:	11
Unconsciousness Rating:	102
Recovery Tests per Day:	3
Recovery Dice:	d12

Racial Ability

Heat Sight

Equipment

Footman's Shield
Padded Leather Armor
Warhammer (Damage 15/d20+d6)

Loot

Torgak has amassed a fortune in excess of 30,000 silver pieces. Most people believe he keeps his stash in his vaults beneath his shop, protected by vicious traps, but no one who knows the truth is telling. Make Torgak's treasure difficult to steal. He is attached to his money, and will avenge a major theft by killing the thieves.



Justice Bells

Justice Bells is an ork Liberator who arrived in Haven a few years ago, pursuing a group of Theran spies against whom she sought vengeance. Realizing that Haven was a hotbed of Theran activity, she stayed in the town and recruited new members to fight Theran influence. Though none of the members of her group, Justice for All, are dwarves or Throalic citizens, they see opposition to the dwarf kingdom's political ambitions as the major obstacle to the spread of the Council Compact's philosophy. Because they wish to be seen as independent activists rather than paid agents, Justice for All members never accept money or other tangible rewards for their work from Throal.

Fifth Circle Ork Liberator

(note: If *Denizens of Earthdawn, Volume II* is not available, change Justice Bells' Discipline to Thief, with appropriate talent levels)



Attributes

Dexterity:	13: 6/d10
Strength:	14: 6/d10
Toughness:	13: 6/d10
Perception:	16: 7/d12
Willpower:	14: 6/d10
Charisma:	6: 3/d4

Talents

Durability (Liberator)	6
Freedom Search	5: 12/2d10
Freedom Weaving	5: 12/2d10
Heart of Freedom	5: 11/d10+d8
Karma Ritual	5
Mind Armor	7: 13/d12+d10
Mind Blade	5: 11/d10+d8
Melee Weapons	5: 11/d10+d8
Unarmed Combat	5: 11/d10+d8

Skills

Artisan: <i>Acting</i>	1: 7/d12
Knowledge: <i>Political History</i>	1: 8/2d6
Knowledge: <i>Theran Organization</i>	1: 8/2d6

Karma

Dice:	d8
Points:	35

Initiative

Dice:	6/d10
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Combat

Physical Defense:	7
Spell Defense:	9
Social Defense:	4
Physical Armor:	0
Mystic Armor:	0

Movement

Full:	70
Combat:	35

Damage

Death Rating:	77
Wound Threshold:	9
Unconsciousness Rating:	63
Recovery Tests per Day:	2
Recovery Dice:	d10

Racial Ability

Low Light Vision	
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Equipment

None

Loot

none

For a complete description of the Liberator Discipline, see **Denizens of Earthdawn, Volume II**

Vardeghul

Vardeghul is a hard t'skrang to get to know. Lacking the usual flamboyance of her people, Vardeghul keeps her thoughts to herself. She frequently seems cranky, though no one knows whether she is truly unhappy or just putting up a front to unsettle her customers and force them into quick decisions. She runs Vardeghul's Lore Exchange, selling copies from her impressive stock of documents with information on Parlainth.

Third Circle T'skrang Swordmaster

Attributes

Dexterity: 7	Strength: 5	Toughness: 5
Perception: 6	Willpower: 6	Charisma: 7

Tylia

The Restless Troll is named after its proprietor, a troll Wizard named Tylia who served as Torgak's right hand during the clearing out of Haven. A master of detail and logistics, Tylia saved Torgak's band from walking unprepared into disaster more than once. When Haven began to change from the home base of a group of troll and ork explorers into a real town, Torgak put Tylia in charge of accommodations. Her unofficial arrangements soon evolved into a booming temporary-housing business concentrated in nearby ancient buildings, and she soon saw the advantages of opening an inn.

Seventh Circle Troll Wizard

Attributes

Dexterity: 6	Strength: 6	Toughness: 6
Perception: 8	Willpower: 7	Charisma: 6





Ghalley

Ghalley was a t'skrang Wizard that served under Garron in the Temple of Vestrial until the attack of the Far Striders. During this combat, he died. While many of the Questors of the temple, indeed, even Ghalley himself, believe that he was returned to life by a Last Chance Salve, this is not the case. Garron and Thule had long been working with Gangrene to

develop a new kind of undead being, and Ghalley was the perfect test subject. He is aware that his Pattern is a muddled mess, and that his spellcasting abilities seem to be lost to him. However, he has access to his other talents, and he believes that it is a result of being brought back in a temple of Vestrial that has caused this rather than a Horror and his fellow Questors. He has been sent into Haven by Garron, the Master of the Undercity, to impersonate the leader of the Far Striders, Budroes.

Revenant

Attributes

Dexterity: 9	Strength: 10	Toughness: 9
Perception: 9	Willpower: 11	Charisma: 6
Initiative: 10		Physical Defense: 12
Number of Attacks: 2		Spell Defense: 12
Attack: 9		Social Defense: 8
Damage: 15		Armor: 4
Number of Spells: 0		Mystic Armor: 7
Spellcasting: N/A		Knockdown: 10
Effect: N/A		Recovery Tests: 4
Death Rating: 58		Combat Movement: 50
Wound Threshold: 13		Full Movement: 100
Unconsciousness: Immune		
Karma Points: 15		Karma Steps: 12
Powers: Talents (see below)		
Legend Points: 500		

Talents

Arcane Mutterings	5: 15/d20+d6
Astral Sight	6: 16/d20+d6
Book Memory	5: 16/d20+d8
Book Recall	5: 14/d20+d4
Evidence Analysis	5: 14/d20+d4
Lip Reading	3: 9/d8+d6
Read/Write Languages	5: 14/d20+d4

Equipment

Traveler's Garb
Padded Leather Armor
Broadsword

Loot

none



A FAER TRADE: Chapter Four



OVERVIEW

The characters will eventually follow the trail of leads to the information broker Tolemy Faer. From him, they will be able to gain half of the clues necessary to follow the path taken by the Far Striders' on their second journey into Parlainth: the Silver Plaque.



SETTING THE STAGE

The cavernous tavern of the Restless Troll is alive with activity. Barflies who can be found here nearly round the clock hover near their usual places at the bar itself. Through the thick layer of haze that hangs in the air from a combination of dozens of tobacco smokers and the crackling fireplace, you can spot groups of adventurers plotting amongst themselves, celebrating some success, or attempting to drown their sorrows in stout ale. From near the fireplace, the sound of a flute rises through the din of the crowd, and glimpses can be caught of a scantily clad elven dancer.

Sitting at a booth, apparently able to tune out the bustle of the tavern around him, is the one-legged dwarf Tolemy Faer. His rag-wrapped crutches lean against the table, and his mug never seems to get more than half-empty before one of the barmaids refills it on one of her rounds. At present, there is a large ork in ring mail sitting across from him, and as they complete their conversation, the ork leaps from his chair, circles the booth, and grasps the dwarf in a hearty orkish embrace. Proudly, the ork hands over several gold coins, and, in return, Tolemy shuffles through his pack and retrieves a scroll for the ork. Looking pleased with his purchase, the ork shouldered his way to the bar as Tolemy leans back in the booth.

THEMES AND IMAGES

The meeting with Tolemy Faer should be one of contrasts. He's an island of calm in an otherwise boisterous tavern. He seems genuinely friendly in a town full of people with their own agendas. He is happy with his current place in life, even though he was maimed in Parlainth. Finally, though he is talkative, there are still some things that he won't say for free.

BEHIND THE SCENES

Presumably, the characters are going to want to talk to Tolemy Faer about the Far Striders, and they probably have already heard of the Silver Plaque. Of all of the people that they will talk with about the Far Striders, Tolemy is the one with the least personal agenda. Torgak and Vardeghul want to sell the characters something. Tylia is distracted by running her inn, and her underlying longings for returning to adventure herself. Justice Bells wants to gain the characters as allies, and is concerned about the Far Striders as they were allies that now seem to be lost. "Budroes" wants to mislead the characters and get them to drop the



mission. Only Tolemy is willing to talk to them for the sake of conversation.

Tolemy loves to chat, and his "job" as an information broker allows him to do just that. He does remember the Far Striders, and will be willing to go into a story without much provocation about his brief encounter with them, which of course culminated with him purchasing the Silver Plaque.

The Silver Plaque is for sale, if the characters want it, and he'll sell them the plaque itself for 1000 silver. He'd be willing to let them get a rubbing of it, look at it, copy it, or whatever other method they'd like of getting the information off of it without actually purchasing the plaque for 100 silver.

Tolemy doesn't currently have the plaque with him, however, he can be easily convinced that it is a life or death situation and will hobble up to his room, which is conveniently in the Restless Troll, to get it for the characters. He'll happily talk to the characters about everything he knows about the Far Striders (except the specifics of what's written on the plaque) and freely give his opinions. He thinks they were going to follow the hints written on the plaque combined with the map that is its counterpart and see where it leads. Unfortunately, he does not know where the map is. He wouldn't know about it at all, except while talking with the Far Striders when he purchased the plaque, one of them accidentally let the map's existence slip out.

If the characters go back to Remiel with information about the plaque, he will send Nemiroph to go purchase it. Nemiroph will inform the characters that there is nothing inherently magical about the plaque, and will equip them with a copy of what is written on it to assist in their investigation. He will not, however, give them the plaque unless the characters convince Remiel to order him to do so, and even then it will be on the condition that it is to be returned after their mission, or that its purchase price will be deducted from their final pay.

TROUBLESHOOTING

The main thing that could go wrong with this section would be that the characters don't get at least a copy of the information on the plaque. If this happens, the Gamemaster can have Nemiroph discover Tolemy during his investigations. He will purchase the plaque and see to it that a copy gets to the characters.

Another possible complication is if the character attack Tolemy. A fairly large portion of the patrons of the Restless Troll think highly of him, and starting a fight in his "office" could be very detrimental to the characters' continued well-being. If they start getting rough, feel free to play this up.

Finally, the characters could just attempt to steal the plaque from Tolemy's room. Finding out which room is his won't be very easy, and there are some fairly intricate locks on the door. However, a diligent thief would be able to get in and get out with the plaque, and a smart one would be able to get a rubbing of the plaque without Tolemy ever being the wiser.

CAST OF CHARACTERS



Tolemy Faer

A dwarven information broker, Tolemy is a former adventurer who lost his leg and was forced into retirement. Currently he has an agreement with Tylia, the owner of the Restless Troll, and quasi-permanently occupies a booth, his "office". Tylia sees a percentage of all his business, which has been flourishing recently. If Vardeghul trades in discovered works, Tolemy is a rumormonger extraordinaire.

He is also not entirely business oriented, and with a friendly group that he takes a liking to, he may even drop small hints for free. He has recently sold some information that led to a major haul in the Eastern Catacombs and thus has been receiving a lot more business than usual. This fortune has allowed him to start trading in more than information, and this is what allowed him to acquire the Plaque from the Far Striders.



Third Circle Dwarf Troubador

Attributes

Dexterity	11: 5/d8
Strength	10: 5/d8
Toughness	15: 6/d10
Perception	16: 7/d12
Willpower	15: 6/d10
Charisma	18: 7/d12

Talents

Disguise	2: 9/d8d6
Durability (<i>Troubador</i>)	3
Emotion Song	3: 10/d10d6
Empathic Sense	2: 9/d8d6
First Impression	5: 12/2d10
Item History	4: 11/d10d8
Karma Ritual	3
Melee Weapons	3: 8/2d6
Mimic Voice	3: 10/d10d6
Read/Write Language (<i>Troll, Theran</i>)	2: 9/d8d6
Speak Language (<i>Ork</i>)	1: 8/2d6

Skills

Artisan: <i>Play Instrument</i>	3: 10/d10d6
Knowledge: <i>Haven Lore</i>	2: 9/d8d6
Knowledge: <i>Parlainth Lore</i>	3: 10/d10d6
Research	2: 9/d8d6
Read/Write Language (<i>Throalic</i>)	1: 8/2d6
Speak Language (<i>Throalic, Troll</i>)	2: 9/d8d6

Karma

Dice:	d6
Current:	12

Initiative

Dice:	5/d8
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Combat

Physical Defense:	7
Spell Defense:	9
Social Defense:	10
Physical Armor:	2
Mystic Armor:	2

Movement (*Decreased due to missing leg*)

Full:	35
Combat:	18

Damage

Death Rating:	56
Wound Threshold:	10
Unconsciousness Rating:	44
Recovery Tests per Day:	3
Recovery Dice:	d10

Racial Ability

Heat Sight

Equipment

Padded Cloth
Traveler's Garb
Crutches
Concealed Dagger
Stein
Backpack
Pen
Paper, 20 sheets
2 scrolls, one with information about the Smalls, another with information about the Twists. In the 'Setting the Stage' section of the encounter, he just sold his scroll with information on the War Zone to the ork.

Loot

Tolemy usually keeps a handful of coins on his person, and at present he has 5 gold, 4 silver, and 7 copper. In his room, he has the originals of the information scrolls on the eight sections of Parlainth that he sells, as well as several books and a fairly sizable pile of haphazardly scribbled notes. Rounding out his possessions are several sets of clothes, a set of pan pipes, and, of course, the Silver Plaque. In a lockbox that Tylia keeps for him, Tolemy has amassed just over 1000 silver in various coins.



THE PROOF IS IN THE POISON:

Chapter Five



OVERVIEW

Lord Remiel treats the characters to a large meal at Loak's Legacy. A Questor of Vestrial has poisoned their tankards to stop their search for Yuriel. During the meal, there is a commotion in the kitchen and a scream from one of the serving maids. The server has been killed by poison, and if the characters aren't careful, they may suffer the same fate.



SETTING THE STAGE

The vast dining room of Loak's Legacy has two hearths, a long bar with padded wooden stools, and several long tables with benches set along each side. Loak's has no small, private tables; instead, customers belly up to one of the long tables and rub elbows with their fellow patrons. For the meal that Lord Remiel is hosting on the eve of what all hope will be a successful journey, however, he has chosen one of the three private dining rooms. Though the accommodations are almost the same, with a long table and benches, the room does offer some solace from the commotion in the main dining hall. Adding color to the room are some of the decorations that have been brought down from Lord Remiel's chambers, specifically the tapestries bearing the sigils of the kingdom of Throal and the Circle Path Company.

THEMES AND IMAGES

This encounter should have several mood changes. It should start on a high note, with a meal purchased by a benefactor who has the utmost of confidence in the characters. From there, as the night grows darker, there is a murder attempt. Play it up as a murder mystery, but one without a conveniently catchable villain. By the end of it, there should be more questions than answers.

BEHIND THE SCENES

Sometime after the meeting with Tolemy Faer, the characters will be invited to dinner by Lord Remiel. If Relian and Gildon are travelling with the party, they will suggest that the characters let Lord Remiel know what they've learned. If they're not with the party, then Lord Remiel will send them out with instructions to find the characters and bring them back so they can report on their progress.

In all likelihood, Remiel will praise the characters for their efforts, and be supportive of them going on a trip into the Smalls to get the information from the map to use with the Silver Plaque. Only if the characters have resorted to overt acts of thuggery will he begin to question whether or not their legendary status is misplaced. Regardless, he will invite the characters to a fine meal at his expense to celebrate what he hopes will be a successful trip for them.

Meanwhile, Mospatt will have watched the meeting that the characters had with the false Budroes, and will have concluded that the story that his fellow Questor of Vestrial gave will not be enough to dissuade them from their path. After some discreet investigation, he will have learned

that the characters were hired by Remiel. Mospatt decided that, rather than follow them and hope for an opportune moment, he would instead plan a trap for them when they reported back to their employer.

His plan is simple - place a contact poison on the handle and rim of the tankards of drink that a band of adventurers would surely order. Even if they cast spells on every bit of food or drink placed before them to ensure that they aren't poisoned, his poison would not be in the food, and would be missed by such magics. Since he didn't want to end up poisoning the entirety of the inn, he would have to wait until their order was being filled, distract the server, and then poison the mugs. Since this might lead to people getting their poisoned steins at different times, the poison that was chosen is one that does not take immediate effect.

The meal ordered by Remiel was a blessing for Mospatt. Instead of having to distract the server and poison each individual glass, he would have the opportunity to poison all of the steins at once while she is busy with another course of the meal. It was the essence of simplicity for him to sneak into the kitchen while the appetizer was being served and apply his poison to the goblets. After that, he makes his quick exit out of a window in the kitchen, and proceeds to leave Haven to return to the Temple of Vestrial as quickly as he can.

Unfortunately for him, Mospatt's plan begins to go awry. The mugs that he poisons are not scheduled to be served until the fifth course of the meal. Unfortunately, they were handled by Lorra, the ork serving girl, time and again before then as she had to move them from place to place in the kitchen to make room for the other parts of the meal. While serving the meats of the fourth course, if the characters have paid any attention to their serving girl at all, they will begin to notice that she's not looking very healthy. Afterwards, back in the kitchen, before the drinks are due to be served, Lorra tells one of the other servers, the human girl Jeanelle, that she is feeling sick. She asks that Jeanelle handle the next course of the meal while she catches her breath. Jeanelle is no expert, but even she can see that Lorra is looking under the weather, and agrees.

Jeanelle brings out the tankards, filled with a stout Throalic ale, and apologizes for Lorra's absence. She says that she will be handling the rest of the meal. She places the poisoned tankards in front of each of the characters, as well as Remiel, Nemiroph, Belstraum, and Degaas. By the time that she finishes, she will be dizzy from multiple exposures to the contact poison, and will be all but staggering as she heads back to the kitchen. There, she will come across Lorra's body, and she will let out a scream that's fit for being in a horror movie.



Jes Freeman, the ork bartender, will be among the first to respond to the scream, and he will quickly send for the guards. The discovery of the body will set Loak's Legacy into an uproar, and a good number of the patrons will want to exit before the guards arrive; not because they're guilty, just that they don't want to be around when Torgak's deputies are inspecting everything with a close eye. This will upset Remiel's sense of justice, and he will ask Degaas and the characters to make sure that nobody leaves before the guardsmen arrive.

If the characters have even touched their tankards, then they too will have been affected by the contact poison. Otherwise, it is only Lorra and Jeanelle who have been poisoned, and of them, only Jeanelle can be saved by something other than magics designed to bring a person back from the dead. Degaas, being good at his job, was fairly well prepared for a poisoning. He will ask Belstraum to go to his chambers to retrieve the four Kelia's Antidotes that he brought. That is enough for Remiel, Degaas, Belstraum, and Nemioph, but not anybody else.

If Remiel and his party are not affected, he will offer the antidotes to those who are, be they the characters or Jeanelle. Otherwise, he will ask Belstraum to go and purchase antidotes. Belstraum will refuse, claiming that he should be here in case anything else happens. He's hoping to draw Remiel into an argument on the matter, which will

mean precious seconds are lost for the characters. Remiel, however, isn't obliging. Not realizing that Belstraum wanted to stall him, but instead acting because he knows time is of the essence, as soon as Belstraum refuses his request, Remiel restates it to Nemioph, this time as an order. Nemioph gloomily agrees.

The contact poison that Mospatt uses has the following statistics: it has an onset time of several minutes, but repeated exposure decreases the onset time dramatically, as in the case of Jeanelle. It has a spell defense of 8 and does step 9 damage for 5 combat rounds, making it a fairly lethal poison once it comes into effect.

The deputies that arrive are Dishara Eyes-of-Straw, an ork Wizard, and Sealak, a troll Sky Raider who sees things in simple terms. Mostly, Sealak is there to make sure the place doesn't get rowdy and that nobody leaves. Dishara is the one who will actually be trying to conduct an investigation. Several minutes after the deputies arrive, Nemioph will return with Kelia's Antidotes. However, it will be too late. The poison will have run its course. If, however, the characters go with Nemioph to Torgak's Supplies and Goods, then the poison will only begin to take effect as they arrive there, so a Kelia's Antidote will do them quite a bit of good, perhaps even limiting them to only receiving one damage roll.

Dishara's investigation will take several hours, and will consist of a combination of using her Evidence Analysis Talent as well as questioning the staff and patrons of the inn. At the end of the investigation, she will have concluded that it was a dwarven Thief or Scout Adept, and be able to produce a very good description of Mospatt as the culprit, but will not have his Name. During the investigation, characters will have the opportunity to interact with the other patrons who, like them, can't leave the bar. This is a good time for the characters to get any rumors that they haven't yet received, or for them to play amateur detective. Some of the people who might be in Loak's Legacy include:

Noahla, Female Ork Air Sailor: A young, energetic, cheerful ork, Noahla has come to Parlainth with aspirations to be a hero, which have been dampened only somewhat by the harsh realities of Haven.

Jigreal the Quick, Male T'skrang Archer: A mercurial t'skrang whose use of his tail is almost prehensile. Everything about him should be like quicksilver.



Roderick, Male Troll Beastmaster: Roderick, a Questor of Thystonius, is a rabble-rouser around Haven. Play him like a high school gym coach.

Pengar Crookedgrin, Male Ork Cavalryman: Pengar led his band of scorchers to Parlainth to plunder it, as well as Haven. Now, he is the only member left.

Shiela Earthcaller, Female Dwarf Elementalist: Shiela specializes in Earth-based magics, and treats Elementalism much like a religion, including trying to convert others.

Mayn, Male Windling Illusionist: Mayn puts up a front of being the stereotypical flighty and immature windling. However, he is actually a very calculating individual.

Jinn, Male Elf Nethermancer: This scheming elf is in Parlainth to discover a way to be able to command invade (insect spirits) just as he commands other spirits.

Waide, Male Troll Sky Raider: A bold troll who has convinced many of his lowland brethren to return to highland ways and take a stand against the Theran presence in Haven. Occasionally known as Waide the Liberator.

Ireloch, Male Troll Scout: A slightly insane troll who is a follower of Waide. He hears voices from spending too much time in the Twists, but as he can still pass his artisan test, his companions believe him to not be Horror-marked.

Suron Fade, Male Troll Swordmaster: Suron is an original member of the group called the Seekers, one of the boldest (or craziest) in Haven. Nimble for a troll, but not quick with the tongue, he is never one for much panache.

Swansong, Male Ork Thief: A street-smart fence, this canny ork has a soft spot for Noahla and keeps an eye on her to make sure her naivete' doesn't get the better of her.

Rashe Bannon, Male Human Troubadour: Rashe is an actor extraordinaire and Troubadour in the highest thespian sense. He entertains his audience through illusion and his ability to perform multiple parts within a scene or skit.

Janii, Female Elf Warrior: Something of a cynic with a short fuse, Janii is not a contemplative Warrior, but instead prefers to deal with problems by hitting first and dealing with the consequences later.

Allen Carver, Male Dwarven Weaponsmith: One of the first non-ork or troll immigrants to Haven, he is responsible for much of the construction of the buildings in the Old Neighborhood.

David the Cyclops, Male Human Wizard: A former adventurer who has lost his eye, he is a well-meaning scholar who is now content to study the mysteries of Parlainth from a safe distance.

The day after the poisoning, a drawing of Mospatt will be circulated among Torgak's deputies, and a tracker will be hired to see if he's still hiding in Haven. By midday, it will be apparent that he is not, and Torgak will declare Mospatt exiled. The dwarf will not be allowed to enter Haven again without somehow sneaking past the deputies who watch the city gates.

Once in the Twists, tracking Mospatt becomes a nearly impossible feat. Just as with Yuriel and Toeth, the hand of Vestrial is amplifying the already confusing magics of the Twists, raising the target number to track him to more than 100. It is very likely, however, that when the characters do eventually arrive at the Temple of Vestrial, they will recognize Mospatt as a dwarf that was present in Loak's Legacy, one that went missing after the poisoning.

It is very possible that the target of the attack will be misinterpreted. It is easy to think that the attempted poisoning was directed at Remiel. Nemioph, however, will be operating on the assumption that the attack was aimed at the characters. Simply, Remiel has received all of his meals from the kitchen of Loak's Legacy. The poisoning could have come at any time. Instead, it came when there were a large number of Adepts in his lordship's employ present. Terrible timing, if the target was Remiel. However, he will keep this opinion to himself unless pressed on the matter.

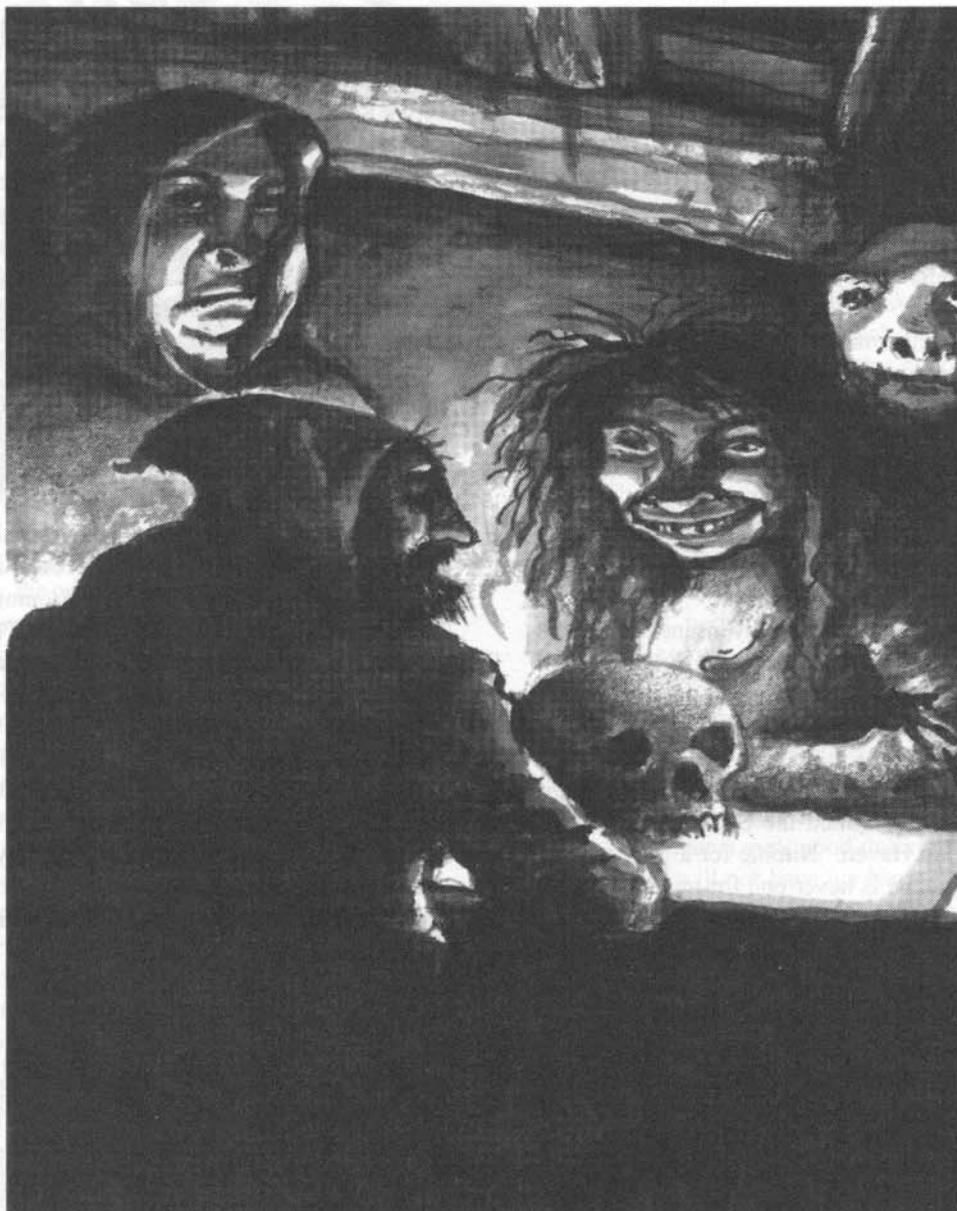
TROUBLESHOOTING

The main trouble that could arise in this encounter is if one or more of the characters are killed by the poison. If this is the case, they can be saved by Last Chance Salves. If it looks like the characters are going to die en masse, Nemioph can save them by using his Recovery spell.



BUSINESS AS USUAL:

Chapter Six



OVERVIEW

While the characters are travelling through the Smalls, they come across an apothecary selling Healing Potions for a greatly reduced price. There is a dark reason for this: he is Horror-marked, and his potions are harmful rather than beneficial.





SETTING THE STAGE

Passing into the crumbling remains of the once-proud city of Parlainth, you step out of Haven into the Smalls. The buildings are all identical. It is difficult to tell them apart, except for damage that they have suffered in battles both long ago and recent, or marks that have been made on them by other adventurers who have traveled through these streets, or the defacing done by the denizens of the Smalls themselves.

The Smalls were once the common housing of Parlainth, and bear a resemblance to a section of government tract housing. Blocks upon blocks of the same drab, white, two-story buildings, all of the same dimensions, sprawl across this section of Parlainth. However, the bland exterior no longer reflects the true state of the Smalls. Now, it lies above the kingdom of Queen Twice-Born of the cadaver men, and her subjects roam its sewers. Horror constructs and even a few Horrors have been known to wander its streets, preying on the unwary and wary alike.

One building, however, appears to show little sign of any damage and has evidence that the entrepreneurial spirit of Haven is alive and well, even here in the Smalls. It is a simple, two-story, thirty foot by forty foot dwelling, much like any other, except that above the open front door is a sign advertising, in Throalic, "Apothecary." A smaller sign

beside the door lists a pair of prices: "Booster Potions - 40 silver" and "Healing Potions - 250 silver"

THEMES AND IMAGES

The characters should begin to see the hand of Vestrial at play in this Encounter. Here is something that looks like a remarkable opportunity, that in reality is quite dangerous. Play up Ranos' deceptive nature.

BEHIND THE SCENES

After the attempted poisoning, there is little in the way of significant events that happen to the characters while they are in Haven. While they may want to spend some time investigating the poisoning, Remiel and Nemiroph will push them to follow the trail they have learned that the Far Striders took. This will eventually lead to them into the Smalls.

An old ploy by the insidious people who live near the edge of a desert is to sell poisoned water to the unwary traveler, then go into the desert after them to loot the body after the poison has taken effect. Ranos DeVahl is a Smalls equivalent of one of those watersellers. Marked by a Horror,



and unconcerned with chasing after adventurers to collect their goods, Ranos sells the Parlainth version of poisoned water: inexpensive healing magics.

Ranos's potions, whether they're sold as Booster Potions or Healing Potions, all have the following stats: They are a poison with a spell defense of 16 that instantly does step 5 damage each. They're fairly weak, but it is more than likely that they will do the trick because of their high spell defense.

