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A LEGENDS OF BARSAlVE ADVENTURE



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WHAT IS LEGENDS OF BARSATIVE

Legends of Barsative is meant to be a "living" campaign setting, where a particular character builds their legend across many tables. A character in *Legends of Barsative* begins at First Circle, created using the standard rules listed in the **Earthdawn Player's Guide** or the alternate rules presented in the *Legends of Barsative: Character Creation* packet. Alternately, players may use one of the pregenerated characters in the *Player's Guide* and transfer over the rewards they earned to a character created later.

As *Legends of Barsative* progresses, the players adventure in and around the frontier town of Haven, and become embroiled in the politics of the ruined city. Further background details about this setting can be found in the *Legends of Barsative: Haven Guidebook*.

USING THIS ADVENTURE

This adventure supports three to eight player characters of First and Second Circle.

The Story So Far provides background information and gives the gamemaster context for the scenes that play out during this adventure. The *Adventure Overview* provides a summary of the events occurring during the adventure.

After these summaries are the individual scenes through which the player characters progress. This adventure was designed to take about four hours to complete (the standard convention timeslot), so each scene has a suggestion for how long it should take to resolve.

Each scene begins with *Setting the Stage*, a piece meant to be read aloud to the players. *Themes and Images* covers the overall mood and flow of the scene, while *Behind the Scenes* describes different actions and options that might take place during the scene. Should the players get off track, each scene includes a *Troubleshooting* section to give gamemasters suggestions to help the story along.

Two more sections close out the adventure. *Loose Ends* describes the results of players' actions, reactions of various gamemaster characters, and rewards players may gain. This section contains the necessary details to fill out the *Chapter Summary* sheets (mentioned below). *Cast of Characters* provides game information on relevant gamemaster characters found in adventure.

Many scenes involve Interaction tests and gamemaster character Attitudes as possible avenues for resolution. It might be helpful to review the rules for those before running the adventure, found on pages 142 to 151 of the *Gamemaster's Guide*.

At the end of this document are *Chapter Summary* handouts. Players should use these to record their actions during the adventure, track influence gained with various gamemaster character factions, and record rewards. Rewards may be used to improve a player's character for use in future *Legends of Barsative* adventures. Actions taken during this adventure have an impact on future events, so we encourage you to send your *Chapter Summaries* to LegendsofBarsative@fasagames.com.



THE STORY SO FAR

In Parlainth's catacombs lies an intelligent and cruel t'skrang cadaver woman Named Twiceborn, who fashions herself queen of her under-empire. But as Haven expands on the surface, she finds herself with a growing number of undead minions at her command. This was a boon at first, but her catacombs are getting crowded and the undead queen seeks to expand her domain.

For the past year, Twiceborn has been sending volunteers from her court into the ruins to establish colonies. Recently, two cadavers came to their queen with a plan: move to the surface near Haven and begin building a community. With Twiceborn's permission and an allotment of seed money, they found a home in the Smalls near Haven.

What the cadavers didn't tell their queen was they discovered a ritual they think turns fresh corpses into cadaver men (it doesn't). With their knowledge of the ritual, they hope to add new cadavers to their community, ones not beholden to Twiceborn, and therefore gain influence in Parlainth's cadaver society. All they need is a supply of bodies. Battling adventurers is too dangerous, so the cadavers took to spying instead. They learned of a corrupt deputy Named Griz Goldeye, made contact with him, and offered payment in exchange for easy prey.

Griz developed his own plan. In Haven's New Quarter, a poorhouse Named Garlen's Alms recently received a new headmaster. Griz believed he could convince the headmaster, Belaron, to hand over some of his charges, who Griz would sell to his cadaverous benefactors. He didn't seek permission for this side job, figuring Torgak wouldn't mind a few missing mouths. Griz callously believes the poor provide nothing of use to the city.

Two months ago, Griz made his move and met with Belaron. Griz first offered the carrot, claiming he would give the poor new jobs and fresh starts. They simply had to meet Griz at the edge of town by the end of the day. Belaron was suspicious of Griz's true intentions, but agreed in the hope a better life awaited these people.

One month ago, Griz took a former member of the Strongest Arm, an invalid ork by the Name of Heurus. When the ork didn't return, Belaron confronted Griz at The Restless Troll. Griz took the questor out back and beat him for prying. Thinking Torgak approved of Griz's plan, Belaron felt trapped and allowed Griz to continue unimpeded.

Griz made his next offer to an elderly woman Named Zemma, who accepted like the ork before her. Unfortunately for Griz, this woman still had friends in Haven who started asking questions. On top of that, Torgak had begun suspecting betrayal from his deputy and dispatched a trusted employee, Mirthful Dru, to get to the bottom of things.

Without knowing all the details and with the current political unrest in Haven, Dru knew she had to handle the investigation as discreetly as possible. To keep Torgak's Name out of it, she decided to pose as Zemma's distraught niece and went looking for a few expendable assets. This is where the player characters come in.

ADVENTURE OVERVIEW

The adventure begins with *The Missing Meet*, a lunch meeting at The Restless Troll with a woman who introduces herself as Drucilla. She is a humble-looking human

searching for answers regarding her aunt, Zemma. In reality, she is Mirthful Dru, a Thief who has a known affiliation with Torgak's nephew. If the group sees through her deception, she points out a woman is missing and she has the coin to pay for a thorough and rapid investigation. She offers a bonus for discretion, but it is not her priority. She gives the player characters a couple of leads they can follow.

In *Repossessed Repository*, the characters can go to the missing woman's place of on-again, off-again work, the Curators' library known as the Repository. There they can easily make contact with Oneus Brynaxx, who remembers the woman but doesn't know her personally. He mentions his suspicions about Garlen's Alms and points them toward Belaron.

In *Welcome to the Poor House*, the characters investigate Zemma's former home, Garlen's Alms. They encounter Egil Rarfu of the Strongest Arm, who explains he is looking for a personal friend of his, a veteran named Heurus. He asks the group to investigate the missing ork on his behalf, as any more time in the poorhouse may cause him to throttle innocent Namegivers.

Within are a number of perennially desperate people. It is difficult to get any information out of Muon and Gwef, an elderly dwarf couple. A young blind girl Named Mollandra seems too afraid to speak out. The group is allowed upstairs, but are informed it has been some time since Zemma has been seen there and her room has been used by many different poor folk since then. It becomes clear the woman left in a hurry after meeting with the headmaster, Belaron.

The players move on to *Meet the New Boss*, where they discover Belaron's office hosted a meeting with Zemma, but he is reluctant to talk about the details. Through distraction, stealth, or intimidation the characters manage to get a look at Belaron's ledger. Analyzing it is difficult, but with the Curators' help they can discover Griz Goldeye, one of Torgak's deputies, met with both Heurus and Zemma prior to their disappearances.

They begin the search for Griz when they stumble into *Trumped Up Charges*. Poline Wyeta, one of the people vying to take over from Torgak, is rallying people near the Map Wall, specifically mentioning the disappearances and Torgak's failure to protect Haven's people. In what seems a case of bad luck, the characters are cornered by Wyeta and she asks their opinion. They can escape the stirring mob, but discover Wyeta is a catspaw to Archiana Smoothskin, who tells the group she is aware of their investigation and willing to pay handsomely for whatever information they have.

In *You Can't Hire Good Help*, the investigators catch up with some of Griz's enforcers at The Restless Troll. One way or another, the group discovers the enforcers were aiding the infirm over the wall and into the Smalls. In fact, the enforcers are supposed to meet Griz at the wall that night to discuss their next job.

When the players rush to the meet in *Cold Pursuit*, Griz learns his scheme has gone awry and he tries to lose the heroes by running through a practiced route in the Smalls.

Finally, in *Gnashing Teeth*, the characters discover the fate of the missing Namegivers. A group of cadaver men has been growing their numbers, offering Griz silver in return for bodies. Griz, knowing Torgak won't be pleased, fights alongside the walking dead to kill those who know his secret.

If questioned, Griz claims to work alone and Drucilla is happy to have the man put away for a long time. The adventure concludes with the characters deciding who gets the full story, and deciding for themselves if they believe Torgak was involved in these deplorable acts.

THE MISSING MEET

(30 Minutes)

Overview

At a lunch meeting in The Restless Troll, Drucilla hires the team. She is a humble looking human searching for answers regarding her “beloved aunt,” Zemma Caden. The client is actually Mirthful Dru, a disreputable Thief who works with Torgak’s nephew. She offers a bonus for discretion, but it does not appear to be her priority. Players walking away from the meeting should have quite a few details about the missing Zemma and a few obvious leads on which they can follow up.

Setting the Stage

Namegivers go missing in Haven with depressing regularity. Typically, the lost are adventurers diving into the ruins, but sometime the situation is more unexpected. Through the grapevine, you heard about one such case. An elderly woman went missing and her niece is desperately trying to track her down. The niece needs people willing to get their hands dirty, people who won’t hesitate to ask difficult questions. She also needs people who won’t cost her a fortune. You’ve agreed to a lunch meeting at the most popular watering hole in Haven, The Restless Troll.

You arrive at the bar to find it bustling. Tylia, the eponymous troll, notices you above the crowd and nods her head to a booth in the back corner. Seated there is a human woman with shoulder length, jet black hair. She wears faded leathers and a worn espagra hide cloak. On her hip, a long dagger rests in a serviceable sheath. She’s young, perhaps twenty years old.

When you approach, her face changes from its grim demeanor to a put-on smile, and she gestures for you to have a seat. Once everyone has settled in and had their orders taken, the woman heaves a sigh. “My name is Drucilla, and my aunt has gone missing. I need your help to find her. Dead or alive, I have to know what happened. Can you help me?”

Themes and Images

Despite the sinister details being discussed at the meeting, The Restless Troll is bustling with activity and raucous behavior. Adventurers spend days here celebrating their hauls and gossiping with Tylia, the bar’s owner. While Dru is quiet and concerned, the rest of the bar is loud and boisterous. The disparity might make the party uncomfortable, but a booth full of sad-looking people does little to dampen the spirits of The Restless Troll’s patrons.

