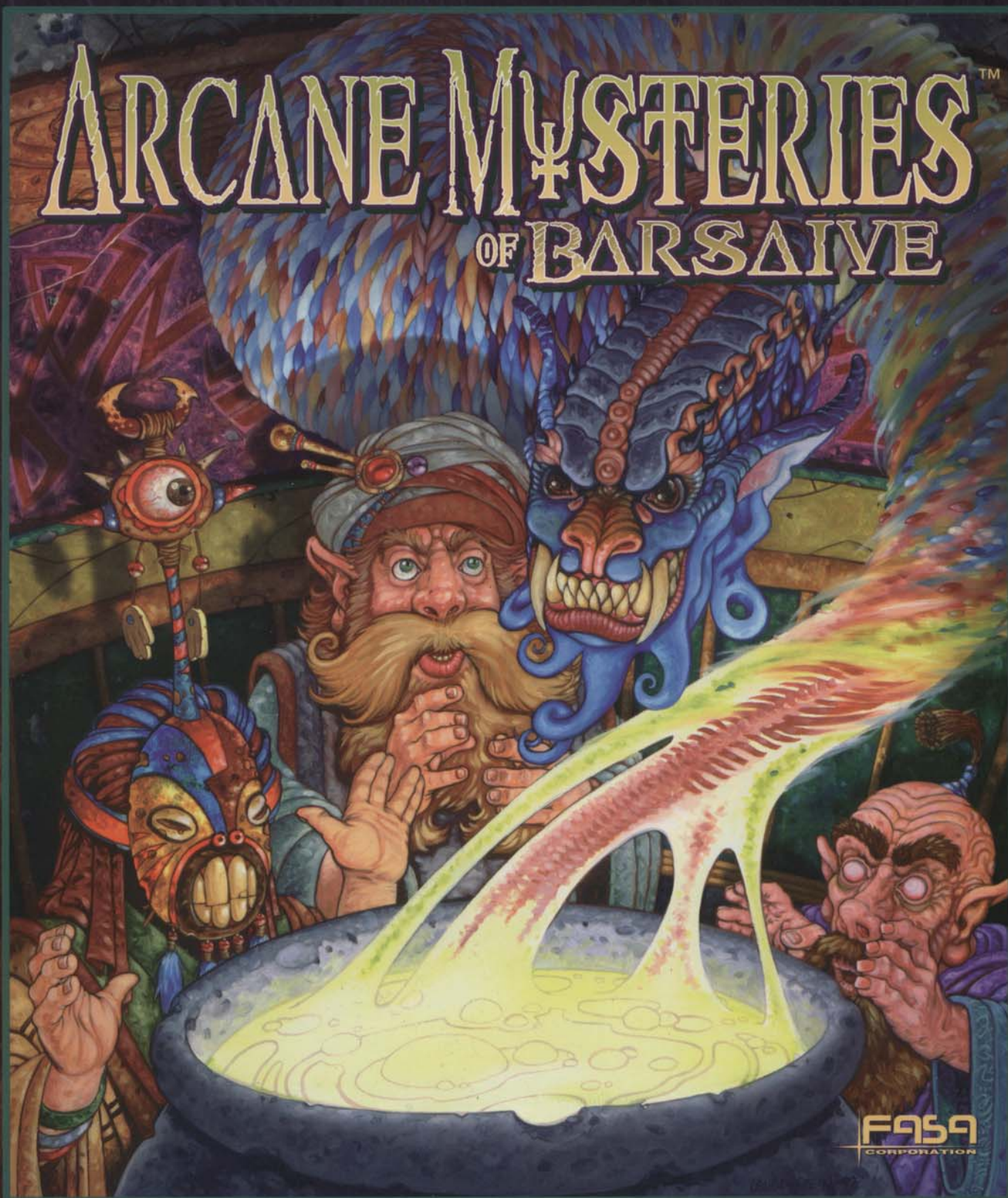


EARTHDAWN[®]ARCANE MYSTERIES[™]
OF BARSAIVE

AN EARTHDAWN SOURCEBOOK

Arcane mysteries

OF BARSAIVE



FASA CORPORATION



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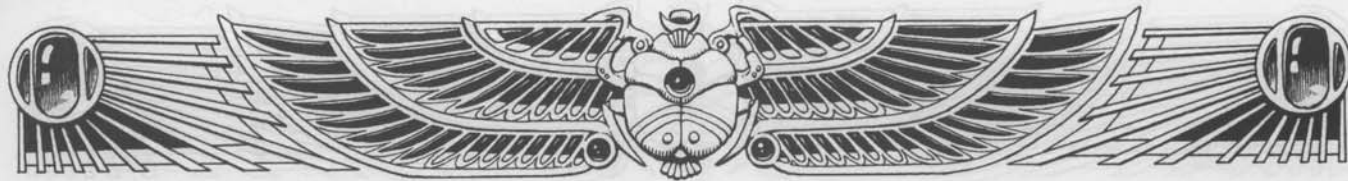
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INTRODUCTION



Arcane Mysteries of Barsaive is a rules supplement for the **Earthdawn** game system. This book includes new spells, talent knacks and magical items that players and gamemasters can use in their **Earthdawn** adventures and campaigns.

The **Spells** section features more than 200 new spells, including several for high Circles. This section also includes optional rules for casting Named spells (see **Casting Named Spells**, p. 18, **Magic: A Manual of Mystic Secrets**) and guidelines for gamemasters on how to control the use of Circle 13–15 spells in their campaigns.

The **Talent Knacks** section features new talent knacks for all the major Disciplines practiced in Barsaive, as well

as optional rules that allow adept characters to develop and learn new talent knacks on their own. **Magical Items** includes new common items, blood charms, potions, thread items and magical treasures. It also describes certain legendary grimoires that can serve as a source of adventure ideas for gamemasters and as model grimoires for magician player characters.

In order to use this book, players and gamemasters will need the **Earthdawn** rulebook (ED). They may also find the **Earthdawn Companion** and **Magic: A Manual of Mystic Secrets** useful sources of additional material.





SPELLS

The following sections include new spells for the elemental, illusionist, nethermancer and wizard Disciplines. All of these spells were created using the **Spell Design** rules starting on p. 108 of **Magic: A Manual of Mystic Secrets**. Each listing describes the spell and gives its game statistics; for more information on spell statistics, see p. 157, **ED**. The Earthdawn Spell Table on p. 95 offers an easy-reference summary of game statistics for the spells in this book.

OPTIONAL RULE FOR NAMED SPELLS

Named spells, spells made permanent by a magician Naming them as he casts them, first appeared in the **Spell Magic** section of **Magic: A Manual of Mystic Secrets**. After successfully casting a spell, the magician must achieve a Good or better success on a second Spellcasting Test, take a number of Strain points equal to the Circle of the spell, and spend a given number of Legend Points to form the Named spell's True pattern. Though the game-master is free to restrict the use of Named spells as he deems appropriate for his campaign, some game-masters may still feel that the existing rules make casting these spells too easy. The following optional rule allows gamemasters to make the casting of Named spells more difficult and expensive.

At the gamemaster's discretion, magicians wishing to cast Named spells must first learn the Name Spell talent knack (see p. 60). Once the magician has learned this knack, he can cast Named spells, but at a significantly higher Legend Point cost than was given in **Magic: A**

Manual of Mystic Secrets. The Named spell costs as much as a Circle 9 talent on the Talent Rank Cost Table (p. 221, **ED**), with the Circle of the spell being used in place of the talent rank. For example, casting a Circle 5 spell as a Named spell would cost the magician 2,100 Legend Points, the same as a Circle 9–12 talent at Rank 5.

HIGH-CIRCLE SPELLS

Spells of Circle 13 and higher are unique and powerful enchantments designed to create specific effects of significant scope. They are often the basis of legends (p. 37, **Magic: A Manual of Mystic Secrets**). This book is the first **Earthdawn** product to include spells of this type.

The descriptions of the high-Circle spells in the following pages provide only the most basic requirements for casting. A magician wishing to cast one of these spells, however, must often meet other re-quirements or satisfy other conditions related to the spell in question.

These requirements may include the need for a target's pattern item, the use of blood magic, brief preparatory rituals involving the spell's target, or just about anything else plausible that the gamemaster can dream up. Such additional restrictions and requirements allow the gamemaster to control how and when players may use these powerful spells in his campaign. When a magician character learns one these spells, he learns all of the additional requirements and conditions (if any) in addition to the basic casting procedure given in the spell description.





ELEMENTALIST SPELLS

CIRCLE 1

Air Armor

Threads: 0 **Weaving Difficulty:** NA/10
Range: Touch **Duration:** 5 + Rank minutes
Effect: Adds +3 to Armor Rating, +3 steps to resist heat exhaustion
Casting Difficulty: Target's Spell Defense

To cast the Air Armor spell, the elementalist must blow on the parts of the subject's body to be covered and then make a Spellcasting Test. If the test succeeds, a rush of air shoots in under the subject's clothing, pushing outward and providing padding as well as ventilation. This "air armor" adds +3 to the subject's Physical Armor Rating and also adds +3 steps to Fatigue Tests when resisting the effects of heat exposure (p. 99, *Earthdawn Survival Guide*). This spell is especially popular with elemental fire mining crews near Death's Sea.

Moonglow

Threads: 0 **Weaving Difficulty:** NA/10
Range: 10 yards **Duration:** 5 + Rank minutes
Effect: Creates light
Casting Difficulty: 4

The Moonglow spell creates a soft glow that fills a 10-yard radius around the spell's center. The caster selects the center, which can be up to 10 yards from him or her. The light is bright enough to see by at night or in complete darkness, roughly equal to torchlight. It does not create enough illumination to read by or to do precise work for extended periods.

Purify Earth

Threads: 1 **Weaving Difficulty:** 5/13
Range: 10 yards **Duration:** 1 round
Effect: Purifies earth and soil
Casting Difficulty: 5 or higher; see text

The Purify Earth spell removes impurities and foreign materials that prevent soil from supporting plant life. The spell can be cast on any 100-square-foot patch of soil. Small traces and impurities simply vanish; larger ones come to the surface, where they can be removed by hand. To purify earth that has been poisoned or otherwise contaminated, the result of the casting magician's Spellcasting Test must equal or exceed the Spell Defense of the opposing material

or the creature or Horror that contaminated the soil, whichever is greater.

CIRCLE 2

Air Mattress

Threads: 1 **Weaving Difficulty:** 7/17
Range: Touch **Duration:** 10 hours
Effect: Creates air cushion
Casting Difficulty: 5

The Air Mattress spell allows the elementalist to form a mattress of air with healing properties. As he prepares to cast the spell, the elementalist anchors the four corners of a blanket using something from any one of the four other elements: tree branches, rocks or dirt and so on. He then blows into his clenched fist as if inflating a balloon as he weaves the thread and makes the Spellcasting Test. If the test succeeds, a cushion of air forms under the blanket, effectively turning it into a comfortable 1-foot-thick air mattress. The mattress remains inflated for the duration of the spell or until the blanket is moved or damaged.

Any character who sleeps for 8 uninterrupted hours on the air mattress gains a +2 step bonus to his or her next Recovery Test, provided the character makes the test within an hour of waking.

Billowing Cloak

Threads: 1 **Weaving Difficulty:** 6/14
Range: Touch **Duration:** 3 + Rank rounds
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense

To cast the Billowing Cloak spell, the elementalist must flip his or her hair (or crest, in the case of t'skrang) back and toss his or her head. The elementalist then makes a Spellcasting Test. If the test succeeds, Billowing Cloak animates the air behind the spell's subject, billowing his or her cloak or hair out behind the subject. This effect allows the subject to use the spell's Effect step as the equivalent of the First Impression talent (p. 107, ED). Characters who already have the First Impression talent gain a +5 bonus to their talent step under the effects of this spell. Billowing Cloak can only be cast on someone who is wearing a cloak or has shoulder-length or longer hair. (A t'skrang's crest is considered the same as long hair for purposes of casting this spell.)





Hunter's Sense

Threads: 0 **Weaving Difficulty:** NA/14
Range: 25 yards **Duration:** 3 + Rank minutes
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense

The Hunter's Sense spell enables the elementalists or a chosen target to sense nearby animals and determine their general species. The elementalists touches his eyes, ears and nose (or the chosen target's) with water or dust from the area where the spell is cast. If the Spellcasting Test succeeds, the elementalists makes an Effect Test and compares the result to the Spell Defense of any animal within 25 yards. If this test succeeds, the target knows what kind of animals are present nearby and the general direction in which they lie, though not their exact locations. The spell does not detect Name-givers, undead creatures, Horrors or Horror constructs, but can detect animals with magical powers.

Shield Willow

Threads: 1 **Weaving Difficulty:** 6/14
Range: Touch **Duration:** Rank minutes
Effect: Adds +6 to shield's shatter threshold, +1 to Armor/Mystic Armor ratings
Casting Difficulty: Target's Spell Defense

The elementalists casts the Shield Willow spell on a non-magical shield, making a Spellcasting Test against the shield's Spell Defense (usually 2). If the test succeeds, the shield sprouts roots and leaves and gains the resiliency of a willow tree, while retaining its normal statistics. This adds +6 to the shield's shatter threshold (p. 201, ED), and a +1 bonus to its Physical and Mystic Armor ratings for the duration of the spell.

Small Slayer

Threads: 1 **Weaving Difficulty:** 6/14
Range: 10 yards **Duration:** 3 + Rank rounds
Effect: Summons a poisonous creature
Casting Difficulty: 6

With a low croon and slow, sinuous hand movements, the elementalists casting a Small Slayer spell can summon a tiny poisonous creature such as a spider, snake or scorpion to attack the spell's intended target. If the Spellcasting Test succeeds, the creature appears. Regardless of its species, the creature has an effective Attack and Damage Step of 8; its venom has a Step Number and Spell Defense of 8, with an Instant onset time and a Duration of 4 rounds. The creature's attack does not penetrate armor; however, the creature attempts to strike unarmored areas on the target's body until the spell expires. The summoned creature disappears at that

point, or once it has attacked the target. The summoned creature has a Physical Defense of 8, a Spell and Social Defense equal to the elementalists's, and a Death Rating of 10.

CIRCLE 3

Fingers of Wind

Threads: 1 **Weaving Difficulty:** 7/15
Range: 20 yards **Duration:** 5 + Rank minutes
Effect: Willforce
Casting Difficulty: 6

The Fingers of the Wind spell creates a pair of invisible hands with which the elementalists can lift and manipulate objects. To observers, a faint breeze seems to move the desired item. If the Spellcasting Test succeeds, the elementalists makes an Effect Test. The Effect Test's result becomes the Strength and Dexterity Attribute values (not step values) for the invisible hands. These Attribute values may not exceed 30. The hands can reach anywhere that the elementalists can see within the spell's range.

Fuel Flame

Threads: 0 **Weaving Difficulty:** NA/15
Range: 10 yards **Duration:** Rank rounds
Effect: Willforce + 3
Casting Difficulty: 4

The Fuel Flame spell creates a momentary rift into the elemental Plane of Fire and enables the elementalists to increase the intensity of any fire source within the spell's range. If the Spellcasting Test succeeds, the elementalists makes an Effect Test and compares the result to the fire's Damage step (see the **Fire Damage Table**, p. 207, ED) on the Success Level Table (p. 246, ED). Each success level increases the Damage step of the fire by 2, up to +8 steps for an Extraordinary Success. The fire burns hotter and consumes fuel more quickly while the spell lasts but will still go out when it exhausts all available fuel.

Grounding

Threads: 2 **Weaving Difficulty:** 4/12
Range: Touch **Duration:** Rank minutes
Effect: Adds +12 to armor against electrical attacks, anchors elementalists.
Casting Difficulty: Target's Spell Defense

Both the elementalists and the subject of the Grounding spell must be standing on the earth when the spell is cast. The elementalists shoves the subject down and makes him tense his muscles, then makes a Spellcasting Test. If the test succeeds, the subject's Physical Armor Rating is increased by 12 against any type of electrical effect (such as the Twin Bolts power of lightning lizards, pp. 306-307, ED). The sub-





ject cannot break contact with the ground, which reduces his Full and Combat Movement rates to one-half normal.

As a side effect, this spell prevents the recipient from being lifted off the ground. This grants the target a +6 step bonus to Knockdown Tests. Those using talents or spells intended to move or lift the target, such as the Mighty Throw talent knack (p. 59) or the Levitate spell (p. 186, ED), must achieve a Good or better success on the appropriate test to succeed.

Lightning Bolt

Threads: 1 **Weaving Difficulty:** 10/15
Range: 25 yards **Duration:** 1 round
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense

The Lightning Bolt spell allows an elementalist to strike targets with lightning bolts. If the Spellcasting Test succeeds, the target takes damage equal to the result of the Effect Test. Non-metal armor protects against this damage.

Rust

Threads: 0 **Weaving Difficulty:** NA
Range: 30 yards **Duration:** 1 round
Effect: Subtracts -5 steps from Damage Step/Armor Rating (see text)
Casting Difficulty: Target's Spell Defense

The caster flings a handful of water at an object made of iron or steel as he casts the Rust spell. If the Spellcasting Test equals or exceeds the object's or its bearer's Spell Defense (whichever is higher), the spell causes the item to rust. This imposes a -5 step penalty to the item's Damage step if it is a weapon; if used against metal armor, the spell reduces the Physical Armor Rating by 5. If the Damage step or Physical Armor Rating is reduced to 0, the item crumbles to dust. If the item remains intact, it can be repaired by a weaponsmith using the Forge Blade or Forge Armor talent. Successful repair requires a Good or better success against a Difficulty Number equal to the item's normal Damage step or Armor Rating.

An elementalist uses the Rust spell against Thom Hammerblade's favorite broadsword, which has a Damage step of 9. The Spellcasting Test succeeds, and so the spell reduces the broadsword's Damage step to 4. When Thom attempts to repair the sword, he must make the necessary test against a Difficulty Number 9, the weapon's original Damage step.

Smoke Cloud

Threads: 1 **Weaving Difficulty:** 10/15
Range: 10 yards **Duration:** 8 + Rank rounds
Effect: -5 rank penalty to actions
Casting Difficulty: 6

The elementalist must have at least a torch-sized source of flame to cast the Smoke Cloud spell. If the Spellcasting Test succeeds, the fire belches a thick cloud of black smoke that quickly spreads throughout a maximum radius of 10 yards. The elementalist can see and act normally in this smoke cloud, but all others within it suffer a -5 step penalty to all actions because of restricted vision and choking. The effects of the smoke can be dispelled by any spell that creates wind, which disperses the smoke in 1 round.

Snuff

Threads: 2 **Weaving Difficulty:** 7/15
Range: Touch **Duration:** Instant
Effect: Willforce + 5
Casting Difficulty: Spell Defense of fire or its creator

The Snuff spell allows the elementalist to extinguish fires within a 10-foot-by-10-foot area. The elementalist thrusts his hand into a fire and exhales sharply through his nose, then makes a Spellcasting Test against the Spell Defense of the fire to be snuffed (usually 2) or that of the fire's creator in case of magical fires (whichever is greater). For fires created indirectly by magic, such as buildings set on fire by a gout of dragon's breath, use the creator's Spell Defense. If the Spellcasting Test succeeds, the elementalist makes an Effect Test and compares the result to the Damage step of the fire (see **Fire**, p. 207, ED) on the Success Level Table (p. 246, ED). Each level of success achieved reduces the fire's Damage step by 2 steps. If the fire is not completely extinguished, its Damage step increases by 1 step per minute until fully restored, unless this spell is cast again or some other method of extinguishing the fire is employed. If the Spellcasting Test fails, the elementalist takes damage from the fire as normal. The librarians of the Great Library of Throal are rumored to keep crystal spell boxes containing this spell in numerous places throughout the library.

Sunlight

Threads: 2 **Weaving Difficulty:** 10/15
Range: 10 yards **Duration:** 5 + Rank minutes
Effect: Creates bright light
Casting Difficulty: 6

The Sunlight spell creates light as bright as normal daylight, for a radius of up to 10 feet from the caster. Treat this light as natural sunlight, even if the spell is cast at night or indoors; any magical creature affected by natural





sunlight is similarly affected by this spell. The light does not provide any protection from Horrors or other creatures not normally affected by sunlight.

Thrive

Threads: 1 **Weaving Difficulty:** 7/15
Range: 1 yard **Duration:** 1 round
Effect: Accelerates plant growth
Casting Difficulty: 8

The Thrive spell enables an elemental to accelerate plant growth within a 10-square-foot area. To cast the spell, the elemental sprinkles some water over the target area and then makes a Spellcasting Test. If the test succeeds, the plants in the target area experience the equivalent of 10 days' worth of growth within the next 10 seconds (1 round). After the spell expires, the growth rate returns to normal, but the affected plants do not revert to normal size.

Winds of Deflection

Threads: 1 **Weaving Difficulty:** 8/15
Range: Self **Duration:** 5 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Winds of Deflection spell works in a manner similar to the Avoid Blow talent; it creates a "wall" of swirling winds around the caster strong enough to deflect physical attacks. The elemental makes the Spellcasting Test against his or her own Spell Defense; if successful, the elemental then makes an Effect Test against any physical attack. If the result of this test equals or exceeds the Attack Test result, the attack has no effect; otherwise, the attack affects the caster normally. Winds of Deflection do not block attacks that cannot be resisted by normal armor, such as certain spells and creature powers. This spell can be used multiple times in the same Combat Round.

CIRCLE 4

Falcon's Cloak

Threads: 2 **Weaving Difficulty:** 10/20
Range: Self **Duration:** Rank hours
Effect: Turns the caster into a falcon
Casting Difficulty: Target's Spell Defense

The Falcon's Cloak spell requires a falcon's tail or wing feather. If the Spellcasting Test succeeds, the spell temporarily transforms the elemental into a falcon or eagle (p. 311, ED), with all of the bird's normal physical abilities but the caster's mental abilities. The caster can fly at the bird's normal movement rate and also use its senses and methods of attack. The caster's equipment and cloth-

ing disappears when the spell is cast and reappears when it expires. While in bird form, the elemental can cast only spells that do not require speech or gestures.

Fire Whip

Threads: 1 **Weaving Difficulty:** 10/20
Range: 3 yards **Duration:** 5 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: 4

Using a pliable strip of cloth, leather or even plant material at least a yard long, the elemental creates a magical whip of fire three times the cloth's length. The elemental, or another subject chosen as the spell is cast, can wield this fiery whip as a weapon, using the Melee Weapons talent or skill. The Fire Whip has a Damage step equal to the Effect step of the spell. The strike of a fire whip may also set flammable targets such as dry straw or cloth ablaze, doing normal fire damage (p. 207, ED).

Great Sticky Vines

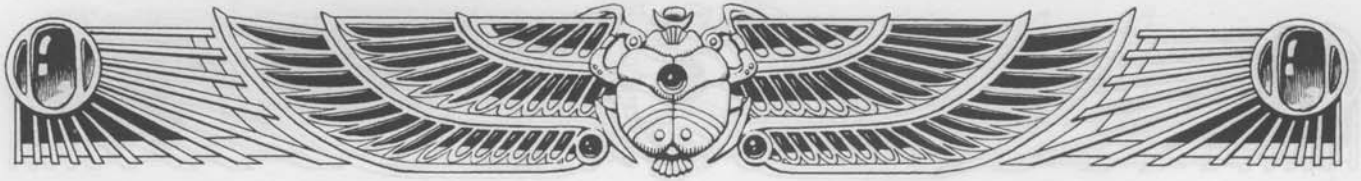
Threads: 2 **Weaving Difficulty:** 11/20
Range: 25 yards **Duration:** Rank minutes
Effect: Willforce + 4
Casting Difficulty: 2/Target's Spell Defense (see text)

To cast the Great Sticky Vines spell, the elemental must rub plant juice or sap on both wrists. The elemental then makes a Spellcasting Test against a Casting Difficulty of 2. If this test succeeds, he or she can shoot and retract enormous, sticky vines from his or her hands. Once the spell has been cast, the elemental can attempt to ensnare targets by making a Spellcasting Test against a target's Spell Defense. A successful test means that the elemental has thrown a vine around the target. If the elemental successfully throws three or more vines around the same target, the target is considered grappled (pp. 197-98, ED). If a target is ensnared by a vine, the elemental makes an Effect Test and records the result. Escaping from the vines requires a successful Strength or Dexterity Test against the result of the Effect Test.

The vines created by this spell always drag ensnared objects toward the caster, regardless of the objects' weight and mass. This means that a grappled target can be dragged toward the elemental. To resist, the target must make a Strength Test against the Effect Test result.

The vines can be attacked and have Physical and Spell Defenses equal to those of the elemental. The result of the Effect Test is also the vines' Death Rating. The vines have no armor. When a vine takes damage equal to its Death Rating, it has been severed. However, the elemental may simply drop a vine and shoot out a new one. The





elementalist can maintain a number of active vines equal to his Spellcasting Rank.

Lightning Step

Threads: 3 **Weaving Difficulty:** 10/17
Range: Self **Duration:** 3 + Rank rounds
Effect: Willforce + 2
Casting Difficulty: Target's Spell Defense

The elementalist must be under the open sky and have his or her feet wet to cast the Lightning Step spell. If the Spellcasting Test succeeds, arcs of green lightning surround the elementalist's feet. For the duration of the spell, the elementalist moves in a sizzling, foot-wide lightning bolt that goes *pop* with every step, effectively jumping from place to place.

The elementalist then makes an Effect Test. The result replaces his or her Physical Defense Rating and Dexterity Attribute Value for purposes of movement (to a maximum of 30). Use the Attribute Table (p. 52, ED) to determine the elementalist's new movement rate based on the result of the Effect Test. Racial movement modifiers do not apply; elementalists of different races with the same Effect Test result move at the same rate. In addition, the elementalist uses the spell's Effect step for his Initiative step when in combat.

Liquid Arrow

Threads: 1 **Weaving Difficulty:** 10/17
Range: 80 yards **Duration:** 1 round
Effect: Willforce + 9
Casting Difficulty: Target's Spell Defense

The Liquid Arrow spell allows the elementalist to form an arrow from a small amount of water and hurl it at a target. The elementalist must have a source of water at hand to cast the spell. If the Spellcasting Test succeeds, the target takes damage equal to the result of the Effect Test. Physical Armor protects against this damage.

Lodestone's Touch

Threads: 2 **Weaving Difficulty:** 13/17
Range: 10 yards **Duration:** 5 + Rank minutes
Effect: Willforce + 3
Casting Difficulty: Target's Spell Defense

The elementalist taps two metal objects together while casting the Lodestone's Touch spell, then points at the target. If the Spellcasting Test succeeds, the target becomes powerfully magnetized and attracts all iron or steel objects within 10 yards. The force of the attraction has an effective Strength Attribute Value equal to the result of the Effect Test. These items stick to the target and may weigh down or encumber it. Characters in the spell's area of effect can make Strength Tests against the result of the spell's Effect Test to hold on to their metallic items or to resist being drawn toward the target if they are wearing metal armor. Characters firing metallic missile weapons at the target of this spell gain +3 steps to Attack tests for such weapons; characters using metallic weapons to make melee attacks against the target suffer a -3 step penalty to Attack Tests, to reflect the difficulty of keeping their weapons from sticking to the target.





Root Trap

Threads: 0 **Weaving Difficulty:** NA/20
Range: 10 yards **Duration:** 5 + Rank rounds
Effect: Willforce + 2
Casting Difficulty: 4

The Root Trap spell enables the elemental to create a living trap from the roots of any tree that is at least 10 feet tall. If the Spellcasting Test succeeds, the tree roots attempt to grapple any target within 10 feet of the tree. For the duration of the spell, make an Attack Test against the Physical Defense of any target that moves. The step number for this test is the Effect step of the spell. If the test succeeds, the tree roots grapple the target (pp. 197–98, ED). A grappled character can break free by achieving a Good or better success on an Strength or Unarmed Combat test against the result of the initial Attack Test.

Shield of Warping

Threads: 1 **Weaving Difficulty:** 10/17
Range: Touch **Duration:** 5 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The elemental ties a strip of bark, grass or other plant material to the target of the spell and makes a Spellcasting Test against the target's Spell Defense. If successful, the target is surrounded for the duration of the spell with a magical field that causes wooden or woodenhafter weapons to bend and warp radically when they strike at him or her. The target may make an Effect Test against the Spell Defense of any wooden weapon used to strike at her or him; if the test succeeds, the spell deflects the attack in a similar manner to the Avoid Blow talent. If the subject achieves an Extraordinary success on the Effect Test (see the Success Level Table, p. 246, ED), the weapon is permanently warped; otherwise, the warping only lasts long enough to deflect a single attack. This spell can only be used once in a single Combat Round.

Spear (Element)

Threads: 1 **Weaving Difficulty:** 7/14
Range: 40 yards **Duration:** 1 round
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Spear (Element) spell enables the elemental to form a spear from one of the five elements and use it to strike opponents. The elemental must be touching the element he wishes to use. To make a wooden spear, the elemental must touch a piece of dead wood, not a live plant. Making a fire spear requires the elemental to touch open flames or glowing coals, and so he or she will take damage based on the size of the flames (see **Fire**, p. 207, ED).

If the Spellcasting Test succeeds, the elemental makes an Effect Test. The result equals the amount of damage inflicted. Physical armor protects against this damage. After it hits (or misses) its target, the spear dissipates. An air spear disappears, an earth spear crumbles into dirt, a fire spear burns out, a water spear falls in a small puddle to the ground, and a wood spear crumbles into splinters.

This spell is the equivalent of the Spear spirit power described in **Magic: A Manual of Mystic Secrets** (p. 83). Each of the five different versions of this spell—one for each element—must be learned separately.

Spirits of Death's Sea

Threads: 3 **Weaving Difficulty:** 10/17
Range: Touch **Duration:** Rank hours
Effect: Willforce + 6
Casting Difficulty: 10

The elemental needs at least a cupful of an alcoholic beverage such as ale or hurlg to cast the Spirits of Death's Sea spell. If the Spellcasting Test succeeds, the spell turns the drink into a smoking, molten liquid resembling lava. The subject(s) of the spell drink the cup's contents to gain its benefits. The listed Casting Difficulty assumes that a single character drinks the liquid; add 1 to the Casting Difficulty for each additional character planning to drink.

Swallowing the liquid requires a Toughness (7) Test; if the test fails, the subject suffers Step 3 damage. If the Toughness Test succeeds, the subject is energized and invigorated, much like sailors who sail over Death's Sea. When resisting fear-inducing spells, talents or abilities, substitute the Effect step of this spell for the subject's normal Willpower step. In addition, the result of an Effect Test becomes the Difficulty Number for tests of Battle Shout and other talents intended to intimidate the subject.

CIRCLE 5

Balloons of Mist

Threads: 3 **Weaving Difficulty:** 8/15
Range: 25 yards **Duration:** 5 + Rank minutes
Effect: Willforce + 4
Casting Difficulty: 2

The elemental must be standing under the open sky to cast the Balloons of Mist spell. If the Spellcasting Test succeeds, the spell creates several misty balloons that can be used to lift objects. These balloons have tendrils of mist that attach to the object and lift it off the ground, out of a tree, and so on. The elemental may create a number of balloons equal to his or her Spellcasting Rank; each balloon has a Strength step equal to the spell's Effect step. The elemental has some control over the balloons and can command





them to return to him, float upwards, or float in a certain direction. Each round, the balloons can move a total number of feet equal to the elementalists' Spellcasting Rank.

Inflame Self

Threads: 3 **Weaving Difficulty:** 8/15
Range: Self **Duration:** 1 + Rank rounds
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense

The Inflame Self spell enables an elementalists to engulf himself in a sheet of flames, which allows him to damage targets by simply touching them. The elementalists makes the Spellcasting Test against his own Spell Defense; if it succeeds, the elementalists is enveloped in a thin layer of fire. For the duration of the spell, the elementalists can damage targets by making a successful Unarmed Combat or Dexterity Test against a target's Physical Defense. The Damage step is the Effect step of the spell; Physical Armor protects against this damage.

An elementalists who uses this spell for extended periods risks taking damage. Every alternate round of the spell's duration, starting on the third round, the elementalists must make a Willforce Test against a Difficulty Number equal to

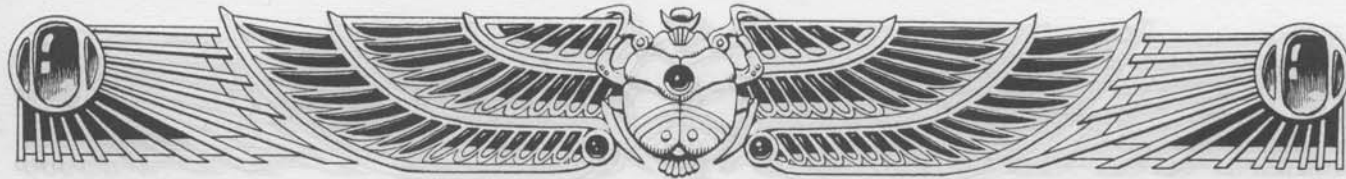
the spell's Effect Step. If the test succeeds, the magician remains unharmed. If the test fails, the magician suffers Step 4 damage from the flames.

Ironwood

Threads: 3 **Weaving Difficulty:** 11/18
Range: Touch **Duration:** Rank hours
Effect: Transforms wood
Casting Difficulty: 6

The Ironwood spell makes ordinary wood as strong and flexible as metal. The spell affects living wood or wooden items up to 10 feet by 10 feet in size. The elementalists taps the wood with a piece of iron or steel nine times; the last tap gives off a metallic ringing sound. If the Spellcasting Test succeeds, the tapped wood becomes as strong as metal for the spell's duration, able to withstand greater stress and pressure than ordinary wood. Wooden weapons and shields treated with this spell become as strong as their metal equivalents but retain their normal weight (and Initiative penalty, in the case of armor). Wooden walls or doors enhanced with this spell have a Physical Armor Rating of 11 and a Damage Rating of 40 (see **Barriers and Structures**, p. 209, ED). When used on





living wood, this spell does not interfere with the plant's biological processes.

Nutritious Earth

Threads: 4 **Weaving Difficulty:** 8/15
Range: Touch **Duration:** A year and a day
Effect: Makes land fertile
Casting Difficulty: Target's Spell Defense

The Nutritious Earth spell enhances the rate at which an area of land grows food. As the elementalist weaves the threads for the spell, he pricks his hand with a sharp object and lets a drop of blood fall on the earth, taking 1 point of permanent damage. The elementalist then makes a Spellcasting Test against the land's Spell Defense. This number is usually 2 but can be much higher in blighted places such as the Badlands or the Wastes. If the Spellcasting Test succeeds, the spell enriches an area of soil up to 100 by 100 yards, making the land especially fertile for a year and a day. For the duration of the spell, plants grow on this land at roughly double their normal rate. The precise effects of this accelerated growth are up to the gamemaster.

Many kaers survived the Scourge with the help of this spell, and it also enabled many towns rebuilt in areas prone to bad weather to thrive on the surface. Rumor has it that the questors of Jasprey from the town of Trosk are attempting to heal the Badlands with liberal use of the Nutritious Earth spell.

Resist Poison

Threads: 2 **Weaving Difficulty:** 11/21
Range: Touch **Duration:** Rank hours
Effect: +8 steps to resist poison
Casting Difficulty: Target's Spell Defense

The caster prepares an infusion of herbs and fresh water; the spell is cast when the subject of the spell drinks the mixture. If the Spellcasting Test succeeds, the subject gains +8 steps to Toughness Tests against poisons for the duration of the spell. The spell does not affect poisons that do not require a Toughness Test to resist, nor does it affect corrosive substances such as acid.

Shattering Stone

Threads: 1 **Weaving Difficulty:** 11/21
Range: 25 yards **Duration:** 1 round
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The elementalist weaves the thread for the Shattering Stone spell to a fist-sized stone, which he or she throws at the target area or object. If the Spellcasting Test succeeds, the stone explodes into fragments that scatter in all direc-

tions. The elementalist compares the result of the Spellcasting Test to the Spell Defense of any and all targets within 10 feet of the stone. Any target whose Spell Defense is equal to or less than the test result takes damage based on the spell's Effect step. Physical armor protects against this damage.

CIRCLE 6

Fireweave

Threads: 2 **Weaving Difficulty:** 12/19
Range: Touch **Duration:** Rank minutes
Effect: Willforce
Casting Difficulty: Target's Spell Defense

With the Fireweave spell, the elementalist weaves an existing source of fire into a cloak of flames that protects the wearer (the subject of the spell). If the Spellcasting Test succeeds, the elementalist makes an Effect Test and records the result. This becomes the subject's Physical Defense Rating while wearing the cloak. Anyone attacking the wearer in melee combat or standing within 3 feet of the wearer suffers Step 8 damage each round from the intense heat of the flames. The heat does not affect the wearer.

Living Wall

Threads: 2 **Weaving Difficulty:** 12/22
Range: 15 yards **Duration:** 3 + Rank minutes
Effect: Willforce + 3
Casting Difficulty: 6

The elementalist cuts a line in the earth while weaving the threads for the Living Wall spell. If the Spellcasting Test succeeds, a wall of plants and thorny vines springs up from the line, up to 5 yards high and 20 yards wide, in whatever shape the caster has drawn. The elementalist then makes an Effect Test and records the result; this number becomes the plant wall's Death Rating. The plant wall prevents physical and astral passage and has a Physical Defense of 5, a Spell Defense equal to the elementalist's, and an Armor Rating equal to the elementalist's Spellcasting Rank. Additionally, any character trying to hack at or push his way through the wall suffers Step 4 damage each round from the sharp thorns and branches.

Stone Rain

Threads: 2 **Weaving Difficulty:** 15/22
Range: 30 yards **Duration:** Rank rounds
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense

The Stone Rain spell causes a shower of fist-sized stones to fall from a clear sky. The stones fall within a circle 10 feet in diameter, at any place designated by the caster within the





spell's range. The elementalist makes a Spellcasting Test and compares the result to the Spell Defense of any target within the spell's area of effect. If the Spellcasting Test equals or exceeds the target's Spell Defense, that target takes damage equal to the result of an Effect Test from the falling stones. Physical armor protects against this damage. The victims continue to take damage for each round that the spell remains active, as long as they remain in the area of effect.

Tree Merge

Threads: 3 **Weaving Difficulty:** 16/23
Range: Self **Duration:** 6 + Rank hours
Effect: See text
Casting Difficulty: Target's Spell Defense

The Tree Merge spell enables an elementalist to hide from view by merging his body with any tree larger than himself. The elementalist makes the Spellcasting Test against his own Spell Defense; if it succeeds, his body melds into the target tree's trunk. The elementalist is completely hidden from physical view. To detect the elementalist in astral space, an observer must achieve a Good or better success on an Astral Sensing Test against the elementalist's Spell Defense. In addition, the elementalist can communicate with the target tree's spirit as if he had cast the Plant Talk spell (see p. 159, ED).

CIRCLE 7

Beastform

Threads: 2 **Weaving Difficulty:** 16/23
Range: Self **Duration:** 5 + Rank minutes
Effect: Transforms the caster into an animal
Casting Difficulty: Caster's Spell Defense

The Beastform spell allows the elementalist to assume the form of a non-magical animal, including those listed on page 311 of the *Earthdawn* rulebook. The transformed elementalist gains all of the chosen beast's normal physical Attributes and abilities but retains his or her own mental Attributes and talents. The elementalist must have at hand a small part of the desired animal (a tuft of hair, a feather, and so on) to cast this spell. The elementalist's clothing and equipment disappear when he assumes the animal form and reappear when the spell expires. None of the caster's equipment functions while he is in animal form, but any threads the elementalist has woven to magical or pattern items remain effective.

Elementalists in animal form can be affected by any talents or spells that normally affect beasts. They can cast only those spells requiring actions that the beast shape is capable of performing; this limitation automatically excludes any spell requiring speech.

Earth Q'wril

Threads: 4 **Weaving Difficulty:** 16/18
Range: Self **Duration:** 10 + Rank minutes
Effect: See text
Casting Difficulty: Target's Spell Defense

The Earth Q'wril spell enables the elementalist to move through the earth in a manner similar to an earth q'wril (p. 22, *Creatures of Barsaive*). If the Spellcasting Test succeeds, for the duration of the spell the elementalist can move through the earth and his Movement Rates become those of an earth q'wril (Full 80/Combat 40). Elementalists using this spell should take care to not get stuck underground when the spell expires.

