

RBL-708

# A TEAR FOR JASPREE



AN EARTHDAWN ADVENTURE BY  
STANLEY BROWN

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○ CREDITS ○

<b>Writing</b> Stanley Brown	<b>Product Director</b> James D. Flowers	<b>Artwork</b> Peter Bergting, Earl Geier, Dell Harris, Kathy Schad, Tony Szczudlo
<b>Editing</b> Steven J. Black, Carsten Damm, Jacques Marcotte, Jason U. Wallace, Hank Woon, James D. Flowers	<b>Line Developer</b> Carsten Damm	<b>Administration</b> Kim Flowers, Richard Vowles
	<b>Layout</b> Carsten Damm, James D. Flowers, Kathy Schad	

Visit us on the Internet at: <http://www.earthdawn.com>

Email us at: [info@earthdawn.com](mailto:info@earthdawn.com)



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# A TEAR FOR JASPREE

*Jaspree understands killing to survive. Sometimes you eat; sometimes you are eaten. But someone is torturing and killing Jaspree's children for sport and profit. Jaspree will not allow this to go unpunished. As his questor, I am charged with finding the sadistic murderer and bringing him to justice.*

• Karthalus, Questor of Jaspree •



**A Tear for Jaspree** is a short adventure for three to five Novice (Second to Fourth Circle) adepts of any Discipline.

During this adventure, the characters discover a shortsighted greed, confront one of Barsaive's most dangerous predators, and become the instruments of a Passion's wrath. In the process they encounter some unlikely allies and meet a village with its own story to tell, one in which they might get in trouble if they ask too many questions, but could also serve as a safe haven in the future.

## RUNNING THE ADVENTURE

**A Tear for Jaspree** is presented as a series of events, broken down into key scenes that are played in a particular sequence. Although the Shard is designed to lead from one scene to the next, gamemasters can alter key scenes to suit their campaign. Each scene is described for the gamemaster, who should use the information given to run each section. There is little text to be read aloud to the players, meaning the gamemaster will have to describe some of the scenes to the characters as he sees fit. Where possible, the text describes the terrain and areas the characters encounter, but much of the detail is left to the gamemaster to devise.

Each encounter contains four sections: **Setting the Stage** is a narrative description that the gamemaster may read aloud to the players, **Themes and Images** helps the gamemaster set the mood and pacing for a particular encounter, and **Behind the Scenes** explains what is really going on. The final section of each encounter, **Troubleshooting**, offers suggestions to help the gamemaster get the adventure back on track should things go awry.

The encounters in this adventure are designed to be challenging for Novice characters. Some of the encounters may appear to be difficult, but many tricky situations can be avoided with a little planning. If the gamemaster feels that the adventure is too hard, it can be modified to suit the group's style of play. In some scenes, characters standing their ground and meeting their adversaries head-on may

well result in the death of the entire group. If this seems to be the case, reduce the number of opponents or their step numbers. However, keep in mind that Barsaive is a dangerous place and learning discretion will aid young adventurers well in the future.

## ADVENTURE BACKGROUND

Espagra are known across the land as voracious beasts that attack any creature they come across. There is nowhere that one can go to escape this plague on Barsaive. Every year, during the months of Charassa and Rua, espagra migrate to the high peaks of the mountains to mate and bear offspring. During this time, Barsaive gets a reprieve from espagra attacks until they redescend on the lowlands to find food for themselves and their hatchlings. Famished from their long mating cycle, espagra attack prey indiscriminately, and those Name-givers who live near the mountains know to watch the skies this time of year.

In the bustling city-states of Barsaive, the elite strive to outmatch one another by displaying impressive acquisitions and elaborate playthings. Fashion is always a high priority among the wealthy. Those of status, or who pretend they have status, constantly attempt to outdo their peers in the fashion game. Espagra have always been a desirable fashion in these privileged circles, and azure cloaks of espagra hide can be purchased in any major city. Recently, in the city of Iopos, the Denairastas dazzled their visitors by wearing dresses of espagra hide so beautiful they would make Queen Alachia green with envy.

Because tanning espagra hide is a difficult process, notwithstanding obtaining the hide from the espagra itself, the material is very rare and expensive. Soon people began requesting articles made from espagra hide, from the simplest of accessories to entire outfits. Word went out and the price of espagra increased even more.

Bergot, a dwarf Thief, aware of the increasing demand for espagra hide, concocted a scheme to become rich off their sale. Discovering that espagra would eat anything when coming down off the mountains, Bergot used his knowledge

of plants to poison small animals. While not lethal, the poison was extremely painful to animals and made them appear wounded. His men would then stake the beasts to the ground. Hungry espagra would find the wounded animals and devour them. This would soon make the espagra very ill and Bergot's men could easily kill them.

After a number of failed attempts at tanning, Bergot sought the service of a professional tanner. He met with several candidates, but none could guarantee success because of the difficulty of trapping the elemental air in the hides. He finally heard of Urzon, a tanner in the village of Safeway, renowned for his ability to tan exotic creatures. Bergot secretly arranged for Urzon to skin the espagra for him, while he sent others to contact various merchants to find buyers for the hides. Unfortunately for Bergot, the time that it had taken to kill, gather, and transport the espagra to the tanner had made some of the beasts unsuitable for tanning. Unwilling to lose more beasts in transport, Bergot kidnapped Urzon so that he could tan the hides as soon as the brigands killed the espagra.

Karthalus, a questor of Jaspree, has been having visions of an espagra being cruelly injured by Name-givers; he has taken this as a missive from the Passion Jaspree. The stories of espagra hunters have led him to the village of Safeway. When Karthalus heard that the tanner, Urzon, had a large quantity of espagra hides, he went to talk to him. Discovering the tanner missing and the village unwilling to discuss it, Karthalus began to think there was more afoot than there appeared. Karthalus has been camping near the edge of the village, but has seen no one suspicious during his watch. He has been waiting for a sign from Jaspree to give him direction.

The high demand for espagra hide left a lot of hungry young espagra stranded high in the mountains. Lacking a parent to teach them how to hunt, they began to descend the mountain in search of food. Only a few at first, but as the more assertive espagra started heading down, other orphaned espagra followed and they have since descended the mountainside in droves, devouring everything they encounter.



## PLOT SYNOPSIS

The player characters are resting at an inn in Bartertown when a friend contacts them. A tailor nicknamed 'Hardly' Fitz wishes to hire the characters to help with an endeavor. When they meet, Hardly explains to the characters that he is hoping to increase his selection of rare and exotic apparel; he has found a supplier and would like the characters to accompany his apprentice to purchase several espagra hides from a tanner in a distant village. They are shuffled off as soon as possible because he does not want his competitors to catch wind of the sale and make it to the village before his apprentice.

On the way they encounter a large exultation of espagra, unheard of in Barsaive. After the main body passes overhead, a number of espagra dive at the group, thinking the characters to be an easy meal. After a pitched battle, the surviving espagra are driven off, flying away to the southwest towards the Servos Jungle.

When the characters stop to make camp, they discover a shrine to the Passion of Nature, Jaspree. In the main area is a statue of Jaspree holding a wounded espagra. Later in the night, a group of dwarf brigands that were tracking the espagra attempt to sneak into camp in order to catch the beast. The group is forced to confront the thieves, eventually forcing the dwarfs to flee away into the night.

The next day, the group arrives at the village of Safeway and discovers that the tanner is missing. A visiting questor of Jaspree believes the group is the answer to the visions he has been having and asks the characters to aid him. After some investigation, the characters discover Bergot's operation. During a battle with the overpowered adversaries, the espagra break loose from their cages and attack their captors, causing them to flee into the woods. With Urzon freed and Bergot captured, the characters are able to finish their business and return to Bartertown.

## IT'S HARDLY FITZ

This scene takes place after the characters have found a place to stay in Bartertown, near Throal (a suitable place would be the Juggling Shadowmant; see **Nations of Barsaive, Volume One**, p. 135). A person, preferably someone they have interacted with before, approaches the characters, informing them that an artisan is seeking adepts for a job.

## SETTING THE STAGE

Once the characters are in the tavern room or another suitable location, have someone approach the group—preferably an old friend. He informs them that he knows someone who would like to meet with them. After they agree, he directs them to a tailor shop in the market district of Bartertown where they meet a dwarf nicknamed 'Hardly' Fitz. Hardly has a flair for the dramatic and a witty repertoire. Some people say he was a Swordmaster in his younger days, but Hardly shows no interest in swords, preferring to fight his battles in the fashion arena.

Once the characters have been introduced to Hardly, read the following aloud.

*“Well met, travelers. Many, many thanks for coming to see me. My name Darius A. Fitz, but everyone calls me Hardly; the pun is most intended. I am a tailor, as you might have guessed, and my clothes have been seen as far away as Iopos. You see, I am in need of some unique material in order to create my next stunning outfit.*

*“Unfortunately, my normal distributors have not the material I am looking for. I have, however, managed to locate a source, and if you can agree to be discreet in our dealings then I would like to retain your services.”*

After the group agrees to not disclose the nature of the business, read the following aloud:

*“Rumor has it that the Denairastas of Iopos stunned the people of the royal house by wearing a shimmering blue gown made from the scales of espagra. As I am most informed on all things fashionable, I have noticed a lack of available espagra hides of late, and those that are for sale are exorbitant in cost.*

*“As I have said, I have located a source that is willing to sell me what I need for a fair and marketable price. Unfortunately, I have a need for some able-bodied adepts to protect my apprentice from theft and misfortune.*

*“If you are in an adventurous mood, I am willing to offer you one hundred seventy-five silvers each for your services. Alternatively, I can outfit your entire group with the most fashionable of attire available.”*

After the group members agree on a price:

*“You will accompany my apprentice Savron to the village of Safeway. Once there, Savron will purchase the hides of espagra from a tanner named Urzon. You will then accompany him back here to receive your payment.”*

## THEMES AND IMAGES

Hardly’s shop is a chaotic montage of bright colors and rich fabrics. Hardly uses his etiquette on the characters and focuses on those who respond in kind. Some characters may feel out of place around Hardly as etiquette and knowledge of the upper class society are more the rule here than the exception. Hardly attempts to convince the characters that a colorful outfit will enhance their reputation. Even though he is located in the market district, an aristocrat may arrive to sample his garments, perhaps casting a disapproving look at common adventurers. Players can use this opportunity to learn some tricks from Hardly when dealing with aristocracy.

