

EARTHDAWN

FOURTH EDITION



QUICK START
GUIDE

fasa



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EARTHDAWN QUICKSTART

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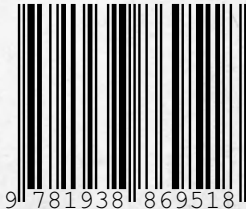
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WELCOME TO EARTHDAWN

Long ago, in a time remembered in the echoes of myth and legend, the world was alive with magic. Humans, dwarfs, and elves lived alongside more exotic races like the reptilian t'skrang, diminutive windlings, and stony-skinned obsidimen. Thriving forests sheltered plants and animals, and the peoples of the world grew and prospered.

Unfortunately, this bounty came with a price. An elven scholar discovered ancient texts that revealed magical energy rises and falls, a natural cycle spanning thousands of years. At its highest point, dread creatures would enter the world, causing a time of suffering and destruction that would last for centuries. He called these creatures the Horrors.

Armed with this knowledge, magicians and scholars came together to learn more about the coming disaster, which they called the Scourge. From these noble beginnings grew the Theran Empire. While they were unable to find a way to prevent the Scourge, they did find a way to protect their subjects. As the Scourge approached, villages and towns built fantastic underground shelters called *kaers*. Generations would live, sustained by magic and protected with powerful wards.

The Horrors roamed the earth for over four hundred years, corrupting all they touched, but eventually the ebb of magic forced them back to their native plane. People emerged slowly from their *kaers*, half in hope the Scourge was truly over, and half in fear the Horrors lingered. They found the world broken and changed, almost beyond recognition.

Now heroes travel the land, rediscovering its lost knowledge and exploring its changed face. The Horrors breached *kaers*, tormenting and slaying all who lived within. Other *kaers* fell to internal strife, plague, or other disaster. Some shelters remain sealed, their residents unaware the Scourge ended, or unwilling to face the world beyond their walls and wards. There is still a chance these fear-darkened souls can be convinced to once again live in the light.

In the **Earthdawn** game, you play one of these heroes, fighting to rebuild the wounded world and protect those in it. As you search the land for lost treasures and forgotten cities, you will use magic to drive back the Horrors that remain. Tales of your deeds inspire and encourage others, bringing hope to the world. These quick-start rules provide you with an overview of the game, and an example of the kinds of adventures you find in the Age of Legend.



GAME BASICS



STEPS, DICE, AND TESTS

Almost all abilities in the **Earthdawn** game are measured with **Steps**. The Step number determines what dice are rolled when a character attempts an action in the game. The higher the Step, the better the character's chances of success.

Earthdawn uses six different types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20). When a character tries doing something—whether casting a spell, swinging a sword at an enemy, or flirting with a barmaid—the dice are rolled to determine the outcome. These dice rolls are called **tests**. When making a test, you roll the dice indicated by the Step, and add the individual die results together to make a single total.

In these quick-start rules (and most published **Earthdawn** products), the dice you roll with a given Step will be presented as **Step number/dice** (for example, Step 8 / 2D6).

When you roll the highest number possible on a die, you roll the die again—this is called a **bonus die**. The new die result is added to the total of any other dice already rolled. If you roll the highest number on the bonus die, you roll another one. This continues for as long as the maximum result for the die is rolled.

Rillolett, the t'skrang Swordmaster, rolls a Step 9 test, using a d8 and a d6. The results are an 8 and a 6; the highest possible numbers on each die. She gets two bonus die rolls: she rolls a 2 on the d8 bonus die, and a 6 on the d6 bonus



die. This gives her another d6 bonus die, which rolls a 3. Adding all the die results together gives Rillolett an amazing result of 25 ($8 + 6 + 2 + 6 + 3 = 25$).

Sometimes a test is modified by a bonus or penalty. These modifiers are applied to the result, after any applicable bonus dice have been rolled and added in. Regardless of penalties, the lowest result possible on any test is a 1.

Step/Dice Table

Step	Dice	Step	Dice
3	d4	12	2d10
4	d6	13	d12+d10
5	d8	14	2d12
6	d10	15	d12+2d6
7	d12	16	d12+d8+d6
8	2d6	17	d12+2d8
9	d8+d6	18	d12+d10+d8
10	2d8	19	d20+2d6
11	d10+d8	20	d20+d8+d6

TEST RESULTS

The results of a test can be used in a few different ways. Usually the result is compared to a **Difficulty Number** (abbreviated DN). If the result equals or exceeds the DN, the test succeeds. If not, the test fails. The Difficulty Number for a test is usually given in the ability's description, but might be determined by the gamemaster.

If all the dice on a test come up with a result of one, the test fails, even if the total of the dice exceeds the Difficulty Number. This is the **Rule of One**.

Sometimes a result determines not only success or failure, but also the degree of success. This is called the **success level**. For every five points the result exceeds the Difficulty Number, the character scores an extra success. Extra successes may give the character an extra reward—additional information or clues, increased damage, and so on. The benefit of extra successes (if any) is usually provided in the ability's description, but is ultimately determined by the gamemaster.

Rillolett uses her Melee Weapons ability to swing her sword at a bandit. The Difficulty Number to hit the bandit is 9. She rolls a 21 on her test—more than ten points over the DN, but less than fifteen. She scores two extra successes! The rules for Melee Weapons indicate each extra success adds +2 to the damage. When Rillolett rolls damage for her attack, she adds +4 to the result.

A result might also be used to determine a value. For example, after a successful attack, a test is made to determine how much damage the target suffers.

ADEPTS AND DISCIPLINES

The world of **Earthdawn** is a world of magic. The most talented and powerful characters are initiated in the use of magic, and are called **adepts**. Some adepts train to cast spells, some to wield weapons, and others to navigate the wilderness. The type of magic practiced by an adept is their **Discipline**. A character's Discipline determines what magical abilities—called **talents**—they have.

In many ways, talents work like normal skills. For example, Warrior adepts focus their magic on the ability to attack and defend in battle. Mundane soldiers also learn these skills, but an adept can perform feats a normal soldier can only dream of. For example, a Warrior can use magic to toughen their skin, making them able to take more punishment. In addition, all adepts can enhance their magical talents with **Karma**—raw magical energy that is represented in the game by adding an additional die to tests.

A character's proficiency and training in their Discipline is measured through their **Circle**. As a character's Circle increases, they gain more talents along with other magical abilities. The most celebrated heroes of legend are frequently adepts of high Circle.

ATTRIBUTES, CHARACTERISTICS, AND ABILITIES

The sample characters provided with this quick-start guide provide all the information you will need to take part in your first **Earthdawn** game. This section provides an overview of what the different character attributes and characteristics mean and how they affect the course of play.

Attributes

All characters have six attributes: **Dexterity** (DEX), **Strength** (STR), **Toughness** (TOU), **Perception** (PER), **Willpower** (WIL), and **Charisma** (CHA). These represent a character's innate physical and mental characteristics. Many of a character's other characteristics are derived from these values.

Defenses

All characters have three **Defense Ratings**, which represent their ability to avoid the effects of different attacks and abilities. **Physical Defense** indicates how hard it is to hit the character with physical attacks like swords, arrows, or the claws of a wild animal. **Mystic Defense** is the character's ability to resist spells and other mystical attacks. **Social Defense** represents the character's savvy and resistance to being deceived, conned, or swayed through charm or social pressure.

A character's Defense rating sets the Difficulty Number for determining whether an attack is successful. For example, when a character with a Physical Defense of 9 is being attacked with a sword, their foe must roll a 9 or better to successfully hit them.

Armor

While a character's Defense ratings indicate how hard it is to affect a character with abilities, armor allows a character to resist the damage from attacks that get past their defenses. **Physical Armor** reduces the damage suffered from physical attacks



made by swords, arrows, and the like. **Mystic Armor** reduces the damage from certain damaging spell effects. Whenever a character suffers damage, the appropriate Armor Rating reduces the damage total.

During Rillolett's fight with the bandit, the bandit swings his sword and hits! The gamemaster rolls 12 damage for the sword. Rillolett has a Physical Armor rating of 5, so the damage is reduced from 12 to 7.

Health Ratings

The life of an adept is a dangerous one, and it is all too common for them to suffer damage. A character's **Health Ratings** measure how much punishment they can take. If the damage a character suffers equals or exceeds their **Unconsciousness Rating**, they are knocked out. If the damage equals or exceeds their **Death Rating**, their adventures have come to an unfortunate end.

A character's **Wound Threshold** measures the severity of individual injuries. If the amount of damage suffered from a single attack equals or exceeds their Wound Threshold, the character suffers a Wound. Wounds have a negative effect: each one imposes a -1 penalty to the character's tests.

Fortunately, injuries can be healed. Every character has **Recovery tests**. They may not be used during combat (though some magical abilities allow this), and a character is limited to a few tests per day. These tests refresh after a full night's sleep, but cannot be saved up from day to day. When a character uses a Recovery test, they roll their Toughness Step and recover that much damage.

Rillolett is suffering from 18 points of damage, and has one Wound. She decides to use a Recovery test, and rolls her Toughness Step of 6 / d10. The die comes up a 9, which is reduced to 8 because of Rillolett's Wound. Her damage total is reduced to 10, and she still has the Wound.

Wounds can only be healed after a character's other damage. If they are not suffering from any other damage, they may spend a Recovery test after a full night's sleep to heal the Wound. This is automatically successful; no test is required.

Initiative

A character's **Initiative** determines when they take their turn during combat. At the beginning of each combat round, all characters roll their Initiative Step. The highest result acts first, then the next highest result, and so on.

Karma

Karma represents an adept's ability to provide a little bit of extra *oomph* to their magical abilities. All adepts have a pool of **Karma points**. They may spend a Karma point to add an additional d6 to a test. They may spend Karma on tests made with their magical talents, as well as other kinds of tests as described on their character sheet. For example, the Archer may spend Karma on Perception tests relying on sight. Unless otherwise specified, a character may only spend one Karma on a test, and must decide before the dice are rolled.

Movement Rate

Movement Rate indicates the distance in yards a character can move during a single combat round. This is based on a character's race.

Talents

All adepts have several magical **talents**, based on their Discipline. When a character uses a talent, they make a test with the indicated dice. Some talents take a little bit of extra effort to use, and may cause **Strain**, which is a small amount of damage. Some talents may require the use of other resources; for example, the Wood Skin talent allows a character to add the result of the test to their Unconsciousness and Death Ratings, but the character must spend a Recovery test to do so.

A character may spend a Karma point on any test made with a talent, adding a d6 to the test.

Skills

Characters also have **skills**, which represent non-magical abilities. In most cases, skills work just like talents. The main difference between a skill and a talent is a character may not spend Karma to enhance a test made with the skill.



COMBAT



The world of **Earthdawn** is dangerous. Bandits and raiders seek to prey on caravans and isolated villages, wild creatures lurk in the hinterlands, and Horrors haunt the darker corners of the world. As a result, heroes often find themselves in trouble. This section provides an overview of how combat challenges are resolved.

Combat is broken up into **rounds**, sometimes called combat rounds. A round represents about six seconds of time, but the exact length of a round is less important than its role in managing the flow of combat. During a round, each character makes multiple tests, and uses their talents and skills in the course of resolving the conflict.

The following summary outlines the general sequence that makes up a combat round.

1 DECLARE INTENTIONS

At the beginning of the round, all characters declare the general type of action they intend to perform. Specific details don't need to be decided, but a general overview of

what will be happening should be laid out. Combat options need to be declared at this time as they may have an effect that lasts the entire round.

2. DETERMINE INITIATIVE

After declaring intentions, all characters make an Initiative test to determine the order in which they act. Initiative is based on the character's Dexterity Step, but talents, skills, armor, or shields can modify a character's Initiative.

Each player rolls Initiative for their character, while the gamemaster rolls for other characters and creatures. The character with the highest Initiative result acts first, followed by the next highest result, and so on. If two or more characters have the same Initiative result, player characters act before gamemaster characters, but otherwise the turns can be resolved in whatever order the players wish.

3. RESOLVE ACTIONS

As each character's turn comes up, they declare the specific action they are taking, along with the abilities they will use.

Actions

While characters might have a number of different abilities they can use, there are limits to what they can do. A character can only use one "Action" ability per round. For example, both Melee Weapons and Missile Weapons indicate they are an Action, so a character could not attack with a sword and a bow in the same round.

Abilities not considered an Action can be used whenever the appropriate conditions come into play. For example, Avoid Blow may be used whenever a character has been hit by an attack and wants to try and avoid damage.

Movement

All characters can move during a combat round, up to their movement rate. They can move before or after their action. If a character wishes, they use their action to move, allowing them to double their movement rate.

Delaying Actions

If a character wishes to take their turn later in the round, they may do so. There is no test required, they simply declare the wish to act later in the round and take their turn when it comes around. If they want to interrupt another character's action, they may do so but add +2 to the Difficulty Number of any relevant tests.

Make Attack Test

When a character attempts to attack a target, whether with a weapon, spell, or other ability, they make a test using the appropriate ability. For example, if a character wishes to fire an arrow at a foe, they use Missile Weapons. These tests are generally referred to as Attack tests, and may be enhanced or modified by other abilities.

The Difficulty Number depends on the ability being used, and is usually provided in the description. For physical attacks with a sword, bow, or other weapon, the Difficulty Number is usually the target's Physical Defense. For attacks with spells or

other magical abilities, the Difficulty Number is usually the target's Mystic Defense. Other abilities might use Social Defense, or some other value, as the Difficulty Number.

If a character wishes to attack with a method they don't have as a skill or talent (for example, firing a bow without Missile Weapons), they roll Dexterity.

Determine Success

The Attack test is compared to the Difficulty Number. If successful, the attack hits and the attacker rolls a Damage test, or an Effect test for spells, to determine how effective the attack is. If the test fails, the attack misses.

