

# CONTENTS

## JOURNEY TO LANG

### Running the Adventure

Background  
Plot Synopsis

### In Bartertown

Setting Things Straight

### Meeting Darron

Asking about the Village  
Asking about the Couriers  
Buying Provisions

### The Riverboat Journey

Activities  
The Small Stream to Lang

### Arrival

From the River to the Village

### Darron's Couriers

Searching the Bodies

<b>2 The Dead Villagers</b>	<b>7</b>
2 Fighting the Lightning Lizards	7
2 After the Fight	8
<b>3 The Village of Lang</b>	<b>9</b>
3 Searching the Village	9
<b>3 Cadaver Attack</b>	<b>10</b>
4 Fighting the Cadaver Men	11
<b>4 Finding the Villagers</b>	<b>11</b>
4 Entering the Building	12
<b>5 Confrontation!</b>	<b>12</b>
5 Talking with the Obsidimen	12
5 Tainted Obsidimen	12
<b>6 Aftermath</b>	<b>13</b>
6 Awarding Legend Points	13
<b>6 SUBMISSION GUIDELINES</b>	<b>14</b>

### Writing

Louis J. Prosperi

### Layout

Carsten Damm,  
James D. Flowers

### Product Director

James D. Flowers

### Artwork

Earl Geier, Mike Nielsen, Jeff  
Laubenstein, Terry MacDougall,  
Rita MacGaldi, Kathy Schad

### Line Developer

Carsten Damm

### Administration

Kim Flowers, Rewa Vowles,  
Richard Vowles

Visit us on the Internet at: <http://www.earthdawn.com>

Email us at: [info@earthdawn.com](mailto:info@earthdawn.com)

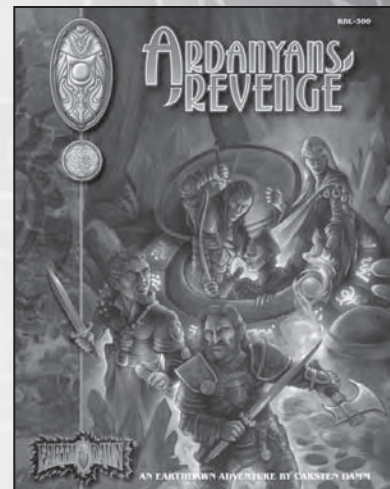
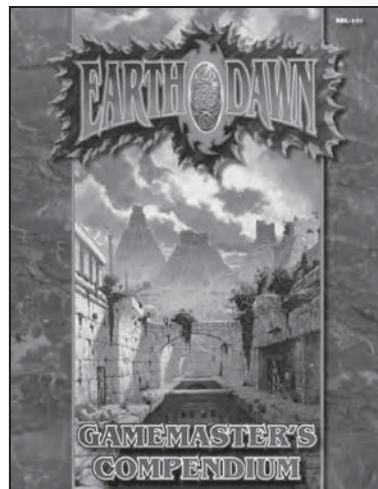
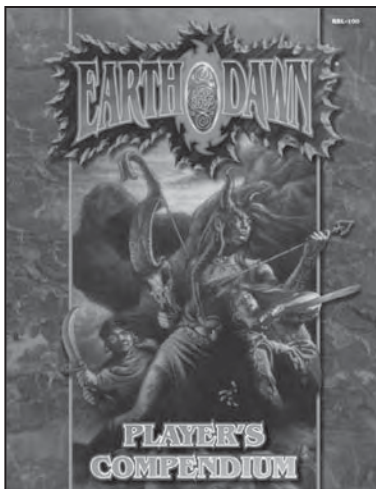


**Earthdawn®** is a Registered Trademark of **FASA Corporation**. Original **Earthdawn®** content copyright © 1993–2006 **FASA Corporation**. **Journey to Lang™** and **Earthdawn Shards™** are Trademarks of **FASA Corporation**. **Earthdawn®** and all associated Trademarks used under license from **FASA Corporation**. All Rights Reserved.

Published by **RedBrick Limited**—Auckland, New Zealand.