Earth Surfing

Threads: 4 **Weaving Difficulty:** 10/22
Range: 1 yard **Duration:** 1 hour
Effect: Creates earth wave
Casting Difficulty: 6

The Earth Surfing spell allows the elementalist to create a wave of earth that greatly increases his movement rate. The spell can be cast only on earth or rock. While weaving the necessary threads, the elementalist kneels down and moves his hands over the ground as if simulating waves. Then he makes a Spellcasting Test. If the test succeeds, a 10-foot-by-10-foot area of the earth becomes a wave of soil on which the elementalist can ride. The wave has a Combat Movement of 100 yards and a Full Movement of 200 yards. The elementalist can grant a number of persons up to his Spellcasting rank safe passage on the wave; anyone else who attempts to ride the wave must make a Knockdown Test against a Difficulty Number 10. If the test fails, that character is knocked down and takes Step 5 damage. The elementalist need not concentrate on the spell to control the wave. However, the elementalist must make a Spellcasting Test against a Difficulty Number 10 to change the direction of the wave. If the wave hits a solid obstacle such as a large tree or rock, the spell expires immediately and all travelers on the wave take Step 10 Damage. Physical Armor protects against this damage.

Engulf (Element)

Threads: 2 **Weaving Difficulty:** 13/20
Range: 10 yards **Duration:** Rank rounds
Effect: Willforce
Casting Difficulty: Target's Spell Defense

The Engulf (Element) spell allows the elementalist to engulf a target in one of the five elements, smothering him. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test each round for the





duration of the spell. Armor does not protect against this damage. This spell is equivalent to the Engulf spirit power in **Magic: A Manual of Mystic Secrets** (p. 81). Each of the five different versions of this spell—one for each element—must be learned separately.

Fire Hounds

Threads: 2+ (see text) **Weaving Difficulty:** 13/20
Range: 10 yards **Duration:** 5 + Rank minutes
Effect: Summons fire hounds
Casting Difficulty: 7

The elementalist weaves the threads for the Fire Hounds spell to a fire source of campfire-size or larger. If the Spellcasting Test succeeds, two large hounds formed of flames leap from the fire and obey their summoner's commands. These hounds have the statistics and abilities of hellhounds (see p. 42, **Creatures of Barsaive**).

The elementalist can summon more hounds by weaving additional threads. Each additional thread (up to a maximum of 6) summons one hound. However, if the elementalist fails a Thread Weaving Test to summon more fire hounds, a number of hounds equal to the number of threads woven up to that point appear and immediately attack the elementalist. Fire hounds conjured by this spell cannot be dispelled or banished; however, they disappear if they are killed or when the spell expires.

FIRE HOUND

Attributes

DEX: 7 **STR:** 8 **TOU:** 6
PER: 3 **WIL:** 4 **CHA:** 4

Initiative: 7 **Physical Defense:** 9
Number of Attacks: 2 **Spell Defense:** 7
Attack: 9 **Social Defense:** 6
Damage: **Armor:** 5
Bite: 10 **Mystic Armor:** 2
Claws: 8 **Knockdown:** 8
Number of Spells: 1 **Recovery Tests:** 2
Spellcasting: 8
Effect: 10

Death Rating: 60 **Combat Movement:** 40
Wound Threshold: 8 **Full Movement:** 80
Unconsciousness Rating: 53

Legend Points: 130
Equipment: None
Loot: None

Flame Darts

Threads: 2 **Weaving Difficulty:** 13/23
Range: 40 yards **Duration:** 1 round
Effect: Willforce + 7
Casting Difficulty: Target's Spell Defense (see text)

The Flame Darts spell enables the elementalist to attack several targets within a 10-foot-by-10-foot area by hurling dozens of flame darts at them. The elementalist makes a Spellcasting Test and compares the result to the Spell Defense of all the characters or creatures within the target area. If a target's Spell Defense is equal to or less than the Spellcasting Test result, that target takes damage equal to the result of the Effect Test. Physical armor protects against this damage. Because this spell cannot be directed at specific targets, friendly characters in the area of effect can be damaged by it.

Grasping Hand of Earth

Threads: 3 **Weaving Difficulty:** 13/20
Range: 60 yards **Duration:** 3 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

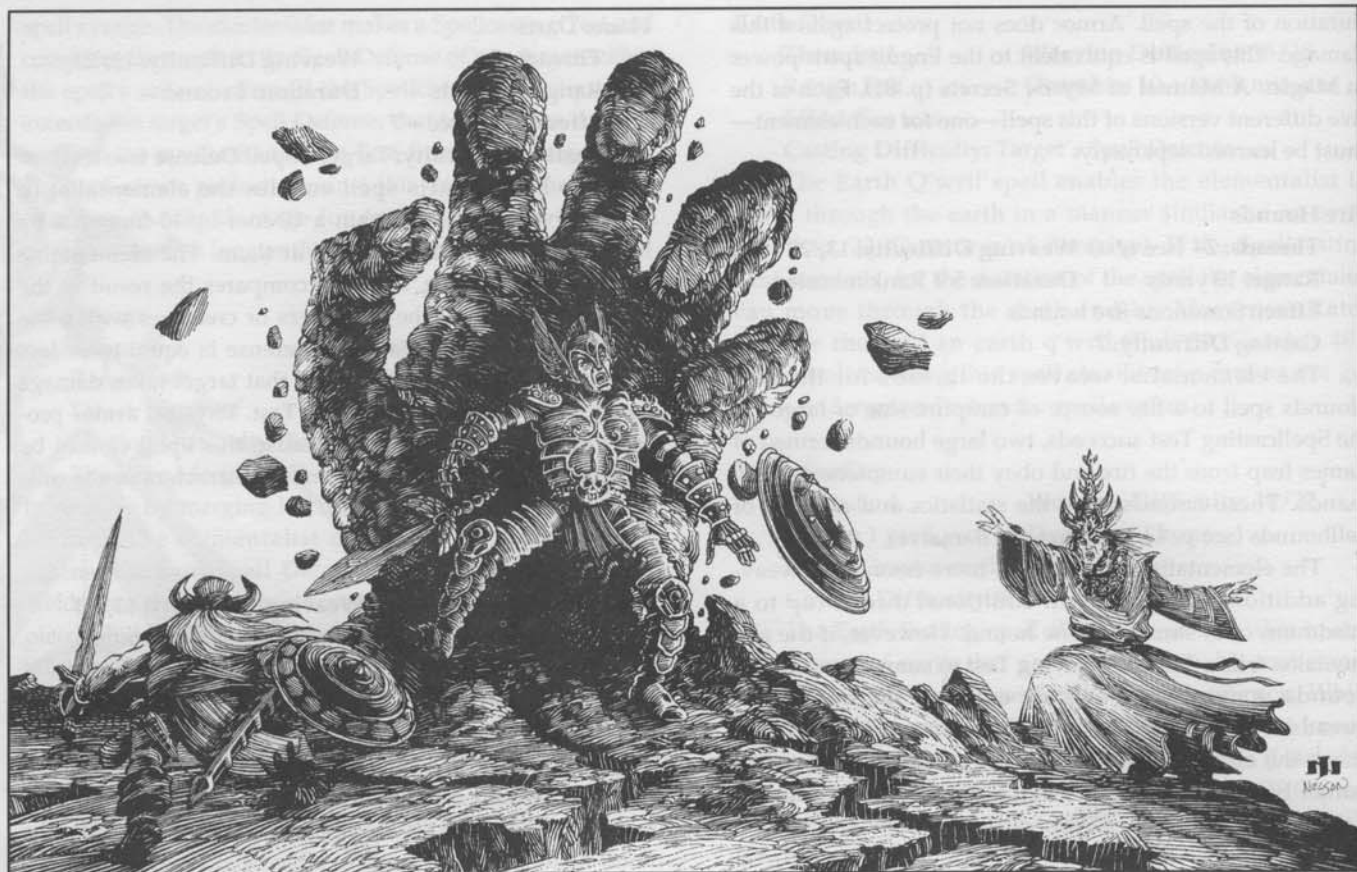
The Grasping Hand of Earth spell, which can be cast only against a target standing on earth or stone, causes a massive earthen or stone hand to rise out of the ground and seize the target. If the Spellcasting Test succeeds, the hand holds the target with an effective Strength step equal to the spell's Effect step. To break free of the hand, the target must make a successful Strength Test against the result of the spell's Effect Test.

Thunderclap

Threads: 3 **Weaving Difficulty:** 13/17
Range: 60 yards **Duration:** 1 round
Effect: -8 steps to actions, deafness
Casting Difficulty: Target's Spell Defense

The Thunderclap spell creates a thunderclap that stuns and deafens anyone within a 15-foot radius of the caster. The elementalist makes a Spellcasting Test and compares the result to the Spell Defenses of all targets in the spell's area of effect. If the test result is equal to or greater than a target's Spell Defense, the target suffers -8 steps to all actions in the following round and is deafened for 2D6 rounds after the thunderclap. Most unintelligent creatures flee in fear when a thunderclap spell is cast.





CIRCLE 8

Crushing Hand of Earth

Threads: 4 **Weaving Difficulty:** 14/21
Range: 60 yards **Duration:** 3 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Crushing Hand of Earth spell works similarly to the Grasping Hand of Earth. Rather than simply holding the target, however, the earthen hand exerts crushing force that inflicts damage on the target equal to the spell's Effect step for each round that the target is in its grip. Physical armor protects against this damage, but the Armor bonus usually granted by shields does not apply. As with the Grasping Hand of Earth spell, the target must make a successful Strength Test against the result of the spell's Effect Test to break free.

Waterspout

Threads: 2 **Weaving Difficulty:** 14/21
Range: 1 mile **Duration:** 1 round
Effect: Willforce + 15
Casting Difficulty: Target's Spell Defense (see text)

The Waterspout spell allows the elemental to create an enormous waterspout that he can use to attack such large waterborne targets as riverboats, sailing ships and creatures such as dragons or leviathans. The elemental must be within 20 feet of a large body of water, such as a river, lake or sea, to cast this spell. When attacking a ship, the elemental makes a Spellcasting Test against the vessel's Maneuverability Rating (p. 130, *Earthdawn Companion*; p. 90, *Serpent River*). If the test succeeds, the target suffers damage equal to the result of the Effect Test. A ship's Armor Rating protects against this damage.

When attacking a creature or character, the elemental makes the Spellcasting Test against the target's Spell Defense. Attacking a target smaller than a rowboat (about 15 feet long) requires an Excellent success, and the elemental cannot achieve an Armor-Defeating Hit. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test. Physical Armor protects against this damage. Creatures or characters that suffer a Wound from this spell must add 7 to the Difficulty Number of their Knockdown Tests.





CIRCLE 9

Burning Water

Threads: 5 **Weaving Difficulty:** 15/25

Range: 20 yards **Duration:** Rank minutes

Effect: Creates flammable water

Casting Difficulty: 6

To use Burning Water, the elementalist pours a few drops of alcohol, oil or other flammable liquid onto the water's surface and then casts the spell. If the Spellcasting Test succeeds, up to 100 square yards of water becomes flammable (like refined alcohol). It does not immediately burst into flame; people and animals can safely drink it, swim in it, and so on. Only when exposed to a source of flame, such as a tinderbox or a torch, does the enchanted water catch fire. It burns fiercely, inflicting Step 10 damage each round to anything in contact with it.

This spell is often used against ships in combat; it can also be used to ignite the surface of a pool or other small body of water. On swift-flowing water such as portions of the Serpent River, the spell lasts only a round or two (at the gamemaster's discretion) because the current's motion causes the flammable surface to disperse.

Cold Embers

Threads: 4 **Weaving Difficulty:** 18/25

Range: 60 yards **Duration:** 1 round

Effect: Extinguishes open flames

Casting Difficulty: 4

This large-scale version of the Snuff spell (p. 8) enables the elementalist to extinguish large fires such as forest fires. If the Spellcasting Test succeeds, the Cold Embers spell extinguishes a targeted area of fire up to 100 yards by 100 yards. The spell also makes whatever was burning completely cool to the touch. This spell does not guarantee that the fire will not start up again.

CIRCLE 10

Frozen Harbor

Threads: 5 **Weaving Difficulty:** 16/29

Range: 30 yards **Duration:** 1 round

Effect: Freezes an expanse of water

Casting Difficulty: 9

Frozen Harbor is a ritual spell; weaving each thread requires 1 hour. The caster must stand within sight of the targeted area and no more than 30 yards from the shoreline. If the Spellcasting Test succeeds, an area up to a mile in diameter is covered in a yard-thick sheet of ice. The ice immobilizes any ships within the spell's area of effect and is strong enough support the weight of a fully armed and armored troll or obsidiman.

The spell's duration is the time it takes the harbor to freeze. The ice eventually melts on its own. In Barsaive's typically temperate weather, a Frozen Harbor spell melts completely in a week, and the ice breaks up enough for ships to navigate within a day or two of casting.

Petrify

Threads: 4 **Weaving Difficulty:** 19/26

Range: 20 yards **Duration:** Rank days

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

The elementalist casts a handful of powdered stone at a chosen target and makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the elementalist then makes an Effect Test and compares the result to the target's Willpower Step Number. A successful Effect Test turns the target into stone, of the same type used to cast the spell. All of the target's clothing and possessions are transformed along with him. For each hour that the spell lasts, the victim may make a Willpower Test against the Effect Test result; a successful test allows him or her to break free. The victim is unconscious for the duration of the spell. Any damage done to the character while in "statue" form carries over when the character returns to normal.

Blood magic can extend the duration of this spell. By taking 3 points of permanent damage, the elementalist can extend the spell to a year and a day. The target may still try to break free, but may make only 1 attempt per week to do so.

CIRCLE 11

Wood Blade

Threads: 4 **Weaving Difficulty:** 22/28

Range: Touch **Duration:** 8 + Rank hours

Effect: Willforce + 16

Casting Difficulty: 4

The Wood Blade spell allows the elementalist to transform a three-foot or longer piece of wood into a broadsword that can cause immense damage. As he weaves the necessary threads, the elementalist grips the wood in both hands, wielding it like a blade. If the Spellcasting Test succeeds, the wood becomes a wooden broadsword (Size 3, weight 3 pounds) that anyone can wield. When used in combat, the sword's Damage step is the Effect step of the spell; however, the wielder's Strength step is not added to the weapon's Damage step.





CIRCLE 12

Crop Blight

Threads: 8 **Weaving Difficulty:** 21/26
Range: Touch **Duration:** 1 year and 1 day
Effect: Destroys crops (plants)
Casting Difficulty: 5

The Crop Blight ritual spell enables an elemental to cause blight over an area up to 10 square miles. The elemental must be within the area of effect as he weaves the necessary threads (weaving each thread takes 1 week). After all the threads have been woven, the elemental must take a small plant from the target area and smash it into pulp, killing it as he makes the Spellcasting Test. If the test succeeds, all plant life within the target area dies. For the duration of the spell, no plants will grow there.

Most elementarists are reluctant to cast this spell, as it causes significant harm to the spirits of the plants killed. In more than one recorded instance, an elemental who successfully cast this spell was found dead just days later, presumably killed by angry plant spirits.

CIRCLE 14

Council of the Forest

Threads: 9 **Weaving Difficulty:** 18/32
Range: 1 mile radius **Duration:** 1 day
Effect: Summons tree and other plant spirits
Casting Difficulty: 10

The powerful Council of the Forest spell awakens all tree and plant spirits within a mile of the caster and calls them to attend him or her. The most powerful spirits move to the caster's location; others remain where they are. The spell allows the elemental to bring one matter before this Forest Council and ask its judgment on it but does not force the spirits to obey the elemental or judge in his favor. The matter brought up can be anything of concern to the spirits: the fate of the forest, the threat of invaders, punishment for a transgression, a quest for lost treasure, and so on. The council weighs whatever the elemental has to say and then offers its advice. These spirits can be powerful allies if they choose to help the elemental: they know everything about their forest domain and all are Strength 1 or higher plant elementals (see p. 88, *Magic: A Manual of Mystic Secrets*). The gamemaster determines the spirits' reaction based on two factors: the elemental's case and how much respect he or she has shown for the element of wood.

CIRCLE 15

Call Forth the Maelstrom

Threads: 6 **Weaving Difficulty:** 25/33
Range: None **Duration:** Rank hours
Effect: Creates a natural disaster
Casting Difficulty: 10

The Call Forth the Maelstrom ritual spell stirs up a natural disaster of the caster's choosing: an earthquake, tidal wave, forest fire or the like. Weaving each thread takes one week, during which time the elemental contacts the various elemental spirits that must make the alterations needed for the maelstrom. Small signs of its approach are noticeable as the spell is being woven: tremors, high winds or unusual changes in temperature. If the Spellcasting Test succeeds, the spell devastates a hundred-square-mile area of the elemental's choice. Most settlements or cities in the area of effect are seriously damaged or destroyed. The gamemaster determines specific individual effects of the maelstrom based on its type and location. Characters caught in a maelstrom suffer damage based on the type of disaster, with a minimum Damage Step of 13. Each character should take damage in each round during which they are exposed to the spell's effects.

Purify Forest

Threads: 12 **Weaving Difficulty:** 28/33
Range: 10 yards **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense (see text)

The Purify Forest ritual spell allows the elemental to purify the astral space corresponding to an area of forest or jungle up to 100 square miles in size. Created to counter the corrupting influences of Horrors on astral space, the spell is cast only on Corrupt astral regions (see *Raw Magic*, p. 155, ED).

Weaving each required thread takes 1 week. While weaving the threads, the elemental must walk around the borders of the target area, making 1 complete circuit for each thread. When making the final Thread Weaving Test, the elemental must enter the area of astral space corresponding to the target land. The elemental then returns to the physical world to cast the spell. As he makes the Spellcasting Test, the elemental pours water onto a small pillar of stones taken from the target area, symbolizing the cleansing of the land. The test is made against the highest Spell Defense of any Horror that traveled through the tainted area within the past year and a day. If the test succeeds, the spell cleanses the astral space corresponding to the target area, making it a Safe region.





ILLUSIONIST SPELLS

CIRCLE I

Bellow of the Thundras

Threads: 0 **Weaving Difficulty:** NA/15
Range: 60 yards **Duration:** 5 + Rank minutes
Effect: Allows the subject's voice to be heard to the extent of the spell's range
Casting Difficulty: Target's Spell Defense

The Bellow of the Thundras spell is not an illusion. The illusionist must mime the opening lines of the speaker's speech before casting the spell. If the Spellcasting Test succeeds, the subject's voice is amplified and can be heard up to 60 yards away. Illusionists most often use the spell at large gatherings or to make an impression in a distracting situation.

Blazing Fists of Rage

Threads: 0 **Weaving Difficulty:** NA/16
Range: Touch **Duration:** 4 + Rank rounds
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense

The Blazing Fists of Rage spell engulfs the subject's hands (or feet) in illusory flames that augment the damage he can do when making unarmed combat attacks. If the Spellcasting Test succeeds, the subject's hands (or feet, or other areas of the body used in unarmed combat) glow cherry red, and a slow-fading after image begins to trail behind his or her body. The subject's body hums with power. When he strikes an opponent with an unarmed combat attack, brilliant red sparks fly with an explosive sound effect. Any successful unarmed combat attacks made by the subject use the spell's Effect step for Damage Tests. Physical armor protects against this damage. If the victim of such an attack takes a Wound, his Knockdown Test acts as a Sensing Test.

Catseyes

Threads: 1 **Weaving Difficulty:** 5/10
Range: Touch **Duration:** 3 + Rank minutes
Effect: Grants low-light vision
Casting Difficulty: Target's Spell Defense

The Catseyes spell grants its subject the ability to see in near-darkness, like an elf or an ork. To cast the spell, the illusionist touches the subject lightly on his or her eyelids as he makes his Spellcasting Test. If the test succeeds, the subject's pupils become vertical slits, like a cat's, for the duration of the spell. This grants the target the equivalent

of the racial ability low-light vision (p. 54, ED) for the duration of the spell. The subject's eyes also reflect incoming light and therefore seem to glow in the dark.

If used on a target that already has low-light vision, such as an ork or elf, this spell has no effect.

Fun with Doors

Threads: 2 **Weaving Difficulty:** 5/10
Range: 20 yards **Duration:** 1 + Rank minutes
Effect: Creates/alters illusions involving doors
Casting Difficulty: Spell Defense of targeted door

To cast Fun with Doors, the illusionist must be able to see a door, trap door, or archway. The illusionist makes a Spellcasting Test against the targeted door's Spell Defense—usually 2, but possibly much higher in the case of doors that have been magically strengthened or sealed. If the test succeeds, the illusionist may create a variety of illusions involving the targeted door. For example, he can make a door look like a wall as people run for the exit, apparently move the door up to 10 feet in any direction, make an illusion of the door just opening or shutting as pursuers come around a corner, or make the door appear to be made of solid orichalcum or other material. Treat the various actions involved in opening or touching these illusory doors or walls as Sensing Tests. Illusory doors created with this spell may be no larger than 10 feet by 10 feet. Characters cannot run through illusory doors.

True Blazing Fists of Rage

Threads: 0 **Weaving Difficulty:** NA/16
Range: Touch **Duration:** 4 + Rank rounds
Effect: Willforce + 2
Casting Difficulty: Target's Spell Defense

The True Blazing Fists of Rage spell is not an illusion. It looks and acts exactly like the Blazing Fists of Rage but is slightly less powerful than its illusory twin.

CIRCLE 2

Blindness

Threads: 1 **Weaving Difficulty:** 8/14
Range: 25 yards **Duration:** 5 + Rank minutes
Effect: Blinds the target
Casting Difficulty: Target's Spell Defense

The illusionist points at the target of the Blindness spell, blinks twice, then makes a Spellcasting Test. If the test





succeeds, the target is blinded for the duration of the spell and suffers a -5 step penalty to all tests for actions that require vision (including combat). Because the blinding effect is an illusion, the target may attempt to resist it by disbelieving it. To do so, the target may make a Disbelief Test to detect the spell's illusory nature as soon as it takes effect.

Additionally, any successful test the target makes against the spell's Sensing Difficulty of 16—with the -5 step penalty applied—dispels the illusion.

Disaster

Threads: 1 **Weaving Difficulty:** 9/17
Range: 10 yards **Duration:** 5 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense (see text)

The Disaster spell creates the illusion of a disaster happening just beyond the range of normal sight. The illusionist must glance casually around and then stop and stare hard at a fixed place on the horizon, saying something like "Oh, Passions, look over there," or "What in the world can that be?" as he casts the spell. The illusionist makes a Spellcasting Test against the highest Spell Defense of any target within the spell's range. If the test succeeds, the spell creates illusory evidence of a disaster of the illusionist's choosing: a plume of smoke rising from the roofs of a village, the sounds of people screaming, or some other minor distracting effect. The illusionist then makes an Effect Test and compares the result to the Social Defenses of the targeted characters. If this test succeeds, the spell distracts the affected characters by drawing their attention to the supposed disaster. This distraction is enough to allow blind-side attacks (p. 202, ED) against targets of the spell.

This spell can target a number of people equal to the illusionist's Spellcasting rank but cannot be cast inside small, closed environments such as rooms with no windows. If used against people engaged in combat or other distracting activity, increase the Social Defense of the targets by 4 for the Effect Test.

Encrypt

Threads: 0 **Weaving Difficulty:** NA/11
Range: 20 yards **Duration:** Rank hours
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense (see text)

The Encrypt spell makes a selected area of text jumbled and unreadable. The magician makes the Spellcasting Test against the Spell Defense of the book or paper on which the text is written—normally 2, but often higher in the case of magical texts and grimoires. If the Spellcasting Test succeeds, the text becomes incomprehensible. The illu-

sionist then makes an Effect Test and records the result. Any character attempting to read the encrypted text must make a Disbelief Test (using either Perception or the Read and Write Magic talent) against the result of the Effect Test. If the Disbelief Test succeeds, that character alone can read the encrypted text. Anyone else attempting to read it must make his or her own Disbelief Test.

Impossible Knot

Threads: 2 **Weaving Difficulty:** 6/14
Range: Touch **Duration:** 1 + Rank days
Effect: Willforce + 4
Casting Difficulty: 4

The illusionist weaves the threads of the Impossible Knot spell while tying a knot in a rope or cord. If the Spellcasting Test succeeds, the knot cannot come loose and is extremely difficult to untie or break. The illusionist then makes an Effect Test; the result is the Difficulty Number for tests made to untie the knot and also the knot's effective Armor Rating against attempts to cut or break it. Treat any test made to cut or untie the knot as a Sensing Test.

The illusionist can cancel the spell at any time by touching the knot and willing the spell to end.

Remove Shadow

Threads: 1 **Weaving Difficulty:** 6/14
Range: Touch **Duration:** 5 + Rank minutes
Effect: Removes the subject's shadow and reflection
Casting Difficulty: Target's Spell Defense

The illusionist touches the subject of the Remove Shadow spell and pulls away a fine veil of silky, gray material that seems to fold in on itself and vanish as the spell is cast. If the Spellcasting Test succeeds, the subject casts no shadow even in strong light and shows no reflection in mirrors or other reflective surfaces. This effect adds +1 step to any tests the subject makes to remain unseen or to hide and also makes the subject immune to spells and powers that affect someone's shadow or reflection, such as Shadow Tether (p. 182, ED). Unfortunately, characters without shadows or reflections are believed to be Horror-touched in many areas of Barsaive.

You Got Me

Threads: 1 **Weaving Difficulty:** 6/14
Range: Self **Duration:** 6 + Rank minutes
Effect: +6 steps to Charisma
Casting Difficulty: 6

The You Got Me spell must be accompanied by a ripping motion, as if the illusionist was peeling a mask off his face or clothing off his body. If the Spellcasting Test





succeeds, the illusion changes the illusionist's appearance (including clothing and equipment) and voice as desired. The spell adds 6 steps to the illusionist's Charisma step when trying to convince others of his false identity and/or attempting to persuade them to act according to that misperception. If the illusionist is mimicking an individual, he or she must have previously seen that individual. This spell can change the illusionist's apparent size, making him as large as a troll or as small as a windling. It is similar to Best Face (p. 167, ED), but changes the illusionist's entire appearance. Any Interaction Tests made against an illusionist sustaining this spell act as Sensing Tests.

For the duration of the spell, the illusionist may make another successful Spellcasting Test and shift the illusion again—he may even create an illusion of his regular appearance. Illusionists use this spell for everything from quick changes of clothes to appearing as their worst enemy while committing crimes.

CIRCLE 3

And Then I Woke Up

Threads: 1 **Weaving Difficulty:** 10/15
Range: Self **Duration:** 1 round
Effect: +8 steps to Perception
Casting Difficulty: Target's Spell Defense

The And Then I Woke Up spell is not an illusion. To cast it, the illusionist claps his or her hands together loudly and then makes a Spellcasting Test. If the test succeeds, the spell grants 8 steps to the illusionist's Perception step or True Sight talent for tests made to detect illusions and illusion magic during the next round.

Blinding Glare

Threads: 1 **Weaving Difficulty:** 10/20
Range: 30 yards **Duration:** See text
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Blinding Glare spell creates a blinding flash of light at a spot of the caster's choice within the spell's range. The illusionist makes a Spellcasting Test against the highest Spell Defense of any target within 10 feet of the flash. If the test succeeds, the illusionist makes an Effect Test and compares the result to the Perception Step of all affected targets, then consults the Success Level Table (p. 246, ED). For each level of success achieved, the target is blinded for 1 Combat Round. This spell is not an illusion, so targets cannot disbelieve its effects.

Phantom Warrior

Threads: 1 **Weaving Difficulty:** 7/15
Range: 10 yards **Duration:** Rank + 3 rounds
Effect: Creates 3 images of target
Casting Difficulty: Subject's Spell Defense

The Phantom Warrior spell enables the illusionist to form three phantom images of the target, making him or her more difficult to hit in combat. The illusionist moves his hands in slow, abstract movements while weaving the thread to this spell. He then points at the intended target and makes the Spellcasting Test. If the test succeeds, three images identical to the subject appear. These images remain within 1 yard of the subject at all times, occasionally overlapping with him or her. The images do not move in sync with the subject; one image may swing a sword high while another swings low and the third thrusts home, while the subject adopts a defensive stance. The images confuse opponents and give the subject a +3 bonus to his or her Physical Defense. Attacks made by the subject are also more difficult for opponents to avoid or riposte; apply a +3 penalty to the Difficulty Number of any Avoid Blow, Riposte or other similar talent test made in response to the subject's attack. Any type of test made against the subject is considered a Sensing Test.

See the Unseen

Threads: 1 **Weaving Difficulty:** 7/15
Range: Touch **Duration:** 5 + Rank minutes
Effect: +8 steps for Perception Tests
Casting Difficulty: Target's Spell Defense

The illusionist lightly touches the subject's eyes as he casts the See the Unseen spell. If the Spellcasting Test succeeds, the subject gains +8 steps to all Perception Tests when attempting to detect hidden objects or characters. The spell does not enable the character to see things that normally cannot be seen, such as Horrors lurking in astral space.

Soothe the Savage Beast

Threads: 1 **Weaving Difficulty:** 7/15
Range: 10 yards **Duration:** 3 + Rank minutes
Effect: Hypnotizes a single animal
Casting Difficulty: Target's Spell Defense

The Soothe the Savage Beast spell works only on non-Name-givers and is not an illusion. The illusionist stretches out his hands; softly glowing tendrils of blue light move in an intricate pattern between them as he weaves the thread for the spell. The illusionist then makes a Spellcasting Test against the target animal's Spell Defense. If the test succeeds, the target animal becomes passive; it will not attack for any reason, including hunger or aggression. If the animal is struck or affected by a disorienting spell or talent





while under the effects of this spell, Soothe the Savage Beast is dispelled.

If the Spellcasting Test achieves an Extraordinary success against the animal's Spell Defense, the spell creates a weak rapport between the illusionist and the animal, as the beast finds the effects of the spell pleasurable. In this case, the animal follows the illusionist around for a number of days equal to the illusionist's Spellcasting Rank.

CIRCLE 4

Aura

Threads: 1 **Weaving Difficulty:** 10/16
Range: 10 yards **Duration:** 3 + Rank rounds
Effect: Willforce +2
Casting Difficulty: Target's Spell Defense

The Aura spell makes the target's astral aura physically visible as a glowing halo of colors and shapes around his or her body. If the Spellcasting Test succeeds, the illusionist makes an Effect Test against the target's Spell Defense. A successful Effect Test makes the target's aura visible and enables any character with astral sensing abilities to glean information from the aura without the Strain or danger of looking into astral space. (For information about the various forms of astral sensing, see p. 74, **Magic: A Manual of Mystic Secrets**.) The brightly glowing aura also makes the target clearly visible in the dark and negates darkness penalties when engaging the target in combat.

Bleeding Edge

Threads: 1 **Weaving Difficulty:** 10/20
Range: Touch **Duration:** 1 round
Effect: +5 steps to weapon's Damage Step
Casting Difficulty: Target's Spell Defense

The Bleeding Edge spell is not an illusion, and the illusionist can cast it on any type of weapon. The caster makes the Spellcasting Test against the Spell Defense of the last wielder who spilled blood with the weapon. If the test succeeds, a weapon that has shed blood within the night and day prior to the casting bleeds along its edge or striking surface. If the weapon strikes its original wielder during the round that it bleeds, it does an additional 5 steps of damage.

Conceal Tracks

Threads: 2 **Weaving Difficulty:** 10/20
Range: Touch **Duration:** Rank hours
Effect: Conceals tracks
Casting Difficulty: Target's Spell Defense

The illusionist touches one of the targets of the Conceal Tracks spell and makes a Spellcasting Test against the highest Spell Defense of all the intended targets. If the

test succeeds, the targets' tracks are magically concealed against attempts to follow them using the Tracking talent or similar talents and skills. Perception or Tracking Tests made to discover tracks concealed by this spell are considered Sensing Tests; if any succeed, they reveal that the tracks have been magically concealed.

Conceal Tracks can affect a number of characters up to the illusionist's rank in Spellcasting.

Great Weapon

Threads: 1 **Weaving Difficulty:** 13/20
Range: Touch **Duration:** 2 + Rank rounds
Effect: -2 step penalty to Attack Tests
Casting Difficulty: Target's Spell Defense

The Great Weapon spell enables an illusionist to make a sword or other weapon Size 2 or larger appear bigger and more dangerous than it actually is. The illusionist makes the Spellcasting Test against the weapon's Spell Defense. If the test succeeds, any opponent of the weapon's wielder suffers a -2 step penalty to all Attack Tests for the duration of the spell. Any tests made in combat against the wielder of the target weapon act as Sensing Tests.

Hunger

Threads: 3 **Weaving Difficulty:** 10/17
Range: Touch **Duration:** Rank days
Effect: Causes or diminishes hunger in a single target
Casting Difficulty: Target's Spell Defense

The illusionist may use the Hunger spell to make a target feel hungry or forget his hunger. To cast the spell, the illusionist must mime either eating or vomiting, based on the desired effect. If the Spellcasting Test succeeds, the spell induces a strong feeling of hunger or nausea.

If the illusionist mimes eating, the target feels sudden, overwhelming hunger pangs that inflict a -1 step penalty to all actions for the duration of the spell. This hunger makes the target irritable and easily distracted; he single-mindedly seeks food and continually eats, yet he remains hungry.

If the illusionist mimes vomiting, the target immediately ceases feeling hungry, and does not feel hungry again until the spell expires or he successfully disbelieves the illusion. If the target eats while the spell is in effect, he becomes nauseous. If the target goes 3 days without food, he grows weary and suffers a -1 step penalty to all actions. For each following day without food, this penalty increases by -1 step (for example, it is -2 steps on the fifth day, -3 on the sixth day, and so on). Additionally, the gamemaster makes a daily Damage Test using the total number of days the character has gone without food as the step number. This damage never causes Wounds, regardless of the test results.





Any tests made by the target related to eating or resisting hunger (such as **Fatigue Tests**, p. 98, **Earthdawn Survival Guide**) act as Sensing Tests.

Memory Blank

Threads: 2 **Weaving Difficulty:** 10/17
Range: 1 yard **Duration:** 1 + Rank hours
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense

The caster of the Memory Blank spell looks at her target and says, "what was that?", then makes a Spellcasting Test. If the test succeeds, the illusionist makes an Effect Test and compares the result to the target's Willforce (or Willpower) step, then consults the Success Level Table (p. 246, ED). For each level of success achieved, the target forgets one minute of time. This spell can affect a target even in the middle of a sentence or action, in which case the target likely forgets what he or she was doing and why. The spell's effects are illusory and can be overcome with a successful Disbelief Test. When the spell expires, the target recalls everything that he or she forgot. The illusionist can use blood magic to extend the duration of this spell to a year and a day by taking 2 points of permanent damage.

Nightmare of Foreboding

Threads: 5 **Weaving Difficulty:** 10/17
Range: 20 yards **Duration:** Rank days
Effect: -8 to target's Wound Threshold
Casting Difficulty: Target's Spell Defense

The Nightmare of Foreboding spell, cast on a sleeping Name-giver, is not an illusion. The caster must be able to see the target. He throws sand and soot into the air as he weaves the threads, then draws an X in the falling debris, facing toward the target. If the Spellcasting Test succeeds, the target experiences a terrifying nightmare of helplessness and weakness in the face of danger.

When the target wakes, his or her Wound Threshold is reduced by 8 (to a minimum of 1), for the duration of the spell. This spell is most often used as a death threat or to cause convenient "accidents." Rumor has it that this spell was first created and used by members of the Hand of Corruption, and those who use it are often suspected of working with the group.

Unmask

Threads: 1 **Weaving Difficulty:** 10/20
Range: 20 yards **Duration:** 3 + Rank minutes
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense
The Unmask spell reveals the target's true physical

appearance to all viewers for the spell's duration. If the Spellcasting Test succeeds, the illusionist makes an Effect Test against the Dispel Difficulty or Step Number of any power, spell or talent being used to conceal the target's appearance. If this test succeeds, the effects of those enchantments are suspended and the target's actual appearance is revealed. Note that this spell does not dispel other illusion spells; it merely makes them temporarily ineffective.

CIRCLE 5

Awaken

Threads: 2 **Weaving Difficulty:** 11/18
Range: Touch **Duration:** 1 round
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Awaken spell enables the illusionist to awaken unconscious subjects. The caster of the spell claps his hands together three times, lightly touches the subject and makes a Spellcasting Test. If the test succeeds, the illusionist makes an Effect Test against the Dispel Difficulty of any spell or magical ability that is keeping the subject unconscious, asleep, drugged or otherwise unaware. If this test succeeds, the subject is freed from his or her unconscious state.

If a subject has exceeded his or her Unconsciousness Rating, the spell gives him an immediate Recovery Test with a 6-step bonus.

Bond of Silence

Threads: 3 **Weaving Difficulty:** 11/18
Range: 20 yards **Duration:** Rank minutes
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense

The Bond of Silence spell prevents the target from speaking directly about a single specific topic, event or individual (though he can hint indirectly at it). If the Spellcasting Test succeeds, the illusionist makes an Effect Test and records the result. This becomes the Difficulty Number for any Willpower Test the target makes to be able to speak directly about the forbidden topic.

Clothing Gone

Threads: 3 **Weaving Difficulty:** 11/21
Range: 60 yards **Duration:** 5 rounds
Effect: -4 step penalty to all actions
Casting Difficulty: Target's Spell Defense

The Clothing Gone spell causes the target to believe that his clothes and armor (if any) have been completely destroyed, leaving him naked and unprotected. If the Spellcasting Test succeeds, the character is so distracted (and





perhaps embarrassed) that he suffers a -4 step penalty to all his actions for the duration of the spell. Any test a character makes while under the spell's effect is considered a Sensing Test. A successful Willpower Test against the spell's Dispel Difficulty (13) also dispels the illusion.

Enter and Exit

Threads: 3 **Weaving Difficulty:** 11/21
Range: 60 yards **Duration:** 5 + Rank minutes
Effect: Shows the safest entrance and exit to a place
Casting Difficulty: 6

The Enter and Exit spell shows the caster the quickest and safest way in and out of any location within the spell's range. If the Spellcasting Test succeeds, the illusionist can unerringly find the most direct route in or out of the target location. The route revealed is always one the illusionist can traverse (in the gamemaster's judgment); however, the route is not always easy. The spell does not reveal the locations of traps or guards, nor does it provide passwords or other

means of entry or exit, but if a route that avoids those things exists, the spell shows it. The spell also reveals hidden passages that the illusionist might not otherwise have noticed.

Eye of Truth

Threads: 1 **Weaving Difficulty:** 11/18
Range: Self **Duration:** 5 + Rank minutes
Effect: +10 steps to Perception Tests
Casting Difficulty: Target's Spell Defense

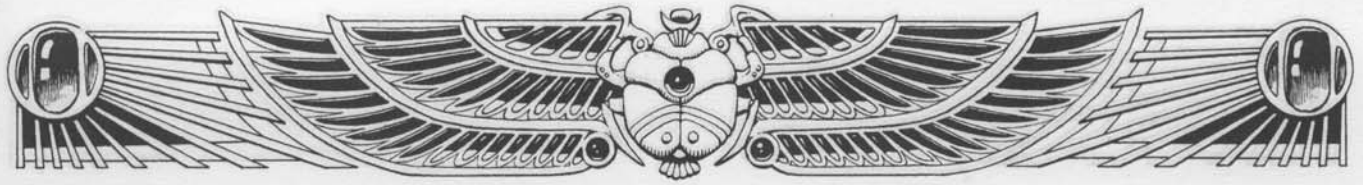
The caster must rub clean, clear water over his or her eyes while casting the Eye of Truth spell. If the Spellcasting Test succeeds, the illusionist gains +10 steps to all Disbelief Tests made against illusions for the duration of the spell. This bonus does not affect Sensing Tests.

