

RBL-701

RUNVIR'S TOMB



AN EARTHDAWN ADVENTURE BY DAVID CARALEY

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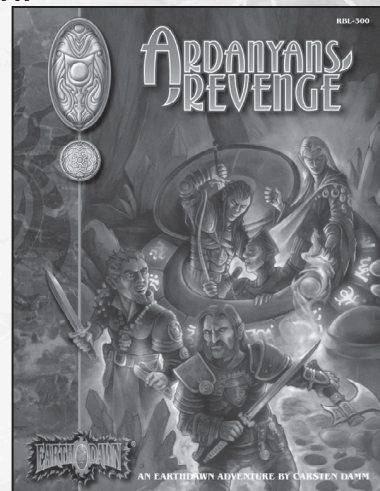
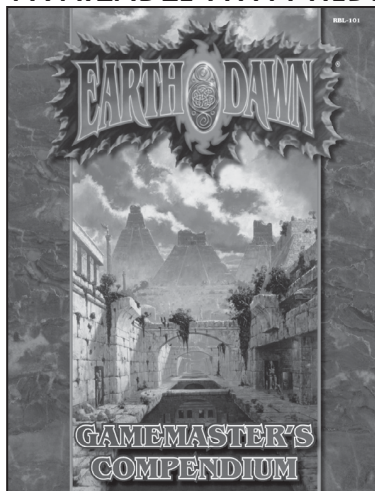
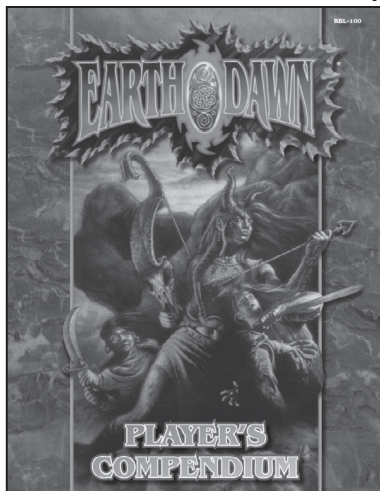
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RUNVIR'S TOMB

Torvin said that the fountain is probably too heavy to haul all the way to Kratas, so we're prepared to guard what you have found and help transporting it. A few extra hands and swords will also be helpful—Kratas is known as the City of Thieves for a reason!

• Thygold Doriksin •



Runvir's Tomb is a short adventure scenario designed for Novice adepts of any Discipline. In this adventure, a group of characters is sent out to find a magical treasure in a tomb buried under the hills near the remains of the ancient troll Kingdom of Ustrect—while their patron is playing a foul game on their costs.

RUNNING THE ADVENTURE

Runvir's Tomb is presented as a series of events. Each is described for the gamemaster, who should use the information given to run each section. There is little text to be read aloud to the players, meaning the gamemaster will have to describe many of the scenes to the characters as he sees fit. Where possible the text describes the terrain and areas the characters will encounter, but much of the detail is left to the gamemaster to devise.

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

BACKGROUND

Legends say that, long before the Scourge, King Runvir of Ustrect ruled the troll kingdom wisely and led his people to prosperity. His army was powerful enough to protect

the borders, and small enough not to drain the nation's resources. Under Runvir's rule, the arts flourished, and troll craftsmen became valued not only for the necessities, but for the artistic value of their crafts.

What the legends don't say, however, is that King Runvir had a secret, for he wasn't a smart troll. The wisdom of his reign was provided by two magical treasures, which helped him to become king and later to run his kingdom. The first treasure was the Oracle Fountain of Mynbruje, which he discovered in a ruined temple when he was younger. He kept his discovery a secret and used the Oracle whenever he needed advice. In addition, Runvir used a magical treasure known as the Stone of Wisdom, that allowed him to see who he could trust, and prevented him from being manipulated by others.

Of course, if anyone had found out that Runvir relied on magical items to rule his kingdom, his power would vanish quickly and his Name would have been remembered in shame, so the king intended to take his secret into the grave. Before his death, he secretly issued the construction of a tomb in the hillside where the Oracle Fountain was located. No one knew about it, but his enemies constantly tried to find out what the king was hiding. At one time, his enemies even discovered the location of the tomb, and sent a group of assassins to kill the king. Runvir's guards were taken by surprise, but his servants managed to slow down the assailants long enough for the guards to act. The servants died in their attempt, and Runvir honored them by burying them in his unfinished tomb. He sealed them in with six *newots* so that those that served him in life would have others to serve them in death. This became a habit as the king grew older; he had a burial vault built into his tomb for his most loyal guards and servants.

Finally, when he passed away, he was mummified along with his two oldest, most trusted advisors. He and his guards were sealed in with everything they could pos-



sibly need in the afterlife, their trusted warhorses, their weapons and armor, various works of art that depicted them, and—of course—more gold than you can possibly imagine. King Runvir's last servants sealed the tomb and Oracle Fountain long before the Scourge began, and it is told that the Kingdom of Ustrect declined steadily afterwards—since none of the succeeding kings was able to rule as wisely as Runvir did.

When the Scourge began, a Horror managed to break his way in through the hillside, drawn in by the magic of the fountain. The Rites of Protection and Passage didn't protect the tomb, so the Horror entered with little difficulty. He started a destructive search for signs of life within the complex, and eventually made his way into the great hall that contained the Oracle Fountain. It was then that the Passion Mynbruje took notice of this Horror that had entered one of its holy shrines. Mynbruje worried that the Horror would corrupt the Oracle Fountain itself and used his power to seal all of the exits from the great hall. The Horror pounded at the exits with all his might, but to no avail. He managed to weaken the magic that held him in the room, but could not break free—and remained imprisoned there ever since.

When the Scourge ended, the troll questor Dorthial received a vision by Mynbruje and took on a quest to find and reopen the Oracle Fountain. The questor and her retinue eventually found the tomb and came upon the Horror, and a mighty battle was fought. The questor's followers fell to the Horror one by one, feeding and providing him with new strength. Heavily wounded, Dorthial retreated from the great hall with a few survivors, and found that the

Horror was unable to follow. However, the magic sealing the great hall had been weakened, and the Horror managed to re-animate the bodies of Runvir's guards to send them after the fleeing questor. There was no escape, and after the last of Dorthial's followers fell, the questor became trapped in the tomb, unable to escape by herself.

PLOT SYNOPSIS

The last station of Dorthial's journey was the city of Kratas, where she researched the legend of the Oracle Fountain and learned that it was somehow connected to the legend of King Runvir. The troll was cautious enough not to ask her questions too loudly, however, as she was well aware that the greedy thieves of Kratas might follow her in the hopes of getting their hands at King Runvir's treasure. Of course, every ear in Kratas is the wrong ear—and when the Wizard Jorgin Torvin heard that the troll questor who asked him about the legend of the Oracle Fountain had never returned from her journey, he became curious. Interested in where Dorthial went, Torvin started asking questions on his own, and discovered that the questor must have found the final resting place of King Runvir and died in the attempt to explore it. Of course, Torvin has no intention of helping Dorthial—all he's interested in is Runvir's treasure, especially the Oracle Fountain which he could use for his own needs.

Now that Torvin has discovered what he believes to be the location of the shrine, he needs to verify it. However, Torvin knows that it's likely to be a dangerous place, so he has decided to find out how dangerous it is by hiring outsiders to send after the shrine and bring proof of its existence back to him.

The Wizard will meet with the characters at the Drunken Dragon Inn, acting the part of a wealthy magician in need of adventurers to recover an ancient item of interest to him. He will offer the adventurers 300 silvers each, and the promise of magical aid, if they recover the item. Once the players have agreed to go on this journey, he will supply the location, and the approximate amount of time it will take. He will pay half of the money up front, and make one of the party members take a Blood Promise (see p. 261 of the **Player's Compendium**) to return with proof of the Oracle Fountain's existence and meet him at the Drunken Dragon Inn within one month.

The players then head off towards Ustrect, where they will have to fight off a group of troll Sky Raiders before they find the entrance to the Tomb of Runvir. Unknown to the players, Torvin will also have the characters followed. After crawling their way through the tomb and rediscovering the Oracle Fountain, the players will be confronted by the magician's friends, who hope to gain whatever treasures the group discovered, first by trickery, and then by force. Once the agents of Torvin have been dealt with, the players can return to the Drunken Dragon Inn, meet with Torvin, and complete their mission. Of course, if the players find out what foul game the Wizard was playing, they might have other plans.

THE MYSTERIOUS MAGICIAN

This encounter starts after the heroes have arranged for rooms at the Drunken Dragon Inn, one of the biggest taverns in the city. The party now sits in the common room, enjoying a mug of ale, when a magician stops by, looking for the heroes to aid him.

SETTING THE STAGE

You are finally relaxing in one of the biggest taverns of Kratas after locking most of your gear in your rooms. The ale is cool and refreshing, the barmaids are friendly and attractive, flirting merrily with the various customers. The heavy wooden table bears the scars of past customers carving names and sayings into its surface. The crowd is quiet, sitting in groups, playing cards or dice, talking in hushed tones, and drinking ale or wine.

BEHIND THE SCENES

The Drunken Dragon charges 1 silver to stay in the common room, and 2 silvers to have a private room. The private rooms have one large bed that can sleep up to three people, and a large trunk. The door can be barred from the inside, and the windows have bars on them to prevent people from breaking in.

As for food and drink, average ale goes for 5 coppers and good ale for 1 silver. A bottle of wine goes for 2 silvers. A simple meal of cheeses, bread, and fruits goes for 3 coppers. A meal of pork, bread, cheeses, fruit and a pint of average ale goes for 1 silver. The tavern closes at two in the morning when Klevis, the owner, leaves with the day's profits. Once Klevis has left, the bartender bars the door, and spreads his bedroll out behind the bar.