Behind the Scenes

The woman, Drucilla, is more than she appears. Several knowledge skills could recognize her true identity. Haven History, Thief Lore, Haven Government, Heroes of Parlainth, or any similar skill could qualify. Provide information based on the Knowledge test result as indicated on the table.

Knowledge Roll	Information
DN 9	This woman looks an awful lot like Mirthful Dru, an associate of Mayor Torgak's.
One Additional Success	Mirthful Dru is a reasonably accomplished Thief adept. She has ventured into the ruins with Torgak's nephew, Rugash. The two are drinking buddies.
Two Additional Successes	Mirthful Dru has no family in Haven. She grew up on the streets and Rugash became friends with her as a teen. She owes everything she has to Torgak's family.

As Drucilla is discussing the facts, characters may make an Insight (11) test (*Gamemaster's Guide*, pg. 146) to tell she is hiding something, or Perception (16) can notice something is off about her behavior. For someone who has lost family she doesn't seem particularly distraught. If the characters bring up these concerns, Drucilla explains she is on little sleep and has been run ragged investigating this situation on her own, and she is just relieved to finally have help. For more on Drucilla's motivation, refer to *Cast of Characters*.

Drucilla lays out the facts in more or less chronological order. Zemma Caden (her "Aunt") has gone missing. She is not at her residence, nor has she been seen by her affiliates in the Curators. Drucilla describes Zemma in detail, even furnishing the group with a decent drawing of the woman, who is elderly and infirm. She attends the monthly meetings of the Curators and works with them filing documents, and was absent from the Curators meeting six days ago.

Zemma was last seen eating dinner at The Restless Troll alone eight days ago. She is a permanent resident of Garlen's Alms, a poorhouse in the new neighborhood. Neither the Curators nor the headmaster at the Almshouse proved helpful, but Drucilla feels they must know something they aren't telling. She offers 100 silver to each character if they can find the whereabouts of her aunt. In addition, Drucilla asks the group not to discuss details of the investigation with anyone until they first report it to her, and if they can find her by the next morning, she offers each character an additional 100 silver bonus.

A particularly canny or knowledgeable character might realize not all of Drucilla's evidence adds up, and might even recognize her as Mirthful Dru. If called out about these facts, Dru gives a lopsided smirk and admits there is more going on than can be discussed openly, but insists all the information she has given is true, and it is in everyone's best interest for the truth to be uncovered as rapidly as possible. After all, a woman is still missing and Dru is offering good silver for the job.

Troubleshooting

The main thing that can go wrong is the players don't take the job. If they seem like they're getting ready to walk, have Drucilla stress an old woman is missing and nobody is looking for her. "If you don't help, her story may never be told." If the characters still walk away, the adventure is over for them.

REPOSSESSED REPOSITORY

(15 Minutes)

Overview

Many people at the Repository remember Zemma fondly, noting she wasn't the fastest at her work, but always had a kind word and a listening ear. The most knowledgeable Curator is a t'skrang Named Oneus Brynaxx. He has suspicions regarding Garlen's Alms, but has so far been unable to justify any direct action against them. He requests the characters retrieve Belaron's ledger on his behalf.

Setting the Stage

Zemma attended Curator meetings, so someone at the Repository must know her. As usual, the refurbished library is bustling with activity. Dozens of Namegivers walk the racks, checking out rare texts and cataloguing new finds. After a few minutes of asking around, the ancient t'skrang, Oneus Brynaxx, approaches. "Yes, young ones, can I provide any assistance to you today?"

Themes and Images

The Repository is busy, but the dusty tomes and quiet focus of those within can be unnerving. News of Zemma's disappearance makes the Repository seem more dour than usual. Most of the volunteers knew the woman, though nobody seems to know her particularly well.

Behind the Scenes

Drucilla knows Zemma attended Curator meetings. Like all adventuring companies, they require regular meetings for full members to maintain their blood oaths, so it is a sensible place to begin the investigation.

Asking Oneus or any others at the Repository about Zemma garners little information. Oneus recalls the woman. He explains she is not a woman with exceptional talent, but she is paid to catalog finds when her hip isn't keeping her in bed. She seems nice enough, but the fact she stays at the wretched almshouse is unfortunate.

If asked about Garlen's Alms, Oneus reveals he is suspicious of their new headmaster, Belaron. His ledgers and personal documents are of great interest to the t'skrang Wizard. He would be grateful for such information, and it may help discover the lost woman's fate. If asked about compensation, Oneus frowns at the group but says he can probably wrest 50 silver per character from the Curators' coffers.

If asked for more detail about Belaron, Oneus mentions he has never been to Garlen's Alms, though it has become an institution in the new neighborhood over the past five years. Until a few months ago, it had a devout ork headmistress whose

Name Oneus cannot recall. Belaron came in on a caravan to replace the aging former headmistress, and has been in charge ever since. He can't place his finger on it, but something about Belaron doesn't add up. The man has devoted his life to doing good works, but the stories Oneus heard from Zemema always made him feel like the Belaron was hiding something.

If the group wishes to see Zemema's workspace, Oneus takes them there, though there is nothing relevant to the investigation. When Zemema worked in the Repository, she used a desk shared between several workers. The Curators keep a small number of trusted assistants to take documents reviewed by more learned members, properly label and tag them, then file them away in the stacks. The assistants are paid based on how many documents they file away. Zemema typically worked a few hours a day, a couple days a week. Her hip made her slow and she generally took many breaks.

A chipper young dwarf woman Named Rose is currently working at the desk. Rose speaks fondly of Zemema, mentioning a quilt the woman patched up for her. Rose describes Zemema as a good listener, and a generous and giving woman. She hasn't seen Zemema for nine days, and she first missed a shift six days ago, though this



was not uncommon due to her hip. Rose's chipper attitude falters upon discovering Zemema is missing, but she remains optimistic. The dwarf suggests maybe she found a better job, or perhaps a gentleman caller. Because the desks are shared, the Curators encourage people to leave nothing of value behind, and nothing of Zemema's is here.

No one at the Repository recognizes the name Drucilla, nor do they know of any of Zemema's family, but they concede they don't know the elderly woman particularly well. Should characters ask specifically about Mirthful Dru, the volunteers don't know anything, but Oneus recognizes the Name, and shares the information for success and one additional success from the knowledge table on page XX.

Troubleshooting

The players might spend a long time here trying to find information about Zemema, but all signs point to the almshouse. The most important information is Belaron is a person of interest, and Zemema's actions seem to match Dru's reports. If need be, Oneus can usher the group out for wasting their time, telling them to come back with the journal.

Discourage the group from pursuing any leads related to the prior headmaster. There's no reason to think she's involved, as the disappearances started after she left Haven. If the characters insist on pursuing it, they can learn her Name was Aytara, and she was well regarded by the Haven's residents.

If the group wants to start a fight in the Repository, remind them of the number of experienced adepts who have aligned themselves with the Curators, and of Oneus's own reputation. If that isn't enough, all renowned members of the Curators can be made available as needed to chase the party out or catch them hatching whatever plot they are attempting.

It is possible the group may wish to visit the Almshouse first instead of the Repository. The group must pass near the Repository on the way, so it is easier to stop there first. If the characters insist, skipping this scene means Oneus will not offer the side job to acquire the ledger, and the characters may not be as suspicious of Belaron. Fortunately, all the information they need to pursue the investigation can still be found at the Almshouse.

WELCOME TO THE POOR HOUSE

(30 Minutes)

Overview

Before entering Garlen's Alms, the party meets Egil Rarfu of the Strongest Arm, whose friend has recently gone missing. With that additional information, they investigate the almshouse, eventually realizing all signs point to a secret meeting in Belaron's office.

Setting the Stage

Overall, the new neighborhood feels nicer than the older ones. The wood construction here can make you forget the stone ruins looming over Haven. This area was built in the past decade and is largely residential. The Passion Garlen made her mark on the area by sending questors to build an almshouse for the poor, elderly, or invalid. The two-story building seems to sag under its own weight. Thunder rolls in the distance as the front door bursts open. An angry looking troll stomps out of the building and locks eyes with you.

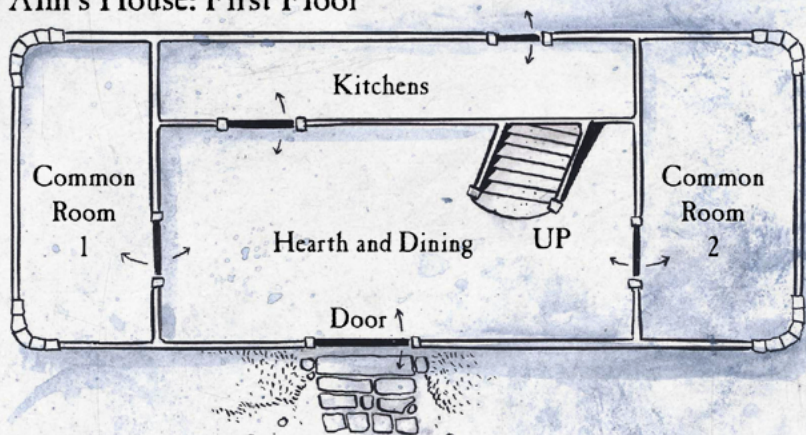
After entering Garlen's Alms:

The building certainly has a smell. The front door opens into a large and dingy common room. Three long tables sit mostly abandoned while in the back, a pair of orks move in and out of the kitchen. Two other doors, currently closed, and a staircase leads up to the second floor. A handful of Namegivers, presumably almshouse patrons, look up at you from a long table as you enter. After deciding you are no threat, they return to their business.

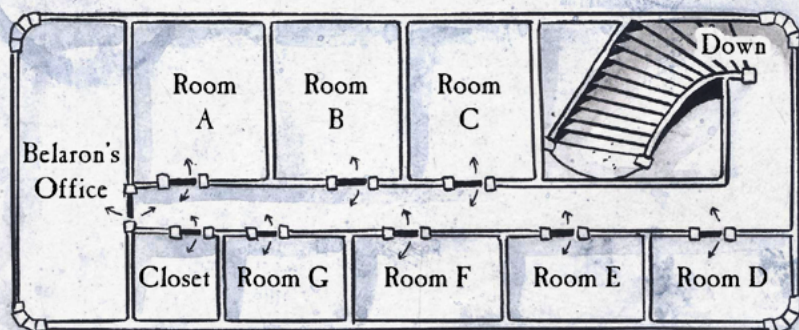
Themes and Images

The poor folk within the almshouse are a truly desperate lot. A few put on a brave face, but those who stay day in and day out know they have no better options. In the

Alm's House: First Floor



Alm's House: Second Floor



evenings, a few more people fill up the common rooms on the first floor. These people may be down on their luck adventurers, or gifters and pan handlers.