Some abilities have a greater effect if more than one success is rolled. If applicable, the effect of extra successes is described in the rules for the talent or ability.

Rillolett swings her sword at an attacking bandit, with a result of 18. The bandit's Physical Defense is 7, so Rillolett scores three successes (the first success at 7, the second at 12, and the third at 17). Each extra success adds +2 to the damage, so when Rillolett rolls the damage, she adds +4 to the result.

Spells work in a similar way, though the result of extra successes depend on the spell and is provided in the spell description. More information is provided in the *Spellcasting* section.

Make Damage Test

After a successful attack, the character rolls a Damage test, with the Step determined by the weapon used. The result determines the amount of damage dealt to the target. For spells, the dice used are provided in the spell description.

Adjust Damage for Armor

Armor protects a character from damage. Generally, Physical Armor protects against physical damage, while Mystic Armor protects against magical or psychic damage. The armor rating is subtracted from the Damage test result to determine the final damage dealt. This modified result is added to the target's damage total.

If a character's damage total equals or exceeds their Unconsciousness Rating, they are unconscious and fall down, unable to take any actions. If a character's total damage equals or exceeds their Death Rating, they are dead. Powerful magic might bring them back, but such power is rare in the world of **Earthdawn**.

Wounds and Knockdown

If the damage dealt by a single attack equals or exceeds the target's Wound Threshold, they suffer a Wound. Wounds represent major trauma and hinder a character's ability to perform at their best. Each Wound imposes a -1 penalty to a character's tests.

If the damage test scores any extra successes against the target's Wound Threshold, the force of the blow might knock them down. The character makes a Strength test against the difference between their Wound Threshold and the damage



dealt. If successful, they keep their feet. If they fail, they are knocked down and suffer penalties.

Rillolett's attack deals 16 damage to the unfortunate bandit. His Wound Threshold is 8, so he takes a Wound. Since the damage is at least 5 over his Wound Threshold, he needs to roll an 8 or better ($16 - 8 = 8$) on a Strength test to avoid being knocked down.

4. BEGIN A NEW ROUND

The combat round ends when each character has taken their turn. If any participants wish to keep fighting, the combat continues and a new round begins.

COMBAT OPTIONS

While the various abilities available in the **Earthdawn** game provide many choices in combat, there are additional options that can add more tactical complexity. Some are described here. Additional options are provided in the **Earthdawn Player's Guide**.

Aggressive Attack

The character throws caution to the wind and attacks their opponent with a flurry of blows. This option increases the character's ability to strike and damage their opponent, but makes them more easily hit in return. The character takes 1 Strain, gains a +3 bonus to their Attack and Damage tests in close combat, but suffers a -3 penalty to their Physical and Mystic Defense for the round.

Attacking to Knockdown

Rather than dealing damage, the character can choose to try and knock their foe to the ground. They make an attack as normal. If the attack hits, the character rolls

damage, but rather than suffer damage, the target makes a Knockdown test against the result.

Attacking to Stun

If you want to subdue someone, rather than kill them, you can pull your blows. If an attack to stun deals more damage than the target's Wound Threshold, they may be knocked down, but otherwise do not suffer a Wound. Damage from an attack to stun cannot kill the target, but is otherwise treated as normal damage.

Defensive Stance

Sometimes it is more important to survive a fight. This option allows a character to adopt a defensive posture that makes them harder to hit. They gain a +3 bonus to their Physical and Mystic Defense for the round, but suffer a -3 penalty to all tests made during the round, except for Knockdown tests.

Tail Attack

This option is only available to t'skrang. The character can make an additional close combat attack with their tail. They use Unarmed Combat for the Attack test, but suffer a -2 penalty to all tests made during the round. Attacks made using a tail use the character's Strength Step for damage.

SITUATION MODIFIERS

While a character relies on their wits and abilities to survive their adventures, even the most prepared hero can find themselves at the mercy of circumstances beyond their control. These circumstances can affect test results and Defense ratings. The most common modifiers are provided here, with more described in the **Earthdawn Player's Guide**.

Blindsided

When a character cannot see their opponent to react effectively to an attack, they are *Blindsided*, and suffer a -2 penalty to Physical and Mystic Defense. Examples of Blindside attacks include attacks made from behind, attacks against a blinded target, or attacks made from ambush. The attacker must be able to see their target to gain the advantage of this modifier.

Darkness

Characters sometimes find themselves fighting in the dark. Unless the character has an ability like low-light vision or heat sight, they may suffer a penalty on tests made under those conditions. These penalties usually only apply to tests involving sight. For example, if the character is making a Perception test to hear a noise, the amount of light present will not affect the result of the test.

Partial Darkness: The equivalent of being outside on a moonlit night. Ambient light provides some visibility, but there are lots of shadows. Characters suffer a -2 penalty to sight-based tests. Characters with low-light vision or heat sight are not affected by this penalty.

Full Darkness: The equivalent of being outside on a moonless or heavily overcast night. There is almost no ambient light and very heavy shadow. Characters suffer a -4 penalty to any sight-based tests. Characters with heat sight are not affected by this penalty.

Blindness: Some spells or powers cause blindness, magical or otherwise. The spell or power description usually provides the penalty associated with these effects, and characters with low light vision or heat sight are affected by these powers normally.

Knocked Down

A character knocked down in combat, whether as the result of a Wound or some other circumstance, can still act but is impaired while prone. The character suffers a -3 penalty to their tests, as well as Physical and Mystic Defense. These penalties remain in effect until the character stands up. Standing up is a simple matter, but takes the character's action for the round.



Range

Characters may attack opponents with ranged weapons like a bow or crossbow, a thrown dagger, and so on. All missile or thrown weapons have a range characteristic, which affects tests made with the weapon.

Short Range: If the target is within the range indicated for the weapon, there is no modifier to the test.

Long Range: If the target is beyond the range given for the weapon, but within double the weapon's range, the character may still attack but suffers a -2 penalty to his tests.

Tellarion's longbow has a range of 40 yards. When he fires it, there is no penalty if the target is within 40 yards, and a -2 penalty if the target is between 41 and 80 yards away.

Surprise

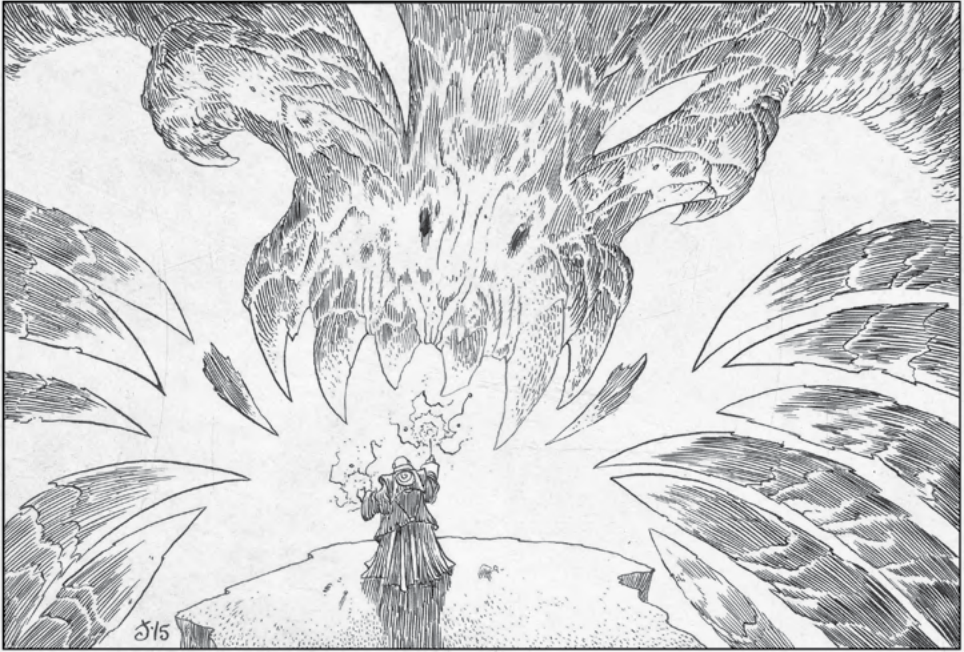
Sometimes a character or creature will appear in an unexpected place. This might be an intentional tactic, like an ambush, or an accidental encounter.

A surprised character does not roll Initiative, and may not take actions during the combat round they are surprised. They may also suffer the penalties associated with being blindsided, and may not use defensive abilities like Avoid Blow.

To determine if a character is surprised, they make a Perception test against a Difficulty Number based on the situation. This is usually related to stealth abilities and modified by environmental conditions. If the Perception test fails, the character is surprised, if successful they may act as normal.



SPELLCASTING



There are four Disciplines in the **Earthdawn** game that can cast spells. Collectively referred to as **magicians**, these characters can shape magical energy to create a wider variety of effects than other adepts.

This section provides an overview of the basic principles of casting spells.

PATTERNS AND THREADS

Everything in the world of **Earthdawn** has a **pattern**. Patterns are weaves of magical energy that represent everything that is magically important about the person, place, or thing. Living beings have a significant role in and effect on the world, so they have complex patterns. But living beings aren't the only things with patterns.

Patterns are made of **threads**, bits of magical energy. Those with the appropriate knowledge can weave threads to create a pattern that causes an effect in the physical world—a spell.

Magic items also have patterns, and all adepts can create and manipulate magical threads to create connections between their pattern and the pattern of a magical item, unlocking its power for their use. This use of magical threads is beyond the scope of these quick-start rules.

ABILITIES FOR CASTING SPELLS

Magicians use the *Thread Weaving* and *Spellcasting* talents to power a spell by collecting magical energy, shaping it into a pattern, and releasing the energy to create the desired effect. When casting a spell, the magician makes a Spellcasting test based on the spell. The Difficulty Number is usually the target's Mystic Defense (often abbreviated **TMD**), but it could be another value. If the test succeeds, the effect described in the spell occurs. As with other tests, a Spellcasting test can generate extra successes, and the spell description provides information on the additional effect. For more powerful or complex spells, the magician may need to gather additional magical energy by weaving threads before it can be cast.

Unfortunately, the Horrors corrupted the energy magicians use to cast spells. In response, magicians created the *spell matrix*, which protects the magician from the effects of channeling polluted magical energy. The matrix also dampens the flare of energy that happens when casting a spell. Without this protection, the spell could attract the attention of nearby Horrors.

In **Earthdawn**, there is no limit to how often a magician can cast a spell they know. Once a spell is in a matrix, the magician can cast the spell as frequently as they wish. These quick-start rules don't describe the process of learning new spells and adding them to your magician's grimoire, but those rules (and more spells) are provided in the **Earthdawn Player's Guide**.

PLACING SPELLS IN A MATRIX

A magician will have one or more spell matrices as talents. If the magician is not in combat or under any other time constraint, they can freely swap any or all spells they have in their matrices by performing a mental ritual that takes about 10 minutes. This requires no test, and is called *attuning* a matrix.

Sometimes a magician is in a situation where they don't have a desired spell ready to cast in a matrix, and lack the time to meditate for ten minutes. In this case, they may try to force the issue and *attune on the fly*. The character takes 1 Strain and makes a Thread Weaving test against a DN of 10. If successful, they place the desired spell in a matrix, which replaces the existing spell. If not, there is no negative effect; the magician may try again next round, or choose another action.

The most basic type of spell matrix is the *Standard Matrix*, which can hold a single spell. As a magician advances through their Discipline, they can learn other types of spell matrices.

SPELLCASTING SEQUENCE

The following sequence summarizes the steps necessary to cast a spell.

1. Weave Threads into Spell

Some spells require the magician to weave threads before they can be cast. The spell description will indicate if this is the case with the *Threads* characteristic. To weave a thread to a spell, the magician makes a Thread Weaving test against a DN of 5. If successful, they weave the thread. If not, the thread is not woven, though the magician can try again the next round.

2. Make Spellcasting Test

Once the necessary threads are woven, the magician may cast the spell. They make a Spellcasting test against the Difficulty Number provided in the spell description. This is usually the target's Mystic Defense, but could be another value. If successful, the spell is cast and goes into effect. Extra successes may have an additional effect provided in the spell description.

3. Determine Effect

Some spells have a fixed effect that occurs on a successful Spellcasting test. Others (like spells that cause damage) have a random effect. If one of these spells is cast, the magician makes an Effect test, rolling the appropriate Step to determine the effect.

If a spell causes damage, the spell description will indicate whether the damage is reduced by the target's Physical or Mystic Armor rating.

4. Determine Duration

After determining effect, the magician determines duration. Most damaging spells only last a single round, long enough to cause their damage. Other spells might have a duration measured in rounds, minutes, or hours. Some spells have a variable duration. In these cases, the magician rolls the appropriate Step to determine the spell's duration.





TELLARION SHAYTELEG

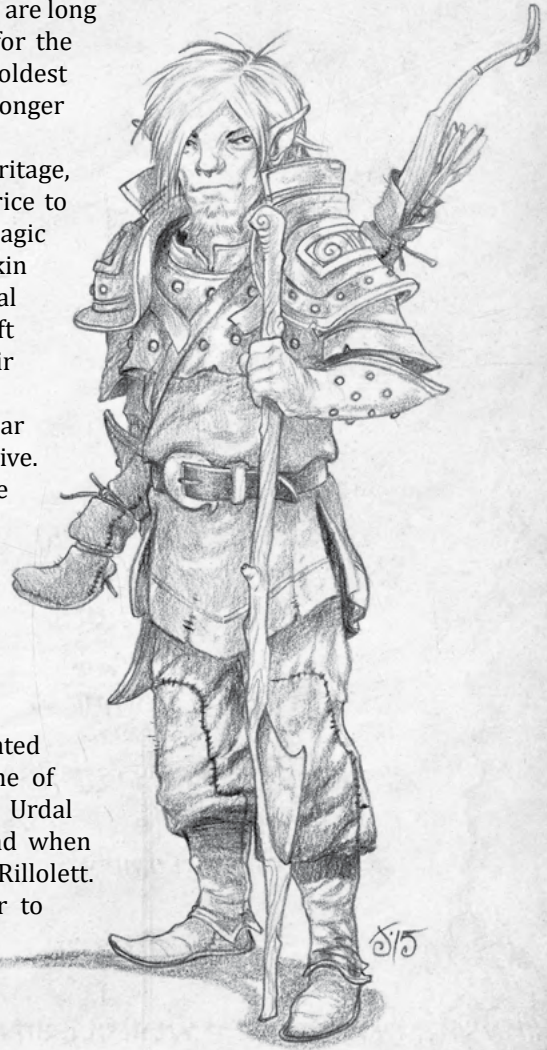
ELF ARCHER

Elves average about six feet tall, with lean features and fine, sparse hair. They are long lived, and often have an affinity for the natural world. Elven culture is among the oldest known, dating back thousands of years, longer than Throal or the Theran Empire.