At the Drunken Dragon

After a first round of ale, the group notices a human wearing dark robes embroidered in odd geometric patterns enter the inn. He talks quietly with the innkeeper, who then points in the group's direction. The man turns, musters the characters, and approaches.

"Greetings, travelers. My friend, the innkeeper, has advised me to speak with you. I could use the helping hands of a few brave adepts."

The stranger seems to be past middle age, possibly in his late fifties, early sixties. His eyes still look clear and lively, and his hands are steady.

"I have been conducting research into a magical treasure for some time and I believe I have finally learned about its resting place. Now I need someone to go and recover it, or at least verify that it is where I expect it. The journey will take a few weeks, but probably no longer than a month. For this, I can supply a map leading to your destination,



should you be willing to undertake this dangerous journey. Are you interested?"

If the heroes agree, he will ask Klevis for a private room. Once the group has moved upstairs, the magician continues.

"The item is Named the Oracle Fountain of Myn-bruje. I assume that it is located in the tomb of King Runvir, a troll who once ruled over the ancient lands of Ustrect. He was entombed with countless amounts of other treasure, of which I care nothing for. It would be yours for the taking. The Oracle Fountain is mine, however. If you agree to this, one of you will be required to swear a blood oath with me; the promise will be that you will return with proof of the Oracle Fountain's existence to me, here at the Drunken Dragon Inn, within four weeks. I will promise to supply you with the map in exchange. In addition, I'll try to research and provide as much information as I can find for any magical treasure you bring to me afterwards. Is it a deal?"

Once the heroes agree to these terms, a Blood Promise will be sworn. This will require 4 points of Blood Magic from both Torvin and one of the heroes. Each must describe his pledged deed, identifying a talent or skill they will use to accomplish the deed. Torvin will swear to use his Item History talent for two weeks after the heroes return. Whatever talent or skill the player picks will receive a bonus of +1 until proof of the Oracle Fountain's existence is returned to Torvin. Torvin's Item History talent will receive a bonus of +1 until he completes his two weeks of research into whatever magical treasure the heroes wish him to research.

Once this is done, Torvin will get out a map showing the location of the tomb and hand it to the player character who made the promise with him. He will then get up to leave, turning to the heroes saying, *"I wish you good traveling, my friends. When you return and meet with me here, the ale will be on me."* The magician turns, and heads out the door into the darkness.

Spies

Brocher's Brood has spies following Torvin (see **Heading Out**, below), since the Wizard is trying to stake out his own turf close to their own. While the spies will not know what was discussed (they only keep an eye out on the Wizard), but they will report the meeting to their leader, Vistrosh (see p. 32 of the **Gamemaster's Compendium**). That Torvin dealt with a group of adepts will cause the gang to become curious, and a band of his ruffians will try to capture the heroes in order to find out what the meeting was about.

TROUBLESHOOTING

This encounter should end with the characters accepting Torvin's offer. Even if they do not, Torvin will beg them to reconsider, and tell them he will return the next night to see if they have changed their minds. The conversation with him will cause the ruffians to attack, not knowing that the player characters refused Torvin's offer. This should raise the characters interest enough that the next meeting they should take the offer—maybe at a higher price, Torvin will offer up to 500 silver pieces per character.

If the characters have reservations about the Blood Promise, tell them that nothing will happen if the Oracle Fountain is not found at the location indicated on the map—as long as they return and tell Torvin about it.

HEADING OUT

After outfitting themselves, the heroes start to head out of Kratas and on their way. As they near the city gates, thugs working for Brocher's Brood ambush them. They are trying to capture the characters alive to learn about Torvin's plans, and will fight to subdue.

SETTING THE STAGE

You have paid the inflated prices charged by the merchants in Kratas for the supplies needed to make the journey to ancient Ustrect, and are now heading out of the city of thieves. You make your way through the twisting, rubble-strewn streets in the direction of the city gates, contemplating the adventure you are about to undertake. Suddenly, there is some movement in the shadows.

BEHIND THE SCENES

A group of thugs will attempt to ambush the heroes and take them in for questioning. They will attack quickly and quietly. The heroes will have to make Perception (6) Tests to avoid being taken by surprise for the first round. There are two thugs for each character.

Human Thugs

Attributes

DEX (13): 6	STR (13): 6	TOU (13): 6
PER (9): 4	WIL (10): 5	CHA (10): 5

Characteristics

Physical Defense: 7	Initiative: 6/D10
Spell Defense: 6	Physical Armor: 5
Social Defense: 6	Mystic Armor: 0
Death Rating: 35	Recovery Tests: 2
Wound Threshold: 9	Knockdown: 6
Unconsciousness Rating: 27	
Combat Movement: 26	Full Movement: 52

Skills

Artisan:

Acting (2): 7/D12

Knowledge:

Brocher's Brood Lore (2): 6/D10
Kratas Lore (2): 6/D10

General:

Avoid Blow (4): 10/D10+D6
Melee Weapons (4): 10/D10+D6
Streetwise (3): 9/D8+D6
Unarmed Combat (4): 10/D10+D6

Equipment

Buckler (Phys 1)
Padded Leather Armor (Phys 4)
Broadsword (Damage 11/D10+D8) w/scabbard
Club (Damage 9/D8+D6)
Dagger (Damage 8/2D6; Range 9-15-18)
Sap (Damage 7/D12)
Belt Pouch
Traveler's Garb

Loot

30 silver pieces

LEGEND POINTS

100 Legend Points

Commentary

These thugs are working for Brocher's Brood and will use the Attack to Stun combat option (see the **Combat** chapter of the **Player's Compendium**, p. 404). Each thug will retreat once he has taken two Wounds. If caught and questioned, the characters will need to achieve a Good result on their Intimidation Tests to make them talk since they have a huge fear of being expelled from their gang. All they know is that their gang leader, Vistrosh, wants them to keep an eye out for Torvin, and find out what the magician is up to.

Brocher's Brood

A successful Streetwise (5) Test will uncover the fact that an individual Named Vistrosh heads the Brocher's Brood, the second most powerful gang in the Kratas. A Good result will also unveil that Vistrosh is a blood elf intending to replace Garlthik One-Eye as ruler of Kratas. The characters may alternatively use an appropriate Knowledge Skill for this test.

Torvin

A successful Streetwise (5) Test will uncover the fact that Torvin is a powerful Wizard who is well known for hiring adepts from time to time. An Excellent result will uncover that Torvin is the leader of a small gang, trying to establish their own turf next to Brocher's Brood.

Thygold

Thygold and his men (see **At the Gates** on p. 14 for more information) will follow the characters, starting their journey only a few hours later. While the thieves do everything to avoid being spotted, the characters may stumble over Thygold and his men before or after meeting the trolls (see **Trolls of the Peaks**, below). If that happens, the gamemaster needs to adjust the encounter accordingly—Thygold will explain who he is and why Torvin sent him, and then wait until the group comes back out of the tomb.

TROUBLESHOOTING

If the characters are losing to the thugs, have some members of Torvin's gang come to their aid, holding off the attackers while giving the characters time to escape. If the characters question Torvin what all this is about, he will explain that Vistrosh of Brocher's Brood is an old enemy, interested in Torvin's dealings. If the characters have told Brocher's Brood about the details of their mission, Torvin will either remind them of the Blood Promise (if they have taken it already), or tell them that they have now raised the interest of another party. It is their fault and he will expect them to fulfill the mission. If they refuse, Torvin will make sure that their current visit in Kratas will be their last one. Torvin won't deal with the group if they refuse to take the oath. Torvin will offer up to 500 silver pieces per character if money helps to make them seal the promise.

TROLLS OF THE PEAKS

The heroes reach the outskirts of ancient Ustrect and are attacked by troll crystal raiders patrolling through the area. These trolls intend to take the heroes and make them into *newots* (the troll equivalent of slaves, see p. 48 of the **Gamemaster's Compendium** for details).

SETTING THE STAGE

You have been journeying for a while; through forests and plains. Now, the majestic mountains that make up the Twilight Peaks rise up in the distance, and the remains of the ancient Kingdom of Ustrect lie before you. You can't be far from your destination, at least according to your map. As you cross through the foothills and head towards the southern slopes, there is the sound of crashing coming through the trees that line the trail. Suddenly, a half a dozen trolls emerge from the woods before you with drawn weapons. One of them strides forward and speaks in broken Throalic.

"Hold, trespassers. I am Thoris Rockthrower of the Bloodlores. Surrender yourselves and be prepared to serve us."

BEHIND THE SCENES

The troll's drakkar (along with the rest of the crew) is anchored in one of the foothills not far away, waiting for a raiding target. The other trolls don't care about the group, but Thoris is trying to earn some reputation with his peers, and seizes the chance to capture a couple of *newots* upon spotting the characters.

A player character who makes a successful Troll Lore (5) Test will realize that a *newot* is about the same as being a slave. A Good result will let the character know that the Bloodlores are one of the more brutal trollmoots. If the characters do not surrender, the trolls will attack, only they will attack to kill, not to capture.