Garlen's Alms is a little run down, but not unsafe. The people within stand up for one another as a makeshift family. If the characters can't get on the patrons' good side, they may not know which way to turn. The poor here are loath to trust mysterious adventurers, even if they claim to have pure motives.

Behind the Scenes

The troll at the entrance is Egil Rarfu, a member of the Strongest Arm. He has been looking for a missing friend, Heurus, but nobody inside is being helpful. If the players admit they are going into the almshouse, he asks them to ask after Heurus. The ork had only one arm and was forced to retire here. Heurus bore a distinctive ring (on his remaining hand) set with a sapphire flanked by two rubies. While the ork

turned to drink and refused all assistance, Egil vowed to watch over him and deliver the ring to his next of kin should he pass on. Any assistance the group provides is appreciated by the Strongest Arm. At the very least, they pay a bounty of 150 silver per character for returning the missing ring.

In Garlen's Alms are many unfortunate people. The most talkative are an elderly dwarf husband and wife, Muon and Gwef, who live in the almshouse because they are poor and refuse to work. Also of interest is a blind girl Named Mollandra (Molly). No one at the almshouse talks to the players unless they seem trustworthy. Unless otherwise noted, characters in the almshouse start with an Unfriendly Attitude towards the characters, and will only talk if their Attitude can be shifted to Friendly (see the *Gamemaster's Guide*, pg. 142, for more on Attitude).

Kitchen Staff

The kitchen staff in the back are an ork couple (Social Defense 8 each), who have been working in the almshouse for some time. Their children died in a house fire and this is their way of giving back. The Names Zemmas and Heurus mean nothing to them, but they advise characters the new headmaster, Belaron, keeps track of the residents in his ledger and probably knows more. Asking after Zemmas's family or Mirthful Dru is equally fruitless.

Muon and Gwef

Muon and Gwef are difficult to talk to at the best of times, and convincing them to talk about difficult topics can be even more frustrating. Their Social Defense is each 8. Should characters fail to improve their Attitude to Friendly, the character finds themselves pulled into a long, rambling, and far too personal story about Muon, Gwef, and their younger days. A story that ends with a bawdy joke. If the group wins them over they can learn some useful information, but the couple still looks for a double entendre or bad pun.

The couple knows Zemmas and are aware she left about a week ago, though they don't why. Heurus they know far more intimately (pausing to emphasize the word). They mention he had excitedly packed his belongings and left in a hurry about three weeks back. He didn't even so much as say goodbye. They figured he must have been given a job in the meeting he had in Belaron's office just prior to leaving. The couple aren't aware of any family of Zemmas's and the names Drucilla or Mirthful Dru mean nothing to them.

Mollandra

Mollandra, or Molly, is a blind young elf, worried about being taken advantage of. She spends her time at the long tables with others who frequent the establishment. She plays with small scrap-cloth dolls and hums to herself, her eyes staring unseeing towards her feet. She has a Social Defense of 9.

If the group is able to win her over, Molly cautiously and quietly reveals what she knows. She is somewhat familiar with Heurus, saying he always smelled like spoiled fruit, but they weren't particularly close and she was glad when he left a few weeks ago. She feels a little guilty about that, but it's the truth.

Mentioning Zemma brings Mollandra close to tears. It is clear Zemma was something of a surrogate mother. Molly explains Zemma packed up what few things she had and left in a hurry after meeting with Belaron seven days ago. Zemma promised she'd be back in a few days but has yet to return. Molly is very concerned something may have happened to her.

Is asked about Zemma's family, Molly's expression turn puzzled and she mentions she didn't think Zemma had any real family, just the other almshouse patrons. Any questions about Drucilla or Mirthful Dru just leave the girl shrugging.

The Truth

All the stories the characters hear are more or less accurate. Heurus was a veteran explorer who drank too heavily from time to time. Twenty days ago, he had a meeting in Belaron's office, though none of the other patrons know what it was about, or who it was with. This third party offered Heurus a job he eagerly took, leaving the almshouse just after dinner.

Seven days ago, another secret meeting occurred between this mysterious benefactor and Zemma. Again, the promise of work and silver forced Zemma out of her comfort zone and she agreed to the labor, never to be seen again. Further information about this mysterious benefactor can be discovered in the next scene, *Meet the New Boss*.

While Drucilla claimed to investigate the almshouse already, it was a lie. She was concerned investigating personally would draw attention from the Association of Unaffiliated Explorers, when she would prefer to leave them in the dark.

Troubleshooting

This scene serves mainly to hand out the side job from the Strongest Arm and a feel for how terrible being destitute in Haven can be. Feel free to let the group linger, interacting with the almshouse patrons, but the crux of what the players are to discover in the almshouse lies upstairs during the next scene.

If the group wishes to spend significant in-game time here, remind them they are on something of a deadline. Time spent speaking with the residents is not spent looking for the missing people.

MEET THE NEW BOSS

(30 Minutes)

Overview

On the second floor of Garlen's Alms, the players meet Belaron. The most interesting item of note in this scene is Belaron's ledger, which the Curators have requested. Through their actions, the players should either acquire the ledger or tease out of Belaron directly that Griz Goldeye is the one responsible for the missing Namegivers.

Setting the Stage

The stairs creak under each step. From the top, you can see down into the kitchen. The stairs curve into a narrow, off-axis hallway lined with doors. All but one of the doors are marked with Throalic letters. That final door has no label, and is open, revealing floor-to-ceiling bookshelves against the far wall. Seated at a desk in front of the shelves is a human, examining a large, leather-bound tome. He looks up as you reach the landing and furrows his brow. "Welcome to Garlen's Alms, I am Belaron," he says, standing. "May I be of assistance?"

Themes and Images

The upstairs area is cramped, humid, and uncomfortable. The individual tenant rooms have nothing of value, apparent at a glance. Belaron's room is a little different. He keeps the windows open to get fresh air and has incense to keep the worst smells at bay. Even his bed seems a little too nice for Garlen's Alms.

Belaron gives off a somewhat sleazy vibe, and seems like he is here for profit and little else. But like the almshouse's patrons, he feels cornered with few options. If he confronts Torgak, Griz calls him a liar and has Belaron run out of town. Instead he keeps quiet and is failing his patron Passion.

Behind the Scenes

Belaron has been headmaster of the almshouse for only a couple of months (players of the *Masks of Fear* adventure may recognize him as one of their traveling companions). He knows about the disappearances, but is reluctant to talk about them. He believes Torgak is removing these people from the population and, after snooping a little too much, has decided it is safer to keep his head down.

When Belaron discovers what the players are investigating, he has an Unfriendly Attitude (*Gamemaster's Guide* pg. 143, his Social Defense is 8), and tries to end the discussion without appearing unsympathetic. During the discussion, a successful Interaction test (for a small favor, *Gamemaster's Guide*, pg. 148) has Belaron reveal they met with an anonymous benefactor offering them more stable employment, and neither of them have returned after leaving. If the players are particularly charming and persuasive, a successful Interaction test (as a large favor) persuades him to give up Griz Goldeye and reveal the deputy frequents The Restless Troll.

Belaron remembers both Heurus and Zemmas, and seems sad at the mention of their Names. He looks them up in his ledger: Zemmas left the house seven days ago, Heurus twenty. Belaron shrugs and says the house is meant for those who need it, and perhaps they found another place that would take them in. An Insight (8) or Perception (13) test tells he is hiding something.

Belaron's Office

Belaron lives and works out of his office, so he is almost always there and keeping an eye on his ledger. He takes meals downstairs with the patrons, and locks the office door when he does so. The door can be picked or forced open (DN 7), though the latter makes noise. If the group makes significant noise, Muon and Gwef come to investigate.



A successful Interaction test for a small favor gets the two to back off, and each copper given to the dwarf couple provides a +1 bonus to this test.

The north end of the office has a small, unmade bed. Belaron's fine, weathered oak desk dominates the room and Belaron's ledger (described below) is on it. The shelves behind the desk are filled with odds and ends, including a handful of pricey looking texts.

Belaron takes meetings in his office, closing the door if he believes sensitive matters will be discussed. He doesn't allow anyone in his office without his supervision. However, Belaron responds to emergencies in the almshouse. If there is a loud disturbance, he rushes down himself, otherwise he won't be aware of trouble unless a regular notifies him. If he is in a meeting, he apologizes, but demands everyone in his office accompany him downstairs until the situation can be resolved. While rushing out of his office, he closes the door, but (unless he has reason to believe it's a ruse) doesn't lock it. This provides an opportunity for someone to get inside and snoop.

Belaron has little of real value in the office. Some books on the shelves are valuable, but a Perception (4) test is enough to recognize there is probably only one copy of these books in Haven, which makes them difficult to fence.

Belaron's Ledger

Belaron records everything related to the almshouse management in a simple leather tome. Once alone in the office, it is easy to pick up the book (though a bit cumbersome for a windling). The ledger is eight inches wide and twelve tall, and about four inches thick, so hiding it is difficult. It can be ditched out of one of Belaron's open windows, one of which faces a relatively private alley.

The book itself is written in human. If none of the players can read the language, the Curators are more than willing to translate. The first half of the book records the comings and goings at the almshouse, including Belaron himself. There are entries in the log for "Deputy Griz Goldeye, Overseer," meeting with Zemma and Heurus, each on the day they disappeared. The log says they met in Belaron's office. The headmaster also visited Griz Goldeye at "his usual Restless Troll booth" ten days ago. (After Griz

took Heurus from the Garlen's Alms, Belaron went snooping, then decided to keep his nose out of it.) The second half is the almshouse's ledger follows an unusual accounting system. It takes days and significant economic knowledge to decipher the ledgers.