Unfortunately, the seat of elven heritage, the Court at Wyrn Wood, paid a high price to survive the Scourge. A powerful blood magic ritual left painful thorns piercing their skin from inside, and corrupted the natural beauty of their homeland. This has left many elves feeling adrift, cut off from their ancient homeland.

Tellarion comes from a village near the Tylon Mountains in central Barsaive. The village survived through subsistence farming and logging the wooded mountain foothills, selling the lumber to Throalic merchants. Tellarion comes from the area's long tradition of Archer adepts, who patrol the area and protect the loggers from threats in the wild.

Dissatisfied with life in his isolated village, Tellarion signed on to escort one of the lumber shipments bound for Throal. Urdal was another guard with the caravan, and when the caravan arrived in Darranis, he met Rillolett. She persuaded Tellarion to go with her to Bartertown, where more opportunities for employment (and adventure) could be found. Not long after, they learned of the Last Cause Caravan Company and signed on as escorts.



Tellarion Shayteleg, Elf Archer

Dexterity	7 / d12	Physical Defense	10
Strength	5 / d8	Mystic Defense	9
Toughness	5 / d8	Social Defense	6
Perception	7 / d12		
Willpower	6 / d10	Physical Armor	4
Charisma	5 / d8	Mystic Armor	3

Initiative	7 / d12	Unconsciousness	27
		Death Rating	33
Movement Rate	14 yards	Wound Threshold	8
		Recovery Tests	2

Karma Points 4

Skills

Talents

Awareness	8 / 2d6	Artisan: Arrow Fletching	7 / d12
Avoid Blow	9 / d8+d6	Artisan: Craft Weapon	9 / d8+d6
Call Missile	8 / 2d6	Climbing	9 / d8+d6
Missile Weapons	10 / 2d8	Knowledge: Creature Lore	9 / d8+d6
Mystic Aim	8 / 2d6	Knowledge: Elf Lore	9 / d8+d6
True Shot	1	Read/Write Language	9 / d8+d6
		Speak Language	9 / d8+d6

Equipment

Longbow (Damage 9 / d8+d6, Short Range 2-40, Long Range 41-80)
 Quiver with 20 longbow arrows
 Hunting Knife (Damage 6 / d10, Short Range 2-8, Long Range 9-16)
 Padded Leather Armor (Physical Armor 4)
 Fletcher's Kit (spare arrowheads, feathers, string)
 Trail Rations (1 week)
 Traveler's Garb
 Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

Archers may spend a Karma Point on any Perception-based tests that rely on sight.
 Elves have the racial ability of Low Light Vision.



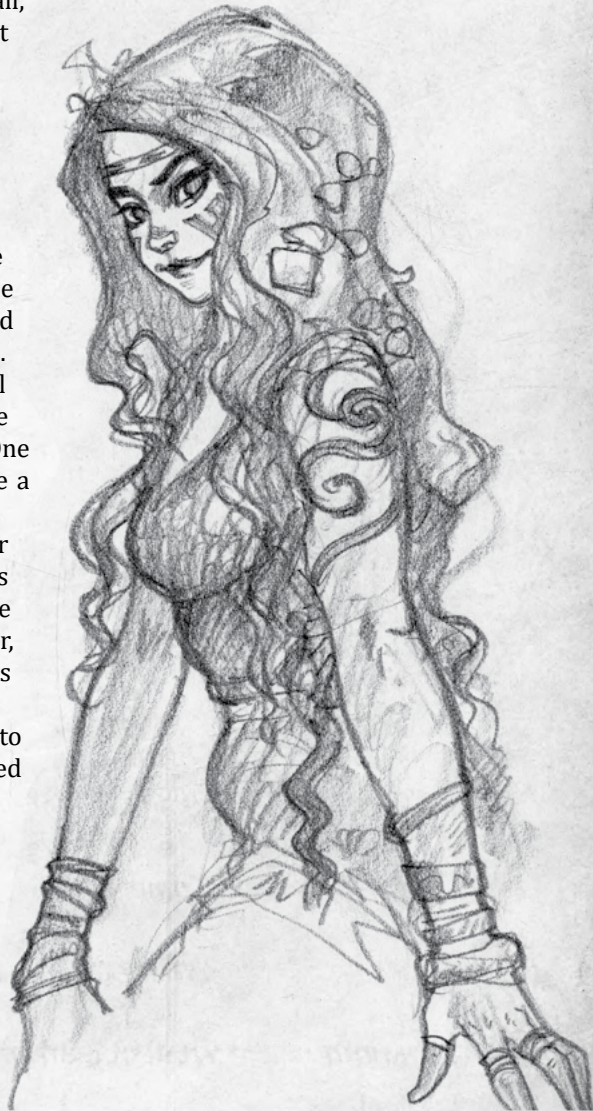
AYSHA RHOPAK DWARF ELEMENTALIST

Dwarfs average about four feet tall, and stocky, with thick and abundant hair, and the men often wear beards. They are the most numerous race in Barsaive, and Throal, the most significant power in the province, is a dwarf kingdom, and the largest kaer to survive the Scourge.

Aysha comes from a village in the mountains above Throal, founded in the early years after the Kingdom allowed settlers to leave the kaer for the surface. She found an affinity for the natural world, spending hours wandering the crags and valleys around her home. One day, her father found her seated beside a pond, speaking with a water spirit.

Recognizing her potential, her father sent Aysha to Throal, where she was initiated as an Elementalist, a Discipline that studies the five elements—earth, air, fire, water, and wood—and casts spells based on them.

After her initiation, Aysha hoped to continue her studies in Throal, but missed out on a position in a collegium because she came from a mountain village. Gort, an ork she had befriended during her training, told her about the Last Cause Caravan Company's next expedition. Rather than return home, Aysha decided to join her friend and signed on as a guard bound for Haven.



Aysha Rhopak, Dwarf Elementalist

Dexterity	5 / d8	Physical Defense	7
Strength	5 / d8	Mystic Defense	10
Toughness	7 / d12	Social Defense	6
Perception	7 / d12		
Willpower	7 / d12	Physical Armor	4
Charisma	5 / d8	Mystic Armor	3

Initiative	5 / d8	Unconsciousness	35
		Death Rating	43
Movement Rate	10 yards	Wound Threshold	10
		Recovery Tests	3

Karma Points 4

Skills**Talents**

Awareness	8 / 2d6	Artisan: Embroidery	7 / d12
Patterncraft	8 / 2d6	Climbing	7 / d12
Spell Matrix A	1	Knowledge: Botany	9 / d8+d6
Spell Matrix B	1	Knowledge: Dwarf Lore	9 / d8+d6
Spellcasting	9 / d8+d6	Read/Write Language	9 / d8+d6
Thread Weaving	9 / d8+d6	Speak Language	9 / d8+d6
Tracking	8 / 2d6	Wilderness Survival	9 / d8+d6
Wood Skin	8 / 2d6		

Equipment

Quarterstaff (Damage 9 / d8+d6), Knife (Damage 6 / d10)

Padded Leather Armor (Physical Armor 4)

Embroidery Kit

Trail Rations (1 week)

Booster Potion (provides a +8 bonus to the next Recovery test after drinking)

Traveler's Garb

Grimoire (Spells: Air Armor, Crunch Climb, Earth Darts, Flameweapon, Heat Food, Resist Fire, Waterproof)

Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

Dwarfs have the racial ability of Heat Sight.



GORT IRONBONE ORK BEASTMASTER

Orks are tall and powerfully built, averaging six feet tall, with stiff, wiry hair and pronounced lower canines that often protrude over their upper lip. They are passionate and short-lived, reaching old age in their forties. Orks typically organize into nomadic tribes, wandering the plains with their animals, though many have recently settled in southwest Barsaive, restoring the ancient land of Cara Fahd.

Gort grew up in Bartertown, the independent city just outside the gates of Throal. One of several children, he was largely left to his own devices while younger, and found himself fascinated with tales of adventure, watching minstrels perform whenever he could.

His affinity with animals showed itself early. Bartertown has a significant number of stray animals, and Gort fed them, paying for the food by working in a tavern. While the work was hard, it allowed him to hear stories of past heroes while he earned money. During this time, he met and befriended Aysha and Rillolett.

When approached by Rillolett about the job as a guard with the Last Cause Caravan Company, Gort decided to go along.



Gort Ironbone, Ork Beastmaster

Dexterity	6 / d10	Physical Defense	9
Strength	7 / d12	Mystic Defense	6
Toughness	6 / d10	Social Defense	9
Perception	5 / d8		
Willpower	5 / d8	Physical Armor	5
Charisma	6 / d10	Mystic Armor	3
Initiative	5 / d8	Unconsciousness	35
		Death Rating	41
Movement Rate	12 yards	Wound Threshold	9
		Recovery Tests	3
Karma Points	5		

Skills

Talents

Animal Bond	8 / 2d6
Avoid Blow	7 / d12
Claw Shape	12 / 2d10
Unarmed Combat	8 / 2d6
Wilderness Survival	6 / d10

Artisan: Body Painting	8 / 2d6
Climbing	8 / 2d6
Knowledge: Legends & Heroes	7 / d12
Knowledge: Wild Animals	7 / d12
Read/Write Language	7 / d12
Speak Language	7 / d12
Swimming	9 / d8+d6

Equipment

Dagger (Damage 9 / d8+d6, Short Range 2-10, Long Range 11-20)

Hide Armor (Physical Armor 5, Mystic Armor 1, Initiative -1)

Painting Kit

Trail Rations (1 week)

Traveler's Garb

Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Tent

Notes

Orks have the racial ability of Low Light Vision.



RILLOLETT TE'HAKKO

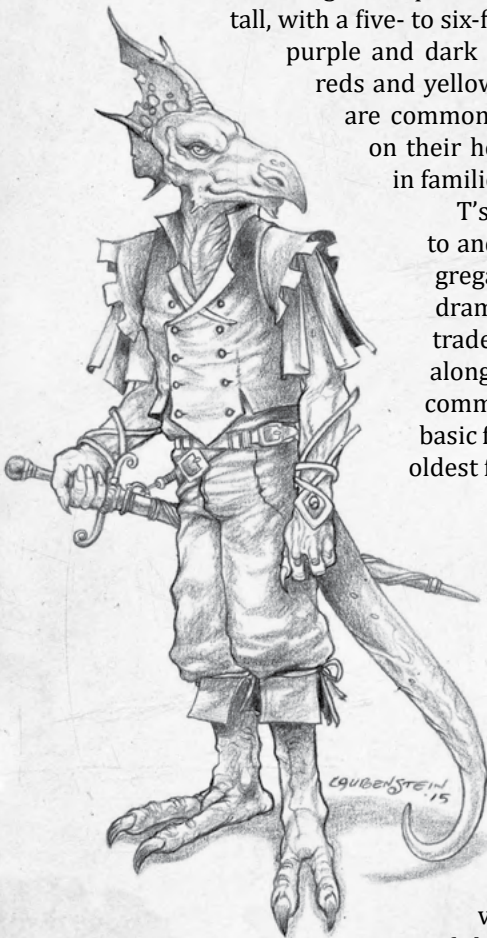
T'SKRANG SWORDMASTER

T'skrang are reptilian humanoids that average five feet nine inches tall, with a five- to six-foot tail. They have a variety of skin tones, from purple and dark blue to forest green, orange, and even bright reds and yellows. Spots, stripes, or other variegated patterns are common, and many sport crests or fin-like structures on their heads. Colors and physical features usually run in families.

T'skrang are semi-aquatic, building homes next to and in Barsaive's lakes and rivers. They are often gregarious and outgoing, often with a flair for the dramatic, and are best known as merchants and traders, plying their magically-powered riverboats along the province's waterways. Their society is communal, with 40 to 60 individuals making up the basic family unit called a covenant, which is led by the oldest female.

Rillolett comes from Darranis, a town along the northern Coil River, and the major port for the Kingdom of Throal. The frequent passage of merchants and travelers through the town gave her an appetite for the wider world. She spent her adolescence working on her covenant's riverboat her affinity with a blade was discovered during an encounter with pirates.

Initiated as a Swordmaster, Rillolett often took the trip Bartertown on behalf of her covenant, taking the opportunity to look for work befitting a rising legend. During these visits, she met and befriended Gort, and learned of the Last Cause Caravan's caravans to Parlainth. She decided to sign on as a guard, and persuaded Gort and her new acquaintances Tellarion and Urdal to come along for the adventure.