Thoris Rockthrower

Attributes

DEX (13): 6	STR (17): 7	TOU (17): 7
PER (12): 5	WIL (14): 6	CHA (13): 6

Characteristics

Physical Defense: 7	Initiative: 2/D4-1
Spell Defense: 7	Physical Armor: 9
Social Defense: 7	Mystic Armor: 5
Death Rating: 40 (64)	Recovery Tests: 3
Wound Threshold: 11	Knockdown: 7
Unconsciousness Rating: 32 (50)	
Combat Movement: 26	Full Movement: 52

Karma

Karma Points: 10	Karma Die: 3/D4
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Talents

Air Sailing^D (5): 11/D10+D8
 Avoid Blow (3): 9/D8+D6
 Battle Shout^D (3): 9/D8+D6
 Durability (8/6) (3)
 Fireblood^D (3): 10/D10+D6
 Great Leap^D (3): 9/D8+D6
 Karma Ritual (3): 3
 Melee Weapons^D (5): 11/D10+D8
 Shield Charge^D (3): 10/D10+D6
 Unarmed Combat (3): 9/D8+D6
 Windcatcher^D (3): 9/D8+D6

Skills

Artisan:

Stone Carving (2): 8/2D6

Knowledge:

Bloodlore History (2): 7/D12
 Troll Lore (2): 7/D12

General:

Streetwise (3): 8/2D6
 Tactics (3): 8/2D6
 Wilderness Survival (3): 8/2D6

Equipment

Crystal Raider Shield (Phys 3; Myst 3; Init 2)
 Ringmail (Phys 6; Init 2)
 Troll Sling (Damage 11/D10+D8; Range 30-60-120)
 Troll Spiked Mace (Damage 14/D20+D4)
 Adventurer's Kit
 Belt Pouch w/ 15 rocks
 Carving Tools
 Trail Ration (1 week)

Traveler's Garb

Loot

10 silver pieces

Legend Points

195 Legend Points

Notes

The adept possesses the troll racial ability of Heat Sight.

Commentary

Thoris Rockthrower is the leader of the trolls and is a Third Circle Sky Raider adept. Thoris has bloodstained, symmetrical horns, a mane of wild dark hair, and a dirty black beard adorned with small bones. He is somewhat larger than the average troll and prefers to fight with a spiked mace and a shield.

Troll Non-Adept Sky Raiders (5)

Attributes

DEX (13): 6 STR (17): 7 TOU (15): 6
 PER (12): 5 WIL (14): 6 CHA (13): 6

Characteristics

Physical Defense: 7 Initiative: 4/D6
 Spell Defense: 7 Physical Armor: 8
 Social Defense: 7 Mystic Armor: 2
 Death Rating: 38 Recovery Tests: 3
 Wound Threshold: 10 Knockdown: 7
 Unconsciousness Rating: 30
 Combat Movement: 26 Full Movement: 52

Skills

Artisan:

Stone Carving (2): 8/2D6

Knowledge:

Bloodlore History (2): 7/D12
 Troll Lore (2): 7/D12

General:

Air Sailing (4): 10/D10+D6
 Melee Weapons (4): 10/D10+D6
 Shield Charge (1): 8/2D6
 Streetwise (1): 6/D10
 Tactics (1): 6/D10
 Wilderness Survival (1): 6/D10

Equipment

Footman's Shield (Phys 3; Init 1)
 Hardened Leather (Phys 5; Init 1)
 Troll Sword (Damage 13/D12+D10) w/scabbard
 Adventurer's Kit
 Carving Tools
 Trail Ration (1 week)
 Traveler's Garb

Loot

4 silver pieces

LEGEND POINTS

105 Legend Points

Notes

The character possesses the troll racial ability of Heat Sight.

Commentary

These young trolls still have to prove themselves to be worthy of their crew and will fight to the death or until Thoris Rockthrower falls, in which case they will retreat. All of them feature blood-stained horns like Thoris.

TROUBLESHOOTING

The only possible trouble is if the trolls actually defeat the characters. If this looks likely, have a drakkar from a rival clan show up in the sky overhead, and Thoris will order a retreat, promising to come back for the characters another time. The gamemaster may also get the characters into more trouble if they defeat the trolls too easily by getting the trolls at the drakkar interested. If Thoris dies at the hands of the player characters, they'll have a good reason for vengeance.

THE TOMB OF KING RUNVIR

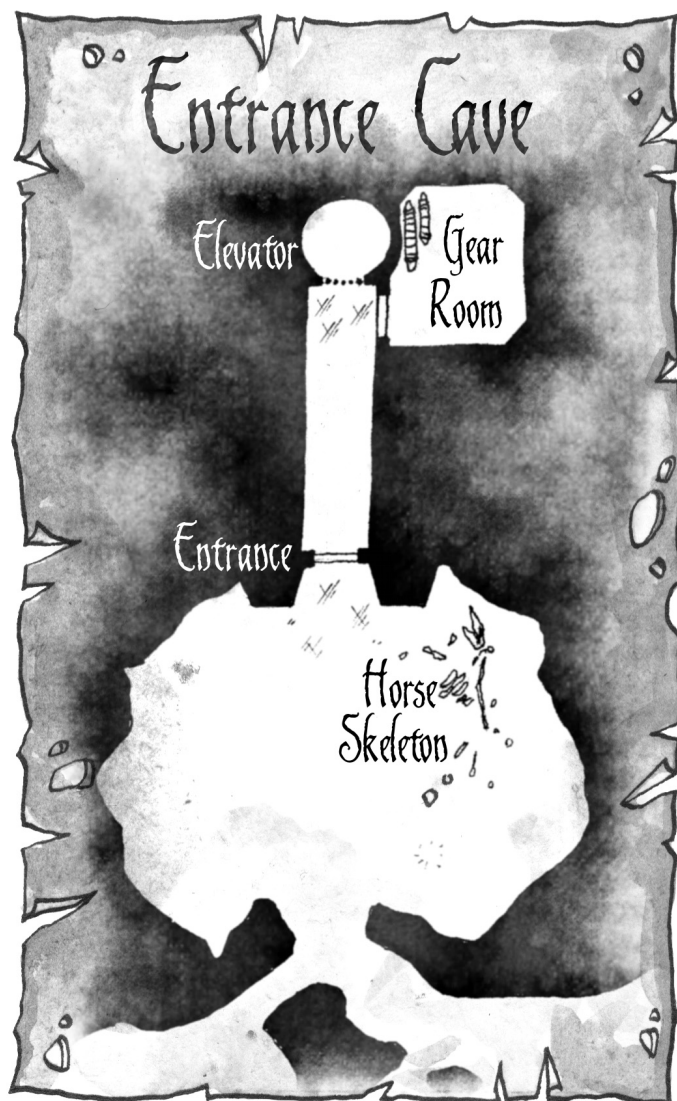
The characters reach the tomb of King Runvir; explore the long forgotten crypt and its treasures—only to discover a Horror waiting within.

SETTING THE STAGE

After getting past the trolls that call the nearby mountain range their home, you are moving around the hills of northern Ustrect. Death's Sea blazes away, providing a hellish orange-red backlight to the mountains in the south. You are following what remains of a cobblestone road, though there are only traces of the road left, most of it has been covered with rubble or overgrown with moss. The road seems to have been climbing for the past hour, and now, up ahead, you can make out the mouth of a cave.

THEMES AND IMAGES

The characters should feel relief when they leave the heat and find the still sealed tomb. The relief should slowly turn to suspense and fear as they get deeper into the tomb and realize that the tomb was breached after all. Images should include the darkness, the character's lights reflecting off of the walls and floors, casting eerie shadows all



about them. The discovery of scenes of beauty and excellent craftsmanship is offset by the appearance of Horror constructs and the final Horror.

BEHIND THE SCENES

The large cave is where visitors used to make camp and stay while waiting to see the oracle. It is here that the heroes can make camp and ready themselves for the exploration about to come.

Entrance Cave

A plain stone door is located at the far end of the cave, barely noticeable. There is a hole at the door's center, which turns out to be a keyhole upon closer inspection. The door is locked with an expertly crafted mundane lock, requiring a Lock Picking (10) Test to open. Once opened, a plainly carved hall extends for 30 feet and ends in a door with another door on the right wall. The area in front of the door is trapped:

Pit Trap

Detection Difficulty: 7

Disarm Difficulty: 7

Trigger Condition: Pressure Plate

Trap Initiative: 10

Trap Effect: 25-foot fall for Step 15/D20+D6 damage. Once the character hits the bottom, he triggers the second part:

Spear Trap

Detection Difficulty: 9

Disarm Difficulty: 7

Trigger Condition: Pressure Plate

Trap Initiative: 10

Trap Effect: Spears launch from the walls of the pit, inflicting Step 15/D20+D6 damage

Gear Room and Elevator

Another pit trap is located at the end of the hall. Use the game statistics above (without the spear trap). The door leading to the gear room is not locked. The room is filled with cogs, gears, and other mechanisms; a large crank is used to raise and lower the elevator. The other door is a portcullis, which opens only when the elevator is present. The elevator can be operated from the inside by a rusty