The Other Rooms

The other rooms in Garlen's Alms are for more permanent residents, but none have many belongings to speak of. Muon and Gwef live in room A. It is packed with trash and smells foul. Room B has a bedridden elderly troll with dementia who persistently asks for his sponge bath. He knows nothing of value and has no money. Zemma used to live in room C, but other than a spare set of threadbare clothes, there are no personal effects. Room D, Heurus' old room, contains a rusted sword in the footlocker as well as a wooden carving of Thystonius's hammer, but neither is valuable. Room E has had a variety of people moving in and out, and is currently unoccupied. Room F is barred from the inside. Within is a confused madman who opens the door if Belaron asks or the promise of food, but he has nothing of interest and screams and shouts if people attempt to enter. Room G is Mollandra's room. She has a few blankets and a stuffed doll of an overly adorable looking zoak she calls Toot.

Troubleshooting

Convincing Belaron to talk can be difficult. If the group finds diplomacy is failing, their eyes should turn to the ledger. It is a key item for the Curator's side mission and also has the information they seek. The players should be reminded of that.

It is likely the players need to concoct a scheme to get Belaron downstairs, leaving his office door unlocked. Any loud disturbance is enough to get him to come investigate. If the players come up with potentially disastrous schemes, like setting the almshouse on fire or killing someone, remind them they are supposed to be heroes and those actions will have long-lasting repercussions.

Belaron is aware of the trouble brewing in the almshouse, but he is not responsible for it. He thinks Torgak is behind the whole thing. Sticking one's neck out for something like that is a good way to get it chopped off, so he's been laying low. If the players are really stumped, Belaron may take pity on them, or crack under the pressure and admit what he knows about Griz Goldeye. It's not as good as having a book full of evidence, but it is enough information to go on.

Another angle characters might try is using items left behind in either Zemma's or Heurus's room with Mystic Pursuit (or a similar ability) to track the missing people. These powers do not work, because the magical connection to the items is broken on death. A character may try, but the result automatically fails.

TRUMPED UP CHARGES

(30 Minutes)

Overview

After the players get the information they need, they know Griz can most likely be found at The Restless Troll. On their way there, they run into a rally being held by the

Association of Unaffiliated Explorers at the Map Wall. Poline Wyeta has been placed there to cause a scene and put pressure on Torgak's administration with regard to the missing people. Should they manage to get past, Archiana Smoothskin approaches them privately to discuss politics and see if they have any useful information. The characters get their first peek into the brewing political storm and an opportunity to consider whose side they want to be on.

Setting the Stage

Something suspicious is happening at Garlen's Alms and you need to track down this deputy to get the bottom of it. Did the Passion Garlen know someone was tarnishing her name? Was Torgak involved in shuffling off the poor and infirm? A chill wind has begun blowing through the city and many have retired for the day, but several Namegivers still linger near the Map Wall.

*"Torgak cares nothing for the plight of the common man," a shrill woman's voice pierces the din of the crowd. "Heroes go into the ruins and die every day. Beasts roam our streets after dark, some on four legs, but most on two. No Namegiver is safe, and the troll sleeps peacefully in his mansion! And that nephew of his, Rugash? Can we scratch out a living for **another** three decades while he ignores us!?"*

The crowd roars at the thought and the woman cries out, "You there!" You wince as the crowd parts. A small human woman with short red hair points directly at your group. "Are you comfortable living under the unsympathetic rule of this troll dynasty?"



Themes and Images

The tone of the scene should be tense. Wyeta is a rabble rouser, and there should be at least a sense that poorly handling interactions with her might result in the crowd turning their frustration on the characters. Fortunately, the group isn't in danger unless they take a very aggressive stance or push things to violence themselves.

The interaction with Archiana should also be tense, but rather than barely restrained mob violence, it should focus on social discomfort. She is quiet and deliberate, and gives the impression she already knows any secrets the group might be hiding. Her approach is a scalpel instead of a sledgehammer, and if applied the right way, those smaller cuts can be a lot more painful.

Behind the Scenes

This scene takes place immediately after the group learns one of Torgak's deputies is involved in the disappearances. It occurs near the Map Wall as the players take the most direct route to The Restless Troll.

The Rally

The woman leading the growing mob is Polina Wyeta, from the Association of Unaffiliated Explorers. She hopes to garner support for her side and, more importantly, generate distrust for Torgak and his heir apparent, Rugash. That Wyeta is rabble rousing here is bad luck. Anyone who has grown used to life in Haven is aware these AUE demonstrations are growing more frequent.

There are a dozen individuals in the crowd, with a Social Defense of 7 (full statistics are included in *Cast of Characters*). Wyeta has a Charisma Step 7 and Social Defense of 11. Wyeta starts off Unfriendly, and the crowd is frustrated and angry with Torgak. The difficulty of swaying this crowd of Wyeta's followers to Torgak's side is obvious to any casual observer.

The characters are free to leave whenever they like, but they may wish to interact with Wyeta, or offer their own case to the crowd, perhaps to defuse a potential riot. If they reveal they are looking into the disappearances, this earns them goodwill with Wyeta and the crowd (providing a +3 bonus to Interaction tests). Revealing they are working for Torgak, unfortunately, cools the crowd's attitude (canceling any bonus), and Wyeta uses that as evidence their pressure is working.

If the characters reveal their suspicions about Griz's involvement, Wyeta uses that as further evidence of the corruption in Torgak's administration. If the group also reveals their employment by Torgak, Wyeta spins this as the group working as Torgak's lackeys, and the crowd grows hostile (-3 penalty to Interaction tests). They will not attack, but jeer and taunt the group, with perhaps a rotten vegetable or two being tossed their way.

The resolution of this part of the scene has an effect on the AUE's future political ambitions in Haven.

Beyond the Wall

After the group has dealt with Wyeta and the crowd, they encounter Archiana Smoothskin. She approaches the characters as they pass through the torn down wall,

out of sight of the shouting mob. The old Swordmaster has two ork brutes flanking her and distinctive tattoos covering half her face. She can be recognized with a relevant Knowledge test, such as: Haven History, Haven Politics, Personalities of Parlainth, Swordmaster Lore, etc.

Knowledge Roll	Information
DN 6	This is Archiana Smoothskin. She led the AUE before it was revealed she was a secret servant of the Mad Passion Dis and a Theran sympathizer.
One Additional Success	Archiana still dips her toe into political waters, but only as an advisor. She seems to have a personal vendetta against Torgak and devotes her life to seeing him defeated.
Two Additional Successes	The incident with the Mad Passion never quite added up, and it had convenient timing. You aren't convinced the woman follows Dis and are unsure how she feels about Thera.

Once she has gotten close enough to make everyone uncomfortable, she holds up her open palms and speaks. She was watching the group's interaction with Wyeta and the crowd, and her approach depends on how that scene played out.

Ultimately, she wants to win the group over to her side, make them suspicious of Dru (and by extension, Torgak), and learn any information that might implicate Torgak or hurt his reputation. If the group defused the mob without revealing their affiliation with Torgak or Griz's involvement, she praises their "civic pride" and says she is always on the lookout for capable adepts to help keep the peace in Haven.

If they revealed their investigation, she praises them (as above), and offers 100 silver each for the group to share the details with her. If they refuse, she tries to use her information about Dru as leverage (as described below).

If the characters were more low-key, she approaches it differently. She knows about the group's meeting, and asks them why Mirthful Dru is involving puppets in the investigation. If the characters profess ignorance about their employer, Archiana explains they were hired by a woman loyal to Torgak's nephew, Rugash. "She is brilliant with a short blade and at snatching purses. Why, just last year she killed someone in The Restless Troll for insulting her."

All of these facts about Dru are true, and may surprise the characters if they didn't recognize her earlier. Archiana uses this as leverage, insinuating they are being used as a cat's paw to cover for Torgak, and persuade the characters not to protect "Haven's corrupt tyrant," offering the same payment described above for their information. She also takes this approach more directly if the group revealed they were working for Torgak.

If the group knows about Dru, or doesn't seem persuaded, Archiana sighs with disappointment. "It's only a matter of time before Torgak goes down, whether to age or scandal. There's no telling what might happen to those who backed him when that happens."

She adds if they change their mind, they can find one of her boys near the Map Wall until dawn. She then leaves the group, perhaps with new information and some questions in their mind.

Archiana has a Charisma Step 7 and Social Defense of 11, and may spend Karma on Interaction tests of her own. If the group revealed they are working for Torgak, she starts as Unfriendly, otherwise she is Neutral. Using Interaction tests on her is difficult, as she is dedicated to her goals in the scene. The best possible outcome is for her to shift to a sense of “looking out” for the characters. If they don’t bite, so be it.

Troubleshooting

If the players refuse to interact with this scene or get out of it in a hurry, that’s okay. This event has little effect on the rest of the adventure, but might pay off with secondary rewards described in *Loose Ends*. This scene serves primarily to introduce some of the characters and ideas involved in Haven’s political environment, which will feature more prominently in later adventures.

If the crowd is somehow turned against Wyeta, she quickly backs away as bodyguards come out of the woodwork to protect her.

The most likely problem is if the group chooses to attack Wyeta or Archiana. If they attack Wyeta, the mob acts quickly and loudly, and Archiana leaves the area (without meeting the group). The mob rushes to her aid and attempts to harry as many people as possible.

If the group attacks Archiana, her henchmen move to hold them off and Wyeta’s mob may become aware of the disturbance.

The combat statistics for Wyeta’s mob and Archiana’s henchmen can be found in *Cast of Characters*.

If a fight does break out, some of Torgak’s guards, already nervous about the rally, appear within a few rounds before the scene becomes a full-scale riot. This disturbance can give the group a chance to get away.

YOU CAN’T HIRE GOOD HELP

(30 Min)

Overview

With or without Tylia’s help, the players find a group of troll enforcers who admit to working for Griz, but not much else. It could come to blows, the players could bluff their way in, or they could tail the trolls, but one way or another the party is on their way to see Griz.

Setting the Stage

The Restless Troll looks much the same in the evening as it did this morning. A couple dozen patrons crowd into booths or sit at the bar. Drucilla is no longer present, but Tylia is still working. She raises an eyebrow when she sees you, but continues bustling around the tavern.