## BEHIND THE SCENES

Every imaginable article of clothing is available here and in no particular order. Since Hardly caters to the wealthy, any number of expensive materials can be found. If the characters request some clothing, Hardly is more than happy to comply. He charges half the listed price for anything they request except for the very rarest of material like silk from Cathay (in which case he charges listed prices).

Savron is listening from the back room; characters notice him on a successful Perception (6) Test. If called out, he moves to knock something over on purpose and clambers out awkwardly. Savron is a competent assistant, but he has learned that it is easier for people to accept a person with less capable talents. He has been doing it for so long, it has become second nature. People who are around him for a while may notice that Savron is faking his clumsiness (Perception (9) Test). Hardly is well aware of this and assures the characters of his dependability.

If the characters inquire about espagra, Hardly tells them of their justly deserved reputation, sharing wild stories about how dangerous the creatures can be. He reassures the characters that they do not have to hunt any espagra. He also informs the player characters (in great detail) that the hides are very fashionable.

The characters may wish to ask Hardly about Safeway. He doesn’t really know much about it other than the fact that it is a small village about eleven days walking from Throal. He points out the general location on a map—if the characters have one—and informs them that Savron has been instructed on how to find the village; Hardly doesn’t pay much attention to such things.

## SAVRON, HUMAN TAILOR APPRENTICE

Savron grew up on the streets of Bartertown. Unaware of who his parents were, he stole in order to survive. To make up for his lack of skill in thievery, Savron usually played the part of a bumbling child in order to hide his actions. On one occasion, he happened into Hardly’s shop, knocking over bolts of fabric. Unperturbed, Hardly caught Savron attempting to steal a minor thread item. Rather than calling the guards, Hardly offered Savron the chance to learn a trade. Savron readily accepted and has been apprenticing with Hardly ever since.

While Savron is competent in his abilities, he has been playing the bumbling fool for so long it has become second nature. Though often chastised for “accidents,” Savron has been trying to act more according to his station in life lately. Hardly worries that Savron may one day become an adept, but he does not voice his concerns about it.

### Attributes

**Dexterity** (14): 6/D10

**Toughness** (14): 6/D10

**Willpower** (11): 5/D8

**Strength** (12): 5/D8

**Perception** (11): 5/D8

**Charisma** (12): 5/D8

### Characteristics

**Physical Defense:** 8

**Spell Defense:** 7

**Social Defense:** 7

**Death Rating:** 36

**Wound Threshold:** 10

**Unconsciousness Rating:** 28

**Initiative:** 6/D10

**Physical Armor:** 2

**Mystic Armor:** 1

**Recovery Tests:** 3

**Knockdown:** 5/D8

**Combat Movement:** 28    **Full Movement:** 56

### Skills

**Artisan:**

Acting (4): 9/D8+D6

Craftsman; Tailor (1): 7/D12



Embroidery (1): 6/D10

**Knowledge:**

Gangs of Bartertown (1): 6/D10

Throal Politics (1): 6/D10

**General:**

Avoid Blow (2): 8/2D6

Fast Hand (1): 7/D12

Lock Picking (1): 7/D12

Melee Weapons (1): 7/D12

Picking Pockets (1): 7/D12

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (2): 7/D12

—Dwarf (Throalic), Human

Streetwise (1): 6/D10

**Equipment**

Padded Cloth (Phys 2)

Dagger (Damage 7/D12; Range 9–15–18)

Short Sword (Damage 9/D8+D6)

Adventurer's Kit

Belt Pouch

Embroidery Tools

Quiet Pouch

Thieves' Picks and Tools

Trail Rations (1 week)

Traveler's Garb

**Loot**

200 silver pieces, in quiet pouch (to buy espagra skins); 20 silver pieces in belt pouch

**Legend Award**

45 Legend Points

**TROUBLESHOOTING**

If the characters turn down his offer, Hardly is willing to attire the entire group in the latest fashion. If the group chooses to negotiate the price, he is willing go as high as 275 silver pieces for each character. If they wish to have items made from espagra, Hardly readily agrees but insists that the characters provide their own hides.

**THE SWARM**

The characters travel several days without incident. Enjoying the peaceful journey, they spot an exultation of espagra flying overhead. While watching, a few espagra break from the exultation and attack the characters.

**SETTING THE STAGE**

*Traveling through the hinterlands is an uneventful journey; the warm sunshine and the sounds of nature soothe your soul as you travel. Today is different though. The sound of the wilderness is eerily quiet. The birds have stopped chirping and there are no sounds of other animals in the brush.*

*A shadow passes across you, then a second, and a third. You look up to see the sky filled with dragon-like creatures. What seems like hundreds passing overhead, blotting out the sun's rays and creating a sparkling sea of blue and green. They pay no notice to your group, but after the main body passes overhead, a group of them break off and appear to dive towards you.*

*As they draw near they appear more like flying lizards than dragons, and you realize that you are beset by espagra. Most are a brilliant blue in color, but a few in particular catch your eye as sun glints off their green scales like emeralds.*

**THEMES AND IMAGES**

This scene displays the vast contrasts that can exist in Barsaive's hinterlands. One moment the scene is a bright sunny day, and the next moment it is eerily quiet. Experienced players may assume that a Horror is causing the quietness. If such is the case, drawing out the encounter may add to the tension of the group.

When the group sees the espagra exultation, inform them that the characters have never heard of that many espagra flying together before. The characters should feel a deep sense of dread seeing that many espagra in one area. The combination of silence and awe should tell the characters that things are not right in the world.

**BEHIND THE SCENES**

The hordes of espagra are younglings descending from the mountains in search of food. Fortunately for the characters, the espagra have recently eaten. A few brash espagra, however, have decided to see how easy the group is. Inform the characters that the number of espagra attacking them is roughly double the number in the group; the lead espagra being a rare jungle breed with bright green scales. Because

all of these are so young, they are not quite as adept in their attacks. If the espagra miss on their dive attack, they take a tumble on the ground. They take damage equal to their damage step and are stunned for one round, after which they take off to rejoin the exultation. Those that do not return immediately try to escape after they take any damage. The green espagra, however, do not make dive attacks and retreat only if they take a wound. Because the espagra are so young, the green espagra are only able to use their Blinding Spit once during combat.

The group can choose to dash towards a small copse of trees 120 yards away. The espagra reach the group in three rounds. At a full-out run, the group may have just enough time to reach the copse of trees and hide amid the trees before the espagra can attack them. The group taking shelter in the trees causes all but the green espagra to rejoin the exultation. Not intimidated by the copse of trees, the green espagra land on the closest tree and spit poison at the character's eyes in an attempt to blind them.

### ESPAGRA (1 PER CHARACTER)

Flying predators colored a brilliant shade of blue, espagra resemble small dragons except for their iguana-like heads. An espagra's wingspan often reaches twelve feet. Though quick and agile flyers, espagra do not strike opponents while in flight, preferring to swoop down upon an enemy, knock him down, and continue the struggle on the ground.

Some espagra scales exude elemental air magic. These scales add luster and brilliance to the other scales, making the creature shimmer in a way that other espagra—and many races—find appealing. Master clothiers can tailor garments using espagra scales; such clothes look richer than other fine garments, even those decorated with precious jewels (see the **Player's Compendium**, p. 459).

<b>DEX:</b> 9	<b>STR:</b> 6	<b>TOU:</b> 8
<b>PER:</b> 6	<b>WIL:</b> 10	<b>CHA:</b> 4
<b>Initiative:</b> 10	<b>Physical Defense:</b> 11	
<b>Number of Actions:</b> 3	<b>Spell Defense:</b> 9	
<b>Attack (3):</b> 12	<b>Social Defense:</b> 8	
<b>Damage:</b>	<b>Physical Armor:</b> 5	
2 × Claws (3): 9	<b>Mystic Armor:</b> 6	
Tail (3): 9		
<b>Death Rating:</b> 44 (56)	<b>Recovery Tests:</b> 4	
<b>Wound Threshold:</b> 13	<b>Knockdown:</b> 7	
<b>Unconsciousness Rating:</b> 36 (46)		

**Combat Movement:** 40/61\*  
**Full Movement:** 80/122\*

\* The second value is the creature's flying Movement rate.