Rillolett te'Hakko , T'skrang Swordmaster

Dexterity	7 / d12	Physical Defense	10
Strength	6 / d10	Mystic Defense	8
Toughness	6 / d10	Social Defense	9
Perception	6 / d10		
Willpower	5 / d8	Physical Armor	5
Charisma	7 / d12	Mystic Armor	2

Initiative	6 / d10	Unconsciousness	35
		Death Rating	42
Movement Rate	12 yards	Wound Threshold	9
		Recovery Tests	3

Karma Points 4

Skills

Talents		Artisan: Dancing	9 / d8+d6
Avoid Blow	9 / d8+d6	Conversation	9 / d8+d6
Maneuver	8 / 2d6	Knowledge: Ancient Weapons	8 / 2d6
Melee Weapons	10 / 2d8	Knowledge: Legends and Heroes	8 / 2d6
Taunt	8 / 2d6	Read/Write Language	8 / 2d6
Unarmed Combat	8 / 2d6	Speak Language	8 / 2d6
		Swimming	8 / 2d6

Equipment

Broad Sword (Damage 11 / d10+d8)

Dagger (Damage 8 / 2d6)

Hardened Leather Armor (Physical Armor 5, Initiative -1)

Trail Rations (1 week)

Traveler's Garb

Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

T'skrang have the racial ability of Tail Attack (may use tail to attack with Unarmed Combat, Damage is Strength Step)



URDAL

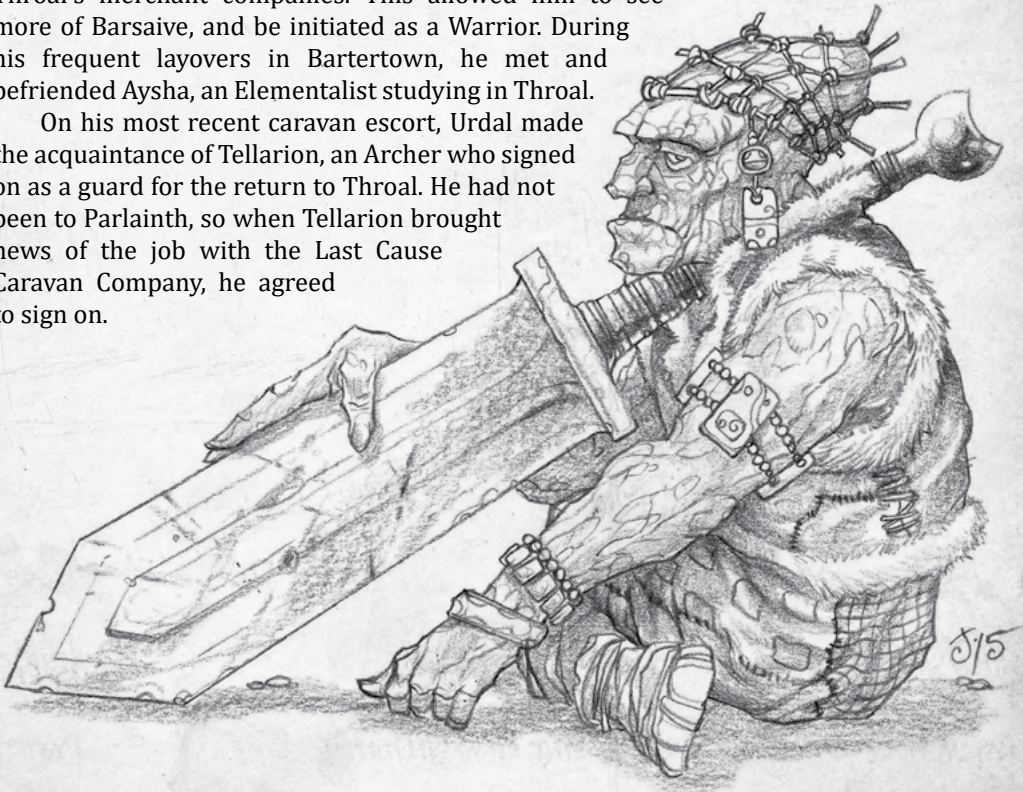
OBSIDIMAN WARRIOR

Obsidimen are massive, standing a little over seven feet tall and weighing an average of around 900 pounds. Their craggy skin and body tissue incorporates many properties of stone—hence their name—but they are flesh and blood, and need food, water, and air to survive. Their natural lifespan is measured in centuries.

Obsidimen are sexless, born fully-grown from a Liferock, a large stone formation, usually in a remote location, naturally imbued with powerful elemental magic. Obsidimen from the same Liferock refer to themselves as a brotherhood, and their skin usually resembles the dominant stone in the area. They are typically slow and deliberate, as befitting their size, and they find the ways of other races fascinating.

Urdal 's Liferock is in the Caucavic Mountains. Like many obsidimen, Urdal left his brotherhood to travel and learn about the outside world. His travels took him to Bartertown, where he was hired as a guard for one of Throal's merchant companies. This allowed him to see more of Barsaive, and be initiated as a Warrior. During his frequent layovers in Bartertown, he met and befriended Aysha, an Elementalists studying in Throal.

On his most recent caravan escort, Urdal made the acquaintance of Tellarion, an Archer who signed on as a guard for the return to Throal. He had not been to Parlainth, so when Tellarion brought news of the job with the Last Cause Caravan Company, he agreed to sign on.



Urdal, Obsidian Warrior

Dexterity	6 / d10	Physical Defense	11
Strength	9 / d8+d6	Mystic Defense	7
Toughness	7 / d12	Social Defense	5
Perception	5 / d8		
Willpower	5 / d8	Physical Armor	3
Charisma	4 / d6	Mystic Armor	2

Initiative	4 / d6	Unconsciousness	43
		Death Rating	51
Movement Rate	10 yards	Wound Threshold	14
		Recovery Tests	3

Karma Points 3

Skills

Talents		Artisan: Rune Carving	6 / d10
Avoid Blow	8 / 2d6	Awareness	7 / d12
Fireblood	8 / 2d6	Climbing	8 / 2d6
Melee Weapons	9 / d8+d6	Knowledge: Ancient Weapons	7 / d12
Tiger Spring	1	Knowledge: Military History	7 / d12
Wood Skin	8 / 2d6	Read/Write Language	7 / d12
		Speak Language	7 / d12

Equipment

Troll Sword (Damage 15 / d12+2d6)

Body Shield (Physical Defense +3, Initiative -2)

Carving Tools

Trail Rations (1 week)

Traveler's Garb

Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

Obsidimen have the racial abilities of Increased Wound Threshold and Natural Armor (already factored into the provided game statistics)



TALENTS, SKILLS, AND SPELLS



This section provides an alphabetical list of the talents and skills known by the characters in this quick-start guide. If a talent or skill causes damage through Strain, it is indicated at the beginning of the description. The number in parentheses indicates how much damage the character suffers when they use that ability.

Some abilities will also indicate they are an “Action”. Only one of these abilities may be used per combat round. More information on the restriction and interaction of different abilities is provided in the sections on Combat and Spellcasting.

When the description states the character must make a test, the dice used for the test are based on the character’s proficiency in the given talent or skill. For example, when making an Avoid Blow test, the character rolls the dice indicated on their character sheet for the Avoid Blow talent.

The rules presented here are simplified for these quick-start rules. More detailed rules, as well as additional talents and skills, are provided in the **Earthdawn Player’s Guide**.

Animal Bond

Action. The character forms a bond with an animal, improving its attitude. The character makes an Animal Bond test against the animal’s Social Defense. If successful, the animal’s feelings toward the character improve, allowing the character to influence the animal’s behavior.



Artisan

Action. The Artisan ability covers crafting, performing, or artistic skills. In the time before the Scourge, it was found people who had succumbed to Horror corruption often lacked the discipline or aesthetic sense to practice arts and crafts. As a result, it became common for people to practice a craft and show they were not corrupted. This tradition is still practiced in some parts of the world.

A character makes an Artisan test to create a work based on their chosen profession. The Difficulty Number for basic Artisan tests is 5, but more complex or elaborate works might require additional successes.

Avoid Blow

Strain (1). The character attempts to avoid injury by dodging or parrying incoming attacks. After being hit with an ability that targets Physical Defense—but before damage is determined—the character can make an Avoid Blow test. If the result is equal to or higher than the result of the attack, they successfully dodge or parry at the last moment and suffer no damage. If the test fails, damage is determined normally.

This ability can only be used once on any given attack, and cannot be used if the character is caught by surprise, whether in an ambush or otherwise unaware (for example, by an attacker striking from behind).

Awareness

The character is more sensitive to their surroundings, and able to spot things that might otherwise go unnoticed. The character may make an Awareness test whenever they would otherwise make a Perception test to notice something. This includes detecting secret doors, seeing through a disguise, or spotting an ambush.

Call Missile

Strain (1). The character magically causes thrown weapons or ammunition (arrows, sling stones, and so forth) to return to them as long as they are unbroken and still usable. They make a Call Missile test, and the result indicates how many projectiles return, tumbling and moving into the correct position in their quiver or other container, ready to be used the next round.

This ability only affects thrown weapons and ammunition for ranged weapons, and they must be within 20 yards of the character. Weapons stuck in a body are removed, but do not cause any additional damage to the target.

Claw Shape

The character transforms their hands into fearsome claws, increasing the amount of damage they do when not using a weapon. After making a successful attack with Unarmed Combat, the character rolls Claw Shape to determine damage.

Climbing

Action. The character attempts to scale vertical surfaces. They make a Climbing test based on the obstacle being climbed. If successful, they may move up or down.

Climbing characters cannot carry anything in their hands, and do not benefit from shields or other held items.

Conversation

Action. The character is able to hold their own in social situations. They make a Conversation test against the target's Social Defense. If successful, the target is impressed by the character and has a positive attitude towards the character during the course of the scene. The more successes are rolled, the more favorable the target's impression, making it easier for the character to get information or otherwise influence the target.

The target must be able to understand the character for this ability to have an effect.

Fireblood

Action. The blood oozing from a character's scratches, cuts, and bruises bubbles and hisses, cleansing and cauterizing their injuries. The character spends a Recovery test and makes a Fireblood test, healing an amount of damage equal to the result. The character must be engaged in combat to use this ability, but otherwise ignores the normal restrictions on making Recovery tests.

Knowledge

Action. The Knowledge ability covers information a character has learned about a topic. The ability can cover a broad topic, meaning the character knows a little bit about a lot of things, or it could be focused, with more depth on a narrower topic.

When trying to remember a particular fact, or see if they know some relevant information, the character makes a Knowledge test based on how their ability relates to the information being sought, and how obscure the information is. Difficulty Numbers start at 5 for common or directly related information, with obscure or barely related information requiring success against higher Difficulty Numbers.

Maneuver

Strain (1). The character uses fancy footwork and mobility to gain an advantage over an opponent. They make a Maneuver test against the target's Physical Defense. Each success gives the character a +2 bonus to their Physical Defense against the target's attacks, and they gain the same bonus to the first attack they make against the target that round.

Melee Weapons

Action. The character attacks an opponent with a sword, axe, or other close combat weapon. They make a Melee Weapons test against the target's Physical Defense. If successful, the target is hit and the character rolls damage. Each extra success adds +2 to the damage.

Missile Weapons

Action. The character attacks an opponent with a bow, crossbow, or other ranged weapon that fires a projectile. They make a Missile Weapons test against the target's

Physical Defense. If successful, the target is hit and the character rolls damage. Each extra success adds +2 to the damage.

Mystic Aim

Strain (1). The character draws a steady aim with a missile or thrown weapon to improve their chance of hitting. They make a Mystic Aim against the target's Mystic Defense. Each success adds +2 to the character's ranged attacks against the target for the rest of the round. The target must be visible and within range.

Patterncraft

Action. The character understands the mysteries and applications of magic. This includes the ability to read and write magical writings, like those contained in grimoires. The character makes a Patterncraft test based on the complexity of the writing. If successful, the character understands the writing, with the degree of success indicating how well they understand nuances or fine detail.

Magicians also use this ability to learn new spells and transcribe them to their grimoire. This is beyond the scope of these quick-start rules, and is covered in the *Earthdawn Player's Guide*.

Read and Write Language

The character is able to read and write. No test is required for normal communication. When a character is attempting to learn a new language they make a Read and Write Language test based on the language they are attempting to learn. Learning a new language requires the character to study for several weeks.

The magical version of this ability allows the character to magically translate a text without needing to study. They make a Read and Write Language test, with the degree of success indicating how well they understand the text. This version of the ability causes 1 Strain.



Speak Language

The character is able to speak different languages. There is no test required for normal communication. When a character is attempting to learn a new language they make a Speak Language test based on the language they are attempting to learn. Learning a new language requires the character to study for several weeks.

The magical version of this ability allows the character to magically speak a language without needing to study. They make a Speak Language test, with the degree of success indicating how well they are able to communicate during the scene. This version of the ability causes 1 Strain.

Spellcasting

Action. The character uses arcane knowledge to cast a spell. They make a Spellcasting test against the Difficulty Number provided in the spell's description. In many cases, this is the target's Mystic Defense, but may be another number. If successful, the spell is successfully cast and its effect determined based on the spell.

More information on casting spells and determining effect is provided in the *Spellcasting* section.

Standard Matrix

A Standard Matrix is a type of spell matrix, a magical construct that allows magicians to safely cast spells. Before the Scourge, the magicians of the Theran Empire learned the magical energy generated by casting spells could draw the attention of nearby Horrors. In addition, Horrors corrupt astral energy, causing a spell to go awry and injuring the magician. Spell matrices filter and conceal astral energy, keeping the caster safe.

A magician typically has multiple spell matrices, each attuned to a spell the magician knows. Once a spell is in a matrix, it can be cast as often as the magician wishes. The spell held in a particular matrix can be changed out at will, though this can be a delicate and time-consuming process.

More information on spell matrices and how they are used in casting spells are provided in the *Spellcasting* section.

Swimming

Action. The character is able to swim. They make a Swimming test based on the condition of the water around them. Calm water or small waves has a Difficulty Number of 5, while strong currents or open water could have a Difficulty Number of 10 or more.

Taunt

Strain (1). The character distracts an opponent with insults and humiliation. They make a Taunt test against the target's Social Defense. Each success imposes a -1 penalty on the target's tests and Social Defense for the rest of the round.