Themes and Images

The trolls aren't burdened with an overabundance of learning, but they have the law on their side. Tylia allows for a tussle in her bar if she is made aware of the disappearances and Griz's involvement. She can also prove a useful sounding board for a team of adventurers. What should be clear here is these trolls are thugs, not masterminds.

Once outside the bar, the storm can be seen in the distance, with odd rumblings of thunder and splashes of lightning. It will be here before too long.

Behind the Scenes

Griz frequents The Restless Troll, but isn't here now. Even if he were, the characters would not recognize him, so they have to ask around. The most likely person to ask is Tylia. She asks the group what they want with Griz. Whatever their response, they must succeed at an Interaction test against her Social Defense of 10 for a small favor (her Attitude starts as Friendly). Every silver given as a tip provides a +1 bonus. Once successful, she nods to a group of trolls (equal to the number of characters) saying, "Griz isn't in tonight. That group over there, though, I'm pretty sure they work with him. Watch yourselves. Remember, you break it, you buy it."

The group of trolls also makes themselves known if people just walk into the bar shouting, "WHERE IS GRIZ GOLDEYE!" Either way, when Griz's Name is dropped, the head troll, Stuurend, looks incredulously at the group and says, "What you want with Boss Griz?" The trolls' Attitude starts as Unfriendly.

Talking to the trolls has them tell the group to "Stay out of gub-ment affay-ers." Interaction tests may be used to reveal they are meeting with their boss after dusk. Revealing this counts as a small favor, though other methods might work. Depending on the group's approach, they might convince the trolls everyone is working together and the trolls should take the group to Griz (this counts as a large favor).

If the group takes a more aggressive approach, and fails an Interaction test to threaten the trolls, a fight will begin. Tylia turns a blind eye to the fighting unless someone draws a real weapon. At that point, she steps in and demands both groups leave immediately. The statistics for the troll thugs can be found in *Cast of Characters* at the end of this adventure. They will use Unarmed Combat attacks unless the group draws weapons first.

If left to their own devices, Griz's crew leave just after dusk. The inattentive and inebriated trolls can easily be followed, receiving a -3 to their Perception test to notice a tail. If the group attacks them, the fight can go on for up to 15 rounds before a patrol of Lawbringers (led by Bermon Nobregas) arrives on the scene to shut things down.

The trolls fight until half their number are Wounded or unconscious. At that point, they snivel and whine, admitting they plan to meet Griz on the outskirts of the new neighborhood. They help old people over the wall and into the Smalls. That's all they know.

Troubleshooting

The party can get into a fight here, but they might do so overzealously. Remind the players stabbing a Namegiver to death in a bar is frowned on. Even if they are an apparent slaver, they will get locked up for a few days while evidence is collected.

Tylia can't be bothered with the fight and forces people out into the streets where the Lawbringers (or Torgak's guards) can handle the situation. Should the battle last too long, Bermon arrives with five novice Lawbringers. A successful Interaction (7) test (or a confession from one of the trolls) about the investigation convinces Bermon to let the players continue on their way. However, he demands after their investigation concludes they report back to Renwick Hall to get the details sorted out.

COLD PURSUIT

Overview

One way or another, the trolls revealed Griz Goldeneye's location, but it is apparent to the ork something has gone wrong. When he catches wind of trouble, he bounds off the wall and into the Smalls, hoping to lose pursuers in familiar terrain. Eventually, the group can find Griz's destination at Gnashing Teeth.

Setting the Stage

After the sun sets, the people of Haven stay indoors. The streets aren't really unsafe, but why take the risk? A gentle rain has started as you make your way back through the new neighborhood. Soon, you spot a figure sitting casually on the wall between Haven and Parlainth. As you approach, the Namegiver stands, growls out a curse, and drops to the far side of the wall. Into the ruins.

Themes and Images

This scene is frantic, with the group running through ancient and dangerous ruins. Griz knows the area well and expects to shake pursuit. He takes advantage of this knowledge to obstruct and hinder the characters.

The rain makes visibility poor. Play up the chaos and fear of running through the unfamiliar streets of the Smalls.

Behind the Scenes

Griz flees through the Smalls, a neighborhood of tight alleys and abandoned homes. The ruins in this area can be multiple stories high and navigating the streets can feel claustrophobic. This scene is mechanically handled as an extended test (called the Pursuit test), with the characters needing to overcome different challenges and obstacles along the way. The final outcome of the Pursuit test is based on the successes accumulated overcoming the obstacles.

The most common talents and abilities for overcoming the challenges are described below, but are not exhaustive. If a character uses a talent or ability creatively to overcome an obstacle, allow them to make a test and accumulate successes towards the Pursuit total. If an idea is especially good, the gamemaster may provide a bonus to the test, or award bonus successes as they see fit.

Over the Wall

The first obstacle is getting over the wall into the Smalls. Characters must succeed at a Climbing (8) or Great Leap (5) test to scale the wall where Griz was spotted and descend the other side. The lowest result in the group counts toward the Pursuit test total. (For example, in a group of four characters, one rolls 3 successes, two characters roll 2 successes, and one rolls a single success. Only one success accumulates on the Pursuit test.)

The wall is designed to have watchmen atop it, with stairs just a short walk down the wall. Any character may choose to use the stairs and forgo the test, descending safely onto a building roof in the Smalls, but forfeits accumulating any successes toward the Pursuit total. Using a rope doesn't provide any advantage in this challenge. While it normally provides a bonus to a climbing test, the time required to safely tie off the rope gives Griz more time to escape.

Windlings may fly instead of climbing or jumping, but the rain makes flying more difficult. Windling characters make a Toughness (5) test, with successes contributing to the Pursuit total as described above. If they fail, they take 1 Strain. If a character has Wind Catcher, a successful test adds one to their total successes, representing the speed of their descent.

Where did he go?

Once the group has passed the wall, they must pick up the deputy's trail. Tracking (8), Streetwise (10), or Perception (12) can all be used. In addition, there was a witness to Griz's flight into the ruins. In a ramshackle hut at the base of the wall where the deputy dropped down, an old dwarf hermit shelters from the rain. He saw which way the ork went and can be persuaded (or intimidated) to reveal the information with a successful Interaction test against his Social Defense of 7. His Attitude starts at Unfriendly, and can be persuaded to reveal the information as a small favor. The hermit may be bribed, each silver also adds +1 to the Interaction test.

A windling can take to the air to try and spot Griz with a Perception (7) test, but must pass a Toughness (5) test or take 1 Strain. This increases to Toughness (7) if they used flight to bypass the previous obstacle.

Whatever methods are used to overcome this obstacle, the highest single test result among the group counts its successes toward the Pursuit total.

Collapsed Wall

Griz tries to slow pursuit by tossing an obstruction in the group's path. As he flees down a narrow alley, he yanks on a drainpipe, collapsing the attached wall and blocking the way. If the group is hot on his heels (with 6 or more successes in the Pursuit total), they must roll Initiative (Danger Sense or Great Leap can be used) against Difficulty 6. Any characters who fail are trapped in the rubble, suffering Step 9 (d8+d6) damage with no reduction for armor, and need to be dug out.

If nobody ends up buried, the collapse divides the group. Any characters who scored a single success on the test to avoid being buried have the obstacle between them and Griz. Any who scored additional successes are on the same side as Griz. If the

group has fewer than 6 successes in the Pursuit total, they do not risk getting buried, but are all on the same side of the obstacle and must clear it to continue pursuit.

Characters trying to clear the path make a Strength (5) test. Because of the alley's narrow confines, only two characters can clear rubble from each side. Buried characters can help, but are Harried (suffering a -2 penalty to tests). At gamemaster discretion, skills related to mining, construction, or the like, may be substituted for Strength.

The group must accumulate 4 successes, +1 for each character buried in the rubble. If this is done on the first round of tests, 4 successes are added to the Pursuit total. Each subsequent round of tests lowers the number of Pursuit successes by one (if it takes three rounds of tests to clear the path, only two successes are added to the Pursuit total).

If the group was close behind Griz, and all managed to score extra successes on the Initiative test, they all end up on the far side of the rubble and automatically add 4 successes to the Pursuit total, with no need for additional tests.

Instead of clearing the rubble, it is possible to climb over the blockage instead. This requires a Climbing (6) test, and works like *Over the Wall*, above, with only the lowest number of successes adding to the Pursuit total. It is clear to the characters that clearing a path is safer, and probably faster, than trying to climb over the unstable wreckage.

Windlings, or any characters that ended up on the far side of the rubble can also contribute by keeping track of Griz. Windlings can take to the air and succeed at a Toughness (5) test (the DN increases by 2 for each previous obstacle on which they used their flight advantage) or take 1 Strain. All characters pursuing this route make a Perception (7) test, with successes counting towards the Pursuit total.

Strawmen!

Griz cuts through an abandoned building where a pair of strawmen have taken up residence. He knows it takes a few moments for them to react to intruders, so they attack when the group follows. This slows and hopefully injures the characters. When the group enters the space, they must make a Perception (5) test or be Surprised. The strawmen each attack a random character.

Game statistics for the strawmen can be found in *Cast of Characters*. They won't pursue if the group leaves the building. If the characters don't stop to fight the constructs, they earn 5 successes toward the Pursuit total. Each round spent fighting reduces the number of successes awarded by one.

It's a marathon, and a sprint

The chase takes several minutes. Each character must make a Toughness (5) test. The result with the fewest successes count towards the Pursuit total. If any characters fail, they take Step 4 Damage with no reduction for armor.

Each character must also make a test using their Movement Rate as a Step against a DN of 12. The highest number of successes count towards the Pursuit total. This represents the ability of the characters to keep tabs on Griz and help steer

their companions in the right direction. Windlings may use flight, but must pass a Toughness (5) test (+2 per prior flight challenge) or take 1 Strain.

Home stretch

The final challenge is to locate where Griz goes to ground. This can be done with Tracking (8), Streetwise (10), or Perception (12). The highest successes count toward the Pursuit total. Windlings can take to the air, reducing the DN for a Perception test to 7, but must make a Toughness test as described in prior challenges.

The chase results are based on the total number of successes in the Pursuit total, as described on the table.