**Powers:** Durability (2)

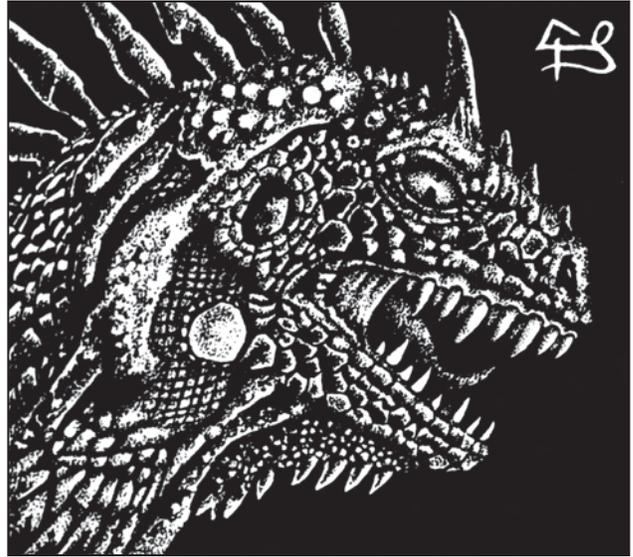
**Legend Points:** 200

**Equipment:** None

**Loot:** Scales worth D20 × 10 silver pieces (counts as treasure worth Legend Points)

#### Rules

An agile beast, the espagra can strike at three different targets within 3 yards of each other simultaneously, without penalties, one with each attack.



**Swooping Attack:** An espagra's swooping attack gains a +7 bonus to the Damage Test if the creature hits the target, but a swooping espagra sacrifices its remaining two attacks that round. An espagra may make a swooping attack after it has used its Full (flying) Movement rate of 122 yards in a round, and may follow up with three non-swooping attacks starting in the following round.

### JUNGLE ESPAGRA (3)

Jungle espagra are bright emerald green in color. They generally inhabit areas of thick vegetation like the Liaj and Servos jungles. These espagra only occasionally make trips outside the jungle—usually to mate in the safety of the high mountain peaks. Because of their habitat, jungle espagra are smaller and more agile than normal espagra—with wingspans rarely longer than eight feet. And while not as strong or large, they do have an enlarged neck compared to other espagra.

Jungle espagra do not make swooping attacks like standard espagra; instead they choose to hop from tree to tree spitting a blinding poison into the eyes of their prey. Because of the rarity of jungle espagra scales, they can fetch a higher price in cities.

<b>DEX:</b> 10	<b>STR:</b> 5	<b>TOU:</b> 7
<b>PER:</b> 7	<b>WIL:</b> 10	<b>CHA:</b> 4
<b>Initiative:</b> 11	<b>Physical Defense:</b> 12	
<b>Number of Actions:</b> 3	<b>Spell Defense:</b> 10	
<b>Attack (3):</b> 13	<b>Social Defense:</b> 8	
<b>Damage:</b>	<b>Physical Armor:</b> 4	
2 × Claws (3): 8	<b>Mystic Armor:</b> 6	
Tail (3): 8		
<b>Death Rating:</b> 42 (60)	<b>Recovery Tests:</b> 3	
<b>Wound Threshold:</b> 12	<b>Knockdown:</b> 6	
<b>Unconsciousness Rating:</b> 34 (49)		

**Combat Movement:** 46/67\*  
**Full Movement:** 92/134\*

\* The second value is the creature's flying Movement rate.

**Powers:** Blinding Spit (3): 13, Durability (3), Great Leap<sup>S</sup> (3): 13

**Legend Points:** 190

**Equipment:** None

**Loot:** Scales worth D20 × 15 silver pieces and saliva gland worth D6 × 10 silver pieces (each counts as treasure worth Legend Points)

## Rules

Jungle espagra do not make Swooping attacks. When surrounded by trees and vegetation, they are considered to be camouflaged (see **Perception Tests** in the **Gamemaster's Compendium**, p. 89); add +3 to the jungle espagra's Dexterity step to determine their Detection Difficulty.

Jungle espagra can spit venom into an opponent's eyes, causing temporary blindness by using their Blinding Spit power (see **Blinding Spit**, opposite).

## TROUBLESHOOTING

Characters standing their ground against such a large number of espagra are likely to be killed. Savron runs towards the trees for cover. If the group doesn't follow, inform them that some of the espagra are flying to intercept Savron. If the characters still do not follow, all the espagra target the player characters after Savron reaches the safety of the trees. At this point the characters are in for a hard fight.

If the gamemaster is hesitant to kill the characters, he may apply a -3 penalty to the espagra's tests to reflect that these are young espagra, which may increase the character's chances of survival. Subtract 90 Legend Points from the Legend Award if this option is used. If the fight with the espagra starts going badly, have the espagra withdraw from the fight. They consider the characters too much of an effort to finish. This only happens after several of the characters have been knocked unconscious and it is apparent that they

### Blinding Spit

**Step Number:** Rank + Dexterity

**Action:** Yes

**Type:** Mundane

The creature has poisonous saliva and can spit this venom into a target's eyes, causing extreme eye irritation and temporary blindness. Most creatures with this power have an enlarged saliva gland in their throat that can store this venomous spit for later use, typically enough for a number of uses per encounter equal to their rank in Blinding Spit. The creature makes a Blinding Spit Test against the Physical Defense of a target within 3 yards. If the test achieves a Good or better result, the creature has successfully hit the target's eyes. Targets affected by the poison suffer the effects of Blindness (see the **Player's Compendium**, p. 408), as if they were in Full darkness, for a number of rounds equal to the creature's Blinding Spit rank.

are going to lose the fight. If the espagra manage to knock all the characters unconscious, they begin eating the characters. All characters knocked unconscious have two Wounds when they wake up, whether the espagra were driven off or left on their own. Thankfully these espagra have already eaten before this encounter.

## THE SHRINE TO JASPREE

The characters are only a day away from the village of Safeway. When they decide to search for a suitable campsite for the night, they discover a shrine to Jaspree with a mountain espagra dying in the statue's arms.

## SETTING THE STAGE

As the group searches for someplace to bed down for the night, have each player make a Perception (5) Test. Those that succeed notice a group of pillars amidst a small stand of trees. Read or paraphrase the following to the players:

*The setting sun paints the sky in hues of pink and orange. As you search for a suitable place to make camp, you notice six large pillars among the trees. Closer inspection reveals an area cleared away to make a shrine to one of the Passions.*

*In the middle of the six pillars stands a seven-foot tall statue of a female elf with the lower body of a horse. One of her hands is outstretched as if offering something. With the other arm, she holds a dying espagra—which isn't actually part of the statue. The creature's wings hang down towards the ground, its breaths coming in shallow gasps. Three arrows protrude from its side causing blood to seep from the wounds.*

*The statue is splattered with its blood except for her face, where two small trails of blood descend down her cheeks as if she is crying. Though the thing that really catches your eye is the color of the espagra's scales; they are a shimmering white, similar to pearls found in the Aras Sea.*

## THEMES AND IMAGES

The shrine to Jaspree is a peaceful place. Characters should feel at ease despite the initial scene. Woodland creatures are abundant near the shrine, and the light rain (see **Behind the Scenes**, below) is refreshing after the long journey. Characters should fall asleep easily, although it is not magically induced. The feeling that Jaspree watches over the shrine relaxes the characters.

## BEHIND THE SCENES

The espagra is a rare breed that lives in the mountains of Barsaive. This espagra got caught up in the exodus and fell victim to Bergot's troupe. Instead of risking it getting away, they tried to shoot it out of the sky. It managed to fly here before crashing into the statue of Jaspree.

There is a copper bowl lying near the statue that the espagra knocked over on landing. A successful Perception (4) Test notices the bowl. If the group helps the espagra and

replaces the bowl into Jaspree's hands, a light rain starts shortly after sundown.

Sometime in the middle of the night, the espagra claws its way towards the foot of the statue and makes a weak attempt at climbing it. A character may remove the bowl and allow the espagra to drink from it. The espagra immediately gets a Recovery Test and the water acts as a booster potion (see the **Player's Compendium**, p. 451). There is enough water in the bowl for a total of three potions' worth.

Afterwards, the espagra follows the character that helped him around like a trusting pet for the bulk of the adventure. It also has a Friendly attitude towards all of the group members.

## TROUBLESHOOTING

If the group attempts to kill the espagra, Savron throws himself in the way to save it, claiming that it would be bad luck to kill the creature in a shrine to Jaspree. If a character kills the espagra, he gains a major curse (see **Curses** in the **Gamemaster's Compendium**, p. 110). If the characters miss the bowl, Savron finds it and can point it out to them or he may replace it in the statue's hands himself; he also helps the espagra if the characters show no interest in it. In this case, the espagra follows Savron with a Friendly attitude but distrusts the rest of the group slightly at a Neutral attitude until they earn its trust.

If all characters fail the Perception Test to notice the Shrine, the gamemaster may allow the character with the highest result on their Perception Test to be the one to notice it. Alternatively, the characters may make camp nearby, and overhear the struggle between the espagra and the brigands in the following encounter. In this case, the gamemaster may have to alter the descriptions appropriately.

## A THIEF IN THE NIGHT

In this scene, the group has their first encounter with Bergot's Brigands. The brigands wounded the white espagra a few hours earlier and have tracked it to the shrine. After reinforcements arrive, they ambush the group in an attempt to capture the espagra in the confusion.

## SETTING THE STAGE

Have any characters on watch make a Perception (6) Test to hear someone approaching the camp. If a character is successful, allow them to prepare themselves accordingly before reading the following:

*You yawn to stave off the late night. Two dwarfs step into the firelight with arms upraised.*

*"Greetings traveler, my friend and I could not help but notice your fire in the night. We are traveling from Iopos to Bartertown in search of work. My name is Bertus Groshuk, and my brother here is named Anvar Kilmus. We are performers trained in the arts that amaze the crowds. If you are willing to share your fire, I will regale you with tales of legends past. I assure you we are not Horror-tainted and will gladly perform any test you wish to administer."*

*With a flourish of his hand and a slight bow, the glade erupts in a mass of activity.*

Four brigands then jump from hiding and join the two posing as travelers in an attack.

