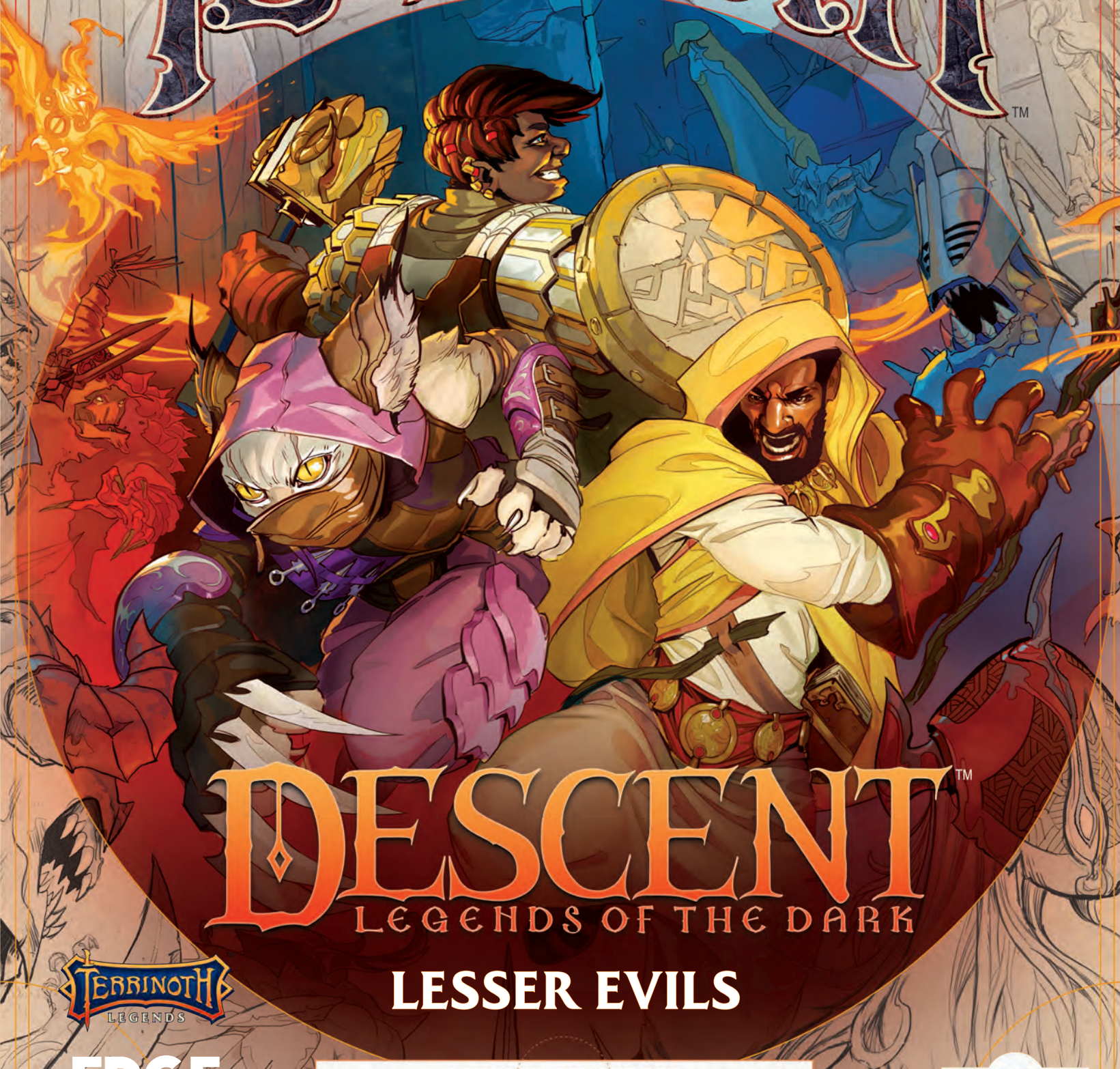


REALMS OF TERRINOTH



DESCENT

LEGENDS OF THE DARK

LESSER EVILS



EDGE
STUDIO

GENESYS ADVENTURE

GENESYS

CREDITS

EDGE STUDIO

Expansion Design and Development

Phil Maiewski

Proofreading

Rex Vogen

Roleplaying Games Manager

Sam Gregor-Stewart

Expansion Graphic Design

Paco Dana

Graphic Design Manager

Curro Marín

Cover Art

David Auden Nash

Interior Art

Francesca Baerald, João Bragato, Ivan Dedov,
Kiana Hamm, Ario Murti and Preston Stone

Art Direction

Antonio Maínez

Production Management

Curro Marín

Studio Coordinator

Stéphane Bogard

Head of Studio

Gilles Garnier

FANTASY FLIGHT GAMES

Creative Director of Story and Setting

Katrina Ostrander

Descent Story Review

Kara Centell-Dunk, Daniel Lovat Clark,
and Brandon Perdue

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For more information about the **GENESYS** line, free downloads,
answers to rules queries, visit us online at

edge-studio.net

WHAT IS GENESYS?

Welcome to **GENESYS**, the roleplaying game of fast action, heroic adventures, and engaging and collaborative storytelling.

GENESYS is a universal roleplaying game; that is, instead of being designed for one setting, it works for any setting. The Core Rulebook provides the basic rules, which are used in every setting and version of the game. Then, if you want to play in a specific setting, you can pick up one of our setting sourcebooks. These range from heroic fantasy (**REALMS OF TERRINOTH**) to cyberpunk science-fiction (**SHADOW OF THE BEANSTALK**) to wacky science fantasy (**SECRETS OF THE CRUCIBLE**) and to epic space-opera (**EMBERS OF THE IMPERIUM**).

THE RULES

The heart of this game is the Narrative Dice System. Whereas pretty much every roleplaying game has a set of mechanics that determine whether your character succeeds or fails at a specific task, the Narrative Dice System takes this to another level. Not only does it determine success and failure, but it also creates the chance for other good and bad things to happen to your character, all in a single roll of the dice.

The Narrative Dice System does this with concepts called Advantage and Threat. We'll explain this more in the rules but, basically, Advantage and Threat are results you can get on a dice roll that are independent of success or failure. That means your character can fail but still gain some advantage in a situation, or succeed but with unforeseen consequences.

All of this works to create interesting and exciting encounters in which everything your characters try can help the ongoing story grow and develop. In **GENESYS**, the players and Game Master (GM) get to work together to weave a narrative of thrilling adventure.

TERRINOTH AND DESCENT

So that's **GENESYS**. But what is **DESCENT**?

The setting of **DESCENT**, referred to as Terrinoth, is an epic fantasy setting and the home of several well-known games such as **DESCENT: LEGENDS OF THE DARK**, **DESCENT: JOURNEYS IN THE DARK**, and **RUNEWARS**. If you've never heard of these boardgames, don't worry! We'll give you a brief rundown of the setting here, and provide more details in the rest of the book.

Terrinoth is a land of forgotten greatness and lost legacies. Once ruled by the Elder Kings who called upon mighty magics to perform great deeds and work marvels, the land has suffered greatly at the hands of its three great foes; the undead armies of Waiqar the Betrayer, the demon-possessed hordes of the bloodthirsty Uthuk Y'llan, and the terrifying dragons of the Molten Heath. Many of its great cities have been cast down into ruins, and many wonderous secrets and powerful artifacts have been lost.

For hundreds of years, Terrinoth slipped into gloom and decay. But heroes arise just when their lands need them the most. Courageous adventurers brave the ruins of past ages and the foul creatures within to uncover the treasures of their ancestors. The Daqan Barons, inheritors of the ancient kingdoms, rebuild their walls and muster their armies, while the wizards of Greyhaven gather runes of power to awaken guardians of stone and steel. All this is just in time, for the ancient enemies of Terrinoth are stirring again, and Terrinoth needs champions of courage and cunning to stand against the rising darkness.



RULES SUMMARY

The following pages contain an abridged set of the rules found in the **GENESYS** core rulebook, including all of the skills and mechanics needed to play through **Lesser Evils** (starting on page 16).

◆ THE CORE MECHANIC ◆

The core mechanic of the game revolves around the **skill check**. The skill check determines whether a specific action performed by a character **succeeds** or **fails**, as well as any consequences that may accompany the result.

- The player rolls a **pool of dice** for the skill being tested, along with the dice corresponding to the **difficulty** of the task, plus any situational dice.
- All opposed symbols cancel each other out. If at least one net Success ✨ symbol remains, the task succeeds.
- Uncanceled Threat ⚡ or Advantage ▲ influences the overall success or failure with positive or negative consequences or side effects.

± THE DICE ±

When a player makes a skill check, the dice allow them to quickly determine success or failure, as well as magnitude and narrative implications. In the text, checks appear like this: a **Hard (◆◆◆) Charm (Presence) check**. They list the difficulty (Hard), the skill used (Charm), and the characteristic linked to that skill (Presence). All of these will be discussed more later.

Beside each skill on the character sheet is a series of icons representing the **dice pool**, such as ◆◆◆. Here are the dice that the icons represent.

— ABILITY DICE ◆ —

Ability dice form the basis of most dice pools rolled by the players. They represent a character's innate ability and characteristics when attempting a skill check.



— PROFICIENCY DICE ◆ —

Proficiency dice stand for a character's training and experience, and represent how skillful they are at the task at hand.



— BOOST DICE □ —

Boost dice are added to the dice pool for positive situational conditions such as having allied assistance, ample time, or the right equipment to complete a task.



—DIFFICULTY DICE —

Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting.



—CHALLENGE DICE —

Challenge dice indicate particularly daunting challenges posed by trained, elite, or prepared opponents.



—SETBACK DICE —

Setback dice are often used to represent relatively minor conditions that impair or hinder a character, such as poor lighting, obstructive terrain, or insufficient resources.







—TEN-SIDED DICE—

Percentile rolls are used to generate random results on tables, such as the severity of a Critical Injury.





+—DICE SYMBOLS AND RESULTS—+

The dice used in **GENESYS** feature a number of unique symbols used to determine success and failure as well as additional context and consequences during task resolution. These symbols allow the players to directly contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures.



—ADVANTAGE —

Advantage  indicates a positive consequence or side effect that occurs regardless of a task's success or failure, such as picking a lock more quickly or getting a chance during a shootout to duck into cover. Players typically decide how they want to spend Advantage  they generate. **Each Advantage  is canceled by one Threat .**





—SUCCESS —

If at least one Success  remains after all cancellations have been made, the skill check succeeds. The more Success  symbols remain, the greater the magnitude of the success. During a combat check, each success generates one extra damage. **Each Success  is canceled by one Failure .**




—TRIUMPH —

A Triumph  counts as one Success  symbol. In addition, it indicates a spectacularly positive consequence or side effect that occurs whether the check succeeds or not.



—THREAT —

Threat  indicates negative consequences or side effects that occur regardless of success or failure: e.g., dropping a weapon or taking longer to pick a lock. The GM decides how to spend Threat  generated by the player characters (PCs). **Each Threat  is canceled by one Advantage .**









—FAILURE —

Each Failure  cancels one Success . Multiple net Failure  symbols do not make failure worse.

—DESPAIR —





Despair  counts as one Failure  symbol in addition to a spectacularly negative consequence that occurs regardless of the task's success or failure.

◇—UPGRADING DICE—◇









Some game effects call for specific dice in a dice pool to be **upgraded**. When an Ability  die is upgraded, it is replaced by a Proficiency  die. When a Difficulty  die is upgraded, it is replaced by a Challenge  die. First, determine how many dice are to be upgraded; then, remove that number of Ability  dice or Difficulty  dice from the pool and replace them with an equal number of Proficiency  dice or Challenge  dice.

If there are more upgrades than dice available to be upgraded, use this process:

Step 1: Add another Ability  die or Difficulty  die. If there are still additional upgrades, proceed to step 2.

Step 2: Remove that Ability  die or Difficulty  die, then replace it with a Proficiency  die or Challenge  die, respectively. If there are still additional upgrades, repeat step 1.

◇—DOWNGRADING DICE—◇

Other game effects can **downgrade** dice. When a Proficiency  die is downgraded, it is replaced by an Ability  die. When a Challenge  die is downgraded, it becomes a Difficulty  die. First, determine how many dice are to be downgraded; then, remove that number of Proficiency  dice or Challenge  dice from the pool and replace them with an equal number of Ability  dice or Difficulty  dice. Once all downgradeable dice are in their downgraded form, any excess downgrades are ignored.

◆ NO DICE? NO PROBLEM! ◆

If you don't have a set of **Genesys** dice, don't worry! We also provide a handy dice-rolling app for **Genesys** that can be downloaded onto most Android and iOS devices. Just search for "Genesys dice" wherever you get your apps.

+————— DIFFICULTY —————+

When making a check, a player adds Difficulty ◆ dice to their dice pool. The number of Difficulty dice added is based on the difficulty of the task their character is attempting. The GM determines the difficulty. In addition to deciding which of the six levels of difficulty applies, GMs should remember to add Boost □ dice and Setback ■ dice for additional bonuses and complications arising from the environment or other circumstances.

— SIMPLE TASKS (—) —

Routine tasks for which the outcome is rarely in question. Usually not rolled unless the GM wishes to determine Initiative (see page @@), know the magnitude of success, or indicate the possibility of complications.

— EASY TASKS (◆) —

Picking a rudimentary lock, tending to minor cuts and bruises, finding food and shelter in a city, interacting with minions and other unimportant NPCs, shooting a target at short range.

— AVERAGE TASKS (◆ ◆) —

Picking a typical lock, stitching up a small wound, finding food and shelter in a temperate forest, interacting with rivals and typical NPCs, shooting a target at medium range or trying to strike a target while engaged.

— HARD TASKS (◆ ◆ ◆) —

Picking a complicated lock, caring for major injuries, finding food and shelter on an arid plain, interacting with charismatic NPCs, shooting a target at long range.

— DAUNTING TASKS (◆ ◆ ◆ ◆) —

Picking a very sophisticated lock, performing surgery, finding food and shelter in a barren desert, interacting with powerful leaders, shooting a target at extreme range.

— FORMIDABLE TASKS (◆ ◆ ◆ ◆ ◆) —

Opening a locked door with no mechanism, finding food and shelter in a subzero arctic wilderness, interacting with heroes and faction leaders.

+————— CHARACTERISTICS —————+

In **GENESYS**, a character's intrinsic abilities are defined by six **characteristics**:

— AGILITY —

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

— BRAWN —

A character's Brawn represents a blend of brute power, strength, and overall toughness.

— CUNNING —

Cunning reflects how crafty, devious, subtle, and creative a character can be.

— INTELLECT —

The Intellect characteristic measures a character's intelligence, education, and ability to reason and rationalize.

— PRESENCE —

A character's Presence is a measure of their moxie, charisma, confidence, and force of personality.

