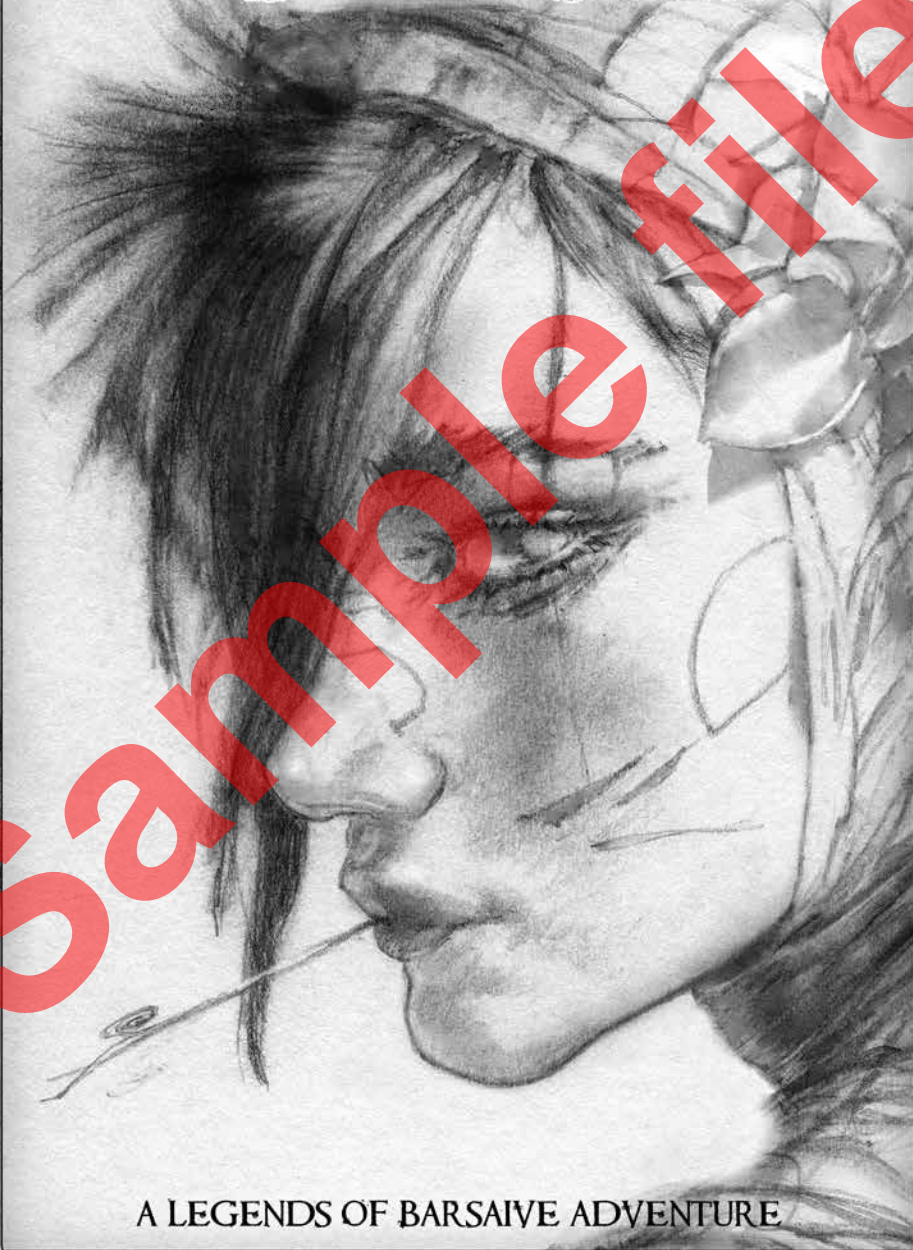




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LIP SERVICE



A LEGENDS OF BARSAlVE ADVENTURE



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WHAT IS LEGENDS OF BARSATIVE?

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

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

USING THIS ADVENTURE

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

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

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

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

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

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

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

THE STORY SO FAR

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

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

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

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

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

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

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

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

ADVENTURE OVERVIEW

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