## THEMES AND IMAGES

Here the characters' feelings of safety and goodwill are violated. What appear to be fellow travelers are anything but. The sudden attack should catch the characters off guard and set a more desperate and urgent feel to the battle. The nervous reaction of their new, scaled companion should make them curious about it after the dust has settled and even more interested in what happened to the unfortunate creature for it to wind up here in the first place.

## BEHIND THE SCENES

Bergot's troupe has been tracking the espagra ever since they wounded it earlier that afternoon. They sent word back and have been watching the group since dusk. Since the white espagra is so rare, Bergot has demanded that it be captured at all costs. Once the rest of the group arrives they plan to launch a surprise attack on the group. Their plan is simple: as the two brigands posing as travelers distract the characters, four more brigands attack from hiding, while another two attempt to capture the espagra. The espagra, which they believe wounded, is their main objective, the characters are only to be kept busy until it is captured.

The brigands' main purpose is to keep the characters busy while two of them bag the espagra. They are under orders not to kill it as Bergot does not want to risk ruining the hide. Unknown to the brigands is that the espagra is fully healed. Once the mountain espagra notices the two brigands approaching with the sack, it lets out an icy blast that scares its two assailants and causes them to run.

## BRIGANDS (8)

These brigands—six dwarfs and two humans—are part of Bergot's Brigands and fight in a Defensive Stance (see the **Player's Compendium**, p. 404). Each brigand fights until he is Wounded or the espagra has been captured.

If any brigands are caught, characters need to achieve a Good result on their Intimidation Tests to gain any information about Bergot. None give the location of the camp as long as they are held captive, and more than likely give false information if they are released.

### Attributes

**Dexterity** (15): 6/D10

**Toughness** (14): 6/D10

**Willpower** (10): 5/D8

**Strength** (16): 7/D12

**Perception** (11): 5/D8

**Charisma** (8): 4/D6

### Characteristics

**Physical Defense:** 8

**Spell Defense:** 7

**Social Defense:** 5

**Initiative:** 5/D8

**Physical Armor:** 5

**Mystic Armor:** 1

**Death Rating:** 36

**Wound Threshold:** 10

**Unconsciousness Rating:** 28

**Recovery Tests:** 3

**Knockdown:** 7/D12

**Combat Movement:** 26/30<sup>+</sup>

**Full Movement:** 52/60<sup>+</sup>

<sup>+</sup> The first value indicates the Movement rate of dwarf brigands; the second value indicates the Movement rate of human brigands.

## Skills

### Artisan:

Acting (1): 5/D8

Craftsman: Blacksmithing (2): 8/2D6

Craftsman: Leatherworking (1): 7/D12

### Knowledge:

Creature Lore (1): 6/D10

Snares and Traps (1): 6/D10

### General:

Avoid Blow (2): 8/2D6

Melee Weapons (3): 9/D8+D6

Missile Weapons (2): 8/2D6

Hunting (1): 7/D12

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (2): 7/D12

—Dwarf (Throalic), Human (Iopan)

Streetwise (4): 9/D8+D6

## Equipment

Hide (Phys 5; Myst 1; Init 1)

Broadsword<sup>H</sup> (Damage 12/2D10)

Club (Damage 10/D10+D6)

Dagger (Damage 9/D8+D6; Range 9–15–18)

Dwarf Sword<sup>Dw</sup> (Damage 10/D10+D6)

Light Crossbow (Damage 11/D10+D8; Range 50–100–200)

Quiver (with 15 light crossbow bolts)

<sup>Dw</sup> Indicates only dwarf brigands possess this weapon.

<sup>H</sup> Indicates only human brigands possess this weapon.

Adventurer's Kit

Belt Pouch

Blacksmithing Tools

Leatherworking Tools

Trail Rations (1 week)

Traveler's Garb

## Loot

D6 silver pieces and 2D20 copper pieces, in belt pouch

## Legend Award

60 Legend Points

## Notes

Dwarf brigands possess the dwarf Heat Sight racial ability.

## MOUNTAIN ESPAGRA

Mountain espagra live in the high peaks of the various mountain ranges in Barsaive. Rarely leaving their icy homes, the mountain espagra's pearly white scales help them to blend into their habitat. This hardy breed of espagra is virtually unknown in Barsaive and exhibits a shyness from Name-givers that other espagra do not. They have the ability to breathe an icy breath at their prey and appear unaffected by the coldness in which they dwell.

**DEX:** 9

**STR:** 7

**TOU:** 9

**PER:** 7

**WIL:** 7

**CHA:** 4

**Initiative:** 10

**Number of Actions:** 3

**Attack (3):** 12

**Damage:**

2 × Claws (3): 10

Tail (3): 10

**Death Rating:** 48 (66)

**Wound Threshold:** 14

**Unconsciousness Rating:** 41 (56)

**Combat Movement:** 40/61<sup>+</sup>

**Full Movement:** 80/122<sup>+</sup>

<sup>+</sup> The second value is the creature's flying Movement rate.

**Powers:** Breath Weapon [Ice] (3): 10, Durability (3),

Spellcasting (3): 10

**Legend Points:** 205

**Equipment:** None

**Loot:** Scales worth D20 × 20 silver pieces (counts as treasure worth Legend Points)

## Rules

Mountain espagra do not make Swooping attacks. When surrounded by snow and ice, they are considered camouflaged; add +3 to the mountain espagra's Dexterity step to determine their Detection Difficulty.

## TROUBLESHOOTING

The group, if completely surprised by the brigand attack, may start losing the battle. Remember that the brigands do not really want to fight with a group of adepts; after the first round, they use the Defensive Stance (see the **Player's Compendium**, p. 404) and Giving Ground (see the **Player's Compendium**, p. 405) combat options—this should increase the characters' survivability. Once things start going wrong, the brigands flee into the night.

Any captured brigands are receptive to kind treatment as they are not hardened criminals. The brigands are fearful of Bergot and do not willingly betray him. If questioned, they tell the characters that they were hunting the espagra and nothing more.

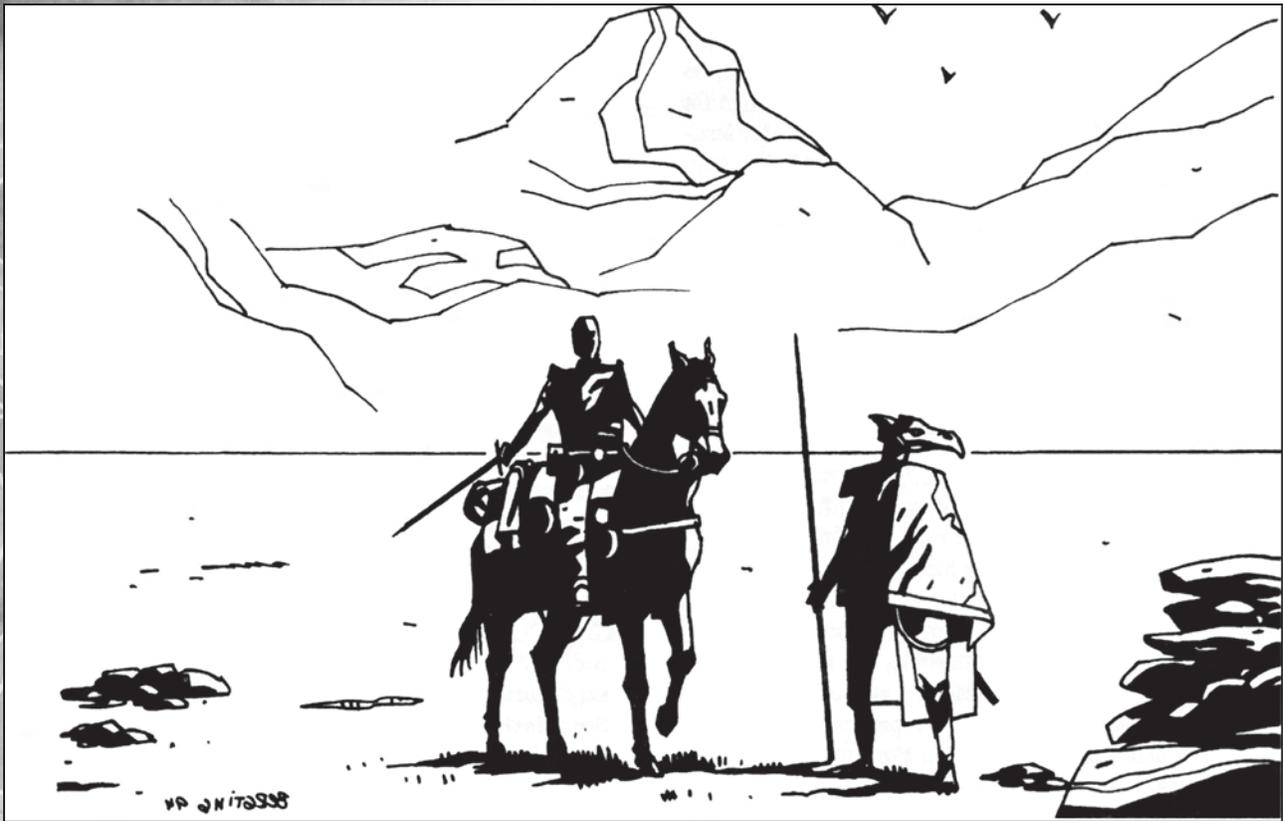
## THE VILLAGE OF SAFEWAY

The characters arrive at Safeway to discover that the tanner they are supposed to meet is missing and that the village is strangely quiet about questions concerning him. The characters have the opportunity to search the village for clues about what is going on.