— WILLPOWER —

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.



— SKILLS —

Skills represent a character's training or experience in specific tasks. Skills may vary depending on the setting. Each skill is tied to a specific characteristic. These are the skills for **DESCENT**:

— ALCHEMY (INTELLECT) —

This skill encompasses being able to brew potions, poisons, and other magical concoctions.

— ARCANA (INTELLECT) —

Arcana is a magical skill, and using it allows characters to cast arcane spells.

— ATHLETICS (BRAWN) —

Athletics measures a character's overall fitness, including their ability to swim, jump, run, and climb.

— BRAWL (BRAWN) —

Unarmed combat is governed by the Brawl skill and deals damage equal to the character's Brawn characteristic.

— CHARM (PRESENCE) —

Charm measures a character's knack for persuasion, appeals to a target's better nature, sincere seduction attempts, and basically being pleasant to other people.

— COERCION (WILLPOWER) —

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, including interrogation, they utilize Coercion.

— COOL (PRESENCE) —

Cool represents the ability to appear outwardly calm and collected. Cool can be used to resist flattery or to determine initiative order in encounters where the character knows a fight is coming and has prepared.

— COORDINATION (AGILITY) —

This skill measures flexibility and sense of balance. Characters test Coordination to traverse narrow or unstable surfaces, slip free from restraints, or survive a high fall.

— DECEPTION (CUNNING) —

Being able to lie or deceive someone during an interaction is represented by the Deception skill.

— DISCIPLINE (WILLPOWER) —

Discipline represents a character's ability to remain composed, act normally under duress, ignore fear, and resist temptations.

— DIVINE (WILLPOWER) —

Divine is a magic skill that allows priests and other devout individuals to channel the power of their deities and accomplish miracles.

— KNOWLEDGE (INTELLECT) —

Knowledge covers all manner of education, fact retention, and book learning, from astrophysics to the cultures of various worlds in the galaxy. If a character needs to remember, calculate, or deduce something, they use Knowledge.

— LEADERSHIP (PRESENCE) —

Leadership means being able to make smart decisions, to remain firm and decisive when doing so, and to instill loyalty and respect. This skill can also be used to give orders, rally allies, and reassert authority.

— MECHANICS (INTELLECT) —

Mechanics is used to build, repair, and maintain tools, wagons, ships, and simple machines.

— MEDICINE (INTELLECT) —

The Medicine skill encompasses the ability to perform first aid or triage, treat poisonings, and conduct surgery. Most often, characters make a Medicine check to heal their wounded allies. On a successful check, the target heals 1 wound per ★ and 1 strain per ▲ (see **Table 1-1: Medicine Check Difficulty to determine the difficulty of the check**).

TABLE 1-1: MEDICINE CHECK DIFFICULTY

Current Wounds	Medicine Check
Half or less of wound threshold	Easy (◆)
More than half of wound threshold	Average (◆◆)
Exceed wound threshold	Hard (◆◆◆)
Critical Injury	See severity rating (Table 1-4)

—MELEE (HEAVY) (BRAWN)—

Characters use Melee when they want to attack someone with a large, two-handed melee weapon such as a greatsword or large maul.

—MELEE (LIGHT) (BRAWN)—

Characters use Melee when they want to attack someone with a single-handed weapon such as a rapier, dagger, or longsword.

—NEGOTIATION (PRESENCE)—

Characters use Negotiation to barter, buy, and sell, as well as to craft favorable deals between different factions and individuals.

—PERCEPTION (CUNNING)—

When a character wants to actively use their senses to study their surroundings, evaluate a person, or look for something, they use Perception.




—PRIMAL (CUNNING)—








This magic skill allows druids and other people in touch with the wilderness to channel the power of wild places into spells.

—RANGED (AGILITY)—

Ranged weapons include everything from longbows and crossbows to throwing daggers. Using these weapons to attack someone requires the Ranged skill.

BUILDING THE DICE POOL FOR A SKILL CHECK

To determine a skill check's dice pool, compare your character's skill rank and characteristic rating. The higher of the two values determines how many Ability dice  you add to the skill check's dice pool. Then, upgrade a number of those Ability dice  into Proficiency dice  based on the lower of the two values.

For instance, a character with Intellect 3 and Medicine 1 would have a dice pool of   . A character with Brawn 2 and Brawl 3 would have a dice pool of   . If your character has no ranks in a skill, they roll a number of Ability dice  equal to the related characteristic (found in parentheses after each skill).

—RIDING (AGILITY)—

This skill governs a character's ability to ride a mount such as a horse, donkey, or great forest cat.

—RUNES (INTELLECT)—

The Runes skill allows the magically adept to manipulate the ancient runes found scattered throughout Terrinoth. These runes can contain great power, and with the proper use, can accomplish great and terrible things.

—RESILIENCE (BRAWN)—

This skill reflects physical endurance. Characters make a Resilience check to stay awake, resist toxins, or endure hostile environments.

—SKULDUGGERY (CUNNING)—

Skulduggery encompasses a range of skills crucial to performing criminal actions such as picking pockets and locks, breaking into and out of secure facilities, setting and disabling traps, and other covert activities.

—STEALTH (AGILITY)—

This skill reflects the ability to avoid an opponent's notice, eluding any or all of its senses. Stealth allows a character to follow targets without being detected, use camouflage, and conceal other people and objects.

—STREETWISE (CUNNING)—

This skill represents a character's ability to navigate the criminal underworld, find criminal elements in a new location, pick up on subtle references, or know the right way to approach a criminal and begin a conversation.

—SURVIVAL (CUNNING)—

This lets characters recognize the dangers of the natural environment, handle domesticated animals, find food and shelter in the wilderness, and track a subject.

—VERSE (PRESENCE)—

Characters use this skill to empower their voices with magical energies, revitalizing allies and sapping enemies of strength and purpose.

—VIGILANCE (WILLPOWER)—

Characters use this skill to determine Initiative order during combat when a character is surprised. This skill also lets a character notice something they weren't actively looking for, such as a hidden enemy or a dropped item, or catch someone else lying in an ongoing conversation.

COMBAT

GENESYS strives to capture the fast action and excitement of pulp adventure. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the player characters (PCs). When running a **combat encounter**, follow the steps detailed below.

—STEP 1: DETERMINE INITIATIVE—

Each player character and non-player character (NPC) makes a **Simple (-) Cool (Presence) or Vigilance (Willpower) check** depending on whether they were prepared for the fight or surprised. Rank the results in order from highest number of ✨ to lowest number. Each result creates a **slot** for a character action. Resolve ties between PCs and NPCs by comparing the number of ▲, with PCs acting first if the number is still tied.

—STEP 2: RESOLVE TURNS—

Each **round** begins at the top of the **Initiative order**. The players and GM fill each Initiative slot one at a time with a character **turn**. If the Initiative slot was rolled by a player character, then the players agree on one player character to fill the slot from among the PCs who have not yet acted that round. That player character then takes their turn.

If the Initiative slot was rolled by an NPC, then the GM chooses one NPC who has not yet acted that round to fill the slot. That NPC then takes their turn.

During a turn, the character has the option to undertake one or more **incidentals**, a **maneuver**, and an **action**.

—INCIDENTALS—

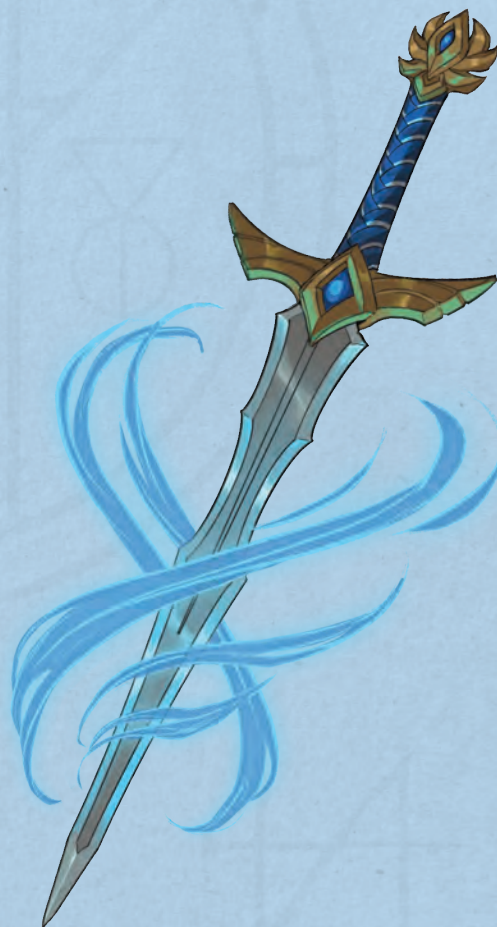
Incidentals are minor activities that require very little time or effort. There is no hard limit to the number of incidentals a character can perform, but the GM may veto excessive amounts. Examples of incidentals include:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

—MANEUVERS—

Maneuvers are activities that are not complex enough to warrant a skill check, but do involve time and effort. Characters are allowed one free maneuver during their turn and may elect to suffer 2 strain in order to perform up to one more. Maneuvers may be repeated this way (e.g., aiming twice). However, a character may not perform more than two maneuvers during their turn. Examples of maneuvers include:

- Ready, holstering, or loading a weapon.
- Drawing an item from storage or putting it away.
- Aiming a weapon to add □ to their next attack.
- Moving one range band closer to or farther away from an enemy.
- Opening a door, diving behind cover, dropping prone, or standing up.
- Helping an engaged ally perform a task, adding □ to their next check.



—ACTIONS—

Actions are any activities complex enough to warrant a skill check. A character may only perform one action in a turn. The character may exchange the action for a maneuver instead but may not perform more than two maneuvers per turn. Examples include:

- Attacking with a ranged or melee weapon.
- Punching or grappling an opponent.
- Performing first aid with Medicine or using Leadership to command someone to do something.
- Sneaking up on a vigilant foe or climbing a cliff.

Performing a Skill Check

Characters can make skill checks during encounters to perform more complicated tasks. Skill checks always require an action to perform, unless the character has a specific rule stating otherwise. It's also worth noting that characters can perform skill checks even if they don't have any ranks in that skill. In that case, they roll **◆** equal to their ranks in the linked characteristic.

Performing a Combat Check

A player makes a **combat check** when they use a combat skill to attack a target. This is also referred to as an **attack**. Resolve a combat check by completing the following steps:

1. Declare an attack and select targets.
2. Roll the appropriate dice pool for the related combat skill. Add **◆** based on the range and type of attack (see **Table 1-2: Attack Difficulties**), and add **□** or **■** for situational factors.
3. Determine success or failure and deal **damage**. In combat, each uncanceled Success **★** adds +1 damage to a successful attack, affecting each of the targets if there are more than one.
4. Resolve any Triumph **⊕** and uncanceled Advantage **△**. See **Table 1-3** on the following page.
5. Resolve any Despair **⊗** and uncanceled Threat **⊙**. See **Table 1-3** on the following page.
6. Subtract the target's **soak value** from the damage inflicted. Apply any remaining damage to the target's **current wounds** or **strain**. Finally, apply any **Critical Injuries** by rolling a d100 and locating the corresponding effect on **Table 1-4** on page 9.

TABLE 1-2: ATTACK DIFFICULTIES

Range Band	Difficulty
Engaged	Melee or Brawl: Average (◆◆)
	Attack with a Ranged (Light) weapon: Average (◆◆)
	Attack with a Ranged (Heavy) weapon: Hard (◆◆◆)
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

+————STEP 3: ROUND ENDS————+

Once all the PCs and NPCs have taken their turns, the round ends and a new one begins, starting from step 2.

+————STEP 4: COMBAT ENDS————+

Once the fighting has been resolved, the GM ends the encounter. Each player character has a chance to catch their breath and recover strain (see **Strain and Strain Threshold** on page @@), and may take steps to help heal any wounded PCs (see **Table 1-1** on page @@).

+————RANGE BANDS————+

Rather than using exact distance measurements, **GENESYS** uses abstract means to represent position, distance, and range, thus allowing the players to focus on the adventure.






























—ENGAGED—

If two or more targets are close enough to interact directly with each other, they are considered to be **engaged**. Engaged also indicates that a person is close enough to an item to use it. Moving to engage with or disengage from an enemy within short range requires one maneuver.

—SHORT RANGE—

Short range indicates a distance of up to several meters between targets. Moving to another spot within short range is usually easy to do and generally requires one maneuver. Many thrown weapons are most accurate at this range.

TABLE 1-3: SPENDING ADVANTAGE , TRIUMPH , THREAT , AND DESPAIR  IN COMBAT

Cost	Result Options
 or 	<ul style="list-style-type: none"> Remove 1 strain (this option may be selected more than once). Add  to the next allied character's skill check. Notice a single important point in the ongoing conflict, such as a rope holding up a drawbridge. Inflict a Critical Injury with a successful attack that deals damage past soak ( cost may vary).
  or 	<ul style="list-style-type: none"> Perform an immediate free maneuver. May not exceed the two maneuvers per turn limit. Add  to the targeted character's next skill check. Add  to any allied character's next skill check, including the active character.
   or 	<ul style="list-style-type: none"> Ignore penalizing environmental effects, such as inclement weather, until the end of your next turn. Add  to melee or ranged attacks targeting you until the end of your next turn. Force the target to drop a melee or ranged weapon they are wielding.
	<ul style="list-style-type: none"> Upgrade the difficulty of the targeted character's next skill check. Upgrade any allied character's next skill check, including the current active character. Turn the tide of battle by doing something such as cutting the rope to a portcullis to cause it to fall shut.
 or 	<ul style="list-style-type: none"> The active character suffers 1 strain (this option may be selected more than once).
  or 	<ul style="list-style-type: none"> An opponent may immediately perform one free maneuver in response to the active character's skill check. Add  to the targeted character's next skill check. The active character or an allied character suffers  when making their next check.
   or 	<ul style="list-style-type: none"> The active character falls prone (add  to all ranged attacks and  to all melee attacks targeting them). The active character grants the enemy a significant advantage in the ongoing encounter, such as setting a wooden walkway on fire before they have a chance to flee across it.
	<ul style="list-style-type: none"> The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. Upgrade the difficulty of the next skill check of the active character or one of their allies. The tool or melee weapon the character is using becomes damaged.

Note: This is an abridged version of Tables I.6-2 and I.6-3 on page 104 of the GENESYS core rulebook.

—MEDIUM RANGE—

Medium range can be up to several dozen meters away. Crossbows can cover this range, but few thrown weapons can reach this far. Moving from short to medium range generally requires one maneuver.

—LONG RANGE—

Long range is farther than a few dozen meters. Longbows can reliably cover this range without too much trouble. However, moving between medium range and long range requires two maneuvers.

—EXTREME RANGE—

Extreme range is the farthest range at which two targets can interact. Few ranged weapons can reach this far. Moving between long and extreme range requires two maneuvers.