Thread Weaving

Action. Magicians use Thread Weaving to create and shape magical energy into the patterns for their spells. Some spells require preparation before they can be cast. When preparing a spell that requires additional threads, the magician makes a Thread Weaving (5) test. If successful, the thread is woven and the character may cast the spell the next round.

More information on the role of Thread Weaving when casting spells is provided in the *Spellcasting* section of these quick-start rules.

Tiger Spring

Strain (1). The character reacts more quickly in combat. No test is required for this ability; when activated, the character simply adds Tiger Spring as a bonus to their Initiative for the round.

Tracking

Action. The character is able to follow tracks left behind by other people and creatures, across long distances. The character touches a track and makes a Tracking test based on the age and condition of the trail. If successful, the character sees the ghostly image of the target's tracks, allowing them to unerringly follow the trail for 1 hour. At the end of the hour the character can make another test to continue following the trail.

True Shot

Strain (2). The character is able to make extremely reliable ranged attacks. No test is required for this ability. When activated, the character may spend an additional Karma to enhance their Missile Weapon tests (allowing them to spend 2 Karma).

Unarmed Combat

Action. The character attacks an opponent with fists, feet, or even a tail. They make an Unarmed Combat test against the target's Physical Defense. If successful, the character uses their Strength Step to determine damage. Each extra success adds +2 to the damage.



Wilderness Survival

Action. The character knows how to survive in the wild. They are able to locate or build shelter, start a fire, find water, and forage for food. They make a Wilderness Survival test based on the local environment. For each success, the character can find appropriate shelter, food, or water for one person for one day.

Wood Skin

Action. The character toughens their skin to better resist damage. They spend a Recovery test and make a Wood Skin test, adding the result to their Death and Unconsciousness Ratings. While this ability is active, the character's muscles and ligaments toughen and their skin takes on the appearance of wood or bark. The talent lasts for 1 hour, even if the character falls unconscious.

ELEMENTALIST GRIMOIRE

The following are spells known by Aysha, the Elementalist in this quick-start. *Threads* indicates the number of successful Thread Weaving tests the magician must

make before they can cast the spell. If a spell has "Threads: 0" they may cast the spell without weaving any threads. *Effect* indicates the mechanical effect of the spell.

Air Armor

Threads: 0

Effect: +3 Physical Armor

This spell protects a target with cushion of air. The magician exhales slowly and makes a Spellcasting test against the target's Mystic Defense, who must be within the magician's reach. If successful, air rushes under the target's clothing, pushing outward to create a cushion and providing padding as well as ventilation. The target adds +3 Physical Armor.

The spell lasts 7 rounds. Each extra success on the Spellcasting test adds 2 rounds to the duration.

Crunch Climb

Threads: 1

Effect: +3 Climbing test bonus

This spell enhances climbing ability. The magician crouches down on all fours, touches the target as they begin to climb, and makes a Spellcasting test against the target's Mystic Defense. If successful, the target gains a +3 Climbing test bonus.

The spell lasts 7 minutes. Each extra success on the Spellcasting test adds 2 minutes to the duration.



Earth Darts

Threads: 0

Effect: Step 10 / 2d8 Physical Damage and -2 Physical Armor

This spell transforms earth into crystalline darts that fly toward a foe within 20 yards, temporarily rending their armor in the process. The magician flings a handful of dirt into the air and makes a Spellcasting test against the target's Mystic Defense. If successful, the Effect test determines how much damage is inflicted.

After damage is dealt, the target receives a -2 penalty to their Physical Armor for 2 rounds. Each extra success on the Spellcasting test adds 2 rounds to this duration.

Flameweapon

Threads: 0

Effect: Extra d6 fire damage added to weapon

This spell adds fire damage to a weapon. The magician snaps their fingers and makes a Spellcasting test against the wielder's Mystic Defense. The wielder must be within the magician's reach. If successful, a flame leaps from their fingers and engulfs the weapon in flame, except the part where it is held. The wielder rolls an additional d6 with the weapon's damage. The spell can be cast on weapons made from any material. The flame inflicts no damage to the weapon, but can be used to ignite flammable objects.

The spell lasts 7 rounds. Each extra success on the Spellcasting test adds 2 rounds to the duration.

Heat Food

Threads: 1

Effect: Heats and rejuvenates one meal

This spell heats food and infuses it with beneficial magic. The magician breathes on their hands as if to warm them, causing them to glow a gentle red, then touches a meal and makes a Spellcasting (6) test. If successful, the glow transfers to the food and it becomes steaming hot. Eating the food increases the effectiveness of Recovery tests. Eating a heated meal adds a +4 bonus to the character's next Recovery test.

Each extra success on the Spellcasting test heats an additional meal.

Resist Fire

Threads: 0

Effect: Provides +3 Physical and Mystic Armor against fire.

This spell allows the target protection from fire, whether magical or mundane. The magician conjures a small flame in the palm of their hand, touches the desired target, and makes a Spellcasting test against the target's Mystic Defense. If successful, the target gains +3 Physical and Mystic Armor against fire or fire-based attacks for 2 minutes.

Each extra success on the Spellcasting test adds 2 minutes to the duration.

Waterproof

Threads: 1

Effect: Repels water

This spell seals an inanimate object against water. The magician touches some oil, spreads a few drops on the target object, and makes a Spellcasting (6) test. If successful, the object cannot get wet; water will bead up and not affect cloth or paper, and containers affected by the spell will become watertight. The effect lasts for 2 minutes.

Each extra success on the Spellcasting test adds 2 minutes to the duration.





INTRODUCTORY ADVENTURE

MASKS OF FEAR

This adventure serves as an Introduction to **Earthdawn**. It focuses on bringing the players together and defeating a threat to the caravan they are travelling with on their way to a new home.

FOR PLAYERS

If you're going to play in this adventure, start by choosing one of the pre-generated characters provided with the quick-start packet and take a few minutes to go over the information it contains. The characters are given a name and simple background, but if you want to change them, feel free!

You may want to look at the *Game Concepts* section of the quick start as well as the section on *Combat*, along with the specific descriptions of your character's talents and abilities. If you're a magician, you'll want to review the *Spellcasting* section as well.

The rest of this packet describes the adventure, so you probably don't want to read any further. Part of the fun of playing a role-playing game is not knowing what's in store!

FOR GAMEMASTERS

First of all, welcome to gamemastering! The role can be challenging, but is vital and often rewarding. We've done what we can to make things easier, and the quick start packet includes everything you'll need to guide your fellow players through their first adventure.

You'll want to read through the quick-start packet to become familiar with the basics of the game systems, especially the sections on combat and spellcasting. There's no need to memorize everything, but knowing where to find things will be handy in the heat of the moment.

After that, read through the adventure, which consists of several parts. It begins with *The Story So Far*; background information that gives you context for the events that play out, followed by a *Plot Summary* that provides a broad overview of the adventure.

After these summaries are the individual scenes that make up the story. Each scene includes multiple sections. *Setting the Stage* provides descriptive text that can be read aloud to the players, or used as a starting point for your own description. *Themes and Images* covers the overall feel of the scene, indicating the mood and tone you may want to use. *Behind the Scenes* describes events that might take place during the scene, along with appropriate game statistics. Finally, each scene includes

a *Troubleshooting* section to give you ideas on how to handle problems that might come up as the scene plays out.

Two more sections close out the adventure. *Loose Ends* describes possible consequences, reactions of the different characters, and rewards the players may gain. *Cast of Characters* provides background information on the supporting cast.

Once you're familiar with the basics of the system and the overall adventure, gather your players, have them pick one of the pre-generated adepts, and have fun! Start each scene by describing the situation, ask what the players want to do, and go from there. Focus more on moving the story along rather than getting every detail of the rules right. If a player wants to try something that isn't covered with what we've provided, choose an appropriate talent, skill, or attribute, and have them make a test.

The adventure should take about two or three hours to complete once you get started, so make sure you set aside enough time.

THE STORY SO FAR

During the Scourge, countless Horrors feasted on the pain and despair of people across Barsaive. One was a vile creature known only as **Beguiler**. Since the Scourge, this Horror has been banished from the physical plane. Unfortunately **Violo Haghan**, an elf Nethermancer, seeks Beguiler's return.

The elderly elf was one of Beguiler's puppets when the Horror roamed the land. The mark Beguiler left on the Nethermancer has driven him mad. Violo has found a way to communicate with Beguiler in the netherworlds, and through this connection has been granted a few of the Horror's most basic abilities. The Nethermancer can madden spirits of air, allowing him to conjure sudden and potent storms. The elf can also craft masks using the wood of a particular type of black oak. These masks control those who wear them, and those marked by Beguiler while wearing a mask become trapped in a living death.

Any trip across Barsaive has its share of hazards, and the trip from Bartertown to Haven is no different. Every three months, the Last Cause Caravan Company sponsors a trip in an effort to keep independent travelers safe from these dangers. **Elora Sundarmar** leads this particular trip. A few other notable personalities signed on to be guards for the Caravan. These veteran guards are **JT Ferian**, **Xaolete Jregh**, **Boselyn Oakram**, and **Nivek Jamar**. Each of these adepts work for a different adventuring company in Haven and while they may not completely trust one another, see this as their best bet for a safe journey across Barsaive.

Haven is a rough-and-tumble frontier village on the edge of the legendary ruins of Parlainth, but there are still quite a few people looking to try their luck out there. A dwarf Weaponsmith named **Vettis** from one of Throal's Inner Cities has brought his wife **Zar** and his daughter **Rhia**, looking to escape their past. Another dwarf named **Timon** is headed to Haven for a fresh start. A human named **Belaron** has been sent to take over Garlen's Alms, a home for the infirm. **Guhran** and **Tisha Indis**, a bickering ork brother and sister, are looking to try their hand at exploring the ruins. Finally, a human mother **Ash** and her triplet sons, **Heuben**, **Deuben**, and **Leuben**, are on their way to meet their father, who has supposedly struck it rich in the ruins of Parlainth.

PLOT SUMMARY

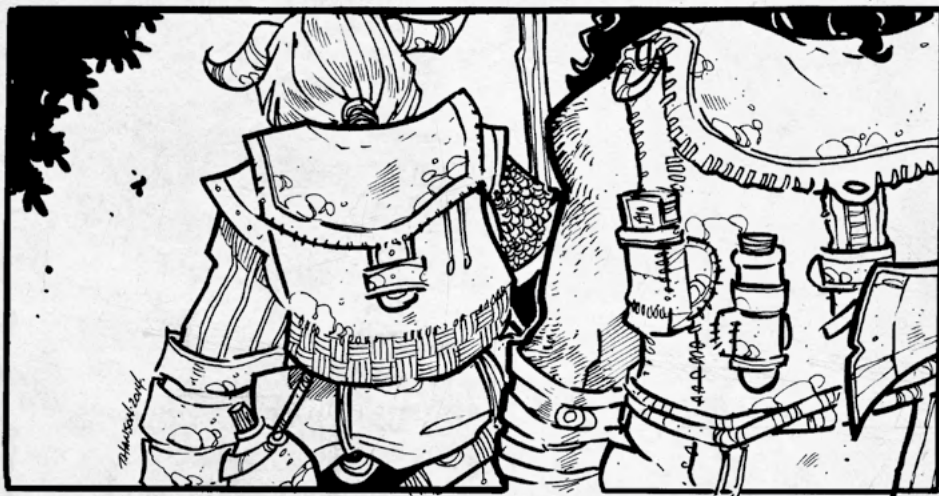
The adventure for the player characters begins with *Circling the Wagons*. With a sandstorm brewing in the east, they are forced to corral the various personalities in the caravan and get everybody in position before the storm hits.

In *The Coming Storm*, Violo makes his move and creates a distraction out in the howling winds. This distraction pulls the veteran guards away and forces the players to step up and defend the civilians from a group of desperate wolves.

The following morning in *Gather the Troops*, Elora advises the characters it would be bad for everyone's reputation if the veterans were to simply disappear under their watch. They are asked to discover the fate of the veterans and, if possible, return them alive.

After some searching, the players find themselves at the *Wayward Caves*. Violo's mysterious servants attack them. One veteran guard has fallen under a mask's influence and another is discovered incapacitated. With half the veterans recovered, the players need to enter the cave and discover the fate of the others.

The adventure culminates in a climactic battle in *Dramatic Timing*. While the party encounters more masked madmen in the caves, they come face to face with Violo himself as he attempts to summon Beguiler from its exile in the netherworlds. While veteran fights veteran, the players must stop the summoning and slay the corrupted Nethermancer.



SCENE ONE: CIRCLING THE WAGONS

Setting the Stage

You can smell the difference before you see anything. The winds have changed. Instead of flowering spring plants, you feel the harsh and arid air of the rocky dunes to the east. It isn't long before you see Ferian, the caravan's Scout, riding hard back to the camp.

He bellows as only an ork can, "A windstorm is coming from the East, and fast. We've got maybe an hour until it's right on top of us."

You and the other guards turn to the caravan leader, Elora Sundarmar. "We're too far from anywhere for shelter," the elf says. She turns to Ferian and the other veteran guards, "Help me get the pavilion up."

Elora turns to you, the new recruits. "You lot! Get the wagons circled. We can't be vulnerable before—or after—this storm." She dismounts her wagon and starts gesturing for Ferian to grab the pavilion supplies, then turns back to you, "We've got four wagons, get the other three to form up around me, like points of a compass. Move it!"

Themes and Images

This scene is meant to familiarize the players with non-combat related rules. It also serves to personify the non-combatants travelling with the caravan. The stakes here are low, and the group should have little problem resolving the petty squabbles existing among the members of the caravan.

The area the caravan is travelling through is hilly and tends towards rocky dunes to the northeast. The group is isolated, with no sign of nearby habitation or shelter. In addition, this storm seems to have the guards and horses spooked. There should be a sense of foreboding about what is to come.