## SETTING THE STAGE

The village of Safeway is roughly a day's walk from Jaspree's shrine. When the group gets close enough to see the village read the following:

*Following the road towards the Scythia Mountains, the trees thin and you catch your first glimpse of Safeway—a small village of a couple of dozen buildings that lies nestled between a small stream and the surrounding forest. A three-storey-high stone*



edifice watches over the hamlet. From the aged look, the tower may have stood since before the Scourge. A wooden palisade encircles the town on three sides, but the beginnings of a stone wall are starting to be built.

The villagers smile and wave as you approach and you can see dwarf soldiers patrolling the wall. As you approach the main gate a sign is posted in both Throalic and Theran.

*“Welcome to the free village of Safeway, All persons herein are free people by order of the Magistrate. Those that would practice slavery are unwelcome. Therans Beware!”*

You ask for directions to the local tanner and after a few quizzical looks find a nice looking wooden house with hides stretched out behind it. A dwarf woman is busy tending to her wares. When you ask if she is the local tanner, her eyes begin to well and she tells you her story.

*“I be the tanner’s wife. Me husband has been missin’ two days now and no hide nor hair can be found of ‘im. I think it be them shifty fellas that been comin’ about lately but none in town seems to be lookin’ hard to find ‘im. If you be decent folks, I be willin’ to pay fer you to be lookin’ fer ‘im.”*

## THEMES AND IMAGES

The sense of mystery about the events occurring around the characters should be heightening. The mixed messages and ignorance concerning the tanner should start to seem intentional as they note how widespread it is. The tale from the tanner’s wife plants the seed for the suspicion of a conspiracy, even as the reasons for the villagers’ responses have little

to do with the tanner’s disappearance. This scene gives them some clues as how to proceed and should make them more receptive to the questor that seeks them out during their investigations in town.

## BEHIND THE SCENES

Safeway is a village composed mainly of ex-slaves. The village was built after a group of adepts freed a number of slaves from Theran slavers. Without a second thought, they helped the ex-slaves build a town and Safeway was born. The village is located between the Midland Trading Post (see the **Adventure Compendium**, p. 35) and Kaer Eidolon and doesn’t see a lot of visitors because of its location. The village is a close knit community, and the original adventurers, who are regarded as local heroes, visit from time to time. The town magistrate, one of the original adventurers, runs the town, and with the help of his companions has helped the small village grow. Most of the buildings in the town belong to the local farmers, though a few of the more notable buildings are listed below.

The village is home to a tanner named Urzon, a Cavalryman that adventured many years ago. During the previous year, a group of individuals came to Safeway searching for Urzon; once they located him, he was captured and put into chains. When confronted, it was declared that Urzon was an escaped slave and thief. The enraged town descended upon the Theran captors and when the dust settled, Urzon was free once again. Since that time, no one speaks of Urzon to strangers.

## Theran Outpost

The main building in town is the three story square tower that was used as a Theran outpost before the Scourge. The bottom level is used as offices for town business, while

the upper two levels are used as living quarters for the Magistrate and his adventuring companions when they happen to be in town. Since the locals consider the adventuring group members to be heroes, they do not question this arrangement.

## Clankin' Steins Inn and Tavern

Clankin' Steins is the only inn and tavern in town. It is run by an old dwarf that goes by the name 'Smitty' who was in the Throalic army. His prices are fair, but if he does not like the look or mannerisms of a person he doubles the price on the spot. Clankin' Steins is the only building in the village, other than the old outpost, made of stone, so it is a common place for people to gather in the event of trouble. If asked about Urzon by Name, Smitty states that he never heard of him. If asked about the tanner, he says that the tanner keeps to himself and that he doesn't really know him that well. If the characters inquire about the individuals who stayed there a couple of days ago, he informs them that they were Iopans on their way to Parlainth. He knows they left by the east gate. If asked, Smitty directs the group to Gruson Mortier, a farmer to the east of Safeway, as the travelers would have had to pass by his farm to head towards Parlainth.

## Gruson Mortier Farm

Farmer Gruson is an ex-slave like many others in Safeway. He is good-natured and quick to tell a joke, especially at the expense of Therans. He is aware of neither the tanner's predicament—having not been to town in a few days—nor the Iopans that traveled past. What he does know is that he has seen a number of half-eaten carcasses on the south end of his farm lately and believes that it may be because of a Horror. He has also heard shouting on occasion in the woods to the south but has been too afraid to investigate. Unbeknownst to him or anyone else in the area, the carcasses are the bait used to catch espagra and the source of this shouting is actually Bergot's Brigand's conducting their shady business.

## Tanner

Urzon, the local tanner, performs all of the tanning for Safeway. He has become a well-known tanner in the area and is often sought out by trappers who wish to have unusual creatures skinned and tanned. Urzon's success can be attributed to a minor thread item he stole from his Theran captor when he made his escape. The dagger, named Gou-tar, is an ancient tribal weapon from a tribe of jungle t'skrang. It improves the individual's ability to skin animals. Suffering several failed attempts to skin the espagra himself, Bergot sought Urzon's reputed expertise. After further failures in transporting the espagra carcasses, Bergot offered Urzon the chance to join his band. Outraged at his refusal, Bergot had him kidnapped and brought to his camp.

## Tanner's Apprentice

The home of the tanner's apprentice is a rundown shack on the other side of the village. Investigating the area shows signs of recent use as Ruga, the apprentice, is not actually missing, but hiding in his home from the brigands. He

refuses to answer the door for anyone and sneaks out at night to get food. The door to his shack is easily forced open, and when confronted, Ruga surrenders and begs for mercy. When questioned, he claims that four individuals attacked Urzon late at night when they were checking the hides. The attackers did not see Ruga so he ran home to hide. He does not know who Urzon's assailants were but recalls seeing one of them at the Weaponsmith's forge a few days ago.

## Mason

This is the home of the mason who has just recently arrived in the village and has been commissioned to build a stone wall around it. Since the mason has not been here long, he freely talks about Urzon's business. He knows that Urzon has been tanning a lot of espagra lately but does not know who is bringing them. He also says that Urzon and his family keep to themselves, although Urzon frequently travels to other towns because of his skill in tanning.

## Weaponsmith's Forge

This is the Weaponsmith's shop and home. He performs all the weaponsmithing needs for the town and militia, supplementing his income with blacksmithing work when times are slow. If asked about Urzon, the Weaponsmith claims ignorance like everyone else. If asked about the two strangers in his shop recently, he explains that some travelers came to Safeway about five days ago and asked for some chains and shackles. He first thought they might be Therans because they had a strange accent, but when asked the two informed him that they were for animals they planned on capturing. The shackles they asked for were too small for Name-givers (and too large for windlings), so he assumed they were telling the truth. He knows that they stayed at the local inn until the items were finished two days ago.

## Livery & Stables

This is the livery and stables. Like most, the stable master is unwilling to talk about Urzon or his business. He is unaware of the situation with the brigands.

## Martial Training Hall

The most interesting building in the village is the martial training hall. It is a special training hall that supports Warriors and Swordmasters. It was set up by two of the town heroes, and they can be found here training young adepts when they are in town. The town has a few Warriors and Swordmasters acting as town guards because training at the hall is paid for with service in the town militia. A person wishing to be trained must make a blood promise to serve as a protector of the village a number of months equal to the Circle they wish to attain. The trainer returns the blood promise oath, promising hospitality for the trainee during his training and his stay as protector of the village, including room and board. Although it is not well-known, the training hall has been seeing more regular attendees since it has been opened.

A few weeks earlier, Bergot's brother, Beograd, finished his term of service after training at the hall. If asked about individuals with an Iopan accent, his teacher, K'srak T'sir, can recall Beograd mainly because of his melancholy mood.

He sensed that Beograd is having some internal dilemma that he is working through, but Beograd was not willing to discuss it.

## TROUBLESHOOTING

The characters should wish to seek out the missing tanner to finish their current job. If they do not, Savron reminds them that he can not conclude his business without him. K'srak T'sir, one of the local heroes, approaches any characters expressing interest in studying at the training hall. K'srak is a Ninth Circle t'skrang Warrior and enjoys training young Warriors. He explains that payment for training is to serve on the village's militia so the character may wish to conclude his business before committing himself to training. He's even willing to train humans a talent or two if they agree to serve the village as if gaining the relevant Circle.

## THE QUESTOR OF JASPREE

While the characters are searching for the missing tanner, they are confronted by a questor of Jaspree. Seeing the characters as a sign from his Passion, the questor requests their aid and the group sets out to find exactly what is transpiring.

## SETTING THE STAGE

Once the questor approaches the characters, read the following aloud:

*"Excuse me sirs, but I could not help but notice that you have a white espagra with you. I am Karthalus, a questor of Jaspree. I have been traveling, trying to find out why the espagra are migrating in such large numbers. You yourself are looking into matters of espagra, are you not? Perhaps we can benefit from working together."*

*"I came to Safeway after hearing that the local tanner, Urzon, had a large number of espagra hides for sale. I have asked around, but no one is willing to discuss the tanner or his business. The most I could gain from the magistrate is that the tanner probably left with his apprentice to another village to work, but the tanner's wife would say otherwise."*

*"If you would be gracious enough to allow me to travel with you, perhaps we could unravel this mystery."*

## THEMES AND IMAGES

This brief encounter serves as a point of decision: will they seek out the tanner and try to resolve the mystery or will they go their own way and ignore the problems they've uncovered? They also form their first impressions of Karthalus, playing the part of an impassioned questor on a mission, overshadowing his adventuring past.