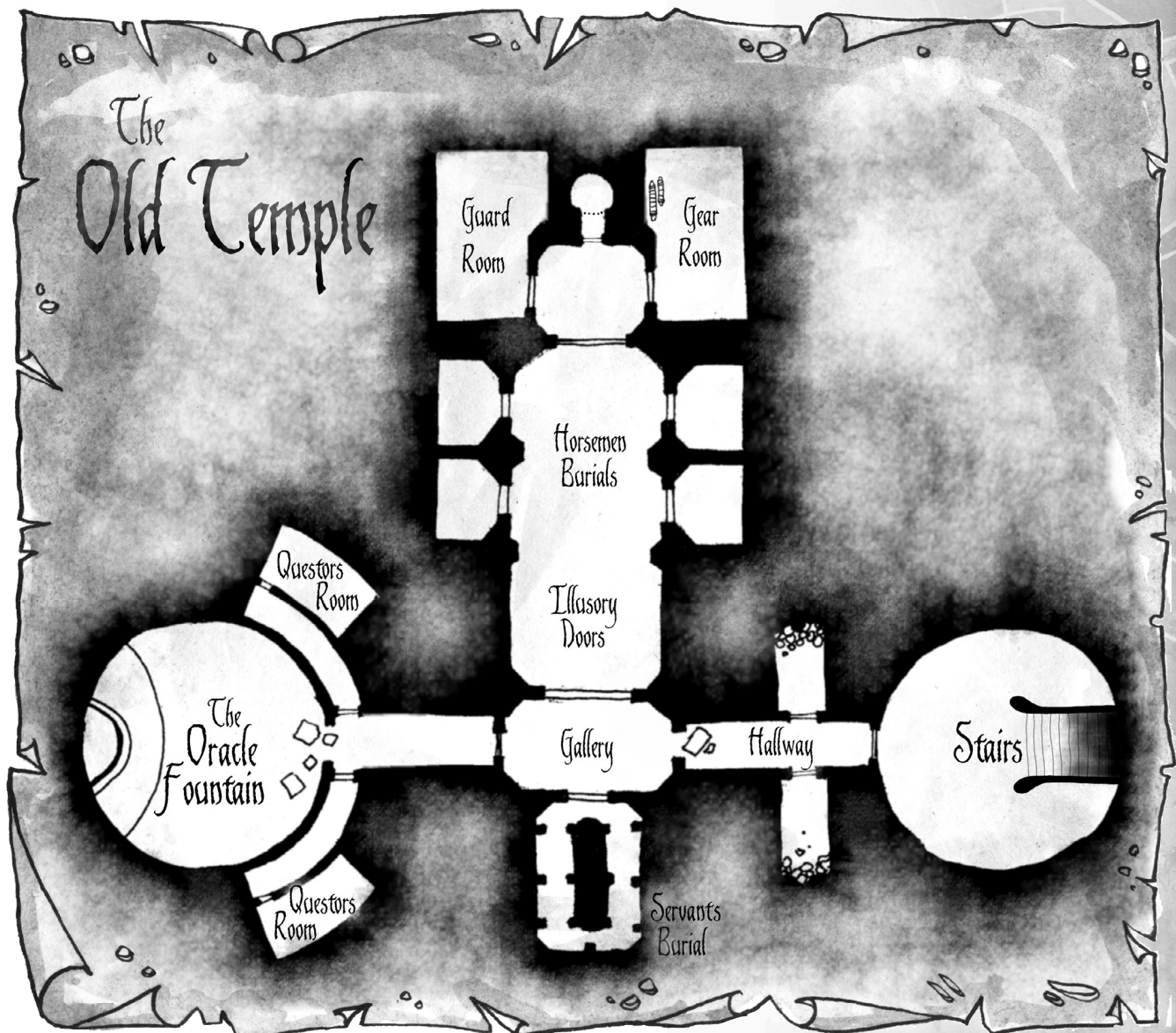
hand wheel.

The Old Temple

The door leading to the lower gear room is not locked, but stuck (it can only be opened by applying force, but isn't much trouble). The room is filled with cogs, gears, and other mechanisms; and also doubled as storeroom containing candles, rotting furs, decaying cloth, stone working tools, torches, and a keg of oil. A large crank is used to raise and lower the elevator. The other door is a portcullis, which opens only when the elevator is present. The elevator can be operated from the inside by a rusty hand wheel.

Guard Room

The entrance door is beautifully carved in abstract designs, opening into a plain guardroom with a rotting table and benches, and a barrel that doesn't look watertight. As the characters look over the scene, they notice something gathering shape from the blackness:



Dorthial (Demiwraith)

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

Initiative: 6 **Physical Defense:** 9
Number of Actions: 1 **Spell Defense:** 13 (see text)
Attack (5): 12 **Social Defense:** 13
Damage: **Physical Armor:** 6
Claws (4): 11 **Mystic Armor:** 5
Death Rating: 40 (58) **Recovery Tests:** 3
Wound Threshold: 11 **Knockdown:** 7
Unconsciousness Rating: Immune

Combat Movement: 34 **Full Movement:** 68

Powers: Chilling Touch (4): 12, Creature Durability (3) (6/-)

Legend Points (2): 380

Equipment: Belt, Golden Brooch w/Mynbruje Symbol, Torn Linen Robes, Razorclaw (STR +6 steps)

Loot: D4 small gems, each worth D12 × 10 silver pieces, or a total of 5D6 × 10 silver pieces.

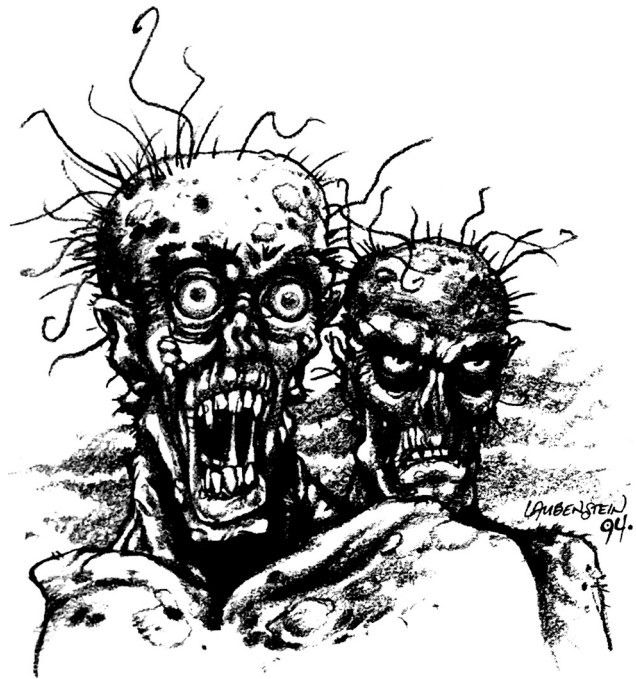
Commentary

This demiwraith is what remains of Dorthial, the last questor of Mynbruje who tried to explore the tomb a while ago. There was no one left to work the elevator, and she was stuck down here where she was turned into a Horror construct. Her brooch has symbols of Mynbruje carved into it.

When the players defeat Dorthial, her fallen body regains a peaceful appearance, lying on the floor in torn robes that identify her as a questor of Mynbruje. Hanging from her belt is a broadsword (it is the sword Razorclaw, see **Magical Treasures** on p. 18), and pinned to her chest is a beautiful golden brooch (worth 250 silver pieces).

Horsemen Burials

Each of the burials lies behind an ornately carved wooden door depicting horsemen charging across the plains. Each room contains a stone casket, and lying by the side of each casket are the remains of four granlains. By each casket is a work of art, one is a small statue of a horseman in armor, mounted on a charging granlain (worth 65 silver pieces), one is a painting showing a female warrior in armor (worth 55 silver piece), one is a tapestry showing an armored dwarf on a war-pony (worth 55 silver pieces), and the last is a painting of an ork Cavalryman on a rearing warhorse (worth 45 silver pieces). Against the far wall is a chest with a magical lock (Spell Defense 12), containing 100 silver pieces, two booster potions, a Desperate Blow blood charm, a riding tack trimmed in silver (worth 250 silver pieces), a saddle with matching saddlebags trimmed in silver (worth 500 silver pieces), and a small bag holding 30 gold pieces. The entire vault has been corrupted and each of the former troll heroes buried in the caskets is now a Cadaver Man:



Troll Cadaver Men (4)

DEX: 4 **STR:** 8 **TOU:** 7
PER: 4 **WIL:** 6 **CHA:** 4

Initiative: 4 **Physical Defense:** 6
Number of Actions: 1 (4; see text) **Spell Defense:** 5
Attack (5): 9 **Social Defense:** 11
Damage: **Physical Armor:** 2
Claws (4): 12 **Mystic Armor:** 2
Death Rating: 42 (60) **Recovery Tests:** 3
Wound Threshold: 12 **Knockdown:** 2
Unconsciousness Rating: Immune

Combat Movement: 18 **Full Movement:** 36

Powers: Horror Construct Durability (3) (6/-)

Legend Points: 290

Equipment: Rusted Troll Swords (STR +3 steps), Old Padded Leather Armor (Phys 2)