TABLE 1-4: CRITICAL INJURY RESULT

D100	Severity	Result
01-10	Easy (◆)	Slowed Down: During the next round, the target can act only during the last allied Initiative slot.
11-20	Easy (◆)	Sudden Jolt: The target must drop whatever they are holding.
21-30	Easy (◆)	Distracted: The target cannot perform a free maneuver during their next turn.
31-40	Easy (◆)	Discouraging Wound: Move one player pool Story Point to the GM pool (reverse if NPC).
41-50	Easy (◆)	Stinger: Increase the difficulty of the target's next skill check by one.
51-60	Average (◆◆)	Bowled Over: The target is knocked prone and suffers 1 strain.
61-70	Average (◆◆)	Hamstrung: The target loses their free maneuver until this Critical Injury is healed.
71-80	Average (◆◆)	Winded: The target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed.
81-90	Average (◆◆)	Compromised: Increase the difficulty of all skill checks the target makes by one until this Critical Injury is healed.
91-100	Hard (◆◆◆)	At the Brink: The target suffers 1 strain each time he performs an action.
101-110	Hard (◆◆◆)	Crippled: A limb is disabled until healed or replaced. Increase the difficulty of all skill checks that the target makes that require use of that limb by one until this Critical Injury is healed.
111-120	Hard (◆◆◆)	Horrific Injury: Randomly select one of the target's characteristics. Until this Critical Injury is healed, treat that characteristic as one point lower.
121-135	Daunting (◆◆◆◆)	Bleeding Out: Every round until this Critical Injury is healed, the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer beyond their wound threshold, they suffer one additional Critical Injury. Roll on Table 1-4 and suffer the additional injury (if the Injury is this result, roll again).
136-150	Daunting (◆◆◆◆)	The End is Nigh: The target will die after the last Initiative slot during the next round unless this Critical Injury is healed.
151+	-	Dead: Complete, obliterated death.

Note: This table is an abridged version of Table 1.6-10: Critical Injury Result, in the core rulebook.

WOUNDS, STRAIN, AND CRITICAL INJURIES

In **GENESYS**, characters track their physical and mental health using **wounds** and **strain**, respectively.

—WOUNDS AND WOUND THRESHOLD—

During their adventures, a PC may suffer physical damage, or wounds. When a PC suffers a number of wounds greater than their wound threshold, they are **incapacitated** until their wounds are reduced to or below their wound threshold (likely through healing). **They also immediately suffer one Critical Injury.** While incapacitated, the PC is unconscious, unaware of their surroundings, and unable to interact with them.

—CRITICAL INJURIES—

A particularly dangerous type of wound is a Critical Injury. A Critical Injury continues to affect the character until they receive the proper medical treatment, even if the short-term effect has expired. The difficulty of the **Medicine check** is determined by severity of the injury (see **Table 1-4** above).

When a character suffers a Critical Injury, their player rolls a d100 and locates the corresponding result on **Table 1-4** above. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury roll.

—STRAIN AND STRAIN THRESHOLD—

While wounds represent physical damage, strain represents mental and emotional stress. PCs may suffer strain voluntarily to help accomplish tasks, but involuntary or external stressors such as fear or environmental exposure also inflict strain. When a character suffers strain greater than their strain threshold, they become incapacitated until their strain is reduced so that it no longer exceeds their strain threshold.

To recover from strain, the character needs to spend a few minutes catching their breath by making a **Simple (-) Discipline or Cool check** (player's choice) after an encounter. Each uncanceled ✨ removes one strain.

When NPCs suffer strain damage, they apply it as wounds (after reducing the strain damage by their soak value) unless they have been given a strain threshold.

—HEALING WOUNDS AND STRAIN—

Characters can heal wounds and strain by making Medicine checks (see page 7), and also with some of the items they may have.

+—ADVERSARY TYPES—+

There are three types of adversaries that PCs may encounter in **GENESYS: Minions, Rivals, and Nemeses**.

—MINIONS—

Minions are inferior to PCs, and thus operate in groups. They rely on strength in numbers to compensate for their deficiencies. This is represented in three ways:

- Anything that normally inflicts strain inflicts wounds on a minion instead. Minions cannot voluntarily suffer strain.
- When operating as a group, minions are treated as a single adversary. The group uses one Initiative slot, combines its members' wound thresholds into a single pool, and performs one action and one maneuver on its turn. Anyone attacking a minion group attacks the group as a whole, and the minion group applies soak equal to an individual minion's soak value once against a hit from a successful attack. When the minion group sustains damage equal to an individual minion's wound threshold, one minion is defeated and the group's size decreases by one. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds plus one (so that one of the minions in the group is incapacitated).
- Individual minions do not have ranks in skills. They instead possess "group only" skill ranks. A minion group counts the number of additional minions after the first as the number of ranks in each of its listed skills (so a group of four minions making a Ranged check would count as having three ranks in the Ranged skill). However, the minions may only do this with skills listed in their profile. Any other skill checks they make are untrained and use only the base characteristic.



—RIVALS—

Rivals operate under the same rules as PCs, except they have no strain threshold. Whenever they are dealt strain, they suffer an equal number of wounds instead. Exceeding their wound threshold may kill or incapacitate them, as the narrative requires.

—NEMESSES—

Nemeses follow the same rules as PCs do, including the rules regarding strain.

+ —STORY POINTS— +

Story Points represent the idea that player characters are the heroes of the ongoing story, and thus have a unique edge that helps them succeed in dangerous situations. However, because they are the main characters in the adventure, they must face (and hopefully overcome) additional challenges in the ongoing story as well.

—BUILDING THE STORY POOL—

At the start of the game, the group should create two pools of Story Points (these can be two circles on a sheet of paper, or even just two areas on the table). One pool is the player pool, and one pool is the GM pool.

At the beginning of the session, the group adds one Story Point to the player pool for each player, and one Story Point to the GM pool.



—REPRESENTING STORY POINTS—

Just about any small items can represent Story Points, from small coins to glass beads to poker chips.

+ —USING STORY POINTS— +

During the game, players and the Game Master can spend Story Points to aid their characters and hinder their adversaries in a number of ways. Players may only spend Story Points from the player pool, and the GM may only spend Story Points from the GM pool.

When someone spends a Story Point, they remove it from their pool and add it to the other pool. This means that as Story Points are spent, the other pool grows bigger. It also means that Story Points never leave the game; and any time a player uses a Story Point, they create the opportunity for it to be used against them later.

Each player may use only one Story Point during each action their character performs or during an action targeting their character. The same applies to GMs: they can only use one Story Point during each action an NPC performs, or during each action targeting an NPC.

The following are the main uses for Story Points:

- **A Helping Hand:** A player or GM may spend a Story Point to upgrade their character's dice pool (page 5) once when they make a skill check.
- **Raising the Stakes:** A player or GM may spend a Story Point to upgrade the difficulty of a skill check (page 5) once when that check targets their character.
- **Luck & Deus Ex Machina:** Players may also use Story Points to introduce "facts" and additional context directly into the narrative. For instance, the PCs just happen to have a coil of rope so that they can climb over a chasm, find a potion while quickly scavenging through an ancient ruin, or notice a (previously nonexistent) terrain feature they can duck behind for cover.



FROSTGATE

City Watch Headquarters
& Arsenal

Bluestone Hall

Black
Lantern Inn

Black Crow Tavern
and Provisions

Rower of Sleep

Circle of Snows

Dobbin's Hall

The Broken Stone

Sadr's Gate

Seal's

Silver Entrance

Carthall

Kidnapper's Hall

East Gate

Serve to Nordos

Hallowest Beach

Temple of Kelos

Marketplace

Bryson House

Booth

Black
Lantern Inn

Bluestone Hall

Lantern Hall



LESSER EVILS

The adventure **Lesser Evils** is linked to the ongoing story of the newly released board game; **DESCENT: LEGENDS OF THE DARK**. In **Lesser Evils**, you have the chance to play the characters you've come to know and love in **DESCENT**, with rules adapted to the **GENESYS** system. You will undertake a high-stakes adventure in the town of Frostgate, stopping a piteous foe from receiving a powerful artifact.

The story makes the most sense if you've played through the first several adventures of **DESCENT: LEGENDS OF THE DARK**. However, if you haven't played through it (or don't plan to do so), don't worry! This adventure is still perfectly usable on its own, either with the premade characters or for characters in your own ongoing campaign. You can even use this scenario in other fantasy settings with some slight adjustments. **Lesser Evils** is set in a cosmopolitan community that is under the shadow of an external threat. As long as you have a similar location in another setting, you can make use of it with minimal adjustments.

INTRODUCTION

The early summer has brought something more than rising temperatures to Frostgate. The sweeping invasion of the Uthuk Y'llan have forced many to flee their lands and seek safety elsewhere. Thousands of refugees have come to find respite behind Frostgate's walls. It's a busy time for the clan-appointed City Watch as it is taxed to its limits trying to maintain the peace.

The City Watch is made up of members of the northern clans. There is periodic change to which clan's watchers are patrolling the city at any time. The agreement between the Frostgate council clans mandates that all watchers will come to aid in dire circumstances, but most clans feel that the influx of refugees is not such an instance. Privately, each clan prepares their watchers for activation if the Uthuk Y'llan advances on Frostgate's walls.

Any crisis inevitably breeds opportunity for amoral beings. The local thieves guild has begun to exploit the situation. They are a constant hassle for watchers who are already overworked trying to maintain order among the refugees. Worse still are whispers of a new player in the Frostgate underworld looking to usurp the current guild leader, the infamous Outlaw Prince. A shadow war between two thieves guilds could not come at a worse time.

THE SET-UP

The adventure starts early in the morning on an unseasonably warm day in the Free City of Frostgate. Refugees fleeing from the fall of the Barony of Kell have filled the city to its walls. The native citizens of Frostgate try to comfort those who lost their livelihoods to the Uthuk Y'llan attacks, but their generosity and resources are at their limits. Tempers clash among the refugees and the Free City's native citizens, forcing the local watchers to intervene. The local watchers are busy maintaining order when word reaches them of a theft at the Kithwolf clan halls.

Watcher Loragh of the Frostgate City Watch has her hands full. She doesn't have the time to investigate yet another theft. No other watchers are available to help either. To assuage the Kithwolf and get him off her back, Loragh promised to send someone over as soon as possible. The player characters are the first people Loragh sees who she feels would be of use to the investigation.

Read the following out loud to the PCs:

The air in Frostgate is oppressive this morning. The heat of the summer has come early, bringing an oppressive temperature that only further stresses the mood within the Free City. Streets are brimming with refugees fleeing the fall of the Barony of Kell. While Frostgate is used to having such a population during the winter months, most refugees arrived at the Free City with little more than the clothes on their backs. That and the horrific tales of the attacks by the Uthuk Y'llan.

You travel among the crowds of refugees as you attempt to bring what comfort you can to these people. A voice calls out to you from the other side of the street. "Brynn! Lady Brynn! I would speak with you if you have a moment!" You turn and see a female northerner with olive skin wearing a silver torc of the Frostgate City watch approaching. Her blue and black plaid sash identifies her as a member of the Bluestone clan.

"My lady, I'm Watcher Loragh of the Bluestone clan. I saw you through the crowds and was hoping you would be able to help me with a problem."

Watcher Loragh explains the situation, the hall's resident, Henou, reported a theft at the Kithwolf hall sometime last night. The City Watch is already stretched thin investigating other thefts, a few recent murders, and maintaining order among the refugees. Loragh says that she can pay the PCs 100 silver to look into the matter, and another 800 if they find whatever it was that was stolen and get Henou Kithwolf out of her hair.

If the PCs accept the task, she hands the PCs 100 silver coins. Read the following out loud to the PCs:

"I appreciate you looking into this for me. Here's the first part of your payment. The scholar lives over at the Kithwolf hall on Riverlight Way. Look for the hall with a banner displaying two red wolves."

IF BRYNN ISN'T IN THE PARTY...

If no one is playing Brynn, Watcher Loragh looks to the other characters for assistance. Some possible incentives (or leverage) are as follows:

Chance: "Someone with your, shall we say colorful background could be of great assistance in this matter. Plus if you look into this, I may be able to arrange for the Watch to forget about some of the troubles you've caused us."

Galaden: "Tracking down some stolen goods should be a simple task for a ranger of your skill."

Syrus: "I think Henou has connections with the Universities of Greyhaven. I figure you scholarly types like to stick together?"

INVESTIGATION

With directions to the scene of the crime, the PCs head off to the Kithwolf hall. It takes the PCs an hour to reach Riverlight Way. This particular section of town is in a well-lived area of Frostgate. The homes and structures have been here for generations. Most winter residents either have already left the city or live in their halls year round. Few refugees are found in this section of the city due to the lack of space for refugee camps.

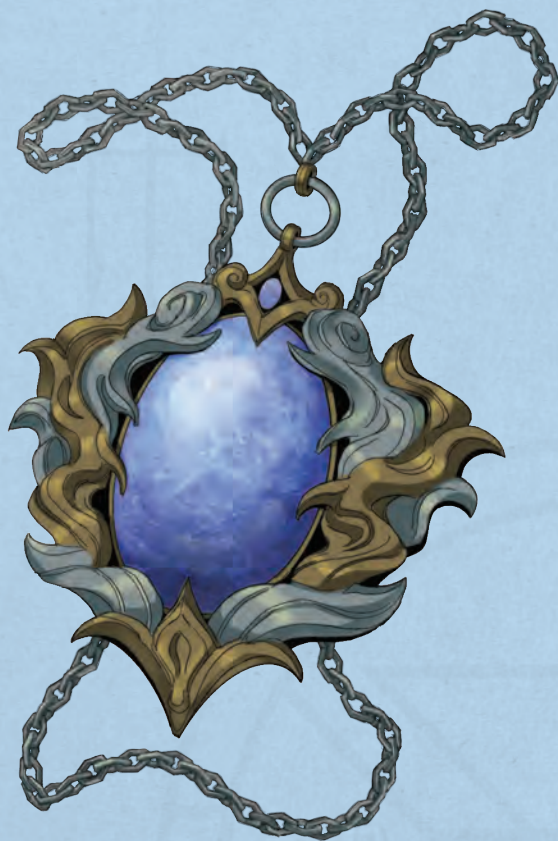
KITHWOLF HALL

It takes few minutes to locate Kithwolf Hall. Much of the architecture in the area consist of grand stone halls framed with large wooden beams. Each clan hall is surrounded by a perimeter fence, usually a stone wall between four to eight feet high. The PCs locate a hall that proudly displays a green shield bearing two red wolves. A larger banner of the Kithwolf emblem hangs over the doorway to the main hall within the compound. The front gate is open, allowing the PCs access to the great hall's door and announcement bell.

