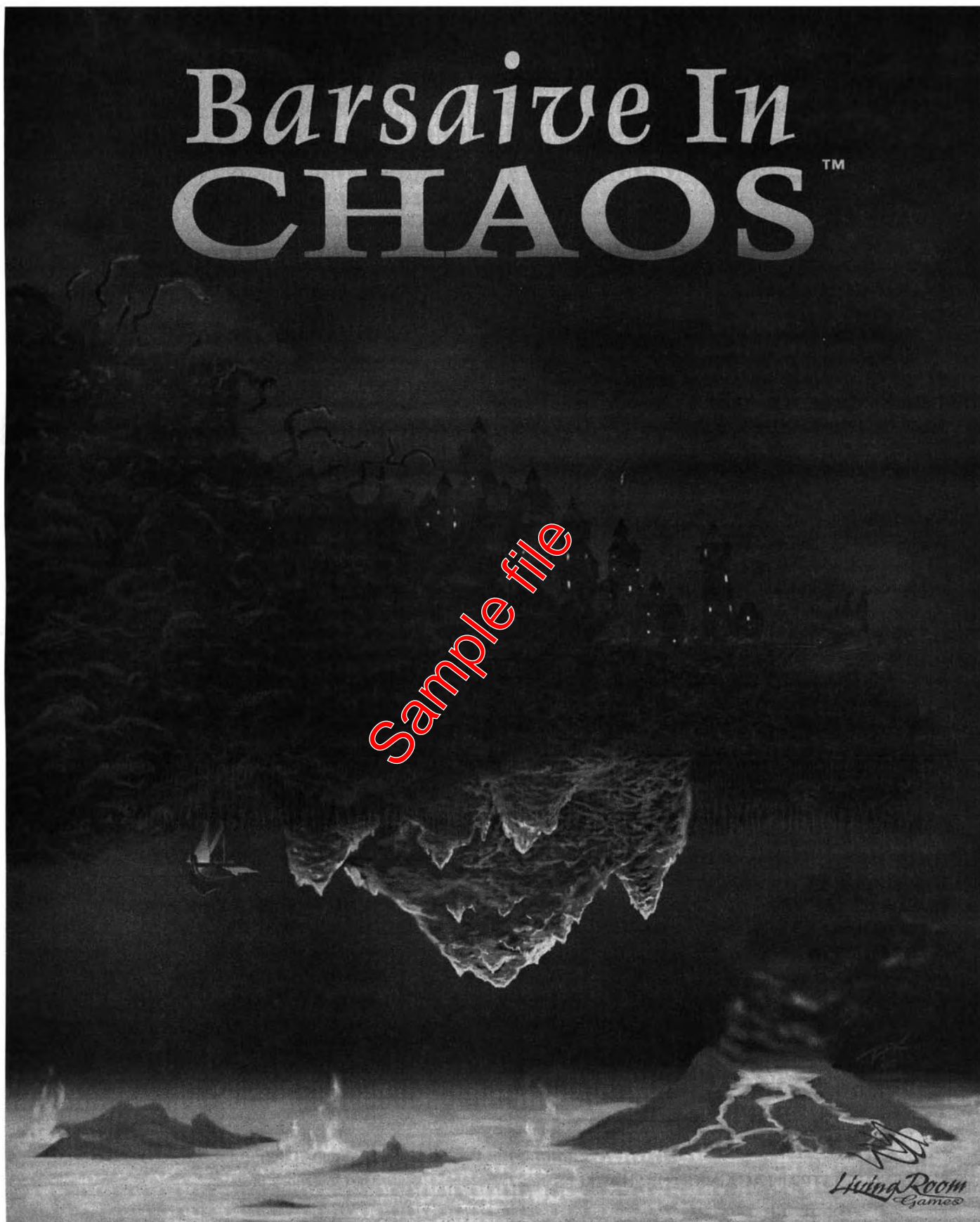


Barsaive In **CHAOS**™

Sample file



Living Room Games

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BARSAIVE IN CHAOS: AN EARTHDAWN EPIC