Flesh Eater

Threads: 2 **Weaving Difficulty:** 14/21
Range: Touch **Duration:** 5 + Rank rounds
Effect: -2 steps to target's step numbers
Casting Difficulty: Target's Spell Defense

The Flesh Eater spell makes the target's flesh look as if it is rotting and falling off his body. If the Spellcasting Test succeeds, the target character goes into mild shock, resulting in a -2 step penalty to all his step numbers for the duration of the spell. Any tests the character makes while under the spell's effect act as Sensing Tests.





Phantom Fireball

Threads: 1 **Weaving Difficulty:** 11/21
Range: 100 yards **Duration:** 1 round
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense

The Phantom Fireball spell creates a magical ball of flame similar to the elemental Fireball spell, though this fireball is an illusion. If the Spellcasting Test succeeds, the spell does damage equal to the Effect Test Result to all targets within 10 yards of the flames. If any target suffers a Wound from this damage, his or her Knockdown Test is considered the Sensing Test necessary to recognize the illusion.

Switch

Threads: 5 **Weaving Difficulty:** NA/18
Range: 10 yards **Duration:** Rank minutes
Effect: Switches appearance of illusionist and target
Casting Difficulty: Target's Spell Defense

The Switch spell allows the illusionist to switch his own appearance with that of a willing target. If the Spellcasting Test succeeds, the spell makes the illusionist look like the target, and vice-versa. Note that the target cannot voluntarily lower his Spell Defense when the spell is cast. Most illusionists use this spell to lose pursuers in crowded areas, such as marketplaces or bazaars. Any type of test made against the target or the illusionist while either of them is under this spell is considered a Sensing Test.

CIRCLE 6

Astral Shadow

Threads: 2 **Weaving Difficulty:** 12/17
Range: Touch **Duration:** 3 + Rank minutes
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense

The Astral Shadow spell makes the subject more difficult to see in astral space. While weaving the threads for this spell, the illusionist ties a silk veil over the subject's face and makes the Spellcasting Test. If the test succeeds, the illusionist makes an Effect Test; the result becomes the Difficulty Number to detect the subject using astral sensing abilities such as the Astral Sight talent and the Astral Sense spell. The spell does not affect the subject in any other way and does not protect against spells or Horror powers such as Horror Mark. Astral Shadow can be cast only on living beings in the physical world; it does not affect spirits.

Foreseeing

Threads: 2 **Weaving Difficulty:** 12/22
Range: Self **Duration:** 1 round
Effect: Willforce + 3
Casting Difficulty: 9

The Foreseeing spell allows illusionists to read the future in cryptic visions. To cast this ritual spell, the illusionist needs a divination tool, such as a deck of elven path cards, bones, dice or the like. (For more information on divination in *Earthdawn*, see pp. 101–102 of **Magic: A Manual of Mystic Secrets**.)

Weaving each thread of the spell requires 1 hour of meditation, after which the caster makes the Spellcasting Test. If the test succeeds, the illusionist makes an Effect Test against a Difficulty Number determined by the gamemaster, based on the information the illusionist seeks. The result is the number of days in the future that the illusionist can foresee. If the illusionist wishes to foresee the fate of particular target, compare the Effect Test result to the target's Spell Defense and consult the Success Level Table (p. 246, ED). The level of success achieved indicates the clarity of the vision provided by the spell.

Keep in mind that foreseeing always provides information couched in symbols, strange visions and riddles that the illusionist must decipher. The gamemaster should use the information provided by this spell as a source of adventure hooks and a means to drive the plot of an adventure forward.

Memory Scribe

Threads: 3 **Weaving Difficulty:** 12/19
Range: 1 yard **Duration:** 1 + Rank hours
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Memory Scribe spell enables the illusionist to alter the target's memory and make him or her recall things differently than the way they actually happened. If the Spellcasting Test succeeds, the illusionist makes an Effect Test against the target's Willpower (or Willforce) step and consults the Success Level Table (p. 246, ED). Each level of success achieved allows the illusionist to alter one fact that the target remembers about a particular topic or event. The effects of the spell are illusory, and can be overcome with a successful Disbelief Test. In addition, the target can make a Perception Test against the spell's Sensing Difficulty every time he or she "recalls" the false memory. These Perception Tests count as Sensing Tests. When the spell expires, the target's memory returns to normal. The illusionist can use blood magic to extend the duration of this spell to a year and a day by taking 3 points of permanent damage.





Stench

Threads: 3 **Weaving Difficulty:** 12/22
Range: 40 yards **Duration:** 3 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

To cast the Stench spell, the illusionist must crush several blossoms from a stinkweed plant and then make a Spellcasting Test against the highest Spell Defense of any target within a 10-foot-by-10-foot area. If the test succeeds, a hideous odor arises that renders everyone in the spell's area of effect unable to do anything except try to hang on to their last meal. The illusionist makes an Effect Test and records the result; this number becomes the Difficulty for any Willpower Test a target makes to take any action while the spell is active. Such a test is considered a Sensing Test, and dispels the spell if it succeeds.

CIRCLE 7

Dream Sight

Threads: 3 **Weaving Difficulty:** 13/23
Range: 1 mile **Duration:** 8 + Rank minutes
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense

To cast the Dream Sight ritual spell, the illusionist must have something that belongs to the target. To weave each thread takes an hour, and the target must be asleep when the spell is cast. If the Spellcasting Test succeeds, the illusionist makes an Effect Test against the target's Willpower (or Willforce) step. If this test succeeds, the illusionist can view the subject's dreams for the duration of the spell. A Name-giver's dreams might give insights into his or her Hidden Traits (pp. 58–59, ED), secrets, hopes or fears that the illusionist can use at a later time.

Drunken Stagger

Threads: 4 **Weaving Difficulty:** 13/20
Range: Touch **Duration:** 5 + Rank days
Effect: Step penalty to target's actions
Casting Difficulty: Target's Spell Defense

The Drunken Stagger spell is not an illusion. It allows the illusionist to infuse a target with magical energy that makes him inebriated, causing him to stagger for days. The illusionist makes a Spellcasting Test and compares the result to the target's Spell Defense on the Success Level Table (p. 246, ED). If the test succeeds, the target suffers a step penalty to all actions for the duration of the spell. The success level of the Spellcasting Test determines the severity of the penalty. An Average success reduces all the target's step numbers by 1, a Good success by 2, an Excellent success by 3 and an Extraordinary success by 4.

Reversal of Passion

Threads: 2 **Weaving Difficulty:** 13/20
Range: 30 yards **Duration:** 3 + Rank rounds
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense

The illusionist mimics the target's facial expressions while casting the Reversal of Passion spell, then abruptly changes his expression to the opposite one. If the Spellcasting Test succeeds, the spell reverses the target's emotions, so that he or she feels the opposite of whatever he was feeling when the spell took effect. Hate becomes love, greed becomes generosity, and so on. The target acts in accordance with the new emotion while the spell lasts.

The result of the Effect Test is the Difficulty Number for Willpower Tests made to overcome the spell. The target can make one such test per round until the spell expires. If the target is a questor, he may add his questor rank to his Willpower step to resist the inversion of emotion.

Stampede

Threads: 4 **Weaving Difficulty:** 12/17
Range: 120 yards **Duration:** 1 + Rank rounds
Effect: –2 step penalty to target's actions
Casting Difficulty: Target's Spell Defense (see text)

The Stampede spell creates an illusion of a stampede descending on the target characters. The illusionist makes the Spellcasting Test against the highest Spell Defense among the targets. If the test succeeds, the target characters suffer a –2 step penalty to all tests they make for the duration of the spell. Use of this spell in an area where a stampede would normally be impossible (indoors, on an airship, and so on) enables the targets to make an automatic Disbelief Test.

Time Flies

Threads: 4 **Weaving Difficulty:** 10/23
Range: 60 yards **Duration:** Rank hours
Effect: Willforce + 3
Casting Difficulty: 2

To cast the Time Flies spell, the illusionist needs a candle, torch or lantern to which he weaves the spell's threads. The spell is cast when the candle is lit; it lasts a number of hours equal to the caster's Spellcasting Rank, then the light source burns out. If the Spellcasting Test succeeds, the illusionist makes an Effect Test and records the result. The spell alters the temporal perception (perception of time) of anyone within 60 yards of the light source whose Spell Defense is equal to or lower than the Effect Test result; time seems to pass faster or slower within the area of effect than outside it. At the time of casting the illusionist specifies whether time slows down or speeds up, as well as the





degree to which it does (up to a factor of 10). For example, the illusionist can cause targets to believe that ten hours have passed for every hour of real time, or that only an hour has passed when ten have actually gone by.

Time Flies changes only the target's perceptions—it has no effect on the duration of other spells and talents or on Recovery Tests. If an affected character notices that these durations seem different or unusual, he or she may make a Perception Test to detect the Time Flies illusion. This test acts as a Sensing Test and dispels the spell if it succeeds.

CIRCLE 8

Dreamsend

Threads: 3 **Weaving Difficulty:** 11/24
Range: 1 mile **Duration:** 5 + Rank minutes
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Dreamsend spell can be cast on any sleeping subject whose location the illusionist knows. If the Spellcasting Test succeeds, the illusionist makes an Effect Test and compares the result to the subject's Willpower (or Willforce) step, then consults the Success Level Table (p. 246, ED). A successful test enables the illusionist to create dreams for the subject. If the spell is used to soothe and relax a subject, the subject receives a number of additional Recovery Tests equal to the number of success levels achieved (1 for Average, 2 for Excellent, 3 for Extraordinary). These tests are added to the Recovery Tests the character normally receives while sleeping and must be used within 24 hours.

If the Dreamsend spell is used to frighten a subject, the subject *loses* a number of Recovery Tests equal to the number of success levels achieved.

When this spell is cast, the target makes an automatic Perception Test against the spell's Sensing Difficulty. If the test succeeds, the subject wakes up and the spell has no effect.

Illusory Spell

Threads: 2+ **Weaving Difficulty:** 14+/24
Range: 120 yards **Duration:** 1 round
Effect: Willforce + 12
Casting Difficulty: Target's Spell Defense

Illusory Spell enables the illusionist to imitate the effects of other attack spells cast by other magicians. To mimic a spell, the illusionist must first have seen it cast and used the Memorize Image talent (p. 112, ED) to memorize its effects. In this case, the Difficulty Number for the Memorize Image Test is equal to the Learning Difficulty of the spell. Only spells of Circle 8 or lower can be duplicated by Illusory Spell.

The illusory version of a spell uses the same statistics

as the original spell, with the following exceptions. First, the illusory spell is an illusion, which allows targets to Sense and Disbelieve it per standard rules. If a Knockdown or Willpower Test is required to resist the original spell, such tests act as Sensing Tests for the illusory version. Second, the illusory version of a spell lasts for only 1 Combat Round, regardless of the original spell's duration. This means that illusory versions of spells with longer durations, such as Doom Missile or Shift Skin, do not damage their targets after the first round. Third, the illusionist must weave either 2 threads or however many threads the original spell requires, whichever is greater. Likewise, the Weaving Difficulty for the illusory version is equal to the original spell's Weaving Difficulty or 14, whichever is greater. The illusory spell does the mimicked spell's normal damage or Willforce + 12 damage, whichever is lower.

Shadow Spell

Threads: 2 **Weaving Difficulty:** 14/21
Range: 60 yards **Duration:** 1 + Rank rounds
Effect: Willforce + 12
Casting Difficulty: Target's Spell Defense

The potent Shadow Spell is not an illusion. It reduces the effects of a target's own spell magic by diverting most of that magic's power back into astral space. If the Shadow Spell Spellcasting Test succeeds, the illusionist makes an Effect Test and records the result. This result is subtracted from the result of any Effect Test made by the target of the Shadow Spell, thereby reducing the effects of any spell the target casts. If the Shadow Spell reduces a target's Effect Test result to zero or lower, the target's spell becomes a harmless shadow of itself—appearance without substance.

For each round that Shadow Spell lasts, the target can make a Willforce Test against the Shadow Spell's Effect Test result to dispel it. Shadow Spell does not affect talents, creature powers, or any form of magic other than spell magic.

CIRCLE 9

Do Unto Others

Threads: 3 **Weaving Difficulty:** 14/20
Range: 15 yards **Duration:** Rank rounds
Effect: See text
Casting Difficulty: See text

The Do Unto Others spell allows an illusionist to cast an illusory version of any non-illusionist spell that has ever been cast upon him. To use this spell, the illusionist must have made a successful Memorize Image Test (p. 112, ED) against the Dispel Difficulty of the spell to be mimicked. Each such spell counts as 1 image toward the limit of the Memorize Image talent.





To cast *Do Unto Others*, the illusionist weaves the threads for the spell and then makes a Spellcasting Test against the Casting Difficulty of the mimicked spell. If the test succeeds, *Do Unto Others* creates an illusory version of the mimicked spell. This illusory spell has the same effect as the original spell. Use the illusionist's Spellcasting Rank and his Willforce to determine the illusory version's damage, duration, and so on. The range of illusory spells is limited to 15 yards. All illusory spells cast with *Do Unto Others* are illusions; they may not kill a target and may be disbelieved per standard rules. Also, any test made in reaction to the illusory spell, such as Knockdown Tests, act as Sensing Tests. Note that the Sensing and Disbelief Difficulties for this spell are those of the original spell.

Parlen, an ork illusionist, wants to use Do Unto Others to cast an illusory version of the Razor Orb spell (a Circle 6 spell). Parlen has had that spell cast at him in the past, and has successfully used Memorize Image against its Dispel Difficulty (14). He first weaves the 3 threads required for Do Unto Others, then makes a Spellcasting Test against his target's Spell Defense (which is Razor Orb's Casting Difficulty). The test succeeds, so his target is hit by an illusory ball of green glowing energy. Parlen's Willforce Step is 15, so the illusory Razor Orb has an Effect step of 30! After making his Effect Test, the target suffers a Wound and must make a Knockdown Test. If the result of the Knockdown Test is 22 or higher (the Sensing Difficulty of a Circle 6 spell), the target not only remains upright, but also senses the illusion and takes no damage.

CIRCLE 13

Restore Pattern

Threads: 3

Range: Touch

Effect: Willforce + 15

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 20/31

Duration: 1 round

The Restore Pattern ritual spell enables the illusionist to restore to wholeness a subject with a damaged or warped pattern. Weaving each thread requires 1 hour, during which time the illusionist must be within 5 yards of the subject. If the Spellcasting Test succeeds, the illusionist makes an Effect Test and records the result. This result restores any physical damage the character may have suffered, except for Wounds. Additionally, compare the result to the Effect Test result or step number of any spell or magical ability that has altered or damaged the character's pattern (such as the Shatter Pattern or Talent Shredder spells). If the Restore Pattern result exceeds the value of the opposing result or step number, the damaging effect is dispelled or ended.

CIRCLE 14

Shadow Palace

Threads: 6

Range: Touch

Effect: Willforce + 10

Casting Difficulty: 8

Weaving Difficulty: 21/32

Duration: Rank hours

The illusionist casts the Shadow Palace ritual spell by slowly constructing a doorway in the air as he weaves the spell threads at a rate of 1 thread per hour. Once the last thread is woven, the illusionist makes a Spellcasting Test. If the test succeeds, the illusionist opens the door and reveals a beautiful palace, which the illusionist and his guests can enter. The illusionist then makes an Effect Test and records the result. The result becomes the Difficulty Number to see or detect the closed entrance to the shadow palace. The result also serves as the Difficulty Number for Willpower or Willforce Tests made to enter the palace from astral space or the physical world without the illusionist's permission.

The shadow palace occupies a pocket of astral space up to 10,000 square yards in size, furnished and appointed as the illusionist desires. Characters in the shadow palace are free from the constraints of the physical space they just left. The palace is safe, clean and dry: an ideal place for characters to rest and recuperate. Food and drink are provided in whatever form the illusionist desires; otherwise, the only things in the palace are those the guests bring with them.

When the characters leave the palace or when the spell expires, the illusionist and all his guests reappear at the same spot in the physical world from which they left.





NETHERMANCER SPELLS

CIRCLE 1

Astral Spear

Threads: 1 **Weaving Difficulty:** 6/12
Range: 120 yards **Duration:** 1 round
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Astral Spear spell enables a nethermancer to weave astral energy into a phantom spear that he or she can hurl at an opponent. The nethermancer makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the caster makes an Effect Test to determine damage. Physical armor does not protect against this damage, but Mystic Armor reduces it.

Spirit Dart

Threads: 0 **Weaving Difficulty:** NA/7
Range: 25 yards **Duration:** 1 round
Effect: Willforce + 2
Casting Difficulty: Target's Spell Defense

The Spirit Dart spell allows the nethermancer to attack targets with a small piece of astral energy, similar to the Mind Dagger spell (p. 184, ED). When casting the spell, the nethermancer pinches himself and flicks his wrist as if throwing a dart at the target. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test. Mystic Armor protects against this damage.

CIRCLE 2

Gadfly

Threads: 1 **Weaving Difficulty:** 6/14
Range: 30 yards **Duration:** 4 + Rank rounds
Effect: -3 steps to target's actions
Casting Difficulty: 4

The Gadfly spell summons a tiny, glowing spirit that buzzes annoyingly around the target's head, shouting taunts and insults in a high, squeaky voice. The nethermancer makes a Spellcasting Test; if it succeeds, the gadfly appears. The gadfly is so distracting that the target suffers a -3 step penalty to all actions as long as the spirit continues to annoy him. The nethermancer can change the gadfly's target at any time while the spell lasts.

The gadfly can be attacked; it has a Physical Defense of 16 and a Spell Defense of 10, no armor, and a Death Rating equal to the summoner's Wound Threshold. The gadfly is immune to social talents and other abilities that

target Social Defense. If the gadfly takes more damage than its Death Rating, the spell is dispelled and the gadfly banished into astral space.

Shadow's Whisper

Threads: 1 **Weaving Difficulty:** 6/11
Range: 100 yards **Duration:** 3 + Rank minutes
Effect: Willforce + 6
Casting Difficulty: 4

A nethermancer using the Shadow's Whisper spell can hear anything spoken near any shadow that lies within the spell's range. If the Spellcasting Test succeeds, the nethermancer makes an Effect Test against the Spell Defense of any target within the spell's range. If this test succeeds, the nethermancer can hear any sound the target makes near any shadow (including the target's own). The target may make a Perception Test against the Effect Test result; if the Perception Test succeeds, the target has a strong feeling that he or she is being watched.

CIRCLE 3

Arrow of Night

Threads: 1 **Weaving Difficulty:** 7/15
Range: Touch **Duration:** 1 round
Effect: +8 steps to Damage Test
Casting Difficulty: 6

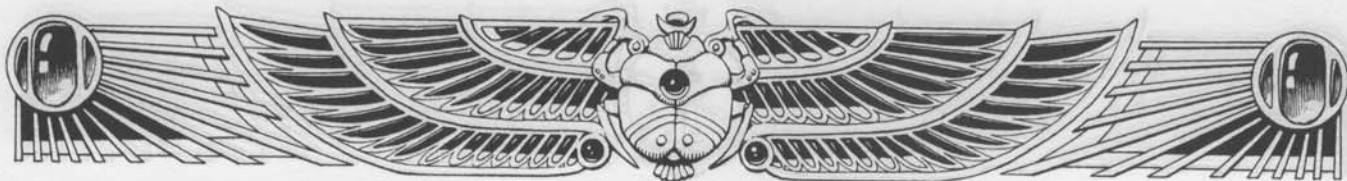
The nethermancer must weave the thread for the Arrow of Night spell to a normal arrow, then make a Spellcasting Test. If the test succeeds, a chilling sheath of darkness covers the arrow, which becomes a silhouette of itself. The arrow must be fired from a bow in the next round or the enchantment is lost. The arrow does 8 steps of damage beyond its standard damage, but handling the shaft costs the archer who fires it 1 point of Strain. This spell is not compatible with talents such as Flame Arrow, which would dispel the sheath. The spell consumes the arrow, which crumbles to dust the round after it strikes.

Dark Messenger

Threads: 1 **Weaving Difficulty:** 7/15
Range: Touch **Duration:** Rank hours
Effect: Conveys a message
Casting Difficulty: Target's Spell Defense

The Dark Messenger spell can be cast only after sunset, on a creature already under the nethermancer's control





via the Command Nightflyer Spell (p. 174, ED). If the Spellcasting Test succeeds, the nethermancer can give the creature a short message (up to 15 + Rank words) to deliver. On the caster's command, the creature flies off, unerringly seeks out the recipient of the message and delivers it in a whispery version of the caster's own voice. If the nightflyer cannot reach the designated recipient before the spell expires or before sunrise (whichever comes first), the message is lost.

Death Trance

Threads: 2 **Weaving Difficulty:** 7/12
Range: Touch **Duration:** 3 + Rank hours
Effect: Makes subject hibernate
Casting Difficulty: Target's Spell Defense

The Death Trance spell enables a nethermancer to place a willing or unconscious subject into a state of suspended animation in which he or she appears dead. The subject's heart does not beat, he does not breathe or exhibit any other signs of life. Because the character is not dead, however, he does not decay or suffer any other normal symptoms of death. The subject remains in suspension for the duration of the spell and awakens at the end of it with no ill effects.

To cast the spell, the nethermancer makes a Spellcasting Test against the subject's Spell Defense. If the test succeeds, the trance takes effect. The nethermancer can use blood magic to extend the duration of this spell to a year and a day by taking 2 points of permanent damage. Death trance spells are also often made permanent as a curse, with certain key knowledges or deeds necessary to end the spell and awaken the subject (see **Named Spells**, p. 36, **Magic: A Manual of Mystic Secrets**).

Preserve

Threads: 2 **Weaving Difficulty:** 7/12
Range: Touch **Duration:** Rank days
Effect: Prevents the subject from decaying or spoiling
Casting Difficulty: 2

The Preserve spell keeps inanimate matter from spoiling and decaying. If the Spellcasting Test succeeds, the spell affects an area of up to 10 feet by 10 feet. All items within this area of effect are held in stasis and do not decay or rot during the spell's duration. Nethermancers most often use this spell to preserve cadavers for study, as well as more mundane tasks such as preserving alchemical herbs or food.

Shadow Meld

Threads: 2 **Weaving Difficulty:** 7/15
Range: Touch **Duration:** Rank minutes
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Shadow Meld spell enables the subject to become virtually invisible in shadows or darkness. If the Spellcasting Test succeeds, the nethermancer makes an Effect Test. The result of the test becomes the Difficulty Number to spot the subject while he or she is in the shadows or darkness. Though the subject can still be seen normally in light, the presence of light does not end the spell; the subject can become virtually invisible simply by stepping back into a shadow.

Summon Bone Ghost

Threads: 1 **Weaving Difficulty:** 7/15
Range: 10 yards **Duration:** 1 + Rank minutes
Effect: Summons a bone spirit
Casting Difficulty: 9

The Summon Bone Ghost spell enables the nethermancer to summon the bone spirit from a previously formed bone circle (p. 176, ED) and allows the spirit to exist outside the circle for a brief while. To cast the spell the nethermancer must have created an active bone circle within a number of miles of himself equal to the nethermancer's Spellcasting Rank multiplied by 10.

If the Spellcasting Test succeeds, the bone spirit appears before the nethermancer and serves him for the duration of the spell. The bone spirit cannot move more than 10 yards from the nethermancer; if it is forced to do so, the spell is dispelled and the spirit returns to the bone circle. A summoned bone spirit obeys any command the nethermancer gives it: entering combat, reporting happenings within sight of its bone circle, and so on.

Bone spirits do not enjoy leaving their bone circles, so they may resist being summoned more than once per day. After the first time a nethermancer casts the spell, the Casting Difficulty of the spell increases by 1 each additional time the nethermancer casts it on the same day. The bone spirit returns to its circle when the spell expires. If it is destroyed in combat before then, its bone circle is also destroyed.





CIRCLE 4

Blood Servitor

Threads: 2 **Weaving Difficulty:** 7/17
Range: Self **Duration:** Rank hours
Effect: Creates blood servitor
Casting Difficulty: 8

The Blood Servitor spell enables a nethermancer to create a minor servitor by combining a small amount of his own blood with energy from astral space. Each use of the spell costs the spellcaster 3 points of Strain. If the Spellcasting Test succeeds, the spell conjures the blood servitor, which takes the form of a small flying creature of the nethermancer's choice. The blood servitor can fly at a speed equal to the summoner's Full Movement rate. The nethermancer can use the servitor's senses to see and hear at a range equal to his Spellcasting rank in miles. In combat, the servitor's Attack and Damage steps are both equal to the nethermancer's Spellcasting step; its Defense and Mystic Armor ratings are equal to the nethermancer's, and it has a Death Rating equal to the nethermancer's Wound Threshold. If the blood servitor takes damage in excess of its Death Rating, it vanishes.

Dark Spy

Threads: 1 **Weaving Difficulty:** 10/20
Range: 10 yards **Duration:** Rank minutes
Effect: Caster can see through a nightflyer's eyes
Casting Difficulty: Target's Spell Defense

The Dark Spy spell can be cast only on a creature already under the nethermancer's control through the Command Nightflyer spell (p. 174, ED). If the Spellcasting Test succeeds, this spell allows the nethermancer to see and hear through the nightflyer's senses at a range up to his Spellcasting rank in miles. While the nethermancer is using the creature's senses, his own shut down. The spell lasts for its listed duration unless the Command Nightflyer spell expires first, at which point the Dark Spy spell also wears off.

Friend or Foe

Threads: 2 **Weaving Difficulty:** 10/20
Range: 10 yards **Duration:** 5 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The illusory Friend or Foe spell makes it impossible for anyone except the casting nethermancer to tell the difference between friend and foe among combatants in a fight. While weaving the threads, the nethermancer must drag his nails over his face hard enough to draw blood. The scratches do no actual damage and heal when the spell is cast. The nethermancer makes a Spellcasting Test against the highest

Spell Defense of any combatant to be affected by the spell. If the test succeeds, all the combatants take on the appearance of corpses the same height and build as the nethermancer. The nethermancer then makes an Effect Test and records the result. This number is the Difficulty Number for Sensing and Disbelief Tests made against the illusion.

This spell can be cast only during combat. All tests made during the fight, including Attack, Damage, and Knockdown Tests, act as Sensing Tests. The spell can affect a number of characters equal to 5 times the spellcaster's rank in Spellcasting.

Last Chance

Threads: 1 **Weaving Difficulty:** 7/17
Range: Touch **Duration:** 1 round
Effect: +8 steps to Recovery Test
Casting Difficulty: Target's Spell Defense

The Last Chance spell gives a nethermancer a chance to pull a subject back from the brink of death. The spell must be cast within a minute of the subject's death. If the Spellcasting Test succeeds, the spell grants the subject an immediate Recovery Test with an 8-step bonus. The subject gains this Recovery Test even if he or she has already used all of his or her Recovery Tests for that day. If the Recovery Test restores enough damage to bring the accumulated damage to less than the subject's Death Rating, the subject survives; otherwise, he or she remains dead.

Nightflyer's Cloak

Threads: 2 **Weaving Difficulty:** 7/17
Range: Self **Duration:** Rank + 10 minutes
Effect: Transforms the caster
Casting Difficulty: Caster's Spell Defense

The Nightflyer's Cloak spell enables the nethermancer to assume the form of any creature affected by the Command Nightflyer spell (p. 174, ED). The caster's clothing and equipment are transformed along with him for the duration of the spell; they reappear as normal when the spell expires. While in creature form, the nethermancer can use all of that creature's normal abilities, including flight and enhanced senses. The caster cannot speak or use his Spellcasting Talent while in nightflyer form but can use talents and other abilities that require only thought or eye contact (such as Frighten). Because the caster takes the form of a nightflyer, using this spell makes a nethermancer vulnerable to the Command Nightflyer spell.





CIRCLE 5

Astral Mount

Threads: 2 or 4 **Weaving Difficulty:** 11/17
Range: 1 yard **Duration:** 1 + Rank hours
Effect: See text
Casting Difficulty: 8

Similar in effect to the Spirit Mount talent (p. 116, ED), the Astral Mount spell allows the nethermancer to conjure an astral mount. The size of the desired mount determines the number of threads needed for the spell. Weaving 2 threads enables the nethermancer to conjure an astral version of most common mounts, including riding horses, war horses (p. 304, ED), troajins, huttawas, kues, zoaks or granlains (pp. 119–23, *The Adept's Way*). Weaving 4 threads allows the magician to conjure an astral thundra beast (p. 310, ED). If the Spellcasting Test succeeds, the astral mount coalesces from wisps of astral energy. The astral mount has the same statistics as its physical-world counterpart but can also walk or gallop on air when unburdened and sink into the earth (see p. 116, ED). Astral mounts can be ridden by any character the nethermancer chooses when he casts the spell.

Astral Whisper

Threads: 2 **Weaving Difficulty:** 11/18
Range: Self **Duration:** 3 + Rank minutes
Effect: Willforce + 8
Casting Difficulty: 6

The Astral Whisper spell allows the nethermancer to hear sounds originating in astral space, such as those made by spirits. If the Spellcasting Test succeeds, the nethermancer makes an Effect Test against the Spell Defense of any astral being (including Name-givers or Horrors in astral form) within 60 yards of him. If this test succeeds, the nethermancer can hear any sounds the entity makes. The gamemaster may call for Perception Tests for the nethermancer to identify speech or other sounds. Some nethermancers have gone mad using this spell in such Horror-infested areas as the ruins of Parlainth or the Badlands.

Blind

Threads: 3 **Weaving Difficulty:** 11/15
Range: 20 yards **Duration:** 5 + Rank rounds
Effect: Willforce + 8
Casting Difficulty: Spell Defense

To cast the Blind spell, the nethermancer must claw at his or her own eyes while muttering at the victim. The nethermancer then makes a Spellcasting Test. If the test succeeds, the nethermancer makes an Effect Test and subtracts the result from the target's Perception Attribute Value (to a

minimum of 0). This reduction affects only the target's vision; it does not affect the step numbers for talents based on Perception. For the duration of the spell, any action (including Attack or Spellcasting Tests) taken by the subject suffers a –5 step penalty. Also during this time, the target's eyes become empty pits, causing a burning sensation.

The target may make a Willpower Test each round to overcome the effects of the Blind spell. If the result of the Willpower Test equals or exceeds the result of the spellcaster's Effect Test, the target dispels the spell and can see normally.

Incessant Talking

Threads: 3 **Weaving Difficulty:** 14/18
Range: 40 yards **Duration:** 1 + Rank minutes
Effect: Forces target to babble
Casting Difficulty: Target's Spell Defense

The Incessant Talking spell conjures a mischievous spirit that forces the target character to start babbling nonsense. The casting nethermancer must babble his or her own nonsense as he weaves the threads for this spell and then make a Spellcasting Test against the target's Spell Defense. If the test succeeds, the target babbles meaningless words for the duration of the spell. During this time, the target cannot use any social talents or skills. A magician target may still cast spells that do not require him to speak specific words or phrases. Each round, the target may attempt to drive off the spirit by making a Willpower Test against the Spellcasting Test result. If the Willpower Test succeeds, the spell is dispelled and the target regains control of his speech.

Sculpt Darkness

Threads: 2 **Weaving Difficulty:** 11/18
Range: 10 yards **Duration:** 4 + Rank minutes
Effect: +4 steps to stealth and related abilities
Casting Difficulty: 6

The nethermancer moves his hands as if shaping or sculpting an invisible medium while weaving the threads of the Sculpt Darkness spell. If the Spellcasting Test succeeds, the nethermancer can mold an existing area of darkness or shadow into any shape he or she desires. The darkness cannot change in volume, nor can actual objects be formed from it; only the shape of a given shadow can be made. This ability to mold shadows can provide +4 steps to efforts to hide, or increase by 4 all Difficulty Numbers for tests made to detect a target hiding in the sculpted shadow. At the gamemaster's discretion, this spell can also add up to 4 steps to the Spellcasting or Effect Test results for other shadow/darkness spells such as Shadow Hunter or Ethereal Darkness.





Sense Horror

Threads: 2 **Weaving Difficulty:** 11/18
Range: 30 yards **Duration:** 5 + Rank minutes
Effect: Willforce + 8
Casting Difficulty: 6

The Sense Horror spell enables a nethermancer to sense Horrors, their constructs, and Horror-touched Name-givers. If the Spellcasting Test succeeds, the nethermancer makes an Effect Test against the Spell Defense of any appropriate targets in range. If this test succeeds, the nethermancer senses the presence of those targets, though not their exact location or nature. The spell does not detect Horror marks, but may pick up lingering traces of Horror corruption in a place.

Shadow Hunter

Threads: 3 **Weaving Difficulty:** 11/18
Range: 10 yards **Duration:** 1 + Rank hours
Effect: Summons shadow hunter
Casting Difficulty: 10

The Shadow Hunter spell creates a vaguely humanoid form from a mass of shadow, featureless save for faintly glowing red eyes. Once conjured (assuming a successful Spellcasting Test), the shadow hunter carries out a single task for its summoner before dissolving back into its formless state. Shadow hunters can track and hunt targets unerringly if the nethermancer has some personal item that belongs to the target.

Shadow hunters can be affected by all types of weapons and magic, though their high Physical Defense reflects the difficulty of harming them with mundane weapons. Shadow hunters take +4 steps of damage from light-based attacks, such as certain spells and Lightbearer powers.

Shadow hunter statistics are as follows:

SHADOW HUNTER

Attributes

DEX: 8 **STR:** 7 **TOU:** 7
PER: 6 **WIL:** 7 **CHA:** 6

Initiative: 8 **Physical Defense:** 14
Number of Attacks: 2 **Spell Defense:** 8
Attack: 10 **Social Defense:** 10
Damage: 12 **Armor:** 0
Number of Spells: NA **Mystic Armor:** 6
Spellcasting: NA **Knockdown:** 7
Effect: NA **Recovery Tests per Day:** 7



Death Rating: 35
Wound Threshold: 8
Unconsciousness Rating: NA

Combat Movement: 60
Full Movement: 120

Legend Points: 120
Equipment: None
Loot: None





Spiritual Guidance

Threads: 3 **Weaving Difficulty:** 8/18
Range: Self **Duration:** 30 minutes
Effect: Summons spirit guide
Casting Difficulty: 12

The Spiritual Guidance spell summons a powerful ally spirit (p. 89, **Magic: A Manual of Mystic Secrets**) that can lead the nethermancer on a journey to one of the netherworlds, where the nethermancer may find the answer to a question of his choice. While weaving the threads for the spell, the caster focuses his mind on the question he wishes answered. He then makes a Spellcasting Test. If it succeeds, a Strength 5 ally spirit appears and asks the nethermancer to pose his question. The spirit then leads the nethermancer into astral space, to a specific netherworld where he can obtain an answer. The answer is never straightforward, but rather comes in a vision that provides hints to the answer. For example, a nethermancer asking where to find a certain legendary object might relive some events of the object's history (from the object's point of view) that point the way to its current location.

While traveling in astral space, the spirit uses its astral portal power (p. 80, **Magic: A Manual of Mystic Secrets**) to lead the nethermancer through any gates necessary to reach the netherworlds. The nethermancer still faces all the other challenges and dangers of traveling in astral space (pp. 64–69, **Magic: A Manual of Mystic Secrets**).

Star Shower

Threads: 1 **Weaving Difficulty:** 11/17
Range: 10 yards **Duration:** 1 round
Effect: Willforce + 9
Casting Difficulty: Target's Spell Defense

The Star Shower spell creates a cloud of multicolored sparks that spray from the nethermancer's outstretched hand and affect all targets within an area 10 yards by 10 yards from the caster. The nethermancer makes a Spellcasting Test and compares the result to the Spell Defense of any character within the spell's range. If the test result equals or exceeds a target's Spell Defense, the target suffers damage equal to the result of the spell's Effect Test. Physical Armor protects against this damage.

Tears of the Scourge

Threads: 2 **Weaving Difficulty:** 11/21
Range: 10 yards **Duration:** Rank rounds
Effect: Willforce + 4
Casting Difficulty: Targets' Spell Defense

The nethermancer must have salt water (tears or sweat would also work) to cast the Tears of the Scourge spell. The

spell calls on the spirits of the legions of people killed, tortured, or emotionally destroyed by the Horrors during the Scourge and makes the targets realize how terrible it truly was. The nethermancer makes a Spellcasting Test against the highest Spell Defense among his intended targets; he can affect a number of targets equal to his rank in Spellcasting. If the test succeeds, a 10-yard-by-10-yard area around the targets suddenly fills with screaming, wailing spirits of the dead. The nethermancer then makes an Effect Test and compares the result to each target's Spell Defense. Any target whose Spell Defense is lower than the Effect Test result collapses and weeps uncontrollably, effectively incapacitated for the duration of the spell. Targets can resist the effects of this spell by making successful Willpower Tests against the Effect Test result. Targets can make 1 such Willpower Test per round.

The nethermancer cannot directly or indirectly harm the targets while they are affected by this spell. If he does so, he automatically suffers the effects of the spell for an entire day, with no chance to resist them.

Whisper through the Night

Threads: 1 **Weaving Difficulty:** 11/18
Range: 10 yards **Duration:** 1 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Whisper through the Night spell, which must be performed in a bone circle (p. 176, **ED**), enables the nethermancer to summon the spirit of a dead Name-giver from Death's realm to ask it questions. To summon a particular spirit, the nethermancer must have some kind of link to it: a piece of its corpse, a pattern item or a possession that was important to the Name-giver in life.

The nethermancer makes a Spellcasting Test against the spirit's Spell Defense. If the test succeeds, the spirit appears within the bounds of the bone circle. The nethermancer then makes an Effect Test and compares the result to the spirit's Willpower (or Willforce) step on the Success Level Table (p. 246, **ED**). Each level of success achieved allows the nethermancer to ask one question, which the spirit must answer truthfully to the best of its ability (though it can tell half-truths). The gamemaster makes the Effect Test secretly, so that the nethermancer cannot be certain which questions the spirit answers truthfully. Asking each question takes at least 1 round. If the spell expires before the nethermancer asks all the questions he is allowed, he simply loses the opportunity to ask his remaining questions.





CIRCLE 6

Bone Puppet

Threads: 3 **Weaving Difficulty:** 8/15
Range: 25 yards **Duration:** 6 + Rank rounds
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense

The Bone Puppet spell is an advanced version of the Bone Dance spell (p. 174, ED) that provides the nethermancer a limited amount of control over the target. If the Spellcasting Test succeeds, the nethermancer makes an Effect Test against the target's Strength step. If this test succeeds, the nethermancer can force the target to imitate any movement the nethermancer makes—for example, the target steps a yard to the left if the nethermancer steps a yard to the left. While the spell lasts, all of the target's Attribute steps are equal to the spell's Effect step for purposes of making tests. The nethermancer cannot use any of the target's talents or magical abilities. The target is incapable of fine motor control while under the spell's effects but may break free of the spell by making a successful Willpower Test against the Effect Test result.

Bone Walker

Threads: 3 **Weaving Difficulty:** 12/18
Range: Touch **Duration:** 2 + Rank days
Effect: Creates bone walker
Casting Difficulty: 6

The Bone Walker ritual spell must be cast within an active bone circle (p. 176, ED) and requires enough additional bones to make the bone walker (about as many as would make up a troll skeleton). Each day, the nethermancer weaves one thread to the collection of bones to prepare it. If the Spellcasting Test succeeds, the bones come together in a humanoid figure that obeys the commands of the nethermancer for the spell's duration. The bone walker's creator can command it at distances up to 100 yards. Otherwise, the creature follows the last command it received, such as guarding a given place. The nethermancer can use blood magic to extend the spell to a year and a day by taking 3 points of permanent damage.