## BEHIND THE SCENES

Karthalus has been having dreams of a white espagra being cruelly injured by Name-givers. At first he assumes that the characters are mistreating the espagra they have

captured, but after seeing how they interact with it, he takes it as a sign from Jaspree that they are the key to unlocking the meanings of his dream. He insists that he help the group to fulfill the destiny that is meant for them. If they refuse, he challenges a character obviously of a fighting Discipline, to a duel. If he successfully beats the character, he insists that they find out what has become of the tanner and why he has so many espagra hides for sale.

## KARTHALUS

Karthalus grew up in the city of Travar. As a child he would frequently sneak into taverns to listen to the dashing tales of Swordmasters. He envisioned himself as a famous hero performing great deeds like many children of his age. When he was old enough, he found a mentor to train him in the ways of the Swordmaster and was soon on an adventure to make a Name for himself. On his first adventure, his group discovered a Horror in an abandoned village. Although he believed himself to be noble in heart, he could not quell the fear he felt inside when they encountered the Horror. In the middle of combat, Karthalus panicked and ran from the village, leaving his group to the Horror.

Despondent about his actions, Karthalus could not bring himself to return to the village and began to travel the hinterlands alone. He did not travel far before he found himself running again, mortally wounded in a fight with a brithan. As he lay dying, lamenting over failed attempts at heroism, Karthalus had resigned himself to his fate, uncomforted by the thought that many would-be heroes probably arrived at the same one. In the delirium of his death, Karthalus was visited by the Passion Jaspree. Although he barely remembers the vague dreamlike visit, he recalls with striking detail the half-elf, half-horse avatar that healed him that day. When he awoke, his wounds had been healed and food left for him to eat. Karthalus, believing this was his second chance, set out again to be a hero in the name of Jaspree.

Karthalus is a Fifth Circle elven Swordmaster and questor of Jaspree. He generally travels only with those who are



trying to help Name-givers live harmoniously with nature. Karthalus traveled for a short time with other adepts but found himself to be on the receiving end of many jokes. Although he is an accomplished Swordmaster, he prefers not to tell others of it. This has caused Karthalus to question his choice in disciplines and he now believes his work as a questor more important.

### Attributes

**Dexterity** (18): 7/D12  
**Toughness** (11): 5/D8  
**Willpower** (10): 5/D8  
**Strength** (13): 6/D10  
**Perception** (13): 6/D10  
**Charisma** (15): 6/D10

### Characteristics

**Physical Defense:** 10  
**Spell Defense:** 9  
**Social Defense:** 10  
**Death Rating:** 32 (67)  
**Wound Threshold:** 8  
**Unconsciousness Rating:** 24 (54)  
**Combat Movement:** 38  
**Karma Points:** 20  
**Initiative:** 4/D6  
**Physical Armor:** 8  
**Mystic Armor:** 0  
**Recovery Tests:** 2  
**Knockdown:** 6/D10  
**Full Movement:** 76  
**Karma Step:** 4/D6

### Talents

Avoid Blow<sup>D</sup> (5): 12/2D10  
Durability (7/6) (5): 5  
First Impression (5): 11/D10+D8  
*Heartening Laugh* (4): 10/D10+D6  
Karma Ritual (5): 5  
Maneuver<sup>D</sup> (5): 12/2D10  
Melee Weapons<sup>D</sup> (5): 12/2D10  
Questor of Jaspree (5): 5  
—Animate Plant, Plant Growth (5): 10/D10+D6  
—Command Animal (5): 11/D10+D8  
Riposte<sup>D</sup> (5): 12/2D10  
Second Weapon<sup>D</sup> (2): 9/D8+D6  
Speak Language (3): 9/D8+D6  
—Human, *Or'zet*, Tskrang  
Taunt (7): 13/D12+D10  
Thread Weaving (Blade Weaving)<sup>D</sup> (5): 11/D10+D8  
Throwing Weapons (2): 9/D8+D6  
Winning Smile (2): 8/2D6  
Wound Balance (5): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.

### Skills

#### Artisan:

Dancing (1): 7/D12  
Weapon Rune Carving (1): 7/D12

#### Knowledge:

Ancient Weapons (1): 7/D12  
Botany (1): 7/D12  
Creature Lore (3): 9/D8+D6  
Legends and Heroes (1): 7/D12  
Passion Lore (2): 8/2D6  
Travar History (1): 7/D12

#### General:

Acrobatic Strike (1): 8/2D6  
Animal Handling (3): 8/2D6  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)

Speak Language (2): 8/2D6  
—Dwarf (Throalic), *Sperethiel*  
Streetwise (1): 7/D12  
Tracking (1): 7/D12  
Wilderness Survival (2): 8/2D6

### Equipment

Buckler (Phys 1; Shatter 17)  
Chainmail (Phys 7; Init 3)  
Broadsword (Forged +1; Damage 12/2D10)  
Dagger (Damage 8/2D6; Range 9–15–18)  
Short Sword (Damage 10/D10+D6)  
Spear (Damage 10/D10+D6; Range 18–30–36)  
Thread Amulet (Rank 4; SocDef +2; SpellDef +2)  
Adventurer's Kit  
Belt Pouch  
Booster Potion  
Carving Tools  
Trail Rations (1 week)  
Traveler's Garb

### Loot

138 silver pieces, in belt pouch

### Legend Award

615 Legend Points

### Notes

Karthalus possesses the elf Low-Light Vision racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Charisma-only Tests

## TROUBLESHOOTING

If the characters choose not to find the missing tanner, Savron reminds them of their duty to escort him back to Bartertown. In addition, any brigands who were captured at the shrine use the village as their escape. All the brigands are aware of Safeway's hatred for Therans, and when the group comes close to the gates, the brigands make a dash for the village yelling about Therans and pretending to be bound even if they are not. The town's villagers confront the characters about the accusation and the brigands use the delay to escape through the east gate.

## BERGOT'S BRIGANDS

In this scene, the characters enter the woods to find the source of the noise near the farm. The characters find a group of Bergot's Brigands subduing an espagra. After a short encounter, they discover what has happened to Urzon and the location of Bergot's camp.

## SETTING THE STAGE

Read the following aloud as the characters search the forest:

*As you crest the hill searching for the noise that farmer Gruson mentioned, you see three dwarfs assaulting an espagra with clubs. The creature is trying weakly to get away, but it appears to be in*

pain. Two of the Name-givers beat the espagra ruthlessly while the third stands a few feet back. The third dwarf does not seem to you as a common brigand. He wears well-kept chain mail and seems to dislike what the other two are doing. Nearby you see a half-eaten squirrel staked to the ground.

Without a word, Karthalus advances into view of the trio and yells a challenge to the attackers. Startled, the three men look at your group and prepare to fight. The dwarf in chain mail quickly steps in front of the other two, his sword suddenly drawn and ready.

## THEMES AND IMAGES

The pieces of the puzzle begin falling into place. The characters' clues and suspicions are now given hard evidence as to what's going on. On the heels of this realization arise a challenge and an opportunity for aid. As they face Beograd, the proud, yet conflicted Warrior, they have the chance to make a powerful ally on their quest.

## BEHIND THE SCENES

Beograd, Bergot's brother, is here with two other brigands at one of the stakeout areas. The sight of the senseless beating enrages Karthalus, and he marches down the hill without a second thought for the group. He challenges any of the trio to a duel. Beograd, on the other hand, is only half-hearted in his attempts to capture espagra. Being a Warrior, he does not see any honor in poisoning the beasts for capture.

Beograd agrees to a duel, offering information if he can be bested. He points to a Warrior in the group and only agrees to the duel if he fights another Warrior or another seasoned fighter in fair combat. He states the rules of the duel: the two are to use the flats of their blades, employing the Attacking to Stun combat option (see the **Player's Compendium**, p. 404), and cannot attack the other on the ground. The other two brigands do not interfere and trust Beograd's judgment. Regardless of the outcome of the duel, Beograd is heartened by the display and agrees to help the characters stop his brother's activities if the characters agree not to kill Bergot.

## BEOGRAD ANDALIS

Beograd is Bergot's younger brother (see p. 15). He adventured briefly, but he worries about his brother's attempts to get rich. He wishes to adventure more and make a Name for himself, but Bergot manipulates him with guilt when he tries to leave. This latest scheme is causing Beograd to have a crisis of conscience, but he is unwilling to talk about it with anyone. Beograd is a Second Circle dwarf Warrior.

### Attributes

**Dexterity** (17): 7/D12

**Toughness** (15): 6/D10

**Willpower** (11): 5/D8

**Strength** (20): 8/2D6

**Perception** (9): 4/D6

**Charisma** (12): 5/D8

### Characteristics

**Physical Defense**: 9

**Spell Defense**: 6

**Social Defense**: 7

**Initiative**: 4/D6

**Physical Armor**: 8

**Mystic Armor**: 1

**Death Rating**: 38 (56)

**Wound Threshold**: 10

**Unconsciousness Rating**: 30 (44)

**Combat Movement**: 30

**Karma Points**: 8

**Recovery Tests**: 3

**Knockdown**: 8/2D6

**Full Movement**: 60

**Karma Step**: 4/D6

## Talents

Acrobatic Strike (2): 9/D8+D6

Air Dance (3): 7/D12\*

Anticipate Blow<sup>D</sup> (2): 6/D10

Durability (9/7) (2): 2

Karma Ritual (2): 2

Melee Weapons<sup>D</sup> (4): 11/D10+D8

Throwing Weapons (2): 9/D8+D6

Unarmed Combat<sup>D</sup> (2): 9/D8+D6

Wood Skin<sup>D</sup> (3): 9/D8+D6

<sup>D</sup> Indicates a Discipline talent.  
\* Talent modified by -3 Initiative penalty

## Skills

### Artisan:

Weapon Rune Carving (1): 6/D10

### Knowledge:

Legends and Heroes (1): 5/D8

Military Procedures (1): 5/D8

Weapon Lore (2): 6/D10

### General:

Etiquette (1): 6/D10

Hunting (1): 8/2D6

Read and Write Language (1): 5/D8

—Dwarf (Throalic)

Speak Language (2): 6/D10

—Dwarf (Throalic), Human (Iopan)

Tactics (2): 6/D10



## Equipment

Buckler (Phys 1; Shatter 17)  
Chainmail (Phys 7; Init 3)  
Dagger (Damage 10/D10+D6; Range 9–15–18)  
Dwarf Sword (Forged +1; Damage 12/2D10)  
2 × Spears (Damage 12/2D10; Range 18–30–36)  
Adventurer's Kit  
Belt Pouch  
Carving Tools  
Trail Rations (1 week)  
Traveler's Garb

## Loot

30 silver pieces, in belt pouch

## Legend Award

160 Legend Points

## Notes

Beograd possesses the dwarf Heat Sight racial ability.