Behind the Scenes

One wagon belongs to Vettis and his family, one to Ash and her family, and the third belongs to the siblings, also carrying Belaron and Timon. Each wagon is having its own minor crisis as this storm breaks out that the party must resolve each to get them into position.

Vettis's Wagon

The horses on Vettis's wagon are refusing to cooperate. Something about the storm has them spooked. Vettis is a surly dwarf who doesn't like the idea of unknown adepts getting involved in his business, so it is difficult to get on his good side. His wife, daughter, and one of Ash's sons are inside the wagon, leaving the difficult tasks to their take-charge patriarch.

Vettis's horses can be brought to heel from the ground with an Animal Bond (or Charisma) test with a DN 6. Attempting this from the driver's seat grants a +2 bonus, but Vettis doesn't want the characters climbing into his seat. A successful Conversation (or Charisma) test against his Social Defense of 7 means he will allow that character onto the wagon to help. The gamemaster may provide a +2 bonus to this test if the character's role-playing is suitably deferential to the prickly dwarf.

Indis's Wagon

Tisha is driving the wagon while a game of cards is being played in the back. Tisha is typically the calm and reasonable sibling. Unfortunately, when the party approaches her to discuss moving her wagon into place, a fight breaks out in the back of wagon. Guhran's angry because he thinks Belaron is cheating and they've begun to tussle.

Belaron wants nothing more than to be away from the orks. Timon finds the whole affair quite entertaining and stays out of the way, egging on the combatants.

Talking Guhran down is difficult, requiring a successful test using Charisma or another social ability against a DN of 12. After one failed attempt, things will come to blows. Guhran has fully given into his anger, and a stoked ork won't back down easily. He can be subdued with attacks to stun, or wrestled into submission with an Unarmed Combat or Strength test against a DN of 10.

If left to their own devices, Belaron will flee from Guhran, drawing the wagon far out of position and earning the players a thorough browbeating from Elora.

Ash's Wagon

At the rear of the caravan is Ash's wagon. The eight-year-old Heuben is holding the horse's reins and doing a decent job of keeping them in place. His mother can be seen investigating the underbrush to the west. When the characters ask him to circle the wagon, he gives a grin and tells them, "No can do! Mam says we ain't movin' from this spot till she finds Leuben and whoops him silly."

Leuben has snuck off. Ash is a mother with frayed nerves and is convinced Leuben has run off into the long grass. She is looking for a trail a few yards away from the wagon and will gladly accept help, but does not like anyone bad mouthing her mothering. The triplets are indistinguishable, all eight years old with sandy blonde hair. They are difficult, but not impossible, to tell apart.

An Awareness (or Perception) test against a DN of 8 will find there are no tracks leading into the underbrush. Searching the back of Ash's wagon and succeeding on a Perception test with DN 4 is enough to notice Deuben apparently finds the whole situation amusing. He loves that Leuben has caused so much trouble and is loathe to rat him out. Fortunately, it is relatively easy to persuade the child (with Charisma or other appropriate social ability against his Social Defense of 5) to tattle on his brother and reveal Leuben has snuck off to play with Rhia in Vettis's wagon. "They must be in LO-O-O-VE."

Players will need to ask Vettis's family to thoroughly search the Weaponsmith's wagon to find the child, who goes into hiding out of fear of getting 'whooped'. Once within, Vettis's wife will readily reveal the child's hiding place, unaware the boy was causing such difficulty.

Troubleshooting

This is supposed to be a fun scene for getting a handle on rolling dice and trying out different abilities. No challenge here should be particularly daunting. If the party members are having trouble, let any reasonable attempt to solve the problem succeed. If characters refuse to help, remind them this is how they are paying for their passage to Haven. If pressed, Elora will demand they pay their way or leave the caravan. Since the characters have little money and a skin-peeling storm is coming, they should realize they need to play along.



SCENE TWO: THE COMING STORM

Setting the Stage

The storm howls outside the pavilion, where people and animals huddle together. The storm's ferocity is intimidating and everyone is quietly waiting to see if the tent will be enough to keep the winds at bay.

Then you hear the cry. Somewhere out in the storm, a woman wails and a baby screams. The Scout, Ferian, is first on his feet. The other veterans look about nervously. All your travelers are accounted for. One of the veterans, a Troubadour Named Nivek, speaks up, "It could be a trap. Many of my songs start with a Horror luring people from their safe havens."

Ferian is already stringing his bow. "Can we risk that? What if they really need our help? All the guards should go. We find these poor souls and save them."

"Not all the guards," Elora's voice cuts through the group's rumblings. "Perhaps whatever it is wants to attack the camp, and this storm is deadly enough. We can't risk so many hands.

"You four," she gestures towards the veterans, "Go investigate while the rest of us keep the camp secure." Her tone brooks no argument.

Those chosen head into the storm and soon after the crying stops. All that remains is the howling wind.

Themes and Images

The storm is pressing in and the characters suddenly find themselves in charge of the caravan's protection. Elora is still present as a safety net, but the other guards have ventured into unknown danger. The cramped conditions within the tent and the isolation from assistance should be palpable at this point.

Elora will be focused on calming the others and entertaining the children with illusion magic, reminding the characters to keep an eye on the perimeter, especially the tent entrance.

Behind the Scenes

About an hour after the veterans leave, some sickly wolves sneak through the storm to the camp. The number of wolves is equal to the number of players. These creatures are battered, starving, and desperate enough to attack the tent. A Perception (5) test notices the creatures just as they are about to pounce. Players who succeed at this test are not surprised and can act during the first round. The wolves initially target the children or animals, but will defend themselves against threatening characters.

Sickly Wolves

Dex: 6 / d10	Initiative: 7 / d12	Unconscious: 17
Str: 4 / d6	Physical Defense: 9	Death: 21
Tou: 4 / d6	Mystic Defense: 7	Wound: 6
Per: 5 / d8	Social Defense: 8	Knockdown: 6 / d10
Wil: 4 / d6	Physical Armor: 3	Recovery: 1
Cha: 4 / d6	Mystic Armor: 2	Movement: 14 yards
Attack: 8 / 2d6	Damage: 10 / 2d8 (Bite)	

The scene ends when the wolves are killed or chased back into the storm. A wolf will flee if it takes a second Wound, and the entire pack will be run off if more than half of their number are removed from combat. The storm blows itself out a little past midnight, but Elora counsels caution. The night passes slowly and none of the four veteran guards return. At dawn, she orders the travelers to start packing up.

Troubleshooting

Players might chafe at being left out of the action. Elora reminds them they are under her employ and everyone needs to do their duty in a tough situation. If an adept does head out into the storm, they take Step 8 damage (reduced by Physical Armor) every round they are exposed to the scouring winds. This should drive all but the most suicidal back into the pavilion before they get killed.

On the other hand, players might want nothing to do with the fight with the wolves. The beasts will attempt to carry off one of the children if possible, but hopefully the players will jump into action. If necessary, Elora will order them to fight, and she can become involved if the group can't hold their own.

If the players are doing their best, but the dice aren't falling their way, Elora or the ork siblings can jump in to help. The orks are adepts, and might serve as a useful distraction or turn the tide at a crucial moment. If necessary, use the game statistics for Rillolett the Swordmaster (without the Tail Attack ability) for the orks.



SCENE THREE: GATHER THE TROOPS

Setting the Stage

The dawn does not bring much comfort. The storm has passed, but the other guards have not returned. Elora has the others begin packing the wagons and gathers you together.

"I don't like the smell of this. That storm was far too sudden, and Ferian and the others should be back by now. We need to figure out what happened to them, but we can't leave our caravan exposed here for too long. You've got half a day. Find out what happened, and bring anyone you find back—dead or alive. The companies in Haven won't forgive us if we don't investigate their missing members."

Themes and Images

The weather is still and everything is quiet, almost disturbingly so. The non-combatants are uncomfortable with the thought of staying here any longer than they must. If there is a threat out there capable of defeating the veteran guards it could easily handle the remaining troops. Most are ashamed of their desire to flee, but there is little else they can do.

Only Elora remains outwardly confident. She attempts to keep spirits up and provide what advice she can to the characters, should they require assistance.

Behind the Scenes

The storm left some traces of magic in the area, and if the Elementalists succeeds at a Patterncraft (10) test they can determine air spirits were responsible. With any additional successes, they learn traces of other magic were responsible for disturbing the spirits.

Several talents or skills might prove helpful in hunting down the lost guards. Perception or Awareness tests against a DN of 6 can find evidence of a trail heading east. The storm obscured the most obvious signs, but it appears that Nivek, the elf Troubadour, took care to leave marks on various rocky outcroppings using bits of bright paint.

Other methods of tracking could be allowed, requiring one extra success to find a trail. By the end of this scene, the group can find one of Nivek's sigils, damaged cloth, or trampled vegetation leading them to conclude the veterans went out into the storm and got separated. Then, they all travelled vaguely east. Eventually the party should discover the *Wayward Cave*.

Troubleshooting

Truly hopeless PCs (or those with terrible luck) might have no success at tracking the lost guards. If they put a solid effort into the attempt, they will run into Boselyn's huttawa, Beaker. The animal appears terribly weathered, but upon finding the party will lead them to the *Wayward Cave*.



SCENE FOUR: WAYWARD CAVE

Setting the Stage

It's been two hours pushing through these barren and rocky hills. As you crest another shifting pile of dirt, you see a rocky outcrop ahead of you. It looks like a cave is nestled into this tiny valley. As you survey the area, a cluster of forms emerges from the cave's mouth.

One appears to be the lost Troubadour, Nivek, though he is wearing a ghastly mask made of black wood. The others are emaciated humans and orks wearing rough leather and hides. They also wear similar black masks. The masked men all reach for daggers, except for Nivek's shining broadsword.

Themes and Images

These wastes have scant flora and fauna. Traveling through them gets harder by the minute, and the hot sun makes the experience even more uncomfortable. At this point, the group is getting near to the point where they must turn back to return before midday. The characters are on their own and must gather what information they can. It is make or break time for the fledgling guards.

The masked men are eerily quiet, their masks are deep black wood showing a wicked, grinning face. Each mask looks slightly different. The mask on Nivek's face is the most ornate, adorned with curling ram's horns. The men utter no sound, even after the fight comes to blows.

Behind the Scenes

There are a number of madmen equal to the number of characters. They have fallen sway to the Horror's influence and will battle until being knocked unconscious.

If any of the opponents are knocked down (including being knocked unconscious or killed), their mask falls from their face and calls out to any person within close combat range not wearing a mask. A Willpower test against a DN of 4 is enough to resist the call from any given mask, but the madmen will always fail.

If a character fails, the character must spend their next available action picking up the mask and putting it on. The following round, they may attempt one more Willpower test. Failure forces the character to attack one of their former allies.

Nivek is a Fourth Circle troubadour and should be quite the challenge for a group of first circle PCs, avoiding their blows and preparing attacks of his own. His game statistics are provided in *Cast of Characters*.

Masked Madmen

Dex: 5 / d8	Initiative: 5 / d8	Unconscious: 20
Str: 5 / d8	Physical Defense: 6	Death: 25
Tou: 5 / d8	Mystic Defense: 6	Wound: 7
Per: 5 / d8	Social Defense: 6	Knockdown: 5 / d8
Wil: 5 / d8	Physical Armor: 2	Recovery: 2
Cha: 5 / d8	Mystic Armor: 2	Movement: 12 yards
Attack: 7 / d12	Damage: 7 / d12 (Dagger)	
Notes: Wearing padded cloth armor and wielding daggers.		

The madmen have been under Beguiler's sway for too long and are beyond saving. They do nothing but wail and struggle while their masks are off, and nothing but fight when their masks are on. Nivek himself will need to be knocked unconscious to be freed from the mask's sway.

Just within the entrance of the cave, one of the veteran guards, Xaolete, is discovered. Xaolete explains he and the others were separated by the storm almost immediately upon leaving the tent. He made his way here, but was subdued by several masked men, as well as his fellow guards. Xaolete awoke with the rising sun and saw an elf in dark robes splitting his forces. The elf left this forward guard and said he would need to craft more masks for their expected guests.

Nivek, once conscious, has some potions and will offer them to the party if they got knocked around. The potion provides a +8 bonus to the character's next Recovery test. Xaolete will readily drink one before suggesting the party continues inside.

If any of the madmen can somehow be freed from the power of the masks, they will recount living a peaceful life in a small village south of here. The last thing they recall was a harsh desert storm whipping up from the east.

Troubleshooting

This fight can either end quickly or drag on based on how well the characters roll. Feel free to ignore the Willpower test if it would complicate the fight. If the group is

having trouble with Nivek, Xaolete escapes his bonds and emerges from the cave to engage the Troubadour.



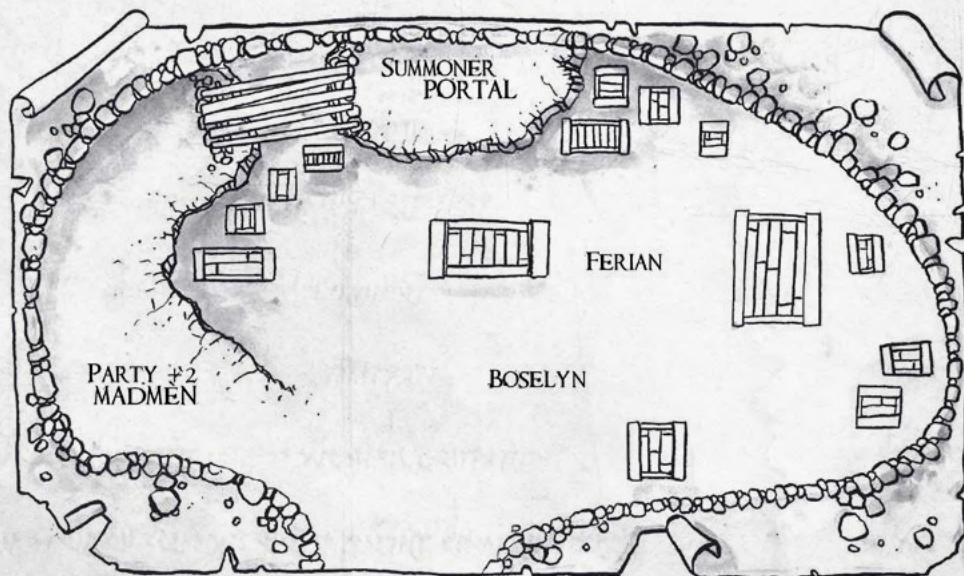
SCENE FIVE: DRAMATIC TIMING

Setting the Stage

Your group cautiously heads into the darkened cavern and weave your way through a winding tunnel. Before long, you spy torchlight ahead and hear the ominous sounds of arcane chanting.

