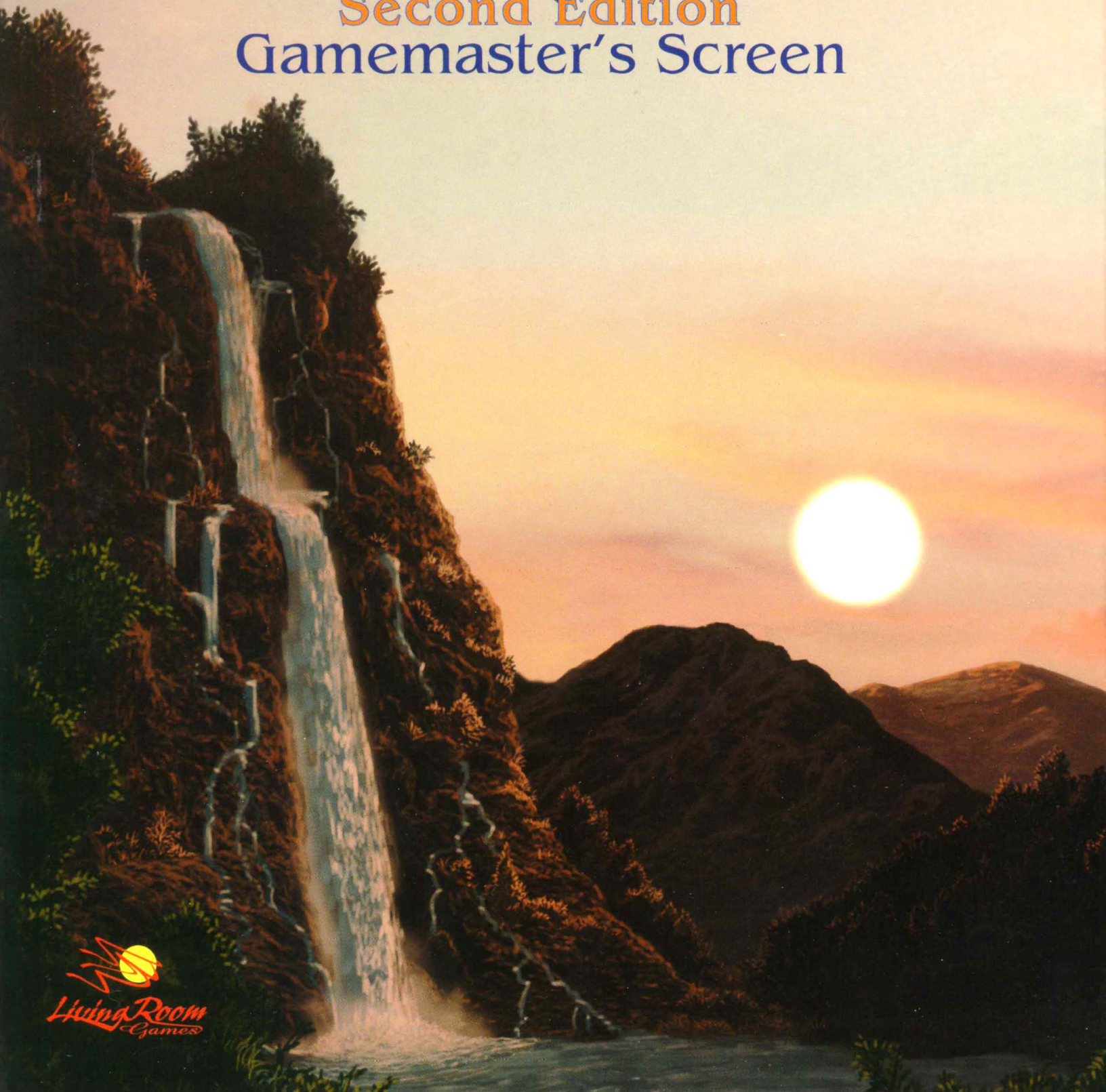




Second Edition
Gamemaster's Screen



SUCCESS LEVEL TABLE

Difficulty of Task	Easy	Average	Hard	Very Hard	Heroic
Success Level	Poor	Average	Good	Excellent	Extraordinary
Difficulty Number					
3	1	3	6	8	10
4	1	4	7	10	12
5	1	5	9	11	14
6	2	6	10	13	17
7	2	7	12	15	19
8	3	8	13	16	20
9	4	9	14	18	22
10	5	10	15	19	24
11	5	11	17	21	25
12	6	12	18	22	27
13	6	13	20	24	29
14	7	14	21	26	32
15	8	15	22	27	33
16	8	16	24	29	35
17	9	17	25	30	37
18	10	18	26	32	38
19	11	19	27	33	39
20	12	20	28	34	41
21	13	21	29	35	42
22	13	22	31	37	44
23	14	23	32	38	45
24	15	24	33	40	47
25	16	25	34	41	48
26	17	26	35	42	49
27	18	27	36	43	51
28	18	28	38	45	52
29	18	29	40	47	56
30	20	30	40	47	55
31	21	31	41	48	56
32	22	32	42	49	58
33	23	33	43	51	59
34	23	34	45	53	62
35	24	35	46	53	62
36	25	36	47	55	64
37	26	37	48	56	65
38	26	38	50	58	67
39	27	39	51	59	68
40	28	40	52	60	70
41	29	41	53	61	71
42	30	42	54	62	72

SITUATION MODIFIER TABLE

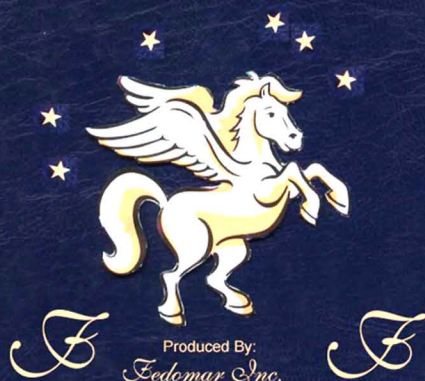
	Attack Test Modifier	Physical Defense Modifier
Blindside	+2 steps	—
Darkness	-3 steps	—
Harried	-2 steps	—
Knocked Down	-3 steps	-3 (also to Spell Defense)
Surprise	No Test Allowed	-3 (also to Spell Defense)

PERCEPTION MODIFIER TABLE

Environmental Condition	Step Modifier
Sight	
Dusk/dawn	-2
Darkness	-5
Light rain/precipitation	-1
Heavy rain/precipitation	-3
Target concealed:	
25%	-1
50%	-2
75%	-3
95%	-5
Target camouflaged: same color as surroundings	-3
Target color contrasts with surroundings	+3
Target uniquely shaped compared to surroundings	+2
Viewer knows what to look for, i.e., has seen specific object or character before	+2
Sound	
Soft background noise	-1
People talking	-2
Boisterous talk/singing	-3
Loud noises/battle sounds	
10-19 yards away	-1
20-49 yards away	-2
50+ yards away	-4
Sound is lower in pitch than background noise	-2
Sound is higher in pitch than background noise	+2
Sound has steady rhythm that contrasts with background noise	+2
Listener has heard sound before and recognizes it	+2
Listener trying to identify the only audible sound	+3
Smell	
Odor obvious	+2
Other odors present	-2
Touch	
Extreme temperature (hot or cold)	+3
Perceiver is wearing gloves	-3
Taste	
Taste is obvious	+3
Perceiver has a cold	-3

PERCEPTION DIFFICULTY TABLE

Situation	Typical Difficulty Number
Target hidden	Target's Dexterity step
Locating traps	Detection Difficulty of the trap
Spotting secret doors	8+
Noticing clues	5+
Noticing anything unusual about surroundings	6



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STEP / ACTION DICE TABLE

Step	Action Dice	Attribute Equivalent	Step	Action Dice
1	D4-2	—	51	2D20+D12+2D10+2D8
2	D4-1	1-3	52	2D20+2D10+2D8+2D6
3	D4	4-6	53	2D20+2D10+3D8+D6
4	D6	7-9	54	2D20+3D10+2D8+D6
5	D8	10-12	55	2D20+3D10+3D8
6	D10	13-15	56	2D20+4D10+2D8
7	D12	16-18	57	2D20+D12+3D10+2D8
8	2D6	19-21	58	3D20+2D10+2D8+D4
9	D8+D6	22-24	59	3D20+2D10+2D8+D6
10	D10+D6	25-27	60	3D20+2D10+3D8
11	D10+D8	28-30	61	3D20+3D10+2D8
12	2D10	31-33	62	3D20+D12+2D10+2D8
13	D12+D10	34-36	63	3D20+2D10+2D8+2D6
14	D20+D4	37-39	64	3D20+2D10+3D8+D6
15	D20+D6	40-42	65	3D20+3D10+2D8+D6
16	D20+D8	43-45	66	3D20+3D10+3D8
17	D20+D10	46-48	67	3D20+4D10+2D8
18	D20+D12	49-51	68	3D20+D12+3D10+2D8
19	D20+2D6	*	69	3D20+3D10+3D8+D4
20	D20+D8+D6		70	3D20+3D10+3D8+D6
21	D20+D10+D6		71	3D20+3D10+4D8
22	D20+D10+D8		72	3D20+4D10+3D8
23	D20+2D10		73	3D20+D12+3D10+3D8
24	D20+D12+D10		74	3D20+3D10+3D8+2D6
25	D20+D10+D8+D4		75	3D20+3D10+4D8+D6
26	D20+D10+D8+D4		76	3D20+4D10+3D8+D6
27	D20+D10+D8+D6		77	3D20+4D10+4D8
28	D20+D10+2D8		78	3D20+5D10+3D8
29	D20+D12+D10+D8		79	3D20+D12+4D10+3D8
30	D20+D10+D8+2D6		80	4D20+3D10+3D8+D4
31	D20+D10+2D8+D6		81	4D20+3D10+3D8+D6
32	D20+2D10+D8+D6		82	4D20+3D10+4D8
33	D20+2D10+2D8		83	4D20+4D10+3D8
34	D20+3D10+D8		84	4D20+D12+3D10+3D8
35	D20+D12+2D10+D8		85	4D20+3D10+3D8+2D6
36	2D20+D10+D8+D4		86	4D20+3D10+4D8+D6
37	2D20+D10+D8+D6		87	4D20+4D10+3D8+D6
38	2D20+D10+2D8		88	4D20+4D10+4D8
39	2D20+2D10+D8		89	4D20+5D10+3D8
40	2D20+D12+D10+D8		90	4D20+D12+4D10+3D8
41	2D20+D10+D8+2D6		91	4D20+4D10+4D8+D4
42	2D20+D10+2D8+D6		92	4D20+4D10+4D8+D6
43	2D20+2D10+D8+D6		93	4D20+4D10+5D8
44	2D20+2D10+2D8		94	4D20+5D10+4D8
45	2D20+3D10+D8		95	4D20+D12+4D10+4D8
46	2D20+D12+2D10+D8		96	4D20+4D10+4D8+2D6
47	2D20+2D10+2D8+D4		97	4D20+4D10+5D8+D6
48	2D20+2D10+2D8+D6		98	4D20+5D10+4D8+D6
49	2D20+2D10+3D8		99	4D20+5D10+5D8
50	2D20+3D10+2D8		100	4D20+6D10+4D8

* Attribute equivalent increases by increments of 3 per each step number increase

INTERACTION SUCCESS TABLE

Interaction	Success Level
Deceit	
Exaggerations	Average
Fabrications	Good
Half-Truths	Average
Insight	
Detecting basic emotions	Average
Detecting deception	Good
Detecting deception when target character's features are obscured	Excellent
Intimidation (Line of sight required)	
"Do nothing"	Average
Take action	Good
Favors	
(See Favor Success Table)	
Making an Impression	
Failure worsens target's attitude 1 degree.	
Average success or better improves target's attitude by 1 degree.	