Loot: None

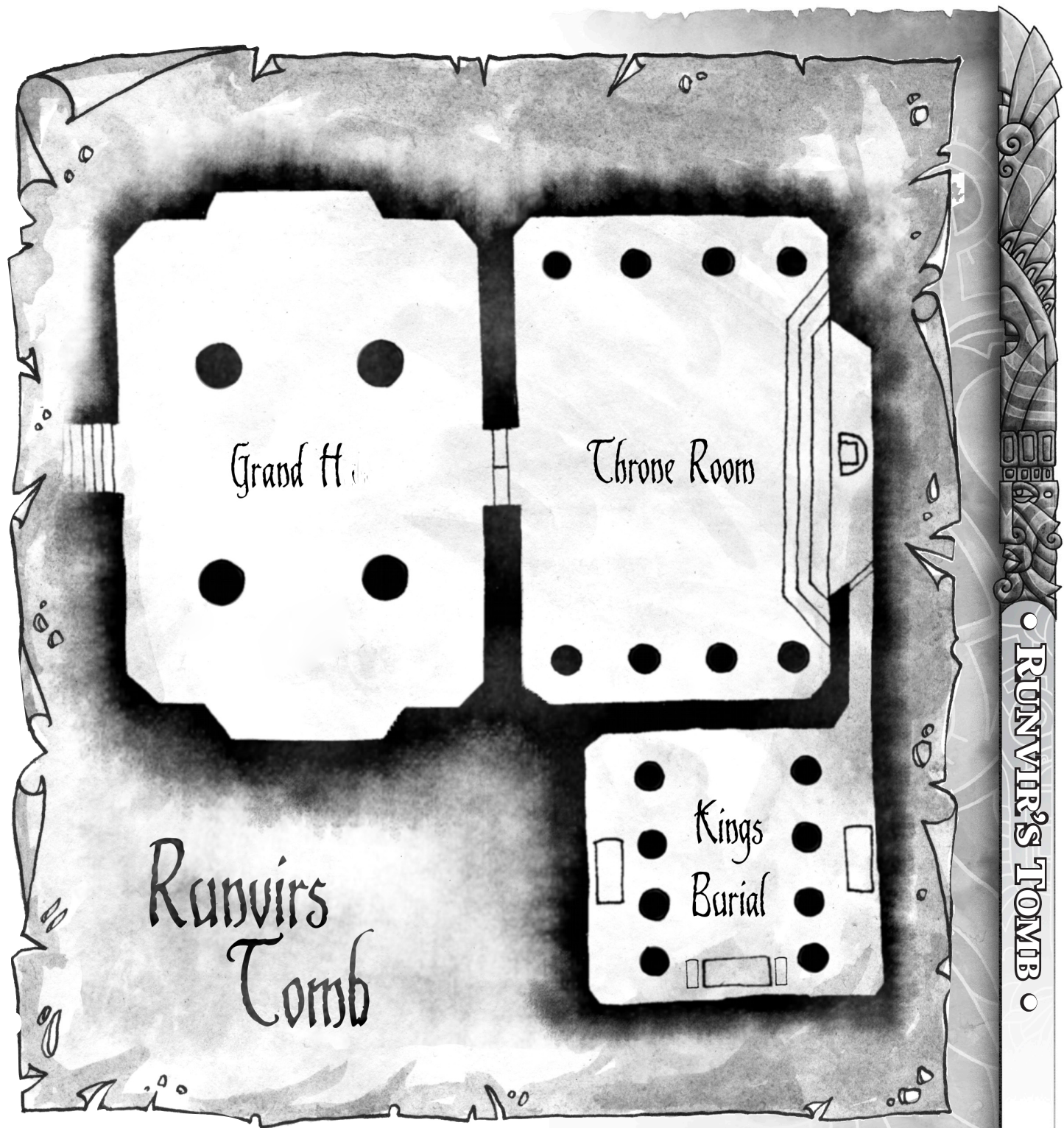
Commentary

These trolls are the remains of King Runvir's elite warriors, undead beings capable of feeling only pain. Although they retained their intelligence, the Horror's corruption has filled them with hatred of the living and driven them insane.

Rules

Cadaver men become easily enraged, flying into a manic fury if they experience any significant pain, such as being subjected to a Pain spell or receiving a Wound.

Rage: An enraged cadaver man makes 4 attacks per round until it has killed the source of the pain or 10 rounds have passed, whichever comes first. If a cadaver man cannot determine who caused it pain, it attacks and kills the nearest living creature. When enraged, a cadaver man will often use the Aggressive Attack combat option (see the **Combat** chapter on p. 403 of the **Player's Compendium**). The



effect of the rage overcomes any penalties they may suffer from the pain itself; this means the cadaver man ignores Wound penalties or any Harried or Knocked Down penalties the pain would normally cause.

Illusory Doors

These locked doors are illusions leading to nowhere. Each door's Sensing Difficulty is 24, and the Disbelief Difficulty is 13 (see p. 322 of the **Player's Compendium** for more information on disbelieving illusions).

Gallery

This hall once held a spectacular sight. Display cases

line the walls showing small trinkets and items from the days of King Runvir. They serve to preserve the culture that prospered under his leadership. Most of the cases are smashed, and most of the items are broken or rotted. A successful Perception (7) Test will reveal a small piece of lava carved to resemble a castle tower that is still intact (worth 45 silver pieces). There are three other doors in the room, though one of them has been knocked from its hinges. Standing up from near one of the cases is a rotting body holding a sword. It suddenly begins to move towards the characters, and other bodies can be spotted moving in the shadows. There are four Cadaver Men in the room. They have nothing of value, and are the remains of the guards

Dorthial brought with her (use the **Troll Cadaver Man** game statistics from above).

Questor's Rooms

There are two passageways leading to small chambers containing carved wooden beds with molding covers, and a decaying chest each. The chests are all empty. Each bedroom has a desk collapsed from dry rot, and a rotting rug. Each desk contains an ornate writing kit (worth 40 silver pieces). There are also two more rotting corpses who were guards of the questor. The corpses turn and attack any intruders (use the **Troll Cadaver Man** game statistics from p. 10).

The Oracle Fountain

The door to this round hall was broken down, and lies old and rotting on the floor. A soft light glows from a fountain of water and the other side of the hall. The Oracle Fountain is part of the temple's architecture and has a beautiful but simple design. It's almost entirely made of grey marble; and two small streams of water flow out of the wall into two large bowls plated with silver. The excess water from the bowls flows into the pond beneath. Each bowl is distinctively engraved with Mynbruje's symbols. If water is drunk from the left bowl, it acts as a healing potion or a Kelia's Antidote (see the **Player's Compendium** on p. 451), depending on the drinker's need. This effect works only once per day per character. Water drunk from the right bowl acts as a Last Chance Potion (see the **Player's Compendium** on p. 451); but this works only once per day. The bowls are very large and pretty heavy (each weighing close to 200 lbs; worth 500 silver pieces each). Stepping up to the fountain will activate the Oracle, and a female voice will be heard:

"What information do you seek, my child?"

The Oracle will only answer one question per person per year; and the answer will be nothing but the truth.

Fulfilling the Oath

To prove the fountain's existence, the characters may consider hauling one (or even both) of the bowls to Kratas, as they are the only removable parts of the fountain. There is an unpleasant catch, however: moving the bowls from their places turns the fountain's magic inert, meaning that the water loses its healing properties. The Oracle Fountain's magic can be restored by a Mynbruje questor with little time and effort.

Servant's Burial

The door to this room is locked with a magical lock (Spell Defense 11). As the door opens and the light penetrates the darkness a grisly sight greets the character's eyes. There are six skeletal figures huddled by the door, wearing rags and rotted clothes. A huge stone slab rests in the center of the floor, reaching up to the ceiling. Burial niches in the walls and the slab hold Runvir's former servants; skeletal figures in rotted armor clutching rusted and pitted weapons. All of these bodies have items of jewelry:

a carved brass ring (worth 15 silver pieces), an amber pendant (worth 65 silver pieces), an amethyst ring (worth 25 silver pieces), a silver pendant shaped like a lion (worth 40 silver pieces), a plain silver ring (worth 15 silver pieces), an ivory bracelet (worth 55 silver pieces), and a plain gold ring (worth 65 silver pieces). The stone slab is carved with the following words in trollish:

"Here rests Thom Hornbreaker, Garl Coldstare, Jarvin Keymaker, Igan Toughbones, Logar Jawbones, and Brak Tregane. They were the most loyal servants a king could ever have, and gave their lives so that their King would live. They rest here in a place of honor for all times. With them are entombed six newots so that they may enjoy in the afterlife the same service they provided in life."

If the room is disturbed, the servants and newots begin to move with grating sounds of metal and bone, animated by the Horror's evil. The servants are all over seven feet tall, being the remains of trolls. Use regular Cadaver Men game statistics for the newots (see **Gamemaster's Compendium** p. 448).

Runvir's Servants (6)

DEX: 5	STR: 7	TOU: 4
PER: 4	WIL: 7	CHA: 5
Initiative: 4		Physical Defense: 7
Number of Actions: 1		Spell Defense: 5
Attack (5): 10		Social Defense: 11
Damage:		Physical Armor: 3
Bone Weapon (5): 12		Mystic Armor: 3
Death Rating: 30 (48)		Recovery Tests: 3
Wound Threshold: 7		Knockdown: Immune
Unconsciousness Rating: Immune		
Combat Movement: 22		Full Movement: 44
Powers: Horror Construct Durability (3) (6/-)		
Legend Points: 160		
Equipment: Bone Broadsword (STR +5 steps), Ringmail (Phys 3)		
Loot: Seven jewelry items (see above text).		

Hallway

Lying sprawled on the floor are three bodies. One is in rusting and torn metal armor, and a broken sword is still in his grasp. The other two are in rotted robes of priests of Mynbruje. There is nothing of value. Two corridors leading from this passage are packed with stone, dirt, and other rubble. Obviously, the ceiling collapsed and these passages were buried. The third door leads to a round hall resembling the one containing the fountain, except that it contains a large set of ornately carved stairs leading down instead.

Runvir's Tomb

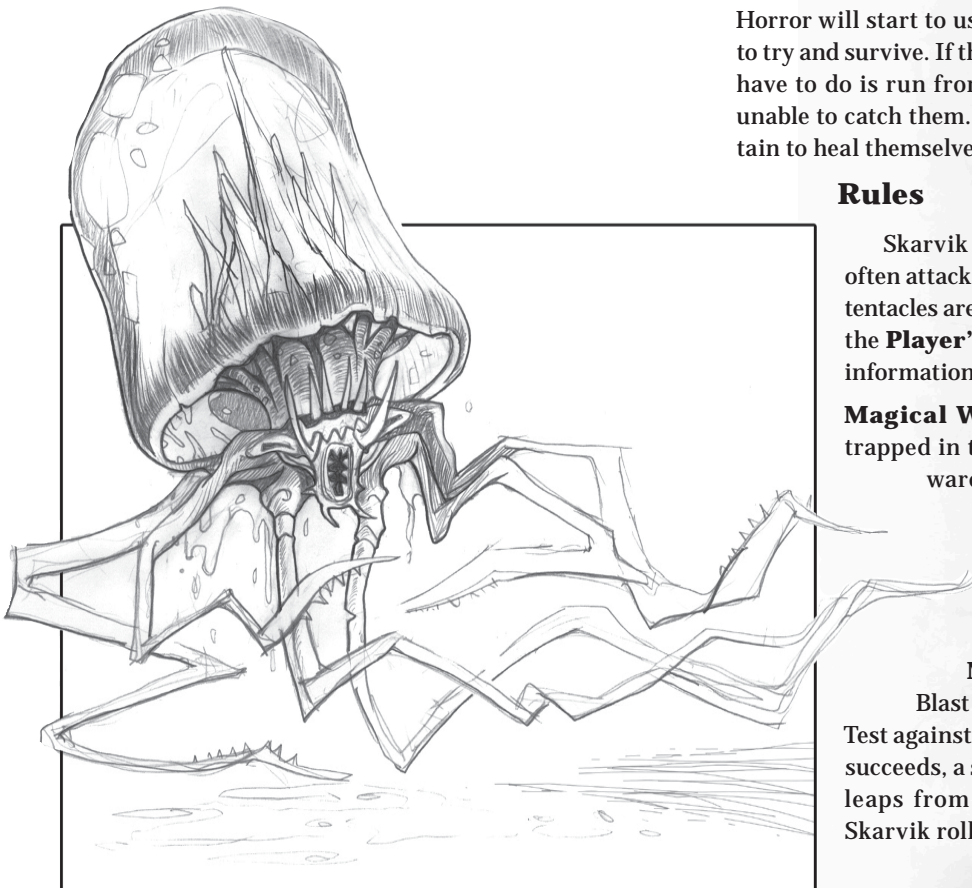
Several light quartzes mounted in the four huge pillars that support the ceiling of the Grand Hall, easily over 100

feet long by 80 feet wide light this vast chamber. There are seven display cases located around the walls, and each has a tapestry hanging behind it. The tapestries depict the reign of King Runvir, showing him as an infant, a youth, a young troll warrior leading troops into battle, being crowned king, being married, standing and observing the tomb's construction, and the funeral procession into the tomb. Each of the display cases holds actual items from those times. The royal rattle, his first toys, his first sword and shield, the wedding coronets, the tools used to start construction, and the flag that covered the body during the procession. A successful Perception (6) Test is required to notice that in the last three depictions of the king, he is wearing a huge pearl on a silver chain. The pearl must easily measure two inches in diameter.