The bone walker's statistics are as follows:

BONE WALKER

Attributes

DEX: 8 **STR:** 12 **TOU:** 10
PER: 4 **WIL:** 5 **CHA:** 3

Initiative: 8 **Physical Defense:** 7
Number of Attacks: 2 **Spell Defense:** 10



Attack: 12	Social Defense: 12
Damage: 15	Armor: 10
Number of Spells: NA	Mystic Armor: 5
Spellcasting: NA	Knockdown: 10
Effect: NA	Recovery Tests per Day: 3
Death Rating: 50	Combat Movement: 35
Wound Threshold: 10	Full Movement: 70
Unconsciousness Rating: NA	
Legend Points: 400	Equipment: None
Loot: None	





Dust to Dust

Threads: Variable **Weaving Difficulty:** 12/22
Range: 60 yards **Duration:** 1 round
Effect: Willforce + 11

Casting Difficulty: Target's Spell Defense

Nethermancers can use the Dust to Dust spell to destroy groups of undead creatures. The spell requires 1 thread for each undead creature targeted. After all the threads are woven, the nethermancer makes a Spellcasting Test against the highest Spell Defense of all the undead targeted by the spell. If the test succeeds, each target suffers damage equal to the Effect Test result. Undead creatures that take damage in excess of their Death Rating crumble to dust. This spell does not affect disembodied spirits, corrupt Name-givers or Horrors, but it does affect undead Horror constructs such as cadaver men.

Wall of Darkness

Threads: 2 **Weaving Difficulty:** 12/19
Range: 10 yards **Duration:** 3 + Rank rounds
Effect: Willforce + 6
Casting Difficulty: 6

A nethermancer can use the Wall of Darkness spell to conjure up a wall of blackness, up to 10-by-10 yards in size, that blocks sight from either side. A successful Spellcasting Test creates the wall. The wall can also absorb attacks made through it, banishing the force of the attack to astral space. The spellcaster makes an Effect Test against any attack on the wall; if the result equals or exceeds that of the Attack Test, the attack fails. Characters on either side of the wall gain a +3 bonus to their Physical Defenses against attacks launched from the wall's other side. The wall of darkness has no physical substance, so living beings can step through it without harm.

CIRCLE 7

Astral Beacon

Threads: 3 **Weaving Difficulty:** 13/23
Range: 40 yards **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense

The Astral Beacon spell enables the nethermancer to create a bright flare of energy in astral space around a target character or creature. Like the Fifth Circle astral flare ability of the Horror stalker Discipline (p. 107, **Horrors**), the Astral Beacon spell exposes the target to the risk of being Horror marked as if the target had just used raw magic (pp. 155–156, **ED**). If the Spellcasting Test succeeds, the gamemaster should make an immediate Warping Test for the target. The step number for this test is the same as

that for a Circle 7 spell. If the test succeeds, the gamemaster then makes a Horror Mark Test against a target number also based on a Circle 7 spell. If the Horror Mark Test succeeds, the target character is Horror marked.

Astral Maw

Threads: 2 **Weaving Difficulty:** 13/17
Range: 25 yards **Duration:** 3 + Rank rounds
Effect: Willforce + 10
Casting Difficulty: 8

Rumors abound that the Astral Maw spell actually summons a Horror, which does little to diminish the fearsome reputation of nethermancers in Barsaive. Astral Maw actually summons a giant fanged mouth large enough to swallow a troll, surrounded by writhing tentacles, from the depths of the netherworlds. If the Spellcasting Test succeeds, the maw attacks any designated individuals or beasts within the spell's range. The maw can attack once per Combat Round. Its Attack step equals the nethermancer's Spellcasting step, and its Damage step equals the spell's Effect step. If the astral maw scores an Extraordinary success on an Attack Test, any troll-sized or smaller target is swallowed whole and suffers Effect step damage each round. Escaping from the maw requires a successful Strength Test against the result of the Effect Test made by the nethermancer. Subjects killed in the astral maw disappear permanently into astral space.

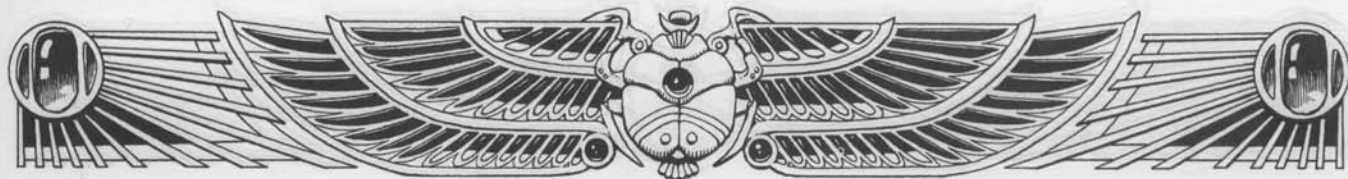
The maw can be attacked in combat; it has the same Defense and Damage Ratings as the nethermancer but no Unconsciousness Rating. The nethermancer must concentrate to maintain and direct this spell and can take no other actions while doing so. If the spellcaster's concentration is broken (for example, by failing a Knockdown Test or being knocked unconscious), the spell vanishes.

Banquet of Dis

Threads: 3 **Weaving Difficulty:** 10/17
Range: Touch **Duration:** Rank days
Effect: Eliminates hunger and fatigue
Casting Difficulty: Target's Spell Defense

The Banquet of Dis spell enables the subject to go without food, water or sleep for extended periods by sacrificing Recovery Tests and subsisting on magical energy alone. The nethermancer makes a Spellcasting Test against the subject's Spell Defense; if the test succeeds, the spell takes effect. The subject loses 1 Recovery Test for each day he or she goes without food and water and each night he or she goes without sleep. The subject suffers no lasting ill effects from such deprivation and can remain active. However, Strain or





other damage suffered while the spell is working does not heal as quickly as under normal circumstances.

Bone Pudding

Threads: 3 **Weaving Difficulty:** 12/20
Range: 10 yards **Duration:** 1 round
Effect: Inflicts 6 Wounds on the target
Casting Difficulty: Targets' Spell Defense

The Bone Pudding spell can be used only against targets that have bones. To cast the spell, the nethermancer must eat a messy, gloppy substance, such as pudding or *quaalz*, as he weaves the spell threads. He then makes a Spellcasting Test. If the test succeeds, the target's shin, knee, and elbow bones turn to the same sludgy consistency of whatever the nethermancer was eating. This effect causes the target to suffer 6 Wounds (though he takes no Damage Points) and collapse to the ground. Until the Wounds are healed, the target's Dexterity and Strength step numbers are both reduced by 6 steps. Within 2 to 3 hours after the spell has been successfully cast, the affected bones slowly return to their original shape and consistency; once this time has elapsed, the Wounds may be healed normally.

Cold Storage

Threads: 8 **Weaving Difficulty:** 10/20
Range: Touch **Duration:** Rank months
Effect: Preserves organic matter
Casting Difficulty: 8

Nethermancers use the Cold Storage spell to keep bodies and food from rotting while they work on other experiments or travel to far-off lands. A ritual spell, Cold Storage requires the nethermancer to spend 1 hour weaving each thread and to stack all the targeted items in a bone circle (p. 176, ED). The nethermancer must describe each item and sprinkle it with water while he or she casts the spell. The spell affects a 10-yard-by-10-yard area.

If the Spellcasting Test succeeds, items in the bone circle will remain free of rot and decay for the duration of the spell. Once the spell is cast, the items can be moved from the bone circle. However, any food preserved with this spell cannot be eaten until the effect is dispelled or the spell expires.

Damage Shift

Threads: 2 **Weaving Difficulty:** 13/20
Range: Self **Duration:** 3 rounds
Effect: Enables the nethermancer to shift damage taken to another person
Casting Difficulty: Target's Spell Defense

The Damage Shift spell allows a nethermancer to shift damage taken in combat or other dangerous situations to a different target. The nethermancer may not lower his own Spell Defense when casting this spell. If the Spellcasting Test succeeds, the nethermancer can attempt to shift any damage he takes to another character during the following 3 Combat Rounds. To do so, the nethermancer must make a second Spellcasting Test against the Spell Defense of the target, who must be within the nethermancer's line of sight. If this test succeeds, the damage shifts to the target. No armor can protect the target against this damage. However, all damage is appropriately reduced by the nethermancer's armor before it shifts. This spell is equivalent to the Horror power Damage Shift (p. 298, ED, and p. 95, Horrors).

Marathon Run

Threads: 3 **Weaving Difficulty:** 13/20
Range: 80 yards **Duration:** 1 + Rank minutes
Effect: Forces target to flee
Casting Difficulty: Target's Spell Defense

The Marathon Run spell summons a spirit that possesses the target and forces him or her to run wildly away from the nethermancer. If the Spellcasting Test succeeds, the target will run in any direction possible—whichever most easily enables him to put distance between himself and the nethermancer. The target continues to run each round of the spell's duration at his or her fastest possible speed. Each round, the target can attempt to overcome the effects of the spell by making a Willpower Test against the Spellcasting Test result. If the test succeeds, the target regains control of himself.

Spirit Bolt

Threads: 1 **Weaving Difficulty:** 13/23
Range: 60 yards **Duration:** 1 round
Effect: Willforce + 12
Casting Difficulty: Target's Spell Defense

The Spirit Bolt spell sends a beam of violet energy from the nethermancer's outstretched hand to strike spirit targets and disrupt their patterns. If the Spellcasting Test succeeds, the nethermancer makes an Effect Test to determine damage. The spell does not affect Name-givers, creatures or purely physical Horror constructs such as cadaver men, but it can harm Horrors and physically manifest spirits. A nethermancer can use this spell against a spirit in astral space if the nethermancer can see the spirit with the Astral Sight talent.





Steal Strength

Threads: 3

Range: Touch

Effect: Willforce + 4

Casting Difficulty: 2/Target's Spell Defense (see text)

To cast the Steal Strength spell, the nethermancer makes a Spellcasting Test against a Difficulty Number of 2. If the test succeeds, the spell surrounds the nethermancer's hands with a faint blue aura. To steal Strength from a target, the nethermancer must make a successful Spellcasting Test against the target's Spell Defense. To determine how much Strength he steals, the nethermancer makes an Effect Test. The result is subtracted from the target's Strength Attribute Value and added to the nethermancer's. The nethermancer may instead use the stolen Strength to heal damage in the same manner as Recovery Tests. Stolen Strength points vanish when the spell ends, but any damage healed with the spell is permanently restored.

The loss of Strength Points reduces the target's Strength Step and his or her Damage step in combat. However, the target's Strength step cannot be reduced below 1. Treat gamemaster characters and creatures as having the average Strength Attribute Value for their Strength step if no specific Attribute value is given. For example, a griffin has a Strength step of 7; the minimum Strength Attribute value for a Strength step of 7 is 16, and so a griffin has a Strength Attribute Value of 16.

Step through Shadow

Threads: 3

Range: Self

Effect: Creates an astral passageway

Casting Difficulty: Target's Spell Defense

The Step through Shadow spell allows the spellcaster to move from one shadow to another through astral space. If the Spellcasting Test succeeds, the shadows become temporary "gates" at the ends of a "tunnel" through the astral plane. The maximum distance the nethermancer can travel between shadows is 100 yards. He or she must move through astral space at normal movement rates and can be attacked by Horrors, spirits and various magical effects while moving through the astral plane. The shadow-gates also enable entities in astral space to pass into the physical world. Once the nethermancer passes through the gateway opposite the one he entered, the spell vanishes. If, for some reason, the nethermancer does not exit the opposite gate before the spell expires, the nethermancer remains trapped in astral space. Trapped nethermancers can leave the astral plane via other means (see **Astral Space**, p. 60, **Magic: A Manual of Mystic Secrets**).

Weaving Difficulty: 13/23

Duration: 5 + Rank minutes

CIRCLE 8

Globe of Silence

Threads: 3

Range: 40 yards

Effect: Willforce + 8

Casting Difficulty: 6

Weaving Difficulty: 14/20

Duration: 2 + Rank minutes

To cast the Globe of Silence spell, a nethermancer shatters a glass or crystal bead or another hard object against the ground at the spot where the spell is intended to take effect. If the Spellcasting Test succeeds, the spell conjures a sphere up to 20 feet across in which no sound can be heard. This makes verbal communication impossible and also prevents the casting of spells that require speech. Sound-based talents such as Battle Shout and Emotion Song are also affected but can dispel the Globe of Silence if the Talent Test result equals or exceeds that of the spell's Effect Test.

Netherblade

Threads: 2

Range: Touch

Effect: Willforce + 8

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 14/17

Duration: 6 + Rank rounds

The Netherblade spell allows a nethermancer to magically enhance melee weapons so that they can strike targets in astral space. The nethermancer touches the weapon and makes a Spellcasting Test against the Spell Defense of either the weapon or its wielder (whichever is higher). If the test succeeds, the nethermancer makes an Effect Test against a target number equal to the weapon's Damage step plus the Strength step of the wielder. If the result is greater than the weapon's Damage step, the weapon can inflict standard damage against targets in astral space. A netherblade cannot be used against targets in the physical world.

Physical Armor offers no protection against a netherblade; Mystic Armor, however, reduces the damage. Per standard rules, the weapon must be wielded with the Melee Weapons talent or skill, and the wielder must be able to see a target to hit it. Most often, this means that the wielder must have the Astral Sight talent or a similar ability to strike at an astral target.

Visit Death

Threads: 4

Range: Touch

Effect: Step penalty to target's actions

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 11/24

Duration: 1 + Rank days

The Visit Death spell allows the nethermancer to inflict a vision of a target's death on the target. If the Spellcasting Test succeeds, the target briefly sees himself





dying a horrific and painful death—this experience leaves the target disoriented and disturbed. The specifics of the vision are determined by the casting nethermancer.

After successfully casting the spell, the nethermancer makes an Effect Test and compares the result to the target's Spell Defense on the Success Level Table (p. 246, ED). For each success level achieved, the target suffers a -1 step penalty to all his actions for the duration of the spell. An Average success imposes a -1 step penalty, a Good success a -2 step penalty, and so on.

Wall of Bones

Threads: 4 **Weaving Difficulty:** 14/21
Range: 20 yards **Duration:** 3 + Rank minutes
Effect: Creates a wall of bones
Casting Difficulty: 7

The Wall of Bones spell must be cast on open ground. The nethermancer draws a line along the ground while weaving the necessary threads, then makes a Spellcasting Test. If the test succeeds, a wall of bones erupts along the line the nethermancer has drawn. This wall is 10 yards high and can be up to 100 yards long, in whatever shape the nethermancer has drawn. Each 10-by-10-foot section of the wall has a Physical Armor Rating 8 and a Damage Rating 40 (see **Barriers and Structures**, p. 209, ED).

Wither Away

Threads: 5 **Weaving Difficulty:** 11/21
Range: Touch **Duration:** Rank months
Effect: Willforce
Casting Difficulty: Target's Spell Defense

The Wither Away spell causes the target to slowly wither away and possibly die. To cast the spell, the nethermancer must touch the target, utter a dire prophecy and make a Spellcasting Test. If the test succeeds, the nethermancer makes an Effect Test and records the result. For each month of the spell's duration, the target character loses a number of pounds equal to the result of the Effect Test. This continues until the spell expires or is dispelled or the character dies.

When a target character's weight sinks below half the average for his race, he begins to feel weak and dizzy and suffers a -3 step penalty to all actions. If his weight drops below a quarter of the average for his race, he begins to take damage. Each month, the target suffers damage equal to the result of the Effect Test. (The weight loss continues as well.)

The spell may only be dispelled or removed with talents or spells that affect curses.

CIRCLE 9

Disrupt Magic

Threads: 2 **Weaving Difficulty:** 12/19
Range: 60 yards **Duration:** 1 round
Effect: Willforce
Casting Difficulty: Target's Spell Defense (see text)

The Disrupt Magic spell enables the nethermancer to disrupt any magical force or pattern, from a sustained spell to the True Pattern of a Name-giver. After weaving the required threads, the nethermancer makes a Spellcasting Test against the target. If the target is a character's talent or other ability, the Difficulty Number is the target's Spell Defense. If the target is a spell, the Difficulty Number is the spell's Circle. If the Spellcasting Test succeeds, the nethermancer makes an Effect Test. If the target of the spell is another spell, the test result must equal or exceed the targeted spell's Dispel Difficulty to succeed. If the target is a talent or other ability, compare the Effect Test result to the ability's step number. If the result equals or exceeds the step number, the talent or ability cannot be used again until the target spends a Recovery Test to restore it.

This spell can also be used against astral creatures, characters in astral space, and other denizens of the astral plane such as spirits or Horrors. In these cases, the nethermancer makes his Spellcasting Test against the target's Spell Defense. If the test succeeds, the target takes damage equal to the result of the Effect Test. Mystic Armor protects against this damage.

This spell is equivalent to the Horror power Disrupt Magic (pp. 99-100, **Horrors**).

Mystic Vessel

Threads: 3 **Weaving Difficulty:** 15/23
Range: Touch **Duration:** 1 + Rank hours
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense

The Mystic Vessel spell was created by nethermancers who needed to conceal themselves from Horrors (and in some cases, other Name-givers). To cast this spell, the nethermancer makes a Spellcasting Test against the Spell Defense of a Name-giver target. If the test succeeds, the nethermancer can place his mystic essence into that living "vessel" for the spell's duration. The vessel need not be willing, though a willing vessel makes casting the spell much simpler. Against unwilling targets, the nethermancer must achieve a Good or better success on the Spellcasting Test.

While the spell is active, the nethermancer cannot use any of his or her talents or abilities but also cannot be detected as an adept or magician through astral sensing (see **Astral Sensing**, p. 74, **Magic: A Manual of Mystic Secrets**). Instead, the nethermancer appears as a mundane





Name-giver. The vessel has a faint magical aura, detectable only by an Astral Sensing Test that exceeds the result of the Effect Test made by the nethermancer.

The nethermancer can regain his or her abilities and end the spell at any time by simply touching the vessel. If the vessel dies or is subjected to a successful Dispel Magic spell, the spell expires immediately; the nethermancer returns to normal and regains all of his or her abilities.

Silent Darkness

Threads: 3 **Weaving Difficulty:** 15/22
Range: 40 yards **Duration:** 5 + Rank rounds
Effect: Willforce + 8
Casting Difficulty: 6

The Silent Darkness spell combines the effects of the Globe of Silence (p. 38) and Ethereal Darkness (p. 176, ED) spells. If the Spellcasting Test succeeds, the nethermancer creates an area of complete silence and darkness for 10 yards in every direction around him. The nethermancer then makes an Effect Test and records the result. Individuals within the sphere cannot see, hear or speak and suffer a -8 step penalty to all actions because of disorientation. The spellcaster is immune to the spell's effects and can act normally. Spells and talents making use of sound or light, such as Battle Shout or the Lightbearer talent, can dispel the sphere if the result of the Talent Test exceeds the Silent Darkness Effect Test result.

Void Wave

Threads: 4 **Weaving Difficulty:** 15/22
Range: 100 yards **Duration:** 1 round
Effect: Willforce + 13
Casting Difficulty: Target's Spell Defense

The fearsome Void Wave spell creates a powerful wave of roiling blackness in which can be seen the faint movements of tortured spirits. The wave is 10 yards wide and rolls out from the spellcaster to a distance of 100 yards like a murderous ground mist. The nethermancer makes a Spellcasting Test and compares the result to the Spell Defense of all targets in the wave's path. If the test result exceeds a target's Spell Defense, that target takes damage equal to the spell's Effect Test result. Otherwise, the wave passes over the target with no other effect than a slight chill.



CIRCLE 10

Astral Slice

Threads: 5 **Weaving Difficulty:** 13/26
Range: 80 yards **Duration:** 1 round
Effect: Willforce + 15
Casting Difficulty: Target's Spell Defense

The Astral Slice spell enables the nethermancer to attack a character from astral space, in a manner similar to the astral slice power wielded by Chantrel's Horror (p. 28, Horrors). The nethermancer makes the Spellcasting Test against the target's Spell Defense. If he achieves an Excellent or better success (an Armor-Defeating Hit), the spell slices the target from the inside out. The nethermancer makes an Effect Test to determine the damage done; no armor protects against this damage. In addition to the spell's normal damage, the target also suffers 5 Wounds. It is believed that this spell was originally created by a nethermancer who saw Chantrel's Horror use its gruesome power.

Soul Trap

Threads: 6 **Weaving Difficulty:** 13/23
Range: Touch **Duration:** Rank hours
Effect: Traps the soul of the deceased in his or her body
Casting Difficulty: Target's Spell Defense

The Soul Trap spell enables a nethermancer to trap the spirit of a Name-giver in his or her dead body for a short time. The nethermancer makes a Spellcasting Test against the target's Spell Defense. (A dead target's Spell Defense is the same as when he was alive.) If the test succeeds, the Soul Trap spell effectively extends the period during which the target character can be saved from death through magical items such as Last Chance Salve (p. 258, ED). The period is extended by a number of hours equal to the nethermancer's Spellcasting rank. This spell can be cast only on targets who have been killed within a number of hours equal to the nethermancer's Spellcasting rank.

Spirit Tempest

Threads: 4 **Weaving Difficulty:** 16/23
Range: 25 yards **Duration:** Rank rounds
Effect: Willforce + 5
Casting Difficulty: 10

The Spirit Tempest spell allows the nethermancer to summon minor ally spirits that will attack targets within the spell's area of effect. The success level achieved on the Spellcasting Test determines the number of spirits summoned. An Average success summons 2 spirits, a Good success 4 spirits, an Excellent success 6 spirits, and an Extraordinary success 8 spirits.





The spirits may attack within a 10-yard-by-10-yard area up to 25 yards away from the nethermancer. Starting in the round after the spell has been cast, the spirits attack any targets within the area of effect, including the nethermancer or his allies. The spirits attack by passing through a target's body and causing extreme physical pain. The damage step of the spirits' attack is the Effect step of the spell. Mystic Armor protects against this damage. These ally spirits have no powers or Karma. They do not follow any orders given them, even by the nethermancer—they only attack. The spirits can be attacked in turn but not banished. Defeating these spirits in combat earns characters Legend Points normally.

TEMPEST SPIRITS

Attributes

DEX: 8 STR: 7 TOU: 8
PER: 8 WIL: 8 CHA: 7

Initiative: 9 Physical Defense: 15
Number of Attacks: 1 Spell Defense: 10
Attack: 9 Social Defense: 10
Damage: NA Armor: 10
Number of Spells: NA Mystic Armor: 5
Spellcasting: NA Knockdown: 8
Effect: NA Recovery Tests per Day: 4

Death Rating: 46 Combat Movement: 120
Wound Threshold: 13 Full Movement: 240
Unconsciousness Rating: 39

Legend Points: 300
Equipment: None
Loot: None

CIRCLE II

Unnatural Life

Threads: 7 Weaving Difficulty: 19/25
Range: Touch Duration: Rank years
Effect: Restores a target to "unnatural" life
Casting Difficulty: Target's Spell Defense

The Unnatural Life ritual spell, like its namesake Horror power, allows a nethermancer to give a corpse unnatural life. It works only on corpses dead for less than a year and a day. Each thread of this spell takes one day to weave, and the nethermancer must remain within 100 yards of the target corpse while weaving. Once the last thread is woven, the nethermancer makes a Spellcasting Test against the corpse's Spell Defense. If the test succeeds, the corpse lives for the duration of the spell. This spell is

equivalent to the Horror power Unnatural Life (p. 299, ED). For information on the specific effects of this spell, refer to the rules for that power.



CIRCLE 12

Forge Falsemen

Threads: 7 Weaving Difficulty: 20/29
Range: Touch Duration: Rank years
Effect: Creates falsemen
Casting Difficulty: Target's Spell Defense (see text)

The Forge Falsemen spell enables nethermancers to create falsemen, the animated statues of straw, wax, stone and steel created by Theran magicians in the city of Parlainth during the Scourge (p. 66, *Parlainth: The Forgotten City*, Gamemaster Book). To cast the spell, a nethermancer must have previously constructed the statues that are to become falsemen. He then weaves the necessary threads (completing each thread takes one month). After weaving all the threads, the nethermancer makes a Spellcasting Test against the Spell Defense of the falseman he intends to create. If the spell is cast simultaneously on multiple falsemen of the same type, the Casting Difficulty is the Spell Defense of a falseman, plus 1 for each falseman beyond the first. For example, the Casting Difficulty to create five strawmen would be 7; 3 (the Spell Defense of a strawman) plus 4 (one for each strawman beyond the first).

If the Spellcasting Test succeeds, the target falsemen are animated and may be controlled via thread magic as normal. This spell cannot create Named falsemen like those who fight their endless battles in the region of Parlainth known as the War Zone (see p. 24, *Parlainth: The Forgotten City*).





If this spell is introduced in a campaign, characters can find it only in the ruins of Parlainth; specifically, in the Western Catacombs (p. 32, *Parlainth: The Forgotten City*).

Pervert Emotion

Threads: 10 **Weaving Difficulty:** 23/29
Range: Touch **Duration:** 1 + Rank days
Effect: See text
Casting Difficulty: Target's Spell Defense

The Pervert Emotion spell enables the nethermancer to pervert a target's emotions in a manner similar to the power of the same name used by the Horror Joie (p. 41, *Horrors*). The nethermancer makes a Spellcasting Test and compares the result to the target's Spell Defense on the Success Level Table (p. 246, *ED*). If the test succeeds, the nethermancer can twist the target's thoughts and emotions in any way he wishes; the gamemaster determines the severity of the effect, based on the success level achieved. For example, an Average success might allow the nethermancer to change strong anger into affection, whereas turning bitter hatred into euphoria might require an Extraordinary success. The gamemaster determines the spell's effect based on the circumstances of the situation. When the spell expires, the target remembers everything experienced under the spell's influence. Repeated use of this spell on a target has been known to cause insanity.

CIRCLE 13

Erase Horror Mark

Threads: 6 **Weaving Difficulty:** 17/22
Range: Touch **Duration:** 1 round
Effect: Removes Horror mark
Casting Difficulty: See text

The Erase Horror Mark ritual spell allows a nethermancer to remove a Horror mark from a subject. To cast the spell, the nethermancer must have previously detected the Horror Mark via some form of astral sensing (as described on p. 98 of the *Horrors* sourcebook). Second, the spell requires one of the subject character's pattern items; a group pattern item (p. 52, *Earthdawn Companion*) will not suffice. Lastly, weaving each spell thread to the pattern item takes 1 hour. Once the last thread is woven, the nethermancer makes a Spellcasting Test against the Spell Defense of the Horror that marked the subject character. If the test succeeds, the Horror mark is erased from the subject's pattern—which may alert the Horror that marked the subject. To determine if this happens, make a Horror Mark Test against the result of the Spellcasting Test. If the test succeeds, the Horror senses the removal of the mark and may take appropriate action as determined by the gamemaster.

Eternal Youth

Threads: 6 **Weaving Difficulty:** 17/31
Range: Self **Duration:** Rank years
Effect: Stops aging
Casting Difficulty: 12

The powerful Eternal Youth spell allows a nethermancer to resist the effects of aging and cheat death. The spell is performed as a ritual; weaving each thread takes 1 hour. For each thread woven, the nethermancer must also take 1 point of permanent damage. Once the threads are woven, the nethermancer makes a Spellcasting Test. If the test succeeds, the nethermancer ceases to age for the duration of the spell. The spell can be re-cast before it expires to extend the nethermancer's life indefinitely.

Because of the amount of damage caused by casting the spell, nethermancers who wish to extend their lives with it often use Death Magic (p. 17, *Magic: A Manual of Mystic Secrets*) to provide the necessary points of permanent damage. Otherwise, they slowly grow weaker and weaker as their lives stretch on. If an attempt to cast the spell fails, that failure undoes the results of all previous Eternal Youth spells, meaning that all of the nethermancer's postponed years catch up with him in an instant. If the nethermancer has lived past his natural life span, he turns to dust.

CIRCLE 14

Call Forth the Army of Decay

Threads: 8 **Weaving Difficulty:** 21/29
Range: 5-mile radius **Duration:** Rank days
Effect: Summons cadaver men
Casting Difficulty: 10

The Call Forth the Army of Decay ritual spell must be performed within a bone circle (p. 176, *ED*). The nethermancer pours the blood of a sacrifice on the ground as each thread is woven (weaving each thread takes 1 hour). The sacrifice may be an animal, but the ritual is often performed using Death Magic (see p. 17, *Magic: A Manual of Mystic Secrets*) and Name-giver sacrifices.

After the last thread is woven, the nethermancer makes a Spellcasting Test. If this test succeeds, all of the Name-giver corpses within a 5-mile radius of the nethermancer rise as cadaver men under the nethermancer's command. This spell can be devastatingly effective when cast in areas that contain many corpses, such as large graveyards, catacombs or battlefields. The cadaver men obey the nethermancer's instructions for the duration of the spell, then return to the realm of death. The nethermancer can re-cast the spell to maintain the undead army as well as raise other cadaver men, if desired.





WIZARD SPELLS

CIRCLE 1

Bedazzling Display of Logical Analysis

Threads: 0 **Weaving Difficulty:** NA/7
Range: Self **Duration:** Rank minutes
Effect: Charisma + 6
Casting Difficulty: Target's Spell Defense

The Bedazzling Display of Logical Analysis spell enables a wizard to bolster his or her Charisma when engaging in arguments. As the wizard casts this spell, he must draw himself up to his full height and make a Spellcasting Test against his own Spell Defense (which cannot be lowered). If the test succeeds, the wizard gains a 6-step bonus to his Charisma and to all related talents for Interaction Tests (p. 237, ED).

Silent Converse

Threads: 1 **Weaving Difficulty:** 5/13
Range: 100 yards **Duration:** 5 + Rank minutes
Effect: Willforce + 4
Casting Difficulty: 4

The Silent Converse spell allows the wizard to carry on a whispered conversation with a target in his or her line of sight, within range of the spell and regardless of intervening noise. If the Spellcasting Test succeeds, the wizard makes an Effect Test against the target's Spell Defense. If this test succeeds, the wizard and target may whisper to each other. The wizard can change the spell's target by making another successful Effect Test. The conversation can be overheard only by someone standing within 3 feet of either participant.

Triangulate

Threads: 0 **Weaving Difficulty:** NA/10
Range: 500 yards **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense

The Triangulate spell enables a wizard to determine the exact distance between himself and a specific object or person. The wizard must be able to see the target to cast this spell. The wizard makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the wizard can determine the distance to the target in yards and feet. Wizards often use this spell in combat to determine the range to potential targets.

CIRCLE 2

Seal

Threads: 1 **Weaving Difficulty:** 6/11
Range: 20 yards **Duration:** 8 + Rank minutes
Effect: Willforce + 6
Casting Difficulty: 4

The Seal spell magically closes and locks doors, windows, gates or sealable containers. If the Spellcasting Test succeeds, the targeted door, gate, window or container closes and remains closed for the duration of the spell. The wizard then makes an Effect Test and records the result; this number becomes the Difficulty Number for Strength Tests made to open the door, window, gate or container. This spell cannot be cast on empty doorways or gateways—its use requires an actual door or container lid.

CIRCLE 3

Aura Strike

Threads: 1 **Weaving Difficulty:** 7/12
Range: 40 yards **Duration:** 1 round
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense

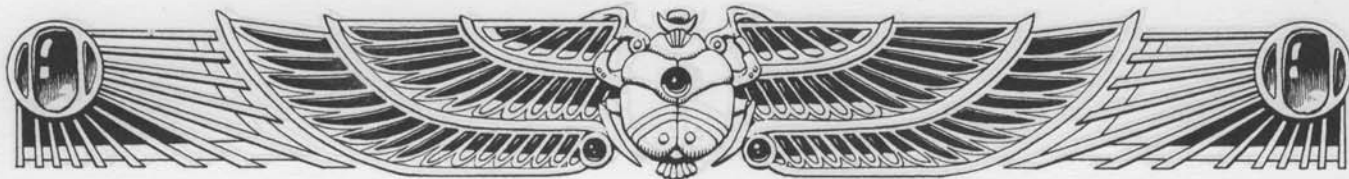
The Aura Strike spell enables a wizard to use astral perception to carefully channel destructive energies into weak portions of the target's pattern, thereby causing damage. The wizard must be using astral sight or otherwise astrally sensing the target (p. 74, **Magic: A Manual of Mystic Secrets**) while casting the spell. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test. In addition, this spell inflicts 1 Wound on the target. Mystic Armor protects against this damage.

Catwalk

Threads: 1 **Weaving Difficulty:** 7/12
Range: Touch **Duration:** 8 + Rank rounds
Effect: +6 steps to Climbing and Balance Tests
Casting Difficulty: Target's Spell Defense

The wizard mutters "meow" several times and lightly strokes the subject's hair while casting the Catwalk spell. If the Spellcasting Test succeeds, the subject gains a phenomenal sense of balance and coordination and receives a 6-step bonus to any tests involving climbing or balance (including Knockdown Tests) for the duration of the spell.





False Aura

Threads: 2 **Weaving Difficulty:** 7/12
Range: Touch **Duration:** 3 + Rank minutes
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

To use the False Aura spell, the wizard touches the subject, visualizes a change in the subject's aura and makes a Spellcasting Test. If the test succeeds, the wizard makes an Effect Test against the subject's Spell Defense. If this test succeeds, the target's aura changes to match the spellcaster's visualization. To see the subject's true aura, a viewer must make a successful Astral Sensing Test against the result of the Effect Test (p. 74, **Magic: A Manual of Mystic Secrets**). If the Astral Sensing Test fails, the viewer sees the false aura created by the spell. The false aura can conceal threads, talents, state of health, magical ability or other characteristics that are normally visible from astral space.

Healing Sleep

Threads: 2 **Weaving Difficulty:** 7/12
Range: Touch **Duration:** 8 hours
Effect: Doubles number of Recovery Tests and provides +4 step bonus on tests
Casting Difficulty: Target's Spell Defense

The wizard casts the Healing Sleep spell on a willing but injured character. If the Spellcasting Test succeeds, the subject falls into a deep, magical sleep for the next 8 hours. When he awakens, he has twice his usual number of Recovery Tests available for the next day; in addition, add 4 steps to each Recovery Test. If the subject awakens before the 8 hours elapse, he gains no benefits from the spell.

Identify Spell

Threads: 0 **Weaving Difficulty:** NA/12
Range: 60 yards **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense (see text)

Identify Spell allows a wizard to recognize a specific spell after it has been cast. To use Identify Spell, the wizard must cast it within a number of rounds equal to the wizard's Spellcasting Rank after the targeted spell is cast.

The wizard makes a Spellcasting Test and compares the result to the Spell Defense of the magician who cast the spell to be identified. If the test succeeds, and if the wizard knows or has heard of the targeted spell (at the gamemaster's discretion), the wizard may make a Read and Write Magic Test against the Learning Difficulty of the targeted spell. If this test succeeds, the wizard recognizes the spell and knows all of its game specifics.

If the Read and Write Magic Test fails or the wizard has no way of knowing the spell being targeted, look up the result of the Spellcasting Test on the Success Level Table (p. 246, ED). An Average success enables the wizard to recognize the Discipline of the unfamiliar spell. A Good success allows the wizard to identify the spell's approximate effect (causes damage, creates an illusion and so on). An Excellent success lets the wizard identify the spell's Circle, and an Extraordinary success reveals the approximate number of threads the spell requires, as well as the best way (if any) to counter the spell's effects.

Water Wings

Threads: 1 **Weaving Difficulty:** 7/15
Range: Touch **Duration:** Rank hours
Effect: Waterproofs windling wings
Casting Difficulty: Target's Spell Defense

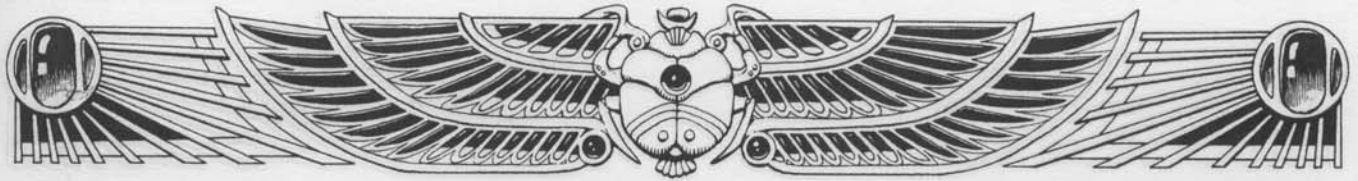
The Water Wings spell allows the wizard to waterproof windling wings. To cast this spell, the wizard needs a few drops of a natural seed oil, which he sprinkles on the wings of the target. If the Spellcasting Test succeeds, the target's wings are waterproof for the duration of the spell. This protection extends only to rain, splashes of water and brief dunkings such as falling into a river or washbasin. It does not protect the windling's wings if he decides to swim or immerse himself in water for prolonged periods.

Wizard Mark

Threads: 2 **Weaving Difficulty:** 6/15
Range: Touch **Duration:** 1 + Rank hours
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

The Wizard Mark spell enables the wizard to place a personal symbol or mark on the subject's astral pattern. If the Spellcasting Test succeeds, the wizard makes an Effect Test against the subject's Spell Defense. If this test succeeds, the spell places a mark on the subject's astral imprint. The mark is clearly visible to anyone with astral sight and can serve to brand a character for a crime or other offense. It also serves as a link between the wizard and the subject, similar to a weaker version of a Horror mark; as such, it allows the magician to cast spells on the subject while he or she is within the wizard's line of sight, just as if the magician was touching the subject. Rumors suggest that a Horror may have taught Name-givers this spell, and so its use is regarded with suspicion.





CIRCLE 4

Binding Threads

Threads: 2 **Weaving Difficulty:** 10/17
Range: 40 yards **Duration:** 2 + Rank minutes
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense

As the wizard weaves the Binding Threads spell, a mass of brightly colored magical threads appears in the air. If the Spellcasting Test succeeds, these threads leap from the wizard to entrap the target, creating powerful magical bonds. The wizard then makes an Effect Test; the result becomes the Difficulty Number for Strength Tests made to break free of the threads. Bound targets cannot use their hands to attack or cast spells, and suffer a -4 penalty to their Physical Defense Rating.

Buoyancy

Threads: 1 **Weaving Difficulty:** 13/20
Range: Self **Duration:** Rank hours
Effect: +2 step bonus to target's Swimming Tests
Casting Difficulty: Target's Spell Defense

The Buoyancy spell makes the target's body more buoyant in water. If the Spellcasting Test succeeds, the target gains a +2 step bonus to Swimming Tests (p. 123, *Denizens of Earthdawn, Volume I*) for the duration of the spell.

Hair Frenzy

Threads: 0 **Weaving Difficulty:** NA/20
Range: 25 yards **Duration:** 5 + Rank rounds
Effect: -2 step penalty to target's actions
Casting Difficulty: Target's Spell Defense

With the Hair Frenzy spell, a wizard can cause the target's hair to fly wildly about, distracting the target. The wizard grabs his own hair as he casts the spell. If the Spellcasting Test succeeds, the target's hair whips around his or her face, inflicting a -2 step penalty to all the target's actions for the duration of the spell. This spell only works on targets that possess hair.

Icy Fingers

Threads: 1 **Weaving Difficulty:** 7/12
Range: Self **Duration:** 5 + Rank minutes
Effect: Reduces fire damage
Casting Difficulty: Target's Spell Defense

The Icy Fingers spell reduces the damage the wizard suffers from flame and heat-based attacks, including damage from open flames (see *Fire*, p. 207, ED). The wizard makes the Spellcasting Test and compares the result to his own Spell Defense (which he can voluntarily lower) on the Success Level Table (p. 246, ED). Each success level earned

on the Spellcasting Test reduces the damage of fire and heat-based attacks by 2 steps. An Average success reduces damage by 2, a Good success by 4, and so on. This spell also protects against damage done by heated metal, such as armor subjected to the Heat Metal spell (p. 46).

Identify Magic

Threads: 1 **Weaving Difficulty:** 10/20
Range: 80 yards **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense

The Identify Magic spell provides a wizard a limited form of astral sight that he or she must use against a specific person, place or object. The wizard makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the spell reveals whether the target is magical in some way. An Excellent success also reveals the type of magic the target possesses: adept abilities, innate magic, spell magic, and so on. An Extraordinary success reveals the exact nature of the magic: the target's Discipline and Circle in the case of adepts, or the target's powers/abilities in the case of magical items.