The abnormally high spell defense of the poisons means that they are almost impossible to detect as anything but legitimate healing agents. This is one of the Horror's "gifts" to Ranos. It only happens when Ranos himself manufactures these poisons. If another were to follow his instructions, the results would be entirely unpredictable.

The house in the Smalls that he has chosen is like any of the other Smalls houses. He has set up the large downstairs "living room" as a shop, the kitchen area as his alchemical laboratory for manufacturing his potions. He lives in the upstairs rooms. Ranos sells all of his potions for around twenty percent less than the prices listed in the main book, and can be haggled down to as low as fifty percent of the normal price. The potions that he has on hand are eleven Booster Potions and seven Healing Potions.

In addition, his "kitchen" has an alchemical laboratory with equipment worth a total of 1000 silver (or probably quite a bit less in Haven). However, most of it is glassware, piping, and the like, and it would have a difficult time surviving a trip through Parlainth unscathed. There are also the reagents necessary to make an dozen more of Ranos's potions, ingredients that could fetch 300 silver on their own. A small lockbox under the counter in his "living room" has 161 pieces of silver in it. Business isn't all that great; his only repeat customers are the ones that realize that he's selling cheap poisons, and they use him as a resource. Beyond that, his worldly possessions amount to some modest furniture upstairs, and a few changes of clothes.

TROUBLESHOOTING

The trouble from this encounter will not likely come up until much later, when the characters use Ranos's potions. Most likely it will be when they are in desperate need of healing. The poison is fairly weak, however, and it is unlikely that a death will result from Ranos's potions. At the Gamemaster's discretion, either killing Ranos (and thus freeing him from his torment) or using his potions as a weapon on a regular basis may draw the attention of the Horror that has marked him.

CAST OF CHARACTERS



Ranos DeVahl

Ranos DeVahl is a small-time peddler who lives in the Smalls. He is obviously quite mad. He talks to himself and cackles a lot, but he has very valuable wares to sell, or it seems. He is an outcast from Haven, exiled for selling bad merchandise. Originally, the claims against him were mostly untrue. Through no fault of his own, he sold a Last Chance Salve to an old adventuring buddy of Torgak's, and the salve didn't work. Luckily, the friend had a second dose. Unluckily, the friend of Torgak blamed the alchemist and got him exiled.





Ranos fled into Parlainth to escape the troll's wrath, and managed to gain the notice of a Horror. He emerged from the incident physically unscathed, but mentally unhinged and Horror-marked. Now the only kind of things he can make are poisons and dangerous potions, but his knack for making them is almost uncanny. He survives by representing his wares as Booster Potions and Healing Potions, and by selling them at remarkably low prices.

Fourth Circle Human Wizard

Attributes

Dexterity	16: 7/d12
Strength	13: 6/d10
Toughness	12: 5/d8
Perception	19: 8/2d6
Willpower	11: 5/d8
Charisma	13: 6/d10

Talents

Arcane Mutterings	6: 11/d10d8
Astral Sight	1: 9/d8d6
Book Memory	4: 9/d8d6
Book Recall	4: 12/2d10
Durability (<i>Wizard</i>)	5
Evidence Analysis	4: 12/2d10
Karma Ritual	2
Read/Write Languages (<i>Human, Sperethiel, Troll</i>)	3: 11/d10d8
Read/Write Magic	4: 12/2d10
Spell Casting	4: 12/2d10
Spell Matrix (<i>Thorny Retreat</i>)	4
Spell Matrix (<i>Levitate</i>)	4
Thread Weaving	4: 12/2d10
Spell Matrix (<i>Flame Flash</i>)	4
Versatility	3
Climbing	2: 9/d8d6
Pick Pockets	3: 10/d10d6
Sprint	2

Skills

Alchemy	3: 11/d10d8
Artisan: <i>Flower arranging</i>	2: 8/2d6 *
Knowledge: <i>Legends and Lore</i>	1: 9/d8d6
Knowledge: <i>Magic Lore</i>	4: 12/2d10

Karma

Dice:	d8*
Current:	23

Initiative

Dice:	7/d12
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Combat

Physical Defense:	9
Spell Defense:	10
Social Defense:	7
Physical Armor:	2
Mystic Armor:	1

Movement

Full:	75
Combat:	38

Damage

Death Rating:	54
Wound Threshold:	9
Unconsciousness Rating:	41
Recovery Tests per Day:	2
Recovery Dice:	d8

Racial Ability

Versatility

Equipment

Padded Cloth armor: tattered robes

Loot

Aside from the specifics mentioned in the Behind the Scenes section in this encounter, Ranos has 29 pieces of copper and 3 pieces of silver on his person.

* Special Note

Ranos is Horror Marked by a Crystal Entity. He can replace his Karma dice with D20+D6+D6 if the Horror makes a successful Karma Tap test (see ED page 298). Also, Ranos will fail his Artisan Skill test because of the Horror Mark.





... But You Wouldn't Want to Live Here: Chapter Seven



VIEW

The characters' journey through the Smalls takes them past a pack of razor mammoths, which attack, as is the nature of Horror constructs.





SETTING THE STAGE

The Smalls. Rows of boxy little buildings, each almost exactly the same. It is easy to become lost in the monotony of the Smalls, and there are a number of jokes around Haven that have a punchline similar to, "Oh! This is AB-15? I thought it was BA-15!" As you push forward, though, a sound reaches your ears that is not at all humorous. You hear the growls of what might be beasts - very large beasts - and it's uncomfortably close.

THEMES AND IMAGES

Parlath is a dangerous place. This encounter should emphasize that danger. Even the Smalls aren't safe to walk through, and on any trip into Parlath characters should expect to run into some type of Horror construct.

BEHIND THE SCENES

Travelling through the Smalls isn't easy. A pack of five adult razor mammoths have made their home in this portion of the city. Four of the mammoths will try to rush the party and use their natural viciousness to overwhelm them. The fifth razor mammoth is a female and is within one of the homes. She will not leave the building because she is guarding a group of four larvae-like young, feeding on the rotting remains of her victims. The four mammoths will continue their attack until they or the characters are all dead. The adventurers' best tactic is to withdraw into one of many crumbling buildings and force the huge beasts to enter one at time, therefore allowing the entire party to focus on one opponent.

Razor Mammoth

Attributes

Dexterity: 8	Strength: 16	Toughness: 10
Perception: 8	Willpower: 7	Charisma: 2

Initiative: 10	Physical Defense: 10
Number of Attacks: 3	Spell Defense: 9
Attack: 10	Social Defense: 15
Damage: 16	Armor: 8
Number of Spells: NA	Mystic Armor: 4

Spellcasting: NA

Effect: NA

Death Rating: 51

Wound Threshold: 16

Unconsciousness Rating: 44

Karma Points: 5

Legend points: 550

Commentary:

The razor mammoth is a lumbering beast standing seven feet tall at the shoulder. They have three eyes and two long curved horns above rows upon rows of razor-sharp teeth. Hanging from its jaws are six sets of tentacles that it uses to pull victims into its mouth. Razor mammoths have a thick, leathery hide and a single, one-foot long talon on each of their four feet.

It is possible that razor mammoths were once peaceful creatures until the Horror Nemesis twisted their patterns in order to use them in his gladiatorial pits. After the matches, Nemesis loosed them into the surrounding areas to make way for his other creations. Instead of spreading out after their release, however, each group of beasts kept together in packs, each pack containing razor mammoths from different pit sessions. At least one such pack has made its way into Parlath.

The razor mammoth's eyes are quite valuable, and if safely transported back to Haven, they can fetch as much as 50 silver apiece.

TROUBLESHOOTING

The only problem that could arise in this encounter is if the razor mammoths do too well against the characters. If the characters are travelling with Relian and Gildon, then have Gildon suggest a retreat into a building that is too small for the beasts to get into, after the first character falls. Otherwise, Nemiroph could have convinced Remiel that he needed his own eyes with the party, and sent Relian and Gildon after them. They can arrive in time to assist in the battle.



MALAKAI'S SLAVER CAMP: Chapter Eight



OVERVIEW

The adventurers have a lead, and should have set their sights on tracing the path of the Far Striders to the slaver camp that they engaged in the Smalls. Perhaps the survivors, or the remains of the camp itself, will reveal clues as to where the Far Striders went. Perhaps a map exists that leads to the gauntlet described on the plaque. Indeed, the slaver survivors, now regrouping under Malakai's leadership, and the map await the adventurers in the north Smalls.

The encounter with the slavers should end with the adventurers attaining the map to the Twists, so that they can follow the path of the Far Striders to the Temple of Vestrial.





SETTING THE STAGE

Decay and dust have settled across the buildings of the Smalls. Gangs and other less-reputable clusters of Name-givers have set up their staging bases within the confines of this district. The slavers that the Far Striders battled are but one group.

At last you have navigated your way to the far northern section of the Smalls, where it is likely that the remnants of these slavers should be found. From afar, there are not many distinguishing features that differentiate these buildings from their neighbors. However, small things are different. Windows have been boarded over, some with scorch marks on the outside. There are cracks in the walls that have been plastered over. And in the distance, upon closer examination, what might be rooftop sentries can be seen.

THEMES AND IMAGES

The characters are going after a group of slavers who believe they are in the service of Dis. Confusion and unnecessary work are the bread and butter of this Mad Passion, and should be played up when getting to and dealing with the slavers. It's easy to get lost in the repetitious and dull environs of the Smalls, so the adventurers should keep a careful eye on where they've been, and where they're going, else they may end up travelling in circles. While not as bad as the Twists-through which the adventurers will travel later — it should give them a small taste of what's in store. Other images to keep in mind are the institutions of slavery and bureaucracy, which will both be encountered in the slaver camp.

BEHIND THE SCENES

The tale begins with Theran Airship Captain Teirik Malakai. Captain Malakai was a rather ambitious and promising captain before the War began. His raids into Barsaive were very successful; quick attacks that yielded many fine slaves. These, in turn, provided more capital to enhance his ship, crew, and family status. Part of the captain's success was due to his flexible morality, his crafty aerial tactics, and his strong will. Most of it, however, was due to his ability to spot and hire good hands that would serve him and Thera well. One of these hands was his First Mate, Lieutenant Raven Davron. Lieutenant Davron was as skilled in ground tactics as Captain Malakai was in aerial combat, and the pair made a fairly dangerous combination.

Unfortunately for Captain Malakai, his ship was in Barsaive on a slaving run when the War began in earnest.

His ship was discovered by a skirmish line of Throalic vessels, and shot down before he had a real chance of turning the offensive or escaping. Fortunately for the survivors, the Throalic forces did not have time to make sure the crew was dead, and counted the destruction of the ship enough of a victory to continue on their way. The grounded crew regrouped and salvaged what they could from the wreckage while Malakai and Davron plotted their next course of action.

That night, Malakai had a vision. In his dream, Dis came to him and revealed a desire for his presence in Parlainth. He told Malakai to look for what he needed at the base of tree a few short miles north of their camp, and then to move to Parlainth to claim slaves in the name of Dis. When Malakai reached Parlainth, he was to contact the head of Dis' cult there - a man named Garron Karlson - by means of a map and a special plaque. When Malakai awoke, he ordered his men to break camp and move north. At the base of the tree, he found the heavy, grey robes of a questor of Dis, a small, black, chain necklace, and a parchment map of a section of the Smalls, leading to one particular building. Donning the robes and the necklace, he shared his vision with his crew, and they began to make their way north to Parlainth.

Unbeknownst to Malakai, his dream was a gift from Vestrial, not Dis, as were the garments and the map left at the tree. The map was real; it led to a house in the Smalls that would become Malakai's base of operations. In the house He would find a map leading to the Temple of Vestrial, and the plaque that revealed the key to the navigation of traps that would be encountered in the gauntlet.

It took Malakai's Slavers a good deal of time to find Parlainth, having lost their navigational charts and equipment in the crash. However, they finally did reach Parlainth, and claimed the house as a base, using Davron's ideas to fortify it against the wandering gangs and Horror constructs which they had already encountered and fought. Once the base was set up, Malakai selected his few remaining Adepts, and left the rest of his crew behind to safeguard their base. Leading his minions, he made his way to what he mistakenly believed to be the Temple of Dis.

Along the way, he lost several of his Adepts, but he finally reached Garron Karlson, who explained the need of the gauntlet to weed out the chaff so that only the righteous could find their way in. Agreeing with the need, Malakai gladly took on the duties that Karlson gave him. He rounded up slaves for himself and the Temple, from the groups wandering Parlainth. He recorded all that occurred, as well as printing proper documents for everything that could occur.

He had his scouts map out the routes in the Smalls that led safely back to Haven, and used a few of his unobtrusive crewman to recruit fresh members. The slavers kept an eye



out for particularly weak groups that travelled through the Smalls. For his record-keeping, he relied on his prized possession, a Document Box (see page 107) that he had acquired on one of his more successful slaving raids before the War.

For a while, things ran smoothly. Then one day, the scouting party didn't return. A few days after that, a Crystal Entity attacked the camp. In the fight, several more slavers were killed, as well as the Wizard, Perro. They put the bodies aside, in one of the spare rooms, to burn on the next day. That night, they rose up as cadaver men, and several more crewmembers were killed, as well as a recently recruited Archer. This time, the bodies were torched immediately. The group now consisted of twenty-five members, only four of whom were Adepts; Captain Malakai, Ship's Elementalist Horis, the Warrior Lyric, and a recently recruited Swordmaster, Orin. Horis patched the walls, and Malakai and Davron began planning a new scouting route. It was on that day that the Far Striders and Justice for All found the camp.

In the fight, Horis and a pair of sentries were the first to fall, having been caught outside when the Far Striders attacked. Lyric led the charge against the invaders, while Davron reported what was going on to Malakai. The fight went poorly for the demoralized slavers, and Malakai finally called a retreat. All his adepts were gone; his crew was scattered. All he had left were Davron, Degado, and Bluestone. After a brief bout of looting, the Far Striders left the camp.

Returning from a scouting mission, Degado reported that the Far Striders and Justice for All had left. The four remaining members of Malakai's Slavers returned to their camp, to assess damages. The invaders had freed the slaves, and torched most of the records and several of the barricades. But worst of all, they had pried the Silver Plaque from the wall, and left a carving of their group symbol in its place.

Malakai gave Degado and Bluestone field promotions to sergeant, and sent out his three troops to round up whom-ever else they could. Since then, they have repaired the barricades, found six more members of the original crew, and recruited two more from Haven. They have also managed to capture four slaves, and resupply their damaged storeroom.

Life in the Slaver Camp

The Slavers are on a very regimented schedule at the moment. With such small numbers (compared to their starting forty), the sentry, scouting, and patrolling duties have been divvied up as best as possible amongst the crew, following Davron's plans.

There are always two rooftop sentries at any time, usually in the order of Degado/Bluestone, Fleetfoot/Garen, and Misha/Kron. Each pair serves an eight-hour shift. In addi-

tion to that duty, a pair always serves door duty. Usually the first two pairs are Verin/Saris, and Ian/Morgan. The remaining shift is normally held by just Davron. Every first day of the week, a group of four go into town, never including Malakai, to recruit new members if possible. Every third day of the week, Malakai and a pair go to town to purchase any supplies that are needed from Torgak, under the name of the Chained Fists. Every fifth day, if the numbers of slavers are greater than three times that of the slaves, a group of six is sent out to look for more slaves. Typically, at any given time, one pair is sleeping, though this is not always the case. The off-shift pairs are responsible for cooking and cleaning, as well as taking care of the slaves.

If observed, the most common pastime of this group seems to be filling out documents, which Malakai somehow manages to supply in abundance.

First Encounter

During the first encounter with the party, Degado and Bluestone should be the rooftop sentries. Degado will greet the party if he sees them making their way to the camp. The last thing Degado wants to do is agitate a group of Adepts that could start yet another fight. The party will have to be actively attempting stealth, or (for some insane reason) travelling in the sewers to not be spotted by the rooftop sentries. If the party attacks, skip to the Tactics section. If the party seems friendly enough, he'll give the signal for Misha and Kron to allow them access to the camp, provided they disarm before going in. The slavers will assure the characters that they will get their weapons back. If the group balks at this idea, the slavers will allow some of the party to stay outside with their companions' weapons, along with Fleetfoot and Garen. If they still don't agree to this, they will have to find another way in.

If the party makes it to Malakai's chamber without incident, he will offer the party a chance to join, provided they fill out the proper paperwork. He will be happy to exchange information, but he always requests a price. If the party is willing to pay, they can get the information from Malakai without a fight. Indeed, he'll even let them copy the map from the wall for something appropriate, usually around the neighborhood of 100 silver. A request for anything aside from information, however, will be politely denied. If the party makes their dislike of slavery known, then Malakai will deny that they have slaves at the moment. If they appear to support it, Malakai might admit to having a few slaves, but none are for sale.

The party may recognize a few of the slavers from town, but they should not have run into Davron or Malakai until now.



Getting the Map

There are three basic approaches for getting the map from the slavers:

1. Talk

As described above. If the party needs time to think the matter over or to gather funds, they will be allowed to leave with their weapons. They will subsequently be allowed to reenter, provided they give up their weapons again and have not attacked any of the slavers in the interim.

2. Open Attack

As always, a frontal assault is what's least expected, right? The following are the tactics employed, depending on when and how the adventurers attack.

Malakai

Under no circumstances will Malakai run from the camp; he will continue to fight until death. If there is ever a sufficient pause in combat, Malakai will use a Booster Potion if necessary, or give one to Davron, Degado, or Bluestone. Malakai will only attack the party if he thinks that four of his slavers can take the group within the camp easily. At that point, he will signal Davron to retrieve whichever pair is awake and off-duty.

If attacked out in the Smalls, Malakai will make to the rooftops if he has a chance, and use his Great Leap Talent to outdistance the party on his way back to camp.

Because of the blood oath, Davron, Degado, and Bluestone will know instantly when Malakai is killed.

Davron

She will Taunt anyone who engages her in combat, particularly ranged weapon-users or spellcasters. If the combat is going well, she will seek to disarm and incapacitate—the more slaves, the merrier the Captain, and the bigger her wages.

Davron is a fairly talented tactician, and will not make a suicide stand for her Captain alone. She will freely give ground, falling back to a more fortified position or reinforcements. If she thinks she can escape, she will dash or climb her way towards wherever the Captain is.

If Malakai is slain (not simply incapacitated), she will surrender, as long as she thinks no orks or other people with anti-slaver sentiments will simply kill her.

Malakai/Davron

In combat, Davron will stay on Malakai's flank, and attempt to secure a retreat to the rooftops (which Malakai will not be interested in). Malakai will always engage the heavy hitters, letting Davron go around the sides to pick off spellcasters or archers.

Degado/Bluestone

Under no circumstances will the party encounter one without the other unless one is dead. If the pair are on the roof and the party has no Archers, or they are in a sparse melee, Degado will attempt to use Engaging Banter on someone, while Bluestone uses Called Shot to pick off party members. Bluestone's attacks will always be nonlethal targets—shots to the arm, leg, or high shoulder, so as to take the character out of the fight, and still be able to collect them as a slave later. To figure out who and where Bluestone is aiming at, without speaking his dialect, a Perception check is needed against a difficulty of 12. In heavy melee, Degado will aid Bluestone with the longbow from the rooftop, or with a short sword when they are at another post. Neither will use their oil arrows on adventurers, unless cadaver men are with them.

If Malakai is killed, both of them are still alive, and Davron is not dead, they will surrender. If Davron is dead, or either one of them is, the survivor will not surrender, and will fight to the death.

Slavers

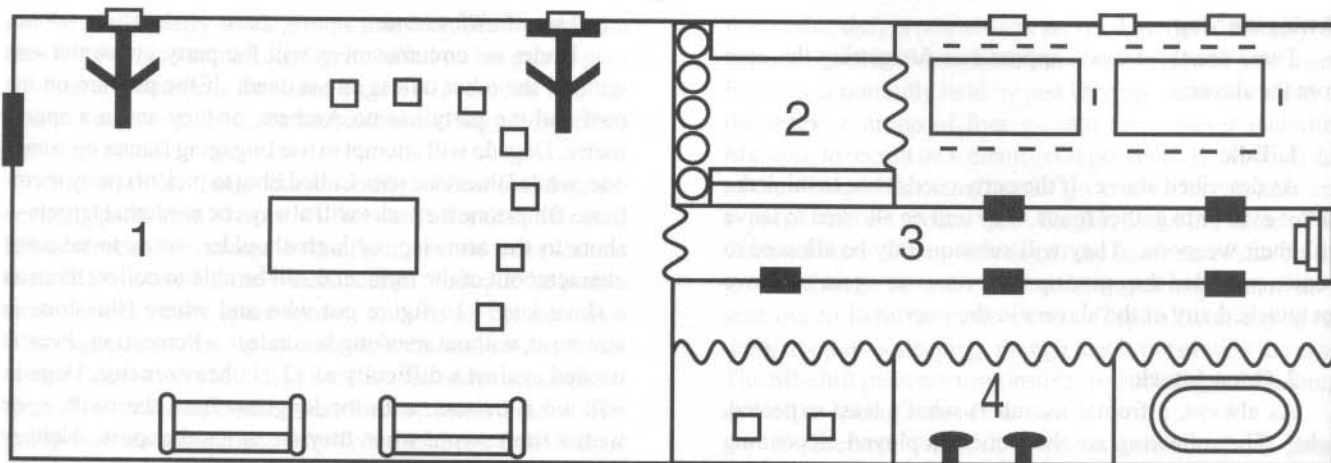
For the pair outside, they will bolt at any sign of combat—inside if they can, or down the street, to return across the neighboring roof. The pairs use standard hack-and-slash tactics, except when on rooftop duty. Those that can use bows, will.

The remaining eight slavers have shaky morale, at best. Use the following chart to determine whether they flee or not. When a slaver drops, roll percentage dice. Each percentage is cumulative: if four slavers are down, there is an 80% chance the remaining four will be flagging white and abandoning ship. Malakai, Davron, Degado, and Bluestone will surrender only in the cases outlined above.

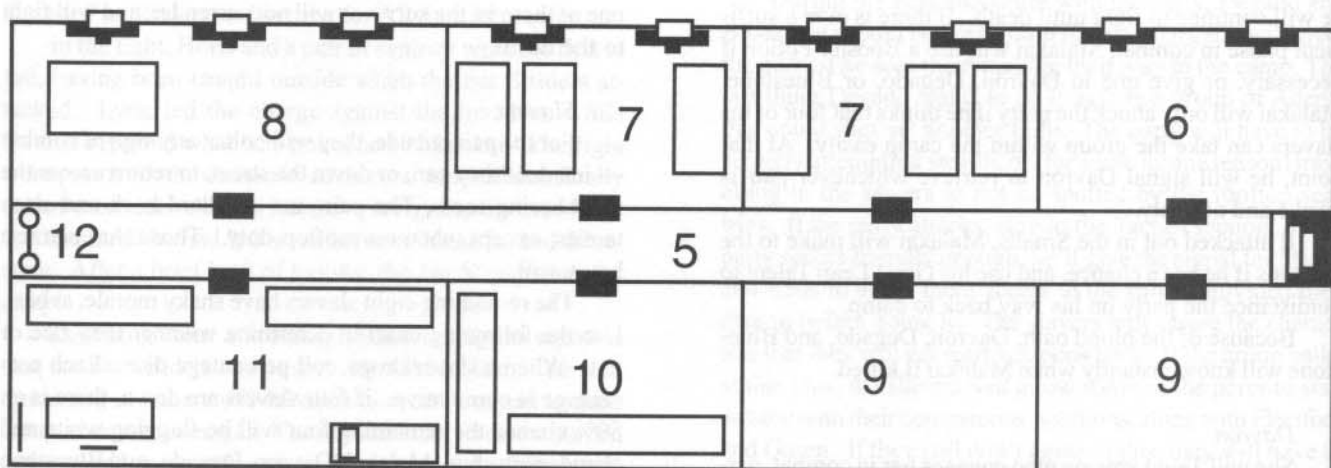
<u>Situation:</u>	<u>Chance of Surrender:</u>
If the party lures a Horror into the camp:	100%
If Malakai is taken down:	100%
If the party arrives with cadaver men:	75%
If the party outnumbered the camp:	50%
If Davron is taken down:	40%
If Degado/Bluestone is taken down:	30% (each)
If a slaver is taken down:	20% (each)

3. Sneak

If the party can sneak its way past the sentries, Malakai is usually asleep from midnight to sunrise. Any other time, if he is not out in Haven, he will be in the room with the map, making it next to impossible to scribe without him being aware of it, but an ingenious party may come up with a way.



First Floor



Second Floor



The Camp

1. The Main Foyer

The main foyer is a room with the entrance on the south wall, and a curtained-off passageway in the middle of the north wall. Two large, if somewhat musty, couches are set against the east wall, and a collection of chairs are arrayed in a semicircle. A large, squat table sits between the couches and chairs, littered with repetitious, mind-numbing documents, all bearing the initials of the camp, MSC. There are windows on the west wall, but several boards have been nailed over them, and heavy wooden supports are braced against them. In addition to the paperwork, a small, well-

thumbed book or two of common legends rest on the table. Scorch marks line the window, and parts of the rock floor are blackened. Along the west wall, several minute cracks have been sealed with some sort of ceramic material (Perception test against an 8, Elemental Lore to know they were sealed with treated Earth Darts). There is a large light quartz in this room. A thorough search of this room will reveal two silver, five copper, a hairclip, and a hairbrush in the couches. The hairbrush would bring 10 silver anywhere but Haven.

2. The Mess Hall

The mess hall is divided into a dining area and a curtained-off kitchen. At the moment, eighteen chairs are in the



mess hall, along with four tables. Again, windows line the west wall and are similarly barricaded. The kitchen is lined with many storage shelves, and has a running tap. The tap is a restored Elementalist spell, and can only produce twenty gallons of water a day. Any attempt to move or take the tap renders it inert. A thorough search of this room reveals enough rations for one human for thirty-two weeks, as well as two kegs of wine, and three kegs with the name 'The Restless Troll' inscribed upon them. Inside these kegs is Wake-Up Juice. Four spare water skins are also available.

Wake-Up Juice

Wake-Up Juice is actually a very weak poison. However, it is sold by the Restless Troll as a means of quickly rousing sleeping or hung-over adventurers, for it has the properties of a powerful stimulant. Granted, most Name-givers can't keep it down (It has been known to make obsidimen vomit), so it is in the best of times a mixed blessing.

Type: Debilitation

Onset Time: 1 Min

Spell Defense: 5

Step Number: 5

Duration: Effect Test result in hours

3. Hallway

Just a simple hallway, leading to a staircase that heads up. Soot stains the ceiling in places closer to the main foyer.

4. The Facilities

This area is curtained off into three sections. The small space left acts as a hall connecting each. The first area is the lavatory, containing two back-less seats with holes in the center. Through the use of more restored Elementalist magic, there is no smell, and a small rinse of water occurs after someone leaves the seat. The next stall contains a shower area, though it is limited to forty gallons of water a day, and usually only gets used by Davron and Malakai. The last is a bathtub that can be magically filled three times a day.

5. 2nd Floor Hallway

This long hallway stretches the length of the second floor. Along each wall are four doors. At the north end of the hall is the staircase leading down. At the south end of the hall is a ladder leading up to the roof. Metal bolts are mounted to allow the roof door to be sealed from the inside. The smell of soot still clings to the air, and the stain of it darkens the ceiling, and the first two rooms on the east wall.



6. Slave's Chamber

The windows on the west wall are barricaded, and account for the only furnishings in the room. Pegs have been driven into the wall, and are used to hang the manacles of the slaves from so that they have no leverage for their arms. Pegs are also near the ground so that the feet can be bound to the walls. There are a pair of manacle-holds spaced for windlings as well. The room is occupied by the four current slaves, all stripped naked and chained to the walls. They are in relatively good health, if nothing else. If the slaves are released, Zarik and Fia will thank the party and aid in fighting. Yara will also thank the party, but if there is fighting, she will cower until it is finished. Streak will mark his time and escape when he can without saying a word.

7. Sleeping Chambers

These two rooms have been turned into barracks. Three to four beds can be found in each one, as well as six to seven pallets. The windows along the west wall are again barricaded in the camp tradition. A search will turn up 30 silver, a canteen, some clean smallclothes, and a pair of stockings.

8. Davron's Chamber

This room has one simple bed, a full-length mirror, and the window barricades. The mirror, if the party is dedicated, could fetch 100 silver anywhere but Haven. Davron also has a light quartz in her room.



9. Torched Chambers

These two rooms on the eastern side have been thoroughly burned. It looks like some cabinets and paperwork once existed here, but no longer. The fire seems to have been put out in time to save the ceiling and floor, however.

10. Document Room

There are several wooden cabinets for storing documents, some of which look like they have survived a fire, but only barely. There is plenty of paperwork, but none of it of any substantial use to the characters.

11. Malakai's Chamber

A large map takes up the left side of the south wall of this room. The map details a path traversing the Twists. On the right side of the wall, there looks to have once been something mounted there, but now it only has the symbol of the Far Striders carved into the wall. In front of that is a long, sturdy desk, rather tidy in its array of parchment, ink, quill, and a strange wooden box. Along the west wall are several small, wooden filing cabinets. A narrow cot is pushed into the east side of the room. Scorch marks score this room, and it looks like there was once a nice bed along the north wall. The smell of soot is heavy in the air. Malakai's room contains a small light quartz, as well as a small fortune in blank parchment and ink. There are several hours worth of documents to sort through, most meticulously boring forms on food supplies, eating schedules, daily reports, requisition forms, shift reports, and the like. The adventurers can perform a Research roll (default Perception) against a difficulty of 13 to search the papers. The difficulty is reduced two for every hour spent searching. In this mountain of paperwork, the only article of interest (Unless you like food reports) is documentation written by Malakai that Garron Karlson is the head of the Temple of Dis found in the Twists, and that the map leads to the proving grounds of the Holy. In addition to that, Malakai's Document Box is always on his desk.

12. The Roof

The roof has a two foot tall wall that follows around the edge of the building. The only entrance is the trap door near the south edge. Several quivers of arrows line the walls, some of which have been treated with oil, as well as torches, oil flasks, flint and steel. Two long boards, about a foot across and twenty feet in length, look like they could be used to cross the rooftops, provided those crossing were light enough. Anything above 120lbs requires a Strength check from the board, step 6, against a 5, + 1 for every ten pounds over. A failure means a twenty foot dive to the ground. Of the slavers, only Davron, Misha, Fleetfoot, and Garen need to make no check.

TROUBLESHOOTING

What Slaver Camp?

Don't make finding the Slaver Camp too difficult. Wandering in the Smalls may build character, but usually just frustrates players. If necessary, there are folks in town that might have been asked by the slavers to join, but turned down the offer, and are now hearing about some adventurers looking for them. They could give some information for a bit of money, or simply to help rid Barsaive of some more Therans.