Throne Room

The door is beautifully carved, and forged of brass. If viewed on the astral plane, the door is radiating a web of astral force reinforcing it (it is the will of Mynbruje that has sealed the doors so that the Horror inside can not escape). The door is not locked, however. Behind it, the vast throne room with huge stone pillars features a series of steps leading up to a huge black marble throne veined in silver. Hovering near the throne is a large, hulking figure with lucent skin. It has barbed tentacles hanging out from its underside and a crystalline structure inside its large body. It moves towards the characters, and they can hear a voice coming from inside their heads:

"Greetings, my little toys. It has been so long since I had someone to play with."



Skarvik the Strangler

DEX: 10
PER: 9

STR: 12
WIL: 9

TOU: 12
CHA: 10

Initiative: 10
Number of Actions: 2
Attack (3): 13
Damage:
Tentacles (3): 15

Physical Defense: 13
Spell Defense: 12
Social Defense: 13
Physical Armor: 9
Mystic Armor: 5

Death Rating: 60
Wound Threshold: 17
Unconsciousness Rating: 53

Recovery Tests: 6
Knockdown: 12

Combat Movement: 55 **Full Movement:** 110

Karma Points: 10 (see Rules, below) **Karma Step:** 8

Powers: Animate Dead (4): 13, Horror Mark (3): 12, Mystic Blast 12, Spellcasting (3): 12

Legend Points: 1,905

Equipment: None

Loot: A troll sword made of crystal inlaid with gold rests near the throne, worth 1,000 silver pieces.

Commentary

Skarvik the Strangler is a Named Horror that broke into the tomb several centuries ago, but was trapped by the will of Mynbruje. Since then it has animated some undead, and had a good time when Dorthial arrived. It will attack to kill as many as possible, needing to feed on their deaths in order to accumulate Karma. Skarvik cannot escape this room yet, as it needs to accumulate Karma Points to break free. Because of this, it tends to avoid using Karma. Of course, Skarvik is no fool: if it looks like he is losing, the Horror will start to use what few Karma points it has left to try and survive. If the heroes are starting to lose, all they have to do is run from the room and the Horror will be unable to catch them. They can then use the Oracle Fountain to heal themselves and attack again.

Rules

Skarvik uses his barbed tentacles in combat, often attacking two opponents at once. Skarvik's tentacles are considered entangling weapons (see the **Player's Compendium** on p. 411 for more information).

Magical Ward Imprisonment: Skarvik is trapped in the throne room by a special magic ward created by the Passion Mynbruje. In order to bypass the ward, Skarvik must accumulate 30 Karma Points to burn off as energy to fight the ward and break through the barrier.

Mystic Blast: To use the Mystic Blast power, Skarvik makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, a small ball of damaging astral energy leaps from Skarvik's tentacles to the target. Skarvik rolls its Mystic Blast dice to determine

Damage. Mystic Armor protects against this damage. The range of this power is 30 yards.

Special Karma Source: Skarvik can gain up to a maximum of 30 Karma Points, but it can only regenerate up to 10 Karma Points naturally. In order to gain more Karma Points than this, it must personally wound a victim. For each victim receiving a Wound, Skarvik gains 1 Karma Point (+1 per Circle if the victim is an adept).

King's Burial

Strange writings are engraved into the stone of the walls, outlining a door (this door is also sealed by Mynbruje's will). The writing is in trollish and reads:

"You are entering the burial vault of King Runvir the Beneficent. Pay Respects to a great roll and a great king."

The chamber behind it is huge; with eight impressively carved pillars reaching to the ceiling. There are three stone caskets, and though all are ornately carved, there is no doubt as to which holds the remains of the King. By each casket is a tapestry depicting a man in the prime of life. Two are dressed in the embroidered robes of mages, but the center one is that of a troll in armor, mounted on a rearing grannlain. By the king's casket is an armor rack holding troll sized chain mail, and a troll sword of best quality. Both seem to be in perfect condition.

In one corner of the room are ceramic jars sealed with wax (food and seeds, all of which have gone bad centuries ago). There are bones of horses still laid out in the center of the vault. Furniture is set up, along with games of chance, and books. There is a small box at the foot of the king's casket holding five sticks of magical incense. If the magical incense is used to help meditate during a Karma Ritual, the adept will be able to receive twice as many Karma Points, though he will still have to pay the full cost in Legend Points.

There are a few statues and paintings, but the statues look too heavy to move, and the paintings are all old and peeling. There are two chests, one on each side of the king's casket. One holds a gold bracelet (worth 150 silver pieces), a gold ring shaped like a lion's head (worth 130 silver pieces), and a golden neck chain (worth 100 silver pieces). The other chest is locked and requires a Lock Picking (8) Test to open; it holds 1,500 silver pieces, 300 gold pieces, a golden ring with a sapphire (worth 500 silver pieces), a small bag with two emeralds (worth 700 silver pieces each), and a ruby pendent (worth 1,000 silver pieces). All treasure is troll-sized.

The casket of the king holds the mummified body of Runvir. Around its neck, suspended on a silvery chain, is the two inch pearl depicted on the tapestries in the Grand Hall.

TROUBLESHOOTING

There are two things that can go wrong. The Horror and his minions could kill the heroes or they could retreat with-

out confronting him. If it looks like Skarvik is going to kill them all, Mynbruje can speak to them in their heads, telling them to retreat from the chamber and find the Oracle Fountain, which can be used to heal them. The Passion may also tell them that the Horror is trapped within the throne room. If Skarvik manages accumulate enough Karma to escape, the Horror might try to get away from the fight and recover—allowing the gamemaster to get his players out of trouble and use the Horror as a recurring villain in later adventures.

On the other hand, the characters might decide to leave Skarvik where he is, take the bowls and leave (and still refer to themselves as heroes, of course). If that is the case, removing the bowls should probably have far more serious consequences. The loss of the fountain's magic could also lead to the loss of the ward holding Skarvik inside the tomb—freeing him this way would drop a heap of new problems on the characters...

AT THE GATES

In this encounter, the heroes exit Runvir's tomb and are confronted by a group of thieves, claiming to be sent as backup from Torvin.

SETTING THE STAGE

Finally, you reach the upper cavern. Now, your muscles ache, your clothes are dirty and torn, but you have found what the magician was looking for. As you take the last step, a dwarf enters the cavern. He stops about ten feet away and looks you all over. A smile breaks out across his face and he steps towards you, sticking out his right hand.

"Greetings, my friends. I am Thygold Doriksin, sent here by Torvin the Magician. I am glad to see that you have returned safely from the depths of this tomb. I hope you were successful?"

Thygold will listen to whatever the heroes have to say and then continue talking:

"Torvin has sent me and my companions to ensure you won't get into trouble—he suspected this place to be dangerous. Also, he said that the fountain is probably too heavy to haul all the way to Kratas, so we're prepared to guard what you have found and help transporting it. A few extra hands and swords will also be helpful—Kratas is known as the City of Thieves for a reason."

A cart stands outside the cave, ready to be filled with anything the characters bring up from the tomb. Thygold is working for Torvin, and it is true that he and his men were sent after the heroes as backup—that much of his story is true, but the Thief does not intend to travel back to Kratas at all. The cart is rigged to break down once it rolls over the next best stone (which is right around the next corner).

Once that happens, the cart's main axis will be damaged so badly that it can't be repaired and the horse pulling it won't be able to carry all the treasure. A character may discover that this is a setup if he tries to assess or repair the damage or specifically look for signs of sabotage. Provided the character has the Craftsman (Cart Making) skill (or a suitable substitute), the Difficulty Number for this test is 9. If the test succeeds and the characters confront Thygold with the matter, he will act surprised and offer to help the characters to find the saboteur. If all else fails, Thygold will say that one of his men might be a spy from Brocher's Brood—he would even go so far and wrongly accuse one of his men if it helps to make the characters believe in his innocence.

If all goes well, Thygold will suggest staying behind and waiting while the characters travel back to Kratas and ask Torvin to send a new cart—they need to get there in time due to their Blood Promise, after all. If the characters have any other heavy equipment, Thygold will offer to guard it too—if leaving it behind means the characters will be faster.

BEHIND THE SCENES

Thygold is an excellent actor, besides being a Fourth Circle Thief Adept. He will do his best to try and talk the heroes into leaving most (if not all) of their findings behind, claiming that he and his men will stand guard until they return.