Pursuit Total	Result
0-6	Griz reaches the hideout and has time to talk his way out of trouble with the cadaver men. They set up an ambush.
7-13	Griz reaches the hideout with the group close on his heels. The cadaver men are not happy with him.
14+	The group catches Griz before he reaches the hideout (see <i>Troubleshooting</i> , below).

Troubleshooting

The characters may arrive at the wall with the trolls in tow. In that case, Griz fleeing causes the trolls to attack the players. A fight could force the party to lose ground during the pursuit, making the scene more difficult. The trolls won't pursue the party into the Smalls, so if the group chases Griz, they can elude the trolls, but this may not be immediately obvious. Each round spent fighting the trolls subtracts one from the number of successes in the Pursuit total.

Worst case, the players decide not to go into the Smalls and just go to Torgak with the information they have. Unfortunately, this is not enough for him to turn on one of his trusted deputies, and is probably not enough to meet Drucilla's requests, since the missing people haven't been found.

If the players catch Griz, he says anything in an attempt to get away clean. If asked about the missing people, he offers to take the group to their location, leading to the final scene.

GNASHING TEETH

(1 hour)

Overview

Griz Goldeye has reached the cadaver men's hideout and is desperate to take out the pursuing adventurers. To keep his job, Griz knows none of these investigators can make it out of the Smalls alive. This is one battle he is not willing to back down from.

Setting the Stage

If the party is hard on Griz's heels:

You see your quarry arrive at a nondescript ruin and start pounding on the makeshift wooden door. He starts talking in rough whispers and appears to be asking for help from whoever is within.

If the party lost Griz for more than a few minutes:

Griz came this way, you're sure of it. As you turn a corner, you see an actual door, odd for this area. It is makeshift, but looks sturdy enough to keep out unwanted visitors. Why, then, is it cracked open? Perhaps you've finally tracked your target.

Themes and Images

The fight is brutal, especially if one of the cadavers is dealt a Wound, which sends it into a frenzy of teeth and claws. Once enraged, any deals with Griz go out the window as the cadavers attack whoever is closest.

The building itself is horrifying, and the idea any other door in the Smalls could hide a similar scene of carnage and despair is unsettling. Zemmas's death is a blow, but with Griz's capture, this shouldn't happen to any more unfortunate victims.

Behind the Scenes

The players enter the courtyard from the southeast. If they are close behind Griz, they see him circle the one-story ruin in the center of the map before rounding their way to the door. This is an attempt to convince pursuers the eastern side of the courtyard is trapped, though this is not the case.

In the house are three cadaver men. One of them is an ork with one arm. This is Heurus. He is only nominally allied with the other cadavers, and still coming to terms with his new condition. This might be exploited by clever players.

When a character sees one of the cadaver men they can make a Knowledge (5) test. Relevant knowledges for this test could be Parlathin History, Nethermancer Lore, Horror Lore, etc. A single success recognizes a cadaver man as a deceased Namegiver animated by a Horror or Nethermantic magic. The victim remembers their past life, but the process often has a negative effect on their psyche. An additional success reveals the cadaver men in Parlathin have a self-styled "queen" Named Twiceborn, and should a cadaver man be Wounded, they fly into a wild rage. The only way to subdue them is by killing them.

The trio of cadavers are upset Griz has led a group of adventurers to their door. If Griz lost the party during the chase (Pursuit total 0-6), he charmed the cadavers out of blame, allowing them to battle the group side-by-side. If Griz doesn't smooth things over (Pursuit total 7-13), this becomes a three-way battle as the cadavers become violent toward anything with a pulse. The statistics for these invalid cadaver men can be found in *Cast of Characters*.

During the battle, Griz is looking for a way out of his predicament. Once it is clear the investigators have seen his face and plan to turn him in, he becomes desperate to either get them on his side or out of the way. If the battle turns against him, the deputy attempts to flee into the Smalls, but the cadavers try to block his way.

The Dead Men's Home

The cadaver men's home can be smelled a few yards from the door. There are windows around the stone building, but they are boarded up. If Griz gave the group the slip, characters may sneak up to the building with a Stealthy Stride test. Griz and the cadavers may make Perception tests to notice the group's approach (possibly earning the group surprise). Prying out boards on the window requires a Strength (7) roll, but makes noise that Griz and the cadavers will hear.

The interior is littered with trash, offal, and slain animals the cadavers have been eating. In the back of the hovel is a hole where the ground has fallen away into a small basement, a single chamber with Zemma's body surrounded by candles and arcane sigils.

A Patterncraft (5) test identifies the sigils as Nethermantic. An extra success reveals the circle is poorly made and has no effect. Two extra successes indicate it looks like the circle is supposed to attract a spirit. If Zemma rises as a cadaver, it would not be due to the circle, but some other unknown factor.

Griz's Story

If Griz is taken alive, he explains he was trying to get rid of people feeding off Torgak's generosity and line his pockets at the same time. He claims Torgak knew nothing of his scheme. If the group describes Drucilla, he goes pale and asks to be handed over to the Lawbringers or AUE instead of "Torgak's Torturer." He is telling the truth, but it is hard to be sure.

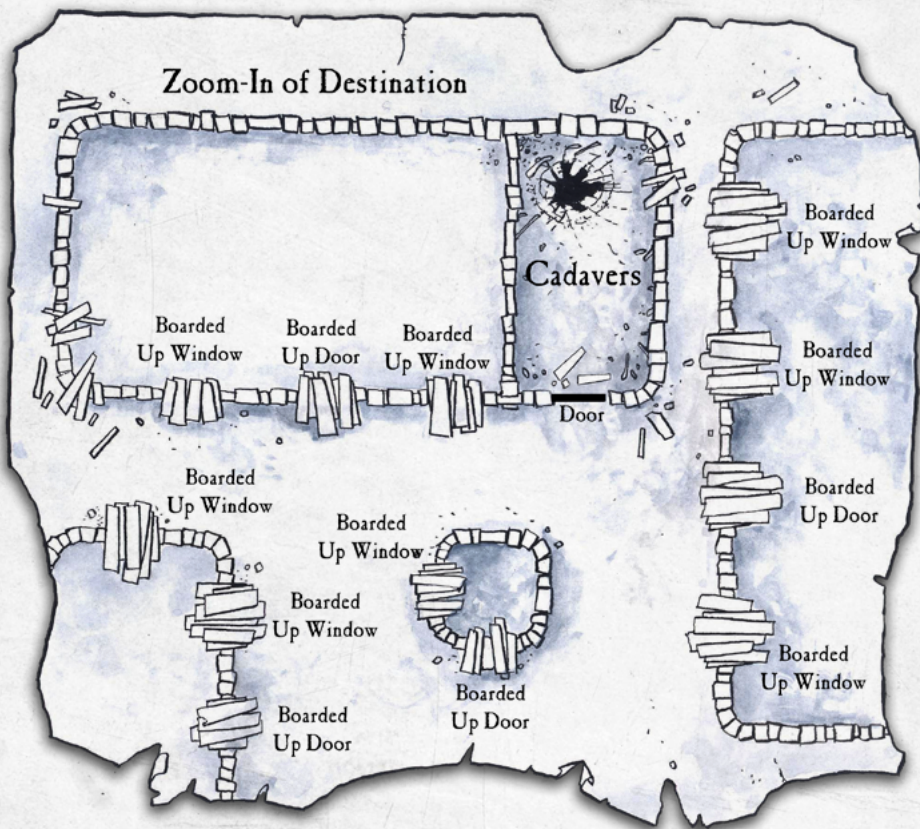
Troubleshooting

If the battle goes against the group, Griz or the cadavers might turn on each other (this is easier if one of the cadavers is Wounded). Alternately, the group might try and remind Heurus that Griz is responsible for his condition, and turn the ork against the deputy or even the other cadaver men.



If the group is handling the encounter too easily, the foes can coordinate their efforts. They might try to force one adept into the basement, or use tactics to bottleneck them in the doorway.

As described in the previous scene, if the group captures Griz before he reaches the hideout, he leads them here claiming it is where he stashed the bodies. Griz does whatever he can to orchestrate a battle between the cadavers and the party, trying to escape in the ensuing chaos.



LOOSE ENDS

As promised, Drucilla meets the group the following morning at The Restless Troll. Depending on how things went the night before, Tylia may or may not be angry with the group. If the adepts confront Dru about her false identity, she admits who she is, but only admits to working with Torgak if she thinks his image is about to take a hit (or if someone can succeed at an Interaction test against her Social Defense of 9 for a large favor). She encourages the group to keep the details of the investigation to themselves to not put the city in a panic.

The results of the adventure can push goodwill slightly towards Torgak or the AUE. If the group revealed Torgak's involvement at the rally, Dru is less friendly, but

still wants to hear what they learned and sticks to the original bargain. As long as Griz is dead or imprisoned, she feels the task is complete.

If the party has Griz as a prisoner, she recommends he be handed over to Torgak. If asked what will happen to him, she implies he will be treated harshly. If the group doesn't want to hand him over to Torgak, the Lawbringers could take him, though the end result is the same. The AUE has no interest in a prisoner and no capability to detain him even if they wanted to.

Rewards

If the group discovered Zemma's body they each earn 100 silver and 200 Legend Points (100 for achieving the objective, 100 for overcoming obstacles). If they are affiliated with an adventuring company, they earn +1 Reputation for successfully providing Haven a service on behalf of that company. If the adventurers are not yet affiliated they may join a company of their choice.

If the group has not revealed one of Torgak's deputies was involved in the disappearances to Wyeta or Archiana, Dru offers each player an additional 100 silver in hush money. Taking this also grants the players +1 Reputation with Torgak. If they discussed Griz's involvement with any members of the AUE they suffer -1 Reputation with Torgak, but +1 AUE Reputation. If they discussed the matter with Archiana, she pays the group the agreed 100 silver each.

The only item of value on the cadavers is Heurus's ring. It can be sold to a jeweler in Haven for 250 silver, but if returned to Egil at the Strongest Arm, the company is happy to give each player a 150 silver bounty, 100 Legend Points, and +1 Strongest Arm Reputation.

Belaron's ledger is seemingly worthless, but the Curators are happy to take it, make a copy, and anonymously return it to Garlen's Alms once their work is complete. If the group provides it, they each receive 50 silver, 100 Legend Points, and +1 Curators Reputation.