Power Balancing

If the slavers are somehow more than a match for the adventurers, be it from poor tactics on the players' part, the slavers are too combat heavy, or the dice are simply against the heroes, there are several safe outs. The three officer non-Adepts' stats can be lowered to match the generic slaver stats, and the generic stats can be lowered as the Game Master sees fit. Malakai should stay the same, however. If that doesn't work, increase the chance that the slavers will run, so that their morale breaks after one or two of them fall. After all they've been through, it's not too hard to imagine.

If that still doesn't pull the party's bacon out of the fire, have another cluster of adventurers arrive to offer backup, perhaps part of Justice for All. They need only be three or four in number; just enough to pull the three non-Adepts off the party, so that they can concentrate on taking Malakai down. If all that still doesn't work, you can either fudge your die rolls, or have the party taken captive, and let them plan their escape. The only members that should stay for that scenario are the four separately statted characters. Have fatigue play a big part in helping the heroes escape and turn the tables on the slavers.

Joining the Slavers

If the party chooses to join the slavers, Malakai would certainly welcome their aid. If they plan on doing some form of double-crossing, realize that Malakai will extract blood oaths from the one Name-giver (or two, depending on the size of the party) that he considers the biggest threat. This can either be the apparent leader, or simply the nastiest combatant. Feel free to pit the characters against other local adventuring groups who don't believe their claims of double-crossing when Malakai sends them out on scouting and 'recruiting' missions.

If you want a humble opinion of the writers, however, get a new pack of heroes. Your current bunch have passed the expiration date and gone bad.





CAST OF CHARACTERS

Captain Teirik Malakai

Malakai was once a fairly sound captain, but life for the past few months has been trying, and being the pawn of a Mad Passion has played a part in his instability. He will be willing to parlay with the party, in hopes of recruiting them. Malakai is no fool, and will not instigate an attack if it can be helped, but he will not relinquish anything without something in return.

6th Circle Human Air Sailor

Attributes

Dexterity: 6	Strength: 6	Toughness: 6
Perception: 7	Willpower: 7	Charisma: 8
Initiative: 6	Physical Defense: 9	
Number of Attacks: 1	Spell Defense: 10	
Attack: 12	Social Defense: 10	
Damage: 12	Armor: 3	
Number of Spells: n/a	Mystic Armor: 3	
SpellCasting: n/a	Knockdown: 6	
Effect: n/a	Recovery Tests: 3	
Death Rating: 86	Combat Movement: 35	
Wound Threshold: 10	Full Movement: 70	
Unconsciousness Rating: 65		

Equipment

Forge 1 Broadsword
Boot knife

Loot

Malakai is carrying 1 last chance salve, 2 booster potions, 1 earth coin, 25 Theran gold coins, and a script for 702 silver in the town of Haven under the name of the Chained Fist.

Notable Skills/Talents

Acrobatic Strike	5: 11/d10+d8
Air Dance	6: 12/2d10
Air Sailing	6: 13/d12+d10
Artisan Skill: <i>Calligraphy</i>	3: 11/d10+d8
Avoid Blow	4: 10/d10+d6
Durability (<i>Air Sailor</i>)	6
Great Leap	6: 12/2d10
Riposte	6: 15/d20+d6
Taunt	3: 11/d10+d8
Thread Weaving	6: 13/d12+d10
Wind Catcher	6: 13/d12+d10

Lieutenant Raven Davron

Davron has served with Malakai for three years, but had six years of experience as an air sailor before that, serving with merchant as well as military vessels. While not an Adept, her skills and sharp perception have served her well.

Malakai requires a blood oath of loyalty from all of his officers. The oath requires them to serve him in the position they hold until their death, or his. If, after the year and the day, they still wish to retain their position, they must renew the oath. Davron has served for the past two years and has two months to go on this oath.

Usually, she would never question Malakai's decisions. However, since the time he has been a questor of Dis, Davron has had a few doubts. She longs to return to the skies, whereas Malakai seems content to stay on the ground. She was never particularly fond of slaving, and only practiced it as an excuse to become airborne. However, she is a loyal Theran and officer, and holds by the precepts of her nation.

Davron will be present for any parlaying with the party, and will not put up with hidden weapons (she will use her Detect Weapon skill on each party member) she can spot. She will only attack if someone goes for a weapon or if Malakai gives the order.

Non-Adept Human Air Sailor

Attributes

Dexterity: 7	Strength: 6	Toughness: 6
Perception: 8	Willpower: 6	Charisma: 6
Initiative: 7	Physical Defense: 9	
Number of Attacks: 1	Spell Defense: 10	
Attack: 11	Social Defense: 8	
Damage: 12	Armor: 4	
Number of Spells: n/a	Mystic Armor: 2	
SpellCasting: n/a	Knockdown: 6	
Effect: n/a	Recovery Tests: 3	
Death Rating: 38	Combat Movement: 40	
Wound Threshold: 10	Full Movement: 80	
Unconsciousness Rating: 29		

Equipment

Forge 1 Scimitar
Silver studded gauntlets
Two boot daggers
Several knives of varying size and make (6)

Loot

Davron is carrying a last chance salve, 2 booster potions, an elemental earth coin, 10 Theran gold, and 22 Throalic silver.





Notable Skills

Air Sailing	3: 9/d8+d6
Artisan Skill: <i>Tattooing</i>	3: 9/d8+d6
Avoid Blow	2: 9/d8+d6
Climbing	2: 9/d8+d6
Detect Weapon	3: 11/d10+d8
Disarm	3: 10/d10+d6
Great Leap	2: 9/d8+d6
Knowledge: <i>Air Sailing Lore</i>	4: 12/2d10
Knowledge: <i>Theran Lore</i>	2: 10/d10+d6
Knowledge: <i>Ship Lore</i>	3: 11/d10+d8
Melee Weapons	4: 11/d10+d8
Navigation	3: 11/d10+d8
Riposte	3: 10/d10+d6
Silent Walk	2: 9/d8+d6
Tactics	3: 11/d10+d8
Taunt	3: 9/d8+d6
Unarmed Combat	2: 9/d8+d6

Field Sergeant Maximillian Degado

Maximillian Degado and his companion, Kail Bluestone, have been traveling together from airship to airship for many years. For the last two years, they have served Captain Malakai. After serving Malakai for so long, and being the first two the Captain found after the rout, both were given field promotions to Sergeant, and both swore the blood oaths of loyalty. Degado was initially a bit leery of this decision, but Bluestone plowed right into it, so he agreed amiably.

Non-Adept Elf Scout

Attributes

Dexterity: 8	Strength: 6	Toughness: 6
Perception: 6	Willpower: 6	Charisma: 6
Initiative: 8	Physical Defense: 10	
Number of Attacks: 1	Spell Defense: 8	
Attack: 12(<i>bow</i>)/10(<i>sword</i>)	Social Defense: 8	
Damage: 10/10	Armor: 3	
Number of Spells: n/a	Mystic Armor: 1	
SpellCasting: n/a	Knockdown: 6	
Effect: n/a	Recovery Tests: 3	
Death Rating: 35	Combat Movement: 50	
Wound Threshold: 9	Full Movement: 100	
Unconsciousness Rating: 27		

Racial Ability

Low-light vision

Equipment

Longbow
Quiver of 25 arrows
Quiver of 10 oiled arrows
Shortsword
Boot dagger

Loot

Maximillian is usually carrying 1 booster potion, a wine skin of Wake-up juice, 3 Theran gold, and 15 Throalic silver.

Notable Skills

Artisan skill: <i>Carpentry</i>	3: 9/d8+d6
Engaging Banter	3: 9/d8+d6
Knowledge: <i>Legend Lore</i>	1: 7/d12
Knowledge: <i>Terrain Lore</i>	3: 9/d8+d6
Lip Reading	4: 10/d10+d6
Silent Walk	4: 12/2d10
Speak Languages	3: 9/d8+d6
<i>(Throalic, Kail Bluestone, Sperethiel)</i>	

Field Sergeant Kail Bluestone

Bluestone chose to stay with Malakai, not out of loyalty to the Captain, but for the Lieutenant, whom he has a crush on. He knew Degado would stay with him. The Bluestones are an old Theran family, and one of the greatest dwarven Archers before the Scourge was of their line. The oddest thing about this dwarf, however, is the lingo and accent his kaer picked up during the years of the Scourge that are still plainly heard in every word he speaks. Indeed, generally only Degado can understand him.

Non-Adept Dwarf Archer

Attributes

Dexterity: 6	Strength: 8	Toughness: 8
Perception: 6	Willpower: 6	Charisma: 5
Initiative: 6	Physical Defense: 8	
Number of Attacks: 1	Spell Defense: 8	
Attack: 10(<i>bow</i>)/9(<i>mace</i>)	Social Defense: 7	
Damage: 11/12	Armor: 3	



Number of Spells: n/a
SpellCasting: n/a
Effect: n/a

Mystic Armor: 2
Knockdown: 8
Recovery Tests: 3

Death Rating: 38
Wound Threshold: 10
Unconsciousness Rating: 29

Combat Movement: 40
Full Movement: 80

Death Rating: 42
Wound Threshold: 12
Unconsciousness Rating: 34

Combat Movement: 35
Full Movement: 70

Equipment

Broadsword/Long Sword, or Longbows

Loot

Each Slaver has 2d10 Throalic silver on them.

Equipment

Shortbow
Quiver of 25 arrows
Quiver of 15 oil arrows
Mace

Loot

Kael has 1 booster potion, wine skin of Wake-up juice,
2 Thera gold, and 15 Throalic silver.

Notable Skills

Called Shot 4: 10/d10+d6

Slavers (8)

The remaining slavers are made of six members of the original crew: Fleetfoot (male elf), Misha (human female), Morgan, Garen, Kron, and Saris (all four are human males). The other two are new recruits: Verin, and Ian (both human males).

Their dress is generally the same—leather, earthen colored tunics, breeches, boots and cloaks. They wear no distinguishing marks of Thera or the Slaver Camp. Each is equipped with either a Longsword or a Broadsword, except with the possible exceptions of Fleetfoot, Misha, and Garen, who may have bows, if they are on the roof.

Attributes

Dexterity: 7 Strength: 6 Toughness: 6
Perception: 6 Willpower: 6 Charisma: 6

Initiative: 7
Number of Attacks: 1
Attack: 9
Damage: 11/10(bow)
Number of Spells: n/a
SpellCasting: n/a
Effect: n/a

Physical Defense: 9
Spell Defense: 8
Social Defense: 7
Armor: 3
Mystic Armor: 2
Knockdown: 6
Recovery Tests: 3

Attributes

Dexterity: 6 Strength: 6 Toughness: 6
Perception: 6 Willpower: 6 Charisma: 6

Initiative: 6
Number of Attacks: 1
Attack: 6/8(with weapon)
Damage: 6/(6+weapon)
Number of Spells: n/a
SpellCasting: n/a
Effect: n/a

Physical Defense: 8
Spell Defense: 8
Social Defense: 8
Armor: 0
Mystic Armor: 2
Knockdown: 6
Recovery Tests: 3

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

Combat Movement: 30
Full Movement: 60

Equipment

none

Loot

If this becomes necessary, it is time to shame the adventuring party.

A TWISTED GAUNTLET:

Chapter Nine



OVERVIEW

The path through the Twists is one of designed danger. The following perils are what have been placed before anyone that tries to navigate the path to the Temple of Vestrial deep within the Twists. The order of the rooms is fairly flexible and can be changed as needed to add dramatic flair and tension. Each trap is listed with a generic room description, followed by a bit of information on the dangers each room presents. There will also be a listing of some of the possible actions that a party can take to avoid the dangers of each room.



SETTING THE STAGE

Leaving the wide Laneways and entering the Twists, a sense of vertigo almost overwhelms you. In a brief moment, its intensity passes, but a slight dizziness lingers on. The Laneways were almost certainly directly behind you—they had to be. But now, the wide path back to Haven appears to be more to the left. In front of you is a slightly winding path that leads to a large building. The number of alleyways branching off of each side of the path matches the map that was in Malakai's Slavers' Camp.

THEMES AND IMAGES

The trip through the Twists should evoke images of the Passions gone wrong. Battles should be meaningless instead of glorious, the vegetation should all be twisted, healing should be a chore, the buildings are all slowly crumbling and any works of beauty have become marred. Slow and deliberate movement is rewarded over swiftness, and there is no justice to be found. If the adventurers have questors, or even just faithful characters in their number, they should be sickened by what they see.

BEHIND THE SCENES

Having gotten a copy of the map through the Twists from Malakai's Slavers, the characters will now be able to use it to get to the Temple of Vestrial. The Silver Plaque, which goes along with the map, gives some clues on how to avoid the perils that are placed along the journey. All of the traps listed below have been constructed by Garron, Thule, Mospatt, and Gangrene working in concert, following a plan laid out for them in dreams twisted by Vestrial.

These eleven perils form a dark allegory that ultimately serves the purposes of Vestrial. Each one of these perils can be overcome to a lesser degree by honoring one of the Passions (even the mad ones), excluding Vestrial. But, there is a further layer, as befits Vestrial's nature. If the task is performed, and then treachery and deceit are used to somehow mar it, then Vestrial will bestow a blessing upon the "heroes". Unfortunately, no one is touched by a Mad Passion without cost. The insulted Passions will create enmity between their questors and the offending adventurers. An unsuspecting party could find itself torn apart by conflicting loyalties. Of course, Vestrial approves.

The First Peril : The Forge (Upandal)

This is an old forge in disarray. The anvil is on its side, the tools scattered across the floor, the bellows torn in several places. However, there is all the equipment that is needed to make it a fully functional forge again. As with most of the forges in Barsaive, there is a iron plaque with a hammer and anvil carved into the metal. Above the anvil in Throalic is the phrase, "Upandal bless this forge." Any character will know that this common blessing is usually hung above the entrance to a forge. Currently it lies discarded in a corner.

Notes:

This room's danger is not immediate, but slow and insidious. The challenge is simple: restore the forge to working order. If the party fails the room's challenge, they might notice a warning centered around their weapons and armor. Roll a Perception check against difficulty of 15 to notice this sensation. This is a curse placed on all the weapons and armor currently with the party. After this point, any armor-defeating hits will cause armor to lose 1 point of its Physical Armor. Any Poor result from a use of a weapon will result in it breaking, unless the weapon is a thread item. Visiting a temple of Upandal or a simple blessing in that Passion's honor by a questor can easily lift this curse. Alternately, an Abate Curse test against a difficulty of 21 can remove the curse.

There is a further benefit that may be gained from this challenge. Remember that this is a puzzle created by Vestrial and his devotees for potential questors. There is a darker lesson that, if learned, will bring the blessing of the Mad Passion. If, after restoring the forge, they use it to destroy the symbol of Upandal, Vestrial will bless them with a one-time bonus to their weapons and armor: a +1 to physical armor and their weapons can become Forged 1. This is a magical effect and would benefit even those weapons that usually cannot be Forged. This effect will be lost the moment that the party leaves the Twists. If they leave and come back they will receive no benefits.

Any questor of Upandal who encounters the party while this "blessing" is in effect will feel an instinctive loathing and dislike for the characters.

The Second Peril : The Hall of Battle (Thystonius)

This long hall seems to have been the site of a great battle. There is damage and signs of fighting all about the hall. Along the walls are many alcoves with tapestries that show scenes of great battles from throughout the ages. A few have been removed, leaving empty niches, and there is a pile of cloth to one side of the hall.





Tapestry #1 (At the head of the chamber in a position of obvious honor.) This tapestry still hangs. The name Thystonius (written in Throalic) is depicted in ornate and illuminated script at the top of this tapestry. The tapestry displays a warrior of legend in shining golden armor smiting his foes.

Tapestry #2 (left wall; first alcove) This tapestry has fallen. It shows an epic battle between two armies of mounted cavalry; one orkish, one human (maybe Theran?).

Tapestry #3 (left wall; second alcove) This tapestry still hangs. It shows a general rallying his troops even after their defeat seems imminent.

Tapestry #4 (left wall; third alcove) This tapestry still hangs. It shows a titanic struggle between a dragon and an obsidian in brilliant, crystalline armor.

Tapestry #5 (left wall; fourth alcove) This tapestry still hangs. It shows wave upon wave of spearmen marching forth from the open gates of a magnificent castle.

Tapestry #6 (left wall; fifth alcove) This tapestry has fallen. This tapestry shows a castle in the late stages of a siege. The attackers clearly are succeeding in their assault and already have claimed the walls and broken through the front gate. If examined carefully, this tapestry reveals that the castle was taken through treachery. There is a dark figure holding the crank that opens the castle gates, and it is clear that it was he who allowed the attackers easy access. Only explain this to the players if the tapestry is closely examined.

Tapestry #7 (right wall; first alcove) This tapestry still hangs. It depicts a majestic knight atop a flying unicorn raising his sword in triumph.

Tapestry #8 (right wall; second alcove) This tapestry still hangs. It depicts a small force of men defending a narrow pass against vastly greater numbers.

Tapestry #9 (right wall; third alcove) This tapestry has fallen. A t'skrang is shown peering over a game of strategy. He appears to be winning.

Tapestry #10 (right wall; fourth alcove) This tapestry has fallen. It is drawn from the perspective of an archer who is staring at another archer aiming at him.

Tapestry #11 (right wall; fifth alcove) This tapestry still hangs. This tapestry shows an airship burning fiercely as a desperate battle is still being fought on its decks.

This room has a group of ghouls concealed behind hidden doors that are tasked to attack those that do not perform the proper action. The challenge is to rehang all of the fallen tapestries. This shows the proper respect to the Passion of Battle and Bravery.

However, Vestrial would teach his chosen another lesson. Tapestry #6, the tapestry that honors treachery, should be placed at the standard at the head of the room in place of Tapestry #1.

If the characters cross the chamber and attempt to leave without rehang all the tapestries in each alcove, the secret doors open and a total of ten ghouls attack.

If the tapestries are rehung, but Tapestry #6 (treachery) is not placed at the front, then only the secret doors on the right half of the hall open, for a total of five ghouls.

If both tasks are completed, the party may safely exit. Questors of Thystonius may object, possibly with violence, to characters who honor Vestrial over their chosen Passion.

Ghouls (10)

Attributes

Dexterity: 5	Strength: 4	Toughness: 6
Perception: 3	Willpower: 3	Charisma: 5
Initiative: 5		Physical Defense: 7
Number of attacks: 1		Spell Defense: 5
Attack: 7*		Social Defense: 7
Damage: 8		Armor: 4
Number of Spells: 1		Mystic Armor: 0
Spellcasting: 8		Knockdown: 5
Effect: Poison*		Recovery Test: 1 (7)

Death Rating: 36	Combat Move: 50
Wound Threshold: 10	Full Movement: 100
Unconsciousness Rating: Immune	

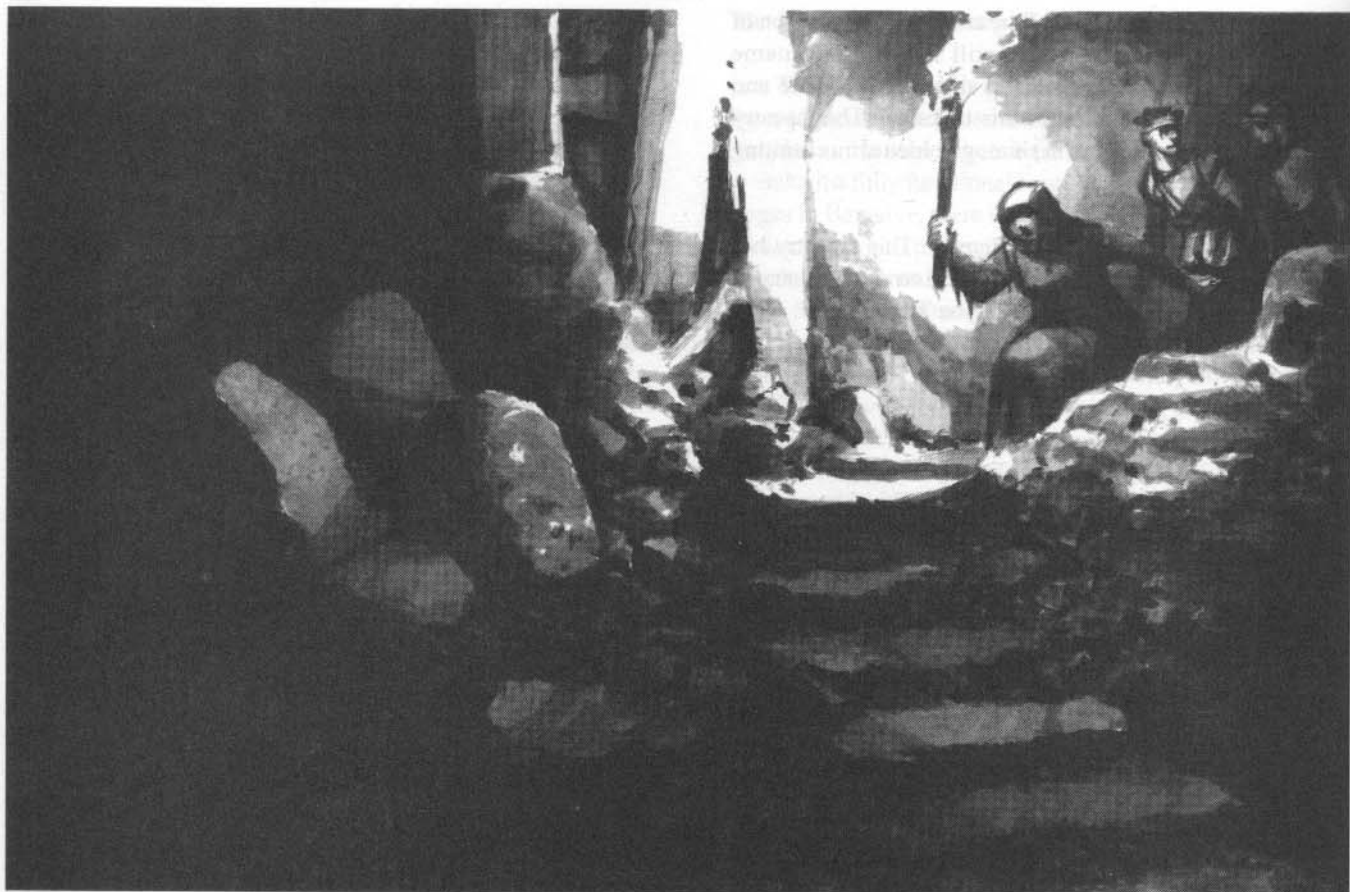
Legend Points: 100

Equipment:

None

Loot

None



*After successful attack, can release poison. Make a spellcasting test to activate the poison. The poison affects its victims for 6 rounds, or until dispelled or resisted. For dispelling the toxin, treat as a circle 4 spell. Resisting the toxin requires the victim to make a Toughness Test against a Difficulty Number of 11. This test counts as the resisting character's action for that Combat Round. The poison does progressive damage per round, unaffected by armor, for every round that it remains active. In the first round it does one point of damage. In the successive five rounds, it does 4, 5, 10, 15, and 20 points of damage, respectively.

The Third Peril : Abandoned Camp Site (Mynbruje)

The party leaves the labyrinth of buildings and finds a courtyard just outside of an abandoned shop that looks to have been used as a campsite by others. There is a firepit off to one side, and the walls around the site are still intact and capped with sharp spikes. The entrance still has a working gate as well. It looks like it could be easily defensible and a perfect base camp.

The abandoned shop is mostly empty, but there is still, built into to one of the countertops, an ancient set of scales, without weights.

Notes:

Even intensive searches will indicate that this is the perfect campsite. It's easy to defend and there is no way, other than flying over the walls, for someone to get in. However, the party should not camp here. If they do, they will not be attacked, but all sleep will be troubled with horrid dreams and relentless nightmares (The Game Master is free to use other plot threads for each particular character so that each dream is unique). The other drawbacks are that no Recovery Tests will be regained in the morning and no healing (magical or otherwise) will work if they rest here.

Vestrial's blessing can also be gained here. If the campsite is further improved upon, and still not used, therefore making it a more inviting trap, then Vestrial will smile upon the characters. They will immediately feel well-rested and gain a free Recovery Test. This only occurs once. For the remainder of their stay in Parlainth, the characters will give off an aura that will unsettle any questors of Mynbruje.





The Fourth Peril : City Gate (Lochost)

This is one of the gates that separates sections of the Twists. It is currently closed and locked with a heavy iron padlock. The inner city walls around this gate however have not fared as well and have deteriorated. There are holes large enough for a troll to squeeze through with some difficulty, but none of the other Name-givers should have any trouble at all.

Notes:

The key to bypassing this trap is to use the gate and defeat the lock. If the obvious route through or over the wall is taken, then the trap is sprung. The trap will set off a spell that will affect the entire group. It will cause all knots to untie, all latches to open, all chains to unlink, and all rivets to loosen and fall free. For lightly or non-armored characters, this is usually merely a belt unbuckling and a backpack falling off (hopefully there will be no breakables). For heavier armor, the results are more catastrophic. Ring mail and chainmail fall to pieces and are utterly worthless except in the raw value of the metal. Plate armor becomes unhinged and in need of serious repair. Shields drop off their straps. The trap has no effect on Thread Items.

There is no blessing of Vestrial to be gained here. Those who seek it for long will gain a strange intuitive sense of this, almost as if Vestrial were whispering to them.

Detection Difficulty: 26

Spell Defense: 16

Disarm Difficulty: 21

Trap Initiative: 25

The lock appears very intimidating. It has a heavy iron mechanism and a thick locking bar. Upon close examination, it is a very simple task to pick the lock. A normal Thief with the Lockpicking Talent will find it no challenge at all, and automatically succeed (but make them roll anyway). A non-Thief character can attempt to do it as well. The difficulty is left up to the Game Master and should be based on the Discipline of the character trying to pick the lock, but it shouldn't be higher than 5. Once the lock is picked, the gate will open easily.

The Fifth Peril : Overgrown house (Garlen)

This is an old home that has been abandoned. Over the years, vines and other plants have taken it over. In the main chamber of the home is a small, spring-fed pool of water that has attracted this plant growth. The hallway beyond is covered with vines, and a light fog or mist hangs within.

Notes:

The hallway beyond this room is covered in contact poisons (the mists). The key to this trap is to drink from the pool. It has a natural antidote that will counteract the poison.

Vestrial's blessings for this peril are gained by fouling the spring after using it, using either poison or some other suitably noxious agent. Vestrial will then convey on the party a resistance to poison that will stay with them for as long as they are in the Twists. It will convey a step 11 poison resistance that automatically attempts to counteract any poison that affects the character. However, questors of Garlen will feel uncomfortable around the party members and be unlikely to administer aid except under unusual circumstances.

Type: Damage

Onset Time: 10 Min

Spell Defense: 8

Step Number: 11

Duration: Permanent

The Sixth Peril : Burnt-out House (Floraanus)

This house looks to be in perfect shape on the outside, but the insides are burnt-out and charred. Dozens of tiny pipes jut out of the walls of the rooms. A brazier is suspended by a chain from the ceiling of the front room. It ignites harmlessly with a simmering, slow-burning flame as soon as anyone enters.

Notes:

Entering the house will trigger the trap. The house will start to slowly fill with an odorless, heavier-than-air gas that is highly combustible. It takes 10 rounds for the gas to reach the level of the flame. Any short characters will notice that the air tastes funny on a Perception Check against a target number of 4, several rounds before ignition. Characters may also prematurely set off the trap if they are carrying torches.

The key is to put out the triggering fire before the room is filled with the gas and explodes. Two rounds after entering the room and triggering the brazier, the exits will all slam closed and have to be forced open. To do so requires a Strength Test against a target number of 14. The seal on the exits will be released two minutes after the explosion should happen. If the characters put out the brazier and wait, the gas will dissipate harmlessly. If not, then all those in the house will be hit by effects equal to a step 20 Fireball spell.



This area-effect blast will also affect any flammable equipment the party may be carrying.

Detection Difficulty: 4
 Spell Defense: 16
 Disarm Difficulty: 17
 Trap Initiative: 25
 Trap Effect: Step 20 Fireball

There is a further benefit to be gained by those who please Vestrial. Careful inspection of the chain will show that the brazier can be pulled closer to the floor. If, after overcoming the trap, the chain is pulled down to the level where the next group who stumbles across this trap will have no time at all to escape, then Vestrial is pleased with this treacherous arrangement. He grants 4 Physical Armor versus fire. It remains with the characters who were in the house when the trap was set for as long as they are in the Twists. Questors of Floranus will feel a subtle loathing towards those characters.

The Seventh Peril : Abandoned Shop (Chorrolis)

This is an old shop that looks to still be cared for by someone. The shelves are piled with spoiled meat and vegetables, the occasional bit of preserved rations, and a few mundane items. None of it looks like it has been disturbed recently.

Notes:

Upon closer inspection, characters will see that all the items in this shop are tagged with small paper labels that show their prices. The prices are fair for the items and, in fact, sometimes slightly lower than the prices listed in the main book (perhaps 10%). Much of the food is spoiled, and almost everything is dusty and unkempt, but many items here are serviceable. The nicest item in the shop, and the thing that likely grabs the attention of the characters, is an Espagra-Scale Cloak, neatly labeled with a 100 silver price tag. The other items are unremarkable (although there is a small bag of seeds tucked in one corner with a 10 silver price tag that will prove to be very useful later in the Gauntlet). The Game Master should use his discretion on the other items, but avoid magic or healing devices.

There is no sign of anyone or any traps. The items may be handled freely. They may even be destroyed. Nothing happens, unless the characters leave with even the smallest thing without paying. There is a small, dusty wooden box with a slot in the top on the counter. This box has written on it, in Throalic, "pay box." This is where money is clearly supposed to go.

The trap is visual. The characters must be seen putting the appropriate amount of money in the pay box before taking an item. If they do this, nothing happens and they are free to go. If they leave without paying, things happen.

Cadaver Men begin appearing from Netherspace. Two appear every round until the money is put in the box or until eight rounds have passed and all sixteen are revealed. However, even putting money in the box will not cause the already-arrived Cadaver Men to cease attacking. They still must be dealt with.

Vestrial's blessing is garnered by cheating the Cadaver Men of their money. As mentioned above, the trap is purely visual. If the characters use fake money, perhaps painted slugs or an illusion, the trap will be fooled, and items can be taken as if they were paid for. Vestrial grants +2 steps to Perception Tests while the character is in the Twists. Questors of Chorrolis will feel distaste and anger at the character so marked.