Try to make Thygold appear as trustworthy as possible. The dwarf has no problem with the group leaving a member or two behind, but he will remind them of the Blood Promise if they ask him to return to Kratas instead of them. Thygold might even agree to send one of his men along with the characters, but he won't leave himself (he is the leader of the group, and claims to have made a similar promise to Torvin).

If the heroes seem unwilling to deal with him because they regard the dwarf as too suspicious, Thygold will motion for his friends to attack, attempting to deal with the situation by force.

Thygold Doriksin, Fourth Circle Thief

Attributes

DEX (16): 7 **STR** (13): 6 **TOU** (13): 6
PER (14): 6 **WIL** (11): 5 **CHA** (16): 7

Characteristics

Physical Defense: 9 **Initiative:** 7/D12
Spell Defense: 8 **Physical Armor:** 5
Social Defense: 11 **Mystic Armor:** 2
Death Rating: 35 (54) **Recovery Tests:** 2
Wound Threshold: 9 **Knockdown:** 6



Unconsciousness Rating: 27 (42)

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

Karma

Karma Points: 15

Karma Die: 4/D6

Talents

Avoid Blow^D (4): 11/D10+D8
Climbing (4): 11/D10+D8
Durability (5/4) (4): 4
Fence^D (4): 11/D10+D8
Karma Ritual (4): 4
Lock Picking^D (3): 10/D10+D6
Melee Weapons (5): 12/2D10
Picking Pockets^D (5): 12/2D10
Silent Walk^D (4): 11/D10+D8
Surprise Strike^D (4): 10/D10+D6
Thread Weaving^D (3): 9/D8+D6
Trap Initiative^D (2): 9/D8+D6

Skills

Artisan:

Acting (4): 11/D10+D8

Knowledge:

Kratas Lore (2): 8/2D6
Legends and Heroes (2): 8/2D6

General:

Conversation (2): 9/D8+D6
First Impression (2): 9/D8+D6
Streetwise (4): 10/D10+D6

Equipment

Buckler (Phys 1)
Espagra-Scale Cloak (Myst 1)
Padded Leather Armor (Phys 4)
Broadsword (Forged +1; Damage 12/2D10) w/scabbard
2 x Daggers (Damage 8/2D6; Range 9-15-18)
Thread Brooch (Rank 3; +2 SocDef; +1 Charisma-only Tests)
Adventurer's Kit
2 x Booster Potions
Traveler's Garb

Loot

250 silver pieces, 1 gold ring (worth 45 silver pieces)

Legend Points

285 Legend Points

Notes

The adept possesses the dwarf racial ability of Heat Sight.

Fourth Circle: Thieves' Tongue (1 Damage Point)

Commentary

Thygold is a Fourth Circle Thief adept and the leader of a group of thieves sent by Torvin to bluff, steal, or ambush

the adventurers to leave the tomb behind and sack the treasures found within. Thygold will retreat if he takes two Wounds. He is a con man, not a fighter.

Human Ruffians (5)

Attributes

DEX (13): 6 **STR** (13): 6 **TOU** (13): 6
PER (9): 4 **WIL** (10): 5 **CHA** (10): 5

Characteristics

Physical Defense: 7 **Initiative:** 6/D10
Spell Defense: 6 **Physical Armor:** 5
Social Defense: 6 **Mystic Armor:** 0
Death Rating: 35 **Recovery Tests:** 2
Wound Threshold: 9 **Knockdown:** 6
Unconsciousness Rating: 27
Combat Movement: 26
Full Movement: 52

Skills

Artisan:

Acting (2): 7/D12

Knowledge:

Kratas Lore (2): 6/D10

General:

Avoid Blow (4): 10/D10+D6
Melee Weapons (4): 10/D10+D6
Streetwise (3): 9/D8+D6
Unarmed Combat (4): 10/D10+D6

Equipment

Buckler (Phys 1)
Padded Leather Armor (Phys 4)
Broadsword (Damage 11/D10+D8) w/scabbard
Club (Damage 9/D8+D6)
Dagger (Damage 8/2D6; Range 9-15-18)
Sap (Damage 7/D12)
Belt Pouch
Traveler's Garb

Loot

30 silver pieces

Legend Points

100 Legend Points

Commentary

These ruffians are working for Thygold and will try to work in teams to setup the characters in a way that at least one of them can make Blindsided attacks (see the **Combat** chapter of the **Player's Compendium**, p. 407). Each ruffian will retreat once he has taken two Wounds.

TROUBLESHOOTING

If Thygold ends up guarding the cart while the characters return to Kratas, Torvin has won and the group will probably not realize things have gone wrong. If it looks like this will happen, the heroes will likely end up without a reward at the end of the adventure, but will have learned what business is like when dealing with thieves. Of course, this is the best way not to break the Blood Promise—and Torvin knows that.

If the characters find out about Thygold's true intentions, the situation is likely to develop into a fight. If it looks like the heroes are about to lose, have the troll Sky Raiders intercede. They have observed Thygold and are interested in the tomb themselves. They will ask everyone to surrender and then let them leave. This ends the fighting and allows the group to get away with their lives (but again, without treasure).

If the fight looks like a piece of cake for the group, the gamemaster has two options. The first one is simple—more enemies. An additional Thief adept or two could attack from a hidden position to turn the tide. The second option also involves the troll Sky Raiders—who decide to join the fight and happily engage everyone involved.

BACK AT THE DRUNKEN DRAGON

This is where the heroes will return to Torvin and complete their Blood Promise. If Thygold succeeded in his mission, they will receive the last of their pay and wait for Torvin to organize for transportation. That will take a while, which he will use to take whatever magic item the characters want researched.

If Thygold failed, the group might know that he was sent by Torvin—which probably leads to a confrontation with the magician.

SETTING THE STAGE

You finally manage to make it to the Drunken Dragon. As you step through the door, you are still tense, waiting for some last minute ambush. Looking around the common room, you spot the familiar faces of Harris, the bartender, and Klevis, the innkeeper. Finally, you spot Torvin sitting at a corner table, waving you over. As you near the table, he mentions Harris to bring a round of ale.

BEHIND THE SCENES

Once the characters have sat down, Torvin will ask them to share what they have found. The story can develop in two directions, depending on how the previous encounter with Thygold went.

Kratas Double-Cross

Assuming that the group tells him about Thygold wait-

ing for a transport, Torvin will look up to the heroes and say:

"Good. You have completed your end of the bargain, which went pretty well. Why don't you get a room here and enjoy the amenities of this house with the remainder of your payment? I'll have another transport arranged in a day or two."

With that, he reaches into his robes and takes out a large pouch, shoving it across the table.

"If you have a magical treasure you would like to have researched, I will take it now. I will meet you here one the carts are ready, and will complete my end of the deal while we travel back to the tomb. As for now, relax and enjoy yourselves. Your reputations are well deserved."

It will seem that he is in a hurry to be going, but since he is still bound by the Blood Promise, the heroes should be fairly sure he would return with whatever they give him to be researched. They will also find that he has paid for their meals that evening, and for three rooms for the next two days. At this point, the group will probably start to relax and enjoy the satisfaction of a job well done.

If the story runs like this, Torvin has no intention to meet the characters ever again. He will keep his part of the promise and research any treasure the characters gave him. If the characters insisted to word the promise in a way forcing Torvin to return the treasure, he is willing to break it and take the runic scars. If they don't he'll just keep what he has been given. Either way, Torvin will leave Kratas and meet up with Thygold and the treasure in a safe place.

The group will probably wonder where the magician is after a few days of relaxation, and then hurry back to the tomb to find out that Thygold is gone and they wasted their time.

Confronting Torvin

If Thygold failed to convince the group and the characters have found out about his and Torvin's true intentions, things will get interesting—depending on the character's plans. Torvin will try to talk his way out of the situation by blaming Brocher's Brood and steal away, but he has a couple of men waiting to aid him if the group decides to take him on and situation becomes dangerous. Use the game statistics presented for the human ruffians in **At the Gates** on p. 14, and use the following for Torvin.

Jorgin Torvin, Sixth Circle Wizard

Attributes

DEX (14): 6 **STR** (10): 5 **TOU** (11): 5
PER (19): 8 **WIL** (19): 8 **CHA** (14): 6

Characteristics

Physical Defense: 10 **Initiative:** 6/D10
Spell Defense: 13 **Physical Armor:** 5
Social Defense: 8 **Mystic Armor:** 6

Death Rating: 32 (56) **Recovery Tests:** 2
Wound Threshold: 8 **Knockdown:** 5
Unconsciousness Rating: 24 (42)
Combat Movement: 28 **Full Movement:** 56

Karma

Karma Points: 30 **Karma Die:** 5/D8

Talents

Arcane Mutterings^D (5): 11/D10+D8
Astral Sight^D (6): 14/D20+D4
Book Memory^D (6): 14/D20+D4
Book Recall^D (6): 14/D20+D4
Durability (4/3) (6): 6
Enhanced Matrix (6): 6
Evidence Analysis^D (6): 14/D20+D4
Karma Ritual (6): 6
Lip Reading (4): 10/D10+D6
Read and Write Language^D (6): 14/D20+D4
—*Elvish, Human, Ork, Troll, T'skrang, Windling*
Read and Write Magic^D (6): 14/D20+D4
Spellcasting^D (7): 17/D20+D10
Spell Matrix (6): 6
Spell Matrix (6): 6
Spell Matrix (6): 6
Speak Language (5): 13/D12+D10
—*Elvish, Ork, Troll, T'skrang, Windling*
Willforce (6): 14
Wizardry^D (6): 14/D20+D4
Versatility (3): 3
Item History (6): 14/D20+D4
Melee Weapons (5): 11/D10+D8
Weapon History (6): 14/D20+D4

Skills

Artisan:

Robe Embroidery (3): 9/D8+D6

Knowledge:

Alchemy and Potions (5): 13/D12+D10
Barsaive History (4): 12/2D10
History of the Scourge (4): 12/2D10
Legends and Heroes (4): 12/2D10
Ustrect History (4): 12/2D10

General:

Alchemy (5): 13/D12+D10
Research (5): 13/D12+D10
Streetwise (3): 11/D10+D8

Spells

Counterspell, Crushing Will, Dispel Magic^M, Divine Aura, Identify Magic, Identify Spell, Inventory, Mage Armor^M, Mind Dagger^M, Notice Not, Razor Orb^E, Seal, Silent Converse, Study Thread, Wizard's Cloak

^M Denotes a spell currently attuned in a Spell Matrix

^E Denotes a spell currently attuned in an Enhanced Matrix

Equipment

Espagra-Scale Cloak (Myst 1) w/Cloaksense Broach

Padded Leather Armor (Phys 4)

Staff of Agrikal (Rank 5; Damage 9/D8+D6; +1 Phys; +2 Myst; +2 Spellcasting step)

Thread Bracers (Rank 4; Phys Def +2; Spell Def +2)

Adventurer's Kit

2 x Booster Potions

Embroidered Robe

Embroidery Tools

Grimoire

Healing Potion

Kelix's Poultice

Wealthy Traveler's Garb

Loot

300 silver pieces, 1 gold ring (worth 250 silver pieces)

Legend Points

1,405 Legend Points

Notes

The adept possesses the human racial ability of Versatility.