Possible Sequels and Story Threads

If the group handles the final encounter with particular finesse, Heurus might end up working with them against Griz and the other cadavers. This causes a problem, as the ork will not be welcome in Haven. With few prospects, he is most likely to end up joining Twiceborn's kingdom. This might come in handy if the group needs a contact inside the cadaver community of the Eastern Catacombs.

If the group realizes the cadaver's ritual doesn't work, they may want to investigate how Heurus was animated. This could involve a gharmek (*Gamemaster's Guide*, pg. 491) or other Horror taking advantage of the cadaver's ignorance. The Horror might want to create a group of rivals to Twiceborn's power, or might just want to put pressure on Haven by using unfortunate residents against the town.

If the characters stole Belaron's ledger, any relationship they might have had with him will suffer. Even if the questor doesn't know for sure they stole it, it did disappear around the time they were investigating. This might cause problems in the future, as it's not a good idea to upset Garlen's representatives.

CAST OF CHARACTERS

Drucilla (aka Mirthful Dru)

Human Thief, Loyal Torgak Employee, and "Devoted Niece"

Drucilla was a competent pickpocket, but her skills barely got her by. When Torgak's nephew, Rugash, moved to Haven, the two were close in age and became fast friends. They delved the ruins together, learning their Disciplines and forging deep bonds of trust. Dru gains a measure of political benefit through their relationship, but the friendship goes deeper than that. Each would risk their life if the other was imperiled.

In this scenario, Mirthful Dru is recruiting a team to investigate the disappearances, hoping to resolve the trouble without shining a light on what may be a problem in Torgak's administration. She doesn't know Archiana is already aware of the disappearances, so Dru's scheme to keep prying eyes away has already failed.

Tylia

Troll Wizard, Energetic Proprietor of The Restless Troll

Tylia is an old friend of Torgak's, and has lived in Haven since its founding. She is always bustling around The Restless Troll with a clever joke and friendly smile. Her bar is the classiest in town, with fights only breaking out a couple times a week. She rarely falls back on her Wizard talents, preferring instead to use her charm or influence to keep everyone working together. While she hasn't gone delving in years, she denies being retired and sometimes talks about putting together one last expedition.

Tylia believes Torgak truly means to do right by Haven, but her trust and friendship does not extend to everyone in Torgak's circle. She suspects something untoward is happening, but doesn't know what. She knows Mirthful Dru was hiring to get to the bottom of the situation, likely at Torgak's behest. If Tylia becomes aware of Griz's involvement in the disappearances, her displeasure becomes apparent. She wants to help with the investigation, while keeping her bar out of trouble's way.

Oneus Brynaxx

T'skrang Wizard, Renowned Member of the Curators

Oneus's family was loosely affiliated with house V'strimon and the t'skrang packed up for the frontier after a family squabble. The nature of the argument remains a closely guarded secret; if any Curators know the story, they are keeping their mouths shut. Members of House V'strimon may have a problem working with the Wizard, but most find him knowledgeable and helpful. He can usually be found in the Repository and his aid is a valuable asset to any group preparing to delve into the ruins.

Oneus only knows Belaron by reputation and is not a fan. He is vaguely familiar with Zemmas; he can picture her face and recall a few minor conversations he had with her, but not much else. Upon learning she is missing, he mentions his suspicions regarding Garlen's Alms, in particular its headmaster. He believes the best means of investigation is obtaining Belaron's ledger. It could provide immediate leads or reveal secrets after a more thorough analysis. Oneus provides advice where he can, but reluctantly admits a missing woman is not enough to pry him away from his work.

at the Repository for very long. It is a tragedy, yes, but many tragedies happen in this town.

Rose

Cheery Curator Volunteer

Rose is a chipper young dwarf just reaching maturity. She was good friends with Zemmas, though they didn't socialize outside the Repository. Rose isn't aware of Zemmas's family and thinks Zemmas would have mentioned them. She is open about things, in the Throalic tradition, and may ask piercing questions of the investigators. Unfortunately, Rose has little to offer the investigation and is more likely to slow things down than help them along.

Egil Rarfu

Troll Sky Raider, Renowned Member of the Strongest Arm

Egil is surprisingly calm for a troll Sky Raider. He keeps to himself, quietly thinking through his next action. The reason he left the mountains is unknown. Egil has two goals in his life: honoring Thystonius in battle and restoring his airship, *Luminous Shadow*, to top shape. He is shrewd, readily questioning anything that seems too good to be true. Underestimating Egil's intelligence is a mistake most Namegivers only make once.

Egil is at his wit's end when the players encounter him outside Garlen's Alms. Muon and Gwef tangled him up in tedious (and lewd) conversation and he got no closer to finding Heurus. He left the almshouse in a huff, knowing that assaulting the dwarfs wouldn't have accomplished anything. He cares for his missing friend, even if Heurus was too proud to ask for help. Egil assumes Heurus has died, but believes fulfilling his promise to give Heurus's ring to an heir will honor him and allow his friend to rest in peace.

Muon and Gwef

Bawdy Destitute Dwarfs

Muon and Gwef sit around all day eating scraps of free food and bothering people with their stories. They have no obvious physical or mental deformities, but seem to have no drive to improve their lot. When the investigators come in to ask questions, the two are happy to speak up. It can be a challenge keeping the dwarves on task however, as they relish being the center of attention. They had a decent relationship with Heurus, though Zemmas tended to keep her distance.

Mollandra

Blind Elf Girl

Molly is afraid of being taken advantage of and a blind orphan girl in Haven has much to fear. Garlen's Alms is safe for her, though, and nobody here would threaten or injure her. The investigators may find it challenging to convince Mollandra she has nothing to fear, but once past that barrier, she tells everything she knows. The girl is quite taken with Zemmas and is desperate to have her surrogate mother back.

Belaron

Human Questor, Suspicious Headmaster of Garlen's Alms

Belaron has followed Garlen for years. He took over Garlen's Alms a few months ago, allowing for the comfortable retirement of the previous headmistress. Belaron is not without his faults, and despite his lack of skill is eager to partake in games of chance. He also has little combat skill and flees from martial threats.

Adventurers may recognize Belaron from his bit part in *Masks of Fear* (the adventure included in the *Earthdawn Quick Start*). He plays a larger role in this adventure. Belaron wants to protect the people in his care as best as he can, but is concerned standing up to Torgak is a good way to get himself killed. Belaron claims if he were to die, Garlen's Alms would be dismantled and its residents tossed out. He uses this lie to comfort himself into believing there was nothing he could have done for Heurus or Zemina. In truth, the man is a coward and not the best questor the Passion has to offer.

Poline Wyeta

Human Troubadour, AUE Nominee

Wyeta is a firebrand for the Association of Unaffiliated Explorers. She is pushing hard for an election, believing Torgak is nearly ready to hand Haven's reins to his nephew, Rugash. She has fiery red hair and a personality to match. Though she is a little short for a human, her presence is enough to fill a room and keep an audience enthralled.

Wyeta is acting as catspaw for Archiana Smoothskin. Archiana suggested the time and place for the rally, despite the inclement weather. Wyeta knows the old ork is up to something, but Archiana has always been good for the AUE, so she is going along with it. Wyeta is taking this opportunity to build the public's opinion of her and prepare an "I told you so" for any future issues Torgak may not handle well.

Wyeta's Mob

Wyeta has attracted a dozen Namegivers nominally loyal to the AUE to attend her dusk rally. These Namegivers support Wyeta's message and are eager to shout encouragement. They could be incited to riot, and if anyone attacks their representative they feel the wrath of the mob. Individually, these Namegivers are not much of a threat, but they attempt to dog pile on their targets, Harrying and Overwhelming them where possible.

If engaged in combat, individual members of the mob retreat if they suffer a Wound or suffer total damage at least half their Unconsciousness Rating.

Wyeta's Mob

Humans and orks interested in talking politics. With their fists.

Dex: 5: d8

Initiative: 5: d8

Uncon. Rating: 22

Str: 5: d8

Physical Defense: 7

Death Rating: 27

Tou: 5: d8

Mystic Defense: 7

Wound Threshold: 8

Per: 5: d8

Social Defense: 7

Knockdown: 5

Wil: 5: d8

Physical Armor: 2

Recovery Tests: 2

Cha: 5: d8**Mystic Armor:** 2**Movement:** 12**Skills:** Melee Weapons (2) 7: d12, Throwing Weapons (2) 7: d12**Equipment:** Dagger (7: d12), thrown rock (5: d8), Padded Cloth armor (PA 2)

Archiana Smoothskin

Ork Swordmaster, AUE Mastermind

Archiana has tried for years to become mayor of Haven and wrest control of its coffers from Torgak. Six years ago, she managed to get Torgak to hold an official election. Unfortunately, playing politics proved to be more dangerous than exploring the ruins. Just before the election, she was accused of following the Mad Passion Dis and plotting against Torgak's life. She denied involvement, but the damage was done and she was soundly defeated in the election. Since then, she has taken to acting with more subtlety, hoping to maneuver a loyal follower into the office rather than pursuing it herself.

Archiana has little interest in formally introducing herself to a bunch of nobodies. While she has guards with her, she believes she has nothing to fear from the investigators. She is looking for evidence of Torgak's involvement in the disappearances, or at least higher-ups in his administration. Archiana offers money and information to those willing to work for her. She believes Torgak and all he stands for will ultimately bring Haven to ruin.

Archiana's Henchmen

Archiana has two henchmen with her when she meets the characters. The two orks look like twins and have similar equipment. They believe in Archiana and her cause, and fight to the death to make sure she is protected.

