



PARLAINTH: THE FORGOTTEN CITY

FASA CORPORATION



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PARLAINTH: THE FORGOTTEN CITY

Design	Robin D. Laws
Additional Material	Shane Lacy Hensley, John J. Terra
Development	Louis J. Prosperi
Editing	<i>Senior Editor</i> Donna Ippolito <i>Managing Editor</i> Sharon Turner Mulvihill <i>Associate Editors</i> Diane Piron-Gelman, Rob Cruz
Production Department	<i>Art Director</i> Jim Nelson <i>Project Manager</i> Mike Nielsen <i>Book Cover Art</i> Les Edwards <i>Box Cover Design</i> Jim Nelson <i>Book Cover Art and Design</i> Jim Nelson <i>Illustration</i> Joel Biske, Steve Bryant, Elizabeth Danforth, Newton Ewell, Earl Geier, Alex Heller, Jeff Laubenstein, Larry MacDougall, Mike Nielsen <i>Interior Maps</i> James Higgins, Joel Biske <i>Poster Map</i> Jeff Laubenstein <i>Treasure Cards</i> David Martin <i>Treasure Card Design</i> Mike Nielsen <i>Book Interior Design</i> Jim Nelson, Mike Nielsen, Steve Bryant <i>Layout</i> Steve Bryant
Playtesters	Lawrence J. Trainer, Mark Terilli, Craig O'Brien, Henry Thomas, Dave Aiker, Tom Pritchard, Bob Lyna, Mike Shannon, John Moter, Linus Nonn, Steve Collins, Greg Rushton, Josh Stockwell

A Note on the Cover Illustration:

The image that appears on the cover (and title page) of this volume is a representation of the Horror *B'zyanthraa*, *The Eater of Souls*. This picture was copied from a wall relief by the human Bruspi. It is a fine example of Horror-altered sculpture. The relief depicts *B'zyanthraa* as he prefers to appear: holding aloft the severed heads of two fallen opponents while standing upon the backs of enslaved kings.

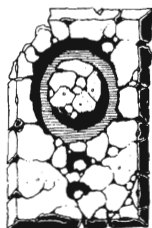
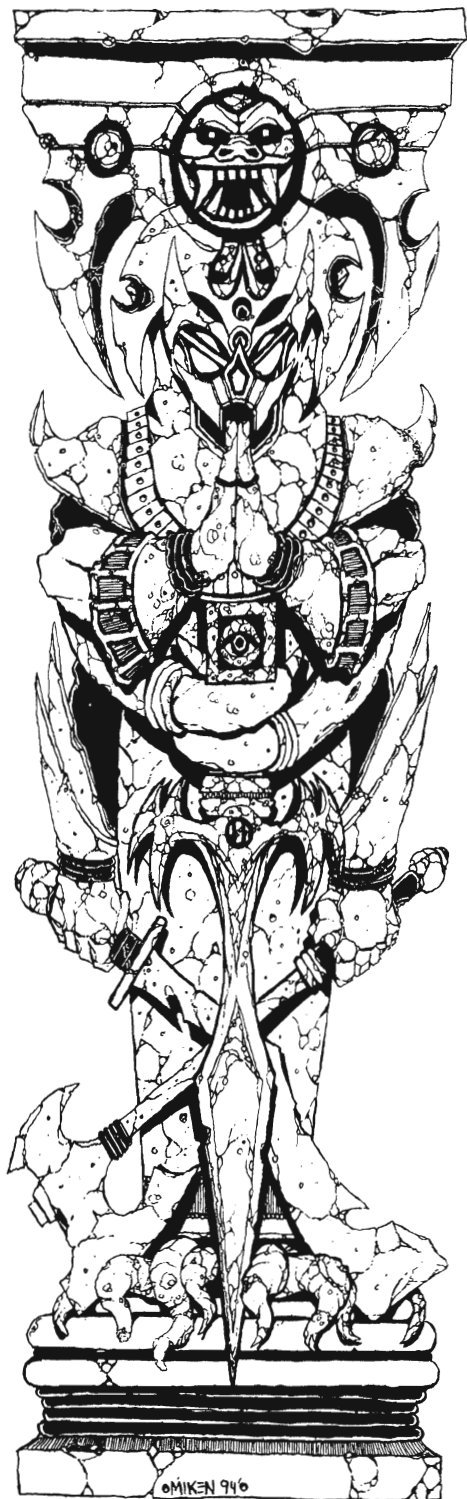
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INTRODUCTION



nce the Theran provincial capital of Barsaive and the center of Theran authority for that land, the Forgotten City of Parlainth now stands in ruins, a monument to Theran folly and a last refuge for the Horrors. To the intrepid explorers who prowl through the remains of Parlainth, the city appears to be little more than a confusing mass of wreckage. Few of them see any rhyme or reason in the arrangement of its shattered buildings, winding and rubble-strewn streets, and dark, dank catacombs. To the average adventurer, Parlainth is merely a collection of places, many of them filled with fiendish traps, wherein glittering treasures and dangerous creatures hide. Parlainth is a puzzle, with most of the pieces still missing.

Much of Parlainth's history remains a matter of conjecture in the world of **Earthdawn**. At the beginning of the Scourge, an enchantment of unimaginable power erased all knowledge of Parlainth from the world. All clues to its location, its existence, even its very name, physically vanished from any documents or records referring to the city, and also vanished from all Name-givers' minds. Since the city's reappearance in Barsaive in 1452 TH (see the **Earthdawn** novel, *The Longing Ring*), a few ancient documents alluding to events in Parlainth have resurfaced, most recovered from the ruins. In fact, virtually everything known about the city in 1506 TH comes from exploration of the ruined city.