If the PCs ring the bell or knock, read the following out loud:

The door to the hall is opened by a thin, bookish human wearing a green and red plaid sash. Slight wrinkles on his face and a balding head place him close to middle-aged. His dark eyes dart in nervous confusion at the array of beings before him. "Y-yes? Who are you?" His expression turns hopeful "Are you from the city watch?"





If the PCs state they have been sent by Watcher Loragh, his expression brightens with relief.

"Thank Kurnos, finally some assistance! I'm Henou of clan Kithwolf, please come in!"

Henou leads the PCs into the Kithwolf hall. The home is built around a central chamber large enough to comfortably hold thirty beings. Two wooden tables run from the entrance doors to a raised stage at the opposite end of the hall. A broad fire pit rests at the center of the hall between the tables. The sides of the hall are lined with doors that lead to private meeting rooms and libraries. At the back of the hall behind the stage is the kitchen. Stairs in each corner of the hall lead up to the second floor where balconies look down on the banquet tables and stage. Rooms lie beyond the edge of the balcony, presumably bed chambers for the halls' residents. Except for Henou, Kithwolf Hall appears to be vacant.

Henou leads the PCs to one of the side rooms on the ground floor – a library with a broad table in the center. Read the following out loud to the PCs:

The library is in disarray with several books lying on the floor. The center table is covered in opened books and unfurled scrolls. The books and scrolls on the desk have artistic depictions from one of Terrinoth's earlier ages. There is an empty display stand resting on a table at the center of the array of books. It appears to have once held a conical object the size of a person's arm.

Henou turns to you and speaks "I was in here late last night studying an heirloom of my clan. It was a trophy from the Dragon Wars centuries ago – an engraved dragon tooth pulled from the mouth of Kyrathox the Ever Savage. Kyrathox was slain by four of Kithwolf's mightiest warriors of that era. We display the 'Kithwolf Fang' during our clan's winter festivals and keep it in a warded safe when not on display." Henou frowns "That is, until last night."

When I woke up this morning, came downstairs and discovered the hall was broken into during the night. In a panic, I rushed in here and..." Henou becomes crestfallen and chokes up "...and the Kithwolf Fang was gone."

Henou looks fearful "If anyone from the clan discovers I lost the Fang I'll be cast out...or worse. Please, you must recover the Fang!"

The PCs can interview Henou and try to get some information about the theft. The PCs may learn more about the theft depending on the questions they ask. Henou is helpful, sometimes overly so as he's prone to rambling.

— WHY WAS THE TOOTH NOT IN ITS SAFE? —

"I'm a scholar, and spent my youth in Greyhaven at the university. My scholastic focus is artists from the Third Darkness era, which includes the Dragon Wars. The scrimshaw carvings on the Fang were made by an artist of that era. The clan elders never let me study the fang in through detail, but I knew if I had the time I could determine who the artist was. With the rest of my clan returned to the northern wilds, I knew I had an opportunity to study the Fang."

"During my research last night I fell down a bit of a rabbit hole in my studies and lost track of time. The hour was very late when I stumbled to bed. In my exhausted stupor, I neglected to secure the tooth."

— WAS THERE ANYTHING ELSE TAKEN? —

"There were some other items missing. Quite a bit our silver dinnerware, a few art pieces, and a jeweled broadsword are all missing. However, the most important and irreplaceable item taken was the Fang..."

— IS THERE ANYONE ELSE IN THE HALL? —

"No, the rest of the clan has already left for their summer homes, trying to avoid the busiest time of the emigration. Most of Clan Kithwolf reside outside Frostgate, and only come here during the winter. I live here year round. I prefer it that way since I can conduct my studies in relative peace."

— DO YOU KNOW HOW THE THIEF GOT IN? —

"I don't know for certain but I have my suspicions. I discovered an unlatched window upstairs, and the door to the kitchen was ajar when I checked this morning. The thief probably got in through one of those, but I'm not sure."

— WOULD YOUR FELLOW CLAN-KIN REALLY EXILE YOU FOR LOSING THE FANG? —

"Yes. I'd lose everyone and everything I know, not to mention my home. I don't know what I'll do if they exile me... Please, you must help me."

— WHY HAVEN'T YOU TAKEN IN ANY REFUGEES FROM THE BARONY OF KELL? —

"I'm sorry, my role here is to watch over the hall while my cousins are away at their summer residences. I've heard the problems the Bluestones are having among the refugees with fights and thefts. I'm alone here, and can't watch over an entire hall filled with refugees I've never met. Besides, if these attacks by the Uthuk Y'llan continue, my cousins are likely to return sooner than not. All the more reason why I need to recover the Kithwolf Fang as soon as possible!"

◆ WHAT'S IN IT FOR ME? ◆

Most heroes would take any opportunity to track down a lost magical heirloom and restore it to its rightful owner. If the players are looking for additional motivation as to why their character would want to help Henou recover the Kithwolf Fang, several suggestions are provided.

Brynn: Frostgate is her home, and she is motivated to maintain order. She sympathizes with the city watch and has a stake in helping the clans of the free city, especially given her mother's close association with the clans. She is also clanfolk by blood, and her uncle Ronan of the Wild is a clan mediator. Brynn knows her uncle, if asked, would appreciate the help.

Vaerix: They are concerned that a dangerous dragon artifact such as the Kithwolf Fang might end up in the wrong hands, and would not want such an important relic lost in some theft.

Chance: No crime in Frostgate happens without the Outlaw Prince's knowledge. If he is involved, Chance would enjoy another opportunity to thwart him.

Galaden: The loss of a powerful draconic artifact represents a dire threat if it falls into the wrong hands.

Syrus: A fellow scholar who studied at Greyhaven is in a bind. Academic comradery practically demands that assistance be rendered in this instance!

Kehli: She just knows that recovering the Kithwolf Fang is going to be a story told taverns far and wide, even if Henou would prefer it wasn't.

All: Watcher Lorgh offered 800 coin to locate the stolen items. If asked, Henou agrees to pay an additional 500 coins as a reward for recovering the Fang (practically all the money he has).

— LOOKING FOR CLUES —

Henou provides details about the Kithwolf Fang. It is a large dragon's tooth nearly two feet long and as thick as a person's arm. The fang is covered in decorative scrimshaw depicting a pack of wolves fighting a dragon that spirals up the length of the tooth. The names of a dozen Kithwolf warriors are engraved upon the root. The tooth isn't enchanted, but dragon's teeth are imbued with innate magic and can serve as a powerful implement.

The other items Henou has found missing and their values are as follows:

- Jeweled broadsword with onyx and rubies set into the cross guard (800 silver)
- Pewter stein worked into the shape of a bearded man's face (120 silver)
- Two gold serving trays. (300 silver each)
- A blood mink cloak (900 silver)
- An array of silver dinner knives, forks, and spoons (140 silver total)

Anyone who searches the hall for clues can make an **Average** (◆ ◆) **Perception** or **Skulduggery** check. If a PC comes up with a creative way to use another skill as part of the investigation, they may attempt the skill check against a **Hard** (◆ ◆ ◆) difficulty. Success uncovers a clue about the theft.

- The thief (or thieves) entered through one of the bedroom windows on the second floor. There is a grappling hook on the roof above the window.
- There were at least two thieves, based on the number of objects taken and how quickly the home must have been searched.
- The thieves have a discerning eye. Except for the Fang, they took items that could be easily re-sold or were too valuable not to steal. Some objects around the hall have been disturbed as if they were quickly assessed for their value and then discarded.
- Based on footprints found outside, the thieves exited through the kitchen back door. They would have needed to circle around to the street or climbed over the wall at the back of the property.
- ⚠ ⚠ or ☹ may be spent to make several conclusions about the theft.
- Some the objects stolen are going to be innocuous enough to sell quickly and easily. There are a few pawn brokers about town in the river district that could be a good place to start.
- The more unique items such as the broadsword or the blood mink cloak require a much more discerning buyer, if the thieves even mean to sell them at all.
- The Kithwolf Fang is too recognizable to be sold in Frostgate, but it could fetch an amount in the thousands of coins. Such a sale would take time and the right connections to locate a buyer.

◆ CHASING DOWN LEADS ◆

The PCs know of a few places where they can follow-up on the theft. Each location notes which specific PCs have history or familiarity with them. If the adventure is under a time constraint not every encounter needs to occur. The encounters can happen in any order, but the encounter "Blood in the Streets" should occur as the PCs are moving between two different locations.

+ THE BROKEN STRING +

The Broken String is a tavern in Frostgate with a seedy reputation. The owner and the thieves guild have an arrangement to allow guild business to be conducted in the tavern's back rooms. Jothan (the tavern's dwarven owner) doesn't particularly like the arrangement but it's better than being extorted for protection money.

The PCs may attempt an **Average** (◆ ◆) **Charm**, **Coercion**, or **Leadership** check to try and get Jothan to talk about an incident at the tavern last night. If successful, he says that he saw a male elf and a human female come in just before closing time last night, each carrying a large shoulder bag. He recognized them as members of the thieves' guild. The human's pack had some sort of bone sticking out of it (if asked, "Sure, it could have been a large tooth"). The two thieves looked around for someone, apparently didn't find them, and left.

⚠ ⚠ or ☹ may be spent to have Jothan comment on the decrease in guild members visiting his tavern of late. He's heard rumors of someone new in the local underworld, and that could be a reason why.

PC Connections: Kehli has had a few fun card games with the regulars in the tavern. Brynn has heard several watchers complaining about the Broken String's rumored reputation. Chance knows about the Broken String's arrangement with the Outlaw Prince.

+ BLACK CROW PAWN AND PROVISIONS +

Black Crow Pawn and Provisions is a pawn shop located down the river district. One of the dealers is a gnome named Birdie. Those "in-the-know" go to Birdie when they are trying to sell an item obtained by dubious means. Birdie then offloads the items to smugglers who work the River of Sleep.

Convincing Birdie to disclose information is a **Hard** (◆ ◆ ◆) **Charm** or **Coercion** check. Alternately, the PCs may try to barter the information from Birdie with an **Average** (◆ ◆) **Negotiation** check. His price is 60 coins, increasing the amount by 10 for every net ✕ and decreasing it by 5 for every net ✨ (to a minimum of 25 coins.)

If the check is successful Birdie states that late last night he was woken up by one of his regular customers looking to sell some family heirlooms – a euphemism for thieves looking to sell stolen goods. Birdie states that one of the items, a long dragon’s tooth, was too unique for him to fence. **▲ ▲** may be spent to have Birdie reveal that the sellers were a female human and male elf. **⊗** may be spent to have him say the name of the female human, Servana (a skilled thief and former associate of Chance). Birdie says that the two thieves left soon after, presumably returning to their master, the Outlaw Prince.

PC Connections: Chance knows Birdie is a good source to sell stolen goods to. Syrus has visited Birdie’s shop previously, since the Black Crow occasionally stocks hard-to-find materials.

—+— BLOOD IN THE STREETS —+—

The following encounter occurs while the PCs are traveling through Frostgate, and hints at the underworld battle happening in the city.

As the PCs are traveling between locations, they come across several Bluestone watchers. They have blocked off a side alley and are watching over a pair of laborers as they place several shrouded bodies into a wagon. The senior watcher is a tall and scrawny orange-haired man named Wiltoc. He acknowledges the party and instructs them to move along. The PCs may attempt to glean more information about the crime. They may attempt an **Average (◆ ◆) Charm** or **Leadership check** or a **Hard (◆ ◆ ◆) Coercion** or **Deception check** to get the watcher to state what happened. Add **□** to the check if the PCs mention they were hired by Watcher Loragh to help out with an investigation.

Watcher Wiltoc says that three bodies were discovered in the alley this morning. They were murdered sometime during the night. By all appearances, the three were involved in an altercation and killed. Someone else hid the bodies in the alley. The watchers asked around the neighborhood but no one saw or heard anything last night. If the PCs manage to get a look at the bodies, they do not match the descriptions of the Kithwolf Hall thieves.

▲ ▲ or **⊗** may be spent to have Watcher Wiltoc state that this isn’t an isolated incident. Over the past two weeks, several people have gone missing or been found murdered. All of the deceased were rumored to have connections to the Outlaw Prince’s thieves guild. Wiltoc thinks there’s a power struggle going on in the underworld.

An informant in the constabulary has sent word of the attack to the Outlaw Prince.

—+— SPARE CHANGE —+—

There is an orc vagabond named Pirouette that is uncanny with knowing what’s going on around Frostgate. Pir is a free spirit, singing for meals and temporary lodging. She may have heard or seen something about the theft from Kithwolf hall or the recent troubles in the underworld.



Pirouette is performing on main road leading out of Frostgate. She’s at a fountain in the center square singing, dancing, and juggling various objects. The PCs arrive just as she finishes entertaining a small crowd of onlookers. As the crowd disperses a few of them put coins into Pir’s wooden mug. She retrieves the mug and looks distastefully as she rattles the few coins within. She lights up when she sees the PCs and skips over and greets them warmly.

Pir has heard quite a lot about the recent troubles in the underworld. If the PCs ask her for any information, she playfully feigns difficulty remembering (the tips today have been rather light). PCs may attempt an **Average (◆ ◆) Charm, Leadership, or Coercion check** to get her to reveal what she’s heard. Alternately, the PCs can pay her in silver and she’ll blithely state she recalls the conversations she’s heard. Each net **★** or 10 silver entices Pirouette to recall one piece of information.

- For the past week, Pirouette has heard about some sort of trouble in the underworld. Thieves guildmembers are moving around the city in pairs and trios, keeping constant watch.
- One friendly thief suggested that Pirouette to stay off the streets after dark, else she accidentally gets caught up in a “guild dispute”.
- Two nights ago she overheard two clan Bluestone watchers express concern about a dead body they found in Old City. The corpse belonged to a known thieves guildmember. What unnerved them was that the body showed no signs of trauma, only that the person apparently had died of fright.
- **▲ ▲ ▲** or **⊗** may be spent to have Pirouette recall that a guild member mentioned the name of the group causing trouble to the Outlaw Prince; the Corpse Ring.

PC Connections: Vaerix knows Pirouette from when they first arrived in Frostgate. Pir was a friendly face for Vaerix to speak with and get a better understanding of Frostgate culture and customs. Kehli has seen Pir perform at taverns and squares around the city, and has bought Pir drinks several times.

CONFRONTATION WITH THE PRINCE – PART 1

With the knowledge that the Henou's dragon tooth was taken to the leader of the thieves guild, the PCs head off in search of the Outlaw Prince. The PCs can arrange to meet with the Prince by making an **Average (◆ ◆) Streetwise check**. Chance adds to the check because he has a better idea as to who can help make arrangements. On a success, the Outlaw Prince agrees to a meet and sends Gosha, an elven guide, to bring the PCs to him. If the check fails, the Prince sends Gosha who informs the party that the Outlaw Prince requires a tribute of 100 coins to meet with him.  or  may be spent to add in the requirement that the PCs are to come to the meeting unarmed (the PCs are disarmed later, just before they meet with the Prince).