March 2006—Web Release—20060320

ALSO AVAILABLE FROM REDBRICK:



# JOURNEY TO LANG

*This is where you have to get out. Swim if you're men, take the boat if you're mice—it's your choice, gentlemen.*

• Sianndra, T'skrang Boatman •



**Journey to Lang** is a short, simple, and straightforward adventure scenario designed to introduce players to the **Earthdawn** game system and the world of Barsaive.

In this adventure, a group of characters are asked by a merchant to travel to a small village situated on a small tributary of the Serpent River in order to discover why the merchant has lost contact with the village. The merchant is originally from the village and worried for his friends and family, as well as concerned for his business, which makes much of its money from trade based on goods only available from that village.

The journey to and exploration of the village reveals that it fell prey to a group of insane obsidimen, corrupted during the Scourge by a Horror that has since moved on to other targets in Barsaive.

## RUNNING THE ADVENTURE

**Journey to Lang** 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.

## BACKGROUND

Situated along a small tributary of the Coil River lies the small village of Lang. Since before the Scourge, the people of this village have made their living through trading unique shellfish shells and dyes found only in the small tributary near the village. These shells and dyes are sought after by merchants all across Barsaive, ranging from jewelers to cloth and silk merchants. In addition, nearby the village is an obsidimen Liferock which up until

the Scourge had pleasant and peaceful relations with the village. In fact, the village even managed to acquire certain pieces of obsidimen sculpture from the Brotherhood, which it then traded to merchants along with its own wares.

Since the Scourge, the village of Lang has re-established its trade relations with Barsaive's merchants, most especially with the merchants of Bartertown. One merchant in particular, a dwarf Named Darron, is in part responsible for much of the current trade with Lang. This is due to the fact that Darron is originally from the village of Lang, and shortly after the village was rebuilt, set off to 'make his fortune' in the larger trading cities of Barsaive. Since that time, Darron has established himself as a broker of sorts for Lang's trade goods, sharing the profits with the village.

Weekly shipments from the village have provided Darron with a steady supply of trade goods and have helped him become a merchant of not-so-meager means in Bartertown. Recently, however, Darron has lost contact with the village and has grown quite concerned for his both his business, but also for the friends and family he left behind. Darron fears the village has been lost to the Horrors or some other form of corruption. Though Darron is unaware of it, the reason behind this recent loss of contact with Lang has less to do with the Horrors, and more to do with the reappearance of the obsidimen who lived near the village before the Scourge.

During the Scourge, the village of Lang retreated to its kaer, while the obsidimen Brotherhood made its own preparations. But while the people of Lang survived the Scourge and have since rebuilt their village, all contact with the obsidimen Liferock was lost until recently, that is.

While the villagers of Lang and their descendants lived through the Scourge in the relative safety of their kaer, the nearby obsidimen Brotherhood did not fare so well. Shortly after Lang's kaer sealed itself and just as the Brotherhood was preparing for its centuries-long Dreaming, a Horror infiltrated the Liferock. When the obsidimen entered the Liferock, they were met by the Horror, who, over the four



hundred years of the Scourge, corrupted the entire Brotherhood and slayed all but a handful of obsidimen. These few obsidimen, now forever corrupted by the Horror that infected their Liferock, only emerged a few short weeks ago.

Driven mad by the corruption they suffered at the hands of the Horror, the obsidimen scoured the land, searching for any sort of food or nourishment, even resorting to slaying and eating wild animals. Eventually, these obsidimen spotted a group of the villagers gathering food in the forest nearby the village and followed them back to the village, where they proceeded to attack the villagers. During the course of the battle, the villagers managed to kill two of the obsidimen, but not before many of their fellow villagers were slain. Fortunately the village was given a slight respite when the remaining obsidimen withdrew into the forest, where they lapsed into unconsciousness. For though more powerful than the villagers by far, the corruption done to them by the Horror and the Scourge has left these obsidimen in a very weakened state. They are only able to remain conscious for 6 to 8 hours at a time.

As soon as the obsidimen were out of sight, the remaining villagers gathered and took shelter in the strongest structure of the village, the cellar below the main ceremonial hall. The remaining villagers, some 100 in number, gathered what food they could before sealing themselves in the cellar. Occasionally they will send a few villagers out to gather a bit more food or any other needed supplies. In addition, three of the villagers set out to search for help. They intended to reach Bartertown, hoping that Darron could help them. Unfortunately, these four were killed by a pride of lightning lizards near the river's edge.