Cadaver Man (16)

Attributes

Dexterity: 4	Strength: 6	Toughness: 7
Perception: 3	Willpower: 6	Charisma: 4
Initiative: 4		Physical Defense: 5
Dumber of Attacks: 1 (4)		Spell Defense: 6
Attack: 7		Social Defense: 11
Damage: 9		Armor: N/A
Number of Spells: N/A		Mystic Armor: N/A
Spellcasting: N/A		Knockdown: 7
Effect: N/A		Recovery Tests: 2
Death Rating 36		Combat Movement: 25
Wound Threshold: 9		Full Movement: 50
Unconsciousness Rating: Immune		

Legend Points: 110

Equipment

None

Loot

See above





Notes:

Cadaver Men fly into attacking furies if they experience significant pain, such as suffering a Wound or, in this case, being stolen from. An enraged Cadaver Man may make 4 attacks per round until it has killed the character that caused the pain, or 10 rounds have passed.

The Eighth Peril : A Dark Gallery (Astendar)

The map clearly shows that the path leads through this gallery. The gallery is in excellent shape, and more than a dozen paintings hang on the walls. There is an easel with a blank canvas, several brushes, and a whole range of paints near the front of the gallery. All of the paintings are extraordinarily gruesome. Decapitations, demons, and pools of blood are the most cheerful things that one can find here. Four paintings stand out. They all picture a strange white door and show terrible things happening to hapless victims near it. One shows the victims burning. One shows them lit with arcs of lightning. One shows them cut and covered with wicked knives and razors. And one shows them being horribly scarred by corrosive acid.

At the back of the gallery is the obvious exit — a small white door that is in every way identical to the one in the paintings.

Notes:

Merely walking through this gallery and opening the door is asking for trouble. There are four very magical and very lethal traps waiting at the doorway. As per the paintings, one invokes a blast of flame that fills the gallery. One invokes a bolt of lightning. One fills the hall with a whirling hurricane of small blades. One fills the hall with a spray of powerful acid. None of these harm any of the paintings in the gallery. These traps are in no way mechanical, being created solely by the Horrors.

To defuse the traps, you must paint over each of the depicted effects, thus negating them and making the door safe to open. The paints and brushes on the easel are perfect for this, but any paint will do.

To gain Vestrial's blessing, the characters must paint a new trap for the door on the blank canvas. Vestrial will then grant the characters passage and a +2 bonus to Spell Defense for as long as they are in the Twists. If the trap is wicked enough, perhaps he will even implement it upon the cursed door. Questors of Astendar will sense that something is terribly wrong about the "gifted" individuals.

Detection Difficulty: 21

Spell Defense: 16

Disarm Difficulty: 18

Trap Initiative: 25

Trap Effect: Step 15 fire, electrical, blade, and acid attacks simultaneously

The Ninth Peril : The Meat Locker (Raggok)

This room has a chilly feel to it and is in effect a magical freezer. It seems to have been used as the storage room for a butcher. There is a small amount of frost and ice that clings to the walls and ceiling of this room. The floor is covered with a thin, even layer of frost and snow.

Old slabs of meat and carcasses hang from hooks on either side of the room. Some of the animals are common food animals like pigs and cows. Others are not so recognizable. None of them are appetizing, being spoiled and covered with freezerburn.

Notes:

The key to this room is to sweep a path through the ice and frost on the floor. If they do not clear off the ice, it will set off a cold trap. The party will, as they walk across, be hit first with an Ice Sheet under them. Any who slip will then be hit with an Ice Spear. If the party does not leave the room after 5 rounds, they will be hit by another Ice Spear (one spear per character not along the center path).

Closer inspection of the hanging meat will reveal that one of the carcasses is that of a ram. If the ram's carcass is thawed, a small silver charm with the rune of Vestrial carved into it can be found within its skull. The skull must be split open to get at this charm. It is quite valuable, easily worth five hundred silver if not for its foul marking. Any who see it will assume the wearer is a follower of the Mad Passion. Questors of Raggok will hate the characters who wear it more than usual (though this may be hard to tell).

Detection Difficulty: 21

Spell Defense: 16

Disarm Difficulty: 16

Trap Initiative: 25

Trap Effect: Step 15 Ice Sheet followed by a step 15 ice spear every 5 rounds after the ice sheet.



The Tenth Peril : The Gardener (Jaspree)

This is an old but well-kept garden that seems out of place here in the Twists. A crazy looking, old human moves through its hedgerows and bushes, carefully tending to it. He is working with a hoe and trying to till the ground. The garden is in an enclosed courtyard with just one entrance. The map of the Twists indicates that there is an exit on the other side, but no exit is obvious.

Notes:

A former questor of Jaspree, Named Monzingo, tends this garden. He came here long ago to try and help make the Twists a better place, but has been driven insane by the nightmares he found. A group of ghouls attacked him in this pitiful state and killed him. Then the Horror Gangrene transformed him into one of his Revenants, and placed him in the garden with the Vipervines. He maintains much of his past personality, not realizing he is undead, and is focused on tending the garden. He knows that so long as he properly guards the garden, it will be allowed to grow. Thus, he thinks, in his own deluded mind, that he is helping to retake the Twists from evil.

His appearance gives away his true nature. He is inhumanly pale, cold to the touch, and even shows some signs of putrefaction. However, he will find any suggestion that he is dead or undead completely ludicrous and will become greatly annoyed if the characters persist. He will become violent if they threaten his garden.

He knows where the exit is, but it has become overgrown with Vipervines, a twisted Horror-marked plant that is no doubt the result of the dark influence of this place. He will only show people this exit if they give him seeds to plant in his garden. If the party attacks him, he will not put up much of a fight, but the vines guarding the opening will not yield when pushed. If the characters attack the vines, they will start to attack the party as if they had a mind of their own, uncoiling and filling the garden with deadly tentacles.

Vestrial has long had his way with Monzingo, but there is a way to gain the Mad Passion's blessing. On the edge of the veil of Vipervines, several small immature plants grow. They hang heavy with seed pods holding the next generation of Vipervines inside. If these seed pods are harvested and, using deception, presented to Monzingo as the characters' gift, Vestrial will be pleased. Note that Monzingo will not knowingly accept the offer of Vipervine seeds. Duplicity must be used. Vestrial will grant the "blessed" with an extra Recovery Test per day while in the Twists. Questors of Jaspree will sense the characters' nature and respond poorly to it.

Monzingo, Human Revenant

Attributes

Dexterity: 9	Strength: 10	Toughness: 9
Perception: 9	Willpower: 11	Charisma: 6
Initiative: 10		Physical Defense: 12
Number of Attacks: 2		Spell Defense: 12
Attack: 9		Social Defense: 8
Damage: 15		Armor: 4
Number of Spells: 0		Mystic Armor: 7
Spellcasting: N/A		Knockdown: 10
Effect: N/A		Recovery Tests: 4
Death Rating: 58		Combat Movement: 50
Wound Threshold: 13		Full Movement: 100
Unconsciousness: Immune		
Karma Points: 15		Karma Steps: 12
Powers: None		

Legend Points: 100

Vipervines (10)

Attributes

Dexterity: 6	Strength: 5	Toughness: 6
Perception: 5	Willpower: 6	Charisma: 4
Initiative: 8		Physical Defense: 9
Number of Attacks: 2		Spell Defense: 11
Attack: 9		Social Defense: 16
Damage: 13		Armor: 5
Number of Spells: N/A		Mystic Armor: 6
Spellcasting: N/A		Knockdown: 15
Effect: N/A		Recovery Tests: 3

Death Rating: 40	Combat Move: N/A
Wound Threshold: 12	Full Move: N/A
Unconsciousness Rating: Immune	

Legend Points: 200

Equipment

None

Loot

None



Notes:

The tendrils of a Vipervine have a 10 yard range, which is more than enough to hit anybody standing within the garden.

The Eleventh Peril : The Abandoned Court (Dis)

This is a windswept room that looks to have been used for the interrogation of criminals who were arrested in the early days of Parlainth before the Scourge. There are some shackles along one wall that swing and clatter in the wind, and about the room various papers blow free.

Notes:

All the papers in the room detail useless information on petty crimes committed in Parlainth before the Scourge or reports from too far back to be of any use. The documents (written in Theran) may be of some historical value to scholars (Game Master's discretion). Immediately upon entry to the room, a tasked illusion appears at a wooden table. As it appears, the door slams shut.

The illusion is of a sharp-nosed, beady-eyed man dressed in strange clothes that scholarly individuals may be able to identify as the robes of a magistrate of old Parlainth. He eyes the group suspiciously and then produces a scroll from the folds of his robe, and pronounces loudly in Throalic:

"Let it be known that the charged has been found innocent of his crimes. Chain him to the walls!"

He then points straight at a random character. The subject of his charge can be determined truly randomly or selected at the Game Master's whim. A good choice might be the one who would object the most to being chained.

The magistrate gives little pause. "Well, what are you waiting for? Chain him immediately."

The wind begins to rise and the papers scattered on the floor begin to whirl in an unnatural vortex. As the wind rises, so does the volume of the illusionary magistrate's voice.

"CHAIN HIM! CHAIN HIM AT ONCE!" he demands over and over.

The illusion gets angrier and the winds get fiercer the longer the order is not followed. The illusion is quite immune to normal or magical weapons, which pass right through him. Even spells seem to have no effect.

The whirling debris and rattling chains intensify until they become quite dangerous, turning from a small vortex into a roaring tornado. The people inside will be buffeted by all the paper and the chains that are mounted in the walls. The following chart determines the damage

Rounds after the illusions demand

Damage Step

1-3	0
4-5	3
6-7	5
8-9	7
10-11	9
12+	12

The damage levels out at step 12 and continues indefinitely. If the players attempt to break the door, it takes a Strength Test of 20 to break. At the higher levels of wind, it is difficult even to stand, let alone attempt such an effort. All this time, the magistrate's shrill voice screams for them to chain the innocent.

This is all the party has to do to end this maelstrom. Immediately upon binding their companion in the manacles, the wind stops. The magistrate seems immediately pleased. "Excellent," he observes. "Be sure he (or she) does not escape." Then the magistrate disappears and the door opens. A trap door in the floor, the entrance to the temple of Vestrial, also reveals itself.

It is easy to please Vestrial here. All the characters must do is leave their companion imprisoned to his fate here in the Twists. Once the imprisoned is dead, he rises as a Cadaver Man in the service of whoever chained him.

TROUBLESHOOTING

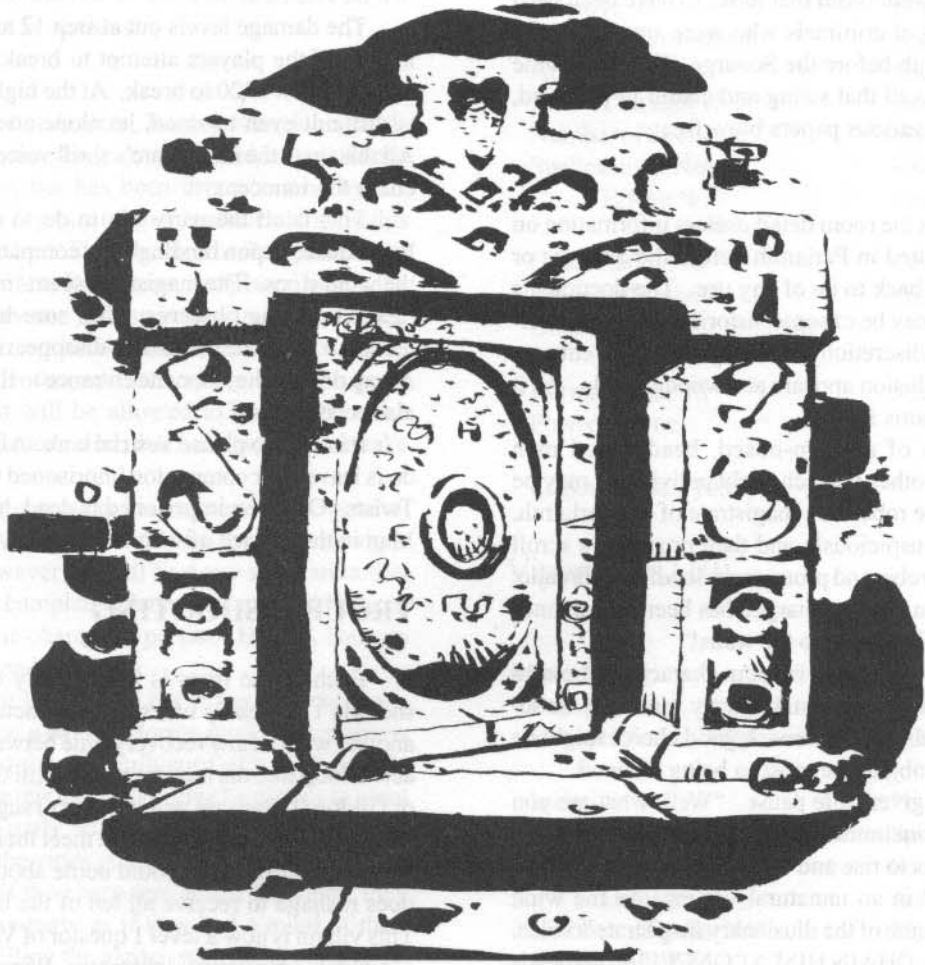
Each of the traps is individually dangerous, but they shouldn't be deadly unless the characters rush from one to another without any recovery time between them. If the characters look like the next trap might kill them all, have Relian or Gildon (If they are with the party) suggest that they camp, or return to Haven, rather than meet their fates in the Twists.

Another problem could come about if one of the party does manage to receive all ten of the blessings of Vestrial. This villain is now a level 1 questor of Vestrial, and probably not suitable for use as a character. Warn them if they start to go down this path. Let them realize that the questors of the Passions are beginning to hate them. They feel a creeping doom, a dark calling perhaps. If, after their warning, they keep on... so be it.



THE HEART OF THE WEB:

Chapter Ten



OVERVIEW

The characters have finally reached their destination. They have followed the map and used the Silver Plaque to reach a temple to a Mad Passion. Here, beneath the Twists, they hope to find Yuriel and the rest of the Far Striders. However, it may come as a surprise to learn that it is not a temple to Dis, but instead to Vestrial.





SETTING THE STAGE

The ladder leads down from the Twists into a low-ceilinged, circular room with paintings of each of the Passions on the walls, in positions that correspond to their constellations in the sky. The only exception is the painting of Vestrial, which is not on a wall, but is instead on a pair of heavy, stone double-doors. Next to the doors is a gong that stands taller than a dwarf, with a massive hammer hanging from its framework. A dim, eerie light shines down from the tunnel above, casting multiple shadows that seem to move of their own volition.

THEMES AND IMAGES

Although this temple is located geographically in the Southern Catacombs, it is a part of the Pattern of the Twists. Going through the temple of Vestrial should be like going through a haunted house. There should be lots of eerie noises, and shadows of horrible things just barely out of sight. Add with this a mystifying amount of misdirection. Voices are misheard as if they came from someone else or from the wrong direction. Use a different cardinal direction to describe where the halls lead every time they are examined.

BEHIND THE SCENES

The characters have descended a ladder into an area of the Southern Catacombs of Parlainth that has been shaped by the Master of the Undercity (using his Diorama of Shaping) to serve as his main temple to Vestrial. The Temple was shaken by the battle against the Far Striders, taking heavy losses. Still, Yurriel and Toeth were the only Far Striders who survived the fight, and they did so only by retreating. The questors of Vestrial were in no shape to give a good pursuit, so Garron, the Master, used his Diorama of Shaping to collapse an area of the Catacombs around Yurriel and Toeth. Later, he reasoned, his underlings could finish them off at their leisure. By the time that the characters have descended into the temple, the questors of Vestrial are finishing their recovery. Indeed, within twenty-four hours of the time that the characters first enter the temple, if they do not stop the questors, Garron will unseal the area of the Catacombs in which he has trapped Yurriel and Toeth, and order his men to finish them off.

In the room at the bottom of the ladder descending from the Twists is a single door and a large gong. There is a second Silver Plaque, similar to the first in construction, melded into the wall next to the gong. It proclaims only

'Sound thrice the circle of steel, The doors will open to reveal, That which you seek become real. The Twists were not your master.' It is a clear invitation to strike the gong.

This is, of course, a deception. In times past, potential cultists would sound the gong, and in a few minutes a questor of the Temple would come and lead them down the hallway and into the Shrine. Now, ringing the gong will alert the Temple that the characters are here, and instead of possibly catching them off-guard, the characters will be facing a dangerous group of prepared enemies.

By now, the Temple should have some very good ideas about the composition of the party. If the faux-Budroes was at all successful, he will have been able to report back. Even if he was not, Mospatt has made it back to the temple, and he has been able to report all that he knew about the party. Logically, to Garron, the characters are the only people who could be ringing the gong. Nobody else would be likely to have both the Plaque and have seen the map.

If the characters ring the gong, the questors of Vestrial will be ready and waiting in the main room of the temple (See below if they choose not to ring the gong). Their numbers will include Garron, Thule, Mospatt, Naria, Seth, Ichabod, Perri, and 9 of Thule's zombies. Given the close quarters for the combat, the questors will be very concerned with being targeted by an area-effect spell or Talent. They will coordinate against Elementalists and Illusionists first, and Archers and Nethermancers second.

It is their plan that the zombies will occupy the rest of the characters long enough for the questors to bring down any Illusionists and Elementalists. They are unconcerned with Battle Shouts, Taunts, spells or Talents that cause fear, and other social challenges. In a temple of Vestrial, these tactics are uncertain, even for a questor, so not even they use them here. Gamemasters are encouraged to be imaginative in the specifics. Possibilities include having Social Tests affect a random character, tests having an opposite effect, tests having a greatly reduced effect, and tests having a greatly increased but unwanted effect (i.e. a person Taunted might aggressively attack the taunter, without any penalties). This should be a worst-case scenario for the players.

In a straight-out fight, this Temple of Vestrial should be more than a party of Fifth Circle adventurers can handle, but just barely. Therefore, to succeed, the characters should not engage them in a straight-out fight.

Guardian Zombies

Attributes

Dexterity: 7	Strength: 7	Toughness: 6
Perception: 7	Willpower: 9	Charisma: 3



Initiative: 6	Physical Defense: 10
Number of Attacks: 1	Spell Defense: 10
Attack: 8	Social Defense: 13
Damage: 12	Armor: 6
Number of Spells: 0	Mystic Armor: 6
Spellcasting: N/A	Knockdown: 8
Effect: N/A	Recovery Tests: 1
Death Rating: 38	Combat Movement: 30
Wound Threshold: 9	Full Movement: 60
Unconsciousness: Immune	
Legend Points: 100	
Equipment: Broadsword	

All of the questors are fanatics, but their zeal will affect the combat in different ways. Thule is intrigued by the idea of death, and has no fear of it. Of all of the questors, he is the only one who goes into a combat expecting to fight to the death. Neither Naria nor Seth will retreat so long as the other is in battle, which effectively means that neither will retreat. If one of them falls, the other's *gahad* will cause them to viciously attack the character responsible. Once this happens, the remaining ork will not stop until all of the opponents have fallen. Ichabod doesn't want to die, but, on the other hand, he doesn't want to face the wrath of Garron or Thule either. If the battle starts to go poorly for him, he will begin giving ground, trying to merely last long enough until Garron and Thule fall, flee, or surrender. If he thinks Garron and Thule have fallen, Ichabod will surrender, if he thinks that the characters will let him live. Otherwise he will flee. If the battle starts going badly for Perri, he'll get out of there. He knows that tracking him, a questor of Vestrial, in the Twists is a near-impossibility. Rather than fall into the hands of his opponents, he will make his flying escape. If Mospatt nears unconsciousness, he will smugly surrender. He will have been using his poisons throughout the fight, and delights in putting the characters, presumably Legendary Heroes, in a situation where he is their prisoner. He has been exiled from Haven, so the guards at the gates won't let the characters bring him back in. However, if the characters can get him back to Remiel or Nemiroph, they will take him to Throal to face justice in a Throalic court.

Of the entire cult, Garron has the most intricate plan for what to do if the battle is not going his way. He keeps a set of spells in his matrices specifically designed to help him get away if the combat goes poorly. When wounded enough that he feels that he cannot last another round of combat, Garron will flee down the hall and through a secret door into his Escape Route. Once through the door, he will cast Illusory Corpse on a zombie that is already dressed like him,

then he will continue through another secret door. The zombie will run down a hall, hoping to lead any chasing characters through an area that has been trapped with Garron's Bouncing Blaster spell. From the damage that the characters will take from the spell, it will look like Garron was killed.

Meanwhile, Garron will be using his Diorama of Shaping to seal the second secret door behind him. He will then begin making his way to a fall back point, using the Conceal Tracks and Chosen Path spells to further augment the difficulties of tracking him through the Twists. It is his plan to let the characters think he is dead. Even if they think that he is still alive, he has left a virtually untraceable path.

Garron knows that the fake body will not fool the characters for long, so once he is safely away, he will begin to use the Diorama of Shaping to collapse the temple in on itself. It will take him a while to reach his fall back point, so give the characters sufficient time to finish their combat and rescue the slaves. However, if they begin to waste time in the temple, that is when the walls should start to creak and rumble, and finally begin to collapse. When the creaking and rumbling begins, if the slaves have not been rescued, they will begin screaming for help. The characters will have to fight past the Guard Zombies that are between the slaves and freedom. Give the characters enough time to be dramatically heroic. If you desire, you can start having pieces of the ceiling drop, being a much easier trap to avoid and doing far less damage than the entire room collapsing.

See page 108 for Diorama of Shaping trap's statistics.

If the characters are wise enough not to ring the gong, then they should have a significantly easier time. The temple still has sentries, and can still mobilize fairly quickly. However, the characters won't be walking into an ambush. A party that is cautious enough will be able to catch the Temple all but unaware. Below is a timeline for the twenty-hour period from when the characters enter the first room of the temple to the death of Yuriel, providing the gong is not rung. A wise party will observe the members of the Temple before attacking, and strike when the questors are least able to respond. Note that trips to the privy and other incidental movement have not been documented. However, such necessary trips will have to be made by the questors and should be improvised by the Gamemaster.

Timeline Begins

Hour 1

- Three Guard Zombies are in the Guardroom at all times.
- Five Guard Zombies are in the Main Hall at all times.
- Garron is in the Shrine, meditating and praying to Vestrial.





- Thule is in the Torture Chamber, torturing a slave.
- Naria and Seth are in the Bathing Chambers, having a romantic interlude.
- Mospatt is in his room, sleeping.
- Ichabod and Perri are in their room, sleeping.
- Two Guard Zombies are outside of the Shrine.
- Two Guard Zombies are outside of the Torture Chamber.

Hour 2

- Garron and Thule are in Garron's Room, talking about the readiness of the Temple to take on Yuriel and Toeth. Also, they are discussing the problems that face the temple, such as the characters and the Circle Path Company. Furthermore, they are planning for the future of the Temple and considering how to recruit new members from and for the slaver's camp.
- Seth and Naria are in the Kitchen, preparing a meal for the members of the Temple.
- Mospatt is in his room, sleeping.
- Ichabod and Perri are in their room, sleeping.
- Four Guard Zombies are outside of Garron's room.

Hour 3

- Garron is in the Dining Room, eating.
- Seth is in the Dining Room, eating.
- Ichabod is in the Dining Room, eating.
- Perri is in the Dining Room, eating.
- Mospatt is in the Dining Room, eating.
- Thule is in his room, sleeping.
- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are outside of the Dining Room.

Hour 4

- Garron, Perri, Mospatt and Seth are in the Shrine, meditating and praying to Vestrial. Garron is presiding over the services.
- Ichabod is in the Dining Room and Kitchen, cleaning up after the meal.
- Thule is in his room, sleeping.
- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are outside of the Shrine.

Hour 5

- Garron and Ichabod are in the Shrine, meditating and praying to Vestrial.
- Seth is in the Writing Room, working on books (see Writing Room description for details).
- Mospatt is moving around the temple, trying to come up with something to do to occupy his time.
- Perri is in the Holding Pen, examining the Patterns of the slaves.
- Thule is in his room, sleeping.
- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are outside of Shrine.

Hour 6

- Garron is in the Magic Experimentation Room, testing new illusions on slaves and being assisted by Perri.
- Mospatt is in the Torture Chamber, mixing poisons.
- Seth is in the Writing Room, working on books.
- Ichabod is moving between the storage rooms, taking inventory.
- Thule is in his room, sleeping.
- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are outside of The Magic Experimentation Room.

Hour 7

- Garron is in the Magic Experimentation Room, testing new illusions on slaves and still being assisted by Perri.
- Mospatt is in the Holding Pen, testing slaves for physical fitness. He will choose the best, which is the troll. Seth is also there, assisting Mospatt a bit, but mostly guarding him from the slaves.
- Ichabod is in the Food Storage Room, gathering food for the kitchen.
- Thule is in his room, sleeping.
- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are outside of the Magic Experimentation Room.

Hour 8

- Garron is in the Writing Room, documenting his experimental results.



- Perri is in the Bathing Chambers, taking a bath after escorting the mentally and physically exhausted slave back to the slave pens.
- Mospatt is in the Torture Chambers, administering his new poison to a slave to test its potency.
- Seth is moving around the temple, first holding down the slave so Mospatt can administer his poison, then helping Perri bring his slave back to the guardroom, then returning to the Torture Chambers to make sure that Mospatt isn't hurt by the slave's convulsions.
- Ichabod is in the Kitchen, preparing food for the slaves then bringing it to the Holding Pen.
- Thule is in his room, sleeping.
- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are outside of the Writing Room.

Hour 9

- Garron is moving around the temple, checking on his underlings to make sure all is well with them.
- Ichabod is in the Bathing Chambers, bathing.
- Mospatt is in the Torture Chambers, observing the effects of his poison.
- Seth is also in the Torture Chambers, talking to Mospatt, who is mostly ignoring him, about Naria.
- Perri is in the Shrine, meditating and praying to Vestrial.
- Thule is in his room, sleeping.
- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are following Garron.

Hour 10

- Garron is in the Bathing Chambers, bathing.
- Ichabod is in the Kitchen, preparing a meal.
- Seth is moving around the temple, hauling the troll slave's body from the Torture Chamber to the Magic Experimentation Room. Then, he goes to the Shrine to meditate and pray to Vestrial.
- Mospatt is moving around the temple, helping Seth haul the troll slave's body from the Torture Chamber to the Magic Experimentation Room. Then, he goes to the kitchen and samples the meal that is being prepared.
- Perri is moving around the temple, checking to see what everybody else is doing.
- Thule is in his room, sleeping.

- Naria is in her room, sleeping.
- Two Guard Zombies are outside of Thule's room.
- Two Guard Zombies are outside of the Bathing Chambers.

Hour 11

- Garron is in his Room, sleeping.
- Thule is in the Dining Hall, eating.
- Naria is in the Dining Hall, eating.
- Ichabod is in the Dining Hall, eating.
- Perri is in the Dining Hall, eating.
- Mospatt is in the Dining Hall, eating.
- Seth is in his room, sleeping.
- Two Guard Zombies are outside of Garron's room.
- Two Guard Zombies are outside of the Dining Hall.

Hour 12

- Thule is in the Bathing Chamber, bathing.
- Garron is in his Room, sleeping.
- Ichabod, Perri and Mospatt are in the Shrine, meditating and praying to Vestrial. Ichabod is presiding.
- Naria is in Kitchen and Dining Hall, cleaning up after the meal.
- Seth is in his room, sleeping.
- Two Guard Zombies are outside of Garron's room.
- Two Guard Zombies are outside of the Bathing Chamber.

Hour 13

- Thule and Naria are in the Shrine, meditating and praying to Vestrial.
- Ichabod is in the Writing Room, working on books. Perri is also there, offering suggestions to Ichabod.
- Mospatt is walking down the Main Hallway, and out through the Entrance Room, to check to see if anyone has been chained in the eleventh peril, The Abandoned Court. *Note: He will be very cautious, and may discover any group of characters that is just staying in the entrance room without opening the door. If he does so, and can get back to the temple to report, then the Temple will be ready for the characters.*
- Garron is in his room, sleeping.
- Seth is in his room, sleeping.
- Two Guard Zombies are outside of Garron's room.
- Two Guard Zombies are outside of the Shrine.





Hour 14

- Thule is in the Holding Pen, choosing a slave based on the relative strengths of their Pattern. He will finally decide on Hardwick, the elf. Ichabod is there as well, guarding Thule.
- Naria is in Main Hall, painting murals. (See the description of the Main Hall for more details)
- Perri is hiding in the Storage Room, napping.
- Mospatt is outside the temple, checking on the traps.
- Garron is in his room, sleeping.
- Seth is in his room, sleeping.
- Two Guard Zombies are outside of Garron's room.
- Two Guard Zombies are outside the Holding Pen.

Hour 15

- Thule is in the Torture Chamber, torturing the elven slave. Ichabod is assisting him.
- Naria is in the Main Hall, painting murals.
- Garron is in his room, sleeping
- Seth is in his room, sleeping
- Perri is flying around the temple, complaining to the other questors about being bored.
- Mospatt returns to the temple, eventually getting together with Perri.
- Two Guard Zombies are outside of Garron's room.
- Two Guard Zombies are outside of the Torture Chambers.

Hour 16

- Thule is in Torture Chamber, turning the elven slave into a Guard Zombie.
- Naria is moving about the temple, taking things to the Garbage Chamber.
- Garron is in his room, sleeping.
- Perri is in the Main Hall, ordering one Guard Zombie into gladiatorial combat with another Guard Zombie.
- Mospatt is also in the Main Hall, giving the other Guard Zombie in the gladiatorial combat its orders.
- Ichabod is in the Main Hall, watching disapprovingly as the Thief and Archer play with the zombies.
- Seth is in his room, sleeping.
- Two Guard Zombies are outside of Garron's room.
- Two Guard Zombies are outside of the Torture Chamber.

Hour 17

- Garron is in his room, sleeping.
- Thule is moving around the temple, first discovering that Mospatt and Perri destroyed two of his zombies, then yelling at them, then ordering the Guard Zombie he just created as well as one of his personal Guard Zombies to take the place of the two destroyed zombies, then going to the Magic Experimentation Room to turn the troll body there into a Guard Zombie.
- Ichabod is moving around the temple, guarding Thule.
- Perri is in the Main Hall, mostly moping after being yelled at.
- Mospatt is in the Main Hall, cleaning up after the Zombie Gladiatorial Combat.
- Naria is in Bathing Chambers, bathing.
- Seth is in his room, sleeping.
- Two Guard Zombies are outside of Garron's room.
- One Guard Zombie follows Thule.