The meeting with the Outlaw Prince occurs in the basement of a lumber mill along the River of Sleep. Gosha does not lead the PCs to the mill itself. Instead, they are to enter through the catacombs beneath the city. She explains that this security is necessary given the "recent troubles". PCs can try to press Gosha for further details with an Average (◆ ◆) Charm or Coercion check. Add to the check if the PCs mention the dead bodies in the alley, and another if they mention the Corpse Ring. If successful, Gosha confirms that the guild is fighting with a challenger in the Frostgate underworld called the Corpse Ring. Several members of the Prince's gang have been killed, and she's heard rumors that some of the Prince's guild have defected to the Corpse Ring.

OPTIONAL ENCOUNTER: "NO SOLICITORS"

The following encounter may be excluded if the adventure is pressed for time.

When the PCs enter the catacombs close to the lumber mill, they are intercepted by thieves guild enforcers protecting guild territory from the Corpse Ring.



Read the following out loud to the PCs.

You have been traveling underground for several blocks. Gosha leads you down a side passageway into what looks like an abandoned storage cellar. Empty shelving racks and barrels are scattered around the room with a stone staircase along the western wall leading upstairs to a trapdoor.

On the wall to your right is an exit leading to another section of the catacombs. A sinewy, lithe man in leather armor steps into the room from that exit, blocking the passage way. He scowls and speaks in a deep nasally voice "You're not supposed to be down here. Best you leave." He casually spins a pair of hand axes as he glares at your guide.

Gosha steps forward and in a soft voice says "Birg, they're here to meet with the Prince. He sent for them."

Birg grips his axes tighter. "No one told me about it, which means it didn't happen. For all I know, you could have joined the Ring, Gosha. Turn around, you lot—that was your last warning."

Have the PCs make **Vigilance Checks** opposed by the crypt guard's Stealth skill. On a success, that PC is aware of the four groups of enforcers hidden throughout the room. Birg stands at the other exit from the chamber from the PCs at medium range. Two sharpshooters are hiding at the opposite end of the chamber at medium range. Three pairs of crypt watch guards lie in ambush around the cluttered shelves and crates at short range from the PCs.

The PCs can try to talk or fight their way out of this encounter. Birg is not interested in discussion, only one PC will get an opportunity to try and convince Birg to let them pass. Birg doesn't like "wealthy-types" (Brynn or Syrus) or "country folk" (Vaerix and Galaden), any social skill checks made by those characters add to the check.

If the PCs are successful on an opposed social skill check, Birg grunts and lets the group pass. On a failed check, read the following out loud:

Birg angrily replies, "I think maybe you are from the Corpse Ring here to kill the Prince!" Birg lets out a short whistle and several guards leap out from their hiding spots around the room with weapons ready.

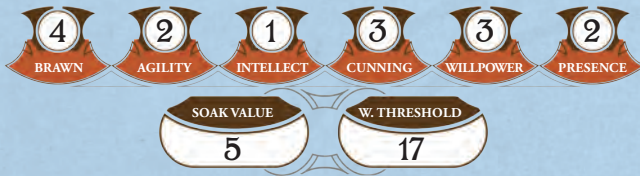
The crossbowmen open fire at spellcasters and melee-focused characters like Brynn, Vaerix, or Keli. The guards rush Chance, Syrus, or Galaden in an attempt to diminish the party's ranged attacks. Birg moves forward and initially goes after Chance (who he hates because Chance turned his back on the guild) or Vaerix (Birg doesn't like the hybrids).

He changes focus on anyone who charges in and attacks him. On his turn Birg uses his axes and then moves away, attempting to keep his opponents on the move to tire them out.

Gosha tries to stay out of the fighting while shouting at Birg to stop and let them pass. Birg spits out that he'll deal with Gosha after, calling her a traitor and keeps attacking the PCs.

Birg [Rival]

An enforcer for the local thieves' guild who enjoys his job a little too much. He is gruff, short tempered, and looks for any opportunity to improve his status with the guild. He figures uncovering and taking out a group "would-be assassins" would garner favor with the Outlaw Prince, even if the PCs aren't actually there to kill the Prince.



Skills: Brawl 2, Coercion 2, Melee (Light) 2, Perception 1, Ranged 2, Vigilance 2.

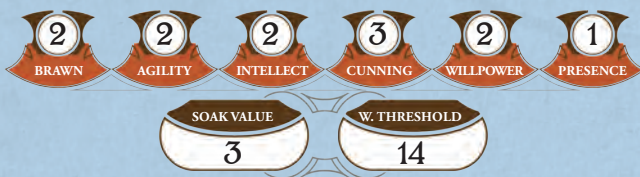
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Brutal Chop (while wielding an axe, if a successful hit causes a target to fall prone, that target suffers 3 wounds).

Equipment: Two brutal throwing axes (Melee [Light]; Damage 6; Critical 3; Range [Engaged]; may spend $\Delta \Delta$ to cause a target to fall prone) or thrown (Ranged; Damage 6; Critical 3; Range [Short]; may spend $\Delta \Delta$ to cause a target to fall prone, must retrieve axe before using it again), leather armor (+1 soak).

Guild Sharpshooter [Rival]

Specialized with crossbows, sharpshooters are used by the guild in a variety of roles such as highway robbery, turf protection, and even the occasional murder.



Skills: Brawl 1, Cool 2, Perception 1, Ranged 2, Vigilance 1.

Talents: Precision (when making a Brawl or Ranged check, you may use Cunning instead of Brawn or Agility).

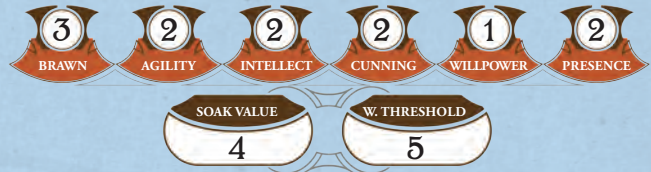
Abilities: None.

Equipment: Crossbow (Ranged; Damage 7; Critical 2; Range [Medium]; must spend a maneuver before using this

weapon, when calculating damage from this weapon, count the target's soak as 2 lower), leather armor (+1 soak).

Guild Crypt Guard [Minion]

These thugs defend the underground territory of the thieves' guild against intruders. Most find the constant monotony boring and pass the time with card games, dice, or sleep if they can get away with it.



Skills: Melee [Light], Ranged, Stealth.

Talents: None.

Abilities: None.

Equipment: Sword (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1), 3 throwing daggers (Ranged; Damage 5; Critical 3; Range [Short]; Accurate 1, Limited Ammo 1), leather armor (+1 soak).

After the fight, Gosha apologizes profusely and says that Birg has always been something of a hot headed nuisance who just enjoys hurting people if he can get away with it. The PCs are free to continue to the Outlaw Prince.

— THE OUTLAW PRINCE'S COURT —

The PCs traverse the catacombs and secret tunnels that lead to the Outlaw Prince's lair. The Outlaw Prince is currently occupied with a problem, a necromancer from the Mistlands has recently arrived in Frostgate and intends to take over the thieves guild. The necromancer, named Givon Dai'slen, has begun to wage a shadow war with the Outlaw Prince. Dai'slen plans to eliminate the Prince's guild during the spring and summer months, then consolidate his power in the autumn. Dai'slen intends to have the Corpse Ring guild be firmly situated for when the cold-weather population returns next winter.

When his thieves brought back the dragon tooth from the Kithwolf hall, the Outlaw Prince saw an opportunity. He knows of the Dread, a cult of dragon worshippers who would pay a considerable sum of coin for the relic. Selling them the Fang might give the Prince enough coin to hire skilled assassins to eliminate the necromancer (and still have a tidy sum left over).

The Prince is curious why the PCs would want to meet with him. The two groups do not have the best history between them. The Outlaw Prince figures the PCs must need him for some reason, and he plans to extract a hefty price for whatever it is.

Read the following to the PCs.

After several more twists and turns Gosha comes to a seemingly solid stone wall. Reaching for a torch sconce along the wall, she twists it to the left. There is a click, and the sound of churning gears. The wall swings away from you, revealing a large fire-lit chamber beyond. Thick wooden beams support a large wooden ceiling. Members of the thieves guild stand in pairs talking quietly to each other, while others are resting on large crates and stacks of cut lumber. Every one of them appears to be assessing you with foul intent.

A group of rogues in the center of the room part to allow a tall human to pass, one you've met before. He is burly with slicked-back black hair, broad shoulders, and powerful arms. The Outlaw Prince's scarred face smiles in a cruel manner as he addresses you. "Today is full of surprises. I told you the next time I saw you there would be trouble, why tempt fate to be in my presence again? Quickly now, I have places to go and cohorts who would enjoy the chance to kill you."

If the PCs ask the Prince about any of the following topics, he responds as follows:



— RUMOR HAS IT YOU HAVE RECENTLY ACQUIRED A CARVED DRAGON'S TOOTH. —

"Perhaps I did! A lucky find, they're very rare and very valuable. I hear they're potent magical implements as well."

— IT WAS STOLEN FROM THE KITHWOLF HALL. —

"Really? Such a shame. I assure you I didn't steal it, it just fell into my possession. If it was stolen, perhaps the previous owners have learned a valuable lesson about securing their belongings against nefarious people. I hear this city is full of thieves!" Quiet laughter is heard from several around the chamber.

— I ASK/DEMAND YOU RETURN IT. —

The Prince smiles like a bemused parent to a child. "I'm sorry, but that isn't going to happen. I have the dragon tooth and see no reason to hand it over to people who are negligent with their valuables. Besides, I have my own problems at the moment that it may be able to solve."

— WHAT PROBLEMS? —

The Outlaw Prince's smile fades slightly and his brow knits into a scowl. "Some rascalion from the Mistlands named Dai'slen has come to Frostgate and challenged my authority as Frostgate's crime lord. He calls his pitiful gang the Corpse Ring. Normally such upstarts are swiftly dealt with, but he is a necromancer. He has established a lair for himself and his sycophants within the Old City crypts. I've made several attempts to oust him from his warren, but he's managed to repel my efforts. Several of my enforcers now serve him, albeit in a diminished capacity since they're now undead."

— SO WHAT DO YOU WANT THE TOOTH FOR? —

The smile returns, "I know of a group of fine dragon worshipping individuals called the Dread. They would pay a handsome sum of silver for the dragon tooth, enough for me to hire a group of specialists capable of eliminating the necromancer."

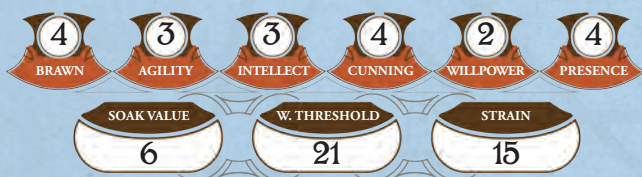
WOULD YOU GIVE US THE TOOTH IF WE SOLVE THE CITY'S NECROMANCER PROBLEM?

A look of thoughtful consideration crosses the Outlaw Prince's face. "Now that's an interesting offer. You'd really only need to kill the necromancer. The few survivors from the previous assaults said he had wights and reanimates under his command."

SO WE TAKE CARE OF THE NECROMANCER AND YOU'LL GIVE US THE TOOTH?

He opens his arms wide and smiles, "If you eliminate that necromancer, I'll have no reason to keep the tooth. You may have it."

The Outlaw Prince [Nemesis]



Strength: Adaptable.

Desire: Wealth.

Flaw: Arrogance.

Fear: Challenges to his leadership.

Skills: Coercion 3, Cool 2, Deception 3, Leadership 4, Melee (Light) 3, Negotiation 2, Ranged 3, Stealth 5, Vigilance 4.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Artful Dodger (if the Outlaw Prince is hidden or invisible, spend a Story Point to have him flee the encounter and get away as an action; the Outlaw Prince may not return for the remainder of the encounter.), Minion Defense (When targeted by an attack, the Outlaw Prince may cause that attack to target a friendly minion within short range as an out-of-turn incidental).

Equipment: Cutlass (Melee [Light]; Damage 7; Critical 2; Range [Engaged]; add ■ to any Melee [Light] or Melee [Heavy] combat checks targeting this character), enchanted leather armor (+2 soak), Invisibility potion (As a maneuver, may quaff a potion that renders him invisible until the end of the encounter, or until the end of a turn in which he makes a combat check; while invisible, the wearer upgrades the

ability of Stealth skill checks they make twice, and anyone attempting to target the Prince increases the difficulty of combat checks twice.), 3 healing potions.

THE EASY WAY OR THE HARD WAY

The Outlaw Prince knows where Givon Dai'slen and the Corpse Ring are laired. He provides a map that allows the PCs to locate his crypt beneath Frostgate's Old City district. The natural caverns beneath Old City served as the first crypts for the city's original population.

There are two ways to reach the center of the Corpse Ring's territory. The fastest way is to descend through the closest mausoleum to the lair. The closest entrance is through the mausoleum belonging to Clan Hidemark. It is certainly guarded, but the Prince believes the PCs are up to the task of defeating any guards stationed there.

The second option would be a dangerous journey through flooded caverns that lie near the crypt chambers. The Outlaw Prince informs the party that several of the caverns adjacent to the crypts are passable during stretches of warm, dry weather. A few of those caverns are in close proximity to the necromancer's main lair. The Prince muses that the recent warm weather may have made the caverns hazardous to navigate but not impassable. It is likely Dai'slen doesn't know about those caverns and they are possibly unguarded. If the heroes are bold, they may emerge from the flooded caverns and catch the necromancer unprepared.

LOCATING THE DARK SPELLCASTER

Depending on which path the PCs take to reach Givon Dai'slen's lair the PCs face one of two possible encounters. Go to the encounter appropriate for the path the PCs choose to reach Dai'slen's hideout.

CALLING IN THE WATCH

The PCs may wish to return to Watcher Loragh and enlist the aid of the City Watch. Loragh states that the guild war is a threat to the city, but the Watch is stretched too thin with the immediate threat of the Uthak invasion and the influx of refugees it's caused. Loragh regretfully states that she can't spare any watchers to help attack the Corpse Ring's stronghold.

If asked, she can arrange for a few more patrols to pass through the Old City district in hopes of distracting the Corpse Ring. The PCs may add ■ to any Skulduggery or Stealth skill checks used to infiltrate the Corpse Ring's lair (during the encounters Option 1: The Hidemark Mausoleum or Option 2: A Watery Journey).

—OPTION 1: THE HIDEMARK MAUSOLEUM—

The PCs elect to descend into the Old City crypts through Clan Hidemark's mausoleum. The entrance to the mausoleum is locked, but it can be picked with a **Hard (◆◆◆) Skulduggery check** or broken open with a **Daunting (◆◆◆) Athletics check**. If successful, the PCs are able to enter the mausoleum and descend into the Old City crypts without alerting the Corpse Ring guards. Failing the check means the character is able to open the door after several minutes, but doing so alerts guards who take positions to ambush the PCs.