Juggler's Touch

Threads: 2 **Weaving Difficulty:** 10/17
Range: 30 yards **Duration:** Rank rounds
Effect: Willforce + 6
Casting Difficulty: 2/Target's Spell Defense (see text)

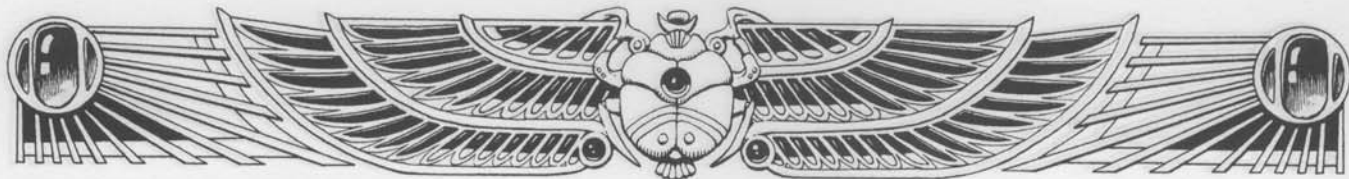
The Juggler's Touch spell causes small objects in a 10-by-10-foot area to whirl around madly, striking all targets within the area. To use the spell, the wizard makes a Spellcasting Test against a Casting Difficulty of 2. If the test succeeds, the wizard makes an additional Spellcasting Test during each round of the spell's duration and compares the result to the Spell Defense of any targets in the area of effect. If the result equals or exceeds a target's Spell Defense, the target takes damage equal to the spell's Effect step. Physical armor protects against this damage, though Armor-Defeating Hits are possible. The wizard must concentrate to maintain this spell.

Karmic Connection

Threads: 1 **Weaving Difficulty:** 10/17
Range: Touch **Duration:** 1 round
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense

The Karmic Connection spell enables a wizard to tap into a target's Karma and use it to save the target's life. Because of the high cost to the target in Karma, wizards generally use it only to save people who are about to die.





The wizard makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the target spends 5 Karma Points. These points are permanently lost and reduce the target's Maximum Karma by 5. The target then receives an immediate Recovery Test using the spell's Effect step in place of his or her Recovery dice.

Once the target character's damage exceeds his or her Death Rating, this spell must be cast within a number of minutes equal to the wizard's Spellcasting rank. Additionally, the target must have at least 5 Karma Points available to benefit from the spell.

Wizard's Cloak

Threads: 2 **Weaving Difficulty:** 10/17
Range: Touch **Duration:** 5 + Rank minutes
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense

As the wizard weaves the threads for the Wizard's Cloak spell, he pantomimes placing a cloak over the subject's shoulders and drawing the hood up over his or her head. He then makes a Spellcasting Test. If the test succeeds, a faintly shimmering cloak of mystical energy appears for a moment, then vanishes into the subject's body. The wizard then makes an Effect Test and records the result. For the duration of the spell, the result of the Effect Test is the subject's Spell Defense against any spell or ability intended to detect his or her presence or otherwise gain information about the subject. This spell does not aid against attacks or other abilities targeted at the subject's Spell Defense.

CIRCLE 5

Giant Size

Threads: 2 **Weaving Difficulty:** 11/18
Range: Touch **Duration:** 2 + Rank rounds
Effect: +5 steps to Strength and Toughness
Casting Difficulty: Target's Spell Defense

The Giant Size spell causes the subject to grow, increasing his or her Strength and Toughness step numbers in the process. If the Spellcasting Test succeeds, the subject grows to half again his or her normal size and adds +5 steps to his or her Strength and Toughness for the duration of the spell. The subject's clothing and armor also change size, returning to normal when the spell ends; weapons and other equipment do not change size. Characters should be careful about using this spell in confined spaces such as kaers or underground cities.

Heat Metal

Threads: 2 **Weaving Difficulty:** 11/18
Range: 10 yards **Duration:** Rank + 7 rounds
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense

The Heat Metal spell enables the wizard to heat metal armor. The size of the armor has no impact on the spell's effectiveness, but the spell works only on armor that is at least 50 percent metal. The wizard makes the Spellcasting Test against the Spell Defense of the armor or its wearer, whichever is higher. (The Spell Defense of most non-magical armor is 2.) If the test succeeds, the target armor heats to an extreme temperature, doing damage equal to the result of the Effect Test each round for the spell's duration. No type of armor protects against this damage.

Mystic Shock

Threads: 2 **Weaving Difficulty:** 11/21
Range: 10 yards **Duration:** 1 round
(see text)
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense

The Mystic Shock spell allows a wizard to damage a target by channeling astral energy through an object or surface that both the wizard and the target are touching. This spell can be cast through any object or surface, including floors and walls. The wizard must be touching the object or surface when he or she casts the spell and must be within 10 yards of the target. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test. Mystic Armor protects against this damage.

Sanctuary

Threads: 3 **Weaving Difficulty:** 11/18
Range: Touch **Duration:** 10 + Rank minutes
Effect: Willforce + 8
Casting Difficulty: 6

The Sanctuary spell must be cast inside a dwelling or other building up to 100 square yards in size. If the Spellcasting Test succeeds, the spell magically seals all portals and entrances to the building and reinforces them to keep out intruders. This effect is similar to the Seal Home questor power (p. 98, *Earthdawn Companion*). The wizard next makes an Effect Test; the result becomes the building's Physical Armor, Mystic Armor and Damage Ratings (see *Barriers and Structures*, p. 209, ED) for the duration of the spell.





Study Thread

Threads: 2 **Weaving Difficulty:** 11/15
Range: 10 yards **Duration:** Rank minutes
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense

The Study Thread spell enables a wizard to study threads woven to patterns in astral space. To cast this spell, the wizard must have previously detected the thread to be examined (see pp. 25–26 of *Magic: A Manual of Mystic Secrets*). After weaving the threads for the spell, the wizard makes a Spellcasting Test against the Spell Defense of the pattern to which the thread is tied. If the test succeeds, the wizard may make Effect Tests in place of Astral Sensing Tests when viewing the thread for the duration of the spell (see **Viewing Threads in Astral Space**, p. 26, *Magic: A Manual of Mystic Secrets*).

CIRCLE 6

Blood Lost

Threads: 3 **Weaving Difficulty:** 12/22
Range: Touch **Duration:** 1 + Rank days
Effect: Target cannot heal Wounds
Casting Difficulty: Target's Spell Defense

The Blood Lost spell enables a wizard to worsen a target's injuries and prevent the target from healing any Wounds for the duration of the spell. The target character must have at least 1 Wound, and the wizard must touch the target as he casts the spell. If the Spellcasting Test succeeds, the target cannot naturally heal Wounds until the spell expires. The target may, however, heal damage normally. Any Recovery Tests used to heal Wounds while this spell lasts are wasted.

The Wounds of a character under this spell can be healed only with a healing potion (p. 258, *ED*) or the Heal power used by questors of Garlen (p. 97, *Earthdawn Companion*). If the target uses a healing potion, he or she makes a Recovery Test (including the +8 step bonus conferred by the potion) against a Difficulty Number equal to the result of the Spellcasting Test. If the Recovery Test succeeds, the target heals 1 Wound. Healing potions used to counter the effects of this spell do not heal current damage. If the target is being treated by a questor of Garlen, the questor makes a Heal Test against the result of the Spellcasting Test. If the test succeeds, the questor heals 1 Wound, regardless of the success level achieved on the Heal Test.

Loan Spell

Threads: 2 **Weaving Difficulty:** 11/15
Range: Touch **Duration:** 4 + Rank rounds
Effect: Loans spell
Casting Difficulty: Target's Spell Defense

Loan Spell allows a wizard to give another character temporary access to one of the wizard's spell matrices. To cast this spell, the wizard must hand the subject a small object, such as a coin or token, then make a Spellcasting Test. If the test succeeds, the subject can cast the spell attuned to the loaned matrix as if it were his own. The subject uses his own Spellcasting, Thread Weaving and Willforce talents (or Perception and Willpower Attributes) to cast the loaned spell. The subject must also be capable of weaving any necessary threads for the loaned spell or have them woven already (as in the case of an enhanced matrix). While the spell matrix is "on loan," the wizard cannot use it to cast or change the spell stored in it. To continue using the borrowed spell, the subject must remain within the wizard's line of sight.

Mental Library

Threads: 3 **Weaving Difficulty:** 12/19
Range: Self **Duration:** Rank hours
Effect: +10 ranks to Book Memory talent
Casting Difficulty: 6

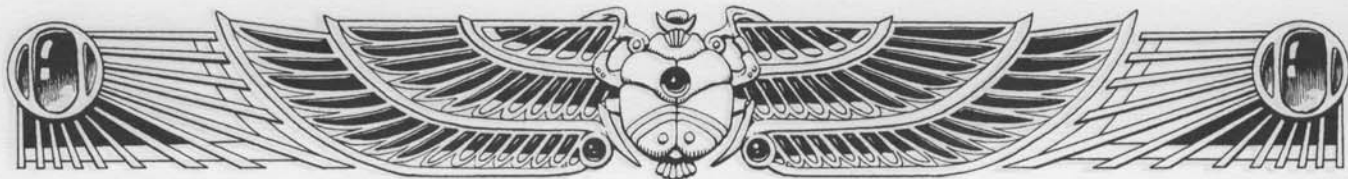
A wizard using the Mental Library spell greatly increases his capacity for memorizing texts using the Book Memory talent (p. 99, *ED*). If the Spellcasting Test succeeds, the number of books that the wizard can memorize with the talent becomes his Book Memory Rank + 10. The spell lasts a number of hours equal to the magician's Spellcasting Rank, and so the wizard must copy down any memorized texts over that limit before the spell ends if he wishes to retain them. Otherwise, he cannot retrieve them once the spell expires, even through use of the Book Recall talent (p. 99, *ED*).

Spellstore

Threads: 2 **Weaving Difficulty:** 12/19
Range: Touch **Duration:** Rank hours
Effect: Willforce + 6
Casting Difficulty: 6

The Spellstore spell allows the wizard to place a spell pattern within a chosen item so that the spell can be cast at a later time. The item can be anything, and does not require enchanting. If the Spellcasting Test succeeds, the wizard makes an Effect Test against the Dispel Difficulty of the spell to be stored. If this test succeeds, the spell is placed within the object. Anyone who holds the object can then





matrix-cast the spell, using his or her own Spellcasting and Willforce talents (or Perception and Willpower Attributes). If the spell requires threads, the caster must have the appropriate Thread Weaving talent or else cast the spell using the Forced Spellcasting talent knack (p. 34, **Magic: A Manual of Mystic Secrets**). The wielder of the object must be touching it to cast the spell within. Once the stored spell has been cast or the Spellstore spell expires, the spell pattern vanishes from the item.

This spell can be made more effective through blood magic. By taking a number of points of permanent damage equal to his or her Wound Threshold, the wizard can alter Spellstore so that the wielder of the object can cast the stored spell any number of times before Spellstore expires. Like other types of blood magic Wounds, this Wound can only be healed after a year and a day, or by a healing potion (see **Pushing Talents and Abilities** and **Blood Oath Wounds**, pp. 10–11, **Magic: A Manual of Mystic Secrets**).

CIRCLE 7

Astral Gift

Threads: 3 **Weaving Difficulty:** 13/23
Range: 30 yards **Duration:** 5 rounds
Effect: Gives target astral-sensitive sight
Casting Difficulty: Target's Spell Defense

The Astral Gift spell allows the wizard to give a target character an ability similar to the windling racial ability of astral sight. If the Spellcasting Test succeeds, the target character gains astral sight (p. 54, **ED**) for the duration of the spell.

Call

Threads: 2 **Weaving Difficulty:** 10/17
Range: 100 miles **Duration:** 1 round
Effect: Delivers a message
Casting Difficulty: Target's Spell Defense

The Call spell allows the wizard to send a short message, consisting of a number of words equal to his or her Spellcasting rank, to anyone the wizard knows within range of the spell. If the Spellcasting Test succeeds, the subject sees and hears a magical image of the wizard speaking the message. The image vanishes in the next round. The subject receives only the information that the wizard chooses to send, whether a threat, a warning, a cry for help or a simple greeting. This spell allows only one-way communication; the wizard knows whether the spell succeeded but cannot tell if the subject got the message or anything else about the subject's location and condition.

Dislodge Spell

Threads: 1 **Weaving Difficulty:** 9/22
Range: 60 yards **Duration:** 1 round
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense

The Dislodge Spell allows a wizard to disrupt a spell at random from one of the target's spell matrices, leaving that matrix empty. The target of the spell must be a magician with spell matrices (including matrix objects), or the spell has no effect. The wizard makes a Spellcasting Test against the target magician's Spell Defense. If the test succeeds, the gamemaster chooses one of the target's spell matrices. The casting wizard then makes an Effect Test against a Dispel Difficulty based on the chosen matrix's rank. If this test succeeds, the matrix is wiped clean of the spell it contained. If the spell in question was in the process of being cast, the target magician can either abort the spell or complete it using Raw Magic (pp. 155–56, **ED**).

Dislodge Spell can target any type of spell matrix. A spell matrix wiped by this spell can be reattuned to a new spell or to the spell it contained; see **Reattuning on the Fly**, p. 154, **ED**.

Liquid Eyes

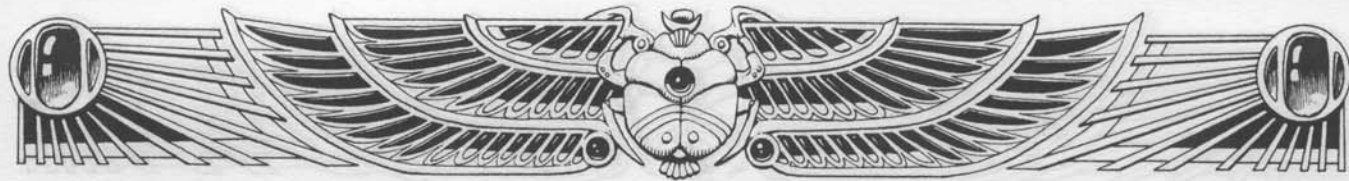
Threads: 3 **Weaving Difficulty:** 13/23
Range: 40 yards **Duration:** Rank rounds
Effect: Blinds target
Casting Difficulty: Target's Spell Defense

The Liquid Eyes spell enables a wizard to blind a target by directing a bolt of energy at the target's eyes. The wizard makes a Spellcasting Test and compares the result to the target's Spell Defense on the Success Level Table (p. 246, **ED**). If the test succeeds, the target's eyes turn to a liquid gel, rendering the target partially blind for the spell's duration. The success level of the Spellcasting Test determines the severity of the target's blindness. On an Average success, the target suffers a –2 step penalty to all actions that require sight. A Good success imposes a –4 step penalty, an Excellent success a –6 step penalty, and an Extraordinary success a –8 step penalty. Each round, the target may attempt to dispel the effect by making a Willpower Test against the spell's Dispel Difficulty (15). If the test succeeds, the target's eyes revert to normal and his sight is restored.

Mystic Net

Threads: 3 **Weaving Difficulty:** 13/20
Range: 40 yards **Duration:** 2 + Rank minutes
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense





The Mystic Net spell is an area-effect version of the Binding Threads spell (p. 45). To cast the Mystic Net spell, the wizard needs a piece of string, which he ties in complex knots while weaving the threads of the spell. The wizard makes a Spellcasting Test and compares the result to the Spell Defense of any target within a 10-by-10 foot area around him. A mass of glowing magical threads leaps from the wizard's hands and entangles any targets whose Spell Defense is equal to or less than the Spellcasting Test result. The wizard then makes an Effect Test; the test result becomes the Difficulty Number for Strength Tests made to escape the bonds. Bound targets cannot use their hands to attack or cast spells and suffer a -4 penalty to their Physical Defense Rating.

CIRCLE 8

Catch Spell

Threads: 2 **Weaving Difficulty:** 14/21
Range: Self **Duration:** Rank rounds
Effect: Willforce + 12
Casting Difficulty: Target's Spell Defense

A wizard using Catch Spell can "catch" incoming spells, hold them and cast them back at the original caster or another target. During the creation of Catch Spell, if the Spellcasting Test succeeds the wizard makes an Effect Test against the Spellcasting Test result of any spell cast directly at him or her. If the Effect Test result equals or exceeds the Spellcasting Test result for the opposing spell, the wizard catches the opposing spell and can hold it until Catch Spell expires. The wizard can use his or her own Spellcasting Talent to cast the caught spell at any legitimate target, including the spell's original caster. When cast, the caught spell's game effects (including Effect step, Duration, and so on) are based on the statistics of its original caster, rather than those of the wizard using Catch Spell. This spell can catch other spells of any type.

A wizard may use Catch Spell to catch and hold only 1 spell at a time and cannot cast other spells of his own while using this spell. If Catch Spell expires while the wizard is holding a spell, that spell affects the wizard normally.

Peacebond

Threads: 3 **Weaving Difficulty:** 11/21
Range: Touch **Duration:** 5 + Rank minutes
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense

The unusual Peacebond spell can be used to enforce peace between two warring parties or to ensure that they kill each other. Casting this spell requires a drop of the magician's blood and costs 1 point of Strain that can be

healed only after the spell expires. If the Spellcasting Test succeeds, the wizard makes an Effect Test whenever a successful attack is made against the target of the spell and compares the result to the Spell Defense of the attacker. If this test succeeds, the attacker takes the same damage from the attack as the target of the spell, except that armor does not reduce that damage. If the target of the spell successfully attacks someone, the wizard makes an Effect Test against the attacker's Spell Defense; if it succeeds, the attacker likewise suffers the same damage that his or her own attack inflicted.

A wizard who takes a number of points of Strain equal to his or her Wound Threshold can extend the duration of this spell to a year and a day. This Wound cannot be healed until the spell expires or is somehow dispelled.

Spell Snatcher

Threads: 2 **Weaving Difficulty:** 14/24
Range: 60 yards **Duration:** 1 round (see text)
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense

Spell Snatcher enables a wizard to seize a spell from another magician's spell matrix and place it in one of the wizard's own matrices. Most often, wizards replace their Spell Snatcher spell with the snatched spell, but the caster may replace any spell in his or her matrices. If the wizard's Spellcasting Test succeeds, the gamemaster chooses one of the target's spell matrices. The wizard then makes an Effect Test against a Dispel Difficulty based on the matrix's rank. If this test succeeds, the spell leaves the targeted matrix and appears in one of the caster's. The snatched spell remains in the spell matrix until cast or replaced, depending on the specific spell. The snatched spell can be of any Circle or type.

If casting the snatched spell is beyond the wizard's abilities (for example, if he or she does not have the proper Thread Weaving Talent or is not of a high enough Circle), the wizard may still cast it from the matrix as a grimoire-cast spell or through raw magic. In this case, the snatched spell vanishes from the wizard's matrix as soon as it is cast.

If the wizard is capable of casting the snatched spell, he or she may use it normally. The snatched spell remains in the wizard's spell matrix until replaced by another spell or erased by a failure when Reattuning on the Fly (p. 154, ED). If the snatched spell is unknown to the spellcaster, the spellcaster can attempt a Read and Write Magic Test to learn the spell; if the test succeeds, he or she can add the spell to his or her own grimoire.





For example, if this spell is cast in an Open region, the target takes Step 9 damage each round for 3 rounds. The target's base Mystic Armor Rating protects against this damage; Mystic Armor bonuses from shields and armor do not apply.

Glowing Swarm

Threads: 4 **Weaving Difficulty:** 12/22
Range: 10 yards **Duration:** Rank + 3 rounds
Effect: Creates a swarm of glowing insects
Casting Difficulty: 8

The Glowing Swarm spell conjures a swarm of dangerous glowing insects, similar in appearance to fireflies, which the wizard can command to attack targets. If the Spellcasting Test succeeds, the swarm appears and obeys the wizard's orders for the duration of the spell. Controlling the swarm requires concentration, so the wizard can take no other actions until the spell expires. If the wizard does not command the swarm, it simply hovers 15 feet in the air and awaits orders.

When attacking, the swarm uses the following statistics. The swarm can be attacked, but most attacks do it very little damage. On Attack Tests made against the swarm, an Average success reduces all the swarm's step numbers by 1, a Good success reduces them by 2, an Excellent success by 3, and an Extraordinary success by 4. If any of the swarm's step numbers are reduced to zero (0), the swarm is destroyed. The swarm is immune to talents that target an opponent's Social Defense.

GLOWING SWARM

Initiative: 15	Physical Defense: 20
Number of Attacks: 1	Spell Defense: 12
Attack: 12	Social Defense: NA
Damage: 12	Armor: 0
Number of Spells: NA	Mystic Armor: 3
Spellcasting: NA	Knockdown: NA
Effect: NA	Recovery Tests per Day: NA
Death Rating: See text	Combat Movement: 50
Wound Threshold: NA	Full Movement: 100
Unconsciousness Rating: NA	

Wipe Matrices

Threads: Variable **Weaving Difficulty:** 12/22
Range: 60 yards **Duration:** 1 round
Effect: Willforce + 12
Casting Difficulty: Target's Spell Defense

CIRCLE 9

Channel Raw Magic

Threads: 2 **Weaving Difficulty:** 12/25
Range: 25 yards **Duration:** 3 rounds
Effect: Channels astral energy through target
Casting Difficulty: Target's Spell Defense

The Channel Raw Magic spell allows a wizard to damage a target by channeling raw astral energy through the target's astral pattern. If the Spellcasting Test succeeds, the target suffers the raw-magic damage. The target takes the damage each round for 3 consecutive rounds. The exact Damage step depends on the type of astral region the target is in when the spell is cast (see **Casting Raw Magic**, pp. 155-56, ED). Calculate the Damage step as if the target attempted to cast a Circle 1 spell.





The Wipe Matrices enchantment disrupts the spell matrices of the target magician and erases all the spells they hold. Casting a Wipe Matrices spell requires a number of threads equal to the number of spell matrices that the spellcaster wishes to erase, with a minimum of 1. If the number of matrices targeted is fewer than the total the target possesses, the specific matrices affected are chosen at random. This spell can affect the target's spell matrix talents as well as specific spell matrix items.

If the Spellcasting Test succeeds, the wizard makes an Effect Test against a Dispel Difficulty based on the rank of the highest-ranked target matrix. If this test succeeds, all of the affected matrices are wiped clean. If this effect erases a spell in the process of being cast, the targeted spellcaster can abort the spell or finish casting it with raw magic. The magician may reattune the wiped matrices one at a time by reattuning on the fly (p. 154, ED).

CIRCLE 10

Draw and Quarter

Threads: 4 **Weaving Difficulty:** 16/26
Range: Touch **Duration:** 1 round
Effect: Willforce + 15
Casting Difficulty: Target's Spell Defense

The Draw and Quarter spell allows a wizard to severely damage a target. The target must be restrained or bound while the wizard weaves each of the necessary threads to one of the target's limbs. As he does this, a glowing circle of energy forms around each limb. After the final thread is woven, the wizard makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the four astral circles tear at the target's limbs and inflict damage equal to the result of the Effect Test. In addition, this spell also inflicts 4 Wounds. Like the Onion Blood spell (p. 86, *Earthdawn Companion*), this spell is used as a means of execution in some parts of Barsaive.

Spell Fusion

Threads: 4 **Weaving Difficulty:** 16/26
Range: 40 yards **Duration:** 3 rounds
Effect: Willforce + 3
Casting Difficulty: 7

The Spell Fusion spell enables a wizard to capture spells cast by other magicians, fuse them together and cast them as a single spell. If the Spellcasting Test succeeds, a sphere of astral energy forms and hovers next to the wizard. Whenever another magician casts a spell within 40 yards of the wizard, the wizard can attempt to capture the spell in the sphere by making an Effect Test against the result of the target spell's Spellcasting Test. If the Effect

Test succeeds, the sphere captures the target spell's energy and holds it until Spell Fusion expires. The wizard must concentrate to maintain this spell.

When Spell Fusion expires, the wizard may focus all the captured spells at a single target within 40 yards of him by making a Spellcasting Test against the target's Spell Defense. The wizard must achieve a Good or better success. If he does so, the target suffers the effects of each captured spell, as if all of them had been cast on him at the same time. The effects of the spells are based on the Spellcasting and Willforce steps of the magicians who first cast them, not of the wizard casting the fused spell.

Alternatively, when Spell Fusion expires, the wizard may dispel the captured spells by making a successful Spellcasting Test against a Difficulty Number 12. If this test fails, the wizard cannot dispel the captured spells and must cast them at a target.

CIRCLE 11

Block Magic

Threads: 4 **Weaving Difficulty:** 16/25
Range: 40 yards **Duration:** 3 + Rank minutes
Effect: -10 steps to magic-based tests
Casting Difficulty: 10

The powerful Block Magic spell enables a wizard to severely constrict the flow of astral energy into an area with a radius of up to 10 yards, anywhere within the spell's range. If the Spellcasting Test succeeds, any test based on magical abilities made in the affected area—including tests for talents, spells and magical items—suffers a -10 step penalty. This penalty applies to Spellcasting and Effect Tests when casting spells, to the step number of talents, and to the step number of any magical effect granted by magical items, including the Damage step of magical weapons. This penalty also applies to all uses of magical abilities in the affected area by the wizard casting the Block Magic spell as well. If Block Magic reduces the step number of a spell, talent, or item to 0 or below, the spell or talent or item does not function. Block Magic also affects creature and Horror powers and spellcasting.

CIRCLE 12

Alter Form

Threads: 8 **Weaving Difficulty:** 16/26
Range: Touch **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense

The powerful Alter Form spell allows the wizard to alter the physical nature and true pattern of a target object, Name-giver, creature or entity. Wizards most often use this





spell to repair or reshape old and tattered or worn items—for example, reshaping a rusty old sword into a fresh-off-the-forge broadsword. When cast on non-magical items, this spell is generally innocuous, though casting it on weapons or armor that have been forged or improved means that the improvements are lost. When used against items that have their own True patterns, however, the effects can be disastrous. For example, a wizard might reshape what he thought was an old rusty sword, only to find out later that the sword was actually Purifier—and that his spell changed it to an ordinary fresh-off-the-forge broadsword.

When cast on living beings, the Alter Form spell irrevocably alters the target's True pattern. For Name-givers, this spell has the same effect as re-Naming; it erases the target's identity and—if the target is an adept—takes away all of his talents, abilities and so on.

Alter Form is a ritual spell that requires the wizard to weave 1 thread per day. The target must be within 10 yards of the wizard during the entire ritual. After weaving all the threads, the wizard makes a Spellcasting Test against the target's Spell Defense. If cast on a non-magical item, the wizard must achieve an Average success or better. Casting this spell on a magical item requires an Excellent success or better; casting it on a living being—Name-giver, creature or Horror—requires an Extraordinary success. This spell cannot be successfully cast on the same target twice. If the Spellcasting Test fails, the wizard may try again, but the target's Spell Defense increases by 2.

CIRCLE 13

Cleanse Astral Space

Threads: 5 **Weaving Difficulty:** 20/28

Range: Touch **Duration:** 1 round

Effect: Willforce + 12

Casting Difficulty: 10

The incredibly dangerous and difficult Cleanse Astral Space ritual spell is designed to cleanse astral space of the taint left by the passage and presence of Horrors. The wizard casting it must interact directly with astral space in his or her vicinity and must cast the spell using raw magic (p. 155, ED).

Weaving each thread for the spell requires 1 hour. Each hour, the gamemaster makes a Horror Mark Test against the wizard's Spell Defense to determine if any Horrors have noticed the wizard. The step number for this test is based on the type of astral space in which the wizard is casting this spell (see **Raw Magic**, p. 155, ED). A success-

ful Horror Mark Test does not mark the wizard, but instead alerts any Horror nearby to the wizard's presence; the Horror or Horrors then most likely attempt to prevent the wizard from completing the spell.

After weaving the final thread, the wizard makes a Spellcasting Test. If the test succeeds, the gamemaster makes a Warping Test based on the type of astral space to be cleansed. The wizard then makes an Effect Test, compares the result to that of the Warping Test and consults the Success Level Table (p. 246, ED). Each level of success achieved reduces the astral pollution within a 1-mile radius by 1 level (from Tainted to Open, for example).

After determining the effects of the spell, the gamemaster makes another Warping Test for the wizard's use of raw magic (pp. 155–56, ED). The cleansing effect is permanent, unless some future atrocity or Horror activity in the region corrupts it again.

CIRCLE 15

City in a Bottle

Threads: 8

Weaving Difficulty: 18/33

Range: 25 miles

Duration: 1 + Rank days

Effect: Captures terrain

Casting Difficulty: 12

The mighty City in a Bottle spell is legendary in Barsaive—in fact, many wizards claim it does not exist. Casting the spell requires a lengthy ritual. The spellcaster must weave the threads over a period of two lunar cycles (about 8 weeks); weaving each thread takes 1 week. The wizard weaves the threads around a specially prepared glass bottle. After weaving the final thread, the wizard makes a Spellcasting Test. If the test succeeds, an area up to 100 square miles in size vanishes from the earth and is magically “stored” in the bottle. The previous site of the captured area becomes an empty plain. For the people and creatures in the captured area, the only noticeable difference is the sky, which becomes a whirling mass of colors. The bottle forms impenetrable walls around the captured terrain; any creatures, Name-givers or Horrors within the area at the time of casting become trapped in the bottle for the duration of the spell.

When the spell expires, the missing terrain returns to its former location. The wizard can extend the spell to a year and a day by taking a number of points of permanent damage equal to his or her Wound Threshold. According to persistent rumors, entire cities may have weathered the Scourge by using a permanent version of this spell. They are said to exist in bottles kept in a powerfully warded vault, awaiting a hero who will unlock the Key Knowledges necessary to restore them to the outside world.





TALENT KNACKS

This section provides several new talent knacks, in the same format as and based on the talent-knack rules in the **Adept Magic** section of **Magic: A Manual of Mystic Secrets**.

In most instances, a player who wants to use a knack need only declare his intent when he makes the appropriate talent test. In combat, players must declare the use of talent knacks during the Declare Actions stage of the combat round (p. 192, ED) at the same time that players declare the use of Combat Options (p. 200, ED).

CREATING NEW TALENT KNACKS

The rules for creating talent knacks in **Magic: A Manual of Mystic Secrets** assume that adepts will search for teachers who already know the knack they wish to learn. The following optional rules allow adepts to develop new talent knacks on their own.

First, the player and gamemaster design the knack (see **Creating Talent Knacks**, p. 18, **Magic: A Manual of Mystic Secrets**). Once the specifics are determined, the adept must spend considerable time practicing the talent upon which the knack is based. This practice represents the adept's effort to create the knack's additional or unusual effect with his talent.

The practice time needed to develop a new knack is a number of months equal to the talent rank at which the knack can be learned. For example, developing a knack that can be learned at Rank 5 requires the adept to practice for 5 months. He or she must practice for at least 3 hours per day, 5 days per week.

Creating a new knack in this way also costs the adept more Legend Points than under the standard rules. The Legend Point cost for a newly developed talent knack under this optional rule is double the normal cost; for example, a talent knack that would cost 100 Legend Points if learned from a tutor costs 200 Legend Points if the adept develops it on his own.

Once the adept has completed the necessary practice time and spent the Legend Points, he or she gains the talent knack as normal. Learning a new talent knack that the adept develops himself does not require that the adept train to advance in Circle. Once he has learned it, he can teach the knack to other adepts whom he trains for Circle advancement (see **Training for Circle Advancement**, p. 106, **The Adept's Way**).

TALENT KNACK DESCRIPTIONS

The following talent knack descriptions include the Discipline for which the knack is available, the talent on which it is based, the minimum rank at which an adept can learn the knack, and its cost in Legend Points. Knacks that list more than one Discipline and rank can be learned by adepts of any listed Discipline—followers of the first Discipline can learn it at the first listed rank, followers of the second at the second listed rank, and so on.

ADEPT'S BEST FRIEND

Discipline: Scout
Rank: 5

Talent: Tracking
Cost: 100

The Adept's Best Friend knack allows a scout to locate an adept's mount, familiar or animal companion by using the Tracking talent. The scout must be touching the adept to whom the animal belongs as he makes a Tracking Test against the animal's Spell Defense. If the test succeeds, the scout can follow tracks to the animal as if he had used the Tracking talent. Using the Adept's Best Friend knack costs the scout 2 Strain Points in addition to the standard Tracking Test Strain cost. Scouts can use the knack to locate only animals that have strong bonds with an adept, such as a cavalryman's mount, familiars and animals bonded to a beastmaster through the Animal Bond talent. A scout can also use the knack to locate an adept, provided he is touching an animal bonded to the adept in question; however, this use costs the scout 3 additional Strain Points per Tracking Test.

AIR LEGS

Discipline: Air Sailor
Rank: 3

Talent: Air Sailing
Cost: 100

The Air Legs knack enables an air sailor adept to use his Air Sailing talent when making Knockdown Tests aboard airships. He can also use Air Sailing in place of Dexterity when making tests to avoid falling off the ship. Each use of this knack costs 2 Strain Points.

AIR WHISPER

Discipline: Elementalist
Rank: 6

Talent: Air Speaking
Cost: 100

The Air Whisper knack allows the elementalist to use his Air Speaking talent with any character in range, not just fellow elementlists. The elementalist makes an Air





Speaking Test against the Spell Defense of the character to whom he or she wants to speak. If the test succeeds, the elementalist takes 1 Strain Point per round of use. The range of the Air Whisper knack is a number of yards equal to the Air Speaking Test result multiplied by 3.

ARCANE CURSES

Discipline: Wizard **Talent:** Arcane Mutterings
Rank: 6 **Cost:** 100

The Arcane Curses knack enhances the effects of the Arcane Mutterings talent. A wizard adept using the knack utters vague but vile curses at the target. If he achieves an Excellent or better success on his Arcane Mutterings Test, the target believes that he or she has been cursed in addition to the normal effects of Arcane Mutterings. This knack imposes a -2 step penalty to all the target's actions for a number of rounds equal to the wizard's rank in Arcane Mutterings. This effect continues even after the wizard stops mumbling.

ARMOR BEATER

Discipline: Sky Raider, **Talent:** Melee Weapons
Swordmaster, Warrior **Cost:** 100
Rank: 7/6/5

The Armor Beater knack lowers by 1 level the success level needed for an Armor-Defeating Hit against a target (for example, from an Excellent success to a Good success). Each use of this knack costs the character 3 Strain Points.

ASSAULT

Discipline: Air Sailor **Talent:** Air Sailing
Rank: 7 **Cost:** 100

The Assault knack gives the air sailor captain of an airship an advantage when attempting the ship assault maneuver (see **Ship Combat**, p. 129, **ED Companion**). The air sailor makes an Air Sailing Test against his airship's Firepower Rating. If the test succeeds, the air sailor adds 2 to the airship's Firepower or Maneuverability Rating to reflect his airship's superior positioning. If the test fails, the Failure Modifier for the ship assault maneuver increases by 2. Each use of this knack costs the air sailor 4 Strain Points.

ASTRAL SPY

Discipline: Nethermancer **Talent:** Orbiting Spy
Rank: 7 **Cost:** 200

The Astral Spy knack enables a nethermancer adept to hide an orbiting spy in astral space, making it invisible to anyone without astral sight. Using this knack costs the adept 1 Strain Point to conjure the spy, plus 1 point for each Orbiting Spy Test made during the talent's duration.

ASTRAL TRACKING

Discipline: Scout **Talent:** Tracking
Rank: 9 **Cost:** 100

The Astral Tracking knack allows a scout to follow targets in astral space with his Tracking talent. The scout must look into astral space with his Astral Sight talent as he makes a Tracking Test against the Spell Defense of the astral target he wishes to track. If the test succeeds, the scout sees faint astral tracks. Each use of this knack costs the adept 2 Strain Points in addition to the standard Strain cost of the Astral Sight talent.

AVOID SPELL

Discipline: Thief, Warrior **Talent:** Avoid Blow
Rank: 11 **Cost:** 100

The Avoid Spell knack enables the adept to use his or her Avoid Blow talent to evade combat spells with visible effects that strike the spell's target—such as Earth Darts, Ice Spear, Ephemeral Bolt and Razor Orb. The gamemaster determines the specific spells to which this knack applies. To use the knack, the character makes an Avoid Blow Test at a cost of 2 Strain Points beyond the standard cost. If the test result exceeds the result of the attacking magician's Spellcasting Test, the adept avoids the spell. A character cannot make more than one Avoid Blow Test per round and cannot use the Avoid Spell knack against blindside attacks.

BOARDING ACTION

Discipline: Sky Raider **Talent:** Air Sailing
Rank: 8 **Cost:** 100

The Boarding Action knack gives a sky raider airship captain an advantage when attempting a boarding maneuver (see **Ship Combat**, p. 129, **ED Companion**). To use this knack, the adept makes an Air Sailing Test against his airship's Maneuverability Rating. If the test succeeds, the airship's Maneuverability increases by 2 to reflect the vessel's superior positioning. If the test fails, the Failure Modifier for the boarding maneuver increases by 2. Each use of this knack costs the sky raider 4 Strain Points.

BODY ARMOR

Discipline: Purifier **Talent:** Body Control
Rank: 6 **Cost:** 100

The Body Armor knack allows a purifier to control his or her body-hardening powers for defense as well as offense. The purifier may subtract ranks from his Body Control step number and add the corresponding number of steps to his Armor Rating. Each step applied to the purifier's Armor Rating costs the adept 1 Strain Point per round.





BOUNCE

Discipline: Warrior

Talent: Avoid Blow

Rank: 7

Cost: 100

The Bounce knack enables a warrior adept to reduce damage suffered from falling. When using this knack, the warrior attempts to land on the sturdiest parts of his body and roll as he strikes the ground. Using the knack costs 2 Strain Points, but it reduces the Damage step of his fall by his rank in the Avoid Blow talent.

BY THE FINGERNAILS

Discipline: Scout

Talent: Climbing

Rank: 5

Cost: 100

The By the Fingernails knack allows a scout adept to make a last-minute grab for a handhold when he or she fails a Climbing Test. The Difficulty Number for this knack is the same as the Difficulty of the failed Climbing Test. Using this knack costs the scout 2 Strain Points.

CAT'S SKILL

Discipline: Beastmaster

Talent: Cat's Paw

Rank: 7

Cost: 100

The Cat's Skill knack gives a beastmaster adept the balance and reflexes of a cat. The beastmaster can use his Cat's Paw step in place of his Dexterity step when jumping, climbing trees and maintaining his balance—for example, when making Knockdown Tests. Each use of this knack costs the beastmaster 1 Strain Point in addition to the normal Strain cost of the Cat's Paw talent.

Cat's Skill also allows the beastmaster to land on his feet after falling short distances and not take falling damage. This use of the knack applies only when the beastmaster falls distances that are less than a number of feet equal to the beastmaster's Cat's Paw rank multiplied by 3. This use of the knack does not cost Strain Points.

CLAW RIPOSTE

Discipline: Swordmaster

Talent: Riposte

Rank: 7

Cost: 100

The Claw Riposte knack enables a swordmaster adept to use the Riposte talent against attacks by animals and creatures, as well as unarmed attacks. Each use of the knack costs the swordmaster 1 Strain Point above the normal Strain cost of the talent.

CREATE MECHANICAL TRAP

Discipline: Thief

Talent: Disarm

Rank: 7

Mechanical Trap

Cost: 200

The Create Mechanical Trap knack enables a thief

adept to recall the design and construction of any mechanical trap that he or she has successfully disarmed with the Disarm Mechanical Trap talent and then create a similar trap with the proper tools and material. Using this knack causes the thief 2 Strain Points. The thief makes a Disarm Mechanical Trap Test against a Difficulty Number equal to the Disarm Difficulty of the trap he or she is attempting to re-create. On a Good or better success, the thief can construct and arm the trap. Traps created with this knack have a Detection and Disarm Difficulty equal to the original trap's Detection and Disarm Difficulty minus 2. The Trap Initiative of a re-created trap equals the original trap's Trap Initiative minus 1. The gamemaster must determine the specific materials or tools required to re-create a given trap.

CREATURE REMAINS

Discipline: Beastmaster,

Talent: Creature Analysis

Scout

Rank: 5

Cost: 100/300

The Creature Remains knack allows a beastmaster or scout adept to use the Creature Analysis talent to identify creatures by certain types of trace evidence, such as a creature's remains, lair or remnants of victims. To use the knack, the character must study the evidence and make a Creature Analysis Test against the Spell Defense of the creature that left it. If the adept achieves a Good success or better, he or she can identify the type of creature and ask the gamemaster the question usually granted by the Creature Analysis talent.

