



SKY POINTTM ADVENTURES

FASA CORPORATION

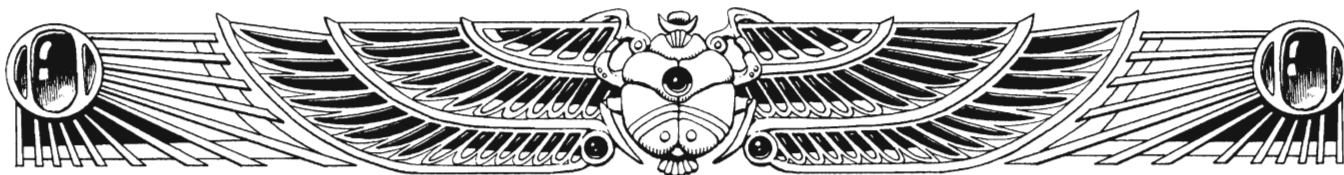


TABLE OF CONTENTS

INTRODUCTION	4	SHADOWS	59
Gamemastering Notes	4	Plot Synopsis	59
Making Tests	6	A Father's Fears	61
How to Use This Book	7	Into the Shadows	64
Awarding Legend Points	7	A Room with a View	66
Total Legend Point Award	8	To the Rescue	70
Preparing Adventures	8	Loose Ends	74
A WIZARD TO DIE FOR	10	Possible Outcomes	74
CHASING THE SNAKESKIN BOOTS	11	Awarding Legend Points	74
Plot Synopsis	11	Total Legend Point Award	74
For a Fistful of Coppers	12	Campaign Ideas	74
A Different Kind of Circus	13	Cast of Characters	75
The Locals Are Revolting	14	Soul-Spiders	75
The Ratmaster	23	Caravath	77
Loose Ends	26	Mervin	78
Possible Outcomes	26	Aberdeen	79
Awarding Legend Points	27		
Total Legend Point Award	27		
Campaign Ideas	27		
Cast of Characters	27		
Thomalas Janrud	28		
Kazagad Kagend	29		
Haldamund Armun	30		
THIEF IN THE NIGHT	32		
A MESSAGE TO VIVANE	33		
Plot Synopsis	33		
The Commission	34		
So This is Vivane	37		
Delivery	39		
At the Manor House	44		
The Secret Room	47		
Marikis's Gang	50		
Loose Ends	52		
Possible Outcomes	52		
Awarding Legend Points	52		
Total Legend Point Award	52		
Campaign Ideas	53		
Cast of Characters	53		
Akarrin Nebarrak	53		
Kaleb	53		
Kron	54		
Marikis	55		
Tamwyn	56		
LOST SOUL	58		

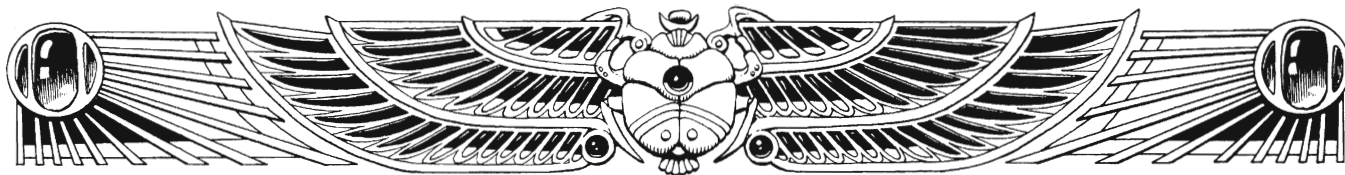
Sample file

EARTHDOWN® is a Registered Trademark of FASA Corporation.
 SKY POINT ADVENTURES™ is a Trademark of FASA Corporation.
 Copyright © 1995 FASA Corporation. All Rights Reserved.