DISPELLING TABLE

Spell Circle	Dispel Difficulty
1	15
2	18
3	20
4	23
5	25
6	28
7	30
8	33
9	35
10	38
11	40
12	43
13	45
14	48
15	50

RAW MAGIC TABLE

Region Type	Warping Step	Damage Step	Horror-mark Step**
Safe	Circle*	Circle + 4	1
Open	Circle + 5	Circle + 8	Circle + 2
Tainted	Circle + 10	Circle + 12	Circle + 5
Corrupt	Circle + 15	Circle + 16	Circle + 15

* Circle refers to the Circle of the spell being cast with raw magic

** Horror-mark steps cannot exceed a Horror's Spellcasting steps.

ATTRIBUTE TABLE

Attribute Value	Physical (Dex)/ Spell (Per)/ Social (Cha) Defense Rating	Movement Full/Combat (yds/round) (Dex)	Carrying Capacity/ Lifting (lbs) (Str)	Death Rating (Tou)	Wound Threshold (Tou)	Uncon. Rating (Tou)	Recovery Tests per day (Tou)	Mystic Armor (Wil)
1	2	25/13	10/20	19	3	10	1/2 days	0
2	3	28/14	15/30	20	4	11	1/2 days	0
3	3	30/15	20/40	22	4	13	1	0
4	4	32/16	25/50	23	5	14	1	0
5	4	35/18	30/65	24	5	15	1	0
6	4	38/19	35/75	26	6	17	1	0
7	5	40/20	40/85	27	6	18	1	0
8	5	43/22	50/100	28	7	19	2	0
9	6	48/24	60/115	30	7	21	2	0
10	6	50/25	70/135	31	8	22	2	0
11	7	54/27	80/160	32	8	24	2	1
12	7	57/29	90/185	34	9	26	2	1
13	7	60/30	105/210	35	9	27	2	1
14	8	65/33	125/250	36	10	28	3	2
15	8	70/35	145/290	38	10	29	3	2
16	9	75/38	165/310	39	11	31	3	2
17	9	80/40	200/400	40	11	32	3	3
18	10	85/43	230/460	42	12	34	3	3
19	10	90/45	270/540	43	12	35	3	3
20	10	100/50	315/630	44	13	36	4	4
21	11	110/55	360/735	46	13	39	4	4
22	11	120/60	430/860	47	13	40	4	4
23	12	130/65	500/1,000	48	14	41	4	5
24	12	140/70	580/1,160	50	14	43	4	5
25	13	150/75	675/1,350	51	15	44	4	5
26	13	160/80	790/1,580	52	15	45	5	6
27	13	170/85	920/1,840	54	15	47	5	6
28	14	180/90	1,075/2,150	55	16	48	5	6
29	14	200/100	1,200/2,500	56	16	49	5	7
30	15	220/110	1,450/2,900	58	17	51	5	7

RACIAL MODIFIERS TABLE

Race	Dexterity	Strength	Toughness	Perception	Willpower	Charisma
Dwarf	+0	+2	+3	+0	+0	-1
Elf	+2	+0	-2	+1	+1	+1
Human	+0	+0	+0	+0	+0	+0
Obsidiman	-2	+6	+4	-1	+0	-1
Ork	-1	+3	+1	+0	-1	-1
Troll	+0	+4	+2	-1	+1	+0
T'skrang	+1	+0	+1	+0	+0	+1
Windling	+1	-4	-3	+1	+0	+2

THROWING WEAPONS

	Cost	Dmg	Str	Weight	Size	Range (in yards)		
			Min			S	M	L
Axe, Throwing	25	3	5	3	3	2-15	16-25	26-40
Bola	10	3	4	1	2	2-15	16-25	26-35
Dagger	8 cp	2	9	1	1	2-5	6-10	11-15
Dagger, Flight	25	2	12	12 oz.	1	2-15	16-40	41-75
Dagger, Throwing	2	2	12	12 oz.	1	2-10	11-20	21-30
Darts	5 cp	1	5	2 oz.	1	1-3	4-6	6-9
Hawk Hatchet	125	5	9	2	3	2-25	26-80	81-125
Net	15	NA	9	5	6	1-2	3-4	5-6
Oil, Burning Flask	6	5*	5	8 oz.	3	2-10	11-20	21-30
Spear	3	4	5	4	4	2-15	16-40	41-100
Windling Spear	3	2	2	1	2	2-14	15-36	37-90

*Use Step 5 for damage. Do not add these steps to Strength.

MISSILE WEAPONS

	Cost	Dmg	Str	Weight	Size	Range (in yards)		
			Min			S	M	L
Blowgun	2	1	1	10 oz.	1	1-2	3-4	5-6
Box of 10 needles	1	—	—	8 oz.	—	—	—	—
Bow, Short	15	3	10	3	5	2-25	26-80	81-120
20 Short Bow arrows	5	—	—	5	—	—	—	—
Bow, Windling	15	2	5	1	2	2-23	24-78	79-108
20 Windling arrows	5	—	—	8 oz.	—	—	—	—
Crossbow, Great	250	6	17	12	6	2-55	56-200	201-300
15 Great Crossbow bolt	40	—	—	6	—	—	—	—
Crossbow, Light	50	4	10	5	4	2-50	51-125	126-200
15 Light Crossbow bolt	15	—	—	3	—	—	—	—
Crossbow, Medium	125	5	13	6	5	2-50	51-175	176-275
15 Medium Crossbow bolt	20	—	—	3	—	—	—	—
Longbow	60	4	13	4	6	2-40	41-100	101-220
20 Longbow arrow	10	—	—	7	—	—	—	—
Longbow, Great	120	5	17	8	6	2-40	41-110	111-240
20 Great Bow arrow	20	—	—	14	—	—	—	—
Quiver	2	—	—	3	—	—	—	—
Sling	3	2	7	2	2	2-15	16-40	41-100
Sling, Great	6	3	11	4	3	2-17	18-44	45-110
Warbow, Elven*	200	5	13	4	6	2-40	41-200	201-300
20 Warbow arrow	25	—	—	7	—	—	—	—

*Minimum Dexterity of 15 required to use warbow.

Calendar of Throal*

- 1. Strassa
- 2. Veltom
- 3. Charassa
- 4. Rua
- 5. Mawag
- 6. Gahmil
- ** Five day celebration
- 7. Raquas
- 8. Sollus
- 9. Riag
- 10. Teayu
- 11. Borrum
- 12. Doddul

* The Throalic calendar divides the year into twelve months of thirty days each. Each month begins near or on a new lunar cycle.

** Between the months of Gahmil and Raquas, the Throalic calendar sets aside five days to celebrate the Earth.

† On the 18th of Doddul is the Celebration of the Return, marking the end of the war with Thera. It is celebrated throughout the kingdom of Throal.

ARMOR

	Cost	Armor Rating	Mystic Bonus	Armor Weight	Initiative Penalty
Blood Pebble	300	5	3	NA	1
Chain Mail	180	7	0	40	3
Cloth, Padded	2	2	0	3	0
Crystal Plate	12,000	7	7	90	5
Crystal Ringlet	500	4	4	45	2
Fernweave	125	2	3	15	0
Hide Armor	50	5	1	25	1
Leather	10	3	0	15	0
Leather, Hardened	40	5	0	20	1
Leather, Padded	20	4	0	20	0
Living Crystal	1,100	6	3	NA	2
Obsidian Skin	100	3	1	20	0
Plate Mail	3,000	9	0	60	4
Ring Mail	110	6	0	30	2

SHIELDS

	Cost	Armor Rating	Mystic	Weight	Initiative	Shatter
			Armor Bonus		Penalty	Threshold (Optional)
Body	50	+5	0	15	2	21
Buckler	5	+1	0	5	0	17
Crystal Viking	150	+3	+3	15	2	18
Ferndask	22	+1	2	5	1	16
Footman's	15	+3	0	10	1	19
Rider's	20	+3	0	8	1	19

MELEE WEAPONS

	Cost	Dmg	Str	Weight	Size
		Step	Min		
Battle-axe	35	6	13	5	4
Broadsword	25	5	9	3	3
Broadsword, Great	50	6	13	6	4
Broadsword, Windling	25	3	4	1	1
Club	2	3	7	3	2
Dagger	8 cp	2	5	1	1
Flail	35	5	10	8	3
Hand-axe	12	4	10	2	2
Knife	3 cp	1	4	10 oz.	1
Lance	100	4	15	10	6
Mace	20	4	9	5	3
Mace, Spiked	40	6	13	8	4
Pole Arms	150-225	8	15	12	6
Pole-axe	150	8	15	12	6
Quarterstaff	5	2	5	4	5
Sap	1	1	2	8 oz.	1
Spear	3	4	11	4	4
Sword, Short	16	4	5	2	2
Sword, Two-handed	125	7	15	7	5
Trispear	25	5	11	7	3
Warhammer	125	7	15	7	5
Whip	10	3	7*	1	3

*Minimum Dexterity of 7 required to use a whip.

EARTHDAWN GM SCREEN ADVENTURE: INTO THE BREACH

by
Gary McBride



WRITING ASSISTANCE

Mike Williams

ART DIRECTOR

Shirley Soto

EARTHDAWN LINE DEVELOPER

Mike Williams

GM SCREEN ART

Patrick Keith

SENIOR EDITOR

Henry Khang

LAYOUT

Marco Soto

SPECIAL THANKS

Jason Middleton

EARTHDAWN FIRST EDITION COMPANION WRITTEN BY:

Lou Prosperi, Greg Gordon, Christopher Kubasik, and Allen Varney

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Published under license by Living Room Games
116 W. Williamsburg Manor
Arlington, TX 76014

E-mail: info@lrgames.com
Visit us on the World Wide Web at <http://www.lrgames.com>

INTRODUCTION

"Into the Breach" is an introductory adventure for the **Earthdawn** fantasy roleplaying game. This adventure is intended for four to eight first to third circle adventurers. It is intended to introduce the player characters to both the system and the world of Barsaive. However, it is also easily adapted to more experienced characters. Notes on doing this are included at the end of this adventure.

These events are furthermore designed to be easily inserted into an existing campaign. The primary location of Wester's Crossing could be literally anywhere in Barsaive, though a location in Landis or near Throal seems particularly appropriate.

BACKGROUND

It is a tempting thing – to prey on the young and adventurous. And Barsaive is full of young would-be heroes eager to give birth to their legends. Once, one such young would-be hero was an elf Archer Named Derros Fallingstar. He joined with a company of like-minded Adepts to find their legend and make their mark upon Barsaive.