Hour 18

- Thule is in the Shrine, meditating and praying after he completes the creation of the troll Guard Zombie.
- Perri is moving around the temple, trying to find something to do to look busy and to stay out of trouble.
- Ichabod is in the writing room, working on a book.
- Garron is in his room, sleeping.
- Naria is in the kitchen, preparing a meal.
- Seth is in his room, sleeping.
- Mospatt is in the Bathing Chambers, bathing.
- Two Guard Zombies are outside of Garron's room.
- Two Guard Zombies are outside of the Shrine.

Hour 19

- Garron is in the Dining Hall, eating and preparing everybody for the attack with a rousing speech.
- Thule is in the Dining Hall, eating.
- Ichabod is in the Dining Hall, eating.
- Perri is in the Dining Hall, eating.
- Naria is in the Dining Hall, eating.
- Seth is in the Dining Hall, eating.
- Mospatt is in his room, sleeping.
- Four Guard Zombies are outside of the Dining Hall.



Hour 20

- Garron is in the Main Room, opening the wall with the Diorama of Shaping so the attack on Yuriel and Toeth can begin.
- Thule is in the Main Room, ready for the attack.
- Naria is in the Main Room, ready for the attack.
- Seth is in the Main Room, ready for the attack.
- Perri is in the Main Room, ready for the attack.
- Ichabod is in the Main Room, ready for the attack.
- Mospatt is in his room, sleeping.
- Four Guard Zombies are in the Main Room, making nine Zombies total in the Main Room.

Yuriel and Toeth are slain, barring character intervention, immediately after hour 20.

The Temple

Unless otherwise noted, the ceilings of the temple are only seven feet tall. This means trolls and obsidimen are at a Dexterity penalty (-1 step), and large weapons (size 4 and larger) are at a cumulative penalty as well (-1 step to hit, -1 step damage). The temple of Vestrial is composed of the following areas:

1. Entrance Room

The Entrance Room to the temple of Vestrial is circular, about twenty-four feet in diameter, and has paintings of each of the Passions on the walls in positions that correspond to their constellations in the sky. The painting of Vestrial is not on a wall, but is instead depicted on a pair of heavy, stone double-doors. Next to the doors is a steel gong that stands taller than a dwarf and has a massive hammer hanging from its framework. The ladder descends from the Twists into the center of the room. Unless the characters have a light source with them, the only illumination for this room is whatever light shines down the tunnel from the Twists above.

2. Hallway

The hallway between the Entrance Room and the Main Room is long and straight, nearly two hundred yards long. The wall is mostly smooth but, at irregular intervals the stonework looks like it has been melted and resolidified. These marks are the remnants of other entrances to this hallway. They were sealed over by Garron using the Diorama of Shaping. Embedded in the wall at each of these points is a Light Crystal. At the other end of the hallway is a set of wooden double-doors with an iron image of Vestrial inlaid into them.

3. Main Room

The Main Room of the temple is the central hub with a half dozen corridors leading off of it, each with a pair of double-doors. Most of the doors remain closed, which serves to muffle the noise that travels through the temple. The one exception is the set of double-doors that leads down the hallway to the Kitchen, Dining Room, Writing Room, and Storage Rooms — this doorway remains open at all times. On the walls of the room are unfinished murals of legends of the members of the cult.

On the walls are murals depicting the fall of Garron as a questor of Mynbruje, along with his rise to power within the cult of Vestrial. Another painting depicts Naria looking over the ruins of a Barsaivan village. Yet another shows Ichabod leading a predominantly dwarven group of questors, each wearing the traditional garb of followers of Vestrial, a skin-tight suit embroidered with the image of a skeleton. The mural currently under production shows Thule in the process of betraying an Obsidiman Nethermancer to a group of undead. Between each of the murals, a Light Crystal is set in a holder.

Five Guard Zombies are in the Main Room at all times, with orders to attack as loudly as possible any intruders they detect. Otherwise, they just stand there. These orders can be overridden by any member of the Temple, in the following order of priority: Thule, Garron, all others. If given conflicting orders, they will follow either the highest-ranking member or the most recent order, if from two cultists of equal rank. After hour 17, Perri and Mospatt can no longer give the Guard Zombies orders.

4. Garron's Room

Garron's Room is unmistakably the room of the highest-ranking member of this cult. It is by far the largest of the sleeping quarters, and is filled with expensive furniture: a large bed; a hardwood wardrobe containing expensive clothing; a reading desk with a thick book about the Passion Vestrial open on top; a scroll case stacked with information about the city of Parlainth; and shelves with small, tasteful figurines of all of the Name-giver races. There is a lockbox in a small alcove hidden behind the desk that contains 384 pieces of silver, and 29 pieces of gold.

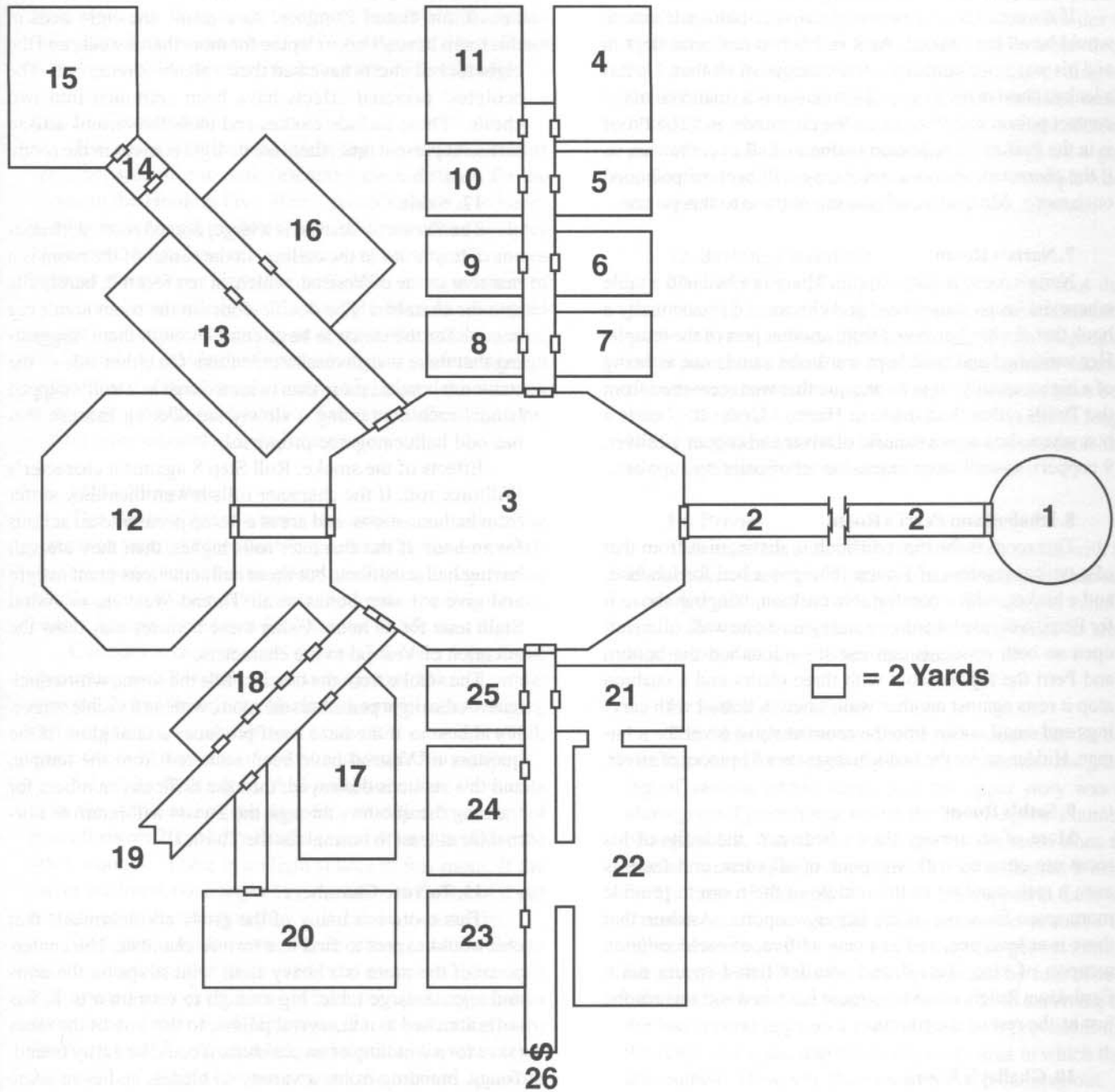
5. Thule's Room

Thule's Room has many of the same features as the rooms that belong to the other cultists; a bed and a wardrobe where he keeps his clothes. However, the other features of the room overshadow these simple items. Against the far wall of the room are dozens of alcoves, each containing a small urn filled with ashes. These are either the remains of scholars and nethermancers with whose spirits Thule confers, or of victims of the cult whose spirits he torments. Fi-





The Temple





nally, he has a Bone Circle set up in his room. (ED, page 176) In a small pouch laying under some clothes in the bottom of the wardrobe is 18 pieces of gold and 9 pieces of silver.

6. Mospatt's Room

If it weren't for the events of chapter 5, Mospatt's room would be all but unused. As it is, his bed has been slept in and his wardrobe contains a few changes of clothes. He has a locked chest in his room; all it contains is a small vial of the contact poison that he used on the characters in "The Proof is in the Poison." The poison is smeared all over the vial, so if the characters are not careful they will become poisoned once more. Mospatt is, of course, immune to this poison.

7. Naria's Room

Naria's room is very simple. There is a bed and a table where she keeps some bread and cheese and occasionally a book that she has borrowed from another part of the temple. Her varnished and well-kept wardrobe stands out as being of a higher quality. It is an antique that was recovered from the Twists rather than made in Haven. Under the bed is a box where she keeps a handful of silver and copper (2 silver, 9 copper), as well as an extensive set of painting supplies.

8. Ichabod and Perri's Room

This room is the most difficult to distinguish from that of a typical resident of Haven. There is a bed for Ichabod, and a basket, with a comfortable cushion, hanging above it for Perri. A divided wardrobe sits against one wall, often left open so both residents can use it — Ichabod the bottom and Perri the top. A table with three chairs and a cushion atop it rests against another wall. Shelves dotted with carvings and small curios line the room at waist level for a human. Hidden under the bed's mattress are 81 pieces of silver.

9. Seth's Room

More of an armory than a bedroom, the walls of his room are covered with weapons of all sorts, and there is even a rack standing in the middle of the room to provide more space for some of the larger weapons. Assume that there is at least one, and as many as five, of each common weapon of size class 4 and smaller listed in the main *Earthdawn* Rulebook. Seth's room has a bed and a wardrobe just as the rest of the rooms.

10. Ghalley's Room

Ghalley's room hasn't been used in quite some time. There is a made bed, a wardrobe containing some fashionable t'skrang clothing, a reading desk, and a locked chest. The chest contains Ghalley's valuables: his grimoire, a Light Quartz, a Shantaya's Sextant, and 87 pieces of silver.

11. Bunkroom

One of the largest rooms in this corridor is the Bunkroom. This room used to serve as a barracks for the acolytes of this Temple before the attack of the Far Striders. At present time, all of the acolytes are dead, and most of them have been turned into Guard Zombies. As a result, the eight beds in this room haven't been slept in for more than a week, and the eight locked chests have had their valuables removed. The acolytes' personal effects have been crammed into two chests. These include clothes and tools for various artisan skills. At present time, there are no light sources in the room.

12. Shrine

The Shrine to Vestrial is a large, domed room with dozens of tiny holes in the ceiling. In the center of the room is a massive statue of Vestrial, which, at ten feet tall, barely fits into the chamber. The double-doors in the room aren't big enough for the statue to have come through them, suggesting that there was divine intervention. On either side of the statue are braziers more than twice as large as a troll's cupped hands, each containing a slowly smoldering incense that has odd hallucinogenic properties.

Effects of the smoke: Roll Step 8 against a character's Willforce roll. If the character rolls lower, then they suffer from hallucinations, and are at a 3 step penalty to all actions for an hour. If the character rolls higher, then they are still having hallucinations, but these hallucinations grant insight and give a 1 step bonus to all Thread Weaving or Astral Sight tests for an hour. Using these bonuses may draw the attention of Vestrial to the characters.

The smoke from the braziers fills the shrine with a thick haze. A dim light permeates the room, without a visible source. It's almost as if the haze itself produces a faint glow. If the questors of Vestrial have been scattered from the temple, and this statue is destroyed, then the difficulty numbers for tracking the questors through the Twists will return to normal (or at least to normal for the Twists).

13. Torture Chambers

This room has many of the grisly accouterments that one would expect to find in a torture chamber. The centerpiece of the room is a heavy chair with straps on the arms and legs. A large table, big enough to restrain a troll, has cuffs attached to it at several points, so that any of the races (save for a windling or an obsidiman) could be easily bound. Tongs, branding irons, a variety of blades, and even some medicinal herbs can be found in the boxes lining the walls of the room. Across from the door is a fire pit, the wall behind it blackened from constant use. Unless the fire pit is lit, there is no light source in the room.





Living beneath the torture chamber is a Horror called Gangrene which Garron has made an arrangement with. The Horror keeps the temple free from the influence of other Horrors, and, in return, the cultists provide it with a steady stream of victims to mark, whom they torture to provide sustenance for Gangrene. Gangrene is content to remain under the floor, insubstantial in Netherspace. He will not reveal himself, even after the destruction of the Temple.

14. Guardroom

This room is little more than a foyer with locked doors on either side of it to make escaping more difficult for the slaves in the Holding Pen. Being posted in the Guardroom used to be amongst the least favorite duties of the acolytes of Vestrial. Now, three of them stand vigil as Guard Zombies without complaint. The stone walls have dried splatters of blood on them, and signs of a struggle from an attempted escape can be found by a diligent search. The lack of similar evidence just outside the Guardroom gives silent testament to the failure of the attempt. A small Light Crystal is worn on a thong around the neck of one of the Guard Zombies, providing some amount of light for the room.

15. Holding Pen

The Holding Pen is a large, unsanitary room where the cultists of Vestrial keep what they refer to as slaves. In reality, these unfortunate Name-givers are little more than living sacrifices to a Horror or subjects for cruel experimentation. Even a Theran slave has a far better lot in life than this.

Currently in captivity are 4 dwarves (all male: Jonn, Emis, Duquette, and Poston), 2 humans (male: Mick, female: Carlotta), 2 elves (male: Fritz, Hardwick), an ork (male: Stringer), and a troll (male: Kul). The ork is the most wounded of all, being the only survivor of six who attempted to escape.

All of the slaves are in bad condition. Use slave stats from the slaver camp (see page 54), modified for race, but give all slaves 20 points of damage and 4 wounds. Give the ork 6 wounds. There is no light source in this room. If the slaves are freed, none are in any condition to fight, but if put in a life or death situation they will defend themselves.

Stringer, the leader of the escape attempt, will be able to tell the characters that there used to be a room in the temple that opened to a greenhouse where the questors used to grow some of their food. He knows that it was to this room that Yuriel and Toeth retreated, and it was collapsed to trap them. All of the slaves have heard the various questors grumbling about their lack of fresh food. If the characters agree to take him and the other slaves back to Haven, he will show them where another entrance to the greenhouse can be found, in the Twists.

16. Magic Experimentation Room

The only item in this room is a heavy chair with straps on its arms and legs. The walls of the room are among the thickest in the temple, but they are still scarred by the effects of some of the damage-causing spells that have been researched and cast here. It is the only room besides the Entrance Room that has stone rather than wooden doors. Just outside the doors, where it would be easy to drag into the room if it were needed, is a podium used for resting books upon during experiments. There is no light source in the room, and the smoke stains on the ceiling are a good indication that it is one of the few rooms in the temple where the cultists use oil lanterns rather than Light Crystals.

17. Bathing Chambers

This room has plain stone walls. A three-foot deep pool takes up most of the space. A pair of weak Elementals are bound here: a Water Elemental, tasked with keeping the water pure, and a Fire Elemental that is tasked with warming the water and providing light. These Elementals have been bound for almost a full year and do not have much longer before they eliminate each other. The Temple will soon have to get an Elementalist to summon another pair.

18. Privies

This room has a quartet of stalls that are tied in with the Elementalist-based plumbing system of Parlainth. Each stall is walled off to offer privacy, and while there is running water, the toilets are closer to self-rinsing holes in stone benches than to any modern fixtures.

19. Sealed Area - Food

This large chamber used to be two stories tall; the bottom floor used for storage of gardening equipment and growing of various edible fungi, and the upper story was an aboveground greenhouse where the Temple grew a number of vegetables. Yuriel and Toeth ran for this room when the combat turned against them, and Garron collapsed it using the Diorama of Shaping. Now, they are trapped in the lower chamber, unable to get the leverage needed to move the fallen beams out of the way so that they can get out through the greenhouse. The other way is blocked by tons of rock between them and the temple. They've been surviving for the last several days on a mix of their own provisions and the fungi and water that are in the small area in which they are trapped. However, their food source is running out.

20. Garbage Room

Garron has come up with an ingenious way of dealing with the waste that the Temple produces. The members of the cult bring their garbage to this room, and when the room



fills, Garron uses his Diorama of Shaping to collapse the room and then push the garbage further into the Southern Catacombs before recreating the room. The Garbage Room hasn't been compacted since the battle with the Far Striders, so in addition to the normal waste (food, ash, empty containers, ruined paper) that one might expect to find in a garbage heap, there are also broken arrows and bolts, other weapons that were too heavily damaged to sell in Haven, and some torn pieces of armor. If the characters are desperate, they might be able to fetch a few coppers for these nasty wares, or they might be able to reforge a broken shortsword into a dagger or other similarly questionable actions.

21. Kitchen

The centerpieces of the Kitchen are a large, magically heated stove and a stone trough with a spout on one end that has a tasked Elemental attached to it to produce water. There are assorted pots and pans hanging from hooks on the walls. There is a counter that runs along the entirety of the far side of the room from the door. On this counter sits a large knife block with an extensive collection of knives. A cabinet on the wall between the Kitchen and the Dining Room is stuffed with plates and cups, most of which have been recovered from various places in the Twists and Smalls. Anywhere but Haven, they could fetch up to 400 silver.

22. Dining Hall

The Dining Hall has two long tables in it, each of them surrounded by ten wooden chairs with thick cushions. Three of the chairs that have additional cushions on them, making them just the right height for dwarves, and there is a single cushion set on the one of the tables itself, most likely for a windling. There are no chairs that could support a troll or an obsidian. The walls are painted with murals, like in the Main Room. They depict a view of the Twists from before the Scourge. The mural on the far wall is intentionally erroneous; once it is completed, Garron plans to use his Diorama of Shaping to move it near the Laneways.

23. Food Storage

This large pantry carries enough dried, pickled, or heavily spiced food for thirty men and one windling to live for a month. It is all stored in bulk containers, be they large sacks of grain, barrels of spiced fish, or crates of salted and jerked beef. Near the bottom of one of the stacks is an old box with some Dwarven Mining Rations in it.

24. Storage Room

This room is where all of the nonfood supplies that are used in fairly significant quantities are stored by the Temple.

Paper, ink, torches, a pair of lanterns, oil, incense, paints, blankets, cloth, and artisan tools of all kinds can be found stored in the various boxes and chests stacked in this room. None of the items are of particularly exceptional quality.

25. Writing Room

The Writing Room is the result of an idea that originated as a joke between Ichabod and Perri. They thought since there were so many people wandering through Parlainth looking for information from before the Scourge or from during the time that the city was no longer in Barsaive, it would be amusing to fake some documents that looked like they were from past eras and seed the ruins with them. The idea finally made its way to Garron's ears, and he found it intriguing. Since that time, they've set aside a room in the temple as a Writing Room, complete with several desks, some ancient but empty books, and several vials of ink that were recovered from the Twists. Now, the members of the cult of Vestrial spend a few hours a week writing a page here and a page there, or working on a full book of misinformation to be left where an adventurer might trip over it in Parlainth.

26. Escape Route

The Escape Route is actually a set of winding passages and small rooms that have been set up by Garron to ensure that he will be able to survive the fall of the temple. The start of the route is behind a secret door, which leads to a passage that is a confusing tunnel with several branches that lead to various places in the Southern Catacombs. In this passage he keeps a zombie dressed similarly to him for use in the casting of an Illusory Corpse spell (See page 104). The route that he will actually take passes through a second secret door that leads to a small room where he keeps his Diorama of Shaping. He will use the Diorama to seal the door behind him, then continue through a second maze of passages, using his spells to make following him even more difficult. Eventually, this maze leads him back out into the Twists.

TROUBLESHOOTING

Given the level of opposition, if the characters fight the cult head on, one or more of them may die in this encounter. The Gamemaster should try to keep some of the characters alive, but every adventure in Barsaive carries the risk of death. The Gamemaster should not attempt to minimize or ignore this fact.

If all of the characters die, the Gamemaster may wish to create a follow-up adventure in which a new group of characters seeks out the dead ones and learns of their demise at the hands of the questors of Vestrial.



CAST OF CHARACTERS



Chafel Thule

Chafel Thule was the apprentice of an Obsidiman Nethermancer who is considered by the majority of the population of Haven to be evil. Stonescourge, the obsidiman, does not see it that way. He seeks two things; immortality for himself, and the destruction of Twiceborn, the Queen of the Dead. Thule was a wonderful protégé, assisting his master in both of these goals.

Chafel sought out Stonescourge for training, because he had heard of his expertise. As an elf, Thule could respect research that might take decades to reach fruition. He remained as Stonescourge's apprentice even after advancing to Fifth Circle because of the spell research that the obsidiman was performing. Unfortunately, this arrangement would not last.

While Thule was in Haven, he befriended an Illusionist named Garron Karlson. Garron had some very strange ideas, but they challenged Thule's intellect. Time after time, Thule would leave Stonescourge's keep in the Smalls and journey to Haven to meet up with the wily Illusionist. After every conversation, he had a greater respect for the man, and more questions than answers. Finally, Karlson began to speak about theology to Thule, and before long he had converted him to being a follower of Vestrial.

It wasn't a far jump from follower to questor, and Thule abandoned Stonescourge to be the second in Garron's cult.

Now, Thule has taken Vestrial's aspect of manipulation and is stretching it as far as it will go, attempting to combine nethermantic magics with questor gifts.

5th Circle Elf Nethermancer

Attributes

Dexterity:	16: 7/d12
Strength:	13: 6/d10
Toughness:	14: 6/d10
Perception:	18: 7/d12
Willpower:	19: 8/2d6
Charisma:	10: 5/d8

Talents

Animal Possession	2: 10/d10+d6
Astral Sight	5: 12/2d10
Durability (<i>Nethermancer</i>)	5
Frighten	3: 11/d10+d8
Karma Ritual	4
Read/Write Language	3: 10/d10+d6
Read/Write Magic	5: 12/2d10
Spellcasting	5: 12/2d10
Spell Matrix (4)	5
Spirit Hold	3: 16/d20+d8
Taunt	3: 8/2d6
Thread Weaving	5: 12/2d10
Willforce	5: 13/d12+d10

Skills

Artisan: <i>Dollmaking</i>	2: 6/d10
Knowledge: <i>Horror Lore</i>	4: 11/d10+d8
Knowledge: <i>Elven History</i>	2: 9/d8+d6
Read/Write Language	4: 11/d10+d8
(<i>Throalic, T'Skrang, Human, and Sperethiel</i>)	
Speak Language	2: 9/d8+d6
(<i>Throalic, Sperethiel</i>)	

Karma

Dice:	d6
Points:	20

Initiative

Dice:	7/d12
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Combat

Physical Defense:	9
Spell Defense:	10
Social Defense:	6
Physical Armor:	3
Mystic Armor:	4



Movement

Full:	80
Combat:	40

Damage

Death Rating:	56
Wound Threshold:	9
Unconsciousness Rating:	43
Recovery Tests per Day:	3
Recovery Dice:	d10

Racial Ability

Low-light vision

Questor Powers

Discover Desire	6
Manipulate Desire	6
Deceit	6

Equipment

Espagra Scale Cloak
 Cloaksense Broach
 Crystal Spell Box (*Three threads attached, does not have knowledge for rank 4*)
 Dagger
 Jewelry worth 284 silver
 Wealthy Garb
 Absorb Blow Charm
 Desperate Spell Charm

Loot

none

Spell List

Chilling Circle, Detect Undead, Experience Death, Spirit Grip, Undead Struggle, Shield Mist, Pocket Guardian, Fog Ghost, Life Circle of One, Bone Circle, Grave Message, Pain, Death's Head, Fog of Fear, Animate Skeleton, Evil Eye, Viewpoint, Visions of Death, Animate Guard Zombie *, Target Portal, Wither Limb

Animate Guard Zombie

Threads: 4	Weaving Difficulty: 8/21
Range: 10 yards	Duration: 8 + rank days
Effect: Animates Corpses	
Casting Difficulty: 7	

The Nethermancer must have a corpse to use this spell. He may animate one body per casting of the spell. If the Spellcasting Test is successful, the corpse is animated. If the Guard Zombies move beyond 1000 yards of the

Nethermancer, it will crumble into a pile of dust. The zombies are usually armed with whatever the Nethermancer can equip them with (in this case, broadswords). Guard Zombies can use magic items (Not Thread Items), but they are weak users of magic.

See page 65 of this module for Guard Zombie stats.



Ichabod

As a young man, Ichabod was swayed by a talented speaker to join a political group in Throal, a group that turned out to be a front for the questors of Vestrial. As he rose through the ranks, he encountered more mysticism and secrecy. By the time he had risen to the Inner Circle, he had sworn himself to Vestrial. Shortly thereafter, he was given charge of his own cabal of questors. Much to his chagrin, the divinations he received always seemed to be nonsensical. Warily, he led his group of questors through missions that often, to Ichabod, seemed to have conflicting goals. Unwilling to risk great personal danger, he resigned himself to this life, until a windling Named Perri joined his band.



Perri didn't have to be tricked or misled into joining the questors of Vestrial — he came of his own accord. More than that, he had a refreshing outlook and a positive attitude that in time wore off on Ichabod. As Ichabod started feeling more at ease, he began to remember some of the "big ideas" he had had when he first joined the political group so long ago. He began to consider trying those ideas with his cabal, rather than just acting on the whims of their Passion. Only after he had made this decision, did he receive his most vivid dream from Vestrial. It instructed him to go to Haven and seek out Garron Karlson. The dream left no doubt in Ichabod's mind that this was important. Though the dream didn't mention Perri, Ichabod considered his windling friend much of the reason that he was rewarded by Vestrial. When he traveled north, he brought the windling with him.

4th Circle Dwarf Warrior

Attributes

Dexterity:	16: 7/d12
Strength:	13: 6/d10
Toughness:	19: 8/2d6
Perception:	14: 6/d10
Willpower:	13: 6/d10
Charisma:	9: 4/d6

Talents

Acrobatic Strike	5: 12/2d10
Air Dance	5: 12/2d10
Anticipate Blow	3: 9/d8+d6
Avoid Blow	3: 10/d10+d6
Durability (Warrior)	6
Karma Ritual	4
Melee Weapons	1: 8/2d6
Thread Weaving	1: 7/d12
Throwing Weapons	2: 9/d8+d6
Tiger Spring	5
Unarmed Combat	4: 11/d10+d8
Wood Skin	5: 13/d12+d10

Skills

Artisan: Wood Carving	2: 6/d10
Knowledge: Creature Lore	2: 8/2d6
Knowledge: Throalic Politics	3: 9/d8+d6
Speak Language (Throalic, Troll)	2: 8/2d6
Read/Write Language (Throalic)	1: 7/d12

Karma

Dice:	d6
Points:	20

Initiative

Dice:	16/d20+d8
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Combat

Physical Defense:	10
Spell Defense:	9
Social Defense:	6
Physical Armor:	3
Mystic Armor:	5

Movement

Full:	80
Combat:	40

Damage

Death Rating:	97
Wound Threshold:	12
Unconsciousness Rating:	83
Recovery Tests per Day:	3
Recovery Dice:	2d6

Racial Ability

Heat sight	
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Questor Powers

Discover Desire	3
Manipulate Desire	3
Deceit	3

Equipment

Flail	
3 Throwing Daggers	
Ferndask	
Fernweave	
Spike Gauntlets (Two threads attached, does not have knowledge for rank 3)	



Perri

Perri has been a questor of Vestrial for his entire adult life, and even quite a bit before that. It all began for him before his final Naming Ceremony. He was a windling who lived in the tunnels of Throal. He and his friends had a most enjoyable pastime — zoak racing. They'd zoom through the corridors on their flying mounts, having a grand time while generally upsetting the other denizens of the underground kingdom. Eventually, the City Guard put an end to it, and Perri was bored. It's been said that a bored windling is a dangerous thing, but this time the danger was to himself. While looking for something to do, he came across a typical group of inept questors of Vestrial. They may not have been getting much at all accomplished, but they looked like they were having fun. On the spot, Perri joined in their antics.

Over the years, Perri has grown to be a more serious follower of Vestrial, but only slightly so. It's followers like Perri that make it easy to remember that Vestrial was originally the Trickster Passion. During this time is also when Perri and Ichabod cemented their friendship. They are a strange pair, a dour dwarf and a jubilant windling, but they're certainly as thick as thieves. Furthermore, Perri was talented and useful, and not as blindly devout as some of the other members of the cabal. It didn't surprise Perri at all when Ichabod received a calling to go to Parlainth, or that he asked Perri to join him. Perri accepted happily — he was betting that there were hardly any prankster windlings in Haven.