The Unwelcoming Committee

The PCs descend through a tall stairway built along a wall that opens up into a larger chamber. Stone sarcophagi are arrayed on the floor of the chamber in four rows of five, while nearly a hundred other alcoves around the room hold other skeletal corpses. Within the room are two living guards, one wight, and two groups of three reanimates.

The crypt is a large chamber and was built to hold hundreds of corpses. It is long range from one side of the chamber to the other. There are two exits from the chamber. The one to the north continues on deeper into the catacombs away from Corpse Ring territory. The eastern tunnel heads deeper into the Corpse Ring's cavern complex. The stairs leading down into the chamber are along the western wall. Traveling down the staircase counts as difficult terrain.

If the PCs successfully picked the lock to the crypt, they are able to approach the room without giving the guards time to take up defensive positions. If the guards are alerted by the PC's attempts to break into the crypt, they've taken cover around the sarcophagi (one actually hides in an empty one). The wight sends the reanimates up the stairs to keep the PCs busy while the guards fire their bows from cover.

The bottom of the stairs are at short range from where the PCs arrive in the room. One group of three reanimates starts at the bottom of the stairs at short range while another group of three waits nearby at medium range from the PCs.

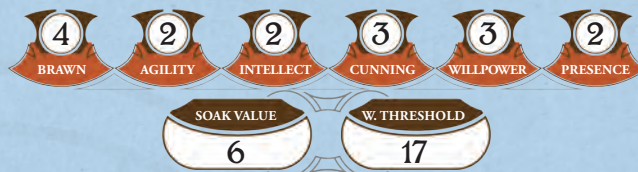
The Corpse Ring enforcers start at medium range from the PCs. If they heard the PCs coming, they are in cover. If the PCs caught them by surprise, they take cover as part of their first turn. If the PCs make it to the floor of the crypt, the guards move back, attempting to keep the PCs at Medium range. At the first sign of a losing fight (such as more than half of the guards and reanimates killed), they take off down the tunnel to warn Dai'slen.

The wight starts the engagement at medium range from the PCs. She attacks the closest melee-focused PCs (such as Brynn, Kehli, or Vaerix).

As an action a PC can try to jump down off the staircase and into the room. The stairs are at a short height, and safely jumping down into the narrow paths around the sarcophagi requires an **Average (◆◆) Athletics or Coordination** check.

Wight [Rival]

These tough warriors in life are even more formidable in undeath. Their ability to fight even after suffering gruesome injury can shake the resolve of their opponents. Wights maintain the intelligence they had in life, along with their proficiency with arms and armor.



Skills: Athletics 2, Brawl 2, Discipline 1, Melee (Heavy) 2, Ranged 2, Survival 2, Vigilance 3.

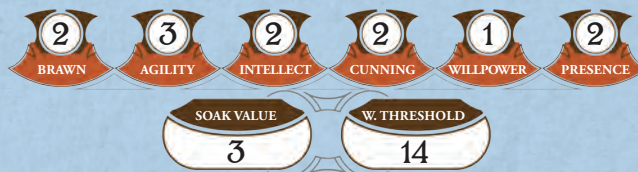
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Bullrush (Whenever the wight makes a Brawl, Melee [Heavy], or Melee [Light] combat check after using a maneuver to engage a target, they may spend ▲ ▲ ▲ or ☉ to knock the target prone or move them up to one range band away).

Abilities: Regenerate (At the beginning of its turn, heal 3 wounds), Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins).

Equipment: Halberd (Melee [Heavy]; Damage 7; Critical 3; Range [Engaged]; when calculating damage from this weapon, count the target's soak as 3 lower), throwing axe (Ranged; Damage 6; Critical 3; Range [Short]; must retrieve axe before using it again), scale armor (+2 soak).

Corpse Ring Enforcer [Rival]

Thugs and former thieves' guild warriors who have joined up with Dai'slen. Their fear of Dai'slen's undead is tempered by his promises of wealth and power once the Outlaw Prince is eliminated.



Skills: Athletics 2, Brawl 1, Melee (Light) 2, Perception 1, Ranged 2.

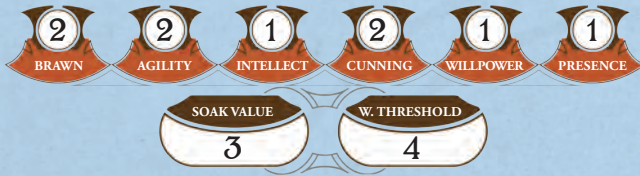
Talents: None.

Abilities: Cover Mastery (whenever this character takes cover with the Interact With the Environment maneuver they gain ranged defense 2).

Equipment: Bow (Ranged; Damage 7; Critical 3; Range [Medium]), 2 daggers (Melee [Light]; Damage 4; Critical 3; Range [Engaged]; add \square to combat checks the Corpse Ring enforcer makes with this weapon), leather armor (+1 soak).

Reanimate Rogue [Minion]

Reanimates are skeletal warriors employed by necromancers for assault and defense. They are the backbone of most armed formations in the Mistlands. These reanimates are risen from the remains of the Outlaw Prince's previous attempts to dislodge the Corpse Ring from Frostgate.



Skills: Melee (Light), Perception, Resilience, Vigilance.

Talents: Dual Wielder (may use this talent and spend a maneuver to decrease the difficulty of the next combined combat check they make during the same turn by one).

Abilities: Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins), Undying Resolve (may spend \diamond \diamond \diamond from any check made by a PC to return one previously defeated Reanimate

to an existing minion group, removing damage from that group accordingly. Spend \diamond to return two reanimates to a minion group).

Equipment: Two rusted blades (Melee [Light]; Damage 5; Critical 3; Range [Engaged]), if this weapon inflicts a Critical Injury, add +10 to the result), leather armor (+1 soak).

Once the Corpse Ring's guards are dealt with, the PCs may continue on towards Dai'slen's lair. Read the following out loud to the PCs.

The Old City crypts are a maze of twisting and turning caverns. The tunnel walls are lined with rows of alcoves each holding the remains of long dead Frostgate citizens. The only lights in the tunnels are the ones you brought yourselves.

Navigating to Dai'slen's central chamber without losing time requires the PCs can make **Hard** (\blacklozenge \blacklozenge \blacklozenge) **Perception or Survival checks**. Add \blacksquare to the check due to the cavern's echoing effect as well as the difficulty of following tracks on the rocky passageway. If successful, the PCs arrive at the Corpse Ring's lair before Dai'slen has a chance to prepare his forces. On a failure, the PCs take a few wrong turns, allowing Dai'slen to prepare for their arrival.

Proceed to the encounter **Dai'slen's Lair**.



—OPTION 2: A WATERY JOURNEY—

In this encounter the PCs have chosen to sneak into the catacombs through flooded caverns that connect to the Old City catacombs. The Outlaw Prince's map shows the entrance to the caverns lies to the north of Frostgate. Near the banks of a small river that flows into the River of Sleep is a cave. The cave passage leads down into a subterranean chamber that is half-filled with water. More water pours in from an opening in the ceiling, fed by the overflowing river above. The caverns continue south down a flooded passage. A narrow rocky ledge runs along the western wall of the cavern that the PCs may be able to carefully traverse. The ridge is slick with spray from the churning water beside it.

Any PC who tries to navigate the narrow ridge must make an **Average (◆ ◆) Athletics, Coordination, or Survival check**. ■ is added due to the ridge's slippery surface. On a failed check the character falls into the water and is now also completely soaked in bone chilling water, suffering 3 strain. ☠ ☠ or ☠ may be spent to inflict 1 wound on the character from being bounced into rocks beneath the water.

The PCs travel for several minutes deeper into the cavern complex. As they proceed, the water levels get higher and higher. Read the following out load to the PCs:

After traveling underground for some distance, the ridge comes to an end. The tunnel that continues to the south is completely flooded with waist-high water. You cannot tell if the water gets deeper further down the tunnel.

The final section of the caverns is flooded up to a person's chest in several areas. The current has slowed considerably in this area. The difficulty isn't moving through the tunnel to the chamber beyond, it's handling the numbingly cold water.

Any PC who moves through the flooded tunnel must make an **Average (◆ ◆) Discipline, Resilience, or Survival check**. Failure and the PC suffers from mild hypothermia (even though it's early summer, the subterranean water is cold), adding ■ to all skill checks until they spend 1 hour in a warm environment. ☠ ☠ may be spent to inflict 1 wound on the character. ☠ may be spent to cause the character to suffer a Critical Injury, subtracting 20 from the Critical Injury roll (with a minimum result of 01). The hypothermia effect may be removed with a **Hard (◆ ◆ ◆) Medicine check**.

Once the PCs pass through the flooded tunnel, read the following out loud:

After several chilling minutes maneuvering through the tunnel, the cavern opens up into a large chamber. The water continues to flow to the south. The cavern floor slopes upward to the west to dry land. Several old crates rest on the dry portion of the cavern near an opening in the western wall. This must be the entrance to the Old City crypts the Outlaw Prince told you about. The lair of the Corpse Ring should be through that tunnel.

If the PCs move through the tunnel, they enter the heart of the Corpse Ring's territory. The PCs must make an **opposed Stealth check against Dai'slen's Vigilance** (see Dai'slen's stat block below) to sneak into his lair and catch him by surprise. If at least half the PCs succeed, the necromancer does not have time to prepare his forces. If more than half the PCs fail, Dai'slen hears them coming.

Continue to the encounter **Dai'slen's Lair** on the following page.



—DAI'SLEN'S LAIR—

Givon Dai'slen has entrenched himself into the underworld of Frostgate, both figuratively and literally. He has successfully convinced several disgruntled members of the Outlaw Prince's thieves guild that they would find better opportunities under Dai'slen's guidance. In addition, the necromancer is building his undead forces with the hundreds of ancient corpses beneath the city. He has managed to raise several dozen reanimates, many wights, and even a dreadful specter.

Dai'slen has turned one of the largest and oldest crypts into his ritual chamber. The ritual crypt is a large chamber. It is long range from one side of the chamber to the other. The ceiling is at medium range from the floor of the chamber. Eight stone pillars in an octagonal pattern around the crypt reinforce the ceiling. Between each pillar are three ornately carved stone sarcophagi in a line radiating out from the center. The walls are lined with a hundred alcoves, some of which are missing skeletal remains. Anyone may climb the walls of the chamber by using the alcoves as an improvised ladder. This requires one free hand and moving up or down counts as difficult terrain.

When the PCs arrive at the necromancer's underground sanctuary, read the following out loud:

The tunnel up ahead turns sharply to the right into a large cavern crypt. Eerie blue flames atop a half dozen tall iron posts throughout the room illuminate the vast chamber. Hundreds of alcoves line the walls, many still bearing the remains of long dead Frostgate citizens. Several alcoves are conspicuously missing occupants.

At the very center of the room are several large stone tables once used to prepare bodies for their final rest. You surmise that these tables have been repurposed to reanimate the dead, based on the glowing, sickly green runes covering the stone slabs.

If the PCs prevented the guard from escaping in Option 1, or succeeded at their Stealth checks to approach the room in Option 2, read the following out loud.

Standing at the table is a gaunt, scarred man in grey and red robes. He holds an iron staff in his left hand, carved to resemble a long spine. A large glowing crystal rests at the top of the staff. Laid out on the table is a skeletal corpse. Decayed muscle and grey flesh form over the bones, and the newly-formed wight lets out a dull, terrible moan as it returns to unlife. Nearby stand two more human wights, observing the creation of their undead sister.

Swirling about the room above the ritual is a ghostly specter. It's form resembles a wispy cloak, and it's vaguely elven face is stretched in a grotesque manner, it's mouth open in an eternal shriek. It suddenly swirls and darts towards you, letting out a piercing cry that startles everyone. Dai'slen looks up in alarm and shouts "Intruders! Kill them!"

Dai'slen starts at medium range from the PCs at the center of the room. One Wight is at short range, while the other is at medium range on the other side of Dai'slen. The specter is above Dai'slen at Short range. For this encounter, Dai'slen was able to finish the ritual to create the third wight.

If a guard from the encounter in Option 1 escaped, or if the PCs failed their Stealth checks to approach the room in Option 2, read the following out loud.

The beings within the chamber stand ready to face you. A few feet from you stand two gaunt, grey-fleshed human undead with savage claws at the end of their fingers. They crouch, ready to leap and tear into you. Swirling about the room above the ritual is a ghostly specter. It's form resembles a wispy cloak, and it's vaguely elven face is stretched in a grotesque manner, it's mouth open in an eternal shriek.

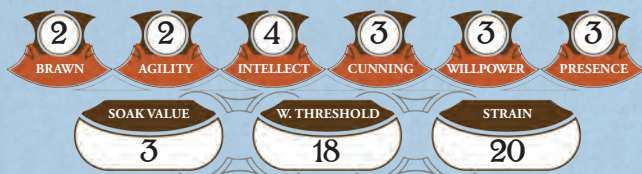
Near the table is a gaunt, scarred man in grey and red robes. He holds an iron staff in his left hand, carved to resemble a long spine. A large glowing crystal rests at the top of the staff. Laid out on the table is a decayed skeletal corpse. The gaunt figure is bathed in green energy and speaks in a raspy voice "So the Outlaw Prince sends more assassins. You look formidable and willful. You shall make for excellent additions to the Corpse Ring." He points at you. "Kill them, and bring me their remains for reanimation."

Dai'slen starts at medium range from the PCs at the center of the room. He has cast the Bane Ward spell upon himself and the Specter, which he maintains with his free maneuver each round. The two wights are at short range and use their pounce ability at the first opportunity against the closest PCs. The specter is above Dai'slen at Short range. For this encounter, there is a human enforcer in the room (either the one from the encounter in option 1 who got away or another guard who happened to be in the chamber when the PCs attack). They try to stay at long range and fire at the PCs from across the crypt with their bow.



Givon Dai'slen [Nemesis]

In the Mistlands, Givon Dai'slen's lust for power was larger than his abilities supported. His grabs for power made him several enemies among the Lords of Bilehall and he fled the Mistlands moments before he was to be captured and executed. He stumbled into a group of refugees fleeing from Kell and followed them to Frostgate. Devising a new scheme for power, Dai'slen found his way into the crypts beneath the city and began to build support to challenge the Outlaw Prince's thieves' guild. Once he has consolidated his power in the Free City's underworld, he plans to launch an all out attack against the City Watch and claim Frostgate as his own undead stronghold.