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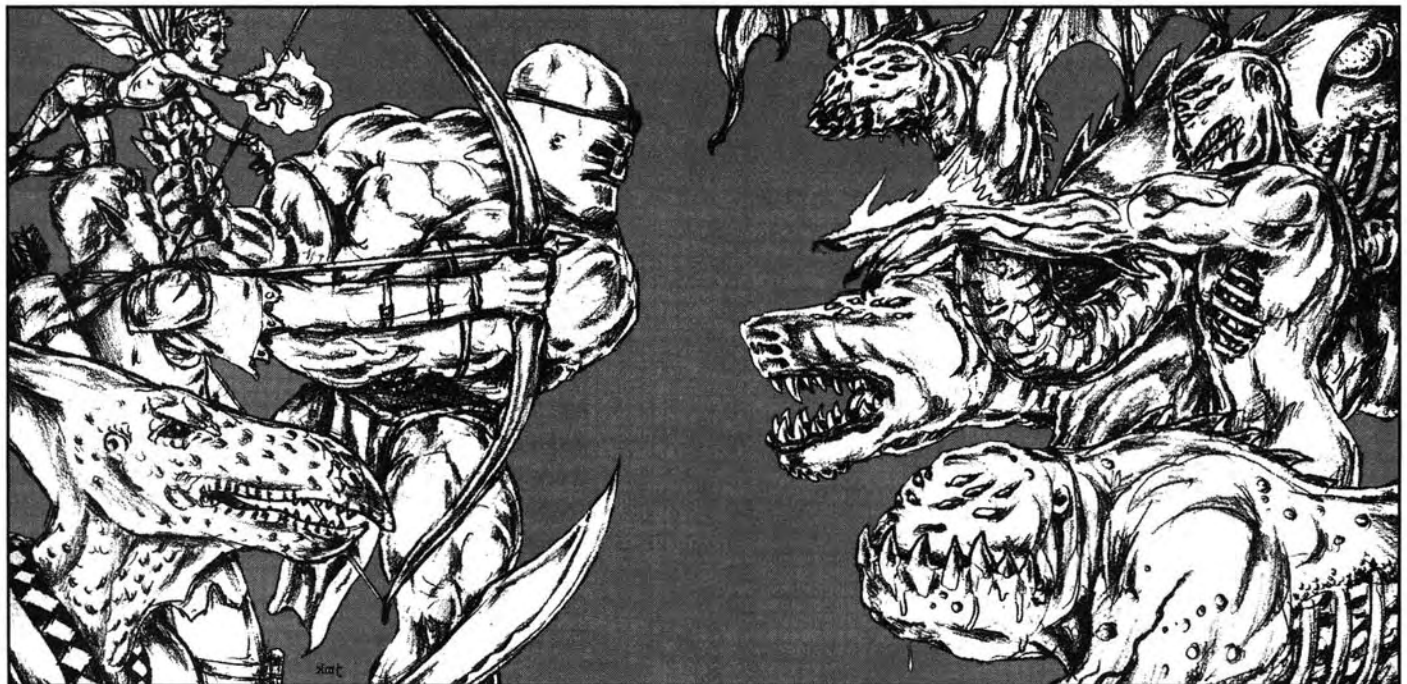
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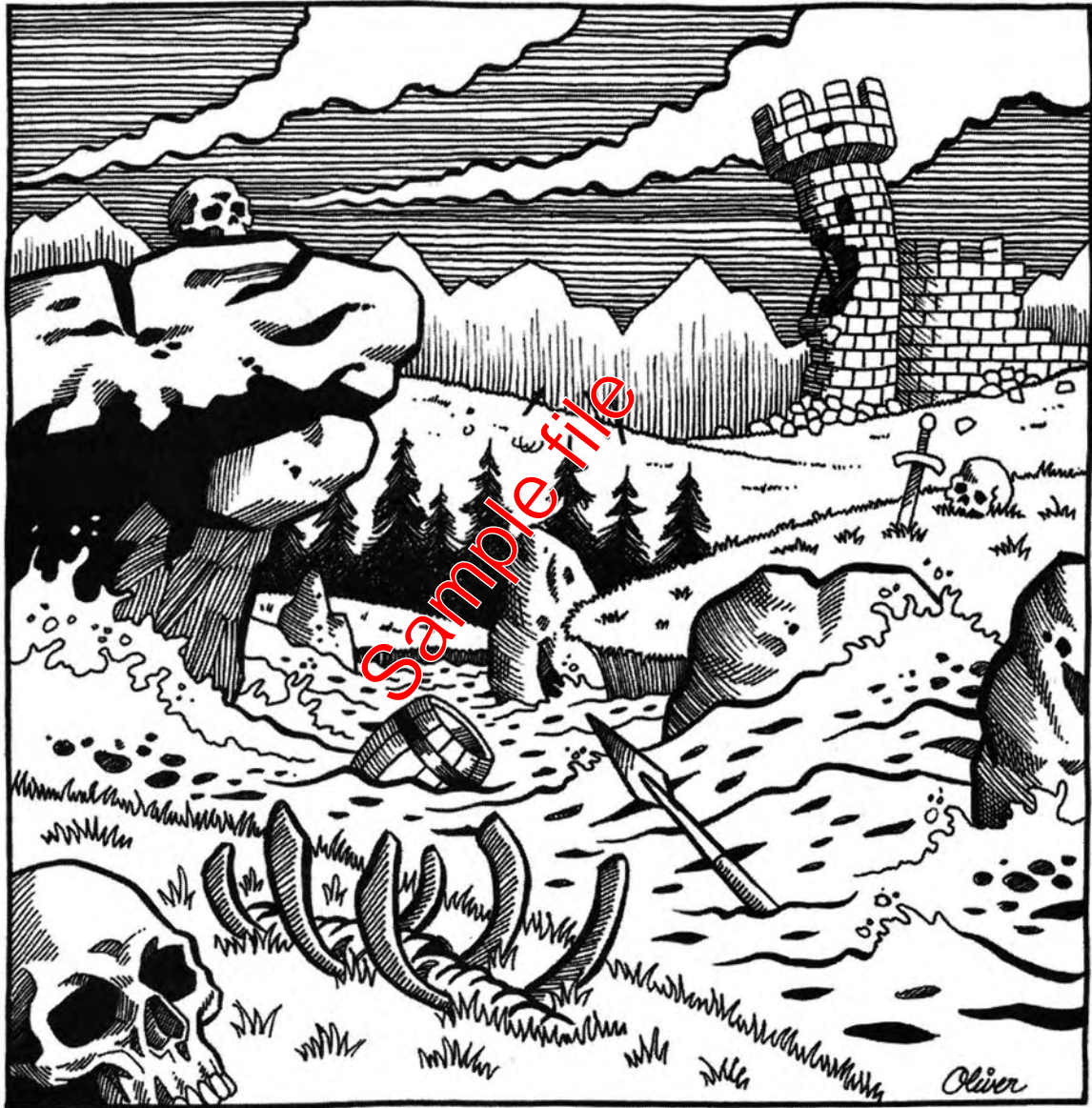
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INTRODUCTION