It has been two weeks since the obsidimen's first attack. They have returned several times since, searching for the villagers to no avail, it is at this point that the characters enter the adventure.

## PLOT SYNOPSIS

The characters are in Bartertown when they are contacted by a male dwarf who asks them to meet with his employer, a merchant by the name of Darron. When the characters meet with Darron, he asks for their help in discovering what has happened in his village. After explaining all he knows about the village, he makes his offer, which includes transport on a t'skrang riverboat. If they accept, Darron gives the characters half of their payment in advance, gives them a map of the village and nearby area and instructs them to meet the captain of the ship they will be traveling on the next morning.

The characters travel down the Serpent River on a t'skrang riverboat for two days before being sent out on a small row boat to travel down the small tributary to the village. While on the riverboat, the t'skrang crew invites the characters to participate in a few games of fun. This offers the players a chance to get a feel for how dice are rolled and used in the game, and how actions are performed.

The characters soon arrive at the spot on the river nearest the village and go ashore. Once there they must walk an hour or so to get to the village itself. Along the way they discover two groups of people that were killed

by some sort of creatures near the river. The first of these are the couriers sent by Darron, on what should have been a regular trip to Lang. The second group is one from the village, sent to seek help against the corrupted obsidimen. Just as they come across the second group of bodies, the characters are attacked themselves by a group of lightning lizards, the same ones that attacked both the couriers and the villagers.

When the characters reach the village, they find a number of clues that indicate some sort of attack on the village. Many of the buildings have been partially or totally burned, and a number of bodies are found lying about. Most of these bodies are clearly those of villagers, but there are also a number of obsidimen bodies. While they roam the village looking for more clues, the characters are attacked by the re-animated cadavers of the dead villagers, brought back to a state of undeath by the Horror-tainted corruption of the obsidimen. They might also notice a pair of humans running from building to building but are unable to catch up to them. These are villagers out gathering food and supplies.

If the characters investigate the village thoroughly, they notice a smoke plume that rises from a building that has not been burned like the others. A close examination reveals that this smoke plume rises from a small hole in the ground next to the wall of the largest building in the village. The smoke is from the fire the villagers have lit to keep themselves warm while they hide from the obsidimen.

But just as they make this discovery, the characters are spotted by the corrupted obsidimen who, with fresh food so nearby and handy, attack savagely. At this point, it is up to the characters to defeat the obsidimen and save the village.

## IN BARTERTOWN

The characters are in Bartertown, near the Kingdom of Throal, when they are approached by the representative of a local merchant who needs their help and is willing to pay handsomely for it. The specifics of how they are approached by Darron's representative are up to the gamemaster to arrange. The important thing here is to get the action going.

When the characters agree to meet with the merchant, go to the next section, **Meeting Darron**.

## SETTING THINGS STRAIGHT

The gamemaster can devise virtually any reason for explaining why the characters are here at the start of the adventure. Before you start the adventure, make sure you establish that the characters have adventured together before, and that they like and trust each other. This helps avoid the need for introductions, mistrust, or any other sort of double-dealing or back-stabbing that occasionally crops up in early games.



# MEETING DARRON

In this encounter the characters are introduced to Darron, who asks their help in finding out what happened to his village. When the characters meet with Darron, read or paraphrase the following to the players:

*"Many thanks for agreeing to meet with me. I am Named Darron. Let me get straight to the point. I make my trade here in Bartertown through the sale of many different things, but chief among them are unusual types of shells and a number of unique dyes and inks. These things all come from a small village along a tributary of the Serpent River called Lang and cannot be found elsewhere in Barsaive, at least not that I have been able to find. I have a number of couriers in my service who make regular trips to the village to both procure my wares, as well as to deliver messages and payment to the villagers.*

*Last week, my couriers failed to return as usual. I have waited a few days before growing too concerned, as travel in Barsaive is never commonplace or trivial. Nonetheless, it has been several days, and I have grown quite concerned about this matter. My concern is based not only on a loss of business, but also on a feeling of despair and helplessness. For you see, I am from Lang and am greatly worried about the friends and family I have there.*