Fourth Circle: Karma on Perception-only Tests

Fifth Circle: Karma on Willpower-only Tests

Sixth Circle: +1 Spell Defense

Commentary

Torvin has lived in Kratas for over two decades. While he admires what Garlthik One-Eye has managed to do for Kratas, Torvin has managed to build up a gang all by himself and stake out a turf in the eastern part of the old citadel. Torvin is a brilliant researcher and has access to a complete library of tomes gathered from the ruins of Kratas and years of adventuring.

TR?UBLESH?TING

The only thing that can go wrong here is if the characters believe that Torvin would never break his Oath. Who said all adepts are as honest and heroic as the heroes? This would be a mistake, especially in Kratas—which is called the city of thieves for a reason. However, not much is lost. The players will realize what happened sooner or later and decide to have a serious talk with Torvin once they manage to find him.

AFTERMATH

After the characters' meeting with Torvin, the adventure is over. Of course, his attempted double-cross will not remain undiscovered and add to the magician's reputation—for good or bad, that's left up to the gamemaster to decide. Of course Torvin will return to Kratas sooner or later. He carries no grudge against the group, but will be wary of the group and hide behind his gang. Resolving this loose end depends on how vindictive the heroes are.

If the characters succeeded in defeating Skarvik, they

may inform a questor of Mynbruje of what they have found and reveal the location of the ruined temple. This will add to characters' reputation, and might even work against Torvin in the future—the discovery of the Oracle Fountain might be a good story in Kratas and the underworld community, but his enemies might get interested in this item as well. If the group manages to return the Oracle Fountain to the temple and restore it, they may even receive Mynbruje's blessing and earn a reputation among his questors across Barsaive. But that's another story better told another time...

AWARDING LEGEND P?INTS

The creatures and gamemaster characters presented in this adventure have listings for Legend Points. These are the points characters earn for defeating the opponents. By successfully completing the adventure each character should earn an approximate total of 1,500 Legend Points.

In addition, each character earns the money paid to them by Torvin, as well as any treasure they have after Torvin is gone. There are also a number of magical treasures to be found in this adventure, fully described and listed below.

MAGICAL TREASURES

The following magical treasures can be found during the adventure. Some of them are in the possession of a gamemaster character, who generally won't give their item away.

RAZ?RCLAW

This sword is also located inside Runvir's tomb. A beautifully crafted troll sword with an exceptionally keen edge, Razorclaw's crossguards on the hilt are shaped like eagle talons. Runes are etched down the blade in fine writing. Another, strange-looking rune is stamped into the pommel. With no threads attached to it, Razorclaw has the same Characteristics as a troll sword of best quality (see p. 436 of the **Player's Compendium**).

Maximum Threads: 2

Spell Defense: 11

Thread Rank One

Cost: 200

Key Knowledge: The wielder must learn the Name of the sword.

Effect: The sword is now Damage step 8.

Thread Rank Two

Cost: 300

Effect: The sword adds +1 to the wielder's Physical Defense.

Thread Rank Three

Cost: 500

Key Knowledge: The wielder must learn the Name of the person who last owned the sword, and what happened to her (Razorclaw was wielded by Dorthial, questor to Mynbruje).

Effect: The sword now gives the wielder +2 to his Physical Defense.

Thread Rank Four

Cost: 800

Effect: The sword is now Damage step 10.

THE STONE OF WISDOM

The troll king Runvir of Ustrect used the Stone of Wisdom to build and rule his kingdom wisely. It was entombed with him when he died. The Stone of Wisdom is located around the neck of the mummified remains of King Runvir. It is a beautiful pearl about 2 inches in diameter suspended on a silver chain of windling design. Within the pearl, a finely carved face is visible. Torvin will be interested in this item should he learn of its existence.

Maximum Threads: 1

Spell Defense: 12

Thread Rank One

Cost: 200

Key Knowledge: The wearer must learn the Name of face depicted within the pearl.

Effect: The wearer adds +1 to Perception-only Tests.

Thread Rank Two

Cost: 300

Effect: The wearer adds +1 to his Social Defense.

Thread Rank Three

Cost: 500

Key Knowledge: The wearer must learn the Name of the stone's creator.

Effect: The wearer adds +2 to his Social Defense.

Thread Rank Four

Cost: 800

Effect: The wearer gains a +1 rank bonus to his Detect Influence talent.

Thread Rank Five

Cost: 1,300

Deed: The wearer must use the Stone of Wisdom to assist the leader of a nation (such as the King of Throal, or the Magistrate of Travar) in making a wise decision. The decision must be important enough to decide the fate of a group of at least 30 Name-givers. This Deed is worth 800 Legend Points.

Effect: The Stone of Wisdom makes it harder to manipulate the wearer, and allows him to resist abilities that target his Social Defense. Any time the wearer is targeted by such an ability, the character of creature using it needs one result level higher than normal to succeed.

THE STAFF OF AGRIKAL

Jorgin Torvin wields this staff. It is an ebony staff 5 to 6 foot long, twisted around itself. With no threads attached to it, the Staff of Agrikal has the same Characteristics as a normal quarterstaff (see p. 435 of the **Player's Compendium**).

Maximum Threads: 2

Spell Defense: 13

Thread Rank One

Cost: 200

Key Knowledge: The wielder must learn the Name of the staff.

Effect: The staff is now Damage step 3.

Thread Rank Two

Cost: 300

Effect: The wielder adds +1 to his Physical Defense.

Thread Rank Three

Cost: 500

Key Knowledge: The wielder must learn the Name of the Discipline of the staff's creator.

Effect: The wielder adds +1 to his Mystic Armor.

Thread Rank Four

Cost: 800

Effect: The staff is now Damage step 4. The wielder adds +1 to his Spellcasting step.

Thread Rank Five

Cost: 1,300

Key Knowledge: The wielder must learn the origin of the wood the staff was made of.

Effect: The wielder adds +2 to his Spellcasting step and +2 to his Mystic Armor.



EARTHDAWN SHARDS: SUBMISSION GUIDELINES

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

WHAT WE ARE LOOKING FOR

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

WHAT YOU NEED TO SEND US

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

Formatting

We accept electronic submissions only. Each entry should come as a separate file (please use any of the following formats for your entries: DOC, RTF, TXT, or PDF). Your full name and eMail address should be provided on all pages of each entry.

All pages should be plain white letter- or A4-sized paper with one-inch margins all around, and set in type no smaller than 10-point). Using the default settings of your word processor is usually a good idea.

Pay close attention to spelling, grammar, and punctuation—use our **Submission Handbook** for **Earthdawn** as a guide.

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I wish to submit the materials attached to this eMail for consideration for publication by **RedBrick Limited**, subject to all of the conditions below:

I agree with the terms and conditions outlined in the **Earthdawn Shards Submission Guidelines**.

I submit my materials voluntarily and on a non-confidential basis. I understand that my submission and its review by **RedBrick Limited** does not, in whole or in part, establish or create by implication or otherwise any relationship between **RedBrick Limited** and myself that is not expressed herein. I further understand and agree that **RedBrick Limited** in its own judgment, may accept or reject the materials that are submitted with this eMail and shall not be obligated to me in any way with respect to my submission until **RedBrick Limited** shall, at its own election, enter into a properly executed agreement with me, and only then according to the terms of the **Earthdawn Shards Submission Guidelines**, as outlined under **What Happens When My Submission Gets Accepted?**.

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—Depending on the Shard's final page count, you will also receive credit which you can spend on RedBrick products ONLY. This includes: miniatures, printed books, and eBooks. A Novice Shard (1-8 pages) will reward you store credit of US\$20; a Journeyman Shard (9-16 pages) will reward US\$30 credit; a Warden Shard (17-24 pages) US\$40; and a Master Shard (25+ pages) US\$50.

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Before science, before history, an era of magic existed in our world's dim past. Magic flowed freely, touching every aspect of the lives of men and women of the Name-giver races. It was an age of heroes, an age of fantastical deeds and mythical stories.

In this Age of Legend, bold heroes from all across Barsaive band together—ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire, which seeks to bend the rebellious province again to their yoke. Through noble deeds and sacrifice, the heroes of the world forge Barsaive's future, arming themselves for their daunting task with powerful magical spells and treasures.

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

This volume contains the adventure **Runvir's Tomb**, designed for Novice characters of any Discipline. In this adventure, a group of characters is sent out to find a magical treasure in a tomb buried under the hills near the remains of the ancient Kingdom of Ustrect—while their patron is playing a foul game on their costs. Requires the **Player's** and **Gamemaster's Compendiums** to use.



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