DEATHSIGHT

Discipline: Nethermancer

Talent: Lifesight

Rank: 9

Cost: 200

Deathsight allows a nethermancer adept to see the strength and composition of undead Name-givers and Horror constructs. The nethermancer must achieve a Good success or better on a Lifesight Test against the target's Spell Defense. Using this knack costs the nethermancer 2 Strain Points in addition to the standard cost for using the talent.

DEFUSE MOB

Discipline: Troubadour

Talent: Incite Mob

Rank: 8

Cost: 200

The Defuse Mob knack enables a troubadour adept to attempt to calm and disperse a mob. The troubadour makes an Incite Mob Test against the highest Social Defense among the mob's members. The size of the mob determines the success level needed; see the Incite Mob talent description (p. 109, ED). Using this knack costs the troubadour 2 Strain Points.





DISASSOCIATE

Discipline: Troubadour **Talent:** Empathic Sense
Rank: 9 **Cost:** 100

With the Disassociate knack, a troubadour adept can help dampen a target's intense negative emotions. The troubadour must achieve a Good success or better on an Empathic Sense Test against the target's Spell Defense. If the test succeeds, the target's attitude toward the troubadour improves by one category; the target character still feels pain or anger or fear, but not as strongly as before. The gamemaster determines any effects of the target's new attitude. Using the knack costs the troubadour 2 Strain Points.

EPIC

Discipline: Troubadour **Talent:** Emotion Song
Rank: 5 **Cost:** 100

The Epic knack allows a troubadour to use his Emotion Song talent over longer periods of time than normal. Indeed, some epic poems and ballads require the troubadour to keep an audience enthralled for days. Troubadours can also use Epic in conjunction with Telling the Tale (p. 62) to tell epic-scale stories. When using the knack, the troubadour makes his required Emotion Song Test once per hour of performance, rather than once per half hour. At the end of the song or tale, the troubadour may choose the best result of all the Emotion Song Tests to determine the affect of his performance on the audience. Each test costs the troubadour 1 Strain Point.

EXTEND RANGE

Discipline: Archer **Talent:** Missile Weapons
Rank: 8 **Cost:** 100

The Extend Range knack enables an archer adept to extend the effective range of a missile weapon for a single attack. Each use of this knack doubles the range of the weapon for one Attack Test and costs the archer 5 Strain Points. For example, this knack gives a short bow a short range of 2–50, a medium range of 51–160, and a long range of 161–240. This knack cannot be used in conjunction with the Eagle Eye talent.

FAR SPEAKING

Discipline: Elementalist **Talent:** Air Speaking
Rank: 5 **Cost:** 100

The Far Speaking knack enables an elementalists to extend the range of his or her Air Speaking talent. To use this knack, the elementalists makes an Air Speaking Test as normal and takes 1 Strain Point. The knack increases the talent's range to a number of yards equal to the test result multiplied by 10.

FAULTY BOWYER

Discipline: Weaponsmith **Talent:** Warp Missile
Rank: 7 **Cost:** 100

The Faulty Bowyer knack allows a weaponsmith adept to impair the effectiveness of a bow or crossbow. To use this knack the weaponsmith makes a Warp Missile Test against the Spell Defense of the weapon or its wielder, whichever is higher. If the weaponsmith achieves an Excellent success, the bowstring snaps. On an Extraordinary success, the frame of the bow or crossbow cracks, severely damaging it and reducing its Damage step by 3; the bow must be repaired by an archer or a weaponsmith to remove this penalty. The knack has no effect on successes levels below Excellent. A weaponsmith may attempt to use Faulty Bowyer once per bow per fight. Using the knack costs 2 Strain Points.

FAULTY GOODS

Discipline: Weaponsmith **Talent:** Haggle
Rank: 7 **Cost:** 100

The Faulty Goods knack enables a weaponsmith adept to get the upper hand when haggling by convincing a target that the target's goods are of inferior quality. To use this knack, the weaponsmith makes his first Haggle Test against the target's Social Defense. If he achieves a Good success or better, the weaponsmith can point out illusory flaws in the goods, which in turn makes the target offer to sell the item for half its original price. At this point, the weaponsmith and target may make standard Haggle Tests to further change the price. A weaponsmith may use this knack only once against any target, at a cost of 2 Strain Points. Reduce by 1 level the success levels of any future Haggle Tests the weaponsmith makes against the target.

FLAMING WOUNDS

Discipline: Sky Raider **Talent:** Fireblood
Rank: 7 **Cost:** 100

The Flaming Wounds knack allows a sky raider adept to use his Fireblood talent to heal a Wound rather than damage taken in combat. The knack must be used during the same round the Wound was inflicted. The sky raider makes a Fireblood Test against a Difficulty Number equal to his Wound Threshold. If he achieves a Good or better success, he heals the Wound. The sky raider takes 3 Strain Points, whether or not the test succeeds. This use of Fireblood costs the adept a Recovery Test per standard rules. The sky raider must declare whether he is using Fireblood per standard rules or with the Flaming Wounds knack before he makes his Fireblood Test.





FLOURISH

Discipline: Swordmaster **Talent:** Melee Weapons
Rank: 7 **Cost:** 100

The Flourish knack enables a swordmaster to dumbfound an opponent by making a flashy display of swordsmanship—cutting his opponent's hair, picking a button off with a quick thrust, ripping a "Z" in the opponent's tunic, and so on—without doing actual harm. The swordmaster makes a Melee Weapons Test against the target's Spell Defense. If the test succeeds, the opponent is stunned for the following Combat Round and suffers a penalty to all his step numbers based on the success level achieved. An Average success reduces the target's step numbers by 1, a Good success by 2, and so on. Additionally, other characters who attack the dumbfounded target during the following Combat Round gain a step bonus to their Attack Tests equal to the penalties described above. A 1-step penalty becomes a 1-step bonus for attacking characters, a 2-step penalty becomes a 2-step bonus, and so on. This bonus does not apply to Damage Tests.

If the test fails, the target is not affected and attacking characters receive no step bonus. Using this knack costs the swordmaster 1 Strain Point.

FLYING KICK

Discipline: Sky Raider **Talent:** Great Leap
Rank: 5 **Cost:** 100

Flying Kick allows a sky raider adept to make a flying-kick attack using his or her Great Leap talent. At least 3 yards must separate the sky raider and his opponent for the knack to work. The character makes a Great Leap Test; the test result determines the distance he leaps and also serves as the character's Physical Defense for the rest of the round. The Great Leap Test takes the place of the usual Attack Test; if it succeeds, the Damage step for the attack equals the sky raider's Strength + 3 steps. This knack can only be used to make an unarmed attack, and each use costs the character 2 Strain Points.

FORGE ARROW

Discipline: Weaponsmith **Talent:** Forge Blade
Rank: 3 **Cost:** 100

The Forge Arrow knack enables a weaponsmith adept to make a single Forge Blade Test and forge a number of arrows or other missile weapons equal to his or her rank in the Forge Blade talent. All of the arrows/missiles must be of the same type. The Difficulty Number for the test is determined as normal, but the character must achieve a Good success or better for the knack to work. Add 1 to the standard Damage steps of missiles forged with the knack.

All standard restrictions and limitations for forged melee weapons apply to forged missiles.

GLIDE

Discipline: Air Sailor **Talent:** Wind Catcher
Rank: 8 **Cost:** 100

The Glide knack allows an air sailor adept to glide through the air in a manner similar to the *k'stulaami t'skrang*. The air sailor uses his Wind Catcher talent, which works the same way as the *k'stulaami* Gliding skill in this case (pp. 122–23, *Denizens of Earthdawn, Volume I*). Each use of this knack costs the air sailor 2 Strain Points, and all standard Gliding rules apply.

GLINT

Discipline: Sky Raider **Talent:** Steely Stare
Rank: 6 **Cost:** 200

The Glint knack increases the effects of the Steely Stare talent. To use this knack, a sky raider adept makes a Steely Stare Test against a target as normal, taking an additional 2 Strain Points. If the test succeeds, the target cannot take any action against the sky raider for the duration of the talent, unless the sky raider attacks the target.

HARD GLARE

Discipline: Sky Raider **Talent:** Steely Stare
Rank: 9 **Cost:** 200

The Hard Glare knack enables a sky raider adept to damage inanimate objects with his or her Steely Stare talent. To use the knack, the sky raider makes a Steely Stare Test against a Difficulty Number of 13 and takes 4 Strain Points. If the test succeeds, the sky raider can break delicate objects made of glass, crystal, pottery or thin wood by merely looking at them. An Average success is enough to crack glass or crystal; shattering objects made of wood or ceramic requires an Excellent success. The gamemaster determines if a given object is delicate enough to be affected by this knack.

HEAD BUTT

Discipline: Warrior **Talent:** Unarmed Combat
Rank: 5 **Cost:** 100

The Head Butt talent knack allows a warrior adept to strike his opponent's head with his own head during hand-to-hand (or more precisely, "head-to-head") combat. To use this knack, the warrior must have previously grappled the opponent (see pp. 197–98, *ED*). The warrior makes an Unarmed Combat Test as normal. On an Average success, the attack does normal damage. On a Good success or better, the opponent takes normal damage and is stunned for 1





round; this means that he suffers a -2 step penalty to all actions for that round. An Excellent success stuns the opponent for 2 rounds, and an Extraordinary success stuns him for 3 rounds. Unless the opponent is wearing a helm, armor does not protect against the damage done by the attack.

To use this knack, a warrior must be as tall or taller than his opponent, or he must rise to the opponent's head level in some other way (jumping, flying, swinging on a rope, and so on). The knack can be used only once against a single opponent in a single fight.

HERE'S THE DEAL

Discipline: Weaponsmith **Talent:** Haggle
Rank: 7 **Cost:** 100

The Here's the Deal knack allows a weaponsmith adept to glance at an object and know its value. The weaponsmith makes a Haggle Test against the item's Spell Defense. If he achieves a Good success or better, the weaponsmith knows the item's approximate value in silver pieces, within a 25 percent margin of error. The gamemaster should provide the weaponsmith with an estimated price range for the item, ranging from 75 to 125 percent of the item's actual value.

HOLD MULTIPLE THREADS

Discipline: Wizard **Talent:** Hold Thread
Rank: 8 **Cost:** 200

The Hold Multiple Threads knack enables a wizard adept to hold more than 1 thread at a time using the Hold Thread talent; the multiple-thread limit equals the spell's Thread Number minus 1. After weaving the number of threads he or she wishes to hold, the wizard makes a Hold Thread Test against the spell's Weaving Difficulty. If the test succeeds, the wizard holds the threads as normal for the Hold Thread talent. Each thread beyond the first costs the wizard 2 Strain Points; he takes all the Strain at once when he makes the Hold Thread Test.

HORROR ANALYSIS

Discipline: Beastmaster, Scout **Talent:** Creature Analysis
Rank: 7 **Cost:** 100

The Horror Analysis knack allows an adept to use his or her Creature Analysis talent on Horrors, Horror constructs, and the remains of Horrors and their victims. Though Horrors are rarely exactly alike and often capable of elaborate deception, legendary heroes have occasionally found weaknesses to exploit in the physiology or habits of Horrors they have stalked and watched. To use this knack, the adept must achieve a Good or better success on a Creature Analysis Test against the Spell Defense of the

Horrors or construct being analyzed. Characters with ranks in the Horror Lore Knowledge skill can add those ranks to their Creature Analysis step when using this knack.

IMPROVISED MISSILES

Discipline: Thief **Talent:** Throwing Weapons
Rank: 8 **Cost:** 100

The Improvised Missiles knack enables a thief adept to use any item twelve inches long or smaller as an improvised throwing weapon (provided the thief can lift the item). When attacking with an improvised missile, the thief makes a Throwing Weapons Test; each test costs the thief 1 Strain Point. The gamemaster determines the Damage steps of improvised missiles; they should generally range from 1 to 3, based on the size and weight of the object. All improvised missiles thrown using this knack have the same range as a standard dagger.

IMPROVISED WEAPONS

Discipline: Warrior **Talent:** Melee Weapons
Rank: 5 **Cost:** 100

The Improvised Weapons knack allows a warrior adept to wield items not intended as weapons in combat. Each Attack Test made using this knack costs the warrior 1 Strain Point. The gamemaster determines the Damage step of all improvised weapons based on the size and material of the item being wielded, to a maximum of Step 7. Examples of suitable items include pens, pieces of wood, guideline cables usually used to secure airships, uprooted marker stones, loaves of stale bread, suits of armor or even other Name-givers. The warrior must be able to lift the item to wield it as a weapon.

LAY OF THE LAND

Discipline: Scout **Talent:** Astral Sight
Rank: 4 **Cost:** 100

Similar to the Diagnose talent knack (p. 24, **Magic: A Manual of Mystic Secrets**), the Lay of the Land knack enables a scout adept to use his or her astral sight to evaluate the health and condition of a place by looking at the surrounding astral space. A scout using this knack can scan an area with a radius equal to his or her range in the Astral Sight talent. Lay of the Land is most useful when a character attempts to determine the astral region of an area for purposes of casting raw magic (p. 155, ED). The scout makes an Astral Sight Test against a Difficulty of 13 and takes 1 Strain Point beyond normal. A successful test reveals the land's fertility and the health of the plants and animals found there. A Good or better success also reveals the type of astral space the area lies in and gives a general





idea of whether or not the land is tainted by a Horror or some similar corrupting force.

LIGHTNING THROW

Discipline: Thief **Talent:** Throwing Weapons
Rank: 7 **Cost:** 100

Lightning Throw allows a thief adept to throw multiple weapons in a single Combat Round. The limit on the number of weapons is equal to the thief's rank in the Throwing Weapons talent. The weapons must be Size 2 or smaller and all of the same type. The thief makes a Throwing Weapons Test for each weapon, at a cost of 1 Strain Point for the first weapon thrown, 2 points for the second, 3 points for the third, and so on. This knack can be combined with the Improvised Missiles knack, as long as the thief pays the Strain costs for using both knacks.

MATCHED WEAPONS

Discipline: Swordmaster, Air Sailor **Talent:** Second Weapon
Rank: 5/6 **Cost:** 200

The Matched Weapons knack enables an adept to use a second weapon of the same size as his or her primary weapon when using the Second Weapon Talent—provided that both weapons are small enough to be wielded in one hand. For example, a human swordmaster can use two broadswords with this knack or a club in one hand and a dwarf sword in the other.

MIGHTY THROW

Discipline: Warrior **Talent:** Unarmed Combat
Rank: 7 **Cost:** 100

Mighty Throw allows a warrior adept to grab an opponent and throw him through the air. To use this knack, the warrior must be able to lift his opponent's weight (see **Strength**, p. 53, ED). The warrior makes an Unarmed Combat Test as normal but must take 2 Strain Points. If the test succeeds, the warrior has grabbed the target and thrown him a number of feet equal to the test result (in the case of windling opponents, a number of yards equal to the test result). The warrior can hit another target with the thrown opponent, if the Unarmed Combat Test result is high enough to give him a Good or better success against the second target's Physical Defense. When the thrown opponent lands, he suffers damage using a step number equal to the warrior's Strength + Rank in Unarmed Combat. Anyone struck by a thrown opponent suffers the same damage.

Thrown opponents are considered Knocked Down when they land, unless they make a successful Knockdown

or Wound Balance Test against the Unarmed Combat Test result. Targets hit by thrown opponents add 7 to the Difficulty Numbers of their Knockdown Tests if Wounded by this attack.

MIMIC MUSIC

Discipline: Troubadour **Talent:** Mimic Voice
Rank: 6 **Cost:** 100

The Mimic Music knack allows a troubadour to mimic the sounds of various musical instruments. The troubadour cannot mimic music while talking or singing. Mimicking an instrument is done in the same manner as mimicking a voice (see Mimic Voice, p. 112, ED), except that the troubadour makes the Mimic Voice Test against the Spell Defense of the person playing the instrument he or she wishes to mimic. This test costs the troubadour 2 Strain Points. If it succeeds, the troubadour may mimic the instrument at any time for a number of months equal to his or her rank in Mimic Voice. When performing music with this knack, the troubadour makes a Mimic Voice Test to determine the quality of his performance. When used in conjunction with the Emotion Song talent (and its related knacks), each success level from the Mimic Voice Test adds a 1-step bonus to the troubadour's Emotion Song Test.

MORE THAN WORDS

Discipline: Troubadour **Talent:** Emotion Song
Rank: 6 **Cost:** 100

The More than Words knack enables a troubadour to use the Emotion Song talent even when the audience does not understand the words. The troubadour can sing in a foreign language or even evoke powerful emotions simply by playing an instrument. Using this knack requires a Good success on the Emotion Song Test, which means that the knack affects up to a quarter of the audience. Each success level beyond Good increases the proportion of the audience affected by one-fourth, up to a maximum of three-quarters.

MYSTIC TRUE SHOT

Discipline: Archer **Talent:** Mystic Aim
Rank: 5 **Cost:** 100

The Mystic True Shot knack enables an archer adept to combine the effects of Mystic Aim with the True Shot talent. To use the knack, the archer takes 2 Strain Points in addition to the one required by Mystic Aim and then makes a Mystic Aim Test. If the test succeeds, the archer can add his rank in Mystic Aim to his True Shot step rather than his Melee Weapons step.





NAME SPELL

Discipline: All magicians **Talent:** Spellcasting
Rank: E7, I6, N7, W5 **Cost:** 100

The Name Spell knack, intended for use with the optional Named spells rules on page 5, allows magicians to cast Named spells (see pp. 36–37, **Magic: A Manual of Mystic Secrets**) using the Spellcasting talent. Under the optional rules, a magician must learn the Name Spell knack to cast Named spells. Unlike most other talent knacks, the Name Spell knack does not cause Strain or require the adept to achieve a specific success level on his or her Spellcasting Test.

OFFGUARD

Discipline: Thief **Talent:** Picking Pockets
Rank: 5 **Cost:** 100

The Offguard knack allows a thief adept to distract a target while picking his pockets, making it harder for the target to notice the theft. The thief makes a Picking Pockets Test against the target's Social Defense, and takes 2 Strain Points. If the test succeeds, the thief then makes a standard Picking Pockets Test against the target. On an Average or better success level, the target fails to notice the theft.

ORBITING WATCHER

Discipline: Nethermancer **Talent:** Orbiting Spy
Rank: 7 **Cost:** 200

The Orbiting Watcher knack enables a nethermancer to use a spy spirit to watch a place, item or being. After summoning the spirit using his Orbiting Spy talent, the nethermancer takes 1 Strain Point and makes a second Orbiting Spy Test against the Spell Defense of the targeted place, item or being. If the second test succeeds, the spy remains with the target for the duration of the talent. The spirit can communicate with the nethermancer as long as the number of miles between the nethermancer and spirit does not exceed the nethermancer's Orbiting Spy rank.

PARRY

Discipline: Swordmaster, Warrior **Talent:** Melee Weapons
Rank: 5 **Cost:** 100

The Parry knack enables the adept to increase his Physical Defense by parrying incoming melee weapon attacks. For each +1 increase to the character's Physical Defense (to a maximum of his rank in Melee Weapons), he must subtract 1 step from his Melee

Weapons step number. This knack costs the character 1 Strain Point per round in which he uses it. If a character reduces his Melee Weapons rank to 0, he cannot make a Melee Weapons attack or use any talents that grant second attacks, such as Second Attack and Second Weapon. T'skrang swordmasters can use this knack in conjunction with the tail-weapon parry rules on p. 122, **Denizens of Earthdown, Volume I**.

PIN

Discipline: Thief **Talent:** Throwing Weapons
Rank: 6 **Cost:** 100

The Pin knack enables a thief adept to pin a target to a wall or other structure with thrown weapons. The target must be within 1 yard of a structure or wall; he or she must be wearing clothing that can be pinned; and the thief must use a weapon that can feasibly pin someone, such as a dagger or a knife. The thief makes a Throwing Weapons Test, at a cost of 1 Strain Point. On a Good success or better, the weapon pins the target's clothing to the nearby wall or other structure. The thief then makes a Damage Test as normal; the test result becomes the Difficulty Number for a Strength Test made by the target to pull the weapon free. An Average success on the Throwing Weapons Test means that the weapon hits the target, does damage as normal but does not pin the target. The knack can be combined with the Lightning Throw knack to pin a target with multiple weapons.

If the thief using this knack makes a successful Called Shot (p. 200, **ED**), he can pin the target through flesh (most often hands or upper arms) rather than clothing. In this case, the thief makes the Damage Test as normal; if the target suffers a Wound, he or she is pinned. The amount of damage the target takes from this attack is the Difficulty Number for the target's Strength Test to pull the weapon free.

PIN DOWN

Discipline: Warrior **Talent:** Unarmed Combat
Rank: 3 **Cost:** 100

The Pin Down knack allows a warrior adept to pin down an opponent after knocking him to the ground in combat. The knack can be used only against targets or opponents who have been knocked down in a previous round and have not yet gotten up. The warrior makes an Unarmed Combat Test against the target as normal (apply any appropriate Knockdown penalties that apply to the target). If the test succeeds, the warrior pins the target. The target can fight free by making a successful Strength or an Unarmed Combat Test against a Difficulty Number equal to the warrior's test result. The target's test is also subject





to standard Knockdown penalties (p. 195, ED).

The Difficulty Number increases if the adept using the knack is especially heavy. If the warrior weighs more than the pinned character's lifting capacity, add 3 to the Difficulty Number. If the warrior weighs more than twice the pinned character's lifting capacity, add 6 to the Difficulty. (A character's lifting capacity is based on his Strength Attribute, p. 53, ED.)

A character using this knack is considered knocked down for purposes of attacks made against him.

PLACED SHOT

Discipline: Archer, Thief **Talent:** Missile Weapons, Throwing Weapons
Rank: 5/5 **Cost:** 100

The Placed Shot knack allows an archer or thief adept to make the equivalent of an Aggressive Attack (p. 200, ED) using his Missile Weapons or Throwing Weapons talents. Using this knack costs the adept 1 Strain Point beyond the normal cost of making an Aggressive Attack and limits his movement to 3 yards. However, attacks made with this knack gain the benefits and penalties of a standard Aggressive Attack.

RAPIER WIT

Discipline: Troubadour **Talent:** Resist Taunt
Rank: 8 **Cost:** 200

The Rapier Wit knack enables a troubadour to turn the Taunt talent back on an opponent. Whenever the troubadour is the subject of a successful taunt, he may make a Resist Taunt Test and pay 3 additional Strain Points to counter the taunt with a witty riposte. If the result of the Resist Taunt Test exceeds both the original Taunt Test result and the opponent's Social Defense, the opponent suffers the results of the taunt intended for the troubadour.

REMEMBER CONVERSATION

Discipline: Wizard **Talent:** Book Memory
Rank: 7 **Cost:** 100

The Remember Conversation knack allows a wizard adept to recall conversations. At a cost of 2 Strain Points, the wizard can memorize a number of hours' worth of conversation equal to his or her rank in Book Memory. To use the knack, the wizard makes a Book Memory Test and compares the result to the Spell Defenses of all speakers in the conversation he wishes to memorize. If the test result equals or exceeds the Spell Defense Rating of each speaker, the wizard successfully memorizes the conversation. Conversations memorized with this knack act as books for purposes of recalling them with the Book Memory talent.

SECOND RIPOSTE

Discipline: Swordmaster **Talent:** Second Weapon
Rank: 7 **Cost:** 300

To use the Second Riposte knack, a swordmaster adept must have the Riposte talent at Rank 7 or higher. Second Riposte allows the swordmaster to riposte a second attack during a round by using his Second Weapon talent. The knack costs the swordmaster 3 Strain Points in addition to the standard Second Weapon Strain cost. The knack can be used only when the character is wielding two weapons, and can be employed in conjunction with the Matched Weapons knack (p. 59).

SECOND TAIL

Discipline: Swordmaster **Talent:** Second Weapon
(t'skrang only)
Rank: 7 **Cost:** 200

The Second Tail knack enables a t'skrang swordmaster to use a tail weapon as his second weapon without the standard penalties for using a tail attack in the same round as a standard attack. The swordmaster cannot use this knack in the same round in which he uses his tail to parry. The standard Second Weapon talent Strain cost applies, but the character takes no extra Strain.

For more information about tail attacks, see pages 121–22 of *Denizens of Earthdawn, Volume I*.

SETUP

Discipline: Swordmaster **Talent:** Maneuver
Rank: 6 **Cost:** 100

The Setup knack allows a swordmaster adept to add the bonus from his or her Maneuver talent to another character's attack. The swordmaster must choose the recipient when he or she makes the Maneuver Test and take 2 Strain Points. Additionally, both the swordmaster and the selected character must avoid all attacks made against them during the round in which the swordmaster uses the knack. The selected character gains the bonus during the next round when attacking the target that the swordmaster previously out-maneuvered.

SHARE SENSE

Discipline: Beastmaster **Talent:** Borrow Sense
Rank: 7 **Cost:** 100

To use the Share Sense knack, a beastmaster adept makes a Borrow Sense Test as normal and takes 2 Strain Points. If the test succeeds, the beastmaster receives one of the target animal's senses—sight, smell, hearing and so on—in addition to his own, and the animal receives the





beastmaster's corresponding sense in addition to its own. This knack can be used on any animal the beastmaster can see with his own eyes.

SIGNATURE SPELLS

Discipline: All magicians **Talent:** Spellcasting
Rank: E7, I6, N7, W5 **Cost:** 100

The Signature Spells knack enables a magician to alter (but not eliminate) the cosmetic effects of his or her spells, such as color, smell and sound. For example, it can turn the blast effect of a Bouncing Blaster spell from orange to green or superimpose the sound of the explosion over booming laughter. This knack cannot change a spell's statistics or its required components. Whenever a magician casts a spell using this knack, he takes 1 Strain Point.

SMOOTH ARMOR

Discipline: Weaponsmith **Talent:** Forge Armor
Rank: 7 **Cost:** 300

Smooth Armor allows a weaponsmith adept to reduce the Initiative penalty of armor. To use this knack, the weaponsmith makes a Forge Armor Test against a Difficulty Number equal to the armor's combined Physical and Mystic Armor Ratings, multiplied by 2, plus its existing Initiative step. For example, the Difficulty Number for using the Smooth Armor knack on crystal plate armor would be (Physical Armor 7 + Mystic Armor 7) \times 2 + 5 = 33.

If the test succeeds, the Initiative penalty of the armor is reduced by 1. Any use of this knack counts towards the maximum number of times a piece of armor may be improved. This knack cannot be used on blood pebble or living crystal armor.

SNAG WEAPON

Discipline: Swordmaster **Talent:** Disarm
Rank: 8 **Cost:** 200

The Snag Weapon knack enables a swordmaster adept to send an opponent's weapon flying so that the swordmaster catches it. The swordmaster can then wield the weapon in the next Combat Round. To use the knack, the swordmaster makes a Disarm Test per standard rules. On a Good success or better, the swordmaster snags the weapon. The swordmaster must declare his attempt to use this knack before he makes his Disarm Test. Each use of the Snag Weapon knack costs 2 Strain Points.

SPIRIT SHIELD

Discipline: Nethermancer **Talent:** Spirit Dodge
Rank: 9 **Cost:** 200

The Spirit Shield knack enables a nethermancer adept to avoid the effect of a spell or magical ability such as a Horror power. The effect must be targeted specifically at the nethermancer, rather than simply affecting an area the nethermancer happens to occupy. When magically attacked, the nethermancer takes 3 Strain Points and makes a Spirit Dodge Test. If the result equals or exceeds the attacker's Spellcasting Test, the nethermancer avoids the spell or magical effect.

SUBLIMINAL MUTTERINGS

Discipline: Wizard **Talent:** Arcane Mutterings
Rank: 7 **Cost:** 100

The Subliminal Mutterings knack allows a wizard adept to give simple commands to a target of the Arcane Mutterings talent. To use the knack, the wizard takes 2 points of Strain and makes an Arcane Mutterings Test. Upon achieving a Good or better success, the wizard may give the target a simple suggestion or order that may contain as many words as the wizard's rank in Arcane Mutterings. The target will comply with the wizard's command, but cannot be ordered to harm himself.

SWORD RATTLER

Discipline: Swordmaster **Talent:** Melee Weapons
Rank: 5 **Cost:** 100

A swordmaster adept using the Sword Rattler knack can intimidate an opponent by unsheathing his weapon slowly and dramatically. The swordmaster takes 1 Strain Point, then makes a Melee Weapons Test and compares the result to the target's Social Defense on the Success Level Table (p. 246, ED). The success level achieved determines the step penalty the opponent takes in the following Combat Round: an Average success results in a 1-step penalty, a Good success in a 2-step penalty, and so on. If the test fails, the swordmaster's attempt at intimidation backfires; he stumbles and suffers a 1-step penalty to his own step numbers during the next round of combat. This knack can be used only during the first round of a battle.

TELLING THE TALE

Discipline: Troubadour **Talent:** Emotion Song
Rank: 4 **Cost:** 100

Telling the Tale allows a troubadour to tell stories using the Emotion Song talent. Tales told with this knack may affect the audience in a manner similar to songs sung with Emotion Song if the troubadour wishes, but they need





not. To use this knack, the troubadour employs his Emotion Song talent in place of his Charisma Attribute or Storytelling skill when performing, but otherwise makes all tests as normal.

TRACKING DIRECTION ARROW

Discipline: Archer **Talent:** Direction Arrow
Rank: 5 **Cost:** 100

The Tracking Direction Arrow knack allows an archer adept to track a target using the Direction Arrow talent (p. 102, *ED*). To use this knack, the archer makes a Direction Arrow Test as normal and takes 1 additional Strain Point. If the test succeeds, the flaming direction arrow moves in the direction of the target at a speed equal to the archer's Combat Movement rate. The arrow avoids obstacles in its path, moving around trees, buildings and so on. The flaming direction arrow disappears after a number of minutes equal to the archer's Direction Arrow rank.

UNDERSTUDY

Discipline: Troubadour **Talent:** Emotion Song
Rank: 7 **Cost:** 100

The Understudy knack enables a troubadour to quickly memorize and perform a poem, story, song and so on. The troubadour makes an Emotion Song Test against a Difficulty Number based on the size of the work to be memorized; for example, Difficulty Numbers range from 2 for a double-stanza limerick to 7 for a three-minute song to 16 for *The Battle of Sky Point* and 25 for *The Dance of Korrencia*. If the test succeeds, the troubadour almost instantly memorizes the piece to be performed and can perform it per standard rules. Using this knack costs the troubadour a number of Strain Points equal to the number of days he wishes to retain the memory of the piece. After that time expires, the piece fades from his memory.

VERTICAL JUMP

Discipline: Sky Raider, **Talent:** Great Leap
Air Sailor
Rank: 5 **Cost:** 100

The Vertical Jump knack enables an adept to use his or her Great Leap talent to leap straight up, with no horizontal movement. To use this knack, the adept takes 1 Strain Point and makes a Great Leap Test. The adept may jump up to a number of feet equal to half the test result. Sky raiders and air sailors often use this ability to leap up into airship rigging, or from the ground to ropes trailed by airships.

WHITTLE WEAPONS

Discipline: Weaponsmith **Talent:** Forge Blade
Rank: 5 **Cost:** 100

The Whittle Weapons knack allows a weaponsmith to create wooden weapons, such as clubs or staves, in one-third the time it takes to make metal weapons (see *Creating Weapons, Armor and Shields*, pp. 138–39, *The Adept's Way*). The weaponsmith does not need a forge to use this knack but must have carving tools and a supply of wood on hand. The Difficulty Numbers for creating wooden weapons are the same as for creating metal weapons.

Because wooden weapons are less durable than metal, they are more susceptible to damage in combat. When using the Damage to Weapons optional rule (see *Weapons*, p. 118 of the *ED Companion*), reduce the weapon's Damage Step by 1 whenever the opponent achieves a Good success or better on an Attack Test made to damage the weapon. In addition, a result of all 1s on an Attack Test made for a wooden weapon reduces the weapon's Damage Step by 2. Wooden weapons cost one-third to one-half the price of comparable metal weapons, but wooden weapons cannot be repaired.

WOUND HEAL

Discipline: Elementalist **Talent:** Fire Heal
Rank: 3 **Cost:** 100

The Wound Heal knack allows an elementalist to heal a Wound rather than gain Recovery Tests with his Fire Heal talent. The gamemaster rolls 3D6 to determine the Difficulty Number of the Fire Heal Test. If the test succeeds, the elementalist heals 1 Wound. If the test fails, the elementalist suffers the normal consequences of a failed Fire Heal Test. Using this knack costs the elementalist 2 Strain Points. The elementalist takes this damage immediately after healing the Wound if his test succeeds, or as part of the damage suffered if the test fails.

WOUND SHARE

Discipline: Cavalryman **Talent:** Blood Share
Rank: 5 **Cost:** 100

The Wound Share knack enables a cavalryman adept to transfer a Wound from his mount to himself. Cavalrymen cannot transfer Wounds to their mounts with this knack, nor can they transfer Wounds to other Name-givers. The cavalryman makes a Blood Share Test against the mount's Spell Defense. If the test succeeds, the mount's Wound is healed, and the cavalryman develops a Wound similar to the mount's in a similar location.





MAGICAL ITEMS



This section describes new magical items of six types: common items, blood charms, potions, thread items, magical treasure and grimoires. All of the common items, blood charms, potions and thread items can be purchased, though they are considered Rare (pp. 249–50, ED). Most of these items are sold only in better-stocked markets, such as the Floating City of House V'strimon (pp. 44–45, *The Serpent River*), the Grand Bazaar of Throal (p. 114, *Throal: The Dwarf Kingdom*), Bartertown or Haven. The price given for each item is the average, but the actual cost can vary by as much as 200 percent in some markets, especially Haven. The grimoires are considered magical treasures (p. 270, ED), and are not for sale anywhere in Barsaive.

COMMON ITEMS

The following common items are similar to those described on pp. 70–71 of the *Earthdawn Companion*. None of them require threads to use.

AIR ELEVATOR

The type of air elevator most commonly found in Barsaive is a primitive version of those at the Theran fortress of Sky Point. Common air elevators are platforms, usually wooden, into which elemental air is woven. The elemental air allows the platform to rise and fall at the command of a person standing on the platform. Air elevators rise and descend approximately 10 feet





every 30 seconds. They can be pushed from side to side but remain steady against winds and such. Small air elevators are most often used to carry heavy items or provide access to high library shelves, such those as in the Great Library of Throal; they are also a common means of reaching the upper floors of multi-story buildings that lack ladders or stairs. Larger elevators are used to load cargo and materials on to floating airships.

Cost: 3,000 silver pieces for a 5' x 5' elevator, more for larger elevators at the gamemaster's discretion.

BEDROLL OF COMFORT

Bedrolls of comfort are magically enchanted to change temperature as needed to keep their users comfortable. The bedrolls are made of *glinsthin* and *frasth* fibers—*glinsthin* only grows on the highest and coldest mountain peaks, while *frasth* grows only by the shores of Death's Sea. This combination of cold and warm plant fibers, plus a tiny infusion of True air, enables the bedroll to magically adjust to the user's body temperature and keep him comfortable in almost any climate.

Cost: 340 silver pieces

CLEANING BROOM

Elemental wood and earth are woven together in these magical whisk brooms, which capture all loose dust and dirt with which they come in contact. A simple command allows the user to dump all the dust that the broom picks up, so that the broom can be used over and over again. Cleaning brooms are common household items among wealthier folk.

Cost: 25 silver pieces

FIREFLY CHALK

Firefly chalk is made by enchanting a special type of soft clay, then forming the clay into sticks about four inches long and a quarter of an inch in diameter. The sticks remain the dull color of the original clay but produce a dimly glowing script that may be read under all lighting conditions. If more than 5 words are written with the chalk, the glow provides enough light to qualify as low-light conditions. Most people use the chalk to leave messages in naturally dark places such as kaers or mines, though troubadours and illusionists sometimes paint their faces and bodies with it prior to night-time performances. The chalk washes off most surfaces if rubbed or doused with water.

Cost: 12 silver pieces per stick

FLOATING CHAIR

Elemental air is woven into the cushions and fabric of sedan chairs to create floating chairs. These chairs hover about 3 feet off the ground and can be pushed around slowly. They turn and move at a comfortable pace and do not drift once they come to rest. Most floating chairs can only support human-sized or smaller occupants: dwarfs, elves, humans, orks, windlings and t'skrang. Chairs large enough to support trolls and obsidimen are available in some markets, but these cost more than twice the price of standard floating chairs.

Cost: 250 silver pieces (standard), 600 silver pieces (troll- and obsidiman-sized chairs)

HAMBRELL'S CONTRACTS

Hambrell's Contracts are magical parchments used for contracts between two parties. The contracts were originally created by wizards in the employ of House Hambrell, a renowned merchant house of Kratas. The secret of creating the parchments was lost during the Scourge along with the last members of House Hambrell. Most magical scholars believe that the contracts make use of trapped ally spirits. No one knows how many Hambrell's Contracts were originally made or how many survived the Scourge, but at least a dozen are reported to exist in Barsaive and the Theran Empire.

A Hambrell's Contract is one page the size of a large book, though it can be smaller. The parties involved in the contract write the terms of their agreement on the magic parchment. The entire contract must fit on one side (the Hambrells apparently felt that short, to-the-point agreements worked better for all concerned). Once the agreement is written and all parties sign the contract, the contract creates duplicates of itself, one for each party. Until the signed contract is fulfilled by all the involved parties meeting their obligations, the parchment cannot be used again. Upon fulfillment of the contract, the writing fades and the duplicates disappear. The Hambrell's Contract may then be used for another agreement.

All parties must enter into the agreement willingly and understand all of its terms. Any agreement acceptable to all parties is valid, even if one of the parties gets nothing from it. If any party breaks a term of the contract, all copies of it start to show signs of wear and age. If a serious violation occurs, the edges of the parchment start to appear burnt and cracked. These changes alert all parties that the contract has been breached.

Additionally, any character who has broken a contract written on one of these parchments may not enter into a different Hambrell's Contract until he has fulfilled the





terms he agreed to in the first contract. If he tries to enter into another one, his Name fades from the parchment almost immediately after he signs it, and no duplicate contracts appear. This alerts the other parties present that the character has broken a previous Hambrell's Contract and has not made amends.

Destroying a Hambrell's Contract also destroys any duplicates of it. If a copy is destroyed, the copy-holder may re-form it by returning to the holder of the original contract and re-signing it.

Cost: 700 silver pieces

HEAT STONE

Heat stones contain nuggets of elemental earth and elemental fire that make the stone glow deep red and become as hot as a burning coal. The elemental earth and fire are slowly consumed over a period of about a year, depending on the quality of the stone's enchantment. Heat stones are generally kept in metal or ceramic containers; the steady heat they give off makes them ideal as bed warmers, room heaters and fire-starters.

Cost: 100 silver pieces

LIGHT-QUARTZ WEAPONS

Though rarely found in Barsaive, weapons with small light-quartz crystals embedded in their hilts permit their wielders to use the weapons as light sources. Such weapons are favored by adventurers who explore underground regions, especially kaers. The light quartzes used are smaller than standard light quartzes and roughly half as effective. Light-quartz crystals can be installed in a weapon's hilt only when a weapon is being made.

Cost: Cost of the weapon plus 100 silver pieces

MESSAGE STONE

Message stones are living crystals woven with elemental earth and elemental air that enable them to capture sounds within their crystalline structure. A spoken command is used to release the message. Government couriers and wealthy merchants most often use these stones to deliver important messages in the sender's own voice. More expensive message stones have wards (see **Ward Trap**, p. 210, ED) cast on them to safeguard their messages against tampering.

Cost: 300 silver pieces (standard), 450 silver pieces or more (warded stones)

POTS OF GRUMBAAH

Pots of Grumbah are heavy-lidded pots made of black iron and the hides of ice flyers, with kernels of True air

woven into them. They are most often used to carry food and occasionally used to transport the remains of creatures. The pots are airtight once sealed and keep their contents cold, tripling the amount of time the contents will remain fresh before decaying. The pots come in a variety of sizes ranging from 10 to 40 inches in diameter and weigh anywhere from 2 to 5 pounds.