Skills: Alchemy 3, Arcana 4, Coercion 3, Knowledge (Forbidden) 4, Knowledge (Lore) 2, Leadership 4, Medicine 2, Stealth 2, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Blood Sacrifice 2 (before making a magic skill check, Dai'slen may suffer up to 2 wounds to add an equal number of ✨ to the check), Dark Insight (When Dai'slen casts a spell that has a quality determined by ranks in Knowledge [Lore], he uses his ranks in Knowledge [Forbidden] instead).

Abilities: Dai'slen can cast any spell accessible to Arcane spellcasters. Some of his most common spells are as follows:

Death Knell (choose one target at short or medium range and make an **Average (◆◆) Arcana check**. If successful this magic attack inflicts 8 damage +1 damage per uncancelled ✨, with Critical Rating 2 and Ensnare 4 and Vicious 4 qualities. **This is a sonic attack**).

Blight (Choose one target at short or medium range and make a **Hard (◆◆◆) Arcana check**. If successful this magic attack inflicts 8 damage +1 damage per uncancelled ✨. If the attack deals damage the target must immediately make a **Hard (◆◆◆) Resilience check** or suffer 4 wounds and 4 strain. This effect counts as poison).

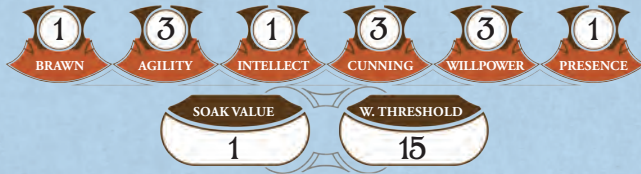
Dark Demise (Choose two targets at short or medium range and make an **Average (◆◆) Arcana check**. If successful Dai'slen can choose one additional target per ▲ and all targets reduce the ability of any skill checks they make by one until the end of Dai'slen's next turn. After any affected target makes a skill check, Dai'slen may change one ■ to a face displaying ✖. Dai'slen may use the Concentrate maneuver to extend this effect).

Bane Ward (Choose an engaged target and make a **Hard (◆◆◆) Arcana check**. If successful, until the end of Dai'slen's next turn reduce the damage of all hits the target suffers by one, and further reduce it by one for each uncancelled ✨ ✨ beyond the first. Additionally, if an opponent makes a magical attack against an affected target, ☠ ☠ ☠ or ☠ may be spent to cause the attacker to suffer a hit after the check is resolved that deals damage equal to the total damage of the attack).

Equipment: Spinal staff (increase the base damage of attack spells by 4, when casting a spell that inflicts 1 or more wounds, caster heals 1 wound), bone ring of demise (removes the difficulty for adding Misfortune, Additional Target, and the first Range increase to Curse spells, but upgrades the difficulty of any Curse spell affected by the ring), bone spur stiletto (Melee [Light]; Damage 3; Critical 2; Range [Engaged]; add □ to combat checks Dai'slen makes with this weapon), warded robes (+1 soak, add ■ to any combat checks targeting this character), apothecary's kit, 430 silver.

Specter [Rival]

Specters are tormented spirits twisted by forbidden magics. While they can occur naturally, most are deliberate creations by necromancers who torture and ritually slay their victims. The resulting ghostly undead is a powerful minion that terrifies foes, passes through armor with its attacks, and can seemingly draw the breath from living opponents.



Skills: Brawl 3, Cool 3, Ranged 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Deep breath (As a maneuver, until the beginning of the specter's next turn all living targets within short range must make a **Hard (◆◆◆) Resilience or Discipline check** at the start of their turn. If that check fails, the creature suffers 3 strain. Living creatures that are deaf are immune to this effect.), Ghostly (may move over or through terrain [including doors and walls] without penalty. Halve the damage dealt to the specter before applying soak unless the attack came from a magical source such as a spell or magical weapon), Terrifying (at the start of the encounter, all of its opponents must make a **Hard (◆◆◆) fear check** as an out-of-turn incidental, as per page 243 of the GENESYS Core Rulebook), Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins).

Equipment: Spectral claws (Brawl; Damage 2; Critical 1; Range [Engaged]; Breach 1), wailing cry (Ranged; Damage 2; Critical 4; Range [Medium]; Breach 1, Disorient 2, Stun Damage, **this is a sound-based attack**).

Once Dai'slen is slain, the remaining undead within the complex are no longer bound by his control. They start to attack the still-living guild members within the complex.

The crypt chambers begin to echo with the sound of combat and screams of thieves and enforcers being attacked by their undead counterparts. It is highly doubtful that the Corpse Ring will continue to be a threat to the Outlaw Prince much longer.

You navigate your way out of the crypts, passing several dead thieves and many more immobile decayed corpses on your way to the surface entrance.

CONFRONTATION WITH THE PRINCE – PART 2

The PCs return to the Outlaw Prince for the agreed upon reward. Read the following out loud to the PCs.

You return to the lumber mill basement where you met with the Outlaw Prince. He stands amidst a dozen armed guild members. He's holding the Kithwolf Fang in his large hand, the long dragontooth appears slightly luminescent, almost glowing.

"So, word has reached me that dozens of panicked folk were seen fleeing the Old City crypts. They gave warning of undead roaming the crypts below. I surmise that Dai'slen the Necromancer is now deceased, and his Corpse Ring broken? I also suppose that means you would like this valuable trinket?" The Outlaw Prince regards the dragon tooth for a moment and smirks smugly "I had already contacted a cultist from the Dread before we spoke last. Their messenger returned to me while you were away, and offered quite a considerable sum for the tooth. More than it would have cost to hire experts as skilled as you to eliminate Dai'slen. Since I no longer have to hire those mercenaries I can keep the entire amount the Dread is offering."

He looks up at you and narrows his eyes. "I think I'll keep the tooth to sell to the Dread. Thank you again for eliminating the Corpse Ring. Good day."

If any PCs say the Prince agreed to give them the Fang, the Outlaw Prince replies "I said 'you *may* have it'. *May-be* you'd get it, *may-be* not." He gives an infuriating wink.

The PCs are in a bind. If the PCs return to Henou without the Fang, the whole escapade was for nothing. The Outlaw Prince is a legendary rogue and scoundrel with a history of great escapes. The group of guild members with him appear very skilled (if Chance is in the party, he can confirm that they are the Prince's most deadly enforcers). This is not a battle that can be won with arms, but may be one that can be won with words.

The PCs may use social skills to pressure the Outlaw Prince to listen to them. They can make social skill checks targeting the Outlaw Prince. Each time they succeed, the Outlaw Prince suffers 1 strain per ✨ (and 5 strain per ☹️). If they make the Outlaw Prince suffer strain equal to half his strain threshold, he offers a compromise. If they make the Outlaw Prince suffer strain greater than his strain threshold, he capitulates and gives them the dagger.

The Dread offered the Outlaw Prince 10,000 silver for the Kithwolf Fang. That isn't an amount the PCs are currently capable of matching, but they may offer something else.

The Outlaw Prince starts off informing the PCs that they have nothing and he has all the proverbial cards, using Coercion against the PC with the highest Discipline and adding \square to his skill check. He continues to use Coercion until the PCs can push him to half his strain threshold. At that point he switches tactics to Negotiation, saying that he is not an unreasonable man. If the PCs can offer him something of value in return, he agrees to actually hand over the Kithwolf Fang.

Any of the following points may be used once to aid a skill check made during the encounter.

- Offering Dai'slen's magical staff would add \square to any Negotiation checks against the Prince. He has no immediate use for it, but knows of others who might.
- If the PCs state that the Frostgate clans are very likely to come after the Prince for stealing and selling the Kithwolf's clan heirloom, add \square to the associated skill check.
- Offers of an additional favor by the PCs to the Outlaw Prince adds \star to the associated skill check. The Prince knows the value of being owed one, having an heir to a barony or a potent wizard in his debt could be of great benefit.

If the PCs can get the Outlaw Prince to compromise, he hands them the Kithwolf Fang for any agreed upon items or services. If the PCs can get the Outlaw Prince to capitulate, he turns over the dragon tooth without further incident. He informs the PCs that he is sure to call in any favors promised to him at a future date. If all the PCs exceed their strain thresholds first, the Outlaw Prince leaves with the Kithwolf Fang, drinking his invisibility potion and disappearing.

◆ "JUMP HIM!" ◆

The Outlaw Prince is quite aware that the PCs may attempt to attack him if he doesn't turn over the Fang. If the PCs initiate combat, the Prince activates his invisibility potion on his first turn, fleeing from the PCs as quickly as possible. If the PCs manage to disarm him of the Fang before then, he leaves it behind. The PCs must still deal with a dozen angry thieves guild members (use stats for Birg from above, narratively replacing his axes with swords or daggers).

◆ EPILOGUE ◆

Read one of the following, depending on how the encounter with the Outlaw Prince ended.

+ IF THE PCs FAIL TO RECOVER THE KITHWOLF FANG: +

You return to Kithwolf hall and ring the hall's bell. Henou pulls open the door with a hopeful, expectant look on his face. When he is informed that the Fang could not be recovered, his face becomes crestfallen. With wide eyes he wanders back into the hall and collapses onto a nearby bench. "That's it then. I have broken my oaths to my clan and lost our most cherished heirloom."

He looks around the hall as if taking it in one last time. "I have a few months, maybe I can come up with something. Hire mercenaries, trackers, wizards to help find it." He shakes his head "Ancestors, where am I going to get the money for that?" He sighs "At least I have several months to settle my affairs and pack."

Henou looks up at you "I'm sure you did your best. Thank you for trying, even if it wasn't enough. Please excuse me." Henou gets up and wanders back into the library, closing the door. Awkwardly, you leave Kithwolf Hall listening to muffled, anguished weeping from behind the library door.

+ IF THE PCs ARE ABLE TO RECOVER THE KITHWOLF FANG: +

You return to the Kithwolf Hall with the Fang and ring the hall's bell. Henou eagerly opens the door and practically weeps when he sees the dragon tooth heirloom. "You recovered it! Oh thank Kurmos, you have saved me and my honor! I am truly in your debt!"

He takes the Kithwolf Fang back to the library and rests it on its display stand. Regarding it he muses "I never did finish my study of the root's scrimshaw..."

He pauses, feeling your stares on him. Looking at you, he lets out a short nervous laugh. "Heh, yes, quite right. I'll put it back where it belongs."

BRYNN

4 BRAWN
 2 AGILITY
 2 INTELLECT
 2 CUNNING
 3 WILLPOWER
 3 PRESENCE

SOAK VALUE: 6
 WOUNDS: 19
 STRAIN: 13

Motivations

STRENGTH: Valor – Brynn is the embodiment of courage and nobility, asserting herself in the defense of the downtrodden.

DESIRE: Justice – Although she was forced to resign her position as a Marshal of the Citadel before she returned to Forthyn as heir, Brynn wants to enforce the righteous and moral laws of the land and dispense justice upon the evil beings that violate them.

FLAW: Ignorance – Brynn fails to perceive the advantages of her privileged upbringing, leaving her at a disadvantage when dealing with matters of commoners.

FEAR: Powerless – Brynn watched a demon slaughter her closest friends and charges, unable to save or defend them. She is anxious and fearful when placed in similar situations.

Skills

NAME	RANK	DICE POOL
Athletics	2	4
Discipline	2	3
Knowledge (Adventuring)	1	2
Leadership	3	3
Medicine	2	2
Melee (Light)	2	4
Melee (Heavy)	1	3
Survival	1	2

Weapons & Equipment

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Warden blade	Melee [Light]	7	2	Engaged	Add ■ to any Melee [Light] or Melee [Heavy] combat checks targeting Brynn.
Weighted warhammer	Melee [Heavy]	10	4	Engaged	Concussive 1, Cumbersome 4, Inaccurate 1, Knockdown" with "may spend ▲ ▲ to cause a target to fall prone.
Shield	Melee [Light]	4	6	Engaged	Defensive 1, Deflection 1, Inaccurate 1, Knockdown" with "Add ■ to any combat checks targeting Brynn.

EQUIPMENT

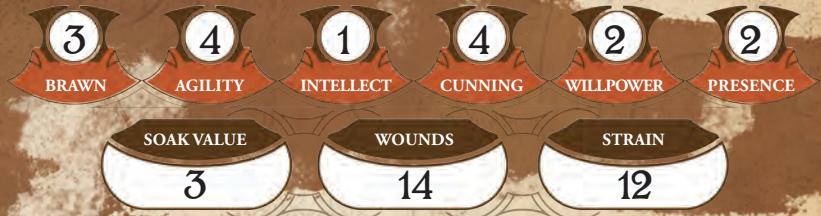
Plate armor (+2 soak), 2 health elixirs (may consume to heal 3 wounds), 273 silver

Talents & Abilities

NAME	ABILITY SUMMARY
Outmaneuver	Once per encounter as a maneuver you may move and engage an opponent at medium range
Reprieve	When you defeat a rival or a nemesis, one ally at short range recovers 2 strain
Righteous Vengeance	Once per turn gain □ against an opponent who has wounded an ally since the end of your last turn
Stout-Hearted	If your Wounds are greater than half your Wound Threshold, add □ to all attacks, If you have a Critical Injury, add an additional □ to all attacks



CHANCE



Motivations

STRENGTH: Kind – Chance understands how difficult it can be to get by on one’s own, so he is quick to offer help and compassion to others going through tough times.

DESIRE: Connection – Chance was exiled from his community of Hyrrinx due to a food shortage, and he has been looking for a new community or “family” to belong to ever since.

FLAW: Insecure – Due to years of the Outlaw Prince telling him that his success has been pure luck, Chance doubts his skills and abilities. When the pressure is on, he is his own worst enemy.

FEAR: Rejection – Chance worries that his prior association with the Forthyn thieves’ guild is too much for his new compatriots (or the people of Forthyn) to look past.

Skills

NAME	RANK	DICE POOL
Brawl	3	⬛⬛⬛
Cool	2	⬛⬛
Coordination	3	⬛⬛⬛⬛
Deception	2	⬛⬛⬛⬛
Knowledge (Adventuring)	2	⬛⬛
Perception	2	⬛⬛⬛⬛
Ranged	2	⬛⬛⬛⬛
Skulduggery	2	⬛⬛⬛⬛
Stealth	3	⬛⬛⬛⬛
Streetwise	2	⬛⬛⬛⬛

Weapons & Equipment

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Shadowclaw gauntlet	Brawl	5	3	Engaged	Add ■ to any Melee [Light] or Melee [Heavy] combat checks targeting Chance. If this weapon inflicts a Critical Injury, add +30 to the result.
Natural claws	Brawl	4	3	Engaged	If this weapon inflicts a Critical Injury, add +10 to the result.
Six thornip knives	Ranged	5	3	Short	Must retrieve each knife before using it again.