*What I would like you to do for me is to travel to Land, to discover what has happened. And if some danger has befallen my former home, I would also ask that you do what is in your power to aid the village. I know that this could be nothing, that perhaps my couriers opted to abandon me with the payments they carried. On the other hand, it could be much more serious. It is because of this latter possibility that I am asking your help.*

*As for payment, I can pay 200 silver pieces apiece. I will provide half of this upon your acceptance of my offer, the rest when you return. I have also made arrangements for your transportation*

*to the village aboard a t'skrang riverboat leaving tomorrow morning.*

*So, what do you say? Will you help me?"*

As he described, Darron lost contact with the village of Lang last week, when his normal couriers failed to return. Also, the merchant will pay each character 300 silver pieces (which is a lot of silver). Half now, half when they return.

True to his word, Darron has arranged transport for the characters on a t'skrang riverboat. The ship is Named K'sara and is run by Captain Siannadra of House V'strimon. The riverboat will take the characters from the small town of

Darranis (a couple of days walking from Bartertown, see the **Barsaive Map** on p. 488 of the **Player's Compendium**) to the head of the small tributary near the village. From there the characters will be given a small boat with which they can reach the village. The riverboat the characters will travel on leaves early every morning, giving the characters enough time to prepare.

If they agree Darron will give the characters a map of the village and surrounding area. Give the players a copy of the **Village of Lang** map, found on p. 10.

## ASKING ABOUT THE VILLAGE

The characters may wish to ask the merchant about the village. Darron can tell them about the general layout of the village, as shown on the map. If asked, Darron will tell the characters he was born in the village shortly after the village was rebuilt after the Scourge and eventually left to seek his fortune. The only other piece of information about the village he can share is that it is rumored to be located roughly one day's walk from an obsidimen Liferock known to exist prior to the Scourge. No word has come from the Liferock since the Scourge, and the merchant believes it was likely lost to the Horrors during the Scourge.

## ASKING ABOUT THE COURIERS

The characters may wish to ask Darron about the couriers. Darron can tell them that there were four couriers, an elf and three dwarfs. All were dressed in traveler's garb,





all wore leather armor, and they carried a strongbox that contained a payment for the village.

## BUYING PROVISIONS

After the characters have agreed, they have time to prepare for their adventure. At this time the characters may wish to buy additional equipment and provisions for their journey. In this case, use the prices in the **Good and Services** chapter on p. 432 of the **Player's Compendium**.

It might be a good idea to suggest the characters buy healing potions, magic potions that help heal damage. In addition, the characters might want to buy rope (a necessity of any adventurers gear). It is up to the gamemaster whether to allow the characters to obtain any other items they may want.

## THE RIVERBOAT JOURNEY

Darron has made arrangements for the characters on the riverboat. All they have to do is show up. The ship leaves regularly each morning and will drop them off at mid-day.

The dock at which the characters find the riverboat is in a small town called Darranis set along the shore of the Coil River. The name of the boat they will be traveling on is the *K'sara*, operated by House V'strimon, a t'skrang trading house strongly allied with the Kingdom of Throal. The captain of the ship is Siannndra, a flamboyant—if somewhat obnoxious—female t'skrang Boatman.

When the characters arrive and introduce themselves

to the captain, they will be given a short tour of the ship. Once the ship is underway, the characters are free to move about as they will, so long as they don't interfere with the ship's operations.