Cost: 75–200 silver pieces (varies with size)

QUIET POUCH

Minor silencing illusions, such as those used in quiet-finger gloves, are woven into the fabric of these pouches and prevent noise from emerging. Wealthy travelers often use quiet pouches to keep thieves and beggars from hearing the jingling of coins as they walk.

Cost: 65 silver pieces

SEASON LAMP

These elaborate hanging lamps are made from brass or iron woven with True air and fire. The two elements alternately warm or cool the room where the lamp hangs, keeping it at a constant temperature regardless of the weather outside. Season lamps are commonly used in the homes of the well-to-do to create a comfortable environment.

Cost: 350 silver pieces

TALISMANS

Talismans are single-use spell matrix items. Every talisman is rated by the maximum Circle of spell it can hold. A Circle 1 talisman can store Circle 1 spells, while a Circle 5 talisman can store spells of any Circle up to and including 5. Though talismans themselves are not Discipline-specific, a magician can use a talisman to cast only spells of his or her own Discipline. Additionally, talismans can store only those spells that the magician can cast using his or her own spell matrices.

To store a spell pattern in a talisman, the user must make a successful Thread Weaving Test against the Reattunement Difficulty of the spell to be stored. This process takes a number of hours equal to the spell's Circle. A magician can maintain a number of talismans equal to his or her Thread Weaving rank. If the magician wishes to attune an additional talisman, he must expend a previously attuned one.

To use a talisman, the magician must touch or hold it. At a cost of 2 Strain Points, the magician can cast the spell the talisman contains as if it were held in one of the magician's spell matrices. Once used, the talisman must be reattuned using the Thread Weaving talent.

Cost: Circle of talisman x 150 silver pieces





Tamelan, a Fifth Circle nethermancer, buys a Circle 3 talisman (the item costs 450 silver pieces). He wishes to attune the talisman to the Pain spell, a Circle 3 nethermancer spell. This requires a Thread Weaving Test against the Reattunement Difficulty of the Pain spell (11). This takes Tamelan 3 hours; he then makes the Thread Weaving Test, which succeeds.

During a subsequent encounter with some unfriendly ruffians, Tamelan decides to use the talisman. He takes the required 2 Strain Points and casts the spell as normal. The talisman is now empty, so Tamelan must reattune it before using it again.

TRAVELER'S MUGS

Traveler's mugs are large mugs of steel decorated with symbols of healing and endurance executed in precious metals. These mugs are enchanted with orichalcum and True water and fill up once per day with cool fresh water upon a spoken command.

Cost: 350 silver pieces

UPANDAL'S BLESSINGS

These wooden-handled tools, which combine a file with a chisel and hand drill, have won much praise from Barsaive's artisans and enchanters. The central shafts of each tool are made of rune-encrusted metals woven with generous amounts of True earth and True wood. The tools enable an artist to correct mistakes when crafting items from any substance, so long as he does so within 3 minutes of the errors' occurrence. The tools are especially useful to artists who work in precious metals or similar substances, as the artist can correct his errors without whittling his carving down to a smaller size. Most often used by craftsmen to decorate shields and weapons, Upandal's Blessings were also used to etch runes into many kaer doors.

Whenever a character using one of these tools fails a Craftsman or Artisan Skill Test, he may erase his mistake and make a second test. Using Upandal's Blessings when crafting magical items requires an Artisan or Craftsman Skill Test against the item's Spell Defense; if this test fails, any errors made in crafting the item cannot be corrected.

Cost: 275 silver pieces

VOLUS BROOCH

These small brooches are made from the preserved magic-sensing organ of voluses (pp. 100–101, **Creatures of Barsaive**), encased in a living-crystal casing lined with orichalcum. The brooch offers its user a limited version of the volus's magic-sensing ability. When the wearer is within 1 mile of a source of magic, the gamemaster makes a

Step 8 Spellcasting Test against a Difficulty Number based on the type of magic being used (see Magic Use Table). If the test succeeds, the crystal casing glows dimly. As the wearer nears the source of the magic, the glow brightens. Adepts rarely use volus brooches, as their own magic often interferes with the brooch's abilities and advertises their own magical powers to others.

Cost: 510 silver pieces

MAGIC USE TABLE

Type of Magic	Difficulty Number
Raw Magic Spells	4
Creature Magic	9
Adept Magic	11
Magical Items	12
Matrix-Cast Spells	14

WIND INSTRUMENTS

Wind instruments such as flutes often have elemental air woven into them to give the instrument a clearer, purer sound that carries better than usual. The elemental air also allows a musician to play the instrument with less effort and for longer periods of time than he could play a non-magical instrument. An adept using a magical wind instrument gains a +1 step bonus on tests using talents such as Emotion Song.

Cost: 250 silver pieces and up; actual cost varies based on the instrument

BLOOD CHARMS

The following blood charms are similar to those described on pp. 258–59, **ED**. Each listing includes the charm's cost and Creation Difficulty. The latter is the Difficulty Number for the Enchanting Test to make the specific type of blood charm (see **Blood Charms**, p. 50, **Magic: A Manual of Mystic Secrets**).

BLOOD KNUCKLES

Blood knuckles are small stones of jade, agate or lapis lazuli set into the wearer's knuckles in a manner similar to blood pebble armor. Veins of the character's blood appear in the stones, darkening them. Blood knuckles add 2 steps to the wearer's Unarmed Combat damage step for attacks made with his hands; this bonus also applies to talents used for Unarmed Combat Damage Tests, such as Body Blade and Body Control (but not Claw Shape). Warriors have been known to place blood knuckles in the joints of





their feet, knees and even tails (in the case of t'skrang) to take advantage of their favored attack methods. A character must take 2 permanent Damage Points for blood knuckle implants. Implanting or removing blood knuckles requires a weaponsmith and takes 2 hours.

Cost: 180 silver pieces

Creation Difficulty: 14

BLOOD MATRICES

Blood matrices act as spell-specific spell matrices. When preparing a blood matrix, a magician uses the Alchemy skill to alter the item's pattern so that it holds some of the essential pieces of a specific spell pattern. This change enables the magician to "store" the pattern of the spell in the item, in much the same manner as storing a spell in a standard spell matrix. Creating a blood matrix requires a successful Alchemy Test against the Reattunement Difficulty (p. 157, ED) of the spell to which the matrix is being attuned. Nethermancers can create blood matrices using half-magic (p. 24, **Magic: A Manual of Mystic Secrets**). The blood matrix acts like a normal spell matrix, except that it can contain only the spell pattern it was specifically created to store.

Attaching a blood matrix charm costs the magician 2 permanent Damage Points. To cast the spell contained in the matrix, the magician must take 2 Strain Points.

To create Enhanced and Armored blood matrices, the user must achieve an Excellent or an Extraordinary success on a second Alchemy Test against the stored spell's Reattunement Difficulty. Using an Enhanced blood matrix costs 3 Strain Points; using an Armored blood matrix costs 4 Strain Points.

Cost: Circle of spell to be stored x 100 silver pieces

Creation Difficulty: Reattunement Difficulty of spell to be stored

BLOOD TATTOO

Blood tattoos were first perfected by primitive human tribes of Barsaive as protections before and during the Scourge. As their name implies, these tattoos are the equivalent of a permanent blood charm for the character on whom they are inscribed. Blood tattoos are often arcane symbols that weave the enchantment of a blood charm directly into the skin of the wearer during the tattooing process. The dyes and inks used in making a blood tattoo are created in the same manner as a blood charm of the same type, though the process is slightly more difficult. Blood tattoos can be purchased, and the cost most often includes the tattooing process in addition to the tattoo itself.

The tattooing process causes the same amount of permanent damage as an equivalent blood charm, but this damage can never be healed; the charm is permanently inscribed on the character's body. Blood charms that are available as blood tattoos include the Horror Fend, Desperate Blow and Desperate Spell charms (see pp. 258–259 of the ED rulebook for charm descriptions). Recharging the latter two charms requires the tattooed character to use a Recovery Test.

Cost: Same as equivalent standard blood charm

Creation Difficulty: Difficulty of equivalent standard blood charm + 2

DARKSIGHT EYE

Like the Astral-Sensitive Eye and Targeting Eye charms it resembles, the Darksight Eye charm consists of an eye patch with an attached piece of hollowed-out living crystal, in which resides a gel-worm. The worm burrows painlessly into the wearer's eye, enabling him or her to see through the dark gem connected to the patch. The wearer suffers 2 permanent Damage Points but gains the racial ability of Low-Light vision (p. 54, ED). A Darksight Eye can never be removed, and the damage can never be healed.

Cost: 200

Creation Difficulty: 12

ELEMENTAL FENDS

Elemental fends are charms infused with True wood, fire, water, air or earth that protect the wearer against the powers of spirits of the same element. For example, a wood fend protects its wearer against the powers of wood spirits. When activated, an elemental fend increases the wearer's Spell Defense by 4 for 4 Combat Rounds against spirit powers. Elemental fends costs their wearers 3 Damage Points, which may be healed only if the charm is destroyed.

A fend is made by soaking a small piece of orichalcum in a special alchemical solution. After one week, the orichalcum is removed and a kernel of one of the five True elements is woven into it; at this point, the charm takes on the appearance of the True element in question.

The character decides when to activate the charm. After the fend is exhausted, the character may either recharge it or let it fall from his body, destroyed. Recharging costs the wearer an additional Damage Point, which the character may heal without disposing of the charm.

Cost: Earth fend 200, Air fend 250, Water fend 300, Fire fend 350, Wood fend 400

Creation Difficulty: 13





FAMILIAR CHARMS

Familiar charms are unique among blood charms; they come in two parts, one for the adept and one for his or her familiar. These charms are most often made from deep green or blue living crystal that turns dark and nearly opaque when activated by the wearer's blood. Familiar charms enhance the effects of the unique abilities granted by taking a familiar (see pp. 100–101, **Magic: A Manual of Mystic Secrets**). To attach a familiar charm, an adept and his familiar must take 3 permanent Damage Points. The adept must choose one specific ability, which then gains a +1 step or rank bonus as appropriate. If the adept selects a talent, he receives a +1 step bonus for tests made with the talent. Selecting a spell matrix raises the matrix's rank by 1. Adepts can maintain multiple active familiar charms to enhance more than one ability.

Cost: 550

Creation Difficulty: 19

GARLEN STONES

Garlen stones are small pebbles covered in golden, caterpillar-like hair. When swallowed, the hairs lengthen into spines and the stone attaches itself to the character's stomach or intestinal wall. Once per day, when the character uses a Recovery Test, he or she may choose to heal a Wound rather than healing Damage Points. Healing a Wound costs 2 Strain Points, which are taken after the Wound is healed. Swallowing a Garlen stone causes 4 permanent Damage Points.

A Garlen stone may not be used more than once unless the character has healed all of his Wounds and Damage Points between each use. Garlen stones can be created only by questors of Garlen using the Alchemy Skill. Once ingested, a stone cannot be removed without killing its owner.

Cost: 250 silver pieces

Creation Difficulty: 12

HORN NEEDLE

These charms are small pieces of unicorn horn painstakingly carved into thin needles. When implanted under the user's skin, at a cost of 3 permanent Damage Points, the needle darkens from yellowish gray to red with black streaks and remains visible through the skin. This implanted charm increases the wearer's resistance to poisons and diseases. By taking 1 Strain Point, the character gains 5 steps to Toughness Tests or a +5 bonus to his Spell Defense for purposes of resisting a poison's or disease's effects. The character must take the Strain for each

Resistance Test or desired Spell Defense bonus. For example, a character who uses a horn needle to help resist a poison that damages its targets once each day for three days would have to pay 1 Strain Point per day.

Cost: 450 silver pieces

Creation Difficulty: 15

INITIATIVE BOOSTER

Made of ruby-colored crystal, initiative-booster charms turn as dark as obsidian when they absorb the wearer's blood. The charm grants the wearer a bonus to his or her Initiative step in combat. For every 3 Strain Points taken, the wearer adds 1 step to his or her Initiative step for 1 Combat Round. Initiative boosters can be used each round as long as the wearer is willing to take the Strain required to fuel the charm's magic. An initiative booster costs its wearer 4 permanent Damage Points.

Cost: 600

Creation Difficulty: 18

KARMA CHARM

Karma charms enable adepts to use Karma Points in ways other than those normally allowed. Individual Karma charms are made for specific talents, such as Melee Weapons. The charm allows the adept to spend Karma on that talent as if it were one of his or her Discipline talents. Karma charms can be made only for talents whose use requires a test, and that are Discipline talents for one of the Disciplines. Karma charms do not make a talent into a Discipline talent for the user, and characters using such charms must still spend Karma Points on talents that normally require Karma. The gamemaster should feel free to disallow any Karma charms that threaten game balance.

Attaching a Karma charm costs the user 3 permanent Damage Points; additionally, the wearer must take 2 Strain Points each time he or she uses the charm. The Strain damage can be recovered normally.

Cost: The lowest Circle at which the talent is available x 300 silver pieces (see **Talent Availability Table**, pp. 141–45, **ED Companion**)

Creation Difficulty: Talent's lowest Circle of availability + 9

STRENGTH BOOSTER

Strength boosters are most often made of clear crystal that turns deep red when activated by the wearer's blood. These charms grant their wearers a bonus to Strength Tests; for every 2 Strain Points the character takes, he can add 1 step to his Strength step for making tests. A strength booster charm cannot be used to augment Damage Tests in





combat, however. A strength booster costs its wearer 2 permanent Damage Points.

Cost: 300

Creation Difficulty: 15

WOUND BALANCE CHARM

Wound-balance charms are made of amber-colored crystal and turn a deep orange when activated by the wearer's blood. These charms provide their wearers with a +3 step bonus to their Strength (or Wound Balance) step for Knockdown Tests. Each use of the charm costs the wearer 1 Strain Point, which can be healed normally. A wound balance charm costs its wearer 3 permanent Damage Points.

Cost: 200

Creation Difficulty: 13

POTIONS

The two potions described below are similar to the Healing Aids on p. 258, *ED*. Each listing includes the potion's cost and Creation Difficulty. The latter is the Difficulty Number for the Enchanting Test to make the specific type of potion or salve (see *Alchemy*, pp. 58–59, *Magic: A Manual of Mystic Secrets*).

CONFIDENCE BOOSTER

When imbibed by a character, a confidence booster produces an invigorating, mild intoxication that increases the subject's Willpower Attribute step when resisting intimidation and fear-inducing effects such as the Battle Shout and Battle Bellow talents (p. 98, *ED*) or the Fog of Fear or Death's Head nethermancer spells (p. 177, *ED*). The effects of this potion last for 2 hours; when the potion wears off, the subject briefly feels extreme lethargy. This side effect causes 3 points of Strain damage to the subject; fortunately, this run-down feeling lasts for only a minute or two. Damage must be healed per standard rules.

Cost: 150

Creation Difficulty: 11

SALVE OF CLOSURE

Salve of closure automatically heals any Wound to which it is applied, regardless of the subject's current damage total. Using a salve of closure costs the subject one of his or her Recovery Tests. If the subject does not have any Recovery Tests available, the salve has no effect. Salve of closure is sea-green and has a foamy texture, which leads many to believe that sea water is an essential ingredient.

Cost: 200

Creation Difficulty: 11

THREAD ITEMS

The following thread items are similar to those described on pp. 56–70 of the *Earthdawn Companion*. These items can be purchased, but the adept must learn the item's Key Knowledge(s) and weave a thread to it in order to use it.

Some of the following thread items grant the user bonuses to talents (or confer the talent at a specific rank if the user does not have it). For example, threaded instruments (p. 74) grant the user a +1 bonus to his or her Emotion Song talent step or confers the talent at Rank 1. When a character gains a talent in this way, he or she may not increase the talent rank by spending Legend Points. In addition, talents granted by thread items do not count toward Circle advancement, nor do bonuses to talent ranks granted by such items. For example, a troubadour wishing to advance in Circle cannot use the Emotion Song bonus granted by a threaded instrument toward the minimum rank needed to qualify for advancement.

ELEMENTAL SPEARS

Spell Defense: 18

Maximum Threads: 2

These 7- to 9-foot long wooden spears incorporate each of the five True elements. The shafts are woven with True wood; the hollow cores are filled with True air; and the spears' metal tips are woven with True earth. Each spear is then soaked in water that is rich in True water and hardened in flames fueled by True fire. The spears float in water and do STR + 4 damage without a thread woven to them (the same as a standard spear). Weaving threads to them raises the damage they inflict. Wielding an elemental spear requires a minimum Strength Attribute of 9.

Cost: 4,000 silver pieces

Thread Rank

Rank 1

Cost: 300

Key Knowledge: The wielder must learn the Name of the element spear.

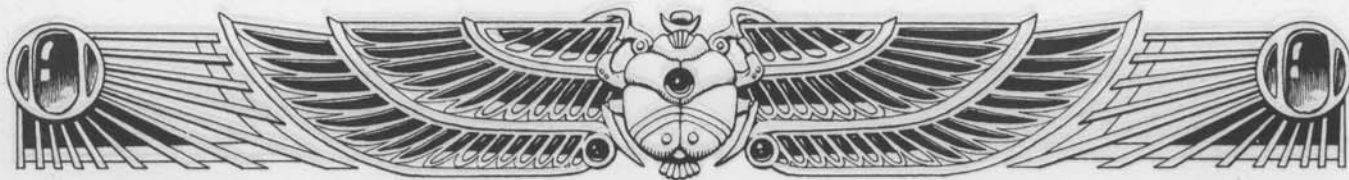
Effect: The spear does STR + 5 damage. It also becomes resistant to burning or damage from talents such as Weapon Breaker. This property keeps the spear from splintering when leveled against a charging opponent.

Rank 2

Cost: 500

Effect: The spear does STR + 6 damage. Additionally, it increases the wielder's Initiative step by 1, and the spear's range when thrown increases to 2–30/31–80/81–200.





Rank 3 **Cost:** 800

Effect: The spear does STR + 7 damage. Its tip glows red hot and gives the wielder a power similar to the Flameweapon spell (p. 158, ED). Each use of this power costs the wielder 1 Strain Point and adds a 1D4 roll (the flame die) to the result of the Damage Test. Unlike the Flameweapon spell, however, the flame die result does not hurt the wielder.

Rank 4 **Cost:** 1,300

Effect: The spear does STR + 8 damage and adds 1 to the wielder's Riposte talent. If the wielder does not have the Riposte talent, he gains it at Rank 1.

Rank 5 **Cost:** 2,100

Effect: The spear does STR + 9 damage and becomes extremely resilient. Tremendous force can bend it but not break it. Even the strength of a dragon twisting the spear in its talons cannot harm the spear. The wielder may use a Rank 5 spear to pole-vault, which adds 1 rank to the wielder's Acrobatic Strike talent. If the wielder does not have the Acrobatic Strike talent, he gains it at Rank 1.

FOREST ROBES

Maximum Threads: 1
Spell Defense: 14

Before the Scourge, forest robes were popular among the elf magicians of Wyrn Wood, Shosara and other major elf settlements. Though most favored by elementalists, the robes were worn by followers of all four magician Disciplines. Forest robes take their collective name from the woodland patterns with which they are decorated. Additionally, individual robes were often Named after their creator or owner. Typically, robe patterns appear three-dimensional, as if one might reach inside and touch branches and leaves. Each robe looks slightly different from every other; the designs often depict the native forest of the creator or wearer, or display an idealized collage of branches, leaves and vines.

Cost: 3,000

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wearer must learn the Name of the robe.

Effect: The wearer receives a +1 step bonus to his or her Spellcasting Talent while wearing the robe. If the wearer does not have the Spellcasting Talent, he or she gains it at Rank 1.

Rank 2 **Cost:** 300

Key Knowledge: The wearer must learn when and where the robe was made.

Effect: +2 to the wearer's Spell Defense and Mystic Armor.

Rank 3 **Cost:** 500

Effect: The robe enables the wearer to use a version of the Earth Blend spell (p. 158, ED). To activate this power, the wearer makes a Spellcasting Test against his own Spell Defense. If the test succeeds, the wearer makes a Willpower (or Willforce) Test in place of the Effect Test for the spell.

Rank 4 **Cost:** 800

Effect: The wearer may hide small objects (no more than 5 feet long and 3 feet wide) within the robe. The robe wraps itself around the hidden objects, and its three-dimensional pattern helps conceal the items. Hiding something within the robe requires a Thread Weaving Test against a Difficulty Number equal to 9 plus the number of objects currently hidden in the robe. A robe can hold up to 5 objects at one time. The wearer can remove an object from the robe at without making a test; however, replacing the object requires another Thread Weaving Test. The Difficulty Number to detect objects hidden in the robe is equal to the robe's Spell Defense. Characters other than the wearer can remove hidden objects by achieving an Excellent or better success on a Willpower Test against the robe's Spell Defense.

LIGHTNING-BOLT EARRINGS

Maximum Threads: 2
Spell Defense: 14

Lightning-bolt earrings are intricate pieces of silver jewelry, shaped like forked lightning, studded with small white, blue and purple gems, and attached to the wearer's ear by a short chain of delicate links. Crafting lightning-bolt earrings requires great skill and concentration, so magicians and jewelers often work together to produce these highly desired treasures.

Cost: 3,000

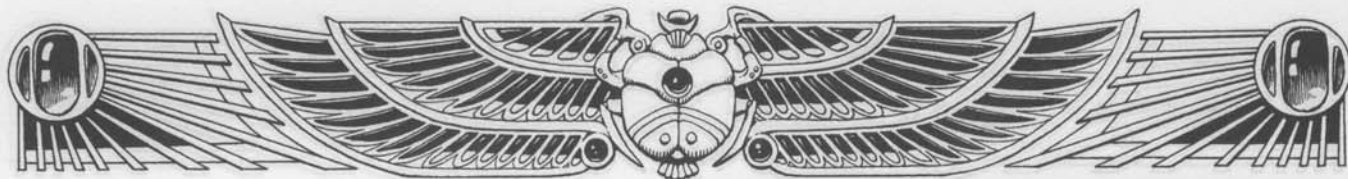
Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wearer must learn the Name of the earring.

Effect: The earring adds a +1 step bonus to the character's Dexterity step and Dexterity-based talents for tests involving reflexes or movement, including Initiative Tests. The earring glows momentarily when used.





Rank 2 **Cost:** 300
Effect: The earring adds a +2 step bonus to the character's Dexterity step and Dexterity-based talents for tests involving reflexes or movement.

Rank 3 **Cost:** 500
Key Knowledge: The character must learn the Name (or Names) of the creator of the earring.
Effect: The earring adds a +3 step bonus to the character's Dexterity step and Dexterity-based talents for tests involving reflexes or movement. At the cost of 2 Strain Points, the character can apply this bonus to any test using his Dexterity step or any Dexterity-based talent test.

Rank 4 **Cost:** 800
Effect: The earring adds a +4 step bonus to the character's Dexterity step and Dexterity-based talents for tests involving reflexes or movement.

Rank 5 **Cost:** 1,300
Key Knowledge: The character must learn the composition of the earring: the number and type of gems, and also the relative amounts of silver and gems used in the earring's creation.
Effect: The earring adds a +5 step bonus to the character's Dexterity step and Dexterity-based talents for tests involving reflexes or movement. At the cost of 3 Strain Points, the character gains a +3 bonus to his Spell Defense against visible ranged-attack spells such as Earth Darts, Ephemeral Bolt and Razor Orb. Each use of this ability lasts for 1 round.

MASKS OF THE SUN AND MOON

Maximum Threads: 2
Spell Defense: 11

These pairs of masks are thought to have been created ages ago by powerful shamans of unknown jungle tribes. Several tribes of Cathan and jungle t'skrang have claimed to be the originators, but the validity of their claims is tenuous at best. Each of the masks in a pair is said to give its wearer great vision and insight, but the masks' true power is realized only when both are worn together.

Each mask is made of polished wood. They have enlarged eye holes, smooth and slightly puffed cheeks, and small mouth slits.

Cost: NA

Sun Masks

Sun masks are usually bronze or brown, with red silken ties attached just above the ears.



Thread Ranks

Rank 1 **Cost:** 100
Key Knowledge: The wearer must know the Name of the mask.

Effect: The sun mask grants the wearer the racial ability of heat sight (p. 54, ED) within a range of 100 yards.

Rank 2 **Cost:** 200
Effect: The wearer gains +2 steps to all sight-based Perception Tests when wearing the mask.

Rank 3 **Cost:** 300
Effect: The mask allows the wearer to tell if an object is alive, dead or undead. The wearer makes a Perception Test (including the Rank 2 bonus) against the target's Spell Defense. If the test succeeds, the wearer can see a bright





aura surrounding living things. Dead things have no aura, and the undead have a dark aura that seems to absorb the surrounding light.

Rank 4 **Cost: 500**

Deed: The wearer must find the moon mask paired with his or her sun mask. This Deed is worth 500 Legend Points.

Effect: When wearing the two masks together, with the moon mask in front of the sun mask, the wearer gains the Astral Sight talent (p. 98, ED) at Rank 4. If the wearer already has this talent, he gains 2 steps to his Astral Sight step number.

Moon Masks

Moon masks are most often deep blue-gray, with white silk ties attached just above the ears.

Thread Ranks

Rank 1 **Cost: 100**

Key Knowledge: The wearer must know the Name of the mask.

Effect: The mask grants the wearer the racial ability of low-light vision (p. 54, ED) within a range of 100 yards.

Rank 2 **Cost: 200**

Effect: The wearer gains +2 steps to all sight-based Perception Tests when wearing the mask.

Rank 3 **Cost: 300**

Effect: The wearer of the mask can tell when someone is lying or telling the truth. The wearer makes a Perception Test (including the Rank 2 bonus) against the Spell Defense of the target character. If the test succeeds, the wearer can sense if the character is telling the truth or lying.

Rank 4 **Cost: 500**

Deed: The wearer must find the sun mask paired with his moon mask. This Deed is worth 500 Legend Points.

Effect: When wearing the two masks together, with the sun mask in front of the moon mask, the wearer gains the True Sight talent (p. 119, ED) at Rank 4. If the wearer already has this talent, he gains 2 steps to his True Sight step number.

NAGA-SCALE BROOCHES

Maximum Threads: 2

Spell Defense: 15

These brooches are made from the scales of nagas (pp. 62–63, *Creatures of Barsaive*). Each brooch is crafted from a single naga scale, set into a gold or silver backing that is

often engraved with a serpent motif. The scale changes colors to blend with the wearer's clothing. Any other piece of jewelry that contains a naga scale will exhibit the same magical effect. Such jewelry reputedly gives the wearer some of the naga's power to entrance observers.

Cost: 2,000 silver pieces

Thread Ranks

Rank 1 **Cost: 200**

Key Knowledge: Naga scale brooches can be made only with scales willingly donated by a naga. Each brooch is then Named after the naga from whom its scale came. The wearer must learn the Name of the brooch.

Effect: The brooch adds 1 to the wearer's Charisma step for Interaction Tests (p. 237, ED).

Rank 2 **Cost: 300**

Effect: The brooch adds +2 to the wearer's Charisma step for Interaction Tests (p. 237, ED).

Rank 3 **Cost: 500**

Key Knowledge: Nagas give scales only to Name-givers who are neither ensnared by their entrancing powers nor repulsed by their unnatural looks. The wearer must learn the Name of the person who obtained the scale and created the brooch.

Effect: The brooch adds 1 to the wearer's Social Defense.

Rank 4 **Cost: 800**

Effect: The brooch adds 3 to the wearer's Charisma step for Interaction Tests and 2 to the wearer's Social Defense.

Rank 5 **Cost: 1,300**

Deed: The character must befriend a naga. This Deed is worth 800 Legend Points.

Effect: The brooch grants the wearer a power similar to the naga's entrancement power. The wearer gains 1 rank in the Hypnotize talent (pp. 108–109, ED). If the wearer does not have the Hypnotize talent, he gains it at Rank 1.

Rank 6 **Cost: 2,100**

Effect: The character gains 2 ranks in the Hypnotize talent. If the wearer does not have the Hypnotize talent, he gains it at Rank 2.

OBSIDIMAN SKIN ARMOR

Maximum Threads: 2

Spell Defense: 18

Obsidiman skin armor is rare in Barsaive, the threaded variety of it rarer still. Most Barsaivians abhor the thought





of wearing it; the sight of it has prompted attacks by enraged obsidimen, especially since the destruction of the Liferock at Ayodhya and the birth of the Liferock Rebellion (p. 14, *Prelude to War*). Without a thread attached, this armor has the Armor and Mystic Armor ratings of standard obsidiman skin armor (3/1).

Cost: 2,500 silver pieces

Thread Ranks

Rank 1 **Cost:** 300

Key Knowledge: The wielder must learn the Name of the armor.

Effect: The armor has an Armor Rating of 4 and a Mystic Armor bonus of +2.

Rank 2 **Cost:** 500

Effect: The armor has an Armor Rating of 5 and a Mystic Armor bonus of +3.

Rank 3 **Cost:** 800

Effect: The armor has an Armor Rating of 6 and a Mystic Armor bonus of +4.

Rank 4 **Cost:** 1,300

Effect: The armor has an Armor Rating of 6 and a Mystic Armor bonus of +5.

ORICALCUM SHIELDS

Maximum Threads: 1

Spell Defense: 24

Similar in size and shape to crystal viking shields, orichalcum shields are made of orichalcum-lined wooden and metal plates. Crafting these shields requires the efforts of weaponsmiths and elementalists. The shields are exceedingly rare—only two have been seen in all of Barsaive and Vivane provinces, so obtaining an orichalcum shield earns a character 2,500 Legend Points. With no threads attached, an orichalcum shield gives its bearer 4-point Armor and Mystic Armor bonuses and an Initiative penalty of -3.

Cost: 150,000 silver pieces (available only in Theran territory)

Thread Ranks

Rank 1 **Cost:** 500

Key Knowledge: The wielder must learn the Name of the shield.

Effect: The shield gives its bearer an Armor and Mystic bonus of 5 each. The shield's Initiative penalty drops to -2.

Rank 2 **Cost:** 800

Effect: The shield provides an Armor and Mystic Armor bonus of 6 each and its Initiative penalty drops to -1.

Rank 3 **Cost:** 1,300

Key Knowledge: The character must learn the Names of the weaponsmith and elementalist who created the shield.

Effect: The shield carries no Initiative penalty and increases the wielder's Spell Defense by 1.

Rank 4 **Cost:** 2,100

Key Knowledge: The character must learn the Name of the place where the shield was created.

Effect: The shield provides an Armor and Mystic Armor bonus of 7 each and increases the wielder's Spell Defense by 3.

Rank 5 **Cost:** 3,400

Effect: The shield confers an Armor and Mystic Armor bonus of 8 each and increases the wielder's Spell Defense by 6.

RAIN CLUBS

Maximum Threads: 2

Spell Defense: 13

Rain clubs are made in Barsaive's Servos and Liaj Jungles and the distant land of Araucania. The clubs are made of light, durable wood, usually 2 to 3 inches thick, and float in water. With no threads attached, rain clubs do STR + 3 damage—the same as standard clubs.

Cost: 3,100 silver pieces

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wielder must learn the Name of the club.

Effect: The club does STR + 5 damage. It also drips water when touched by fire, so it cannot burn.

Rank 2 **Cost:** 300

Effect: The club does STR + 6 damage. When the wielder grips the club's handle, it dries out so that it will not slip from the wielder's grasp.

Rank 3 **Cost:** 500

Key Knowledge: The character must learn the Name of the weaponsmith who created the club.

Effect: The club does STR + 7 damage.





Rank 4 **Cost:** 800
Effect: The club does STR + 8 damage and increases the wielder's Wood Skin talent by 1 rank. If he does not have the Wood Skin talent, he gains it at Rank 1.

Rank 5 **Cost:** 1,300
Effect: The club does STR + 9 damage.

THREADED INSTRUMENTS

Maximum Threads: 3

Spell Defense: 11

Threaded instruments are rare and usually very old; the secret of their construction is believed lost during the Scourge. Pre-Scourge records and stories speak of all kinds of threaded instruments, including stringed and wind instruments.

Cost: 5,000 silver pieces or more, based on the instrument's quality and type.

Rank 1 **Cost:** 100
Key Knowledge: The character must learn the Name of the instrument.

Effect: The instrument adds 1 step to the user's Emotion Song talent. If the character does not have the Emotion Song talent, he gains it at Rank 1.

Rank 2 **Cost:** 200
Effect: The instrument adds 2 steps to the user's Emotion Song talent.

Rank 3 **Cost:** 300
Effect: The instrument adds 3 steps to the user's Emotion Song talent.

Rank 4 **Cost:** 500
Effect: The instrument adds 4 steps to the user's Emotion Song talent and 1 step to his or her Social Defense.

VETTASKIN BRIDLE

Maximum Threads: 2

Spell Defense: 11

These bridles, made of the skin of a vetta, soothe the animals who wear them and also their riders. The most common bridles are made to fit a medium-sized horse, but bridles can be obtained for a mount of any size, from a small pony to a thundra beast.

Cost: 1,700 silver pieces

Thread Ranks

Rank 1 **Cost:** 100
Key Knowledge: The character must learn the Name of the bridle.

Effect: The bridle soothes the mount wearing it. Mount and rider each gain 1 step to Willpower or Toughness Tests made to resist fear or pain.

Rank 2 **Cost:** 200
Effect: The bridle grants mount and rider +2 steps each to Willpower or Toughness Tests made to resist pain and fear.

Rank 3 **Cost:** 300
Effect: The bridle grants mount and rider +3 steps each to Willpower or Toughness Tests made to resist pain and fear.

Rank 4 **Cost:** 500
Effect: The bridle grants mount and rider +4 steps each to Willpower or Toughness Tests made to resist pain and fear.

WYVERNSKIN ROBE

Maximum Threads: 3

Spell Defense: 13

These robes are made of several wyvern skins sewn together. As wyverns vary in color from deep red to bright green to muddy brown, the robes often have a patchwork appearance. Nonetheless, they are considered suitable attire for even the highest court functions. With no threads attached, a wyvernskin robe provides a 3-point Armor bonus and no Initiative penalty.

Cost: 6,000 silver pieces

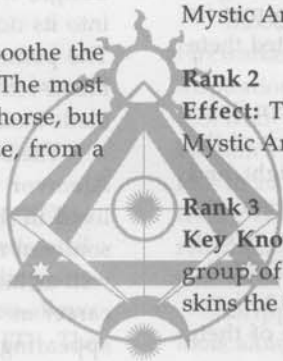
Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The wearer must learn the Name of the robe.

Effect: The robe provides an Armor bonus of 4 and a Mystic Armor bonus of 1.

Rank 2 **Cost:** 300
Effect: The robe provides an Armor bonus of 5 and a Mystic Armor bonus of 2.

Rank 3 **Cost:** 500
Key Knowledge: The wearer must learn the Name of the group of heroes who defeated the wyverns from whose skins the robe was crafted.





Effect: The robe provides an Armor bonus of 6 and a Mystic Armor bonus of 3.

Rank 4 **Cost:** 800

Effect: The robe provides an Armor bonus of 7 and a Mystic Armor bonus of 4.

Rank 5 **Cost:** 1,300

Effect: The wearer gains wyvern-like ferocity and can imitate a wyvern's screeching roar. Treat this ability as the equivalent of the Battle Shout talent at Rank 1. If the wearer already has the Battle Shout talent, increase his talent rank by 1. The robe also increases the wearer's Initiative step by 1.

Rank 6 **Cost:** 2,100

Effect: The robe increases the wearer's Initiative step by 2.

UNIQUE MAGICAL TREASURES

The following magical treasures are similar to those described in the *Earthdawn* rulebook (beginning on p. 268). All are considered unique treasures (p. 278, ED) and cannot be purchased.

Many of the following treasures grant the user bonuses to talents (or confer the talent at a specific rank if the user does not have it). For example, Pathfinder (p. 83) grants the user a +2 bonus to his or her Tracking talent step or confers the Tracking talent on the user at Rank 2. When a character gains a talent in this way, he or she may not increase the talent rank by spending Legend Points. As with thread items, talents and rank bonuses granted by magical treasures do not count toward Circle advancement.

BANDS OF FORTUNE

Maximum Threads: 1

Spell Defense: 18

The Bands of Fortune are a mismatched set of bands—a silver circlet, an iron ring, a gold ring, a leather headband and a bronze forearm brace—first wielded by an adventuring group called Fortune's Favorites. The group met its end at the hands of a Horror that, ironically, defeated them primarily through its Cursed Luck power.

The bands were the adventurers' group pattern items but have since taken on additional properties. Each of the bands has become a magical treasure in its own right, and can be used independently of the others. However, the bands can be used only by characters who have woven threads to a group pattern (as described on p. 52 of the *Earthdawn Companion*). The bands are thought to have been scattered across Barsaive since the demise of their original owners.

Thread Ranks

Rank 1 **Cost:** 300

Key Knowledge: The wielder must learn that his or her band is one of the Bands of Fortune and must learn that specific band's Name.

Effect: The band raises the wearer's Karma step by 1.

Rank 2 **Cost:** 500

Effect: The wearer may store a number of Karma Points, up to the thread rank multiplied by 2, in the band. The wearer can transfer any number of points to and from his or her normal Karma Pool by taking 2 Strain Points.

Rank 3 **Cost:** 800

Effect: The wearer may spend 1 additional Karma Point on any test for which he or she can normally use Karma. This additional Karma Point must come from those stored in the band.

Rank 4 **Cost:** 1,300

Effect: The band raises the wearer's Karma step by 2.

Rank 5 **Cost:** 2,100

Key Knowledge: The wearer must learn the Name, Discipline, and race of the member of Fortune's Favorites who wore this particular band.

Effect: The wearer may now spend up to 5 additional Karma Points on a single test for which the wearer can normally spend Karma. The points must come from those stored in the band. Using this power costs the wearer a number of Strain Points equal to his Wound Threshold; this damage and the Wound can be healed normally.

THE BLADE OF ALEMVOR

Maximum Threads: 2

Spell Defense: 18

The Blade of Alemvor is an ancient broadsword of ork design, with numerous small runes and symbols carved into its double-edged blade and chain-wrapped cross-hilt. The pommel is carved in the shape of a claw; it holds a blood-red stone the size and shape of a robin's egg. The blade looks battered and used but retains a sharp edge.

The blade was wielded by the ork warrior and wizard Alemvor in the years just before the Scourge. Alemvor lived in the ancient kingdom of Cara Fahd in Barsaive's southern reaches and was renowned for his keen mind as well as his skill at swordplay. Alemvor spent much of his career as an adventurer fighting the Horrors that were appearing in increasing numbers in the years before the





sealing of the kaers. He researched many spells and gathered arcane knowledge to preserve it during the dark years, and he studied the Horrors he fought to learn more about them.

Alemvor's fate is unknown. None of the kaers in the region of Cara Fahd claim to have housed him during the Scourge; most Barsaivians therefore assume that the great hero failed to seek the safety of underground shelter and perished.

Alemvor's sword was discovered a few years ago by a band of adepts known as the Talons, in the lair of the Horror Shastuk-Lor. The slain Horror was in no position to reveal how it had come by the blade, but scholars at the Great Library of Throal were able to accurately identify the sword as Alemvor's based on descriptions of the weapon in ork legend and from the ork script along the flat of the blade.

A human Named Karim, a swordmaster of the Talons, wielded the Blade of Alemvor for several years before it was stolen from him by thieves in the employ of an ork wizard. This wizard, Grole the Gray, desired the sword for its magical lore. As the most common story goes, Grole traded the blade to a Horror as part of a poorly arranged deal that ended with the wizard's death at the hands of the vengeful Talons. The Horror is said to have vanished with the sword; no one knows the blade's current whereabouts.

The Blade of Alemvor is a powerful magical item as well as a repository of much of Alemvor's accumulated magical knowledge. The runes and symbols etched into the blade are the formulae for various spells that the ork wizard wished to preserve: Astral Sense, Iron Hand, Combat Fury, Mage Armor, Delay Blow or any other spells the gamemaster wishes the blade to contain. A wizard who makes a successful Read and Write Magic Test can learn these spells by studying the runes.

With no threads attached, the Blade of Alemvor is a standard broadsword, but with a Damage Step 6.