4th Circle Windling Archer

Attributes

Dexterity:	19: 8/2d6
Strength:	7: 4/d6
Toughness:	11: 5/d8
Perception:	16: 7/d12

Willpower:	13: 6/d10
Charisma:	11: 5/d8

Talents

Direction Arrow	3: 10/d10+d6
Durability (<i>Archer</i>)	6
Flame Arrow	6: 15/d20+d6
Karma Ritual	4
Melee Weapons	4: 12/2d10
Missile Weapons	5: 13/d12+d10
Mystic Aim	4: 11/d10+d8
Thread Weaving	2: 9/d8+d6
Throwing Weapons	3: 11/d10+d8
True Shot	4: 12/2d10
Sprint	3
Wound Balance	4: 8/2d6

Skills

Artisan: <i>Poetry</i>	2: 7/d12
Knowledge: <i>Adept Lore</i>	2: 9/d8+d6
Knowledge: <i>Windling History</i>	3: 10/d10+d6
Read/Write Language (<i>Throalic</i>)	1: 8/2d6
Speak Languages (<i>Throalic, Windling</i>)	2: 9/d8+d6

Karma

Dice:	d10
Points:	20

Initiative

Dice:	8/2d6
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Combat

Physical Defense:	12
Spell Defense:	9
Social Defense:	7
Physical Armor:	2
Mystic Armor:	3

Movement

Walking Full:	54
Walking Combat:	27
Flying Full:	110
Flying Combat:	55

Damage

Death Rating:	72
Wound Threshold:	8
Unconsciousness Rating:	59
Recovery Tests per Day:	2
Recovery Dice:	d8



Racial Ability

Astral sight, flight

Questor Powers

Discover Desire	3
Manipulate Desire	3
Deceit	3

Equipment

Windling Sword (*treat as Dagger*)
Windling Bow
40 arrows
Fernweave

Loot

none



Naria

Naria grew up in the Caucavic Mountains, born to a small, eclectic group of Vestrial-worshippers. Her childhood was odd, to say the least, and she often was used as bait in plots 'divinely' sent to their group through their leader, Lornus, a Troll Weaponsmith. After several such incidents, a nearby village hired a group of adventurers to hunt down the 'bandits,' which the adventurers did with zeal.

The only survivors from the cult were Naria and a human boy, Zerid. The two were packed up and sent to the village. Naria played the part of the 'Good Child,' quiet and withdrawn, but every week she usually committed some midnight mischief. When she reached maturity, she discretely approached an adventuring Beastmaster camped near the village, in hopes of apprenticeship. The Beastmaster taught her about the wilderness by taking her into the mountains. During this time, she bonded with Orm, her mountain lion. The Beastmaster never gave her his Name, and when the training was finished, left her there on the mountainside to find her own way back.

After she had left the mountains, she had a dream of Parlainth, and of rejoining her real family. Before heeding the call of the dream, she returned to the village, leaving Orm on the outskirts to wait for her. Her adopted family was overjoyed to have her back. That night, she snuck out, brought Orm in, and slaughtered them. After making sure it looked like a cat attack, she cut herself, and spread the blood across her bed, then left traces of a body being dragged out of the house by the mountain lion.

She and Orm then made their way to Parlainth without delay. Once there, she discovered the Silver Plaque, just as had been foretold in her dream. Naria then signed up with a group of adventurers, showing them a map that she claimed her mother had given her, leading to a cache of treasure in the Twists. She was the only one who survived to reach the Temple of Vestrial and join their ranks. Since her time with the Temple, she has met the love of her life, Seth Brokenblade.

2nd Circle Ork Beastmaster

Attributes

Dexterity:	13: 6/d10
Strength:	19: 8/2d6
Toughness:	15: 6/d10
Perception:	11: 5/d8
Willpower:	11: 5/d8
Charisma:	13: 6/d10

Talents

Animal Bond	2: 8/2d6
Claw Shape	6: 17/d20+d10
Creature Analysis	2: 7/d12
Dominate Beast	3: 9/d8+d6
Durability (<i>Beastmaster</i>)	7
Karma Ritual	5
Tracking	4: 9/d8+d6
Unarmed Combat	6: 12/2d10



Skills

Artisan: <i>Painting</i>	2: 8/2d6
Knowledge: <i>Horror Lore</i>	3: 8/2d6
Knowledge: <i>Scorcher Tribes</i>	3: 8/2d6
Read/Write Language (<i>Throalic</i>)	1: 6/d10
Speak Language (<i>Throalic, Orkish</i>)	2: 7/d12

Karma

Dice:	d8
Points:	20

Initiative

Dice:	6/d10
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Combat

Physical Defense:	7
Spell Defense:	7
Social Defense:	7
Physical Armor:	5
Mystic Armor:	3

Movement

Full:	70
Combat:	35

Damage

Death Rating:	81
Wound Threshold:	10
Unconsciousness Rating:	65
Recovery Tests per Day:	3
Recovery Dice:	d10

Racial Ability

Low-light vision

Questor Powers

Discover Desire	4
Manipulate Desire	4
Deceit	4

Equipment

3 Throwing Daggers
Footman's Shield
Fernweave
Absorb Blow
Desperate Blow

Loot

none



Seth Brokenblade

Seth Brokenblade grew up on the streets of Haven. His parents were a pair of Adepts that moved in shortly after Torgak and his adventuring party established Haven in the ruins of Parlainth. When Seth turned eight, his parents both died in an excursion into the Northern Catacombs. Seth grew up with the belief that he was fending for himself. In truth, the Temple of Garlen looked after him, and most of his meals came from them. The bitter child saw only his ability to swindle those whose hearts weren't hard enough to survive in the streets of Parlainth. He got money for deceiving adventuring parties into making excursions into the Smalls, where gangs of thugs would lie in wait. Seth, however, was not a stupid child. He only did this rarely, and always laid low afterwards so that no survivors could identify him. For awhile, he also ran occasional errands for Pagmor Gilt-Throat, who runs the gambling in Haven.

When he turned fourteen, he apprenticed with a wandering Troll Swordmaster by the Name of Juran. It was shortly after he had trained to Second Circle that he discovered the Silver Plaque leading him to the Temple of Vestrial, who wel-





comed the ork with open arms. Seth is not so much a questor as an ork looking for his place in the world, and at present, that place is with the cult, and with Naria.

4th Circle Ork Swordmaster

Attributes

Dexterity:	16: 7/d12
Strength:	16: 7/d12
Toughness:	14: 6/d10
Perception:	11: 5/d8
Willpower:	10: 5/d8
Charisma:	14: 6/d10

Talents

Avoid Blow	4: 11/d10+d8
Heartening Laugh	4: 10/d10+d6
Karma Ritual	4
Maneuver	4: 11/d10+d8
Melee Weapons	5: 12/2d10
Missile Weapons	3: 10/d10+d6
Riposte	5: 12/2d10
Taunt	4: 10/d10+d6
Thread Weaving	2: 7/d12
Throwing Weapons	3: 10/d10+d6
Trap Initiative	3: 10/d10+d6
Wound Balance	4: 11/d10+d8

Skills

Artisan: <i>Singing</i>	2: 8/2d6
Knowledge: <i>Haven Lore</i>	4: 9/d8+d6
Knowledge: <i>Ork History</i>	1: 6/d10
Read/Write Language (<i>Throalic</i>)	1: 7/d12
Speak Language (<i>Throalic, Orkish</i>)	2: 8/2d6

Karma

Dice:	d8
Points:	20

Initiative

Dice:	5/d8
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Combat

Physical Defense:	9
Spell Defense:	7
Social Defense:	8
Physical Armor:	4
Mystic Armor:	5

Movement

Full:	85
Combat:	42

Damage

Death Rating:	64
Wound Threshold:	10
Unconsciousness Rating:	51
Recovery Tests per Day:	3
Recovery Dice:	d10

Racial Ability

Low-light vision

Questor Powers

Discover Desire	1
Manipulate Desire	1
Deceit	1

Equipment

Two Handed Sword
Crystal Ringlet
Medium Crossbow
20 bolts
Throwing Dagger
Knife
Desperate Blow
Astral Sensitive Eye
Absorb Blow

See the description of Seth's Room, page 72, for a list of other weapons that he has.



THE FINAL BETRAYAL: Chapter Eleven



OVERVIEW

In this encounter, the characters finally find Yuriel and Toeth. However, Belstraum has been gathering a group of ambushers in Haven, and plans to make sure that nobody makes it out of the Twists. During the fight, which may include Remiel and the guards from the Circle Path Company, Belstraum attracts the attention of a Horror. By the time the characters can track him down, he has killed himself and has been reanimated as a Revenant.





SETTING THE STAGE

The greenhouse for the temple of Vestrial is on the edge of the Twists, and appears to have been shaped more like a natural cave than a building. A few beams have fallen across the mouth of the cave, and within it, the forms of a female elf and a male ork can just barely be made out. The cavernous area in which Yuriel and Toeth are trapped is actually a small alcove of what was once a large storage room. A cave-in sealed them into this would-be tomb, which is at most 10 yards square. It has been completely sealed off from the temple, and the only way in or out is through the mouth of the cave.

THEMES AND IMAGES

When the characters uncover the area where Yuriel and Toeth have been trapped, it should feel like the adventure is coming to a close. The characters will have defeated the Temple of Vestrial, and now they get to finally complete their mission and rescue Yuriel. Finding out about Belstraum's duplicity should shock them when Yuriel and Toeth tell them the truth. Have the tone of the encounter change from jubilant to tense as they talk to the people they've rescued. When Belstraum's hired murderers attack, it shouldn't come as a complete surprise.

BEHIND THE SCENES

In all likelihood, the slaves have shown the characters the way to the collapsed greenhouse where Toeth and Yuriel are trapped. It is actually possible to remove the debris from the outside, and in not much time at all they will have cleared a way down into the cave below.

Yuriel and Toeth have had a lot of time to talk, and Toeth has long since confessed that he was hired to kill her. Yuriel has forgiven him, considering that he hasn't done anything to her. Now, she is fearful of what else Belstraum may have in store for her if she tries to return to the Circle Path Company. They will both be very happy to see the party, but, if they say they are here from the Circle Path Company, the pair's joy will quickly fade. On the other hand, if they say that Remiel sent them, then Yuriel will be even more relieved.

FINAL BATTLE SCENARIO 1

If the party just emerges from the cave where they find Yuriel and Toeth hiding, a flight of crossbow bolts will rain down on their heads. Belstraum has gathered a group of thugs, Named Kel's Legbreakers, together to ambush the

hapless party, but mainly to destroy Yuriel and Toeth before word gets out of what he has done. He will not be on the battlefield, but instead will be watching from some distance away through a spyglass.

There are nine thugs, including their leader, situated around the cave in strategic locations at about 100 yards. The party has a chance to spot them. If, through roleplaying, they suspect Belstraum's intentions, they have a better chance of spotting the attackers (Perception Test, Target Number of 6). If they walk out unsuspecting, the chance to notice the ambush is small (Perception Test, Target Number of 14).

A template for the standard thug can be found below. Several options for who the leader of this band can also be found below. It is left to the Gamemaster's discretion which templates are used, depending on the current status of the party at the time of the attack. If they do not spot the ambush, this first round can be considered a surprise attack.

Each of the nine will be armed with a medium crossbow and Forge 2 bolts provided by Belstraum himself. As the party emerges from the cave, the first attack will be directed primarily at Yuriel and Toeth, with three bolts directed towards each, and all others going to targets of opportunity. Since Belstraum knows the party composition, targets of opportunity will be all distance attack capable: Spellcasters first, then Archers and Woodsmen, then a team leader if it is not one of the above.

The thugs' next course of action will depend on the party's reaction to this initial attack and which leader is chosen by the Gamemaster.

For the non-adept leader (Best reserved for a heavily wounded party):

If Yuriel and Toeth go down after the first wave, and the party retreats into the cave, leaving them behind, the thugs will take the opportunity to stick a few more bolts into the bodies, and then simply leave, their primary job done. Belstraum did not pay them enough to play a waiting game with a group of Adepts. If the party carries the bodies back into the cave, five of the thugs will maneuver closer to the mouth of the cave while the others reload.

They each have a vial of Throalic Fire which they will light and toss into the cave if the party has not emerged after one minute. If the initial burst of flame doesn't kill the huddled party, the oil also burns with a foul, acrid smoke. Those five will move back a Combat Move and ready their broadswords (Forged 1, again courtesy of Belstraum). The first two people out will find themselves receiving two crossbow bolts apiece (Or one will get all four if only one person comes out). The five with their swords out will be ready for melee combat,



and will gang up on a random member of the party to take them out as quickly as possible while the crossbowmen reload.

The ones with the crossbows will continue to concentrate on targets of opportunity. A successful Perception Test (Difficulty 7) will reveal someone shouting out orders some distance away. Battle will continue in this way until one side wins. If the five swordsmen are taken out of commission quickly, the others will quietly slink back into the surroundings and attempt to retreat. They have not been paid enough to face Adepts head on.

If the party decides to charge headlong into the fray and remain as a group, a Perception Test against a Target Number of 7 will allow them to spot the hidden thugs. If charged, five of the thugs will drop their crossbows in favor of swords and prepare to meet the party in melee while the others reload. As above, the five will converge on a single individual, probably the one out in front, and the crossbowmen will concentrate on targets of opportunity.

If the party pairs off with individual thugs, all the ones that are being approached will drop their crossbows in favor of swords. The leader will relocate, maneuvering through the jagged ruins to another spot, where he will continue to snipe at the characters.

If Yuriel and/or Toeth survive the initial attack, they will be the primary targets of opportunity, and the battle will continue as above.

The stats for the Throalic Fire are as follows:

Throalic Fire

Cost	Damage	Min Str	Weight	Size	Range		
					S	M	L
25	8*	8	2	3	2-5	6-10	11-20

The damage for Throalic Fire is unaffected by its thrower's strength. Unless smothered, Throalic Fire burns for 4 Combat Rounds. In each round that it burns, any characters spattered by it take Step 8 damage. The fire produces a thick smoke that acts like a Heavy Fog for determining visibility purposes (ED, page 215).

Archer Leader: (For a moderately wounded party)

The general tactics for the thugs will be the same as above. The leader will be further out than the rest of them (About 180 yards), using True Shot and Flame Arrow from a distance.

In the initial round of attack, the leader will be aiming for Yuriel, while six crossbowmen divide their attacks between her and Toeth, and the remaining two thugs choose other targets.



If the party retreats into the cave, the Throalic Fire tactics will be used. If the party abandons Yuriel and Toeth to their fate, they will not retreat. Instead, they will shoot the bodies one more time before converging on the cave. From that point, combat will continue as described above, except that the Archer will not be shouting orders. The crossbowmen will be selecting targets at random, though Yuriel and Toeth are always preferred.

Illusionist Leader: (For a fairly wounded party)

The general tactics for the thugs will be the same as above, but the leader will be using spells instead of crossbow bolts. In the initial round of attack, one of the crossbowmen will be firing a bolt enchanted with the Multi-Missile. This one will be aimed at Yuriel.

If the party retreats into the cave, instead of the five moving forward to throw in the Throalic Fire, the Illusionist will cast Suffocation into the mouth of the cave. With the area of effect of the spell, everyone should be affected. All the crossbowmen will reload and be ready to pick off those coming out. Then the combat will continue as above, save for the Illusionist using randomly alternating Ephemeral and True Ephemeral Bolts.



If the party abandons Yuriel and Toeth to their fate after the initial round of combat, the thugs will not leave. They will follow through as above, riddling the bodies with bolts while the Illusionist prepares Suffocation. He will purposely weave only a single Thread per round to allow for his men to reload, shoot, and reload again. After this, the Illusionist will cast his spell.

Warrior Leader: (For an unwounded party)

The tactics will remain the same as above, and the leader will use a crossbow along with the rest of the thugs, until melee combat starts. If the party retreats into the cave, the Warrior will be one of the five who approach the cave mouth. The thugs will not leave if the party abandons Yuriel and Toeth. The Warrior will take on a party member one-on-one while the other four thugs gang up on another. Combat will continue as described above. If the party charges forth to meet the thugs in melee, the Warrior will be one of those that rushes forward to meet them.

If the Gamemaster is especially sadistic, or the party is particularly powerful, he can replace one or more of the non-Adept thugs with one of the Adept leader templates. At worst, the group of thugs should consist of 3 Adepts and 6 non-Adepts, with the Warrior as their leader. Their tactics may remain the same, or overlap for added effect.

FINAL BATTLE SCENARIO II:

If the party suspects Belstraum of treachery, and does not wish to try to confront him head-on, they may choose to try to sneak someone out to inform Remiel. The thugs will not leave cover to flush the party out of the cave, waiting for several hours if they feel the need. One or more suitably stealthy individuals can sneak out, and return to Haven to try to contact Remiel.

The stealthy individual has a chance to spot the thugs as he sneaks past them (Perception Test of 4). If he does see them, he can choose to return to inform the rest of the party, or continue on and report it to Remiel (which would negate Scenario IIb). Having been informed that an ambush is imminent, Remiel will hurry to the scene in Master Molson's airship (Scenario IIc).

If the stealthy individual decides to attack the gang, see Scenario IIa.

If the party finds out about the ambush, their best bet is to wait it out. If they decide to leave the cave anyway, while they won't be surprised, the attack will proceed as in Scenario I.

If given enough evidence, but not told of the ambush, Remiel will want to hurry to Yuriel with Degaas, Nemiroph, and the four to six remaining house guards (depending on whether or not Relian and Gildon are with the characters).

Remiel's party has a chance to spot the thugs on their trip. It will not be difficult, since the thugs are not expecting reinforcements from Haven. It only requires a Perception Test against a Target Number of 5.

Scenario IIa:

Should the stealthy individual(s) decide they can ambush Kel's Legbreakers, there is a chance they might attract the attention of everyone in the area. Depending on the success of the characters' Perception Test, they may only spot one or two of those in hiding. If they are not able to take out their targets in a single attack, their victims will sound out a cry which will alert the remainder of the thugs. Four of the thugs will investigate the sound while, the others prepare for the attack at the mouth of the cave. The stealthy character(s) may end up fighting as many as five thugs at once.

Scenario IIb: If Remiel's party does not spot the ambush

If the party chooses to wait until Remiel returns with their stealthy character(s), they will be alerted to their arrival by the sounds of battle. The thugs will have attacked Remiel and his entourage, targeting the guards and Nemiroph first. Kel's Legbreakers seem unwilling to attack Degaas. Depending on how long it takes for the characters to respond, they may have several members of the rescue party on their side in the final battle. The thugs' battle tactics, however, are completely disrupted, and they will shoot randomly into the fray, or rush into melee.

Degaas will always try to protect Remiel, taking nine out of ten missile attacks directed towards him (Roll a D10, a result of 1 means that Remiel is hit), and Remiel will dive into the cave for cover at the first sign of combat. If Remiel ever goes down and Degaas is still conscious, Degaas will ignore everything else to try to save Remiel. Kel's Legbreakers will let him go.

Scenario IIc: Remiel's party spots the ambush.

If Remiel's party does notice the ambush on the way to the cave, they will cry out, warning of the ambush, and attack Kel's Legbreakers. Remiel will remain in hiding, but not too far back. The combat will continue as detailed in Scenario IIb.





Scenario IIId: Remiel is notified of the pending ambush

Remiel, fearful for his sister's safety (moreso than he would be if he did not know about the ambush), will order that the airship be prepped for travel to the cave. As the shadow of the airship hovers over the heads of the thugs, they will turn tail and run.

END OF SCENARIO: WHAT EVER HAPPENED TO BELSTRAUM?

Belstraum, who has been hiding some distance away, watching these events, has attracted the attention of one of Parlainth's more unsavory inhabitants. His thoughts of death and destruction to further his own plans have earned him the attention of a Horror: Gangrene, the very same that lurked beneath the temple of Vestrial. The Horror Marked him, and taunted him about the suffering he had caused, laying out in delicious detail how Belstraum's actions had served both the Mad Passions and the Horrors far more than the Circle Path Company.

It took barely any prodding at all to push Belstraum to suicide. If the characters search for Belstraum, which any of Remiel's party will suggest if they have arrived, he will find them. He has become a Revenant, still armed with the bloody instrument of his own suicide. His mind is destroyed, and his body is now the tool of the Horrors. If the characters provoked the false Budroes (see Chapter 3: Word on the Street) into a fight, they will likely recognize the frenzied attack and foaming at the mouth that are characteristics of the unnatural servants created by Gangrene.

Belstraum Revenant

Attributes

Dexterity: 9	Strength: 10	Toughness: 9
Perception: 9	Willpower: 11	Charisma: 6
Initiative: 10	Physical Defense: 12	
Number of Attacks: 2	Spell Defense: 12	
Attack: 14	Social Defense: 8	
Damage: 19	Armor: 7	
Number of Spells: 0	Mystic Armor: 12	
Spellcasting: N/A	Knockdown: 10	
Effect: N/A	Recovery Tests: 4	
Death Rating: 58	Combat Movement: 50	
Wound Threshold: 13	Full Movement: 60	

Unconsciousness: Immune

Karma Points: 15

Karma Steps: 12

Powers: Talents (see below)

Legend Points: 500

Talents

Avoid Blow	7: 16/d20+d8
Conceal Weapon	5: 14/d20+d4
Detect Weapon	5: 14/d20+d4
Forge Blade	7: 16/d20+d8
Haggle	6: 12/d10+d10
Read/Write Language	4: 13/d12+d10
Speak Language	3: 12/d10+d10
Spot Armor Flaw	6: 15/d20+d6
Warp Missile	5: 14/d20+d4
Weapon History	6: 15/d20+d6

Equipment

Wealthy Traveler's Garb
Crystal Ringlet Armor
Espagra Scale Cloak
Footman's Shield
Forge 4 Broadsword

TROUBLESHOOTING

After the fight with the cultists of Vestrial, the characters may not be up to the fight with Kel's Legbreakers. If the characters don't think of having one of their number sneak off to get Remiel, then it is possible that Toeth will volunteer to do so. The characters may be a little uncertain about this, but Yuriel will trust him. At the very least, this could convince one of the characters that they should sneak back instead. If the fight is more than the characters and Remiel's guards combined can handle, then the cavalry can come to the rescue in the form of Master Molson's airship. This is something of a heavy-handed solution, so save it until it looks like nothing else will keep the characters from being killed.



CAST OF CHARACTERS

Thug

Attributes

Dexterity:6	Strength: 5	Toughness: 6
Perception: 5	Willpower: 5	Charisma: 4
Initiative: 6	Physical Defense: 7	
Number of Attacks: 1	Spell Defense: 7	
Attack: 6	Social Defense: 6	
Damage: 10	Armor: 4	
Number of Spells: n/a	Mystic Armor: 0	
Spellcasting: n/a	Knockdown: 5	
Effect: n/a	Recovery Tests: 2	

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

Note: Alter stats if choosing race other than human

Notable Skills

Artisan Skill	2: 6/d10
Avoid Blow	2: 8/2d6
Knowledge: Haven Lore	2: 7/d12
Unarmed Combat	2: 8/2d6

Equipment

- Padded Leather Armor
- Medium Crossbow
- 10 forge 2 bolts
- Forge 1 broadsword
- Rations





Waterskin
Peasant Garb
Booster potion
Flask of Throalic Fire
Flint and steel

Loot

The thugs generally carry 10 silver and 25 copper coins.

Kelizalth

Kelizalth is the head of a moderately sized gang in Haven, Kel's Legbreakers, with Bizkra'ak, Chirrach and Tobias as his lieutenants. He doesn't have Biz's easygoing attitude, or Chirrach's cold efficiency, or Tobias' mind for money; he just knows how to keep his people in line, and he can be pretty nasty about it. Often, he can be more cruel to the members of his gang than to the people from whom they extort, but that is how he maintains control over an otherwise unruly bunch of miscreants.

6th Circle Orc Warrior Leader

Attributes

Dexterity	16: 7/d12
Strength	19: 8/2d6
Toughness	16: 7/d12
Perception	13: 6/d10
Willpower	10: 5/d8
Charisma	9: 5/d8

Talents

Acrobatic Strike	6: 13/d12+d10
Air Dance	6: 13/d12+d10
Anticipate Blow	6: 12/2d10
Avoid Blow	6: 13/d12+d10
Down Strike	6: 17/d20+d10
Durability (<i>Warrior</i>)	7
Gliding Stride	6: 12/2d10
Karma Ritual	4
Life Check	6: 13/d12+d10
Melee Weapon	7: 14/d20+d4
Missile Weapons	5: 12/2d10
Swift Kick	7: 14/d20+d4
Thread Weaving	4: 11/d10+d8
Throwing Weapons	4: 11/d10+d8
Tiger Spring	6
Unarmed Combat	7: 14/d20+d4
Wood Skin	6: 13/d12+d10

Skills

Artisan Skill: <i>Painting</i>	1: 6/d10
Knowledge: <i>Haven Lore</i>	2: 8/2d6
Read/Write Language (<i>Throalic</i>)	1: 7/d12
Speak Language (<i>Orc, Throalic</i>)	2: 8/2d6
Tactics	2: 8/2d6

Karma

Dice:	d8
Points:	27

Initiative

Dice:	3/d4
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Combat

Physical Defense:	9
Spell Defense:	8
Social Defense:	6
Physical Armor:	10
Mystic Armor:	1

Movement

Full:	85
Combat:	42

Damage

Death Rating:	102
Wound Threshold:	11
Unconsciousness Rating:	80
Recovery Tests per Day:	4
Recovery Dice:	d12

Racial Ability

Heat sight

Equipment

Espagra Scale Cloak
Chain Mail Armor
Footman's Shield
Forged 2 broadsword
Medium Crossbow
Quiver of 20 Forge 2 medium crossbow bolts
Healing Potion
Desperate Blow

Loot

Kelizalth has 10 gold and 25 silver on his person.

Notes

Karma on Willpower



Bizkra'ak the Gnasher

As a lieutenant of one of the bandit gangs in Haven, Bizkra'ak enjoys his authority as a respected community leader. Because of the lax nature of Torgak's enforcement of laws, Bizkra'ak gladly offers his services of protection to the citizens and shopkeepers there for a modest fee. It has been known that those that do not pay often become victims of unpleasant "accidents." There is never murder in his part of town though, and Bizkra'ak makes certain of that. It's bad for business, don't you know?

Non-adept Troll Leader

Attributes

Dexterity:	15: 6/d10
Strength:	17: 7/d12
Toughness:	16: 7/d12
Perception:	13: 6/d10
Willpower:	13: 6/d10
Charisma:	11: 5/d8

Talents

none

Skills

Artisan Skill: <i>Rug weaving</i>	2: 6/d10
Avoid Blow	2: 8/2d6
Knowledge: <i>Haven Lore</i>	2: 8/2d6
Melee Weapon: <i>Broadsword</i>	4: 10/d10+d6
Missile Weapons: <i>Crossbow</i>	4: 10/d10+d6
Tactics	2: 8/2d6
Unarmed Combat	2: 8/2d6

Karma

Dice:	d4
Points:	10

Initiative

Dice:	3/d4
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Combat

Physical Defense:	8
Spell Defense:	7
Social Defense:	7
Physical Armor:	8
Mystic Armor:	2

Movement

Full:	70
Combat:	35

Damage

Death Rating:	39
Wound Threshold:	11
Unconsciousness Rating:	31
Recovery Tests per Day:	3
Recovery Dice:	d12

Racial Ability

Heat sight

Equipment

Chainmail Armor
Espagra scale cloak
Buckler
Medium Crossbow
10 Forge 1 bolts
Forge 2 broadsword
Rations
Waterskin
Traveler's Garb
Healing potion
Absorb Blow charm
Flask of Throalic Fire
Flint and steel

Loot

Bizkra'ak has 30 silver and 50 copper coins.

Tobias

Tobias normally deals with the finances of the gang. He makes certain that the money they bring in is well-laundered and that their accounts are accurate. He does not normally go out to do dirty work, but there have been times when his services as an Illusionist have been needed. He only performs those deeds because he has to, however, not because he wants to. He would very much rather sit behind a desk, counting money and calculating expenses.

5th circle Dwarven Illusionist Leader

Attributes

Dexterity:	14: 6/d10
Strength:	15: 6/d10
Toughness:	16: 7/d12
Perception:	16: 7/d12
Willpower:	16: 7/d12
Charisma:	10: 5/d8



Talents

Anticipate Blow	5: 12/2d10
Dead Fall	5: 12/2d10
Disguise Self	5: 12/2d10
Durability (<i>Illusionist</i>)	6
False Sight	4: 11/d10+d8
Karma Ritual	3
Read/Write Language	2: 9/d8+d6
Read/Write Magic	5: 12/2d10
Speak Language	2: 9/d8+d6
Spellcasting	5: 12/2d10
Spell Matrix (<i>Ephemeral Bolt</i>)	5
Spell Matrix (<i>Suffocate</i>)	5
Spell Matrix (<i>Multi Missile</i>)	5
Spell Matrix (<i>True Ephemeral Bolt</i>)	5
Thread Weaving	6: 13/d12+d10
Willforce	4: 11/d10+d8

Skills

Artisan Skill: <i>Singing</i>	3: 8/2d6
Knowledge: <i>Haven Lore</i>	2: 9/d8+d6
Read/Write Language (<i>Throalic</i>)	1: 8/2d6
Speak Language (<i>Throalic, Troll</i>)	2: 9/d8+d6
Tactics	2: 9/d8+d6

Karma

Dice:	d6
Points:	14

Initiative

Dice:	5/d8
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Combat

Physical Defense:	8
Spell Defense:	10
Social Defense:	6
Physical Armor:	5
Mystic Armor:	3

Movement

Full:	57
Combat:	29

Damage

Death Rating:	63
Wound Threshold:	11
Unconsciousness Rating:	49
Recovery Tests per Day:	3
Recovery Dice:	d12



Racial Ability

Heat sight

Equipment

Hardened Leather armor
Death Cheat
Espagra Scale Cloak
Grimoire
Healing potion
Oil (1 flask)
Flint and Steel
Rations

Loot

Tobias carries 5 gold and 50 silver.

Notes

Glamour

Spell List

Gamemaster's discretion - But will include spells in matrices.



Chirrach

Cold and efficient, Chirrach is everything that you wouldn't normally expect from a T'skrang. She has no sense of humor, and no one has ever seen her smile. When asked to do something, she does so unquestioningly and without remorse. Her methods often send shivers down even Kelizal's spine. Most often, what she's asked to do is Sniping, and unlike Biz, she has nothing against killing her target.

5th circle T'skrang Archer Leader

Attributes

Dexterity	17: 7/d12
Strength	13: 6/d10
Toughness	16: 7/d12
Perception	15: 6/d10
Willpower	14: 6/d10
Charisma	12: 5/d8

Talents

Avoid Blow	6: 13/d12+d10
Direction Arrow	5: 11/d10+d8
Durability (Archer)	6
First Impression	4: 9/d8+d6
Flame Arrow	6: 15/d20+d6
Karma Ritual	3
Melee Weapons	5: 12/2d10
Missile Weapons	6: 13/d12+d10
Mystic Aim	6: 12/2d10
Sprint	5
Stopping Aim	5: 10/d10+d6
Thread Weaving	4: 10/d10+d6
Throwing Weapons	4: 11/d10+d8
True Shot	6: 13/d12+d10
Wound Balance	5: 11/d10+d8

Skills

Artisan Skill: Calligraphy	3: 8/2d6
Knowledge: Haven Lore	2: 8/2d6
Read/Write Language (Throalic)	1: 7/d12
Speak Language (Throalic, T'skrang)	2: 8/2d6

Tactics 2: 8/2d6

Karma

Dice:	d6
Points:	19

Initiative

Dice:	7/d12
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Combat

Physical Defense:	9
Spell Defense:	8
Social Defense:	7
Physical Armor:	4
Mystic Armor:	3

Movement

Full:	80
Combat:	40

Damage

Death Rating:	75
Wound Threshold:	11
Unconsciousness Rating:	61
Recovery Tests per Day:	3
Recovery Dice:	d12

Racial Ability

Tail attack (Damage: Str +3)

Equipment

Padded Leather Armor
Medium Crossbow
Quiver and 20 Forge 2 bolts
20 normal bolts
Absorb Blow
Espagra Scale Cloak
Healing Potion
Oil (1 flask)
Flint and Steel
Rations

Loot

Chirrach carries 5 gold and 50 silver coins.