The denizens of Barsaive, and ideally the players in an **Earthdawn** campaign, know only fragments of Parlainth's story. Gamemasters, however, need to see the complete picture in order to set plausible, workable adventures in the Forgotten City. More than a random assemblage of monster lairs, Parlainth was built for a particular purpose and destroyed in a specific way. **Parlainth: The Forgotten City** provides all the information gamemasters will need to create years of adventures in Parlainth.

COMPONENTS

Parlainth: The Forgotten City contains a single volume divided into two sourcebooks: the **Parlainth Gamemaster Book**, and the **Ruins of Parlainth** book. This campaign set also contains a series of player handouts from **Vardeghul's Trove of Lore**, a map of Parlainth, and 18 full-color treasure/creature cards. Each of these components is briefly described below.

PARLAINTH GAMEMASTER BOOK

The **Parlainth Gamemaster Book** (**Parlainth GM**) provides the gamemaster with the background information and rules necessary to create and run adventures in the Forgotten City and/or the town of Haven. The book includes a history of Parlainth up to the present day, a detailed description of Haven, information on several of the town's prominent residents for use as gamemaster characters, and new treasures, creatures, and Horrors that characters may find or encounter while exploring Parlainth. This book also includes several adventure ideas, and detailed guidelines for creating and running adventures in Parlainth.







RUINS OF PARLAINTH

The **Ruins of Parlainth** describes the ruins in some detail, including just a few of the fabulous treasures, sinister inhabitants, terrifying creatures, and traps that the characters may encounter in each area of the ruins. This book does not, however, map out every single square inch of the ruins. Parlainth is a vast city; even Barsaive's most dedicated treasure seekers cannot hope to explore all of it before another century or more elapses. The many unexplained mysteries of the Forgotten City allow gamemasters to create their own version of Parlainth, customizing the setting to serve their adventure campaigns. This book presents an overview of the ruins, breaking them down into nine main sections and providing examples of encounters and adventures that might typically take place in each section. This book offers enough background information and suggests enough different possibilities that the gamemaster can create an endless variety of adventures.

VARDEGHUL'S TROVE OF LORE

The player handouts in **Vardeghul's Trove of Lore** offer various pieces of information on survival in the ruins of Parlainth and daily life in Haven. This material will also give both gamemaster and players a feel for their surroundings through firsthand testimony from those who lived through Parlainth's grandeur and terrors. Of course, life is never simple on the dangerous fringes of Barsaive, and the information in Vardeghul's Trove comes with several catches for the player characters.

First, this information is not free. A shrewd businesswoman, Vardeghul realized early on that knowledge would be a precious commodity in a get-rich-quick town like Haven. Therefore, the player characters must pay for each document before reading it. Second, Vardeghul's information is not uniformly reliable. Her trove consists of documents written by past visitors to Parlainth, scholars merely theorizing from afar, and citizens of the city before it disappeared, among others. Some writers are biased, others confused, a few even malicious. Like any collection of writings by various authors, the contents of Vardeghul's Trove must be read with a healthy dose of skepticism.

For additional information on Vardeghul and her Trove of Lore, see **Haven** and **Adventures in Parlainth**, pp. 20 and 26 respectively, of the **Parlainth Gamemaster Book**.

MAP

The fold-out map included in this set shows the Map Wall of Parlainth. Located in the center of Haven, the painted map wall describes the areas of the ruins that have been explored so far. For more information regarding the map wall, see **Haven**, p. 22 of **Parlainth GM**.

TREASURE/CREATURE CARDS

The 18 treasure and creature cards in this campaign set feature full-color illustrations of some of the treasures and creatures in Parlainth. For information on using treasure cards, see p. 273, **ED**. The reverse side of each creature card lists that creature's statistics for the gamemaster's convenient reference during play.

HOW TO USE THIS PRODUCT

Parlainth: The Forgotten City provides enough information about Parlainth to give the gamemaster a solid understanding of the ruins and how to use them in adventures and campaigns, yet leaves enough details undefined to give gamemasters a free hand in shaping the ruins to suit their story needs. To make best use of this product, the gamemaster should first read this introduction and the **History of Parlainth** in order to understand the Parlainth of 1506 TH. Next, the gamemaster should read **Vardeghul's Trove of Lore**; those firsthand accounts of Parlainth and Haven will give gamemasters a feel for the place that an objective history cannot provide. It is the small, atmospheric details that truly bring a game world to life—the speech pattern of a complaining merchant, the smell of a room at The Restless Troll inn, and so on. The documents in Vardeghul's Trove provide that atmosphere. Once a gamemaster has a feel for the setting, he or she can consult this book and the **Ruins of Parlainth** for the nuts-and-bolts information necessary to plan their player characters' first visit to Parlainth.

To use this product, players and gamemasters will need the **Earthdawn** rulebook (**ED**). Gamemasters running adventures and campaigns set in the ruins of the Forgotten City may also find the **Earthdawn Gamemaster Pack** (**ED GM Pack**), the **Barsaive Campaign Set**, and the **Earthdawn Companion** useful.

CUSTOMIZING PARLAINTH

No single, correct version of Parlainth exists in **Earthdawn**. Much of the ruined city remains unexplored and therefore unknown, and even the more thoroughly explored areas may change from time to time. Gamemasters should regard the information that this product reveals about Parlainth as guidelines, rather than hard-and-fast rules. In fact, we encourage gamemasters to use this material as a starting point to make Parlainth their own.

In many places, the information given includes several possibilities. Throughout this book and the **Ruins of Parlainth** are sections labeled **Option 1**, **Option 2**, and so on. These options represent a number of choices the