Unfortunately, Derros' dreams went horribly astray. His companions were almost entirely slain by other Adepts because of a personal vendetta. Derros found himself alone, disillusioned and on the run because of a quarrel that was not his. Derros was only able to survive by hooking up with a notorious bandit gang.

Quickly, he found that the bandit life suited him. If he couldn't make his mark as a great hero, then he would make it as one of Barsaive's most feared outlaws. He rose through the ranks, eventually becoming the commander of a sizeable bandit gang of his own. This once would-be hero had become a criminal menace.

Derros proved to be a clever leader. He has always prided himself on being inventive and novel in his schemes. Recently, he has concocted a new scheme that has proved so far very successful for Derros and his fellow highwaymen.

Derros has, strictly by luck, located a long-looted and now forgotten kaer that had been breached during the Scourge – Kaer Andellus. Kaer Andellus is one of the all too frequent bleak reminders of the Scourge that dot the landscape of Barsaive. It is a place that Name-givers, desperate for respite from the onslaught of the Horrors, put their faith in to protect them. And ultimately, they found no shelter at all – only madness and death.

But every adventurer and fortune seeker has heard tales of still-sealed kaers filled with wonders and wealth from the age before the Scourge. Further, a breached kaer is rarely a safe place. Often some residue of the Horror infestation still resides in such places. It is the stuff that tales often dwell on – heroes fighting the last bastions of the Horrors remaining in Barsaive and enjoying the spoils of their effort.

It is this very desire that Derros now preys upon. He has turned an old breached kaer into a trap. Using a fake map hidden inside a clay tablet, he lures young fortune hunters into an ambush. Adventurers are often loaded with magical and expensive equipment. Derros' band has grown quite wealthy with this scheme and his agents always make sure that the map only falls into the hands of the young and the inexperienced. This adventure begins with the map entering the hands of our heroes....

WESTER'S CROSSING

The town of Wester's Crossing is a small and unremarkable community on a busy crossroads. It is run by a thoroughly corrupt mayor named Finneas DeVahl (a human non-Adept). He keeps the peace for the most part, but his friends, family and allies seem to prosper while those who do not curry his favor seem unable to keep their businesses open and profitable. The town is small, virtually lawless, and beneath the notice of any of the major players of Barsaive. Finneas likes it that way.

If there is anything redeeming about Wester's Crossing, it is the Dire Beagle. The Dire Beagle was an inn and way station even before the Scourge. Though it has been rebuilt and restored many times it remains one of the finest and largest inns and taverns for many miles in any direction. Though it is not the only inn at Wester's Crossing, the rest seem like virtual hovels by comparison.

The Dire Beagle boasts a large and inviting fireplace, surprisingly good fare for a roadside inn, and a seemingly endless supply of an outstanding local brew called the Beagle's Boast. The proprietor is a dwarven Troubadour Named Karl Growler. He runs a tight ship at the Dire Beagle, and his efforts have made him a wealthy man.

The Inn sees a lot of varied traffic and caters to everyone from the traveling wealthy with its twenty five silver a night King's Suite (once slept in by King Nieden himself, a sign boasts) to the common room at six copper a night (no complimentary breakfast and you must be awake and out fifteen minutes before the lunch crowd starts trickling in at eleven).

It is also currently the haunt of Skyler, a human Thief agent of Derros' bandits (see the NPC section for details). Skyler has the clay tablet so central to Derros' plans. He has orders to find a group of young fledgling heroes full of big ideas and valuable equipment and give them the tablet.

Skyler does not want to just hand the tablet over to the dupes. That might arouse their suspicion (and after all, he gets a cut of their gear). Rather, he wants them to think they have somehow won it or cleverly acquired it. How he does that depends entirely upon the players themselves. Below are some suggestions.

TAKE MY TABLET ... PLEASE

Here are three ways that Skyler might employ in making sure the PCs end up with the tablet.

The Old Fake-My-Caravan-is-in-Trouble Trick

Skyler pretends to be a merchant named Able Keller worried that his caravan (which he was supposed to meet here in town) didn't arrive on time. He has heard rumors of a group of bandits in the area and fears that the caravan may have fallen prey to them. He wants to hire a group of adventurers to retrace their route and see if they can find any sign of what happened to the caravan. Here's the rub – the merchant is flat broke. He barely has enough to stay at the inn. He can't pay the adventurers up front. But if they can find his caravan (robbed or not) he promises "to pay them one hundred silver or at least whatever is left in the strongbox if bandits have attacked the caravan."

On the path that the caravan was supposed to follow there are signs of a struggle (broken arrows and dried blood) and a trail that can be tracked against a (Difficulty Number of 5). It leads to a couple of

broken and looted wagons. The only thing there is a broken strongbox that contains only the clay tablet (described in detail below).

This entire scene has been faked. The blood is pig's blood. The broken arrows were placed there by Skyler. The wagons are a couple of old wrecks looted from other victims some time ago. Thorough investigation may warrant Perception Tests, and certainly the use of the Evidence Analysis talent could reveal that strange things are afoot.

If the PCs return to the "merchant" with news of the caravan's destruction, he feigns distress and proclaims his ruin. If they mention that the only thing in the strong box was the clay tablet, he is taken back. "That? No...I didn't mean that!" But he relents. "I am a man of my word. Take that as payment for your aid. It is all I have to give. At least now I know what became of the caravan. I am returning home to start over again. Perhaps we will meet once again." And then Skyler leaves town, confident of a job well done.

This scheme is most likely employed if the PCs have a virtuous air about them. After all, they have to be willing to be aid a merchant in need for no money in advance.

The Old Conning-the-Conman Trick

Skyler pretends to be a conman trying to get money out of the foolish and unwary at the Dire Beagle (this is not much of an acting stretch for him). He then gives the PCs a chance to foil his "evil" scheme and end up with the very item he was using to fool his prey. Skyler is again calling himself Able Keller, a humble merchant in unusual artifacts. He claims loudly to another patron of the tavern to be in possession of a powerful artifact that he believes may well be useful in warding off Horrors.

He then reveals the tablet, carefully unwrapping the clay item. But he also loudly proclaims that he intends to give it up only to someone who is clever, because he fears it would be useless and perhaps even dangerous in the hands of the foolish. "The Passions have visited me and declared it my errand to find a man wise enough to be worthy of this artifact," he proclaims. And then he again quickly hides the tablet away.

If the PCs don't ask, then one of the bar patrons will. "And how will you know this wiseman?"

"He can beat me at game of cards." And using the artifact as bait, he lures would-be fortune seekers over to his table and proceeds to fleece them thoroughly. Skyler is, amongst his many talents, also an expert card shark. But he will "arrange" to freakishly lose a hand if one of the PCs takes him up on his offer. He will grow angry at his loss, but still give up the tablet. He leaves with a parting curse.

The Old Fake-Theran-Agent-Pillaging-the-Treasures-of-Barsaive Trick

Skyler picks a dupe besides the PCs, in this case, a hapless human peddler named Gorman Klaos. He hides the tablet and a small marble statuette of no great value from Kaer Andellus amongst Gorman's wares. They are wrapped in an oilskin and hidden near the bottom of his goods. It is unlikely that even Gorman will notice them for many days until he unpacks his wagon. Skyler then enters the bar as a simple merchant again going by the name Able Keller. He is obviously nervous and upset. He approaches the PCs and asks them a question. "I have heard a rumor that you are Adepts... adventurers, even. Is this true?"

Regardless of what the PCs say, Skyler relates his story. "I have overheard that there is a Theran spy in town who is collecting Barsaivan artifacts to return to the Empire. He goes under the guise of humble peddler named Gorman Klaos. I am a patriot, Adepts, and would not see my homeland pillaged. Unfortunately, Gorman has connections to the mayor of this town (perhaps he's bribed him with his ill-gotten artifacts) so doing anything against him here would be foolish. I am just a merchant. I can't do anything to stop this business, except tell you."

If the PCs ask for proof, Skyler relates that he has none. Only what he seen, but he knows how to prove it. The peddler should leave town in the next few days. Confront him on the road and search his wares. He claims to have only household goods. If that is all he has, he is free to go. But if you discover unusual items then it will confirm that he is a Theran and a thief. He must be dealt with.

If the PCs approach Gorman, he is unwilling to let anyone rummage through his goods. If threatened he will acquiesce. If attacked he has stats exactly like a bandit (and alone is no serious threat to the PCs). Once the items are discovered he is utterly shocked and is completely surprised. He quickly begins to suspect the PCs are trying to set him up and take his goods. He tries to run and that likely gets him killed or injured. If turned over to the Mayor as a "Theran agent" it doesn't take long before frontier justice ensures that poor Gorman swings from the gallows.

No one wants the tablet or the statue especially after it gets around there may be Therans coming after them to get them back. The PCs will find themselves saddled with both items in short order.

THE TABLET

The tablet itself is nothing much to look at. After all, it was hastily manufactured by bandits in the middle of the woods. It is weathered and worn away as if water and wind has had much time to etch away at it (or as if it was put in a fast moving stream for three days). It is made of hard red clay that is covered in many strange and cryptic ornate symbols (the bandits pressed the still soft clay against some of the frescoes in the kaer to create these images).

But perhaps most prominently, written upon the clay tablet is the following verse in ornate elf script (a language Skyler, in any of his guises, claims not to read). The verse says:

*Guard me closely
Always hold me dear
For when I break
Then danger appears*

If the clay tablet is shattered it reveals a piece of heavy parchment that has been concealed in the clay – the fabled map to Kaer Andellus.

TO KAER ANDELLUS

The journey to Kaer Andellus is not without its own perils. The wilderness from Wester's Crossing to the kaer is seldom traveled and less inventive bandit groups than those of Derros' may also make their hideouts here. Furthermore, some of the monstrous predators of Barsaive such as Crakbills and Espagra may also be lurking about. These potential encounters are left solely to the discretion of the gamemaster. But there

is one encounter that needs to happen in order to foreshadow later events in the story.

Kaer Andellus is not entirely as abandoned as Derros believes. Derros did not bother to fully explore the kaer. He only gave it a cursory inspection and made sure it was free of any obvious dangers that might threaten his nearby encampment. There were some strange carvings in the throne room in particular that he was never able to puzzle out (see below for more details). There is in fact a Horror Construct still lurking in a secret part of Kaer Andellus.

That construct keeps alive some part of the Horrors' influence in the area and it still permeates the woods around the kaer. Many of the animals are Horror tainted and corrupted into unnatural forms. One of them makes its hunting grounds not far from the path to the dead kaer. It is this beast the PCs encounter.

Derros Fallingstar is in deep denial about the Horror presence in and around Kaer Andellus. Despite numerous strange occurrences, reports of strange beasts in the woods, and the occasional dire dreams, Derros believes the kaer is dead and empty. Some of his men suspect otherwise, but Derros will hear no contradiction on this matter.

The Vipercoil is a strange beast that appears as if five snakes were literally blended together into one angry ball of teeth and scales. It hunts through this area of the woods, savagely attacking anything that gets in its way. It moves with a strange undulating motion and has surprised many opponents with its sudden bursts of speed.