LOOSE ENDS: Chapter Twelve



"The sedentary life will be the death of me yet! See what happens when you sit me at a writing desk and place trade records before me? I'm telling you, this would have never happened if I hadn't been cooped up inside all that time. Look at all the trouble my being out of practice got us into! I hope you've learned a valuable lesson from this."

- Yuriel



AFTER THE ADVENTURE

Assuming the characters overcome Belstraum's final treachery, and perhaps even the Revenant of Belstraum himself, their reward is great. If Remiel and company are already on-site, then they will travel with the characters back to Master Molson's airship (which may already be there, depending on the outcome of the encounter) so that Remiel can pay them the balance of what is owed. The characters have made a powerful ally. Lord Remiel, as soon as the characters are paid, asks Yuriel to return to Throal and reclaim her position as the head of the Company. However, Yuriel is still uninterested. She thanks her brother warmly for the rescue, but she does not yet wish to return to Throal.

Nemiroph will clear his throat, and present a document to Yuriel. He informs her that all she must do is sign, and she will officially relinquish the title to Remiel. It is a break from the traditions of the Circle Path Company, but it certainly legal under Throalic law. Yuriel eagerly signs the document, and then bows graciously to her brother, then to the characters, and then will make her exit with Toeth to go seek her next adventure.

AWARDING LEGEND POINTS

This section provides guidelines for awarding Legend Points to the player characters. As recommended in the Introduction, the Gamemaster should award Legend Points at the end of each game session, as well as at the end of the adventure. The following guidelines for Legend Awards suggest the points to be awarded for each task accomplished or goal reached in a game session.

GAME SESSIONS

The three suggested game sessions outlined below each include certain encounters. If the Gamemaster organizes the encounters differently in his game sessions, he should award Legend Points as appropriate. To reflect the fact that **Path of Deception** includes several particularly difficult situations for beginning **Earthdawn** players, the system for awarding Legend Points described below differs slightly from the system described in the **Earthdawn** rulebook (**ED**, pages 241-242). Instead of awarding a character a number of Legend Points determined by his Circle and consulting the **Legend Award Tables** (**ED**, page 242), the Gamemaster simply assigns to each character the points listed for each Legend Award on the following tables. In addition, these Legend Awards are somewhat higher than the average Third, Fourth, or Fifth Circle character might normally achieve.

Each game session includes several different Legend Point awards. The session goal is the objective of the session. If the characters achieved this goal, each receives a given number of Legend Points, called the Session Legend Award. Note that each session has a different Session Legend Award, depending on the difficulty the characters face in achieving that goal.

The Creature Legend Award appears in the **Creature/Opponent Award Table**, page 94. This lists the available Legend Points for defeating creatures and/or opponents in each game session, arranged by type and number. The Legend Points listed for each opponent represent the total number of points for each type, not the number of Legend Points per opponent. Divide the total Creature Legend Award equally among the characters (see **ED**, page 242). Round points per character down to the nearest multiple of 10; for example, 500 Legend Points divided by six characters equals 83.3 points per character, rounded down to 80 points per character.

Entries marked with an asterisk indicate creatures or opponents that the characters may choose not to fight. If they choose not to fight, they do not receive any Legend Points for that creature/opponent.

A character can also receive a certain number of Legend Points for creative roleplaying and heroics. The description of each game session below includes a list of the types of actions characters might take that warrant an award. A single character may only receive one such award during a given session. Unlike other Legend Awards, the Legend Points listed for various acts of creative roleplaying or heroics are not divided among the characters.

Finding or acquiring specific treasures in each encounter earns the characters Treasure Legend Points. As with points for defeating creatures, divide the Legend Points for each treasure equally among the player characters. If they choose, the characters may sell certain items for a number of silver pieces equal to the Legend Points that the item is worth.

The adventure goal appears in the final game session and replaces the session goal. The final session also includes an Adventure Legend Award, which represents the Legend Points for completing the adventure successfully.

Session One

In the first game session, the characters are contacted by Remiel, who hires them to find his sister, Yuriel, who is both an adventuress and the head of the Circle Path Company. In the process of their investigation, they uncover information about the adventures of Yuriel's party, the Far





Striders, prior to their disappearance. They discover that the Far Striders attacked a slaver's camp, where they acquired a plaque and a copy of a map, and using the these two items for direction, they went into the Twists. Just as the characters are ready to begin to track the Far Striders, however, an attempt is made to cut their journey short - through poison.

This session includes the encounters The Summons, Word on the Street, A Faer Trade, and The Proof is in the Poison. The session goal is to begin to follow the path of the Far Striders into the Smalls. The Session Award is 100 Legend Points.

Award Legend Points for defeating creatures and/or opponents according to the **Creature/Opponent Award Table**, page 94.

Award characters Legend Points for creative roleplaying and/or heroics if they take the following actions:

Becoming allied with Justice Bells:	50
Saving Jeanelle:	100
Saving Lorra:	200
Solving the mystery of the Poisoner:	100

The Treasure the characters can gain in this session is the Silver Plaque, which is worth 500 Legend Points.

Session Two

In this session, the characters travel through the Smalls to get a copy of the map to use with the Silver Plaque so they can follow the Far Striders into the Twists. After facing some of the dangers of the Smalls, they discover that the slaver's camp that was attacked by the Far Striders and Justice for All is not abandoned, but is rebuilding itself.

This session includes the encounters Business as Usual, But You Wouldn't Want to Live Here, and Malakai's Slaver Camp. The character's session goal is to successfully get a copy of the map. The Session Award is 200 Legend Points.

Award Legend Points for defeating creatures and/or opponents according to the **Creature/Opponent Award Table**, page 94.

Award characters Legend Points for creative roleplaying and/or heroics if they take the following actions:

Sneaking into the Slaver's Camp:	100
Talking their way into the Slaver's Camp:	100
Rescuing the Slaves:	200

The Treasure the characters can gain in this session is the Document Box, which is worth 300 Legend Points.

Session Three

In this session, the characters travel through a trap-laden section of the Twists and finally arrive at the temple of Vestrial, where Yuriel and Toeth remain trapped. Just as the characters believe their mission is completed, one of their employers turns on them in a final act of betrayal.

This session includes the encounters A Twisted Gauntlet, The Heart of the Web, and The Final Betrayal. The adventure goal is to rescue Yuriel and see her safely to her brother. The Adventure Legend Award is 500 Legend Points.

Award Legend Points for defeating creatures and/or opponents according to the **Creature/Opponent Award Table**, page 94.

Award characters Legend Points for creative roleplaying and/or heroics if they take the following actions:

Rescuing the slaves from the Temple:	100
Saving Toeth Nightscar:	100

The Treasure the characters can gain from this session includes a pair of Spike Gauntlets and a Crystal Spell Box. These treasures net the characters a total of 600 Legend Points.

Creature/Opponent Award Table

Session One:

Ghalley Revenant:	500
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Session Two:

Ranos De Vahl:	400
Razor Mammoths (5):	2650
Malakai:	800
Davron:	500
Degado:	300
Bluestone:	200
Slavers (8):	880

Session Three:

Ghouls (10):	750**
Cadaver Men (16):	880*
Vipervines (20):	1000*
Monzingo:	100
Garron Karlson:	1300
Chafel Thule:	500
Ichabod:	400





Perri:	400
Seth Brokenblade:	400
Naria:	400
Kelizalth:	800
Tobias:	500
Chirrach:	500
Bizkra'ak:	300
Thugs (8):	800
Belstraum Revenant:	500

* These Legend Awards are halved. The battles only occurred because the characters set off a trap, and thus are not as legendary.

** If the characters fight 5 Ghouls, then they receive 500 Legend points. If the characters fight 10 ghouls, they receive 750. The legend point awards for ghouls six through ten are halved as above.

CAMPAIGN IDEAS

The Circle Path Company

If he does not die, Lord Remiel will be the head of the Circle Path Company at the adventure's close. The characters will have a very strong ally in the Kingdom of Throal if they succeed, for not only will Remiel feel indebted to them, but they will also be held in high regard by Degaas and Nemiroph. While Degaas does not have that much power within the company, he is a legendary figure whose word carries a good deal of weight with other obsidimen. Nemiroph, on the other hand, does have a fair amount of power within the Circle Path Company, as well as being active in the Throalic Royal Court. The Circle Path Company is an excellent source for future adventures, especially ones dealing with exploration, missing caravans, intrigue in the Kingdom of Throal, or even the Blood Wood.

Haven

Torgak, Tylia, Vardeghul, Justice Bells, Dishara Eyes-of-Straw, and Sealak are all more fully documented in the **Parlainth: The Forgotten City Boxed Set**, which has further adventures involving the individuals who are fixtures in Haven. Tolemy Faer will continue to operate as an information broker in Haven, and may be a useful source in the future for information about Parlainth.

If the characters saved Jeanelle and/or Lorra, they will be grateful, and the characters will find themselves warmly welcomed at Loak's Legacy. They can be good sources for rumors around Haven, or even possible romantic interests.

If the characters bring Jes Freeman any sort of proof that they killed Mospatt, then he will offer them long term accommodations at Loak's Legacy at a greatly discounted rate.

Any of the rogues' gallery that was present in Loak's Legacy at the time of the poisoning can be used in future adventures. **Earthdawn** is a world about threads, and having the same supporting cast appear several times will begin to give the characters a sense of the interconnected nature of Barsaive.

The Waterseller

If Ranos DeVahl is still alive at the end of the encounter, he will continue to peddle his foul wares until the Horror Mark is lifted from him. A possible adventure idea is having a friend of Ranos, or maybe even Ranos himself in a lucid moment, get the characters to hunt down the Crystal Entity that has Marked him. A Crystal Entity is not a powerful Horror, so the adventure should center around the search of the Smalls, and the encounters with the number of corrupted things that can be found there.

Malakai's Slavers

If any of the slavers are left in the camp unconscious and unguarded when the party moves on, they will end up joining Twice-Born's Kingdom, unless the Passions intervene on their behalf.

If Malakai is turned over to Torgak, he will be stripped of his gear, tossed out into the Smalls, and will end up joining Twice-Born's Kingdom. If the party keeps him, it's their choice what to do with him. He will see no reason to escape.

If Davron is turned over to Torgak for justice, Torgak will assure the party that she will be dealt with. The next time the party returns to Haven, they are likely to find her employed as one of Torgak's deputies. If the matter is brought up with Torgak, he will remind them she's broken no laws in Haven, smile, offer to sell them something, and send them on their way.

If the party chooses to deliver her to Throal, unless they strip her nude, she will attempt to conceal a weapon on her person. She will not stop trying to escape. She will attempt to rationalize with the party only if they've managed to take all of her blades. If she thinks she can defeat the person on watch, she will attempt her escape at that time, and only fight when given no alternative. If she manages to escape the party, she returns to Sky Point.

If the party stays the night in the slaver camp, and Degado and Bluestone live, they will attempt to sneak back into the camp for the Wake-Up Juice. Both are fairly ad-





dicted, and won't put up a fight with the party if caught unless it's forced on them.

If Degado and Bluestone are turned over to Torgak, they will probably end up as citizens of Haven, working for Torgak. If the party tries to keep them, they will attempt to escape early and often. If Davron is with them, all three will stick together, and not escape unless they think they will all make it.

The Slaves from Malakai's Camp

Yara is the seventeen-year old daughter of the elder of a kaer three days travel to the southwest of Parlainth. She ran away from home, and now only wants to go back. If the party agrees to escort her home, she promises all kinds of rewards. She will not, however, go traipsing about with them in Parlainth. If she is deposited back in Haven on her own, she will not be there when the party returns. If the party does agree to take her home, at the very least the father will gladly give them an Elemental Earth Coin, and possibly even a plot hook into another adventure.

Zarik Thunderaxe is a dwarven merchant who was picked up by Malakai's group when he went out seeking to purchase Elemental Water from an old Ork Elementalist that lives on the outskirts of the Smalls. If the party assists him back to town with clothing, he'll thank them profusely, and begin to reassemble his caravan. If the adventurers return to Haven after their fight in the temple, Zarik will pay for their meals, and their room and board, and offer to pay them as guards if they'll escort him and the remnants of his merchandise to Throal. If the Gamemaster wishes, he could even have royal kin, who take note of their cousin's rescue by a bold band of adventurers, and who might require such heroes for other more-pressing services

Fia Brokenhoof is an ork mercenary, and will thank the party as well for her rescue. She will offer to assist the party in their fight. If the characters decide it is in her best interest to rest and recover in Haven, (which it is) she will thank them, and when the party returns, they will find a message from her at the Restless Troll. She will have joined a caravan, and left ten silver, her first week's wages, for them. If Zarik also survived, she has joined his caravan as a guard.

Kel's Legbreakers

The responses of Kel's Legbreakers towards the characters after the adventure will depend greatly on which ones are still alive after they encountered the characters. If none of the members of Kel's Legbreakers mentioned in this adventure survive, then the rest of the gang probably won't like the characters, but they won't do anything to them either. If the characters were strong enough to beat all of their leaders, then they don't want a fight.

If Kelizalth survived, he is going to want to redeem what he sees as a loss of face. He will try to pick a fight with the party leader at an opportune moment. If he loses, then the characters will have the grudging respect of the ork. If he wins, however, he'll feel like whatever status the gang has lost will be restored. Kelizalth is a dirty fighter and should give whoever he chooses to brawl with a tough fight.



If Bizkra'ak survived, he won't particularly care one way or the other unless the characters begin bad-mouthing the gang around Haven. As far as he's concerned, they were paid; the job's over. However, if the characters are making it hard for him to get new jobs, well, that's bad for business. He'll probably help Kelizath in the brawl in that case, or, if Kel is dead, instigate one himself.

If Tobias survived, he won't like the characters, but unless he is hired to do so, he won't seek vengeance either. Simply, there's no money in it. He'll counsel against Kelizath and Bizkra'ak's idea about a bar brawl (if either or both want to get into one), but he won't do anything to stop them. However, he will keep his ears open for any people that may be looking to hire muscle for use against the characters. If he hears of such an opportunity, he'll pressure Kel's Legbreakers to take it.

If Chirrach survived, she won't stop until she's assassinated one character for every member of Kel's Legbreakers that the characters killed. If the characters didn't kill any of Kel's Legbreakers, then they will have an enemy in Chirrach, but they won't have her trying to assassinate them.

The Far Striders

Yuriel and Toeth, the remaining members of the Far Striders, have had their fill of Parlainth. They lost many good friends here, and want to get far away. They will try to put together a new adventuring group of like-minded people in Haven, and then head out to cross Barsaive to go adventuring in Cara Fahd. If the characters are so inclined, Yuriel and Toeth would be glad to have them on the trip. If not, then the characters will have a pair of adventurers in Cara Fahd that owe them their lives.

The Cultists of Vestrial

If Ghalley is still active at the end of the adventure, he will flee back into the city of Parlainth, where he will be scarred by Gangrene and sent back into Haven to once again act as Garron's eyes in the town. He will be difficult to recognize, for his facial features will be terribly burned, and he will certainly no longer be claiming to be Budroes. However, it is possible that the characters will find him out. If this ever happens, he will react as described in the Word on the Street encounter.

Thule will be the most pleased of the questors of Vestrial with the fall of Garron's temple. He will attempt to re-establish the cult with as many of the surviving members as he

can. Faithful to the end to Vestrial, he will believe that all of the problems that befell the cult were all Machiavellian maneuvers put in place by his Passion so that he would be in charge.

Ichabod will also be seeking to re-establish the cult after the end of the adventure. If both he and Thule are alive, then he will defer to Thule. If it is just him, he believes that he would make an excellent head of the cult. Unlike Thule, he does not think that the fall of the temple was caused by Vestrial's divine plan, and will be seeking ways to make life difficult for the characters.

Naria and Seth, if they are both still alive, will continue to serve Vestrial to the best of their ability. If one of the other questors is reforming the cult, they will gladly follow them. If not, they will move into Haven and follow whatever divine inspirations they get. If only one of them survived, then they will spend the rest of their days trying to exact vengeance. The next time the characters run into that one, they will probably no longer be a questor of Vestrial, but instead will have become a questor of Raggok.

Perri will join the re-established cult only if Ichabod is still alive. Otherwise, he will head into Haven and work mischief there. Even if he joins the new cult, he will likely be used by them as their source of information in Haven. So, if the characters stay in Haven, they are likely run into him. He will do his best to work mischief on the characters, and for that matter, just about everybody else in Haven. But none of it will be lethal, or even dangerous. Mostly, he will just be trying to make sure whatever information people around town get is misleading.

Mospatt will, for the time being, become scarce. He will, for a little while, go and ply his trade in Kratas. However, some day, long in the future, when the characters have all but forgotten about him, feel free to have Mospatt return, with a new deadly poison, and threaten them (and maybe the bulk of Haven) with it.

The fates of Garron Karlson, Master of the Undercity and Gangrene, the Horror twisted by Vestrial, will be revealed in future products.





CAST OF CHARACTERS



Yuriel

Yuriel has always been the hotheaded type, prone to irrational and emotional outbursts. More suited to adventuring than anything else, she often avoided house lectures about finances and trading, and went off to learn other more interesting skills. And this was years before she began her training as a Swordmaster! When her Adept potential was finally recognized, she quickly left to train, leaving only a short, cryptic note for her family, aptly demonstrating her approach to life.

When news came of the deaths of most of the senior members of the Circle Path Company, including her family, she was devastated. She just finished exploring a kaer, and was returning home when she learned of the tragedy. She meekly accepted the role that was assigned to her as the surviving senior member of the family. When alone, she cried for several nights, cursing her luck and despair.

For months, she led the House superficially, letting Nemioph and Remiel make all the decisions. She merely signed the papers and declared the proclamations. She was a willing puppet. The adventurers that she normally traveled with left on a journey without her, and she was all alone, as far as she was concerned. If only there was a way to

officially pass on the responsibility to her younger brother, she would gladly do so without so much as a blink. Then, one day, the way out came in the form of an ork, who invited her to join the Far Striders in an adventure to Parlainth. She left quickly, leaving only a short, cryptic note for her family, telling them where she went

5th Circle Elf Swordmaster

Attributes

Dexterity:	18: 7/d12
Strength:	14: 6/d10
Toughness:	12: 5/d8
Perception:	14: 6/d10
Willpower:	13: 6/d10
Charisma:	16: 7/d12

Talents

Avoid Blow	6: 12/2d10
Durability (<i>Swordmaster</i>)	6
Heartening Laugh	4: 11/d10+d8
Karma Ritual	4
Maneuver	6: 13/d12+d10
Melee Weapons	6: 13/d12+d10
Missile Weapons	5: 12/2d10
Riposte	6: 16/d20+d8
Second Weapon	4: 11/d10+d8
Taunt	5: 12/2d10
Thread Weaving	4: 10/d10+d6
Throwing Weapons	4: 11/d10+d8
Trap Initiative	5: 12/2d10
Winning Smile	3: 10/d10+d6
Wound Balance	5: 11/d10+d8

Skills

Artisan Skill: <i>Sword Dancing</i>	2: 9/d8+d6
Climbing	2: 9/d8+d6
Conceal Weapon	1: 7/d12
Fast Hand	1: 7/d12
Fence	1: 8/2d6
Haggle	1: 8/2d6
Knowledge: <i>Heroes and Legends</i>	1: 7/d12
Knowledge: <i>Horror Lore</i>	1: 7/d12
Mimic Voice	1: 7/d12
Pick Pockets	1: 8/2d6
Read/Write Language	2: 7/2d6
(<i>Sperethiel, Throalic</i>)	
Silent Walk	3: 10/d10+d6
Speak Language	2: 8/2d6
(<i>Sperethiel, Throalic</i>)	
Surprise Strike	1: 8/2d6



Karma	
Dice:	d6
Points:	13
Initiative	
Dice:	6/d10
Combat	
Physical Defense:	10
Spell Defense:	8
Social Defense:	9
Physical Armor:	5
Mystic Armor:	2
Movement	
Full:	90
Combat:	45
Damage	
Death Rating:	76
Wound Threshold:	9
Unconsciousness Rating:	62
Recovery Tests per Day:	2
Recovery Dice:	d8
Racial Ability	
Low-light vision	
Equipment	
Hardened leather armor	
Rapier	
Short sword, Forged 4	
Espagra Scale Cloak	
Death Cheat	
Horror Fend	
Adventurer's kit	
2 sets traveler's garb	
Rations	
Sling	
Loot	
Yuriel is still carrying 10 gold and 50 silver coins.	
Notes	
Can add Karma to Dexterity only rolls	
Can add Karma to Sword damage	



Tooth Nightscar

Tooth grew up along the Tylon Mountains, riding with a pack of scorchers known as the Griffon Tamers (only two of the tribe had ever tamed any griffons, and both agreed to do it after a long night of drink). His father was a Scout for the tribe, and Tooth followed in his father's footsteps. When Tooth reached 15 years, he crossed one of the younger Cavalmen, Harket Wyvernspur, and his father urged him to seek his fortune elsewhere — to stay would be to kill Harket or be killed.

So Tooth set his sights for Kratas, where he met the Far Striders. For the past three years, he's traveled with the group, and has adapted his talents to wandering the caverns of old kaers and forgotten cities.

4th Circle Ork Scout

*Note: If you do not have the **Earthdawn Companion**, make Tooth a Beastmaster with some Thief skills.*

Attributes

Dexterity:	16: 7/d12
Strength:	13: 6/d10
Toughness:	14: 6/d10
Perception:	13: 6/d10
Willpower:	10: 5/d8
Charisma:	14: 6/d10

Talents

Astral Sight	4: 10/d10+d6
Avoid Blow	4: 11/d10+d8
Climbing	4: 11/d10+d8
Durability (<i>Beastmaster</i>)	5
Karma Ritual	4



Maneuver	4: 11/d10+d8
Melee Weapons	5: 12/2d10
Read/Write Language (Ork, Sperethiel)	2: 8/2d6
Riposte	5: 12/2d10
Silent Walk	6: 13/d12+d10
Sprint	3
Thread Weaving	2: 8/2d6
Tracking	5: 11/d10+d8

Skills

Artisan: <i>Body Painting</i>	2: 8/2d6
Knowledge: <i>Barsaivan History</i>	1: 7/d12
Knowledge: <i>Creature Lore</i>	3: 9/d8+d6
Knowledge: <i>Ork Lore</i>	1: 7/d12
Read/Write Language (Throalic)	1: 7/d12
Speak Language (Throalic, Orkish)	2: 8/2d6

Karma

Dice:	d8
Points:	24

Initiative

Dice:	6/d10
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Combat

Physical Defense:	9
Spell Defense:	7
Social Defense:	8
Physical Armor:	5
Mystic Armor:	3

Movement

Full:	85
Combat:	42

Damage

Death Rating:	66
Wound Threshold:	10
Unconsciousness Rating:	53
Recovery Tests per Day:	3
Recovery Dice:	d10

Racial Ability

Low-light vision

Equipment

Broadsword
Padded Leather
Ferndask
Flight Dagger

Knife
Adventurer's Kit
Paints
Traveler's Garb
Dagger, Forged 4, with poison reservoir
(one dose, *Shadowmant Venom*)

Loot

none



Gangrene, the Horror

During the Scourge, some of the Passions were driven insane by their encounters with the Horrors. However, the Passions were not without their victories. One such victory was Vestrial's, over the Horror Gangrene. Gangrene had successfully breached a kaer that had a questor of Vestrial within it, and the questor was able to draw the Horror into a trap. While not strong enough to destroy the Horror, the questor was able to bind it, and over the course of many years, he altered the Horror so that it served him.

The kaer used Gangrene to fend off other Horrors, but at a price as dear, if not worse, than that which the Blood Elves paid to protect themselves. Gangrene still required the suffering of Name-givers to feed, and if he was to fight off other Horrors, then he needed to feed often. While it is true he was in the service of the kaer, they in turn served him ... by torturing many of their own number.

Their numbers dwindled, so that eventually even Gangrene was unable to stem the tide of other Horrors attracted to the succulent kaer, and it fell. By then, Gangrene was turned to the will of Vestrial, and not long after Garron Karlson arrived in Parlainth, he had a Horror to call his own.





Attributes

Dexterity: 17 Strength: 12 Toughness: 18
 Perception: 20 Willpower: 20 Charisma: 22

Initiative: 20 Physical Defense: 16
 Number of Attacks: 1 Spell Defense: 19
 Attack: 20 Social Defense: 18
 Damage: 24 Armor: 32
 Number of Spells: 3 Mystic Armor: 30
 Spellcasting: 22 Knockdown: 13
 Effect: by spell Recovery Tests: 7

Death Rating: 110 Combat Movement: 25
 Wound Threshold: 25 Full Movement: 50
 Unconsciousness Rating: Immune

Karma Points: 40 Karma Steps: 16

Powers

Corrupt Karma 12, Horror Mark 12, Spells: Circle 7
 Nethermancer, Circle 5 Wizard, Terror 12, Thought Worm
 12, Animate Dead 12, Create Revenant* 12

Legend Points

28,000

Create Revenant

This ability allows a Horror to reanimate a corpse as a Revenant. It only works on corpses dead for less than a year and a day. To use this power, a Horror must be within 100 yards of a dead body and make a Spellcasting Test against its Spell Defense. If the Spellcasting Test is successful, Create Revenant will turn the corpse into a Revenant. The Revenant will appear externally to be a normal Name-giver, however, his Pattern will be tattered and torn, and woven with unnatural Threads. Revenants retain a random smattering of the Talents they had in life. They will not retain any Spellcasting Talents. The stats for a Revenant may be found on page 29 of this module.

The Horror takes a point of permanent damage when it uses this power, and regains it when the Revenant is destroyed. The Horror may stop the effects of Create Revenant any time the Revenant is within 100 yards of the Horror to regain the point of damage.



Mospatt Selasol

For the last seven years, Mospatt Selasol has been working as the eyes and ears of the Temple of Vestrial within Haven. Known around town as a retired adventurer, he has made it his business to keep abreast of the activities of the other secret societies in Haven.

Throughout his life, Mospatt was always grasping for more power. He played the members of the groups to which he belonged off of each other for his own ends. His actions pleased Vestrial, and when his double-dealing lead to the deaths of an adventuring group he was with, he was saved by Garron Karlson rather than be left to the Horrors of the Twists. Since that time, he has served Vestrial faithfully. Mospatt is smart enough not to try to double-cross a Passion. However, if Vestrial so wished it, he would turn on Garron in an instant.

6th Circle Dwarf Thief

Attributes

Dexterity:	16: 7/d12
Strength:	16: 7/d12
Toughness:	17: 7/d10
Perception:	10: 5/d10
Willpower:	10: 5/d8
Charisma:	17: 7/d10





Talents

Avoid Blow	9: 16/d20+d8
Climbing	5: 12/2d10
Detect Trap	6: 11/d10+d8
Disarm Mechanical Trap	6: 13/d12+d10
Disguise	5: 10/d10+d6
Durability (<i>Thief</i>)	8
Fence	6: 13/d12+d10
Karma Ritual	4
Lock Pick	6: 13/d12+d10
Lock Sense	6: 11/d10+d8
Melee Weapons	7: 14/d20+d4
Missile Weapons	4: 11/d10+d8
Picking Pockets	7: 14/d20+d4
Silent Walk	7: 14/d20+d4
Surprise Strike	8: 15/d20+d6
Thread Weaving	5: 10/d10+d6
Trap Initiative	6: 13/d12+d10

Skills

Alchemy	3: 8/2d6
Artisan: <i>Painting</i>	1: 8/2d6
Knowledge: <i>Area Lore Parlainth</i>	1: 6/d10
Knowledge: <i>Legends</i>	1: 6/d10
Knowledge: <i>Poisons</i>	5: 10/d10+d6
Read/Write Language (<i>Throalic</i>)	1: 6/d10
Speak Language (<i>Throalic, Human</i>)	2: 7/d12
Tracking	3: 8/2d6

Karma

Dice:	d6
Points:	14

Initiative

Dice:	7/d12
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Combat

Physical Defense:	9
Spell Defense:	7
Social Defense:	10
Physical Armor:	3
Mystic Armor:	0

Movement

Full:	65
Combat:	33

Damage

Death Rating:	80
Wound Threshold:	11

Unconsciousness Rating:	64
Recovery Tests per Day:	3
Recovery Dice:	d12

Racial Ability

Heat Sight

Equipment

Traveler's Garb (*Boots, shirt, belt, breeches*)
 Large Sack
 Leather Armor
 Dwarven Sword
 5 daggers (*w/ poison reservoirs*)
 Backpack
 20 doses paralytic poison
 10 doses damage poison
 5 doses death poison
 (see **ED** page 208 for rules on poison)

Loot

Hidden in his room, Mospatt has 3 Earth elemental, 48 gold, 500 silver, and 290 copper coins. On his person, he carries 37 silver.

Notes

Can Spend karma on perception

Garron Karlson, Master of the Undercity

The Master of the Undercity was not always a questor of Vestrial. In truth, many years ago he was a questor of Mynbruje. However, his faith in Mynbruje was tested time and again by Vestrial, and in the end, Garron broke. Convinced that the truth was indeed subjective, and that hence nothing could ever be considered true, he began to follow Vestrial. In the beginning, he was more of a philosopher, arguing with questors of the sane Passions and trying to get them to abandon their beliefs as he had.

It is likely that he could have been happy to live the rest of his life like this. Unfortunately, Vestrial had other schemes in mind. In the eye of Vestrial, the people of Barsaive had deceived themselves for a long time, and as the Passion of Manipulation and Deceit, he felt it would only be proper if he were the one to reveal this self-deception to Barsaivans. One of his tools for this revelation was Garron.





Garron was granted many visions, and was directed by these visions to Parlainth where he began to entrench himself and gather other questors of Vestrial to him. He altered his Name, adding Master of the Undercity to his Pattern, and in truth he is as close to a master as the Southern Catacombs of Parlainth can have. Rumors about this reNaming abound, one of the most frequent being that he is no longer corporeal, but is instead fused with the Pattern of the Undercity itself.