Printed in the U. S. A.
 Published by: FASA Corporation
 1100 W. Cermak Road
 Suite B305
 Chicago, IL 60608

FASA Corporation can be reached on the GENIE computer network (E. Mail—FASA) on SCORPIA'S Roundtable (page 805) and on America OnLine (E. Mail—FASALou (Earthdown), FASABryan (BattleTech), FASAMike (Shadowrun and General Harassment) or FASA Art (Art Comments) in the Online Gaming area (Keyword "Gaming")). Via InterNet use <AOL Account Name>@AOL.COM, but please, no list or server subscriptions. Thanks!





SKY POINT ADVENTURES™

Writing (in order of appearance)

Carl Sargent
Chris W. McCubbin
Teeuwyn Woodruff

Development

Louis J. Prosperi

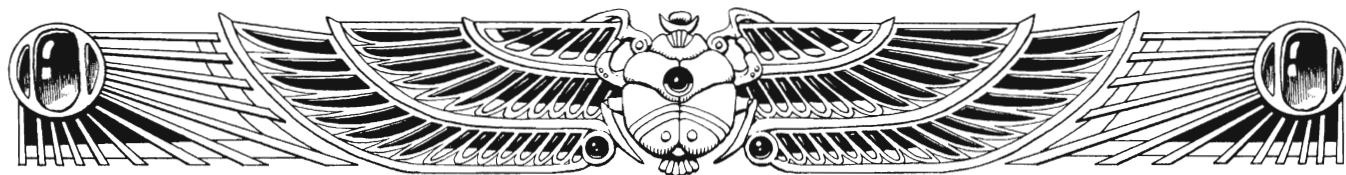
Editorial Staff

Senior Editor
Donna Ippolito
Managing Editor
Sharon Turner Mulvihill
Associate Editors
Diane Piron-Gelman
Rob Cruz

Production Staff

Art Director
Jim Nelson
Project Manager
Jim Nelson
Cover Art
Doug Andersen
Cover Design
Jim Nelson
Illustrations
Joel Biske
Kent Burles
Larry MacDougall
Maps
Aldo Pinkster
Layout
Steve Bryant





INTRODUCTION



Thousands of years ago there existed an age of magic and high adventure, the age of **Earthdawn**. The power of magic flowed freely through the world, and people could draw on magic to perform both wondrous feats and everyday tasks. But the dawn of magic also brought Horrors to Earth, creatures from the depths of astral space that devour all life in their path. For four centuries, the people of Earth hid from the Horrors that devastated their land during the time that came to be called the Scourge. Now, the people of Barsaive have re-emerged from their sealed kaers and citadels to reclaim their world from the remaining Horrors and the oppressive Theran Empire. From all across Barsaive, bold heroes arise to explore the world, search for magical treasure, and slay the Horrors that still exist. Magicians spin the magical energies of the universe into powerful spells, and adepts use the magic to enhance their natural talents. Armed with magic, courage, skill and daring, Barsaive's heroes strive to heal the world of the scars left by the Scourge and to build their own legends into the history of their land.

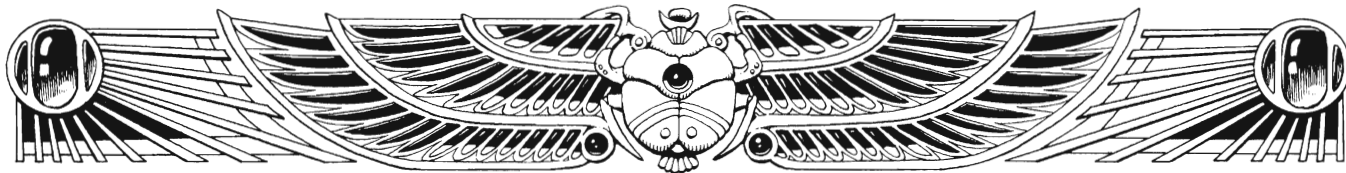
Sky Point Adventures is a collection of three short roleplaying adventures set in the world of **Earthdawn**. Each of the adventures takes place in or near the Theran military outpost of Sky Point, the nearby city of Vivane, or the shantytown of Vrontok that lies in Sky Point's shadow. **Chasing the Snakeskin Boots** takes the characters into the roughest areas of Barsaivian Vivane—the Broken Quarter and the forbidding tunnels of the Undercity—on the trail of a thief who has stolen a treasure far more valuable than he realizes. In **A Message to Vivane**, the characters travel to Vivane to deliver purloined information that may make the Resistance a viable threat to Theran rule—or break it completely if the information falls into the hands of the Theran authorities. Of course, the characters have no inkling of the worth—or the danger—of the “goods” they are carrying. The final adventure, **Shadows**, leads the characters into the perilous rats' warren of Vrontok, huddled beneath the huge Theran fortress of Sky Point. There, an unscrupulous wizard is performing experiments in mind-control with the connivance of Vrontok's thuggish mayor, Lorgo T'rask. The wizard's latest victim is the son of one of the adventurers' oldest friends, and so the adventurers must rescue the boy or die in the attempt.

