

# BATTLE IN THE MISTS

*There's things that's worse than the Therans.  
But not by much.*

• SO'OMM DJE'UD •

**C**hasing Theran slave hunters with the help of Throalic soldiers, the player characters discover an evil Nethermancer abducting villagers for his own experiments. While defeating the Nethermancer, the player characters unlock an astral portal which releases an overwhelming amount of horrific creatures into the physical world.

When all the parties arrive at the same village, the characters are the only ones who are able to save the day and the lives of many Namegivers.

## SETUP

**O**ne night, the small mountain town Arlund is raided by Theran slave hunters. The Therans used magic to summon a misty fog, so nobody could see them coming until it was too late. On the day after, Throalic soldiers come into town, claiming that they are hunting the Therans and trying to stop them. The Throalic captain sent some scouts searching for the Therans, and one of the scouting parties has failed to report back.

The player characters arrive in town the next day. The captain recognizes the player characters as experienced adventurers, and recruits them to search for the missing scouts.

## EVENT ONE: TRACKING THE SCOUTS

**T**he group follows the track of the Throalic scouts to a neighboring village, which is currently occupied by some of the Therans. The characters find out that the Therans use this location as a base of operations. Freeing the village of Theran oppression, they find the Throalic scouts and a map of planned raids. Marked on the map is a small village Named Lexis which is not shown on any map they know of. It seems that nobody knows about the village, and the Therans plan to raid that village very soon.

The player characters may send the Throalic scouts back to Arlund, along with a message for help against the Therans and the location of the village they found on the map. Meanwhile, the group follows the map to Lexis to make sure they are there before the village falls prey to the Therans.

## EVENT TWO: UNDEAD DARKNESS

**T**he mysterious village of Lexis is surrounded by high mountain peaks. Upon entering the village, the characters find the place very quiet and empty. No one is on the roads, nobody approaches them, no one answers the doors they knock at.

In the village center, a single woman is chained to the ground. She screams to release her, cursing the people in the village and blaming them for her coming death. Upon freeing the woman, she tells them that every fortnight the village is covered in magical darkness and when the darkness is gone some people are always missing. Tonight is such a night, so the other villagers decided that it was her life now that is meant to be taken, for the safety of everyone else.

The characters may try to rally the villagers into a defense against whatever takes their people— they may suspect the Therans— but this is a difficult task. Whatever they do, when the night comes, like the maid said, magical darkness falls over the place. But it is not Therans who bring the darkness, but undead creatures unlike any other the group may have encountered before, formidable foes the player characters are hard pressed to win against. They are former villagers, now minions of the evil Nethermancer Horatio Morbidius, who has turned them this way.

## EVENT THREE: MORBIDIUS' LAIR

**O**n the next day, the Throalic soldiers arrive in Lexis and the preparations for defending the village against the Therans begin. The Throalic captain is briefed by the characters about the situation in this valley. He does not want to fight on two fronts, so he sends the characters out to find the hide-out of the undead creatures and defeat them.

The player characters set out to find the foul magician. As soon as they approach his lair they are attacked by more undead and fight their way in.

When confronted, the Nethermancer opens a door to an astral plane where a pack of gnashers linger around. Sensing the portal, their hunger for everything physical drives them out, forcing the player characters to flee or to die a horrible death. The gnashers go for the village next.

## CLIMAX

**W**hen the player characters escape the Nethermancer's lair they see that Lexis is enclosed by a thick mist. Inside the mist some flashes of light appear—the Therans have arrived and the battle between the Throalic and the Theran forces has begun.

The Theran and Throalic forces have to be warned about the gnashers approaching the village. The player characters have no time to lose, if they want to convince the Therans to accept a truce to defend the village and themselves against the horrific creatures.

## SEQUELS

**T**he evil Nethermancer might have survived the attack of the player characters. Alternatively, because of the close distance to the astral portal, his spirit could re-enter the physical world from astral space and haunt the characters.

Another sequel might be the astral portal itself. The gnashers might be defeated, but there could be another beings attempting to take control of anyone investigating the astral portal.

## CREDITS

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