Themes and Images

These caves are old, but not complex. The passage winds down into the hill, then enters this final chamber. The players should feel like they have gotten in over their heads, but also get the sense something important is happening. If they don't act fast, they will be unable to prevent a terrible being from entering the world.



Behind the Scenes

The group might be able to sneak up to the people in this cavern. To the left is an uneven ramp, with a cluster of masked men at the base. The masked men outnumber the player characters by two. In the back of the cave, on an elevated outcropping reachable from uneven boards connected to the ramp, stands a wizened looking elf, his hands raised in the air as he chants, "Beguiler, your storms have borne fruit. Your lost have come before us. Return to us now and bring your flesh upon this ungrateful land."

If characters wish to bypass the madmen on the ramp and try climbing directly to the outcropping where the elf stands, they must succeed at a Climbing (9) test, which takes their action for the round.

The right side of the cave contains a variety of goods. These stores are crates and barrels taken from previous waylaid caravans. Ferian and Boselyn stand amongst the goods, wearing more of the ornate masks. Xaolete mentions without her steed, Boselyn isn't a large threat. Ferian the Scout could be a problem with his skill with the bow. Xaolete (and Nivek if present) offers to handle his peers while the player characters take out the madmen and the old elf.

If the players spend a long time developing a plan, the summoner's chanting crescendos and a small white portal appears between his arms, bringing the ritual one step closer to completion. This should spur the characters to action. Use the game statistics for the masked madmen presented in *Scene Four*. Violo's game statistics are provided in *Cast of Characters*.

The characters' ultimate goal is to disable the summoner, but his masked minions block the way. As in the previous encounter, fallen masks can draw people to them. After six rounds, a terrifying entity begins to force its way through the portal: the Horror, Beguiler. Two rounds later the Horror is out in the flesh. Beguiler is more interested in escaping the cave than wreaking havoc, but any characters that get in its way will face its wrath.

Beguiler

Dex: 8 / 2d6	Initiative: 7 / d12	Unconscious: 49
Str: 9 / d8+d6	Physical Defense: 12	Death: 60
Tou: 7 / d12	Mystic Defense: 11	Wound: 10
Per: 8 / 2d6	Social Defense: 9	Knockdown: 9 / d8+d6
Wil: 7 / d12	Physical Armor: 5	Recovery: 2
Cha: 6 / d10	Mystic Armor: 5	Movement: 16 yards
Attack: 14 / 2d12	Damage: 14 / 2d12 (Claws)	

Notes: Spellcasting 13 / d12+d10, Spell: Arcane Blast (9 / d8+d6, +2 damage per success on Spellcasting test). The Horror is weakened from its entry into the physical realm and takes several hours before it is at full strength.

If Violo is interrupted or knocked down, the portal will collapse, vanishing after three rounds unless Violo returns to his ritual. Any rounds he doesn't devote to the ritual (for example, by attacking the characters) delay its completion. Items pushed into the portal delay the ritual until the item is removed. Anything on the other side

when the portal closes is permanently trapped, and anything straddling the threshold when it closes is cut cleanly in half.

This should be a difficult, but not impossible fight. Play up the tension and high stakes of the situation. Don't be concerned with playing out the combat between the veteran adepts in the other part of the cave, use them to complicate matters, or come to the group's aid as described below under Troubleshooting.

Troubleshooting

If the players are dragging their feet and spending too much time planning, Xaolete can charge in and engage Boselyn to kick things into motion.

If the players are having trouble with the ragged madmen, Xaolete or Nivek can draw a few away. If the players are handling the encounter especially well, Ferian could fire a few arrows their way to complicate matters.



LOOSE ENDS

Returning to the caravan after the fight is a relatively simple task. Nivek, Ferian, and Boselyn are foggy on the details of the past twenty-four hours. They all agree they got split up in the storm, and after pursuing the sounds east, they were individually subdued by the masked brigands and their master.

Elora is relieved to see the group return alive. At the mention of the cave and the goods within, Elora returns to business as usual and offer the players payment for what they have recovered. If she is asked about the masks, she recommends the artifacts be destroyed before their corruption can spread.

If any of the madmen are taken alive, they prove to be too far gone to be cured by any method readily available. Without the masks on, they moan and froth, seeking a connection to their master, Beguiler. If a mask is returned to them, they sit still and silent until they are freed, at which point they attack their captors.

Many of the goods within the cavern have spoiled or decayed, but some are useful. The group can bring back the choice pieces and Elora offers 50 silver pieces to each party member for the goods. In addition, a number of booster potions equal to the number of players are found amongst the goods. Should the group wish to sell these potions, Elora offers 25 silver pieces per potion.

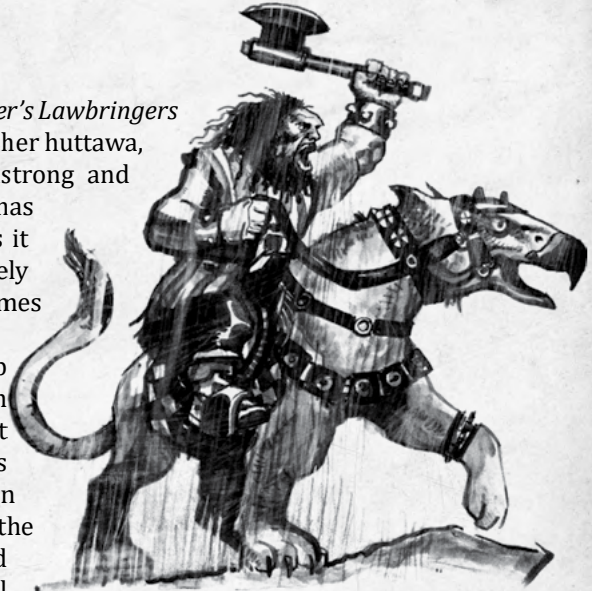
CAST OF CHARACTERS

Boselyn Oakram

Dwarf Cavalryman, Member of Loster's Lawbringers

This dwarf prefers the company of her huttawa, Beaker, to most people. She is headstrong and quick to act in any situation. Once she has chosen a course of action, she follows it to whatever result it leads. She is unlikely to admit an error on her part and blames others harshly for their mistakes.

Boselyn remains mounted atop Beaker, even once the group has been pressed into the tent. She chafes at following these orders, but knows she is doing good works. When she is rediscovered at the end of the adventure, she is without her steed and under Violo's sway, battling until unconsciousness. If not used to guide the player characters to the cave, Beaker returns on the way back to the caravan, weathered but alive.



Boselyn Oakram

Dex: 6 / d10	Initiative: 5 / d8	Unconscious: 58
Str: 6 / d10	Physical Defense: 10	Death: 68
Tou: 6 / d10	Mystic Defense: 9	Wound: 10
Per: 6 / d10	Social Defense: 10	Knockdown: 6 / d10
Wil: 6 / d10	Physical Armor: 5	Recovery: 3
Cha: 6 / d10	Mystic Armor: 3	Movement: 10 yards
Attack: 10 / 2d8	Damage: 11 / d10+d8 (Broadsword)	
Karma Points: 16		

Notes: Avoid Blow 9 / d8+d6, Wearing hardened leather armor and wielding a broadsword. Cannot spend Karma when wearing the mask.

Beaker

Dex: 6 / d10	Initiative: 8 / 2d6	Unconscious: 31
Str: 8 / 2d6	Physical Defense: 10	Death: 38
Tou: 7 / d12	Mystic Defense: 9	Wound: 10
Per: 4 / d6	Social Defense: 7	Knockdown: 12 / 2d10
Wil: 6 / d10	Physical Armor: 5	Recovery: 2
Cha: 4 / d6	Mystic Armor: 4	Movement: 16 yards
Attack: 10 / 2d8	Damage: 13 / d12+d10 (Beak)	

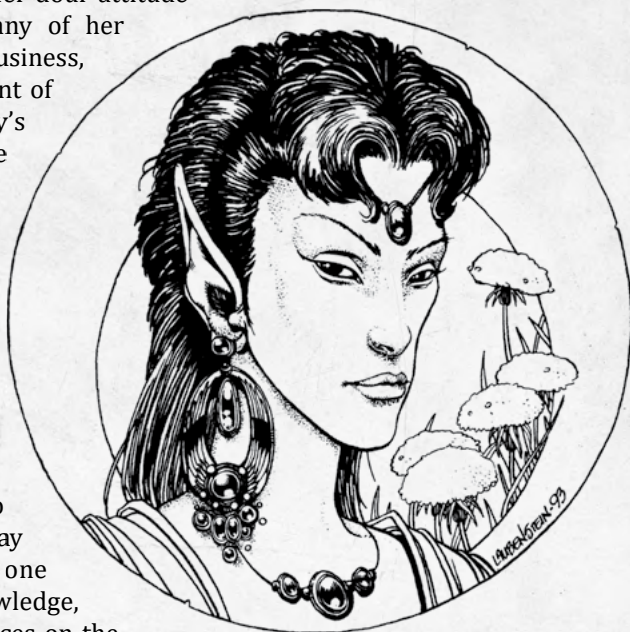
Notes: A huttawa resembles a large cat with an eagle-like head. They average about six feet in length and stand four feet tall at the shoulder. Beaker is a little bit tougher than the average huttawa because of Boselyn's Cavalryman magic.

Elora Sundarmar

Elf Illusionist, Member of the Last Cause Caravan Company

Elora is a no-nonsense elf. Her dour attitude makes her stand out from many of her Discipline. The woman knows business, which has put her at the forefront of many of the caravan company's dealings of late. To her credit, these deals are almost universally in the company's favor.

Elora needs to bring this caravan in safely, on time, and at a profit. Her reputation and the reputation of the company are on the line. The storm presents a clear danger to her people and goods, and she will do everything in her power to protect them. After the other veterans go missing, she finds it difficult to stay with the civilians, but as the only one with the requisite caravan knowledge, she begrudgingly sends the novices on the rescue mission. She does what she can to help the group, but the morning places many demands on her time.



Elora Sundarmar

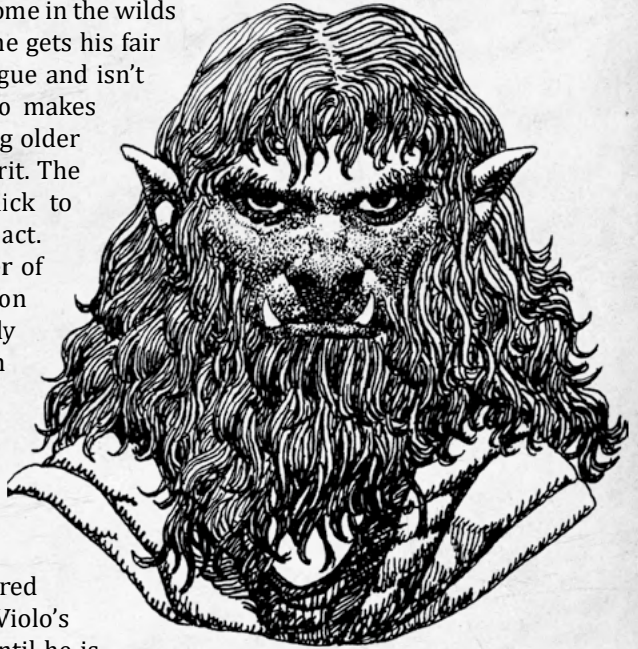
Dex: 5 / d8	Initiative: 5 / d8	Unconscious: 36
Str: 4 / d6	Physical Defense: 7	Death: 45
Tou: 5 / d8	Mystic Defense: 11	Wound: 8
Per: 7 / d12	Social Defense: 11	Knockdown: 4 / d6
Wil: 7 / d12	Physical Armor: 4	Recovery: 2
Cha: 7 / d12	Mystic Armor: 3	Movement: 14 yards
Attack: 8 / 2d6	Damage: 8 / 2d6 (Staff)	

Notes: Conversation 11 / d10+d8, Spellcasting 12 / 2d10, Spell: Ephemeral Bolt (11 / d10+d8 Mystic). Spell: Best Face (+3 to Charisma-based tests). Wearing padded leather armor and wielding a quarterstaff.

J.T. Ferian*Ork Scout, Member of the Prestigious Order of Gardeners*

J.T. has always been more at home in the wilds than in the ruins. As a Gardener, he gets his fair share of both. He has a sharp tongue and isn't afraid to dress-down anyone who makes a mistake in his presence. Growing older has done nothing to quell J.T.'s spirit. The ork has become increasingly quick to judge, quick to anger, and quick to act.

J.T. is the most useful member of the veteran guards on this mission and he knows it. He is frequently scouting away from the caravan and kicks off the adventure by noticing the storm. He is the first to volunteer to go back out into the storm when someone might be at risk. He takes it as his burden to bring everyone home alive. Unfortunately, when he is discovered in the climactic battle, he is under Violo's sway and will battle the heroes until he is knocked unconscious.