Thousands of years ago there existed the age of **Earthdawn**, a time of magic and adventure. People could draw upon the magic that flowed through the land to perform both common tasks and marvelous feats. However, when the level of magic was at its peak, there came a plague of beings from deep within astral space called the Horrors. Drawn to the Earth by the magic they needed to survive, the Horrors consumed everything in their path. For four hundred years, during a time that was later known as the Scourge, the people of Earth hid from the Horrors. Now, as the levels of magic have started to subside, the people of Earth are coming out of their sealed kaers and citadels to restore their world, while protecting their people from both the Horrors and the oppressive yoke of the Theran Empire. In a land known as Barsaive, heroes strive to explore their world, search for treasures lost long ago, and slay the remaining Horrors that plague the land. Spellcasters weave the threads of magic to harness the mystical energies of the universe, while Adepts use this same power to enhance their natural abilities. Armed with magic, skill, and courage, the people of Barsaive step out from the shadows left by the Scourge and into the light of the age of **Earthdawn** to rebuild their homeland.

Barsaive in Chaos is a campaign supplement that introduces a series of significant events that will change the face of Barsaive forever. Taken together, the events in **Barsaive in Chaos** form an epic-style **Earthdawn** campaign, one in which the player characters take a central role. The adventures and events in each section of **Barsaive in Chaos** can stand alone; they also form part of a much larger picture. As the characters progress through the **Barsaive in Chaos** adventures, they participate in events that can shape the future direction of Barsaive, for better or for worse. More to the point, the adventures in this book place the characters at the center of these events. The characters' success or failure in these adventures can have a serious impact on the future. The goal of this product is to place the player characters in the starring roles in an epic tale of heroism and adventure, a tale in which the future of Barsaive is forged by the actions of heroes.

GAMEMASTERING NOTES

As noted above, the events in **Barsaive in Chaos** are designed to take place in a particular order. The gamemaster should feel free to adjust this order to suit his or her individual campaign. Before incorporating any of these events in his campaign, the gamemaster should be thoroughly familiar with the contents of this book, and both the players and gamemaster should be familiar with the **Earthdawn Second Edition** rulebook (ED2) and the **Earthdawn Second Edition Companion**.

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, ED2). If the dice roll result is equal to or greater than the Difficulty Number, the Test succeeds and the character accomplishes his action. If the result is lower than the Difficulty Number, the Test fails and the character does not

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 also 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.

HOW TO USE THIS BOOK

Aside from the **Earthdawn Second Edition** rulebook and **Earthdawn Second Edition Companion**, this book contains everything required to run **Barsaive in Chaos**. However, this product draws fairly heavily on many previously published **Earthdawn** products, and includes references and connections to many of those products. In addition, several loose ends left in previous products are tied up or explained, while new ones are created. There are specific references in this product to **Barsaive at War**, **Prelude to War**, the **Sky Point & Vivane Campaign Set**, **Cara Fahd**, and **Throal: The Dwarf Kingdom**. Gamemasters will find it especially useful to have those products available when reading and preparing to use **Barsaive in Chaos**. Gamemasters may also find the **Barsaive Campaign Set**, the **Parlaint: The Forgotten City Campaign Set**, and the **Creatures of Barsaive and Horrors** sourcebooks useful.

The gamemaster should read each of the events carefully to familiarize himself with the backgrounds, characters, and plot lines of each before beginning to incorporate these Events in their **Earthdawn** campaign. As always, be prepared to deal with the unexpected. The **Running Barsaive in Chaos** section which appears later in this **Introduction** offers advice to the gamemaster on running adventures based on the Events in **Barsaive in Chaos**, and incorporating them into an extended **Earthdawn** campaign.

Each of the sections in this book describes one of the Events that has taken place, or will soon take place, in Barsaive. Each section begins with a short prologue followed by a section entitled **Background**, which provides the gamemaster with the background behind the Events: who's involved, why the event has happened, and other specifics about the event. After the **Background**, there is a section called **Event Synopsis**. Depending on the type of event, this section describes the situation created by the event, or the story arc that follows the event. In most cases, it is this storyline that the characters will become involved in.

The next section, entitled **Important Characters**, provides descriptions and statistics for all of the major characters that play a part