## DWARF BRIGANDS (2)

These dwarfs are loyal to Beograd and are the only brigands that Beograd works with. They have been inspired with Beograd's tales of heroic warriors and hope to one day become adepts. Use the brigand statistics on p. 8.

## TROUBLESHOOTING

The only problem the characters can encounter here is if they kill Beograd. He is not vital to the completion of the story, and characters may wish to fight Beograd even after he calls for a truce. If they attack Beograd after he calls for a truce, Karthalus tells the characters not to give in to the Passion of Raggok and that everyone knows when to call a fight.

## THE BRIGANDS' CAMP

After finding the location of the brigand camp, the characters confront Bergot. Attempts to convince Bergot to stop are found to be fruitless, and combat ensues. After the fight, the characters are able to finish their dealings with the tanner and return to Bartertown.

## SETTING THE STAGE

When the characters approach the camp, read the following aloud:

*The forest opens into a small glade about a hundred yards across. A large tent has been erected in the center of the clearing. There is a dwarf chained to a tree next to the tent diligently working on skinning a recently slain espagra, while two humans are busy stretching out other espagra hides on wooden frames. A human and a dwarf kneel a few feet away engrossed in some other activity.*

*After a short time, you see a skinny dwarf come out of the tent and yell at the two kneeling and then check the progress of the espagra. Satisfied with the progress, he returns to the tent. The human and*

*dwarf almost immediately resume their endeavor at the new location they have moved to. A dozen espagra lay on one side of the clearing. They are chained to trees or held in cages. The dwarf skinning the espagra looks worn and haggard. When he stops, one of the dwarfs walks over to him and pokes him with his club.*

## THEMES AND IMAGES

Even with their abilities, they should have a feeling of apprehension about taking on a large camp of brigands. They also see the exploitation of these espagra firsthand and may be caught up in the same feelings of outrage expressed by Jaspree through their traveling companion. His dash into the fray may catch them by surprise and draw them into the conflict sooner than they feel ready for.

As the espagra are freed, the assurance that they are fighting on nature's side, even for such voracious creatures, can be evoked. They are righting a wrong and growing in their legends, even in such small conflicts and seemingly minor misuses of a Name-giver's power.

## BEHIND THE SCENES

Not much is going on throughout the day. Urzon is here chained to a tree tanning espagra hides. Two brigands are helping him, while another two are on guard. Bergot can usually be found in his tent coming up with new schemes to get rich. He makes it a point to come out frequently to make sure everything is going smoothly.

Once any fighting starts, Bergot blows a thundra beast horn, signaling his brigands to come back to camp. The brigands are spread out up to half a mile away from the camp, with four brigands—three dwarfs and one human—arriving every two rounds until the eighth round, when all the brigands have returned. If Beograd initiates conversation, Bergot blows the horn and attempts to delay the characters until his brigands arrive. Regardless of what happens, he does not give up his operation before it has even had a chance to start.

At some point during combat, Karthalus goes to the espagra to set them free. The espagra, being hungry and sick for the last few days, take the opportunity to attack their captors. At the gamemaster's discretion, have the espagra make a Perception (5) Test. Success indicates the espagra target one of their captors. Failure targets the closest character—not including Karthalus—to the espagra. Once this happens, Bergot tries to make his escape. Urzon can be found hiding in some of the loose hides that were lying beside him, and any surviving brigands attempt to flee into the woods.

## BERGOT ANDALIS

Bergot Andalis, the leader of Bergot's Brigands, is skinny for a dwarf. When his parents died, Bergot tried to support himself and his younger brother, Beograd (see p. 14). Because of his size, he found it difficult to find honest work and turned towards thievery. Bergot wants nothing less than to become an important person and believes that wealth is the only means to accomplish this. Always scheming, Bergot

pursues any endeavor wholeheartedly, every failure making him angrier and less prone to listen to his brother's warnings. Bergot is a Third Circle dwarf Thief.

### Attributes

**Dexterity** (17): 7/D12  
**Toughness** (14): 6/D10  
**Willpower** (12): 5/D8

**Strength** (14): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (13): 6/D10

### Characteristics

**Physical Defense:** 9  
**Spell Defense:** 9  
**Social Defense:** 7

**Initiative:** 6/D10  
**Physical Armor:** 5  
**Mystic Armor:** 2

**Death Rating:** 36 (56)  
**Wound Threshold:** 10

**Recovery Tests:** 3  
**Knockdown:** 6/D10

**Unconsciousness Rating:** 28 (44)

**Combat Movement:** 30  
**Karma Points:** 11

**Full Movement:** 60  
**Karma Step:** 4/D6

### Talents (Knacks)

Avoid Blow<sup>D</sup> (2): 9/D8+D6  
Climbing (3): 10/D10+D6  
Durability (5/4) (4): 4  
Fence<sup>D</sup> (4): 10/D10+D6  
Karma Ritual (3): 3  
Lock Picking<sup>D</sup> (3): 10/D10+D6  
Lock Sense<sup>D</sup> (3): 10/D10+D6  
Melee Weapons (4): 11/D10+D8  
Picking Pockets<sup>D</sup> (3): 10/D10+D6  
Silent Walk<sup>D</sup> (4): 11/D10+D8 (Shadow Hide)  
Surprise Strike<sup>D</sup> (3): 9/D8+D6

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Acting (3): 9/D8+D6

#### Knowledge:

Alchemy and Potions (2): 9/D8+D6  
Botany (2): 9/D8+D6  
Creature Lore (2): 9/D8+D6  
Poisons (2): 9/D8+D6  
Snares and Traps (2): 9/D8+D6

#### General:

Alchemy (2): 9/D8+D6  
Hunting (2): 9/D8+D6  
Missile Weapons (2): 9/D8+D6  
Read and Write Language (1): 8/2D6  
—Dwarf (Throalic)  
Speak Language (2): 9/D8+D6  
—Dwarf (Throalic), Iopan  
Streetwise (3): 10/D10+D6

### Equipment

Hide (Phys 5; Myst 1; Init 1)  
2 × Daggers (Damage 8/2D6; Range 9–15–18)  
Dwarf Sword (Forged +1; Damage 10/D10+D6)  
Light Crossbow (Damage 10/D10+D6; Range 50–100–200)  
Quiver (with 30 light crossbow bolts)  
Adventurer's Kit  
Alchemy Kit (at brigand's camp)  
Belt Pouch



Booster Potion  
Kelia's Antidote (for Debilitating, Ingested poison)  
Kelix's Poultice  
Large Sack (with Debilitating, Ingested poison herbs; mimics Black Brine poison, except source)  
Trail Rations (1 week)  
Traveler's Garb

### Loot

50 silver pieces, in belt pouch

### Legend Award

195 Legend Points

### Notes

Bergot possesses the dwarf racial ability of Heat Sight.

## DWARF (15) AND HUMAN (5) BRIGANDS

Those in Bergot's Brigands are not hardened criminals as Bergot would make them appear. If they take a Wound, or damage greater than half their Death Rating, they flee into the woods. Should more than two-thirds flee or become incapacitated the rest also flee.

Use the brigand statistics on p. 8.

## ESPAGRA (10)

Use the espagra statistics on p. 6.

## URZON TEGIN

Urzon hails from a small village in the northern hinterlands. He adventured for a short time before his adventuring band was captured by Therans and forced into slavery. Urzon spent several years as a slave before being bought by a young Theran scholar. Being very interested in Scythan history, the Theran was more generous with Urzon than his previous masters had been. This new master often had discussions with him about Scythan history and lore; and even though he showed Urzon more leniency than previous masters, the Theran still ensured that Urzon knew his place there. After several years, Urzon's master allowed him the freedom to travel his lands unsupervised.

Unknown to the Theran, Urzon had fallen in love with a fellow servant—another dwarf whose parents had been captured as slaves. Urzon was determined to escape and show

her the freedom she had never experienced. Urzon made a daring escape, stealing some of his master's gold and possessions to barter his passage back to Barsaive. He returned to the northern region of Barsaive and came across Safeway, where he decided to start over, becoming the local tanner.

Urzon is a Fourth Circle dwarf Cavalryman.