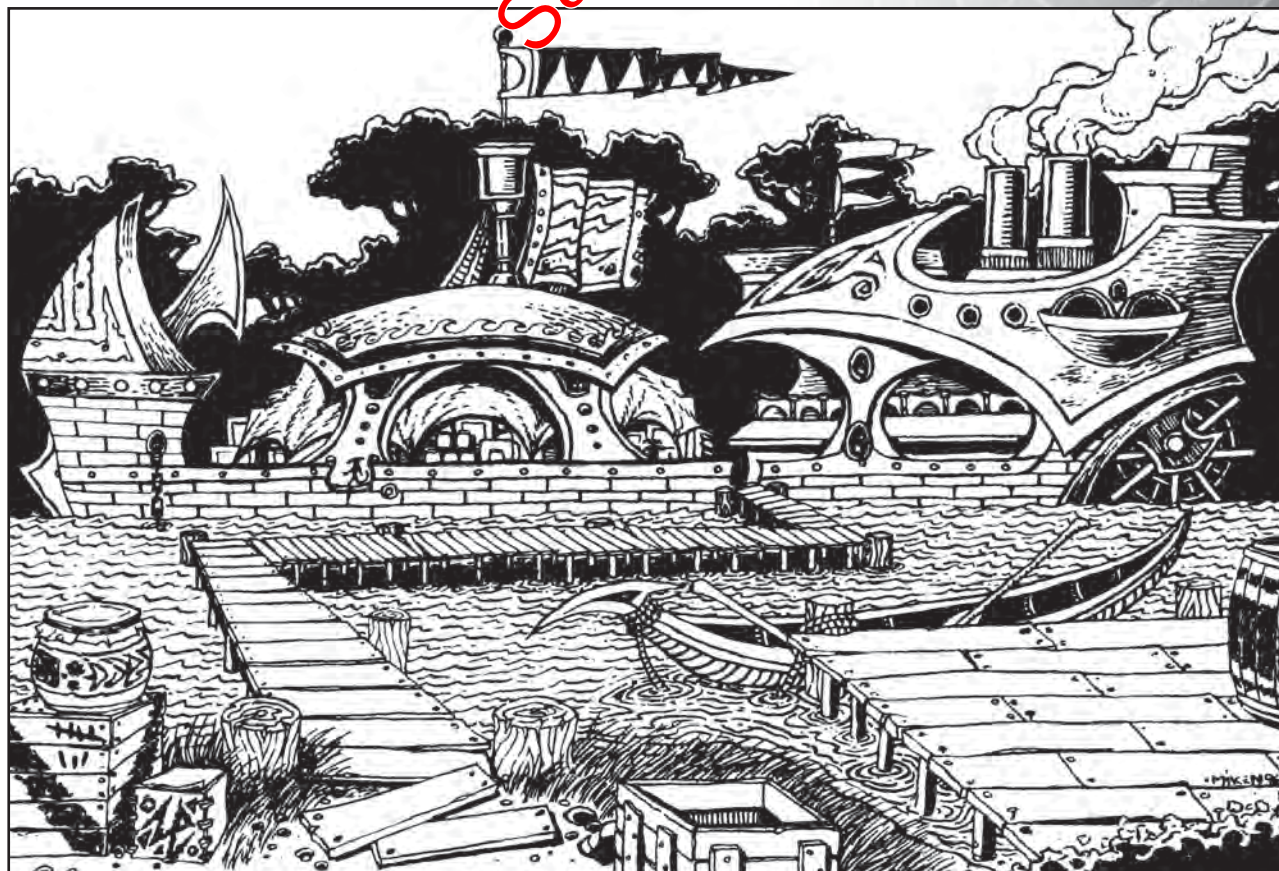
## ACTIVITIES

The trip on the river will take half a day, and along the way, the characters will be invited to participate in a couple of different activities aboard ship. Two of these, *Swinging on Ropes* and *Knife Throwing*, are described below.

### Swinging on the Ropes

Along both sides of the riverboat are several long ropes attached to hooks that run up and down the sides of the boat. The t'skrang crew members use these ropes to move up and down the ship. In fact, they are used almost exclusively by the t'skrang. Only passengers of other races (such as the characters) use the passageways themselves. Though most t'skrang use the ropes simply to move up and down ship, some make very fancy acrobatic moves while swinging, partly to impress the characters, but also simply because it is in the t'skrang nature to be flamboyant.

Before letting the characters try, one of the t'skrang will demonstrate. To swing on the ropes, a character grasps the rope and jumps out over the water. The hard part is to hold yourself up while being ready to land. The t'skrang who demonstrates, named T'shar, does this flawlessly, making it look much easier than it really is. To swing on the rope, the character must make a Dexterity (6) Test. If the test succeeds, the character swings out and lands safely, though not elegantly. A Good result (10-12) means the character lands easily, looking almost as confident as T'shar. An





Excellent or better result (13+) means the character lands perfectly, looking as though he had done so many times before. This actually impresses the other t'skrang on the ship.