THE VIPERCOIL

Attributes

DEX: 6 STR: 3 TOU: 8
PER: 4 WIL: 5 CHA: 4

Initiative: 6	Physical Defense: 6
Number of Attacks: 5	Spell Defense: 5
Attack: 8	Social Defense: 5
Damage: 5	Armor: 4
Number of Spells: 1	Mystic Armor: 4
Spellcasting: 5	Knockdown: Immune
Effect: see below	Recovery Tests: 3

Death Rating: 40	Combat Movement: 70
Wound Threshold: 11	Full Movement: 35
Unconsciousness Rating: 32	
Creature Durability: 3*	

*This value varies with the number of heads in coil.

Legend Points: 400

Equipment: None

Loot: The strangely beautiful skin of the viper coil which looks like a nest of snake skins melted together is a valuable exotic leather. This specimen's hide is worth 400 silver. This counts as treasure worth Legend Points.

A Vipercoil's brush with Horror magic does more than change its appearance. Its venom is increased in potency. Each bite is venomous (step number 8, Spell Defense 6, Instant, 1d4 Combat Rounds, see p. 232 of *Earthdawn 2nd edition* for details regarding poison).

Vipercoils also possess the ability to shift and displace their image. Every round of combat they roll their spell casting (Step 5) and add

this to their physical defense. They may do this and still attack normally. The ball of snakes appears to be blinking from one place to another in a random and confusing manner.

Vipercoils are immune to talents, spells, and skills with Fear-based effects.

READING THE MAP

The map is purposefully cryptic. It is based solely on landmarks such as the "Red Mountain" and "The Columns." It gives no true sense of distance. However, the map describes a journey that will take about a week from Wester's Crossing. The wary may wonder why someone would make a map that gives directions specifically from Wester's Crossing and hide it in a clay tablet. They are about to get that question answered.

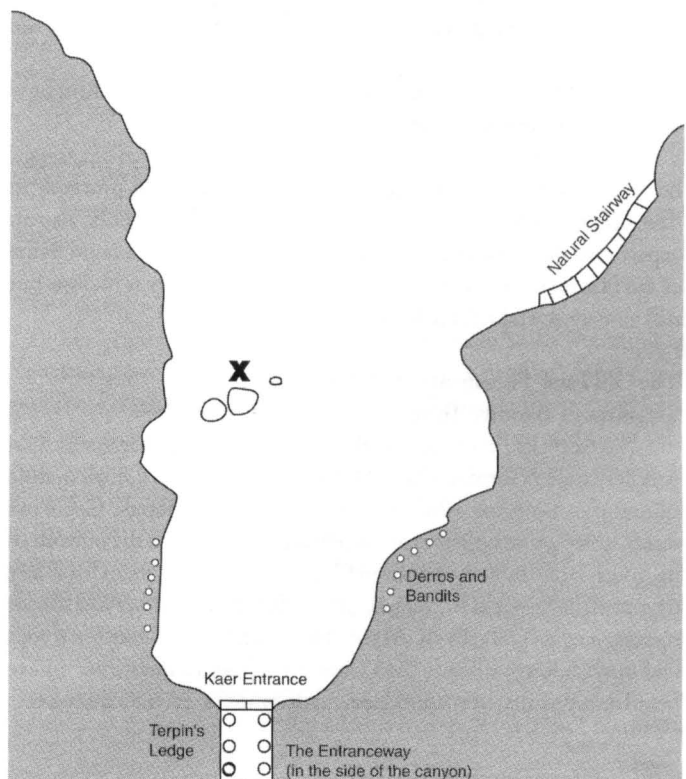
THE AMBUSH

This event is really one big action scene. If done properly, it should hopefully play like something out of a movie. The results may be something of a foregone conclusion, but it is up to the PCs to make sure they get there in good shape.

Once the PCs arrive at Kaer Andellus, the true nature of their map is revealed. The entrance to the kaer is concealed at one end of a narrow box canyon. It is literally a geographically perfect place for an ambush. The bandits keep their distance until the PCs approach the entrance to the kaer itself...

THE TRAP IS SPRUNG

Derros Fallingstar loudly announces his presence from the top of the box canyon. Around him are at least a dozen other men holding bows, and sounds can be heard all around the edge of the canyon of



others moving into position. He wastes little time explaining the PCs' predicament.

"Hello, down there. You are surrounded on all sides. Turns out all we want is your money. Go to the center of the canyon, put all your belongings, weapons and armor into a pile and I promise we'll let you live. This isn't really something I'm open to debate about. This is more of a do it or die sort of situation."

The PCs can also see the entrance to the kaer. It is a pair of large ornate double doors that have been locked shut with an obviously recent addition – a chain and crude lock. Derros doesn't really expect the PCs to surrender. None of the other adventurers have, after all. But he is interested in seeing what the PCs try to do. So the PCs have a moment to think and to act.

One fact is obvious: they are completely out in the open unless they get inside the kaer. They can break the lock. It has a Physical Armor of 5 and requires ten points of damage to destroy. It can also be picked, although this probably requires keeping Derros busy for a few moments and if there is one thing Derros loves, it is to hear himself talk. It is a crude lock with a Difficulty Number of seven to pick.

Still, either plan likely exposes the PCs to a round of arrow fire from Derros and a dozen bandit archers. But at least then they will be under cover. Past the double doors is the entranceway to the kaer. The entrance chamber is in ruins. One of the main support pillars looks like a single solid blow would collapse it. Broken stone and statuary litter the floor of what was obviously once a stately entrance chamber.

Let us summarize the tactical situation. If the PCs fire at the bandits, their targets count as being under partial cover (a 2 step penalty to hit) and the PCs suffer a further 2 step penalty for firing almost straight up. The bandits are roughly 60 yards away which puts them at medium range for most missile weapons, allotting a further 2 step penalty to both hit and damage. So, the PCs are typically at a cumulative 6 step penalty to hit and 2 step penalty to damage. The bandits themselves suffer only from the medium range penalty, although they are sitting and braced which in this case lessens the 2 step hit penalty to 1 step. In short, the PCs are in a very bad tactical situation.

With one phenomenal archer and twelve skilled archers raining down arrows on them, they are very quickly either going to be under cover or dead. The one thing the PCs have going for them is that the bandits do not concentrate fire. Because the bandits are scattered among the rocks they spread their fire pretty evenly amongst all the PCs.

Once they are out of immediate danger from arrows, Derros continues his harangue.

"I tried to be nice. You managed to get the door open. Bravo. There is no way out of that kaer. We have lots of provisions and an open social calendar. Surrender now. Death at this point is pretty much inevitable. But if you surrender, I promise not to be rude to your corpses."

If the PCs somehow manage to refuse this "tempting" offer and still don't surrender, Derros sends Krugar the troll and six of his archers down into the canyon to fire into the cave entrance under cover of rocks near the entrance. This location is marked on the map of the ambush site with an X. For a few minutes there are only Derros and six bandits who will shoot at anyone emerging from cover.

Unfortunately, at the end of that time, the six bandits will be undercover on the canyon floor and be able to fire into the cave. This is a much more even fight since the PCs will lack the 2 step penalty for firing up. Perhaps the PCs will even win this fight, forcing this group of bandits to retreat. This only angers Derros and intensifies the standoff.

Eventually after the standoff is established, Derros speaks loudly for the last time in this standoff.

"Okay, you asked for it."

A large cask of oil crashes down from the canyon wall overhanging the kaer entrance.

"The fire will soon fill the kaer with smoke and foul the breathable air. If you charge out of that cave right now you should be able to make it through the pitch without too much problem and then I will grant you the dignity of death in battle as opposed to the ignominious death of suffocation. Sounds fair, doesn't it?"

The players now have a few moments to contemplate their situation. They can try to put out the fire, but that will likely expose them to enemy fire from the bandits at the X. And the bandits have two more barrels of pitch. As well as fire arrows to relight the pitch.

At this point, the PCs have only one real choice – collapse the entrance to the kaer. That will block off the smoke and neutralize the archers on the canyon floor. It will also, of course, trap them inside the kaer.

THE LUCKIEST TERPIN ALIVE

About forty feet above the kaer entrance is a rocky ledge where Terpin, a young bandit, and a couple of his comrades are pushing barrels of pitch down on the side of the canyon. When the kaer entrance collapses this ledge becomes very unstable. The two other bandits successfully leap for safety, but poor Terpin falls down the side of the rock face approximately thirty feet taking Step 15 damage (1d20 + 1d6). This should not kill Terpin but almost certainly wounds him. Somehow, purely by luck, he manages not land in any puddles of burning pitch.

But the fall is only the beginning of Terpin's problems. The collapse turns into a full rock slide as one side of the box canyon comes down all at once. Terpin, still dazed from the fall, scrambles forward desperately trying to get inside the entranceway away from the tons of rock headed his way. He rolls through a burning puddle of pitch and his tattered vest is suddenly on fire. Somehow, against all odds, he manages this feat without getting crushed by rocks or burned alive.

Terpin feverishly pulls off his burning vest and tosses it aside. The entranceway to the kaer is sealed shut and Terpin is now trapped inside the kaer along with the PCs who just moments ago he was dropping fire bombs on top of.

Terpin breathes a sigh of relief and says, "Passions be praised, that was lucky."

And then he turns and sees the PCs covered in dust from the entrance they just collapsed to escape his comrades. And at this point, all Terpin can do is weakly smile.

TRAPPED!

The PCs have managed to survive the ambush, but now seem doomed to nothing more glorious than a slow death by dehydration and starvation. The only consolation they can find is at least they can kill one of the bandits along with them.

TALKING WITH TERPIN

Terpin is at first quite dazed. He had, after all, only moments ago fallen from a height of about thirty feet and survived a cave-in only because of the grace of the Passions.

The absolute first thing that Terpin does when the PCs approach is drop anything he is holding that vaguely looks like a weapon, falls to his knees and begins to beg for mercy. He didn't want to be a bandit, he explains. Poverty forced him into it. He only joined the bandit gang this morning. He certainly meant them no harm (even though he was one of the people helping push the flaming barrels of pitch from the canyon above). Terpin lies, pleads, begs, and does anything to keep from being killed. He also tells the PCs two things, one of which is true and one of which is false.

The first thing he tells them is that he might know a way out of the kaer. This is false. He has no idea how to get out. In fact, he has never actually been inside the kaer at all since Derros had it chained shut. But he says this because he is pretty sure that this will keep him alive for at least a while.

The second thing he tells the PCs is that he knows the way to the bandit camp so that they can take down Derros and his bandits once and for all after they have escaped. This is true. Terpin knows their numbers, strengths, weaknesses and can even provide a detailed sketch of the camp itself. He cheerfully sells out his fellow bandits at the first opportunity if he thinks it will help him stay alive.

If Terpin ever looks like he has gained leverage over the PCs, he has only one demand – once all this is over, they will let him go. They can kill Derros and all his underlings. He promises to stop being a bandit. But he wants his freedom. He will say anything to get it. He only values his life more.

Terpin is in fact an amoral scoundrel. He is not a veteran bandit. In truth, he has been a member of Derros' band for only a month. Any attempt to use Terpin as a bargaining chip with Derros will fail utterly. Derros cares not a whit for Terpin's life. In fact, the bandit leader immediately assumes that if Terpin is still alive then he must have sold him out.