For years now, Garron has been following the whims of his Passion. He's uncertain what exactly Vestrial has planned, as few of his questors ever are. From some of the things that he's been instructed to do, he is starting to grasp the scope, and it fills him with zeal. He knows that whatever it is could change the face of Barsaive, and he loves being at the center of it.

7th Circle Human Illusionist

Attributes

Dexterity:	16: 7/d12
Strength:	10: 5/d8
Toughness:	13: 6/d10
Perception:	19: 8/2d6
Willpower:	16: 7/d12
Charisma:	14: 6/d10

Talents

Anticipate Blow	6: 14/20+d4
Dead Fall	7: 14/d20+d4
Disguise Self	6: 14/d20+d4
Durability (<i>Illusionist</i>)	9
Engaging Banter	3: 9/d8+d6
Enhanced Matrix	7
Enhanced Matrix	4
False Sight	7: 15/d20+d6
Fast Hand	5: 13/d12+d10
Karma Ritual	5
Read/Write Language	7: 15/d20+d6
Read/Write Magic	7: 15/d20+d6
Speak Language	6: 14/d20+d4
Spellcasting	8: 16/d20+d8
Spell Matrix (4)	7
Thread Weaving	8: 16/d20+d8
Willforce	7
Versatility	7
Detect Trap	7: 15/d20+d6
Fireblood	7: 13/d12+d10
Frighten Animal Servants	5: 11/d10+d8
Life Check	7: 13/d12+d10
Melee Weapons	3: 10/d10+d6
Riposte	6: 16/d20+d8
Sprint	7

Skills

Artisan: <i>Sculpture</i>	2: 8/2d6
Knowledge: <i>Parlainth</i>	4: 12/2d10
Knowledge: <i>Vestrial</i>	4: 12/2d10

Karma

Dice:	d8
Points:	40

Initiative

Dice:	d8/2d6
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Combat

Physical Defense:	9 (15)
Spell Defense:	11 (17)
Social Defense:	9 (15)
Physical Armor:	4 (10)
Mystic Armor:	4 (10)

Movement

Full:	75
Combat:	38



Damage

Death Rating:	71
Wound Threshold:	9 (15)
Unconsciousness Rating:	56
Recovery Tests per Day:	2
Recovery Dice:	d10

Racial Ability

Versatility

Questor Powers

Discover Desire	7
Manipulate Desire	7
Deceit	7

Equipment

Crystal Ringlet Armor (*with rank 6 thread*)
 Amulet (*with rank 6 thread*)
 Ring (*with rank 6 thread*)
 Cloak (*with rank 6 thread*)
 Earring (*with rank 6 thread*)
 Broadsword
 Dagger
 Expensive garments
 2 tainted Elemental Earth coins worth 100 silver each

Spell Notes (In matrices)

Illusory Corpse (*Enhanced Matrix*)
 Phantom Fireball (*Enhanced Matrix*)
 Conceal Tracks
 Chosen Path
 Bouncing Blaster
 Ephemeral Bolt

Notes

Deceit

Step Number: Rank + Willpower

The Deceit power allows a questor to make one person more susceptible to a lie. The questor makes a Deceit Test against the target's Spell Defense. If the test is successful, the questor adds the difference between the Deceit Test result and the Spell Defense to all Charisma Tests made while lying to the target. The questor can tell a number of lies to the target equal to his rank using the Deceit power.

If the questor fails the Charisma Test for two lies, then the target becomes aware that something is wrong and the effect of the Deceit power immediately ends.

Discover Desire

Step Number: Rank + Willpower

The Discover Desire power allows a questor to learn one person's desires. To use this power, the questor makes a Discover Desire Test against the target's Spell Defense. If the test is successful, the Gamemaster tells the questor's player the target's greatest desires. The questor learns a number of desires equal to his Questor Talent rank. Not all desires hold equal importance; the Gamemaster should list them in order of importance.

Manipulate Desire

Step Number: Rank + Willpower

The Manipulate Desire power allows a questor to influence the desire of one person. To use this power, the questor makes a Manipulate Desire Test against the target's Spell Defense. If the test is successful, he can firmly plant in the target's mind one item, person, or goal that suddenly becomes the target's consuming desire. Add three steps to all Charisma Tests made against the target that suggest acquiring or keeping the planted desire. Subtract three steps from all Charisma Tests made against the target that suggest ignoring or abandoning the planted desire. The influence of the Manipulate Desire power lasts for a number of hours equal to the difference between the questor's Manipulate Desire test result and the target's Spell Defense.

Illusory Corpse

Threads: 1 Weaving Difficulty: 11/18
 Range: 10 yards Duration: Rank minutes
 Effect: Switches appearance of caster and target corpse
 Casting Difficulty: 2

This specialized version of the Switch spell allows the Illusionist to exchange his own appearance with a corpse of his choosing, making it appear that the Illusionist has died. At the same time, it conveys a brief (rank rounds) invisibility to the Illusionist. If the Spellcasting Test is greater than the Spell Defense of Name-givers within sight of the corpse, then the Illusionist is invisible to those people. Any offensive action by the Illusionist will negate the invisibility. The Spellcasting Test also is the Target Number for a Perception Test for anybody examining the corpse to determine that it is under the effects of Illusory Corpse. This spell is most often used by an Illusionist to make their escape from a combat that has turned against them.





RUMORS AND RESEARCH: Chapter Thirteen



"Remiel, you know these things. Have you ever heard of such a creature called a 'yeti?' It was all that the other Name-givers talked about while I was in Haven. Some said it was an abominable monster, others claimed it was a harmless and furry beast. What do you suppose this fantastic creature could be? I wonder... is it good eating?"

-Yuriel



LEGENDS

Haven

A small, rough town, Haven lies in the southeastern corner of the ruins of the Forgotten City of Parlainth. Ork and troll adventurers led by the famed troll Torgak founded Haven nearly twenty years ago, after spending three years carefully exploring a small corner of Parlainth's ruins. After ridding the area of monsters and Horrors, the adventurers set up a permanent settlement from which to conduct further explorations. Other adventurers travelling to the Forgotten City began stopping in the safe area, by this time known as the Haven, to ask what portions of the city had yet to be explored and to hear the most current rumors of monsters and Horrors living in the ruins.

Eventually abandoning their own treasure-hunting efforts in favor of providing services to other adventurers, Torgak and his fellows rebuilt certain ruins into an inn that was named the Restless Troll, and later a trading post called Torgak's Supplies and Goods. Because the ruins themselves are so impressive, the Restless Troll and Torgak's are spectacular establishments, featuring high ceilings, wide corridors, and marble steps down to the street; in many ways, they rival some of the buildings in the Kingdom of Throal. Their opulence provides an incongruous contrast to the rough and tumble spirit of Haven.

At this time, Haven boasts a permanent population of just over one thousand, including several dozen families. As many races live in Haven as in Throal, for the most part peacefully. Most trouble in Haven comes from outsiders. Of course, outsiders constantly travel to Haven, and so opportunities to stir up friction abound.

A few years after the town achieved a stable population, other people interested in the opportunities to make a profit in Haven built onto the town, expanding away from the ruins. The first neighborhood constructed during this time is now known as the Old Neighborhood, though several sections of the town predate it.

The Smalls

Originally named the Residential Quarter, the Smalls make up the eastern quarter of the Forgotten City. Beneath the Smalls lie the Eastern Catacombs, once Parlainth's underground cemeteries and currently the home of a "kingdom" of cadaver men.

Explorers gave the Smalls its name in recognition of the fact that the architect designed its buildings much smaller than those in the other three quarters of the city. The area follows a grid; five-yard wide laneways run precisely east-

west and north-south, intersecting at 90 degree angles. Many blocks of these lanes contain identical buildings, making navigation extremely difficult. The Smalls offers few distinctive landmarks, and even explorers carrying the most up-to-date maps find it hard to keep their bearings.

The Twists

Originally known as the Merchant Quarter, the Twists cover the southern quadrant of the ruined city. Beneath the Twists lie the Southern Catacombs, trap-laden passages and rooms where the Therans once hid the treasures of Parlainth.

The Twists are so named because the streets of this quarter wind around and twist back upon themselves. Though this feature makes the Twists an easy place to get lost in, the area is fairly easy to map because each street possesses unique features. Horrors were trapped in Parlainth while it was in its own realm, and they devised a system of long, drawn-out suffering that they needed for nourishment. They rounded up the beleaguered citizens of Parlainth and imprisoned them in the Twists, subjecting them to slow, methodical torture. The pain and terror felt by the Horrors' captives permeates the Twists' mundane and astral atmosphere with suffering and death.

Excerpts from the Diary of Caleb Valarez

The following is an excerpt from the diary of a Theran Horror Stalker who has been dead for the past twenty years. His actual diary is in the library of Throal, but a copy does exist in the Theran library (A fact which irks several Theran scholars to no end). There is much more to the Horror Stalker's story, but this particular excerpt deals with the Document Boxes:

'... In studying the Document Box, Warren has come across another feature of the device. While Warren, Emilio, and Sharis all have Threads attached to the Box and can use its reproductive abilities, each document produced is unique to the creator. The print, ink color, and even the parchment color all change slightly, depending on which of our spellcasters has actually performed the copying. Warren's print tends towards calligraphy, with a blue ink that matches his robes and a light golden tint to the pages. Emilio's tend to be gothic in type, with dark or red lettering and grey paper. Sharis' colors run the gamut, but her print always has the same flowing strokes and edges. [Note in the margin for the Throalic Copy: Master Valarez served in an adventuring party known as the Skirmishers. The companions he refers to here are Warren Lorith, Wizard; Emilio Garabon, Nethermancer; and Sharis Cantrell, Illusionist.]





'It's like a magic fingerprint. I can look at any document in the stack of research they have created, and tell who made a copy of what. Some of the differences are not that noticeable, but each page has a sense of style to it, like a painting. Sharis has offered up the suggestion that the Boxes work similar to calligraphy itself: the Box draws from the user's mind to print the information. Since we are at a current lull, and I have still not fully healed from our last encounter with a Horror, I have agreed to Warren's suggestion that we travel to Rox's liferock to research further'

'Now I know for certain that Warren is Marked, and my suspicions about the Box are confirmed. The Mark shows up in his reproductions! It's just as Sharis had thought ... somehow linked with the user's artisan abilities. Now I Bear the Mark of a Horror. While the others take Warren and Sharis back to the village we passed to try and save them, I will continue on. May Mynbruje watch over me.'

What Caleb says here is true: the reproductions are like Artisan Tests. However, no skill check is ever needed (aside from the Willpower Test to make the copy) to produce the text. To see if the Mark is apparent, make a test of the user's Willpower vs. the Horror's Spell Defense. Add the Spell Defense of the Document Box to the user's roll. If the user makes the test, their unconscious mind screams out against the Horror in ways that show on the paper. Striated writing, tortured calligraphy, dark and ugly colors, and other such signs are the most evident. Unfortunately, the subtler the Horror, the subtler these signs.

In addition to that, once the user of the Document Box has been Marked, the Horror can Mark each of the other users of the Box that have Threads tied to it. The other users get to make a Willpower Test against the Horror Spell Defense with the added number of the Spell Defense of the Box to avoid the Mark.

The Far Striders

Budroes, the T'skrang Elementalist, party leader. Slain by the questors of Vestrial. He was a charismatic individual, who was greatly respected by all of the Far Striders.

Grendak Sharptooth, the Troll Sky Raider. Met his end at the hands of the questors of Vestrial in the Twists. He was a mighty warrior of ferocious character, known for his booming warshouts and distinctive facial tattoos. Many of the acolytes of Vestrial met their end at his hands.

Spargrot, Troll Outcast Warrior. Killed by the questors of Vestrial. Spargrot looked up to both Budroes and Grendak, and spent his life trying to compensate for whatever dishonor drove him from his tribe, a dishonor of which he would never directly speak.

Esra Khuzaad, Dwarf Nethermancer. Killed by the Horror-spawned traps before the temple of Vestrial in the Twists. Esra tried to maintain the image of the frightening Nethermancer, though in truth he was a gentle soul.

Ike Goen, hired human retainer. A Second Circle Warrior, he was killed by the slavers in the Smalls. Ike thought that the surest way to quickly rise in Circles as an Adept would be to hire onto a legendary group. Unfortunately, he didn't consider that his plan might also be very dangerous.

Tooth Nightscar, the Ork Scout. Hired by Yuriel's cousin, Belstrum, to make sure that the young elven noble does not leave Parlainth alive.

Yuriel, the Elf Swordmaster, unwilling Head of the Circle Path Company of Throal.

Donovan Kael, Human Archer. The third survivor of the party. He was poisoned by Mospatt during the battle between the Far Striders and the Temple, and both sides believe him to be dead. Currently, he's mad and wandering the Twists. Who knows, maybe the players will even meet him

TREASURES

Document Boxes

Maximum Threads: 5

Spell Defense: 6

There are five Document Boxes all told, and each is identical in appearance, except for the flow of the wood grain. Each appears to be a darkly stained box of wood with dimensions of 10"x15"x3". Two small handles, one on each of the wide flat sides, can be used to pull open the box. In the top flap, there is enough room for one sheet of parchment, and it bears the dwarven rune for 'Original.' In the bottom flap, there is enough room for twenty sheets of parchment, and the dwarven rune for 'Replica' is carved into its front side.

Thread Ranks

Rank 1

Cost: 200

Key Knowledge: Wielder must learn the name of the inventor, the Obsidiman Wizard Zefrin Rox.

Effect: Allows wielder to place a parchment in the 'Original' flap, and with a Willpower Test against the Spell Defense of the Box, it will duplicate the document onto all of the parchment in the 'Replica' flap. This ability includes sketches or drawings, but not paintings.



Rank 2 Cost: 300

Effect: Wielder can place parchment in the 'Replica' flap, and with a point of Strain and a successful Perception Test vs. the Recollection Chart (unless the page is memorized by other means, in which case the test is not needed), the box will duplicate a document the wielder has seen. Again, this ability includes sketches or drawings, but not paintings.

Recollection Chart:

Up to a day ago	6
Up to a week ago	10
Up to a month ago	15
Up to a year ago	20

If the roll is a Failure, the document is garbled. If it is a Poor Success, the character misremembers the document, and it is this document that is printed. The lower the score, the more likely personal thoughts will find their way onto the page. A score of one means one of the character's secrets is probably written on the page.

Rank 3 Cost: 500

Deed: The Document Boxes were created to help scribes, sages, and spellcasters to perform their research, and be able to spread it easily to libraries and other colleagues. Unfortunately, after making the fifth one, Zefrin felt the call of the Mother Rock, and returned to it. Outside of his Mother Rock, a library was established by some of his Obsidiman and Wizard brethren, in his honor. If the owner of the Box brings a tome to the library, they will receive a Legend Point bonus of 1,300 Legend Points. If the book is unique, the reward will be 2,100 Legend Points.

Effect: For five points of Strain and a Willpower Test against the Spell Defense of the Box, the wielder may produce a page of printed text as dictated in the wielder's mind. After the initial cost, the wielder can produce up to twenty pages (as many blank sheets as are in the 'Replica' flap) of original text before the test must be performed again. This only works with printed text.

Diorama of Shaping

When the Theran architects had to rebuild great areas of the Southern Catacombs to serve as the storehouse for the Theran treasury reserves, they developed a device to assist them in their endeavors. The Diorama appears to be a one thirty-sixth scale, three-dimensional clay sculpture of areas of the Southern Catacombs mounted on a stone tablet

that extends 6 inches beyond each side of the sculpture, making the base of the Diorama 22"x22". One side of the Diorama has a inlaid silver sigil, the rune of the Pre-Scourge Theran architectural guild. The abilities of the Diorama are not instantaneous, and take several minutes to complete, with the exact time depending greatly on the complexity of the area corresponding to the Diorama.

Thread Ranks

Rank 1 Cost: 300

Key Knowledge: The user must learn that the device is called a Diorama of Shaping.

Effect: When the Diorama is placed on the ground and activated by the user rubbing his hand over the sigil of the architectural guild, the clay sculpture will mold itself to resemble the structure of the walls and floors of the 10 yard by 10 yard area in front of the Diorama, starting at the edge of the Diorama opposite the sigil.

Rank 2 Cost: 500

Effect: The Diorama will now also represent large-scale objects within the area depicted by the Diorama. Objects must take up one cubic foot for the Diorama to represent them. The Diorama will represent the items as solid objects. For example, the entirety of the underside of a chair would be enclosed, and a table stacked high with books would appear to be very thick, rather than having each individual book detailed. A hallway filled with collapsed stone would appear to be solid.

Rank 3 Cost: 800

Key Knowledge: The user must learn the name of the Mage-Architect that constructed the Diorama of Shaping.

Effect: The Diorama will now allow large-scale addition of mass to the area depicted by the Diorama. The greatest bulk of this mass is brought in from the Elemental Plane of Earth. Originally intended to thicken the walls around the vaults, it can be used to effectively collapse hallways and rooms within the Southern Catacombs. A collapsing hallway or room should be treated as a trap that can be defeated (and thus the collapse averted) by the Disarm Magical Traps Talent or Dispel Magic Spell. As usual, the trap must be detected to be averted and the person attempting to avert it must act before the trap.





Collapsing Catacombs

Detection Difficulty: 7

Spell Defense: 16

Disarm Difficulty: 15

Trigger Condition: Triggered by Diorama of Shaping

Trap Initiative: 20

Trap Effect: Falling ceiling which does step 15 damage to any person caught beneath it.

Rank 4

Cost 1300

Effect: The user of the Diorama can now create tunnels and apertures in the area depicted by the Diorama. The Diorama, being the tool of an architect, will create the necessary structural supports so that the tunnels will not collapse. In doing so, the Diorama may not necessarily create the exact tunnel or aperture the user wishes, as it was designed to ensure the long-term stability of the openings it creates.

Rank 5

Cost 2100

Deed. The user must discover the location of the workshop where the Diorama was created, and recover one of the original maps of the structure of the Southern Catacombs before the treasury vaults were added. This deed is worth 1300 Legend Points.

Effect: The scale of the Diorama changes to become 1/360, so the area that is depicted and can be altered by the Diorama is 100 yards x 100 yards.

RUMORS

"I heard a group of eight adventurers went into the Smalls and ran into slavers. Yeah, I think one of them was a female Elf Swordmaster."

"Have you heard about the score that happened in the Eastern Catacombs? I heard that the Ebon Bladed Band is headed back to Throat toting more gold than they can spend in a dozen lifetimes. You know who clued them in on that score? Tolemy Faer, a one-legged dwarf at the Restless Troll. I wonder where he's getting his information?"

"Circle Path Company? Didn't they lose an air galley in the Battle of Prajor's Field?"

"The Circle Path Company's probably the most unusual of the Throalic trading houses. All of their decisions are based on this ancient elven mysticism."

"The Master of the Undercity reNamed himself and merged his sentience with the entirety of the Southern Catacombs. Now it's a living, breathing thing."

"Torgak gets a slice of every piece of silver that runs through Haven, and don't you ever forget it."

"Ranos De Vahl? I haven't seen him since Torgak exiled him from Haven. Heard he'd killed one of Torgak's friends."

"Pfah! The dangers of the Smalls are insignificant at best. The Twists are where the real adventure is at!"

"Oh sure their antics are comical, and ye can be damn sure Pagmar is makin' a profit offa them, but I hear that there group o' adventurers has taken down somethin' like FIVE Horrors...FIVE Horrors! That's more than some higher level Adepts have seen their whole lives...'Course, that still don't change my opinion that the lot of them've been munchin' on one o' them funny herbs from the jungle"

"There are Yeti in the Northern Catacombs! Fearsome beasts. I heard they just learned they had thumbs."

"Yeah, ole Bort seen 'im. 'E was as big as a thundra beast, 'e was. Come t'think o' it...I think 'e mighta been a thundra beast ...'cept 'is eyes weren't right...an' 'e smelled like 'e'd been dead longer'n I'd been alive..."

"The Master of the Undercity has one of the Astral Sextants, but it was twisted by Vestrial himself, and now who knows what it does."

"You ever meet old Ranos De Vahl? He was the apothecary down on the end of Old Salt Row. Yeah, he was a good guy. Sold me more than a few Healin' Potions and at a damn fine price. Word is one of his Last Chance Salves didn't save the somebody who was a friend of Torgak's, and old Ranos got ran out of town. Shame."

"Look, I tell you it's true, there are still slavers in the Smalls. I know Justice For All claims they wiped them out, but I know they're there. They tried to recruit me!"

"A cranky dwarf? Swears like a Sky Raider, huh? Y'don't say...A Weaponsmith? No way...Why are you telling me all this? What? He's a questor of Garlen? Okay, I'll give you that one, that's pretty strange, Oryl."



BODYGUARD DISCIPLINE

Before the Scourge, the Bodyguard Discipline did not exist. However, the impending threat of the Horrors drove many influential Namegivers to seek the protection that only Adepts could provide. A group of human Journeymen sought to take advantage of this situation and began training in very similar, or in some cases identical, sets of Talents. These Journeymen called themselves The Guard and their specific choices of Talents were selected to give them the best abilities to protect others.

When the Scourge came, The Guard split to kaers all over Barsaive, but the greatest number of them remained within Throal. The Guard in Throal continued to train new members and, at the height of magic in the world, a most unusual thing happened. A dwarven Warrior, Tenin Daxim, was accepted into The Guard and began to train with them. It soon became apparent that Tenin had stopped being solely a Warrior, but had begun to learn a second, new Discipline. This was the birth of the Bodyguard Adept.

Since then, Bodyguards have existed in small numbers, always having a slight stigma associated with them for being a Discipline "born of the Scourge." However, with the assassination of King Varulus III, the demand for the Bodyguard Adept has grown in leaps and bounds. Now, Bodyguards are taking on new students at a greater rate than they ever had before, and their numbers are growing across Barsaive.

The Bodyguard Adept, while a proficient fighter, has Talents primarily associated with preserving the life of whomever they are guarding. These Talents allow a Bodyguard to examine a person or area to determine their potential threat. They provide the Bodyguard with the ability to defend their charge in combat. And in the event that whoever they are guarding is wounded, the Bodyguard has the talents necessary to make sure they survive.

Important Attributes: Perception and Dexterity.

Racial Restrictions: Trolls and Windlings.

Karma Ritual: To begin his Karma Ritual, the Bodyguard must give or renew an oath (not necessarily a Blood Oath) to another Namegiver, swearing to protect that Namegiver above all else. Then, the Bodyguard must remain by the side of the Name-giver for one-half hour, not leaving for any reason.

Artisan Skills: Performing Arts.



FIRST CIRCLE

Talents

- Anticipate Blow
- Astral Sight
- Fireblood (D)
- First Impression
- Karma Ritual
- Melee Weapons (D)



SECOND CIRCLE

Talents

- Blood Share (D)
- Durability (6/7)
- Evidence Analysis

THIRD CIRCLE

Talents

- Riposte (D)
- Sprint

FOURTH CIRCLE

Karma

The Bodyguard may spend a Karma Point on any action using Perception only.

Talents

- Empathic Sense (D)
- Thread Weaving (Guard Weaving)

FIFTH CIRCLE

Social Defense

Increase the Bodyguard's Social Defense by 1.

Talents

- Resist Taunt
- Temper Self

SIXTH CIRCLE

Karma

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

Talents

- Life Check (D)
- Trap Initiative

SEVENTH CIRCLE

Recovery Test

The Bodyguard gains an additional Recovery Test per day.

Talents

- Cold Purify (D)
- Disarm (D)

EIGHTH CIRCLE

Physical Defense

Increase the Bodyguard's Physical Defense by 1.

Talents

- Detect Weapon (D)
- Disarm Mechanical Trap

NINTH CIRCLE

Spell Defense

Increase the Bodyguard's Spell Defense by 1.

Talents

- Metal Ward
- Preserve Life (D)
- Temper Other

TENTH CIRCLE

Karma

The Bodyguard may spend Karma on any action that protects whoever they are guarding.

Talents

- Disarm Magical Trap
- Dominate Arrow

NEW TALENT

The following new Talent is only available to followers of the Bodyguard Discipline.

Preserve Life

Step Number: Rank + Willpower

Action: No **Skill Use:** No

Requires Karma: No **Strain:** 2

Discipline Talent Use: Bodyguard

The Preserve Life Talent gives the character a chance to save another person from death. They must have "attuned" themselves to this person using the Empathic Sense Talent. The character may immediately make a Preserve Life Test as soon as the Current Damage of the person they are attuned to is higher than their Death Rating. The character rolls his Preserve Life dice and reduces the Current Damage of the person they are attuned to by the result. If the Current Damage is now less than their Death Rating, they remain alive. If the damage is now less than the Unconsciousness Rating of the person they are attuned to, they regain consciousness.



NOTES

ES

Handout #1: The Silver Plaque

*#1 Hone your weapon and mind your armor.
Make their forge of highest caliber.
Know their Name and praise their maker.
The Twists are not your master.*

*#2 Steady your heart and steel your honor.
Test your worth and raise your banner.
Fight for truth and praise the victor.
The Twists are not your master.*

*#3 Stand your watch and forsake your bed.
The only rest is the sleep of the dead.
The sweeter the comfort, the more to dread.
The Twists are not your master.*

*#4 Locks bar your path and block the gate.
Choose your way and you pick your fate.
The route is clear and you hesitate?
Will the Twists become your master?*

*#5 Below the streets, only poison seeps.
Can you know the foul from the sweet?
Good water is a treasure best to keep.
The Twists are not your master.*

*#6 With ancient air and torch's flame,
Then all will lose and who is to blame?
A crystal raised does much the same.
The Twists are not your master.*

*#7 Legends need tools and even heroes eat.
And oftentimes honesty is no easy feat.
But the wise deal fair where only fools cheat.
The Twists are not your master.*

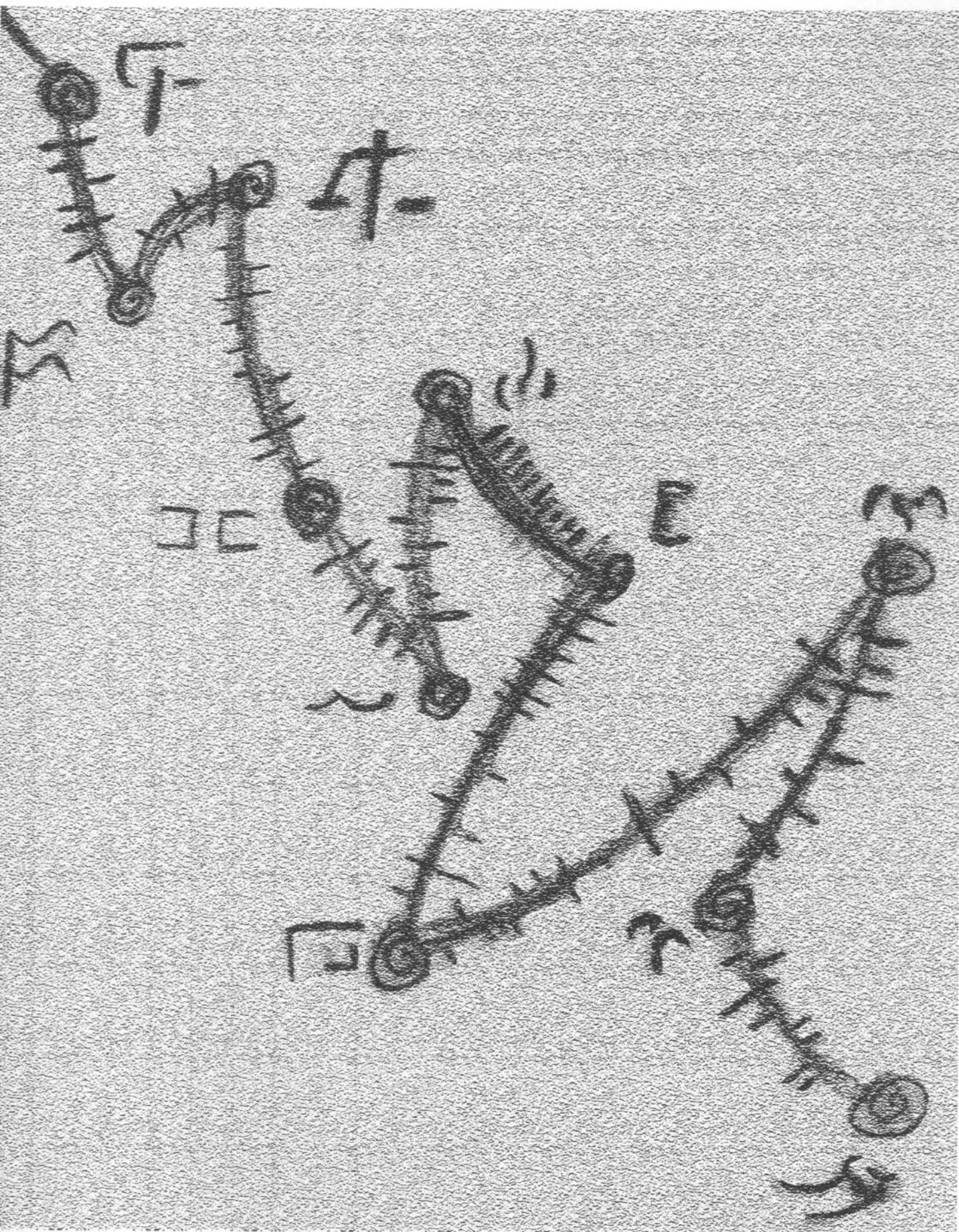
*#8 At times when darkness has claimed the heart,
The test can reveal the soul torn apart.
Art shows the truth and with it the mark.
The Twists are not your master.*

*#9 A thousand pitfalls the Twists define.
A thousand heroes dead and dying.
Is the path clear? Is this your time?
Will the Twists become your master?*

*#10 Within all hearts is foe and friend.
Can it be divined what they intend?
When trust is planted, then hope begins.
The Twists are not your master.*

*#11 Death in the Twists is a second birth-
A Life without joy and life without mirth.
To be a slave to a Horror or worse.
The Twists will be your master.*

Handout #2: Rubbing of the Map of the Twists





Return To Parlainth™

The Circle Path Company, a Throalic Merchant House, did not survive the Battle of Prajor's Field unscathed. Now it finds itself under inexperienced and reluctant leadership. When this new leader becomes lost in the ruins of Parlainth, a band of Adepts is assembled to discover what has happened to the missing head of the company. From the streets of Haven, to the Horror-infested sewers of Parlainth, the path of that investigation is one fraught with peril, where the truth is as rare a commodity as a place of sanctuary . . .

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