### Attributes

**Dexterity** (14): 6/D10      **Strength** (16): 7/D12  
**Toughness** (17): 7/D12      **Perception** (13): 6/D10  
**Willpower** (10): 5/D8      **Charisma** (14): 6/D10

### Characteristics

**Physical Defense:** 8      **Initiative:** 5/D8  
**Spell Defense:** 7      **Physical Armor:** 5  
**Social Defense:** 8      **Mystic Armor:** 1  
**Death Rating:** 40 (68)      **Recovery Tests:** 3  
**Wound Threshold:** 11      **Knockdown:** 7/D12  
**Unconsciousness Rating:** 32 (56)  
**Combat Movement:** 28      **Full Movement:** 56  
**Karma Points:** 15      **Karma Step:** 4/D6

### Talents

Animal Bond (4): 10/D10+D6  
Avoid Blow (4): 10/D10+D6  
Blood Share<sup>D</sup> (3): 10/D10+D6  
Charge<sup>D</sup> (5): 12/2D10  
Durability (7/6) (4): 4  
Empathic Command<sup>D</sup> (2): 7/D12  
Karma Ritual (4): 4  
Melee Weapons (5): 11/D10+D8  
Resist Taunt<sup>D</sup> (4): 9/D8+D6  
Spirit Mount<sup>D</sup> (2): 8/2D6  
Thread Weaving (Rider Weaving)<sup>D</sup> (4): 10/D10+D6  
Trick Riding<sup>D</sup> (4): 10/D10+D6  
*Wheeling Attack* (4): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.

### Skills

#### Artisan:

Craftsman; Leatherworking (3): 9/D8+D6

#### Knowledge:

Creature Lore (3): 9/D8+D6  
Scythan History (2): 8/2D6

#### General:

False Shackles (1): 7/D12  
Fast Hand (1): 7/D12  
Lock Picking (1): 7/D12  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Shackle Shrug (1): 7/D12  
Speak Language (1): 7/D12  
—Dwarf (Throalic)  
Wilderness Survival (2): 8/2D6

### Equipment

Hide (Phys 5; Myst 1; Init 1)  
Thread Bone Dagger (Named Gou-tar; Rank 4; Damage 10/D10+D6; Range 9–15–18; +4 bonus to Skinning and Tanning Tests; see **Magical Treasures**, p. 18)  
Traveler's Garb

### Loot

None

### Legend Award

250 Legend Points

### Notes

Urzon possesses the dwarf Heat Sight racial ability.

## TROUBLESHOOTING

If the characters choose not to engage the brigands to stop their activity, Karthalus and Beograd, if he is with the characters, confront Bergot and his evil deed. Savron insists on accompanying them because he cannot finish his dealings without the tanner. The final sign is the white espagra, which flies to attack the brigands. If the group still refuses to help them, remind them that nature is all around and dismissing Jaspree off-hand is not a wise idea. If they are still not swayed to help, let them leave. Savron returns to Bartertown and tells Hardly of the characters' cowardice. Word gets around, since Hardly knows a lot of influential people, and the characters will have a hard time dealing in Bartertown.

## AFTERMATH

After the group has dealt with Bergot's Brigands, they still need to get Urzon back to Safeway and escort Savron back to Bartertown. Karthalus informs the characters that he is going to stay as several of the espagra were injured when the brigands subdued them—he believes this is what Jaspree wishes him to do. He does not let anything happen to the remaining espagra and challenges anyone who wishes to harm them. They do not seem to mind the questor's help but hiss loudly at anyone else who comes near them. Karthalus tells the characters that they have done a great service to Jaspree and wishes them well on their journey.

After the group returns to Safeway, Urzon retells every one of the characters' great heroics; a small feast is held in their honor at Clankin' Steins, and their room and board is provided at no charge. Savron negotiates the price for the remaining hides; he has a shrewd eye and makes sure that he gets all of the green hides for Hardly. If the players wish, Urzon is more than happy to give the characters a few hides for their help. The journey back to Bartertown is uneventful. Hardly is overjoyed at the character's return as well as the quality of the hides brought back. He offers the characters an additional 25 silver each and agrees to make them any outfit they want (although it takes him at least a week to get it all done).

## AWARDING LEGEND POINTS

As suggested in the **Gamemastering** chapter of the **Gamemaster's Compendium**, p. 94, **A Tear for Jaspree** awards a number of Legend Awards to the player characters. A single Legend Award should award a number of Legend Points as determined by the character's Circle. For example, a Third Circle character receives from 200 to

500 Legend Points per Legend Award, and a total of two to five Legend Awards per game session. In the final game session that concludes the adventure, the characters may gain two extra Legend Awards for completing the overall adventure goal.

The gamemaster characters and creatures presented in this adventure have listings for Legend Points. These are the points characters earn for defeating them. The adventure goal for **A Tear for Jaspree** is to free Urzon and capture Bergot before getting the hides and returning to Bartertown.

## NEW MAGICAL TREASURES

The following magical treasures can be found during the adventure.

### GOU-TAR

Gou-tar is a bone dagger, similar to those used by jungle t'skrang. Loosely translated, Gou-tar means 'skin-taker' in the t'skrang language. With no threads attached to it, the Gou-tar has the same characteristics as a normal bone dagger (see the **Player's Compendium**, p. 435, and the **Name-giver's Compendium**, p. 292).

**Maximum Threads:** 2

**Spell Defense:** 12

**Location:** Urzon Tegin (see p. 16) currently has a Rank 4 thread woven to Gou-tar.

#### Thread Rank One

**Cost:** 200

**Key Knowledge:** The wielder must learn the Name of the dagger.

**Effect:** The dagger is now Damage step 2.

#### Thread Rank Two

**Cost:** 300

**Effect:** The wielder gains a +2 bonus to tests involving the skinning or tanning of an animal's hide.

#### Thread Rank Three

**Cost:** 500

**Key Knowledge:** The wielder must learn the Name of the tribe that the dagger's creator was from.

**Effect:** The dagger is now Damage step 3.

#### Thread Rank Four

**Cost:** 800

**Effect:** The wielder gains a +4 bonus to tests involving the skinning or tanning of an animal's hide.



#### Thread Rank Five

**Cost:** 1,300

**Deed:** The wielder must travel to a jungle t'skrang village and participate in the ceremony of the skin-taker. This is a great honor among jungle t'skrang, and convincing them to perform the ceremony on a non-member may be the subject of an adventure itself. This Deed is worth 1,300 Legend Points.

**Effect:** The wielder of Gou-tar can use the hide of an animal to take that animal's form. In order to take a creature's form, the wielder must skin the animal with Gou-tar. Once skinned, the hide is good for one week and the wielder can transform any number of times within that week. This ability can only be used on mundane, non-magical creatures and the transformation either way takes 4 rounds. While in beast form, the wielder gains all of the chosen animal's normal physical Attributes and abilities, but retains his own mental Attributes and talents. Characters in beast form can be affected by any talents or spells that normally affect animals. They can cast only those spells requiring gestures that the animal is capable of performing; this limitation automatically excludes any spell requiring speech.

# EARTHDAWN SHARDS: SUBMISSION GUIDELINES

The **Shards** series is a collection of adventures and encounters for the **Earthdawn** game. Intended as an inexpensive adventure resource for **Earthdawn** gamemasters, they are also a springboard for aspiring writers. The **Shards** series is published and available for purchase online from *OneBookshelf.com*—it is possible that a collection might see print at a later stage. Please read the following guidelines carefully before submitting your idea for a Shard. Submissions that do not conform to the guidelines may not be accepted.

## WHAT WE ARE LOOKING FOR

Short adventures and encounters (including appropriate setting descriptions) for **Earthdawn**, written to be used with the rules contained in the **Earthdawn Player's and Gamemaster's Compendiums**. A Shard can also contain new creatures and gamemaster characters. The tone and style of the text should fit the **Earthdawn** setting (refer to previously published adventures to get an idea of what we are talking about here). As mentioned above, the **Shards** series also serves as a hunting ground to find potential new writers we can send outlines to and ask to participate in bigger projects, so succeeding here may result in future agreements.

## WHAT YOU NEED TO SEND US

Your manuscript, formatted as outlined below, attached to an email sent to *submissions@earthdawn.com*. The email must contain a standard disclosure agreement (you can copy and paste the boxed text unaltered into the body of your email). Please note that these guidelines are subject to change, so check our web site at *www.earthdawn.com* for updates and an FAQ).

## Formatting

We accept electronic submissions only. Each entry should come as a separate file (please use any of the following formats for your entries: DOC, RTF, TXT, or PDF). Your full name and email address should be provided clearly on the first page of the entry and/or in the header/footer. All pages should be plain white Letter- or A4-sized paper with one-inch margins all around, and set in a Times Roman type no smaller than 10 point). Using the default settings of your wordprocessor is usually a good idea. Please pay close attention to spelling, grammar, and punctuation—use our **Submission Handbook** for **Earthdawn** as a guide.

## WHAT HAPPENS WHEN MY SUBMISSION GETS ACCEPTED?

If your submission survives our evaluation process (as outlined in the **Revisions and Rejections** section on p. 6 of our **Submission Handbook** for **Earthdawn**), we will contact you and start working on getting the Shard ready for publication (this involves editing, artwork selection/creation, and layout by our staff).

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**Earthdawn** is a roleplaying game set in a world of high adventure, high magic, and terrible danger. The **Shards** series is a collection of adventures and encounters for the **Earthdawn** game, intended as an inexpensive resource for **Earthdawn** gamemasters.

This volume contains the adventure **A Tear for Jaspre**, designed for 3 to 5 Novice adepts of any Discipline. In this adventure, the characters discover short-sighted greed, confront one of Barsaive's most dangerous predators, and become the instruments of a Passion's wrath. In the process they encounter some unlikely allies, and meet a village with its own story to tell, one in which they get in trouble if they ask too many questions, but could also serve as a safe haven in the future. Requires use of the **Player's** and **Gamemaster's Compendiums**.



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