EXPLORING THE KAER

For the most part, the entire kaer is all about the same. It is nothing more than a tangled ruin of broken stonework and rubble. The air is stale and heavy and not pleasant to breathe. And a cursory inspection of the kaer reveals that it appears the bandit leader was not lying about there being only one entrance and exit. There are also five interesting features of the kaer marked by numbers on the map.

1. The Marble Hall

This hall seems remarkably intact with a nearly unfractured beautiful marble floor. However, this is simply a case of appearances being deceiving. In truth, the floor of this hall has weakened so that

any weight more than about fifty pounds causes it to crumble and collapse into a lower level of the kaer. Broken bits of statuary with many jagged edges in the hall below complete this unplanned pit trap.

The trap has the following stats:

Detection Difficulty: 10

Disarm Difficulty: Impossible

Trigger Condition: Walking on the Marble Floor

Trap Initiative: 8

Trap Effect: Damage of Step 12 (from falling and jagged edges)

See *Earthdawn 2nd edition* pp. 235-236 for full rules on using traps.

2. The Pillaged Treasury

This room has a single legible word carved into a plaque on the stone door. It says simply, "Treasury." There was once a formidable lock built into this door. It has been forced open and smashed into worthless junk. The room itself is utterly featureless and empty. This encounter exists simply to emphasize to the PCs that this is not a recently unsealed Kaer at all, but rather a place that long ago was thoroughly ransacked.

3. The Hall of Memories

This long hall has suffered considerable water damage. Rain water has filtered through the rock above and poured down over the walls, coating the beautiful murals and frescoes that covered this hall in rust and lime. However, with effort and a successful Difficulty Number 6 Perception Test, each of the eight surviving murals can be understood.

Mural One: A detailed image of the land before the Scourge. It reveals an idyllic image of a land long gone and perfected through nostalgia. The land is rich and arable, filled with cities and great works of architecture.

Mural Two: The ascension of a great King and Warlord. He puts a crown on his own head in the presence of many great men who are obviously cowed and fearful of him. The phrase is carved in elvish, "I was not born of Noble blood. By my own hand, by my own word I am King."

Mural Three: The Beginning of the Scourge. Horrors stream from the sky and all the world is afraid of them.

Mural Four: A Castle is converted into a kaer, and the King's fortress becomes a sanctuary. The name Andellus is carved here.

Mural Five: The people retreat into Andellus to wait out the Scourge. The Horrors are shown outside the kaer. All is safe and tranquil. The King is shown sitting on his throne inside the kaer. His expression is one of wisdom and tranquility.

Mural Six: This mural is much less refined and artistic. It shows the kaer with many citizens. But the King at the head is not portrayed as wise or tranquil. He wears an angry scowl. To one side, many of his citizens are being punished for some undepicted crime.

Mural Seven: This is not a mural at all but merely a passage of text. "I have ordered this carved into the hall of memory so that all will understand my actions. On all sides I am betrayed. Disloyalty and rebellion bloom unfettered in my kingdom. The greatest enemy to us all is not outside of this kaer, but within."

Mural Eight: This mural is hastily carved and obviously unfinished. It shows Kaer Andellus cracked and broken. It shows the King standing on the surface as strange and horrific entities dance and froth through the sky. It depicts the throne at the heart of Andellus

and behind it hides something monstrous and misshapen. There is much detail here that is not filled in and was never completed.

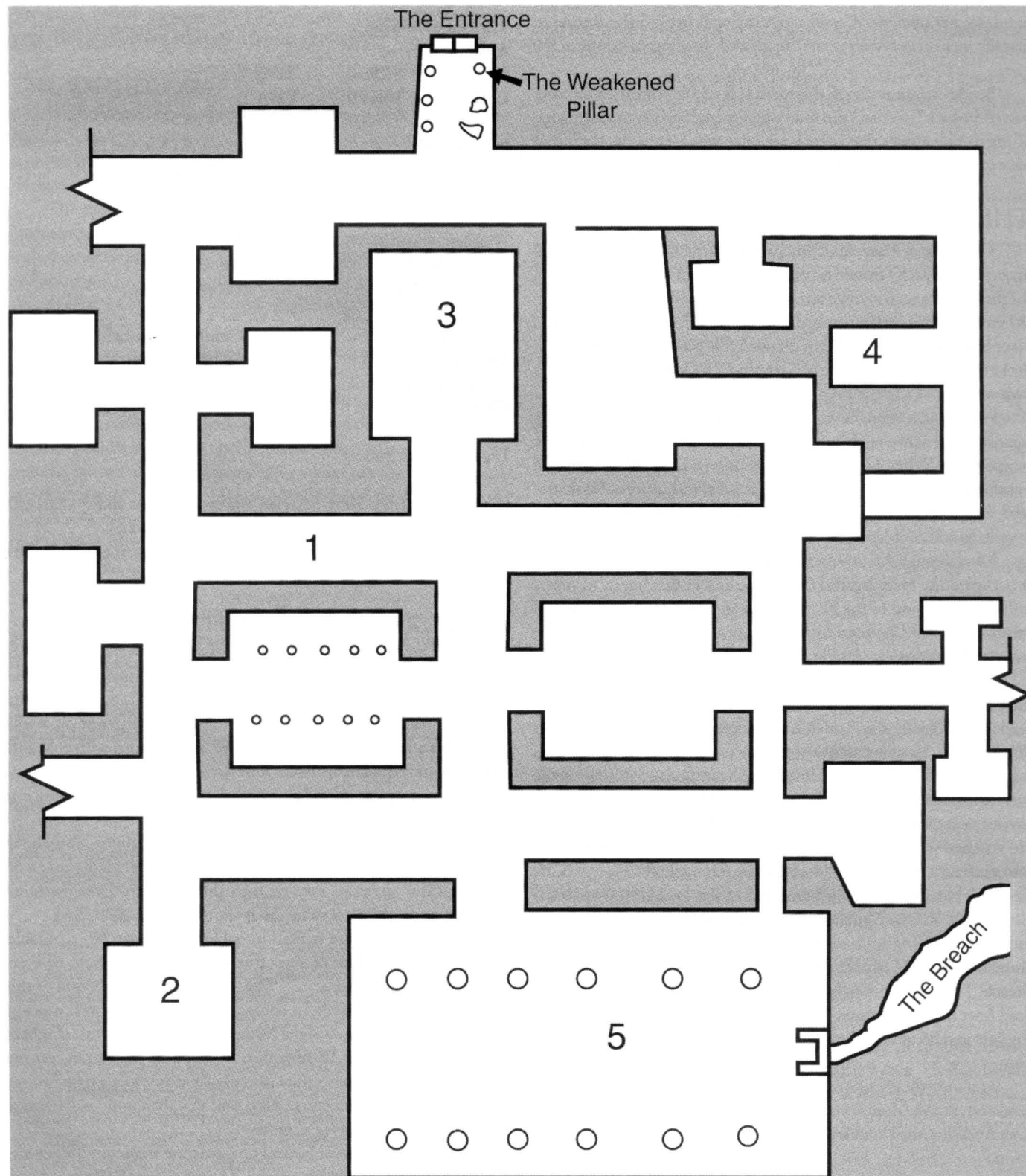
4. The Last Stand

This is where the defenders of the kaer mounted their last stand against the Horrors when they finally entered through the breach. The

hall has been blocked off with a crude stone barricade. There are broken weapons and arrow heads scattered everywhere. But there are no bodies or bones anywhere. Nothing here is worth salvaging.

5. The Throne Room

This is the largest single room in the entire kaer. It is a magnificent



hall full of marble columns. At its center is a large throne. At the head of the throne, just above where the seated king's head would rest, is a bas relief carving of a crown. The carving of the crown is almost electric to the touch and anyone coming near it will on Perception Test of nine or higher realize there is something unusual about the carving. Astral sight also reveals that there is something magical about the carving of the crown. In fact, the crown is the key to opening the breach. Anyone touching the crown and pronouncing in the elf tongue, "By my own hand, by my own word" will cause the wall behind the throne to literally melt away revealing the breach and allowing an exit from the kaer.

Besides the throne itself, this room is as rubble-strewn as any other part of the kaer. It too has been thoroughly looted and close examination of the throne reveals that there were once gems set in the chair that have obviously been pried free.

THE BREACH

The King of Kaer Andellus (whose name is now lost to both history and himself) trusted no one. He was not of noble blood, taking the throne because of his own accomplishments and military conquests. When the nobles came to award him his crown, he did not let them place it on his head as tradition dictated. He placed it there himself, declaring in the court tongue of *Sperethiel*, "By my own hand, by my own word."

For his entire reign, he was so certain that his subjects were plotting against him that even in his own throne room he constructed a secret escape route. When his fortress was bound in Elemental Earth and transformed into a kaer, he still shared his secret with no one. No matter what happened in the kaer, no matter who turned against him, he mused, he still could escape.

It was through this tiny breach that a Horror entered Kaer Andellus. It occupied the space behind the throne and at first began to subtly influence the mind of the Nameless King. The King's paranoia and mistrust grew and he began to order the executions of any whom he suspected of disloyalty. And in time, he suspected everyone.

Soon the kaer's Lord was the Horror's puppet. The kaer was in utter chaos as the once capable and just king became twisted into a mad tyrant. Finally, the Nameless King opened the breach behind his throne using the command words, "By my own hand, by my own word." In the midst of the full fury of the Scourge, he walked onto the surface of Barsaive and beheld the might of the Horror-storms as they swept across the land. His own will gone, he invited them into his kaer. He watched joyfully as his subjects were slaughtered and converted into undead servants leaving the kaer forever to join the Horror host.

The bloatform who had first found the breach now gave the King his mind back. The alien Horror relished his fear and horror and sorrow as the King realized what he had done. The Nameless King lasted only a single day with this burden, committing suicide in the Breach. The Horror, now finally deprived of any sustenance, left the dead Kaer Andellus forever. The King's corpse reanimated a year and a day later and became the breach's eternal guardian. There he waits even now.

And now the PCs have opened the door behind the throne and ventured into the domain of the Lord of the Breach, the last Lord of Kaer Andellus, the Nameless King.

FIGHTING THE NAMELESS KING

The fight with the Nameless King is straightforward enough. He guards the exit and must be killed if the PCs ever plan to leave this place. His mind is long gone. He seeks only to slay the living when they happen across his miniscule and diminished realm. Though his flesh has long rotted away, perceptive PCs should still recognize his crown and rusted breast plate from the murals of the Hall of Memory.

The Nameless King

Attributes

DEX: 8 STR: 8 TOU: 8
PER: 7 WIL: 9 CHA: 6

Initiative: 10

Number of Attacks: 2(5)

Attack: 12

Damage: 15

Number of Spells: NA

Spellcasting: NA

Effect: NA

Death Rating: 40

Wound Threshold: 11

Unconsciousness: Immune

Creature Durability: 0-10

Physical Defense: 12

Spell Defense: 12

Social Defense: 12

Armor: 10

Mystic Armor: 10

Knockdown: 11

Recovery Tests: 3

Combat Movement: 30

Full Movement: 60

Legend Points: 300

The Nameless King possesses the cadaver man ability to frenzy when wounded (see p. 295 *Earthdawn 2nd edition*).