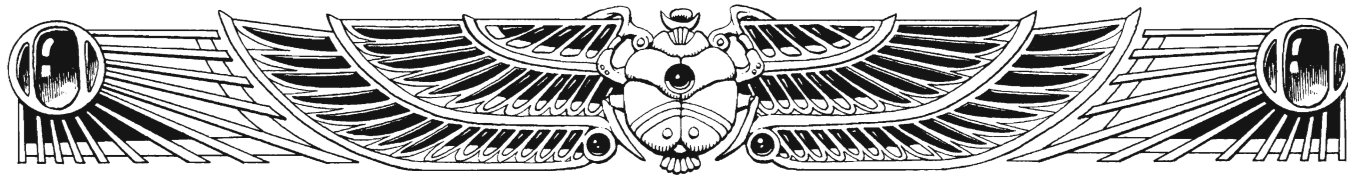
GAMEMASTERING NOTES

The adventures in **Sky Point Adventures** are linear—each follows a specific sequence. However, feel free to modify the adventures to suit your particular group of players. Though the encounters of each adventure progress logically, the gamemaster need not follow the adventure precisely as written to run a successful game. To run any of these adventures, the gamemaster needs a thorough familiarity with the contents of this book, and both players and gamemaster should be familiar with the **Earthdawn** rulebook (ED).

All these adventures include clearly marked sections intended to be read aloud to the players. Adjust the text of these sections when necessary to accurately reflect







events as they occur in your adventure; depending on the choices made by different groups of players, the assumptions in the existing text may not always be correct. All adventures in **Sky Point Adventures** are best suited for player characters of varying Circles; a brief introductory paragraph in each adventure suggests an appropriate number of characters and their recommended Circles.

MAKING TESTS

Whenever player characters attempt to take actions such as casting a spell, swinging a sword at an opponent, tracking a Horror, or flirting with a barmaid, the gamemaster or the player rolls dice against a Difficulty Number to determine the action's outcome. These dice rolls are called tests. To make a test, the player or gamemaster rolls the appropriate Action dice based on the step number of the ability being used (see the **Step/Action Dice Table**, p. 36, ED). If the dice roll result is equal to or greater than the Difficulty Number, the test is successful and the character accomplishes his action. If the result is less than the Difficulty Number, the test is unsuccessful and the character fails to accomplish his action. In tests that deal with

magic, the dice roll result often determines the duration of a magical effect as well.

Frequently, a test result determines not only success or failure, but the level of success. A test may have one of five success levels: Poor, Average, Good, Excellent, and Extraordinary. A Poor success level indicates failure that causes unpleasant side effects. An Average success—equal to or barely exceeding the Difficulty Number—means that the character just barely accomplished his action. A somewhat better dice roll yields a Good success, and a result close to double the Difficulty Number means an Excellent success. To achieve Extraordinary successes requires an even better roll. Any success level greater than Average may give the character some gain for his actions or valuable extra information. The amount of gain for each success level is determined by the gamemaster unless otherwise noted.

In many cases when the player characters must make a test, the required ability is noted, followed by the Difficulty Number of the task in parentheses. For example, a Perception (13) Test means that a player character must use his Perception ability against a Difficulty Number of 13.