Archiana's Henchmen

Non-adept ork guards

Dex: 6: d10**Initiative:** 5: d8**Uncon. Rating:** 28**Str:** 7: d12**Physical Defense:** 8**Death Rating:** 34**Tou:** 6: d10**Mystic Defense:** 7**Wound Threshold:** 9**Per:** 5: d8**Social Defense:** 8**Knockdown:** 7**Wil:** 5: d8**Physical Armor:** 5**Recovery Tests:** 3**Cha:** 6: d10**Mystic Armor:** 3**Movement:** 12 yards**Skills:** Melee Weapons (4) 10: 2d8, Unarmed Combat (3) 9: d8+d6**Equipment:** Broad sword (12: 2d10), Hide Armor (PA 5, MA 1)

Troll Thugs

This group of trolls works for Griz Goldeye. There is one troll for each player character in the group. Their leader is a loudmouth Named Stuurend. They have been drinking and can easily be pushed into a fight to protect Griz's interests. Once half of their number have been taken out of the fight, their spirit is broken and they spill

everything they know if they think they have a shot at getting away without further injury.

Troll Thugs

Non-adept troll bruisers

Dex: 6: d10

Initiative: 5: d10

Uncon. Rating: 32

Str: 7: d12

Physical Defense: 8

Death Rating: 39

Tou: 7: d12

Mystic Defense: 7

Wound Threshold: 10

Per: 5: d8

Social Defense: 8

Knockdown: 7

Wil: 5: d8

Physical Armor: 5

Recovery Tests: 3

Cha: 6: d10

Mystic Armor: 3

Movement: 14 yards

Skills: Melee Weapons (2) 8: 2d6, Unarmed Combat (4) 10: 2d8

Equipment: Hide Armor (PA 5, MA 1), Troll Sword (13: d12+d10)

Bermon Nobregas

Human Warrior, Renowned Member of Loster's Lawbringers

Rumor has it Bermon hails from a wealthy family in Jerris, but he came to Haven as a bright-eyed young man with nothing but a sword and shield on his back. He has fought to earn the respect and admiration of his peers in Haven. For the most part, he has succeeded, as it is hard to find someone who speaks ill of him. If Bermon has a flaw, it's that he can be slow to draw his weapon against a Namegiver. His desire to be on the right side of any conflict can leave him open to a foe who doesn't share Bermon's scruples.

Bermon only gets involved in this adventure if the players end up in a protracted street battle with Wyeta's mob or Griz's thugs. Fortunately, he is a soft touch and should the players reveal they are looking for missing Namegivers (and a deputy may be involved), Bermon lets them go to stop this evil. Though he asks them to come to Renwick Hall the following day when they have time to things clear up.

Strawmen

Strawmen are a type of falseman (*Gamemaster's Guide*, pg. 470), magical constructs created as servants by the Therans. They can be found in many parts of Parlainth, and nearly all of them have been corrupted or influenced by the Horrors. The pair the group encounters in the Smalls have established a strange mockery of domestic life in one of the district's ruined buildings, going through the motions of a normal life.

Strawmen

Constructed servants corrupted by the Horrors

Dex: 5: d8

Initiative: 5: d8

Uncon. Rating: NA

Str: 5: d8

Physical Defense: 7

Death Rating: 27

Tou: 5: d8

Mystic Defense: 8

Wound Threshold: 8

Per: 5: d8

Social Defense: 8

Knockdown: 5

Wil: 6: d10

Physical Armor: 0

Recovery Tests: 2

Cha: 6: d10 **Mystic Armor:** 2

Movement: 10 yards

Actions: 1 **Attack:** 9 **Damage:** 9

Powers: *Immune to Fear*

Resist Pain (4): Strawmen do not suffer penalties for the first four Wounds.

Vulnerable to Fire: Strawmen get no armor reduction against fire-based attacks.

Fire also sets them alight, causing Step 6 damage each round.

Maneuvers: *Pushover:* An attacker may spend an extra success from an Attack test to force the strawman to make a Knockdown test in addition to suffering damage, provided they have higher Strength Step. The Knockdown DN is the Attack test result.

Griz Goldeye

Ork Swordmaster, Official Torgak Deputy

Griz is one of Torgak's newer deputies, having only been in the position for two years. He started off crooked and has grown shadier since. He's not the best man for the job, but loyalty to Torgak was the only thing the job required.

Griz is a charming ork who cuts an intimidating figure with large yellow eyes and pallid skin. His dark brown hair softens his features and gives the impression of a devil-may-care rogue. Unfortunately, Griz is only interested in making money, no matter who gets hurt in the process.

At the beginning of the adventure, Griz's motivation is purely profit. By the time the characters encounter him on Haven's wall, Griz realizes the jig is up.

Griz Goldeye

Second Circle Ork Swordmaster

Dex: 7: d12

Initiative: 6: d10

Uncon. Rating: 42

Str: 6: d10

Physical Defense: 10

Death Rating: 50

Tou: 6: d10

Mystic Defense: 8

Wound Threshold: 9

Per: 6: d10

Social Defense: 11

Knockdown: 8

Wil: 5: d8

Physical Armor: 5

Recovery Tests: 3

Cha: 7: d12

Mystic Armor: 2

Karma Points: 10

Movement: 12

Talents: Avoid Blow (2) 9: d8+d6, Maneuver (2) 9: d8+d6, Melee Weapons (2) 9: d8+d6, Taunt (2) 9: d8+d6, Thread Weaving (2) 8: 2d6, First Impression (2) 9: d8+d6, Winning Smile (2) 9: d8+d6, Wound Balance (2) 8: 2d6

Equipment: Hardened Leather Armor (PA 5, MA 0), Buckler (PD +1), Forged Broad Sword (12: 2d10)

Invalid Cadaver Men

The cadaver men Griz is working with are nominally loyal to Queen Twiceborn. Two cadavers were sent to determine if this neighborhood would make a good place to establish a new colony. While away from Twiceborn's supervision, they are taking the opportunity to gain power by converting cadaver men using their ritual. They met Griz in the Smalls and an arrangement was made to establish a source of fresh bodies. Heurus has already been converted and they are in the process of turning Zemma.



One is a human, one is a dwarf, and the third is the missing ork, Heurus. As mentioned in *Gnashing Teeth*, Heurus is recently revived and still coming to terms with his condition (which might be exploited). The cadavers are in various stages of decay, and weaker than the typical specimens. They are not the brightest of foes and will fight to the death, even lashing out at Griz if they feel he betrayed them.

Dex: 4: d6

Initiative: 4: d6

Uncon. Rating: NA

Str: 6: d10

Physical Defense: 6

Death Rating: 38

Tou: 6: d10

Mystic Defense: 6

Wound Threshold: 9

Per: 4: d6

Social Defense: 5

Knockdown: 8

Wil: 6: d10

Physical Armor: 0

Recovery Tests: 2

Cha: 3: d4

Mystic Armor: 3

Movement: 10

Actions: 1 **Attack:** 8: 2d6 **Damage:** Claws 9: d8+d6

Powers:

Fury (2): Instead of a penalty, the first two Wounds each give a +1 bonus to tests. Once the cadaver man suffers a third Wound, normal penalties apply.

Immune to Fear: Fear effects trigger Rage

Rage: When suffering significant pain (such as a Wound), the cadaver man flies into a rage, gaining an extra attack per round, and usually using the Aggressive Attack combat option. The cadaver attacks the source of the pain. If unable to determine the source, it attacks the nearest living being. This lasts for ten rounds, or until the target is destroyed.

Maneuvers:

Enrage (Opponent): An attacker may spend extra successes from an Attack test to apply a -1 penalty per success spent to the cadaver man's Attack tests and Physical Defense until the end of the next round. This maneuver triggers Rage.

Misdirect (Opponent, Close Combat): An attacker may spend two additional successes from an Attack test to force the raging cadaver man to attack another target. This may not be used to direct the cadaver at their allies. Only the most recent use of Provoke or Misdirect applies.

Provoke (Opponent, Close Combat): An attacker may spend two additional successes from an Attack test to force the cadaver man to focus all next its attacks on them. This special maneuver costs one additional success if the cadaver man is raging.

Ch 02: Lip Service, Chapter Summary

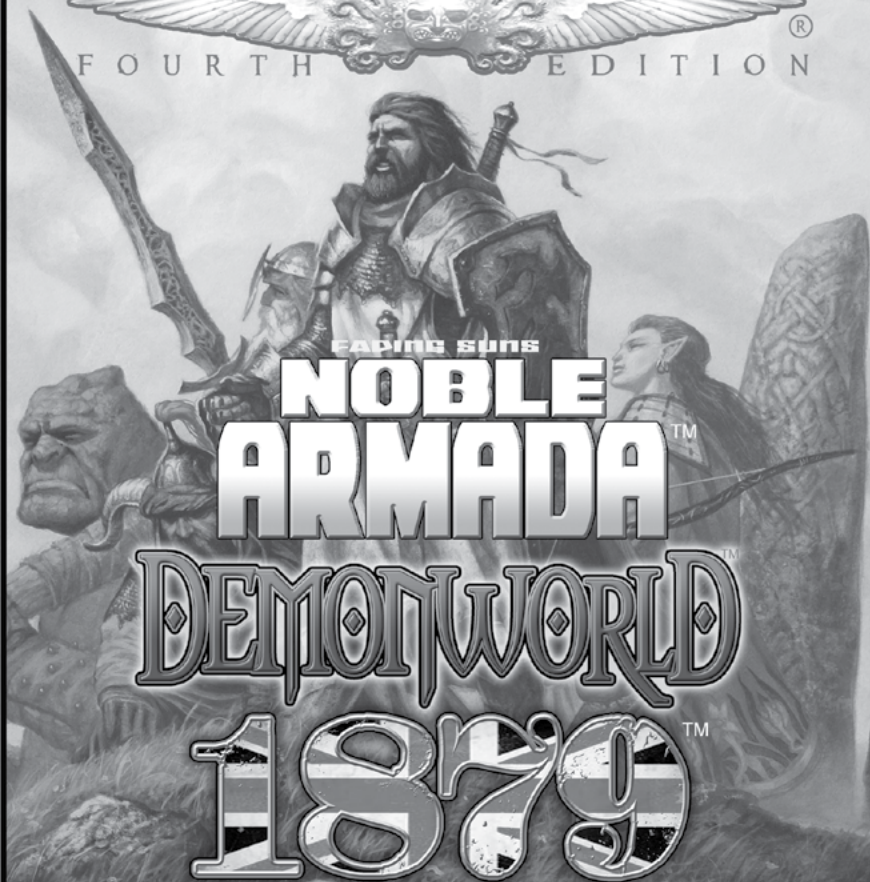
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