The Nameless King is also immune to talents, spells, and skills with Fear-based effects.

TREASURES OF THE NAMELESS KING

There are three items that the King holds: his sword, breast plate, and crown. All three are valuable and all three are Horror tainted. The sword's blade is rusted and broken. The Nameless King does not fight with it, instead clawing with his bony fingers. Even a gentle blow will shatter this ancient blade. This hilt however is adorned with gold and sapphires and could easily fetch 500 silver.

The breastplate is bent and rusted, but set in a gold setting is a large sapphire also worth 500 silver.

The crown, however, is the real prize. Made almost entirely of silver and gold masterfully intertwined in a delicate braid, the largest of the sapphires yet encountered tops this treasure. Even without considering its historical value this is an item worth 2000 silver.

But these items are tainted by a Horror's touch. No reputable merchant who is aware of their true nature will buy them or even touch them. Their effects are subtle and left to the discretion of the GM. Anyone even briefly in contact with these items will quickly begin to develop the flaws of the Nameless King. His mistrust of others will greatly increase. And furthermore, somewhere, maybe not even on this plane, a great and powerful Horror will become aware that the toys of its ancient pawn are again in play. And this alien mind will stir and begin to contemplate its next move.

These items however possess no particular resilience. If they are destroyed, they lose their connection. The gems must be shattered and

the metal melted down. This however decimates their material worth. A scant 200 silver of raw metal and sapphire dust is all that can be garnered after this purification is performed.

SETTLING THE SCORE

The Nameless King is destroyed and the Kaer Andellus is behind our heroes. Now it is likely that there is only one thing on their minds – revenge. Derros brought them here because he thought them easy prey. This is the event where our heroes get to prove him wrong.

THE BANDIT CAMP

Even without Terpin, the bandit camp is no problem to find. The bandits have made no particular efforts to cover their tracks from the ambush site to the camp. It is about an hour's hike to the camp from the kaer.

The camp is guarded only casually. The bandits rely upon the remoteness of the site for security. But still, at night, the camp is fully staffed by all twenty bandits, Derros, and his two lieutenants. Skyler is at the camp, having returned from Wester's Crossing after delivering the tablet to the PCs. He is here for his share of the loot and to pickup another tablet.

Terpin knows that because of the strange happenings in the wood, the bandits do not venture away from the camp at night. This makes night a very bad time to attack the camp. During the day however, Derros sends out patrols to look for signs of intruders. He usually sends out four patrols of two men each. Furthermore, in the morning two hunting parties of two bandit archers each go in search of game. An attack about an hour after sun up and before around noon when the patrols return would result in only eight bandits being in the camp, four of those asleep.

This chart summarizes the number of bandits in camp at any time:

Sundown to an hour after sunup (nobody goes into the haunted woods at night)	20 bandits (12 sleeping)
An hour after sun up till noon (patrols and hunters out)	8 bandits (4 sleeping)
Noon till one PM (everyone but hunters are back)	16 bandits (0 sleeping)
One PM till sundown (hunters are back, second patrol sent out)	12 bandits (4 sleeping)

Derros, Skyler, and Krugar are always present for the next week.

Terpin knows this schedule all too well. Being one of the most junior bandits, he was always being assigned patrol duty. When the PCs attack the camp, Derros emerges from his tent ready for battle.

"Oh, it's you again. Let me guess. You survived the cave in, explored the kaer, solved the riddle above the throne and thereby found some sort of secret exit that I missed. And of course, my 'loyal' Terpin squealed about every little detail of my camp. How exciting for you. Krugar, eat them."

And the final battle is on. Despite Derros' bluster, he realizes that he is in trouble. He pulls out all stops for this battle. He has never faced such a tenacious enemy as these PCs. For the first time in this adventure, Derros is very much afraid.

THE SPOILS OF THE FRAY

Most of the loot that the bandits have recovered during their operation of the ambush site has already been sold at Wester's Crossing and the money wasted on wine and women. But that doesn't mean there isn't loot to be had.

Inside a locked strongbox (Difficulty Number of 12 to pick the lock) in Derros' tent is his personal wealth: 212 silver, two healing potions, and an espagra scale cloak.

There are the bandits' armaments which could be sold for still more cash. Krugar wields a Forge 1 Great Battle-Axe.

The greatest single treasure here is the Grey Bow that Derros carries as his personal weapon of choice. He has three threads tied to it and its loss would be a devastating blow to him (if he somehow survived the loss).

THE GREY BOW

Maximum Threads: 2

Spell Defense: 13

This magnificent bow is carved of grey wood and set with silver fastening at each tip. It is lithe, graceful, and an obvious masterwork.

Thread Ranks

Rank: 1 **Cost:** 200

Key Knowledge: The wielder must learn the Name of the Bow (Alliandra).

Effect: Bow does STR + 5 damage.

Rank: 2 **Cost:** 300

Key Knowledge: The wielder must learn the Name of the creator of the Bow (Elas Kindra)

Effect: Bow does STR + 6 damage. Range is 50/125/250.

Rank: 3 **Cost:** 500

Key Knowledge: The wielder must learn the type of wood that the Grey Bow is made of (The Grey Yew)

Effect: Bow does STR + 7 damage. Range is 50/175/300.

Rank: 4 **Cost:** 800

Key Knowledge: The wielder must learn the grove where Elas Kindra harvested the wood (The glade of Malador in the Blood Wood).

Effect: Bow does STR + 8 damage. Range is 50/200/325

THE RECURRING VILLAIN OPTION (OR HOW TO LET DERROS GET AWAY)

The bandit camp is near a precipice overlooking a fast moving and rapidly tossed river. When things go badly in combat, Derros doesn't fight to the last, but rather flees into the woods. He flees blindly through the woods and eventually emerges at the edge of the precipice.

He turns to face the pursuing PCs and realizes he is still outmatched. And so, he takes his chances with the river and hurls himself off the cliff.

A search of the river turns up no body. But surely no one could have survived the fall almost a hundred feet into the river below. Somewhere downstream Derros washes ashore cold, wet and half-dead. The only thing on his mind is revenge.

TROUBLESHOOTING

This section is intended to help the Gamemaster deal with troublesome issues that may arise during the course of the game. It is not intended to set out hard fast rules, but rather to offer advice about problems that might get the game “off course.”

What if the PCs don't get the Tablet?

Eventually Skyler will give up his attempts at cleverness and simply give the tablet to the PCs. He will lose it in card game, hire a merchant to attempt to sell it to them, or even have it delivered with a cryptic note saying that this was sent to them by an unnamed and mysterious benefactor. Either way, once Skyler has selected the PCs as his mark, he will not rest till they have the tablet.

What if the PCs don't break the Tablet?

Skyler is likely still around the Dire Beagle. He will likely know if the tablet remains unbroken. If it becomes clear to him that the PCs aren't “getting it,” he will try to help them figure it out indirectly. He may even go as far as to bribe a local fortune teller into giving the PCs a “free reading.” This free reading is vague but includes this all important statement: “I see great opportunity and great danger in your future. You are destined for greatness. But you are held back. You are confined. Yes, to achieve your greatness you must break the chains that bind you. You must break that which denies you your destiny.”

What if the PCs surrender to Derros?

First of all, give the PCs a chance to change their mind. Perhaps a Perception Test might reveal that none of the bandits are wearing masks. This doesn't really seem like a group who is worrying about people surviving their ambush. But if they still insist on surrendering, they must acquiesce to Derros' first demand – take off their armor and weapons. If they refuse, he attacks. If they comply, then he still attacks. Now they must face the enemy and the kaer without armor and with only the weapons they manage to grab in a hail of arrows. This adventure becomes much more challenging.

If you feel particularly generous, perhaps there is some old rotting but still serviceable armor and weaponry piled in a forgotten corner of the kaer.

What if the PCs don't hide in the kaer mouth?

Arrows can teach painful lessons.

What if there is a windling in the party who can fly away from the ambush?

First of all, this windling “hero” will not be able to take his companions with him. So, he will in effect be abandoning his friends. Second of all, remember that Derros is an Archer Adept. He can shoot windlings as well as anyone else. He wants no one to escape his ambush

and later identify him to authorities. Derros will target windlings first for this very reason.

If you are for some strange reason running a party consisting entirely of windlings, then the addition of a steady rain will curtail their flight.

What if the PCs don't or won't collapse the pillar?

This is a completely reasonable problem to encounter. The author admits that collapsing the kaer entrance and sealing themselves inside the kaer requires a leap of logic and may seem counterintuitive to many players. Still, the entrance needs to collapse and trap the PCs inside the kaer for this story to work.

You could always engineer some spectacular but unlikely event to make this happen. A barrel of pitch could explode near the pillar, for example, and cause its collapse. But to the author this seems a poor solution.

A better alternative, after you have allowed the PCs time to think of the solution on their own, is to grant someone a moment of divine inspiration. This is particularly appropriate if one of the PCs is a Questor or aspires to be one. Have this PC's favorite Passion touch their mind and whisper, “Only when you are trapped can you be free. Find the breach.”

What if the PCs kill Terpin immediately?

Let them. They can still follow the bandits back to their camp. But now the PCs will have no description of the camp, no idea about how many bandits there are, or when the best time to attack is. Their bloodthirstiness has made the final battle more difficult.

What if the PCs can't figure out the throne room puzzle?

If it begins to look like the PCs are going to starve long before they figure out the riddle, then you can give them a hint or two. You can do it in character, by having Terpin make a clever deduction, assuming he is still alive. Or you can just pass along the information to one of the PCs. However, excessive help with the riddle should cause the PCs to lose the Legend Point bonus awarded for solving the puzzle.

What if the PCs don't kill the bandits?

Derros will eventually discover that they escaped the kaer. One of his sentries will find an unfamiliar trail and backtrack it to the breach. He will then break camp and move away from the kaer as soon as possible. He fears the PCs have gone to get reinforcements. Kaer Andellus is now out of commission and Skyler stops peddling tablets at Wester's Crossing. Instead, Derros devotes himself to making sure that the only people ever to survive one of his ambushes and who can identify him to authorities die a painful death.

SEQUELS

Assuming that Derros and his cronies are killed by the PCs then this adventure truly presents little opportunity for a sequel. It is a very self-contained story. All loose ends are tied up.

The real potential for a sequel involves Derros escaping to see another day and his further plots against the PCs. The section entitled “The Recurring Villain Option” fully details how Derros can get away successfully. If this option is exercised, then it is important to realize that Derros is not just a bandit purely motivated by greed.

Derros is a villain who hates the PCs because they are something he wanted to be (a hero) but could never pull off. He is an archer that missed the mark. The PCs are therefore living, breathing reminders of his own personal foils and failures. It is quite easy to imagine him becoming obsessed with revenge, forsaking the bandit business (at least temporarily) and dedicating himself to ensuring that these dogooders pay for busting up his scheme.

CAST OF CHARACTERS

DERROS FALLINGSTAR

4th Circle Elven Archer Adept

"Hello, I'll be your villain for this evening."