*J.T. Ferian*

Dex: 7 / d12	Initiative: 7 / d12	Unconscious: 48
Str: 6 / d10	Physical Defense: 11	Death: 58
Tou: 6 / d10	Mystic Defense: 9	Wound: 9
Per: 6 / d10	Social Defense: 7	Knockdown: 6 / d10
Wil: 4 / d6	Physical Armor: 4	Recovery: 3
Cha: 5 / d8	Mystic Armor: 1	Movement: 12 yards
Attack: 11 / d10+d8	Damage: 10 / 2d8 (Longbow)	
Karma Points: 20		

Notes: Avoid Blow 11 / d10+d8. Wearing padded leather armor and wielding a longbow. Cannot spend Karma when wearing the mask.



Nivek Jamar

Human Troubadour, Member of the Curators

A positive and upbeat human, Nivek wants nothing more than to be friends with everyone he meets. He always has stories to tell and is happy to share them with anyone that will listen.

Before his disappearance, Nivek knows he can help people here, and seeks to do so at every opportunity. When the player characters rescue him from the mask, he is deeply embarrassed about his actions and eager to undo any damage he has done. Despite any injury he might have sustained, he will readily fight alongside them.

Nivek Jamar

Dex: 6 / d10

Str: 5 / d8

Tou: 5 / d8

Per: 6 / d10

Wil: 6 / d10

Cha: 7 / d12

Attack: 10 / 2d8

Karma Points: 20

Initiative: 5 / d8

Physical Defense: 8

Mystic Defense: 10

Social Defense: 11

Physical Armor: 5

Mystic Armor: 2

Damage: 11 / d10+d8 (Broadsword)

Unconscious: 42

Death: 51

Wound: 8

Knockdown: 5 / d8

Recovery: 2

Movement: 12 yards

Notes: Avoid Blow 10 / 2d8. Wearing hardened leather armor and wielding a broadsword. Cannot spend Karma when wearing the mask.

Violo Haghan

Elf Nethermancer, Last Servant of Beguiler

Violo is an elderly elf who has had a Horror whispering in his ear for nearly a century. Seeking to further the influence of his master, he has been crafting masks to twist other people. For the past few years, he has been capturing locals and forcing them into these magical masks, corrupting their pattern and forcing them into servitude.

With the capture of the veteran guards, Violo believes he has enough power to bring Beguiler to this plane. He is focused on bringing the Horror here and will continue the summoning unless forced into combat.



Violo Haghan

Dex: 6 / d10

Str: 5 / d8

Tou: 5 / d8

Per: 7 / d12

Wil: 6 / d10

Cha: 4 / d6

Attack: 8 / 2d6

Karma Points: 16

Initiative: 5 / d8

Physical Defense: 8

Mystic Defense: 11

Social Defense: 7

Physical Armor: 5

Mystic Armor: 3

Damage: 9 / d8+d6 (Staff)

Unconscious: 34

Death: 43

Wound: 8

Knockdown: 5 / d8

Recovery: 2

Movement: 12 yards

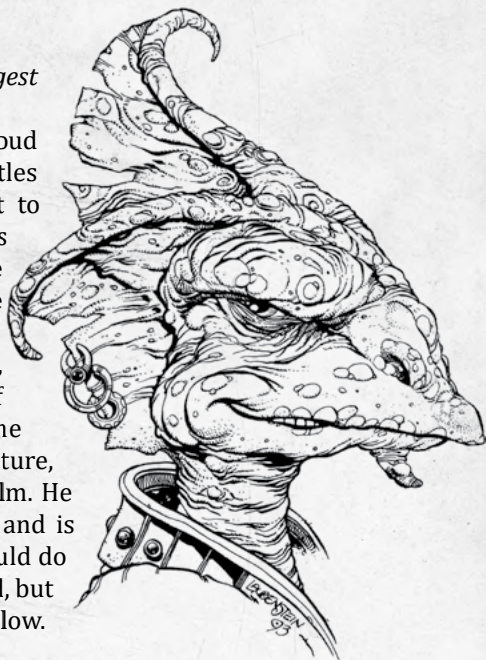
Notes: Avoid Blow 8 / 2d6, Spellcasting 10 / 2d8, Spell: Spirit Dart 8 / 2d6 (Mystic, Reduce target's Mystic Armor by 2 for 2 rounds per success on Spellcasting). Wearing hardened leather armor and wielding a quarterstaff.

Xaolete Jregh

T'skrang Swordmaster, Member of the Strongest Arm

Most members of the Strongest Arm are proud and boastful, eager to swap stories of their battles and heroic deeds. Xaolete stands in contrast to the norm with his humility. Rumors insist he is one of the most famous tail dancers along the Serpent River, but he has declined every chance to perform in public after arriving in Haven.

Before his disappearance, Xaolete is calm, cool, and collected. He does what is asked of him, without a word of complaint. When the characters come across him later in the adventure, he has been pushed to the very edge of his calm. He has been struggling all night for his survival and is eager to take the fight to the monsters that would do this to innocent people. He leads when required, but his frazzled nerves have him just as ready to follow.



Xaolete Jregh

Dex: 7 / d12	Initiative: 6 / d10	Unconscious: 54
Str: 6 / d10	Physical Defense: 14	Death: 64
Tou: 6 / d10	Mystic Defense: 7	Wound: 10
Per: 5 / d8	Social Defense: 10	Knockdown: 6 / d10
Wil: 5 / d8	Physical Armor: 5	Recovery: 3
Cha: 7 / d12	Mystic Armor: 5	Movement: 12 yards
Attack: 12 / 2d10	Damage: 11 / d10+d8 (Broadsword)	

Notes: Maneuver 11 / d10+d8, Taunt 11 / d10+d8. Wearing blood pebble armor (magical stones implanted into wearer's skin) and footman's shield, wielding a broadsword.

Minor Characters

Ash's Family

Ash and her triplet sons—Heuben, Deuben, and Leuben—are on their way to Parlainth to reunite with Ash's husband, Elroy. Elroy has supposedly struck it rich in the ruins and finally called for his family to join him. Ash is excited to see her husband, but her sons have her at her wits end on this trip. The woman is quick to anger and thinks everyone is judging her parenting skills.

Belaron

Belaron has worked with the Questors of Garlen for years. He has been dispatched to take over Garlen's Alms in Haven and allow for the comfortable retirement of that establishment's current headmaster. The man is not without his own faults, however, as despite his lack of skill, he is always eager to partake in games of chance. On top of this, he has no skill in combat and flees readily from any martial threat.

Guhran and Tisha Indis

Guhran and Tisha are adepts just starting their career (Tisha is a Swordmaster, Guhran is a Warrior). Their father left them this wagon and they could only afford to feed their beasts of burden by working alongside an existing caravan. They hope to use the seed money from this trip to strike it rich in the ruins. Tisha is the business minded one and Guhran is the most formidable in a fight. They are as different as night and day, but loyal to one another and trust each other completely.

As described during Scene Two, they can help turn the battle in the player's favor if necessary. They will not take part in any effort to track down the veteran guards, choosing to stay with the caravan. They weren't hired as guards, and facing whatever kept the veteran guards from returning is a mission they want no part of.

Timon

Timon is a quiet dwarf who keeps to himself. He is from Throal, but not eager to speak more on the subject. If asked why he is heading to Haven, he says he is looking for a fresh start, but not elaborate further. Timon shies away from combat and will not place himself at risk to help others.

Vettis' Family

Vettis, his wife, Zar, and his daughter, Rhia, are from Oshane, one of the Inner Cities of Throal. They got embroiled in the schemes of Horrors and adventurers there and want to get as far from those dark days as they can. One might question the idea of moving to Haven if you want to get away from that sorts of danger, but Vettis seems set on his decision. He is loath to deal with other adepts until they have proven themselves to him in some way. His wife and daughter are quiet, mostly keeping to themselves, though they appear to be getting along well with Ash's family.

WHAT NOW?

With your first adventure under your belt, you may be asking what's next. How can you continue your adventures in the world of **Earthdawn**? There are a few ways.

First, you may want to invest in the rulebooks.

The *Player's Guide* includes descriptions of fifteen different Disciplines, each of which offers a special relationship with magic, with talents and abilities that highlight and emphasize that relationship. The book also provides rules on how to take advantage of magic items, more complete rules for physical combat and spellcasting, as well as an overview of the default setting of Barsaive.

The *Gamemaster's Guide* includes more information about Barsaive, the default setting for **Earthdawn**. It includes a history and a more in-depth examination of the land and the people that live there. It provides rules and advice for creating your own adventures and campaigns, along with foes to combat and treasures to find.

Those two books will give you plenty of material for you to use in your own game, but there's even more! The *Earthdawn Companion* (coming in 2017) is the third rulebook, dedicated to high-Circle adventuring.

The adventure included in this quick start packet is an introduction to *Legends of Barsaive*, a "living campaign" that involves player characters in the affairs of Haven, a frontier town on the edge of the ruins of Parlainth. Actions taken during this and other chapters have an impact on the balance of power within Haven, so we'd like to know how it went at your table. We've provided a handout at the end of this packet.

If players are interested in the ongoing living campaign, they should use the sheet to record their actions during the adventure, track any influence gained with GMCs, and record any earned rewards. Reports can be sent to LegendsofBarsaive@fasagames.com.

Characters that take part in this adventure earn Legend Points, which are used to improve their talents and other abilities. Each character is awarded 25 Legend Points for each veteran guard they rescue, 25 Legend Points if they disrupt Violo's ritual, and 25 Legend Points if they gather or destroy all the masks. They also gain 1 faction point with each of the major factions in Haven (see the *Haven Guidebook* for more information on faction points).

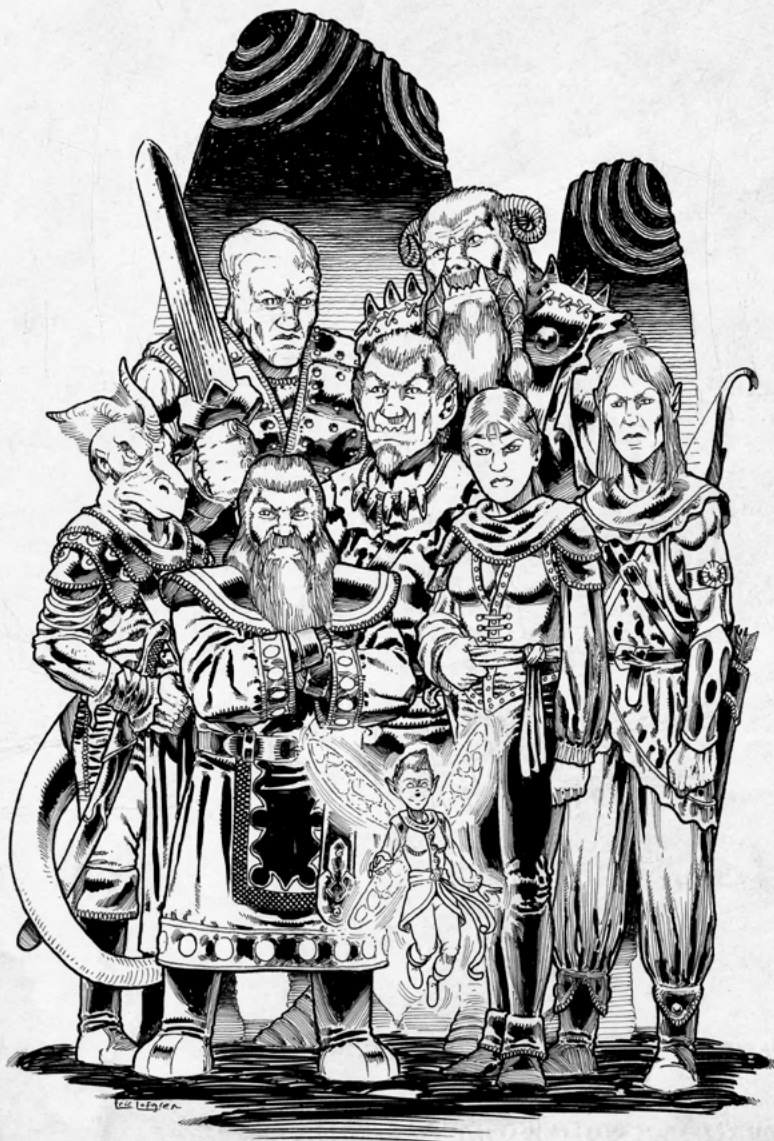
The veteran guards in the caravan, as well as Elora Sundarmar herself, are members of different adventuring companies in Haven. For more information about these personalities and their affiliated organizations, see the *Haven Guidebook*.

Future *Legends of Barsaive* adventures will be available, and they are often run as events at game conventions. If they aren't happening at your local con, why not run them yourself, and introduce more players to the game?

Another way to explore **Earthdawn** is through our sourcebooks. The first sourcebook for Fourth Edition, *Travar: The Merchant City*, will be available in Spring 2017, and more are in development. These books take a look at an area or subject and explore it in depth, providing numerous locations, personalities, and adventure hooks for your use.

Earthdawn has been around for over 20 years, and in that time Barsaive has been richly detailed with many sourcebooks. While it might take some fiddling to adapt game mechanics from prior editions to the current one, there's plenty of material you can use as inspiration or information.

However you go about it, thank you for choosing **Earthdawn**. Time to forge your legend!



CHAPTER SUMMARY REPORT

LEGENDS OF BARSAlVE PROLOGUE: MASKS OF FEAR					
Date:		Player:		GM:	
Character:		Discipline:		Circle:	
RESULTS					
Ritual disrupted: Y / N		All masks gathered or destroyed: Y / N			
All guards saved: Y / N		Beguiler freed: Y / N			
REWARDS					
Legend Award:		Silver Earned:			
Curator Reputation	Lawbringers Reputation	Strongest Arm Reputation	Gardeners Reputation	Caravan Reputation	
Additional Notes:					



AUG 2017

Forge your legend.