If the test fails, the character makes a Strength (5) Test to hold on to the rope. If the test succeeds, the character grabs the end of the rope but ends up in the water and must be pulled out. A Good result (9-10) means the character slips down the rope just near the surface of the water. An Excellent or better result (11+) means the character almost fell but managed to right himself just in time. Let each of the characters who want to try this have a turn.

## Knife-Throwing

Another popular activity onboard is knife throwing. At the far end of the riverboat (the stern) there is a large circular target mounted to a pole. There are several knives and daggers sticking into the board. This is where the t'skrang crew practice knife throwing, which has grown into a gambling activity of sorts.

If any of the characters ask about the board, the t'skrang crew will explain what it is used for. If they don't ask, one of the crew might ask the characters if they want to play a little game of knife throwing.

This game is played between two players at a time. Each player gets five throws at the board. For each throw the character makes a Dexterity or Throwing Weapons Test against a Difficulty Number of 6. If the test succeeds, the knife hits the board, but scores no points. If the test result is greater than 6, the character scores a number of points equal to the test result, to a maximum of 12, which indicates a perfect bullseye. A Pathetic result (1 or 2) indicates the knife is thrown overboard and lost. Too bad.

The gamemaster should make tests for the t'skrang playing with the characters. Each t'skrang has a Step Number of 8 in the Throwing Weapons skill. After each player has made five throws, add up the total points they scored. The player with the highest total wins—a common bet for this game is 1 silver piece for each point by which the winner beats the loser.

## THE SMALL STREAM TO LANG

Aside from the two activities previously described, the trip on the riverboat will be uneventful for the characters. On midday, the riverboat will stop to drop off the characters near the junction of the river and the tributary that Lang is located on. At this point, the characters are given a small rowboat (though big enough to carry all the characters), which they must use to get to the village. The boat has two pairs of oars, which can be manned by characters of any race aside from windlings. From where the riverboat drops them off, the characters will have to travel for about one hour to get to the stretch of river nearest the village.

The riverboat will return each day, prepared to pick up the characters. If the characters are not visible at the place where they were left within that one day, the boat will continue on its trip, and the characters must either make it back to Bartertown on their own or wait until the next day.

There are clear signs that mark the spot on the river nearest the village. These consist of a small beach where

the small boat can land, as well as a flag flying atop a high pole near the beach. These are just as Darron (as well as members of the riverboat crew) told the characters they would be. Once the characters have beached their boat, go on to the next section.

# ARRIVAL

In this encounter, the characters land their small boat near the village and begin their investigation of what has happened to Lang. After landing, the characters walk from the river to the village. Along the way, they discover the fate of a number of the villagers and Darron's couriers and are attacked by the same creatures that killed Darron's couriers as well as the villagers. When the characters land their small boat, read or paraphrase the following to the players:

*From your small rowboat you easily spot the flag marking the small beach ahead of you as that used by the village of Lang. As you glide towards the shore, you spot a boat much like your own in size and style, tied to a small tree near the beach. The boat looks well weathered and is partially dried with water, likely from the rains that passed through this area not long ago.*

*The whole area along this stretch of river is disturbingly quiet, and you wonder if whatever fate befell Darron's couriers awaits you as well.*

*After beaching your boat and tying it to shore, you make your way along the path that leads towards the village. After the past two easy days aboard the riverboat, you are about to earn your pay.*

## FROM THE RIVER TO THE VILLAGE

The little beach the characters have landed at is used by the villagers of Lang to gather the shellfish and underwater plants that provide them with the goods they trade with Darron. The boat tied to shore was left there by Darron's couriers and has been abandoned for well over a week. It has rained here recently and the beach as well as the main land are still partially soggy. On the inland side of the beach is a small path that leads from the beach to the village. This is a very well worn path, one that the characters will have no trouble at all following.

Walking from the river's edge to the village takes the characters roughly one hour. The path that leads away from the beach heads through a lightly forested area, eventually leading to the village. It is along this path that the characters will get their first clues as to what has happened in the village of Lang.

# DARRON'S COURIERS

Ten minutes after leaving the beach, the characters learn the fate of Darron's couriers. Off to the side of the path lie the bodies of four Name-givers, the victims