Attributes

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

Initiative: 7 Physical Defense: 10
Number of Attacks: 1 Spell Defense: 7
Attack: 15 Social Defense: 7
Damage: Armor: 5
Sword: 11 Mystic Armor: 0
Bow: 13 Knockdown: 6
Number of Spells: NA Recovery Tests: 3
Spellcasting: NA
Effect: NA

Death Rating: 62 Combat Movement: 33
Wound Threshold: 10 Full Movement: 65
Unconsciousness: 54

Legend Points: 500

Equipment: Hardened Leather Armor, Broadsword, The Grey Bow
Loot: 2d6 silver in assorted coins and valuables

KRUGAR

3rd Circle Troll Warrior Adept

"Krugar no like stupid adventurer. Krugar smash."

Attributes

DEX: 6 STR: 9 TOU: 6
PER: 4 WIL: 5 CHA: 4

Initiative: 10 Physical Defense: 11
Number of Attacks: 1 Spell Defense: 5
Attack: 13 Social Defense: 5
Damage: Armor: 5
Axe: 17 Mystic Armor: 0
Bow: 11 Knockdown: 6
Number of Spells: NA Recovery Tests: 3
Spellcasting: NA
Effect: NA

Death Rating: 79 Combat Movement: 33
Wound Threshold: 10 Full Movement: 65
Unconsciousness: 64

Legend Points: 400

Equipment: Hardened Leather Armor, Forge 1 Great Battle Axe
Loot: 2d6 silver in assorted coins and valuables

SKYLER

3rd Circle Human Thief Adept

"Just take the frigging tablet already. Sheesh."

Attributes

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

Initiative: 5 Physical Defense: 8
Number of Attacks: 1 Spell Defense: 8
Attack: 13 Social Defense: 8
Damage: Armor: 5
Hatchets: 8 Mystic Armor: 0
Sword: 10 Knockdown: 6
Number of Spells: NA Recovery Tests: 3
Spellcasting: NA
Effect: NA

Death Rating: 38 Combat Movement: 33
Wound Threshold: 10 Full Movement: 65
Unconsciousness: 29

Legend Points: 300

Equipment: Hardened Leather Armor, Broadsword, 2 Hawk Hatchets
Loot: 2d6 silver in assorted coins and valuables

GENERIC BANDITS

human, elven and dwarven male non-Adepts

The twenty thugs who make up the bulk of Derros' bandit gang.

Attributes

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

Initiative: 5 Physical Defense: 8
Number of Attacks: 1 Spell Defense: 5
Attack: 13 Social Defense: 5
Damage: Armor: 5
Bow: 9 Mystic Armor: 0
Sword: 11 Knockdown: 6
Number of Spells: NA Recovery Tests: 3
Spellcasting: NA
Effect: NA

Death Rating: 38 Combat Movement: 33
Wound Threshold: 10 Full Movement: 65
Unconsciousness: 29

Legend Points: 150

Equipment: Hardened Leather Armor, Broadsword, Short Bow
Loot: 2d6 silver in assorted coins and valuables

TERPIN

human male non-Adept

"I just started this morning. Please don't kill me."
The twenty-first bandit. Has stats identical to the bandits above.

MINOR CHARACTERS

FINNEAS DEVAHL

human non-Adept

"Corrupt? Me? Why, I'm the most honest person in my family. You should meet my brother Ranos."

Finneas is the mayor of Wester's Crossing and by most rights a despicable human being. He has turned this once simple trading post and stopover into his own little empire. Now, nothing goes down in Wester's Crossing without Finneas wanting a cut.

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

KARL GROWLER

dwarven Troubador

"A Dire Beagle...now there's something you don't see everyday."

Karl is a rarity among his people – a pleasant dwarf. He is social, friendly and always interested in what his patrons need and want. To his employees he has a reputation as being a slave driver, but really this is only his drive for success coming out.

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

GORMAN KLAOS

human non-Adept peddler and patsy

"I've never seen that thing before in my life, honest!"

Gorman Klaos is precisely what he seems – a humble peddler and trader in common everyday items.

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

NOTES ON ADAPTING THIS ADVENTURE

This module adapts easily to Circles four through sixth. Just make the Viper Coil, The Nameless King, and the Bandits tougher opponents and increase the spoils in the bandit camp. The plot retains its essential integrity. Derros is hunting larger game than inexperienced adventurers. His grudge has made him engage in the dangerous business of hunting veteran heroes. The profits are greatly increased, but so are the risks. Perhaps this group represents his first departure from hunting younger, more naïve prey.

For circles above sixth, the fundamental premise must be reworked. No group of bandits in Barsaive could conceivably challenge such a group. These hypothetical "super-bandits" stretch credulity to its very limits. Instead, Derros has a personal vendetta against the PCs. Perhaps he was hired by their enemies or perhaps they have wronged him in some other way. The fake tablet is delivered in a much less haphazard

way. Skyler has far more resources at his disposal. The tablet is no longer a crude fake, but a carefully crafted tool of deception.

An elaborate ruse is constructed to make the PCs seek the Kaer Andellus. And the group that awaits them there is tooled to destroy them. Once trapped in the kaer, they are held there not just by the stone, but by the enemy on the other side. The addition of time pressure is added. It is only a matter of time before their enemy devises some magical way to open the kaer and come after them.

And in the breach, the Nameless King waits, still controlled by the slumbering Horror that has kept its residence here in dead Kaer Andellus awaiting the time when it will awaken.

APPENDIX 1: CREATING NEW CREATURES

The *Earthdawn Second Edition* rulebook provides many creatures that may appear in any campaign or adventure. Eventually, however, players may become familiar with these creatures' powers and abilities, and may no longer be surprised by their sudden appearances or, after enough encounters, even challenged by their attacks. This appendix provides guidelines to help gamemasters create and assign Legend Points to their own creatures.

CREATURE STATISTICS

To create new creatures, begin by reviewing the section in the *Earthdawn* rulebook that explains attributes and characteristics, and the opening of the Creatures section. Using that information, and keeping in mind the specific considerations described below, visualize the creature, decide on its powers and abilities, and think about its impact on its environment and the player characters who encounter it. Once the creature has been assigned all the appropriate attributes, characteristics, and other important statistics, use the tables at the end of this appendix to assign Legend Points.

The following information offers special considerations that gamemasters should take into account when assigning attribute steps, characteristics, Defense Ratings, and so on to new creatures. Only those statistics whose use in creature creation differs significantly from their use in character creation are discussed here.

Attributes

All creature attributes are expressed in step number, rather than Attribute Values.

Dexterity: The smaller the creature, the more nimble it is (a mouse can react much more quickly than an elephant). The higher the creature's Dexterity, the faster it can move.

Strength: The larger the creature, the stronger it will be. The strength of a creature also depends on its natural environment: avians and water-bound creatures will be weak for their size. Because Strength determines how much a creature can lift and carry, this becomes a particularly important Attribute for animals that could be used as pack animals.

Toughness: The larger the creature, the more resilient it will be. Water-bound creatures will be tougher than average for their size, while avians will once again be weak for their size.

Perception: Perception relates to a creature's innate intelligence. This value does not reflect its sentience or lack thereof, but simply

means that it is well-adapted and highly effective at identifying food or enemies. A creature with high Perception also uses innate magical abilities effectively.

Willpower: Do not confuse Willpower with Toughness. A very tough creature with a low Willpower step may wilt at the first sign of danger, but will take a very long time to die. A creature with a high Willpower will appear much more fearless.

Charisma: This Attribute has very little relevance for non-sentient creatures. It is difficult to fast-talk something that doesn't understand a word you're saying.

Characteristics

Creature characteristics function exactly like character characteristics except where noted.

Number of Attacks: The Number of Attacks statistic usually represents how many parts of its body a creature may use when attacking a target. Most four-legged creatures cannot attack with their rear legs, having only their forelegs and jaws as viable weapons. Of those creatures, some cannot use both to attack in the same round. For example, a saber-tooth tiger can either attack with its devastating bite or use its claws to slash at the enemy. Other creatures can attack with limbs and mouth in the same Combat Round.

A simple rule of thumb for deciding how many attacks a creature can make in a round is to divide the creature's Dexterity Attribute Value by 5 (rounding all fractions up) and use the result as the number of attacks. If the creature has a high Dexterity Attribute, it is probably coordinated enough to direct many different limbs simultaneously.

Attack: Use the Attack step number to make the creature's Attack Tests. As a rule of thumb, the Attack step equals the Dexterity step plus one or two steps, except in the case of Horror Constructs, which often have more accurate attacks.

Damage: Each type of attack may have a separate Damage step number. In general, a bite attack does more damage than a claw attack, and a claw attack does more damage than a tail attack. As a rule of thumb, add 3-7 steps to the Strength step to determine a creature's Damage step.

Number of Spells: If a creature has magic abilities, assign it a number of spells equal to its Perception Attribute Value divided by 5, rounding all fractions up.

Spellcasting: Add 2-5 steps to the Perception step to determine a creature's Spellcasting step.

Physical Defense: Adjust the Physical Defense Rating to reflect the creature's special abilities. For example, if a creature is more spirit than substance, a high Physical Defense Rating would reflect the fact that it should avoid physical attacks easily.

Spell Defense: Creatures that have magic abilities should have a higher Spell Defense than mundane creatures. A construct of the Horrors designed to hunt magicians, for example, would have a very high Spell Defense.

Social Defense: A non-sentient being should have a high Social Defense – again, it is difficult to influence a creature who does not understand language.

Armor: A creature's Armor Rating reflects the protection its own natural fur, shell, or scales provides. The higher the number, the less damage the creature takes from attacks. However, a creature with a high Armor Rating generally moves fairly slowly and relies on this protection rather than speed to avoid injury. Feathers or an unusually

tough skin provides several points of armor, scales or thick fur provide even more, and armored plates offer the most protection of all.

Unconsciousness Rating: Some creatures cannot fall unconscious and must be killed to be defeated. This is most often the case with Horror Constructs and the undead.

Special Abilities

A creature's special abilities are limited only by the gamemaster's imagination. A quick review of the FASA- and Living Room Games-created creatures reveals a wide range of magical and mundane abilities, from camouflaging to poison and more. The gamemaster can use these existing abilities as is for his new creatures, or alter them just enough to keep the player characters on their toes. Most creatures that have even some magical ability will also have a range of the Creature Durability special ability available to them. So players will never be certain exactly how tough the creature opposing them may be. Certain creatures, like Horror Constructs, may have powers similar to those wielded by dragons and Horrors, but the gamemaster should use these carefully, as they could unbalance the game.

Whatever type of special ability the gamemaster creates, he must consider how it will affect the creature's attributes and characteristics, how it will be used, and the effect on its target. An ability that affects a target in a manner similar to a spell should require the creature to make a Spellcasting Test. For an ability that is used offensively, the gamemaster must determine whether the damage targets Physical or Mystic Armor, and what other means the target may use to defend against the damage.

Creature Description

Once the gamemaster chooses the creature's game statistics, he must determine the creature's physical description, common habitats, and other similar characteristics. The decisions required to define the creature's statistics should give the gamemaster a fairly clear idea of what the creature looks like, what it eats, where it hunts and lives, and so on. The gamemaster can also ask herself the following questions to help flesh out the creature.

What does it look like? How does it mate? Is it a pack animal? What does it eat? How well does it get along with other creatures? What does it fear? When does it hunt and when does it sleep? Can it be trained? Where can it normally be found? How does it relate to the other creatures in its ecosystem?