EQUIPMENT

Cloak, 3 health elixirs (may consume to heal 3 wounds), thieves’ tools, 27 silver

Talents & Abilities

NAME	ABILITY SUMMARY
Child of Darkness	Once per turn while in concealment or hidden from all opponents, add your ranks in Cunning to the damage of one successful hit
On the Prowl	Once per session, spend a Story Point to gain concealment for the remainder of the encounter, adding ■ to all combat checks targeting Chance and adding □ to all Stealth checks Chance makes while in concealment.
Sleight of Hand	Once per encounter reroll two dice from a skill check you make. You may not reroll a die displaying ✖
Swift	You do not suffer the penalties for moving through difficult terrain
Triple-throw	When using throwing knives to make an attack, may spend ▲▲ to inflict an additional hit on the target dealing 5 damage, +1 additional damage per ★. You may inflict up to two additional hits per combat check in this manner, and must have a throwing knife within reach for each hit
Fleet of Paw	Can perform a second maneuver to move without suffering strain. Still cannot exceed the limitation of two maneuvers in a turn
Keen Senses	Add □ to all Perception and Vigilance checks



GALADEN



Motivations

STRENGTH: Dedication – Galaden strives to accomplish whatever task is set before him. His determination helps to overcome any challenges in his path.

DESIRE: Vengeance – Galaden has his eyes on a time in the future where he slays those who killed his ranger companions. He is emboldened by any action that gets him one step closer to that goal.

FLAW: Distant – Since the death of the Far Rangers, Galaden doesn't get close to others. This self-imposed distance works against him when trying to interact with others, especially humans.

FEAR: Failure – Galaden suffers from survivor's guilt, he was the only member of his ranger band not to be killed by the Uthuk. He pushes himself to get revenge for his fallen kin, but worries his abilities may not be enough.

Skills

NAME	RANK	DICE POOL
Alchemy	2	⬢⬢
Athletics	2	⬢⬢
Discipline	3	⬢⬢⬢
Knowledge (Forbidden)	2	⬢⬢
Medicine	3	⬢⬢⬢
Melee (Light)	3	⬢⬢⬢
Ranged	3	⬢⬢⬢⬢
Stealth	1	⬢⬢⬢⬢
Survival	2	⬢⬢⬢
Vigilance	2	⬢⬢

Weapons & Equipment

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Bloodwood bow	Ranged	8	3	Long	When calculating damage from this weapon, count the target's soak as 2 lower
Two mirror blades	Melee [Light]	5	1	Engaged	

EQUIPMENT

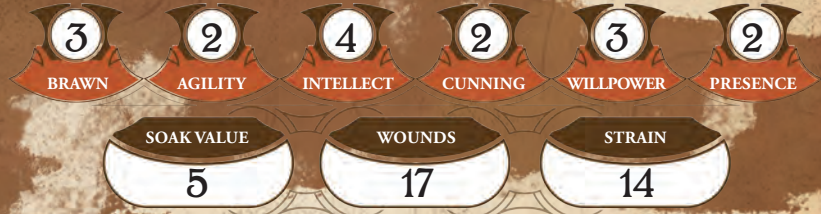
Ensorcelled leather armor (+2 soak); 3 doses of Bloodwood Sap (if you inflict damage with an arrow or blade dosed with bloodwood sap, the target adds ■ to all checks it makes until the end of the encounter), apothecary's kit, 3 doses of blackroot toxin (if you inflict damage with an arrow or blade dosed with blackroot toxin, the target may not perform maneuvers until the end of the encounter), 2 health elixirs (may consume to heal 3 wounds), 3 herbs of healing, 36 silver

Talents & Abilities

NAME	ABILITY SUMMARY
Light Step	Can perform a second maneuver to move without suffering strain. Still cannot exceed the limitation of two maneuvers in a turn
Quick Draw	Once per turn may ready or stow one item as an incidental
Prowess	Once per turn may spend up to 3 strain to add an equal number of ▲ to one successful combat check
Swear Vengeance	Once per encounter choose a target within long range, ignore ■ on combat skill checks against that target for the remainder of the encounter
Deaf	Add ■■ to all Perception or non-initiative Vigilance skill checks your character makes where hearing would benefit, reduce damage from sound based attacks by half before applying soak, cannot be disoriented from sound based effects
Poison Use	May apply poisons to arrows or blades. Spend a maneuver to ready a dose. The next attack made with that weapon before the end of the encounter gains an ability based on the type of poison [see equipment above]



KEHLI



Motivations

STRENGTH: Innovative – Kehli’s brain is always working, always thinking of new ideas and ways to solve problems. This ability has helped her out of many tough situations.

DESIRE: Respect – After being cast out of two guilds, Kehli seeks to refine and hone her craft and be recognized for her skill. She dreams of being one of the heroes sung about by bards across Terrinoth.

FLAW: Self-involved – Kehli believes in the stories told by her bardic father and believes she is destined to be a glorious hero. This frequently leave her blind to the needs and desires of others.

FEAR: Obscurity – Kehli knows she is destined for greatness, but is anxious that she may miss her chance to rise to that greatness.

Skills

NAME	RANK	DICE POOL
Alchemy	2	⬢⬢⬢⬢
Charm	2	⬢⬢
Knowledge (Geography)	2	⬢⬢⬢⬢
Knowledge (Lore)	1	⬢⬢⬢⬢
Mechanics	3	⬢⬢⬢⬢
Melee (Light)	3	⬢⬢⬢
Negotiation	2	⬢⬢
Ranged	2	⬢⬢
Resilience	2	⬢⬢⬢
Skulduggery	1	⬢⬢
Streetwise	1	⬢⬢

Weapons & Equipment

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Double-headed hammer	Melee [Light]	7	4	Engaged	May spend ⬢ ⬢ to cause a target to fall prone.
Shield	Melee [Light]	3	6	Engaged	Add ■ to any combat checks targeting Kehli.
True-shot crossbow	Ranged	5	2	Medium	Must spend a maneuver before using this weapon, add □ □ to combat checks Kehli makes with this weapon
2 Pouches of Stardust	Ranged	4	-	Short	May spend ⬢ ⬢ to cause all other characters engaged with your target suffer 4 damage, plus one damage per success. This weapon deals damage to a target's strain threshold. Once this weapon is thrown, it cannot be used again.

EQUIPMENT

Dwarven scale armor (+2 soak, this character's soak may not be reduced when hit by a weapon attack), 3 health elixirs (may consume to heal 3 wounds), 248 silver

Talents & Abilities

NAME	ABILITY SUMMARY
Clever Trap	Once per encounter choose a target at short range. Make an opposed Mechanics vs. Vigilance check. If successful, the target is immobilized until the end of your next turn. You must narratively describe how you use this talent.
Creative Solution	Once per session, make a Hard (⬢⬢⬢) Alchemy or Mechanics check to craft or produce a chemical concoction or device to help with a current challenge. Before you roll you must narratively describe what you are making and how it can help you overcome the current situation.
Natural	Once per session you may reroll an Alchemy or Mechanics skill check
Chemical Concoction	Once per session may spend 100 silver to make an Average (⬢⬢) Alchemy check to make a Pouch of Stardust or Fireball Flask. You must choose which item you are making before you roll. Each net ✨ ✨ creates one additional item.
Stubborn	Add ■ to social skill checks targeting you
Tough as Nails	Once per session, spend a Story Point as an out-of-turn incidental after immediately suffering a Critical Injury and determining the result. If you do, you count the result rolled as "01"



VAERIX



Motivations

STRENGTH: Vision – Vaerix’s dreams of the hybrid’s demise has become a powerful motivator for the exiled hybrid. When faced with a challenge, they can draw on their vision and push themselves with belief that if they fail, then the hybrid’s fate is sealed.

DESIRE: Acceptance – Vaerix seeks to create a world where the dragon-hybrids are a unified and accepted people.

FLAW: Brusque – Being maimed and exiled by their people has made Vaerix very jaded and terse. They are curt and often abrupt towards others.

FEAR: Rejection – Vaerix was deeply wounded by the punishment and exile at the hands of their kin. They put on a gruff exterior about it, but Vaerix is wary of another rejection and hesitates to place themselves in any situation where their voice is disregarded again.

Skills

NAME	RANK	DICE POOL
Athletics	2	3 yellow, 1 green
Brawl	1	3 green
Discipline	3	2 yellow, 1 green, 1 red
Knowledge (Lore)	2	2 yellow, 1 green
Leadership	3	2 yellow, 1 green
Medicine	3	3 yellow
Melee (Heavy)	3	3 yellow
Melee [Light]	1	3 green
Ranged	2	2 yellow
Survival	3	3 yellow

Weapons & Equipment

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Riverwatch spear	Melee [Heavy]	6	3	Engaged	Add <input type="checkbox"/> to combat checks Vaerix makes with this weapon
Warbell	Melee [Light]	6	4	Engaged	Targets hit with this weapon add <input type="checkbox"/> to checks they make until the end of the encounter.
Fiery breath	Ranged	6	3	Short	May spend A A to cause all other characters engaged with your target suffer 6 damage, plus one damage per success. After making an attack with this weapon, Vaerix must wait two rounds before making another attack with this weapon.
Talons	Brawl	4	3	Engaged	

EQUIPMENT

Heavy robes (+1 soak), 2 health elixirs (may consume to heal 3 wounds), apothecary’s kit, 4 silver.

Talents & Abilities

NAME	ABILITY SUMMARY
Butterfly Twirl	When wielding a spear or staff, may spend a maneuver and suffer 2 strain. If Vaerix does, until the start of their next turn, all enemies who end their turn engaged with Vaerix suffer a single hit inflicting 6 damage, and when Vaerix makes an attack with that weapon, they may spend A A to inflict a hit on another engaged target. This hit deals 6 damage, plus 1 damage per *
Fate’s Embrace	After a successful combat check, spend a Story Point to add 5 damage to one hit
Inspiring Rhetoric	Make an Average (♦♦) Leadership check. For each net * , one ally within short range heals one strain. For each A , one ally benefitting from Inspiring Rhetoric heals one additional strain.
Improved Inspiring Rhetoric	When you use Inspiring Rhetoric, affected allies add <input type="checkbox"/> to all skill checks they make for three rounds by your Inspiring Rhetoric
Surgeon 2	When making Medicine checks to heal wounds, the target heals two additional wounds



SYRUS

1	2	4	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUNDS		STRAIN	
2		14		17	

Motivations

STRENGTH: Optimism – Syrus has always believed in the best parts of people and trusts them to do the right thing. He frequently gives folk a chance to be better than they are.

DESIRE: Expertise – Syrus seeks to become a powerful wizard and use his arcane might to make a better world for all.

FLAW: Naive – Syrus's trust in the goodness of others often leaves him blindsided when they take advantage of his generosity.

FEAR: Failure - Syrus is afraid that his power will be insufficient to protect the people he cares about or to make any change in the world. Any setback is a blow to his self-esteem.

Skills

NAME	RANK	DICE POOL
Arcana	3	●●●●
Charm	1	●●●
Cool	2	●●●
Discipline	2	●●●
Knowledge (Lore)	3	●●●●
Melee (Heavy)	2	●●
Resilience	2	●●
Vigilance	2	●●●

Weapons & Equipment

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Magic staff	Melee [Heavy]	3	4	Engaged	Add ■ to any Melee [Light] or Melee [Heavy] combat checks targeting Brynn. Increase the damage of attack spells Syrus casts by 4, and increases the range by one range band (included in spell descriptions).
EQUIPMENT					
Enchanted robes of shielding (+1 soak).					



Suggested Spells

NAME	TYPE	DESCRIPTION
Pyro Bolt	Attack spell	Choose a target within long range and make an Average (◆◆) Arcana check as a ranged attack. If successful, Syrus deals 10 damage, plus 1 damage per ✨ to the target. Syrus may also spend ▲▲ to cause the target to suffer 10 damage again at the start of its next turn.
Windrush	Attack spell	Choose a target within medium range and make a Hard (◆◆◆) Arcana check as a ranged attack. If successful, Syrus deals 10 damage, plus 1 damage per ✨ to the target. This weapon deals damage to a target's strain threshold, and Syrus may spend ▲▲ to knock the target prone.
Signature Spell – Fireball	Attack spell	Choose a target within medium range and make a Hard (◆◆◆) Arcana check as a ranged attack. If successful, Syrus deals 8 damage, plus 1 damage per ✨ to the target. Syrus may also spend ▲▲ to have all characters within short range of the target suffer a hit dealing 8 damage, plus 1 damage per ✨, and spend ▲▲ to have all characters hit by this attack suffer 8 damage again at the start of their next turn.
Shielding Cyclone	Barrier spell	Choose up to two targets within short range and make a Hard (◆◆◆) Arcana check . If successful, until the end of Syrus's next turn the targets reduce the damage of all hits they suffer by one, plus an additional one for every ✨ ✨ beyond the first. May affect an additional target by spending ▲. If Syrus spends a maneuver on his next turn, the spell's effects may continue for another turn.
Blinding Sunspots	Curse spell	Choose up to two targets within medium range and make a Hard (◆◆◆) Arcana check . If successful, until the end of your next turn the target must remove one ◆ to affect one additional target within range. After an affected target makes a skill check, you may change one ■ to a face displaying ✖. If Syrus spends a maneuver on his next turn, the spell's effects may continue for another turn.

Talents & Abilities

NAME	ABILITY SUMMARY
Animal Companion	Indris the Phoenix (Spend one maneuver to grant Indris one maneuver and one action)
Brilliant Casting	When you cast a spell, spend a Story Point to add ▲ equal to your ranks in Knowledge [Lore] to the results
Signature Spell	This talent allows Syrus to cast a specific spell particularly well. See Fireball in Suggested Spells, above.
Empower	All attack spells gain the Fire upgrade at no cost, and base spell damage is increased by 2. These effects have been added to the profiles of the suggested spells.
Phoenix Bond	Once per encounter spend a Story Point to heal 4 wounds and 4 strain or add +4 damage to an Attack spell
Shared Pain	When Syrus or Indris suffers wounds that would exceed their wound threshold, the other being suffers the wounds instead.



Indris the Phoenix [Rival]



Skills: Athletics 2, Brawl 2, Perception 3.

Talents: Finesse (when making a Brawl check, may use Agility instead of Brawn).

Abilities: Flyer (Indris can fly; see page 100 of the GENESYS Core Rulebook), Luminous Body (Indris creates light out to short range, removing ■ from concealment caused by darkness) Rise from the Ashes (When Indris exceeds her wound threshold, she bursts into flames and is reduced to a pile of ash. All characters within short range suffer 5 wounds [Syrus is not affected by this effect]. At the end of the encounter, Indris rises from the ashes with zero wounds), Silhouette 0.

Equipment: Flaming talons and beak (Brawl; Damage 3; Critical 3; Range [Engaged]).



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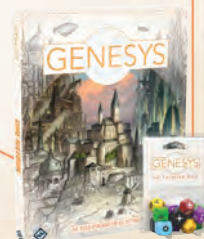
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Either the GENESYS Dice or Dice App are required to use this supplement.