This step also requires the gamemaster to decide what, if any, equipment the creature may use. Most animals and non-sentient creatures do not use equipment, but a race of subterranean creatures might use stone spears and knives.

Finally, decide if the creature collects loot. If the creature is sentient, it may be guarding a cache of money and weapons of previous victims. If the creature is a popular target of adventuring groups, its loot may consist of the belongings of many previous challengers. Parts of the bodies of many creatures with magical abilities may be loot, including horns, feathers, teeth, or blood. Decide what type of treasure a creature possesses, and its worth in silver pieces and Legend Points.

Assigning Legend Points

The final step in creating a new creature is to assign it an appropriate number of Legend Points. This creature creation system generates Legend Awards by assigning Legend Points to several of the creature's

characteristics. These numbers appear in the following tables. Add the Legend Points indicated in each table to a running total to generate a grand Legend Award total. This method may also be used to determine an appropriate Legend Award for characters your players overcome in the course of their adventures.

DEFENSE RATINGS TABLE

Defense Rating	Legend Points
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	15
9	20
10	30
11	40
12	60
13	90
14	150
15	400
16	500
17	650
18	1000
19	2500
20	4400
21	7000
22	9000
23	11000
24	14000
25	18000
26	28000
27	38000
28	48000
29	54000
30	60000
31	75000
32	87000
33	100000
34	125000
35	150000
36	175000
37	200000
38	225000
39	250000
40	275000

Defense Rating

Use the above table to assign Legend Points to the new creature for each Defense Rating. Find each of the creature's defense ratings in the Defense Rating Column, then add the corresponding number from the Legend Points column to the running Legend Award total.

Attack/Spellcasting Steps

Use the first column of the Creature Legend Point Table to determine the Legend Point award for the creature's Attack and Spellcasting steps. Find each assigned step number in the first column, then add the corresponding number from the Legend Points column to the creature's running Legend Award total.

In addition, use the first column to determine the Legend Points to be added to represent any other special attacks or abilities, including dragon or Horror powers, and the effect of any spells or spell-like abilities the creature may possess. Find the step number for these special attacks or abilities in the first column, then add the number from the Legend Points column to the Legend Award total. If the creature uses Karma (like dragons and Horrors), use this column to determine the Legend Points for that ability as well.

Multiple Attacks/Spells

If a creature may make multiple attacks or can cast multiple spells (or use multiple powers) in a single combat round, add the number of Legend Points the Attack step number (or Spellcasting step number) is worth to the creature's Legend Award for *each* attack or spell. For example, a griffin can make 2 attacks per Combat Round. The griffin's Attack step number of 8 is worth 12 Legend Points. This means that the griffin's Attack Legend Point award is 24.

Armor/Mystic Armor

Use the first column of the Creature Legend Points Table to add Legend Points for the creature's Armor and Mystic Armor ratings. Add the corresponding number in the Legend Points column for each rating to the creature's running Legend Award total.

Damage Step

Use the second column of the Creature Legend Points Table to add Legend Points for the creature's Damage step. Add the corresponding number in the Legend Points column to the creature's running Legend Award total. If a creature has multiple attack forms, with more than one Damage step number, use the largest.

Death Rating

Find the number closest to the creature's Death Rating in the third column of the Creature Legend Points Table and add the corresponding number in the Legend Points column to the creature's running Legend Awards total.

Adjust the Total

Round off the total Legend Award to the nearest increment of 5, rounding up. Adjust that final total to fit your game, taking into account the intended role of the creature in the game. The number generated from the above guidelines should be considered a benchmark figure. The final award for the creature should be based on its abilities, but, more importantly, should reflect how the gamemaster wants the creature to affect his game.

The system was not designed as a foolproof method for generating perfectly balanced creatures that fit flawlessly into an existing adventure or campaign. The creature creation system simply demonstrates to gamemasters the elements required and the considerations that should be kept in mind when creating new **Earthdawn** creatures. If you follow all the steps and the new creature still doesn't seem to fit into your

CREATURE LEGEND POINT TABLE

Attack/Spellcasting/ Armor Ratings	Damage Step	Death Rating	Legend Points
1	6	5	1
2	7	10	2
3	8	12	3
4	9	15	4
5	10	20	6
6	11	25	8
7	12	30	10
8	13	35	12
9	14	40	15
10	15	45	17
11	16	50	20
12	17	55	30
13	18	60	45
14	19	65	75
15	20	70	200
16	21	80	250
17	22	90	325
18	23	100	500
19	24	110	1250
20	25	120	2200
21	26	130	3500
22	27	140	4500
23	28	150	5500
24	29	160	7000
25	30	180	9000
26	31	200	14000
27	32	220	19000
28	33	240	24000
29	34	260	27000
30	35	280	30000
31	36	300	37500
32	37	320	43500
33	38	340	50000
34	39	360	62500
35	40	380	75000
36	41	400	87500
37	42	420	100000
38	43	440	112500
39	44	460	125000
40	45	480	137500

game, adjust it so that it does. Take care that the Legend Award for the new creature does not unbalance the game, either by providing too many Legend Points or too few.

To most accurately adjust a total Legend Award, ask: Is the total Legend Award sufficient reward for defeating this creature? For example, if a creature's Legend Award is relatively low based on many of its characteristics ratings, but it has a fatally poisonous bite, adjust the award up to reflect that danger.

APPENDIX 2: RULES

CORRECTIONS FOR ED2

BLOOD MAGIC

The Depatterning Rating for Blood Pebbles is DR 1.

The Depatterning Rating for Living Crystal Armor is DR 1.

EQUIPMENT

Missile Weapons

Dwarves should be able to use size 5 missile weapons.

Long Bow and Elven Warbow should be size 6 weapons.

HORRORS

Chantrel's Horror should also have the Horror Power Unnatural Life at Step 15.

The Knockdown Step for a Bloatform should be 13.

MAGIC AND SPELLS

Dampen Karma

The last sentence of the Effect should read, 'He must reduce the step of his Karma die by 2.'

Wound Mask

There is a missing paragraph for the spell Wound Mask, on page 192. It should read:

The mask has a Death Rating of 25 and an Armor Rating of 10. The armor of a Wound Mask can only be defeated by an Extraordinary success. At the end of each Combat Round in which the mask has survived, the mask fully recovers from any damage taken. Whenever the damage taken in a single Combat Round is equal to or higher than the Wound Mask's Death Rating, it is destroyed. The recipient is spared any damage until the next attack that hits; the destruction of the mask always completely absorbs the blow that shatters it.

WOVEN THREADS

On page 140, sixth paragraph, it states: 'In the case of talents and skills...'

Threads can only increase talents, and the other five things bulleted on that same page. Not skills.

SKILLS

Wilderness Survival

Wilderness Survival skill Step should be Rank + Perception Step.

TALENTS

Battle Shout

The Step for Battle Shout should read: Rank + Charisma Step

Eagle Eye

The Step for Eagle Eye should read: Rank + Perception Step

Engaging Banter

Engaging Banter lists 'Mental Defense' as one of the affected attributes. It should say 'Spell Defense.'

Lightning Throw

The Lightning Throw Talent should read Action: Yes.

APPENDIX 3: RULE CLARIFICATIONS MAGIC AND SPELLS

Question: Dispel magic now cannot be used to dispel talents and other forms of magic. This contradicts a chapter in the Magic: Manual of Mystic Secrets. Is that right?

Answer: With Dispel Magic, we changed the effects of the spell rather than the way magic works. As a first circle spell, years of play and some specific playtesting had come to show that the spell was unbalancing. Expect to see a much higher circle version of the spell that has the talent dispelling capabilities of the old First Circle Dispel Magic in first edition in an upcoming release titled **Dangerous Goods**.

MULTIPLE DISCIPLINES

Question: The cost and requirements for multiple Disciplines has really increased! Why?

Answer: A Discipline is more than what a character does, it's what a character is. It defines the way a character looks on the world, the way they think, the way they act. It's an essential part of their pattern. To actively change the way you think is a difficult thing. Starting a second Discipline isn't as simple as deciding that 'I don't want to be just a Cavalryman, now I want to be an Archer too.' Certainly, some people can combine the different, and sometimes conflicting, methods of thought: one that wishes to see things as arcs and targets, and the other that places paramount importance on the bond between Name-giver and steed. But most people can't, and moreover, wouldn't want to try. Now, we recognize that the player's characters aren't most people, so there are rules that make it possible to have multiple Disciplines... but the rules now more correctly represent the difficulties that a multiple Disciplined character faces.

Question: Paying for multiple Disciplines. The first rank of your new Discipline talents costs a ton, but what does the second rank in your First Circle Talents cost you?

Answer: The second and subsequent ranks of First Circle talents in a character's second Discipline costs are determined by the first column of the Second Discipline Talent Rank Cost Table. For example:

Rank 2 for the First Circle Talents of your new Discipline costs 500

Rank 3 for the First Circle Talents of your new Discipline costs 800

Rank 4 for the First Circle Talents of your new Discipline costs 1300

...and so on.

Question: If you were a Fifth Circle Thief before you multi-Disciplined to Scout, could you ever get to be a Sixth Circle Scout, or would you be stuck due to the fact their Talents aren't different at Fifth Circle?

Answer: In the case where BOTH talents in a circle in a character's second Discipline overlap with the previous Discipline, the character may still continue to advance in both Disciplines. Thieves get Lock

Pick at first circle, and Trap Initiative at third. Scouts get both at fifth. If one or both of these talents were already at rank 6 when the character was ready to advance to sixth circle Scout, she could go ahead and advance. If the character needed to increase the rank of one of these talents to 6, then she could do that as well, however she would have to pay the Legend Point cost for advancing it in her second Discipline rather than her first.

TALENTS

Question: The Avoid Blow talent uses the wording 'once per every attack directed at him per round.' Should this read once each attack, or once per round?

Answer: A character may use the Avoid Blow talent once per each melee, missile, thrown, or unarmed attack directed at him in a round. The Avoid Blow skill may only be used once per round.

Question: The Battle Shout talent affects only one person, but the skill affects many. Is this the right way around?

Answer: Yes, that is correct. Please note, however, that the talent causes the person affected by it to have a Step penalty equal to the rank of the talent, where the skill causes a -1 Step penalty, regardless of the rank of the skill.

Question: Does the movement for charge (as a talent or Combat Option) require a full move in the same action as the Melee Weapons Test, and does it have to be in a straight line?

Answer: Yes, a charge requires a full move. While the full move doesn't have to be in a perfectly straight line, it does need to be in a mostly straight line (to build up the momentum). This means that without the Wheeling Attack talent, a character may only perform a charge every other round. If the character makes a full movement towards the enemy, then they may use their mount's strength in a Mounted Melee Attack, as with a charge.

Question: Is it impossible to make a Split-Movement Charge attack, unless you are a Cavalryman using Wheeling Attack?

Answer: If the character does not make a full movement towards the enemy and charge, then they may use the rules for splitting movement when performing a Mounted Melee Attack. So, yes, it is also impossible to make a split movement charge without the Wheeling Attack talent. This is one of several reasons why Wheeling Attack was moved to a higher circle for cavalrymen.