Thread Ranks

Rank 1 **Cost:** 300

Key Knowledge: The character must learn that the sword is Named the Blade of Alemvor.

Effect: The sword does STR + 7 damage.

Rank 2 **Cost:** 500

Effect: At the wielder's command, the sword sheds a silvery-blue radiance that illuminates the surrounding area for a 15-foot radius like a dim torch. The sword also allows the wielder to cast the Divine Aura spell (p. 184, ED). The

wielder uses his or her Thread Weaving talent (or Perception step) to weave the required thread and make the Spellcasting Test, and his or her Willpower step for the Effect Test.

Rank 3 **Cost:** 800

Key Knowledge: The wielder must learn Alemvor's history up until the time of the Scourge.

Effect: The sword does STR + 8 damage. The wielder can also use the sword's single spell matrix to cast spells per standard rules. The matrix has a rank equal to the thread rank and must be attuned by a magician.

Rank 4 **Cost:** 1,300

Deed: The wielder must have a new spell engraved on the blade of the sword, either of the character's own creation or one freely given by another magician. This Deed is worth 1,300 Legend Points.

Effect: The sword adds 1 step to the wielder's Spellcasting and Thread Weaving (Wizardry) talents. If the wielder does not have these talents, he gains each of them at Rank 1.

Rank 5 **Cost:** 2,100

Deed: The wielder must discover Alemvor's fate. This Deed is worth 2,100 Legend Points.

Effect: The sword does STR + 9 damage. At the cost of 2 Strain Points, the wielder can use the sword in a manner similar to an Ethereal Weapon (p. 30, ED Companion). In this case, the wielder uses his or her Dexterity step for the Attack Test.

BLOODWALL

Maximum Threads: 2

Spell Defense: 18

Bloodwall is a large oval shield made from translucent red crystal, with an inlay of beaten copper and gold around its rim. The shield's frame supports the crystal, enabling the wielder to see through the shield as through red glass.

Bloodwall was made by the troll weaponsmith Nemar Firewalker in the years before the Scourge. Following an inspiration from his Passion, Upandal, Nemar traveled on foot from the Twilight Peaks to Death's Sea. Filled with the Passion's power, he walked across the sea's burning surface to a small fool's island, where he discovered a sheet of living crystal as red as blood. He took the crystal and returned safely to the shore, with an image of the crystal's true form burning in his mind.

Gripped by the fever of creation, Nemar set up his tools along the shore of Death's Sea. He worked tirelessly





for days in the burning heat, carving and shaping the crystal and forging the frame to hold it. When his work was finished, he returned to his trollmoot bearing the finest shield that their sky raiders and warriors had ever seen. Nemar Named the shield Bloodwall and presented it to Odan Astaru, the chief of his clan, as a gift. The chieftain was greatly honored, and the story of Nemar Firewalker was told throughout the trollmoots of the Twilight Peaks.

Bloodwall was lost when Firewalker's trollmoot was decimated shortly before the Scourge. Though the tale of the weaponsmith and his magical creation have survived, no one has yet discovered the fate of Bloodwall.

With no threads attached, Bloodwall gives its wielder an Armor and Mystic Armor bonus of 3 each and a -2 Initiative penalty.

Thread Ranks

Rank 1 Cost: 300

Key Knowledge: The wielder must learn that the Name of the shield is Bloodwall.

Effect: Bloodwall provides an Armor and Mystic Armor bonus of 4 each.

Rank 2 Cost: 500

Effect: Bloodwall provides an Armor bonus of 5 and a Mystic Armor bonus of 4. It also provides an additional 5 points of Armor against heat and fire attacks.

Rank 3 Cost: 800

Key Knowledge: The character must learn the story of Nemar Firewalker and how he created Bloodwall by the shores of Death's Sea.

Effect: Bloodwall provides an Armor and Mystic Armor bonus of 5 each. Additionally, Bloodwall can help the wielder defend against attacks that rely on eye contact (such as the Frighten spell). If the wielder views his opponent through the translucent crystal of the shield, he may avoid any attack directed against his eyes or relying on eye contact. To defeat such an attack, the wielder must make a Dexterity or Avoid Blow Test and achieve a result that exceeds the result of his opponent's Attack or Spellcasting Test.

Rank 4 Cost: 1,300

Effect: Bloodwall provides an Armor and Mystic Armor bonus of 6 each; its Initiative penalty drops to 1.

Rank 5 Cost: 2,100

Deed: The bearer of the shield must seek out a trollmoot in the Twilight Peaks and use Bloodwall to aid the moot in some way—assisting the moot in a raid, protecting them from danger, or inspiring them to some feat of glory. This deed is worth 2,100 Legend Points.

Effect: Bloodwall's Initiative penalty drops to 0. The shield also provides the wielder with an additional 10 points of Armor against heat and fire attacks.

Rank 6 Cost: 3,400

Effect: Bloodwall provides an Armor and Mystic Armor bonus of 7 each and gives the wielder a 15-point Armor bonus against heat and fire attacks.

Rank 7 Cost: 5,500

Deed: The bearer of Bloodwall must travel to Death's Sea and call upon the Passion Upandal to witness the glory of Nemar Firewalker's creation. Then the wielder must step into the sea, trusting in the power of Bloodwall and Upandal to protect him. The bearer must make a Willpower Test against a Difficulty Number 12; if the test succeeds, he or she can walk across the surface of the Death's Sea and back without harm. If the test fails, the wielder suffers Step 30 damage from the molten stone and cannot attempt the Deed again for a year and a day. This Deed is worth 5,500 Legend Points.

Effect: The bearer gains the true power of Bloodwall—clear vision. By looking through the shield, the bearer gains the Astral Sight talent (p. 98, ED) at a step number equal to his or her Perception step + 3. If the wielder already has the Astral Sight talent, he adds 3 steps to his Astral Sight step number. Use of the Astral Sight talent granted by Bloodwall costs 1 Strain Point and also counts as a Sensing Test for any illusions that the wielder might see through the shield.

BRACERS OF FIREWIND

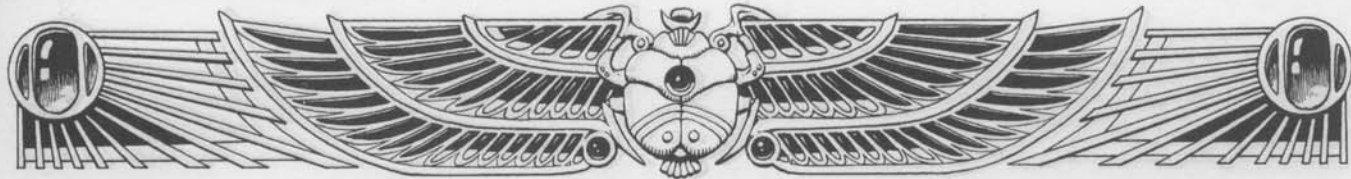
Maximum Threads: 2

Spell Defense: 15

These two golden arm bracers were wielded by the legendary elemental Aras Firewind, renowned before the Scourge for her prowess with spells of fire and air. The details of her demise, rumored to have occurred during the final days before the Scourge, remain a mystery.

Ornate engraving and gems decorate both bracers. The ruby-studded Fire bracer features images of flames. The sapphire-studded Wind bracer features images of clouds and storms.





Thread Ranks

Rank 1 Cost: 300

Key Knowledge: The wearer must learn that the bracers are Named the Bracers of Firewind.

Effect: The bracers grant the wearer a +1 step bonus to his or her Spellcasting and Thread Weaving (Elementalism) talents. If the wearer does not have either of these talents, he or she gains them at Rank 1.

Rank 2 Cost: 500

Effect: The wearer can throw bolts of fire and air up to 50 yards, at a cost of 1 Strain Point per bolt. Throwing a bolt requires a successful Spellcasting Test against the Spell Defense of the intended target. A successful attack with a fire bolt does Willforce + 2 steps of damage. On a successful attack with the air bolt, the wearer makes a Willforce Test. The target must make a Knockdown Test against the result of this test; if the target's test fails, the target is knocked down.

Rank 3 Cost: 800

Effect: Adds 1 to the wearer's Physical Defense. Additionally, the fire bolt does Willforce + 4 steps of damage, and the Step Number for the air bolt is equal to the wearer's Willforce + 2. The target must make a Knockdown Test against the result of this test; if the target's test fails, the target is knocked down.

Rank 4 Cost: 1,300

Deed: The wearer must locate the original elemental spirits that Aras Firewind summoned when she created her bracers. The wearer must then convince the spirits to give their blessing to the continued use of the bracers. This Deed is worth 2,100 Legend Points.

Effect: The range of both types of bolts increases to 100 yards. The wearer also gains the powers of fire shield and wind shield. The fire shield works in a manner similar to the Lightning Shield spell (p. 162, ED), but with an Effect step of Willforce + 2. The wind shield deflects incoming attacks with a concentrated gale of air. To use this power, the wearer makes a Willforce Test against the result of the Attack Test. If this test succeeds, the wind shield deflects the attack. Using either type of shield costs the wearer 1 Strain Point. Each shield may be used only once per round, though both may be used at the same time against a single attack.

Rank 5 Cost: 2,100

Effect: Adds +1 to the wearer's Spell Defense. Additionally, the effects of the fire bolt and air bolt increase, to Willforce + 6 and Willforce + 4.

Rank 6

Cost: 3,400

Effect: Adds +1 to the wearer's Physical Defense. The range of both bolts increases to 150 yards and the wearer gains +2 steps to his or her Spellcasting and Thread Weaving (Elementalism) talents.

Rank 7

Cost: 5,500

Deed: The wearer must find out what became of Aras Firewind and pay tribute to her memory at the site of her demise. This Deed is worth 5,500 Legend Points.

Effect: Adds +2 each to the wearer's Physical Defense and Spell Defense.

DRAGON MAIL

Maximum Threads: 1

Spell Defense: 17

The Dragon Mail is a suit of 6 to 8 layers of chain mail woven from an extremely fine wire and forged of a black metal unlike any commonly worked metal in Barsaive. The suit is tailored for an ork or perhaps a human, though an elf could also wear it comfortably. Astral examination of the armor or a successful Item History Test against the armor's Spell Defense reveals that the armor is saturated with dragon or dragon-like magic.

This unique chain mail suit was created by a great dragon for one of his servants to wear while in human-like form. The suit was designed to enable the wearer to resist the magic of other great dragons. The original wearer unfortunately came to believe that the armor had made him immune to dragon attacks and so became arrogant in his power. He was killed for insubordination by the dragon that made the armor.

Without a thread, this armor acts as a standard suit of chain mail, with an Armor Rating of 7, a Mystic Armor bonus of 0 and an Initiative Penalty of 3. The armor cannot be destroyed by the Dragon Breath power (p. 291, ED).

Thread Ranks

Rank 1

Cost: 300

Key Knowledge: The wearer must learn that the Name of the armor is *Tra'kir Elthro*, which is a dragon word for "dragon-proof."

Effect: The mail's Armor Rating increases to 8 and its Initiative Penalty drops to 2.

Rank 2

Cost: 500

Effect: The armor's Initiative Penalty is reduced to 0, and the armor confers a +4 Mystic Armor bonus against magical attacks made by dragons and drakes, including dragon-power attacks.





Rank 3 **Cost:** 800

Key Knowledge: The wearer must learn the Name of the last person who wore the armor.

Effect: The armor gives its wearer a +6 Mystic Armor bonus against magical attacks made by dragons and drakes. Armor-Defeating Hits require an Extraordinary success on an Attack Test, and attacks made by dragons cannot defeat the armor. The armor also grants the wearer immunity to the dragon power of Venom (p. 292, ED).

Rank 4 **Cost:** 1,300

Key Knowledge: The wearer must learn the Name of the dragon that created the armor.

Effect: The armor's ratings increase to Physical Armor 9 and Mystic Armor +2. Additionally, the armor confers a +8 Mystic Armor bonus against magical attacks by dragons and drakes.

Rank 5 **Cost:** 2,100

Key Knowledge: The wearer must learn that the person for whom the armor was created was killed by a dragon.

Effect: The Armor Rating rises to 10, the Mystic Armor Rating to +3. The armor also raises the wearer's Initiative step by 1.

Rank 6 **Cost:** 3,400

Effect: The Mystic Armor Rating increases to +4, and the armor provides a +10 Mystic Armor bonus against magical attacks by dragons and drakes.

Rank 7 **Cost:** 5,500

Deed: The wearer must swear a blood oath to serve a great dragon. This oath costs the wearer 4 permanent Damage Points, and the dragon 2 permanent Damage Points. This deed is worth 5,500 Legend Points.

Effect: The wearer may store a number of Karma Points equal to the armor's thread rank in the armor. The character may spend these points instead of his or her normal Karma for any test he or she can normally spend Karma on. The character performs a special Karma ritual to store points in the armor, and these points do not count toward a character's Karma total. Additionally, the armor raises by 2 the wearer's Physical Defense, Spell Defense, and Social Defense ratings against attacks by dragons and drakes.

Rank 8 **Cost:** 8,900

Key Knowledge: The wearer must learn why the dragon created the armor.

Effect: The dragon to whom the wearer swore the blood oath may give some of its own Karma Points to the character. These points are stored in the armor, and the wearer

can spend them on any test for which he or she can normally spend Karma. When the character spends these points, he or she uses the dragon's Karma step instead of his own.

Rank 9 **Cost:** 14,400

Effect: The Mystic Armor Rating increases to +5, and the armor raises by 5 the wearer's Physical Defense, Spell Defense, and Social Defense ratings against attacks by dragons and drakes.

THE ICE BLADE OF OMIFAN

Maximum Threads: 2

Spell Defense: 14

The Ice Blade of Omifan is a dagger-sized weapon designed as a windling broadsword. Without a thread attached, the Ice Blade has a Damage Step of 4. Non-windlings who wield this weapon in combat suffer a -3 step penalty to their Melee Weapons talent.

The sword is enchanted by an air elemental imprisoned within the small diamond embedded in its hilt. Once a thread is woven to the sword, flashes and sparkles appear within the diamond.

Aside from its normal damage, the sword can also do cold-based damage if the wielder takes 1 Strain Point. The Damage step of the cold damage is the wielder's Willpower (or Willforce) step. In addition, the sword contains a spell matrix that any magician can attune. The rank of the matrix is based on the weapon's thread rank. Any wielder who has woven a thread to the sword can cast the spell stored in the spell matrix, using his or her Thread Weaving, Spellcasting or Willforce talents, or Perception or Willpower Attributes.

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wielder must learn that the Name of the sword is the Ice Blade of Omifan.

Effect: The sword does Willforce + 5 cold damage at a cost of 1 Strain Point and contains a Rank 1 spell matrix.

Rank 2 **Cost:** 300

Effect: The sword does Willforce + 6 cold damage at a cost of 1 Strain Point. The sword's spell matrix rises to Rank 2.

Rank 3 **Cost:** 500

Key Knowledge: The wielder must learn that the Name of the elemental spirit trapped in the blade is Dokelnacht.

Effect: The sword does Willforce + 7 cold damage at a cost of 1 Strain Point. The sword's spell matrix rises to Rank 3.





Rank 4 **Cost:** 800

Key Knowledge: The wielder must learn that the spirit in the blade is an air spirit.

Effect: The sword does Willforce + 8 cold damage at a cost of 1 Strain Point. The sword's spell matrix rises to Rank 4.

Rank 5 **Cost:** 1,300

Effect: The sword does Willforce + 9 cold damage at a cost of 1 Strain Point. The sword's spell matrix rises to Rank 5.

Rank 6 **Cost:** 2,100

Deed: The elemental must be rebound to the blade. This Deed is worth 2,100 Legend Points.

Effect: The sword does Willforce + 10 cold damage at a cost of 1 Strain Point. The sword's spell matrix rises to Rank 6.

Rank 7 **Cost:** 3,400

Effect: The sword does Willforce + 11 cold damage at a cost of 1 Strain Point. The sword's spell matrix rises to Rank 7.

THE LITTLE TROLL'S HELM

Maximum Threads: 1

Spell Defense: 12

The Little Troll's Helm, originally worn by an ork, is made of iron plates sewn to a leather skullcap. The leather can be re-sized to fit just about any character except for a troll. Two of the plates have large iron "troll horns" on them, and the helm also sports a chin guard that has two large tusks.

This helm was worn by an ork who joined a trollmoot. Though he was a warrior adept, he learned air sailing as a skill and became renowned among trolls for his ferocity.

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wearer must learn the Name of the item.

Effect: When using the Aggressive Attack option (p. 200, ED), the wearer gains 4 steps to his Attack and Damage tests, but opponents add only 2 steps to Attack Tests made against him. Like all Aggressive Attacks, this one costs the wearer 1 Strain Point.

Rank 2 **Cost:** 300

Effect: When using the Aggressive Attack option, the wearer gains 4 steps to his Attack and Damage tests, but opponents gain no bonus to Attack Tests made against him. This Aggressive Attack costs 1 Strain Point.

Rank 3 **Cost:** 500

Key Knowledge: The wearer must learn the Name of the ork who first wore this helm.

Effect: The helm grants the wearer the Battle Shout talent (p. 98, ED) at a rank equal to the helm's thread rank. If the wearer already has the Battle Shout talent, he or she gains a Battle Shout step bonus equal to the helm's thread rank.

Rank 4 **Cost:** 800

Key Knowledge: The wearer must learn the Name of the trollmoot to which the ork belonged.

Effect: The helm grants the wearer the Great Leap talent (p. 108, ED) at Rank 4. If the wearer already has this talent, he gains a +4 step bonus to his Great Leap step number.

Rank 5 **Cost:** 1,300

Key Knowledge: The wearer must learn the story of the battle in which the ork was asked to join the trollmoot.

Effect: The helm grants the wearer the Battle Bellow talent (p. 98, ED) in place of the Battle Shout talent, at a rank equal to the helm's thread rank (see Rank 3).

Rank 6 **Cost:** 2,100

Deed: The wearer must become a member of a trollmoot. This Deed is worth 3,400 Legend Points.

Effect: The wearer gains the Crushing Blow talent (p. 101, ED) at Rank 6. If the wearer already has this talent, he gains a +6 step bonus to his Crushing Blow step number. A Good or better success on a Battle Bellow test gives the wearer a +3 step bonus to the Crushing Blow Test.

MIRROR

Maximum Threads: 1

Spell Defense: 15

The ironwood buckler known as Mirror sports a dull iron plate in its center, a reinforcing rim of bronze, and espagra-leather hand straps. The weaponsmith who forged this buckler created it as a companion piece to a broadsword Named Smoke (see p. 85).

Without a thread attached, Mirror has a standard buckler's Armor Rating of 1 and Mystic Armor Rating of 0.

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wielder must learn that the Name of the shield is Mirror.

Effect: +2 to the wielder's Physical Armor; +1 to Physical Defense.





Rank 2 **Cost: 300**

Key Knowledge: The wielder must learn the Name of the last wielder of the shield.

Effect: +3 to the wielder's Physical Armor; +1 to Mystic Armor; +1 to Physical Defense.

Rank 3 **Cost: 500**

Key Knowledge: The wielder must learn that the Name of the shield's creator is Vsthrix, a t'skrang weaponsmith.

Effect: +4 to the wielder's Physical Armor; +2 to Mystic Armor; +2 to Physical Defense.

Rank 4 **Cost: 800**

Deed: The wielder must locate Smoke and attach a thread to it. This Deed is worth 1,300 Legend Points, which the wielder can use only to weave threads to Smoke.

Effect: At the wielder's command, the iron plate brightens and the shield gains the ability of Blinding Reflection. Any opponent who can see the shield is nearly blinded by light gleaming off the metal. The opponent must make a Perception (7) Test; if the test fails, the wielder gains +3 steps to his next Attack Test against that opponent. Using this ability costs the wielder 1 Strain Point per round. If the sword Smoke is ever lost, the shield cannot produce a blinding reflection until the sword is recovered.

NEVERBURN

Maximum Threads: 2

Spell Defense: 9

The magical torch called Neverburn was created as a dying legacy by Gathrad, a troll illusionist who was seriously wounded by ghouls and succumbed to the ghoul poison in his system. Without a thread woven to it, Neverburn looks like the standard torch included in basic adventuring kits. As soon as the first thread is woven, however, Neverburn glows as described in the Rank 1 Effect.

Thread Ranks

Rank 1 **Cost: 100**

Key Knowledge: The wielder must learn that the Name of the torch is Neverburn.

Effect: The torch glows in a manner similar to the Light spell (p. 167, ED). The light cannot be doused except by concealing the torch.

Rank 2 **Cost: 200**

Key Knowledge: The wielder must learn that the Name of the torch's creator was Gathrad.

Effect: The wielder may turn the torch on or off by speaking

its Name and giving the appropriate command. "Neverburn off" turns off the torch, "Neverburn on" turns it on.

Rank 3 **Cost: 300**

Key Knowledge: The wielder must learn that Gathrad was a troll illusionist.

Effect: The wielder gains the troll racial ability of heat sight (p. 54, ED) within a range of 150 yards.

Rank 4 **Cost: 500**

Key Knowledge: The wielder must learn that Gathrad was killed by ghoul poison.

Effect: The wielder gains a +3 step bonus to Toughness Tests made to resist ghoul poison.

Rank 5 **Cost: 800**

Effect: The wielder gains 3 steps to Toughness Tests made to resist any type of poison. When resisting ghoul poison, the wielder receives 5 steps.

NIGHTSCAR

Maximum Threads: 2

Spell Defense: 23

Nightscar is magical sword with a blade carved from black crystal, set in a silver hilt and pommel. The hilt and pommel are blackened with age. The flat sides of the blade are etched with magical runes, which are also filled with silver, and a rounded black crystal of the same material as the blade is set in the pommel.

A nethermancer named Noir Darkwind created Nightscar during the Scourge as a weapon against Horrors. Darkwind imprisoned an ally spirit named Gloom within the blade to give the wielder additional powers to call upon and to give the sword its own intelligence and experience. Gloom can telepathically communicate with anyone who has woven a Rank 2 or higher thread to the sword, but the spirit has come to resent its imprisonment after a few hundred years and wants only to be free from Nightscar. Unfortunately, Gloom's freedom would mean the destruction of the sword, and so far no wielder has been willing to destroy Nightscar to release an ally spirit that might very well be insane after centuries of imprisonment.

With no threads attached, Nightscar is the equivalent of a standard broadsword, but with a Damage Step of 6.

Thread Ranks

Rank 1 **Cost: 500**

Key Knowledge: The wielder must learn that the Name of the sword is Nightscar.





Effect: Nightscar does STR + 7 damage.

Rank 2 Cost: 800

Key Knowledge: The wielder must learn that the Name of the spirit trapped in the sword is Gloom and must win a Contest of Wills (p. 94, **Magic: A Manual of Mystic Secrets**) against the spirit to establish dominance.

Effect: The wielder can communicate with Gloom telepathically while touching the sword. Additionally, the wielder can call on the spirit's various powers (see pp. 47–48, **Magic: A Manual of Mystic Secrets**). Gloom is a Strength 4 ally spirit with a Willpower step of 10 and the following powers: Aid Summoner, Astral Sight 14, Empathic Sense 11, Lifesense 14, Confuse 13, Detect Trap 14 and Detect Weapon 14. Any time the wielder uses one of Gloom's powers, the wielder must pay the standard Strain cost for the power. Any time the wielder tries to call on Gloom's abilities, the spirit initiates a Contest of Wills.

Rank 3 Cost: 1,300

Effect: The sword does STR + 8 damage.

Rank 4 Cost: 2,100

Key Knowledge: The wielder must learn the history of Nightscar and the Name of the nethermancer who created it.

Effect: The wielder can cast the Ethereal Darkness spell (p. 176, **ED**) using his or her own Spellcasting (or Perception) and Willforce (or Willpower) steps. This version of the spell requires no threads to cast, but the wielder must take 3 Strain Points. The

spell lasts for a number of rounds equal to 1D10 plus the wielder's Spellcasting Rank (if any). Consider the wielder a nethermancer for the purpose of resisting the effects of any spells that do not normally affect nethermancers (such as Ethereal Darkness).

Rank 5

Cost: 3,400

Deed: The wielder of Nightscar must Wound a Horror in combat. This Deed is worth one-tenth of the Horror's Legend Point value, in addition to any Legend Points gained if the wielder slays the Horror.

Effect: At the cost of 3 Strain Points, Nightscar's wielder can call on the sword's Chillblade power. This power makes the sword freezing cold and inflicts that same numbing cold on anyone struck by it, preventing the target from taking any action. Once activated, the Chillblade power lasts for a number of Combat Rounds equal to the wielder's Willpower step. Any target struck by the sword while the power is in effect must make a Willpower Test against a Difficulty Number 12 in each round for the next 9 rounds to resist the Chillblade effect.

PATHFINDER

Maximum Threads: 2

Spell Defense: 18

Pathfinder is a walking staff made of dark wood, with an elaborate map of northern Barsaive delicately carved in a spiral around it. Thin strands of orichalcum wire are wrapped around the staff, serving as the map's winding roads and paths. Pathfinder is about five feet long, which makes it a bit short for most obsidimen or trolls but well-suited for an elf, human, ork, t'skrang or dwarf bearer.

Pathfinder was made by the dwarf scout Flannon Farseer, who wandered the wilds of Barsaive not long after the Kingdom of Throal opened its gates to the outside world. Farseer explored and re-discovered much of northern Barsaive and recorded his journeys by carving them on his trusty walking stick. Over time, the staff he Named Pathfinder became an important part of Flannon Farseer's legend and gained some aspects of the scout's magic and knowledge. An aging Farseer eventually returned to Throal to spend his final few years at home—but without his magical staff. When asked what had become of it, he claimed that he had given it to a young scout on the road because Pathfinder still had many trails to blaze.

Ever since that time, Pathfinder has ended up in the hands of different travelers and adventurers in Barsaive. Sometimes the staff is passed on willingly; other times, it simply seems to turn up wherever the greatest opportunity to travel far and wide exists. Many Barsaivians have speculated that a kind of intelligence guides the staff and that it has powers far beyond those known to its wielders. So far, any such powers remain just another aspect of the legend, however.

With no threads attached, Pathfinder does the damage of a standard quarterstaff (STR + 2) if wielded in combat.





Thread Ranks

Rank 1 Cost: 300

Key Knowledge: The character must learn that the staff's Name is Pathfinder.

Effect: Pathfinder can be used as a quarterstaff in combat, doing STR + 3 damage. The staff also grants its bearer +2 steps on all Perception Tests.

Rank 2 Cost: 500

Effect: Pathfinder grants the bearer +2 steps to his or her Tracking talent. If the bearer does not have the Tracking talent, he or she gains it at Rank 2.

Rank 3 Cost: 800

Key Knowledge: The character must learn about Flannon Farseer, the first bearer of Pathfinder, and all of his journeys across Barsaive.

Effect: Pathfinder grants the bearer +2 steps to his or her Astral Sight talent. If the bearer does not have the Astral Sight talent, he or she gains it at Rank 2.

Rank 4

Cost: 1,300

Effect: The staff does STR + 5 damage. Additionally, the wielder gains +1 to his or her Physical Defense.

Rank 5

Cost: 2,100

Deed: The bearer of Pathfinder must travel the path followed by Flannon Farseer on his first exploration of Barsaive after the Scourge. This journey takes about two months on foot and takes the bearer through the northern reaches of Barsaive, including the Scol Mountains, Lake Vors, the Scythia Mountains, Blood Wood and the Caucavic Mountains. This Deed is worth 2,100 Legend Points.

Effect: Pathfinder grants the bearer +2 steps to his or her Safe Path talent. If the bearer does not have the Safe Path talent, he or she gains it at Rank 2.

Rank 6

Cost: 3,400

Deed: The character must bring Pathfinder to a place where it has never been before and carve a sign into the staff to symbolize the journey. This Deed is more difficult than it may sound—Pathfinder has traveled throughout Barsaive,

so not many new places are left for it. The gamemaster should feel free to drop hints about appropriate places to which the staff's bearer might travel. This Deed is worth 3,400 Legend Points.

Effect: By taking 3 Strain Points and rolling Pathfinder over dirt, sand or soft clay, the staff's bearer can create a map of Barsaive that shows his or her current location. This map, drawn on the dirt or sand over which Pathfinder is rolled, can then be copied. Pathfinder cannot provide information on any place to which it has not been, so certain areas of the map (at the gamemaster's discretion) may still be blank or sketchy.

THE SCARAB OF ILITHOR

Maximum Threads: 1

Spell Defense: 14

The Scarab of Ilithor is a beetle-shaped brooch made of tiger's-eye in a gold setting. It was created by a group of four magicians to help a thief adept steal something for them. The thief was given the item in payment for his services.

The various thread ranks grant the wearer of the brooch abilities similar to a number of spells. However, the wearer does not need to weave threads to use these abilities. Instead, the wearer simply uses his or her Spellcasting talent or Perception Attribute. Unless otherwise stated, the duration for each ability is the same as the spell it resembles, as if that spell had been cast by a magician with a Spellcasting Rank of 1.



Thread Ranks

Rank 1

Cost: 200

Key Knowledge: The wearer must learn the Name of the scarab.

Effect: The scarab grants the wearer an ability similar to the Crunch Climb spell (p. 158, ED).

Rank 2

Cost: 300

Key Knowledge: The wearer must learn the Name of the elementalist who helped create the scarab.

Effect: The scarab grants the wearer an ability similar to the Gills spell (p. 159, ED).





Rank 3

Cost: 500

Key Knowledge: The wearer must learn the Name of the nethermancer who helped create the scarab.

Effect: The scarab grants the wearer an ability similar to the Ethereal Darkness spell (p. 176, ED). The wearer is considered a nethermancer for purposes of using this ability and is unaffected by all Ethereal Darkness spells cast on him.

Rank 4

Cost: 800

Key Knowledge: The wearer must learn the Name of the wizard who helped create the scarab.

Effect: The scarab grants the wearer an ability similar to the Leaps and Bounds spell (p. 185, ED). The duration of this ability is 1 round. For each round that the wearer wishes to use this ability, he must make a separate Spellcasting Test.

Rank 5

Cost: 1,300

Key Knowledge: The wearer must learn the Name of the illusionist who helped create the scarab.

Effect: The scarab grants the wearer an ability similar to the Nobody Here spell (p. 170, ED).

Rank 6

Cost: 2,100

Deed: The wearer must steal one item, using each of the scarab's abilities for that task. This Deed is worth 1,300 Legend Points.

Effect: The scarab grants the wearer an ability similar to the Inventory spell (p. 186, ED).

SMOKE

Maximum Threads: 1

Spell Defense: 15

The broadsword called Smoke features a hilt wrapped in espagra leather and a smoky-gray steel blade with a ruby-studded blood groove. The weaponsmith who made this sword created it as a companion piece to a buckler Named Mirror (see p. 81).

Without a thread woven to it, Smoke has a standard broadsword's Damage Step of 5.

Thread Ranks

Rank 1

Cost: 200

Key Knowledge: The wielder must learn that the Name of the sword is Smoke.

Effect: The sword does STR + 6 damage.

Rank 2

Cost: 300

Key Knowledge: The wielder must learn the Name of the sword's last wielder.

Effect: The sword does STR + 7 damage and gives its wielder a +1 step bonus on Attack Tests made with the weapon.

Rank 3

Cost: 500

Key Knowledge: The wielder must learn that the Name of the sword's creator is Vsthrix, a t'skrang weaponsmith.

Effect: The sword does STR + 9 damage and gives its wielder a +2 step bonus on Attack Tests made with this weapon.

Rank 4

Cost: 800

Deed: The wielder must locate Mirror and attach a thread to it. This Deed is worth 1,300 Legend Points that the wielder can use only to weave threads to Mirror.

Effect: The sword gains the Mystic Strike ability. On a successful Attack Test, at a cost of 2 Strain Points per attack, the sword blade becomes insubstantial and Physical Armor no longer protects against it. However, Mystic Armor continues to protect the target. If the buckler Mirror is ever lost, the sword loses the Mystic Strike ability until the shield is recovered.

THE SOCK OF GRANAK

Maximum Threads: 1

Spell Defense: 18

The Sock of Granak is a thick woolen stocking dyed deep green. Legend states that the sock was worn by the great troll sky raider Granak, who managed to defeat a Horror in single combat despite being caught in the middle of the night with no armor or weapon.

Thread Ranks

Rank 1

Cost: 300

Key Knowledge: The character must learn that the Name of the stocking is the Sock of Granak.

Effect: Adds 1 step to its wearer's Unarmed Combat talent step. If the character does not already possess this talent, he gains it at Rank 1.

Rank 2

Cost: 500

Key Knowledge: The Sock was stained green by the ichor that oozed from the Horror Granak fought. The character must learn the Name of the Horror Granak defeated.

Effect: Adds 2 steps to the wearer's Swift Kick talent. If he does not already possess this talent, he gains it at Rank 2. To use this ability, the character must fight with no covering on his kicking foot other than the Sock.



**Rank 3****Cost:** 800

Key Knowledge: The character must learn the exact oath that Granak bellowed when engaging in battle.

Effect: Adds 2 steps to the wearer's Battle Shout talent. If he does not already possess this talent, he gains it at Rank 2.

Rank 4**Cost:** 1,300

Effect: Adds 2 steps to the wearer's Unarmed Combat talent and 3 steps to his Swift Kick talent.

Rank 5**Cost:** 2,100

Key Knowledge: Granak always planned to spend his adventuring spoils by commissioning an airship. The character must learn the intended Name of the never-completed vessel.

Effect: Adds 1 step each to the wearer's Air Sailing and Great Leap talents. If he does not already possess these talents, he gains each at Rank 1.

Rank 6**Cost:** 3,400

Deed: The character must defeat a powerful opponent in combat without using weapons or armor. This Deed is worth 2,100 Legend Points.

Effect: The wearer adds 2 steps to his Crushing Blow talent. If he does not already possess this talent, he gains it Rank 2.

SOULSAFE

Maximum Threads: 2**Spell Defense:** 13

The origins of the windling-sized medallion known as Soulsafe are unknown, though the protection it gives its wearer against spells is well documented. The earliest mention of Soulsafe appears in legends from the troll kingdom of Ustrect, where Gresham Thunderstrike, a minor ruler, claimed it as a prize from a band of windlings. After having the medallion redesigned to fit his huge frame and emboldened by the windlings' claims that it would make him immune to magic, he was promptly fried to a crisp by the next magician he met. The medallion is now part of a troll-sized pendant; the fine chain that once graced it has long since disappeared.

Thread Ranks

Rank 1**Cost:** 200

Key Knowledge: The wearer must learn the Name of the medallion.

Deed: The wielder must return the medallion to its original state by removing it from the troll-sized backing plate and stringing it on a chain crafted by windlings (though the

chain need not be sized for a windling). This Deed is worth 200 Legend Points.

Effect: Adds 1 to the wearer's Physical Defense.

Rank 2**Cost:** 300

Effect: Adds 1 to the wearer's Social Defense.

Rank 3**Cost:** 500

Effect: Adds 2 to the wearer's Physical Defense.

Rank 4**Cost:** 800

Key Knowledge: The wearer must learn the Name of the windling who crafted the medallion.

Effect: At a cost of 4 Strain Points, the wearer can increase his or her Spell Defense by 4 for 4 rounds. During these rounds any attack by a Horror or Horror construct, or any Horror power or spell that mimics a Horror power, requires 1 success level higher than normal on the Attack Test to affect the wearer. For example, a spell cast by a Horror requires a Good or better success, rather than the standard Average success.

STAFF OF VYLIR

Maximum Threads: 1**Spell Defense:** 18

The Staff of Vylir is actually a nondescript brown leather glove fashioned by the legendary t'skrang elemental Vylir of House V'strimon. Concerned that others might try to steal her fabulously bejeweled staff, Vylir transferred the staff's enchantment into the glove that she wore on the hand she used to hold the staff.

Thread Ranks

Rank 1**Cost:** 300

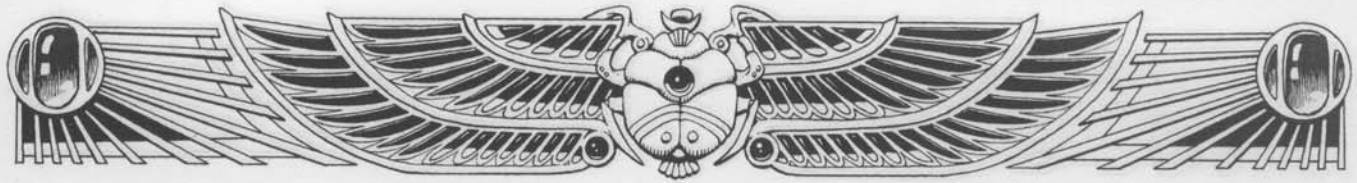
Key Knowledge: The bearer must learn that the Name of the glove is the Staff of Vylir.

Effect: Once per day, at a cost of 1 Strain Point, the bearer may form a 6-foot-long, gilded, jewel-encrusted staff from any piece of wood at least 1 inch thick and 8 inches long. In addition to the jewels, which cannot be removed, the staff has several small indentations in its surface. The staff reverts to its previous form if it remains out of contact with the glove for more than a day. The bearer's Spellcasting talent rank increases by 1 as well. If the bearer does not already have this talent, he or she gains it at Rank 1.

Rank 2**Cost:** 500

Effect: The bearer may throw the jeweled staff as a spear. The staff acts like the Spear spirit power (p. 83, **Magic:** A





Manual of Mystic Secrets) and does damage equal to the bearer's Willforce step plus the staff's thread rank.

Rank 3 **Cost:** 800

Key Knowledge: Vylir had a famous academic rivalry with a fellow member of the College of the Vine. The bearer must learn the Name of this rival.

Effect: The bearer's Spellcasting talent rank increases by 2. If he does not already have this talent, he gains it at Rank 2.

Rank 4 **Cost:** 1,300

Effect: The bearer may use the Detect True Element spirit power (p. 81, **Magic: A Manual of Mystic Secrets**). Using this power requires the bearer to place 1 kernel of the True element to be detected into one of the indentations on the staff's surface. Each kernel so placed enables the bearer to use the Detect True Element power for 1 day. The kernels are consumed at the end of the power's duration. The power's range is a number of miles equal to the staff's thread rank.

Rank 5 **Cost:** 2,100

Key Knowledge: A message is hidden in the pattern of the gems that cover the staff. The bearer must decipher this message.

Effect: The bearer's Spellcasting talent rank increases by 2. If he does not already have this talent, he gains it at Rank 2. Additionally, the bearer's Willforce talent step increases by 1. If he does not have the Willforce talent, he gains it at Rank 1.

Rank 6 **Cost:** 3,400

Deed: The Shivalahala V'strimon helped Vylir create her staff. The bearer must persuade the current shivalahala to re-consecrate the treasure. This Deed is worth 1,300 Legend Points.

Effect: The bearer receives a +2 step bonus on any talent or Half-Magic Test made to summon or control elemental spirits.

THE SWORD OF FENTHERI

Maximum Threads: 1

Spell Defense: 23

This sword is disguised as a work of art—it is made of a single piece of lapis, cunningly wrought into the shape of a stylized lobster. The lobster's body forms the hilt, while the crosspiece consists of its outstretched claws. A faint bluish shimmer emanates from the end of the crosspiece, at the lobster's head.

Fentheri Sulphin was captain of the *Eltanin*, one of the elf sailing ships that plied the Aras Sea before the destruction of the fleet at Queen Alachia's decree (p. 78, **The Serpent River**). One day the Passion Floranuus appeared

to Fentheri in the form of an elf maiden clad in flames, dancing on a raft of flowers that was drawn through the water on oars of silk. Fentheri followed this raft to the site of a battle between an aquatic Horror and another elf ship, the *Cirena*. Fentheri joined the battle and helped defeat the Horror, though both ships lost many crewmen. The captain of the *Cirena* perished in the battle, and the crew sank the ship as a memorial and tomb for him. The crew then joined Fentheri's ship, who re-christened it *Maiden of the Lilies* in gratitude for the Passion's aid against the Horror.

Thread Ranks

Rank 1 **Cost:** 500

Key Knowledge: The wielder must learn that the Name of the sword is the Sword of Fentheri.

Effect: The wielder gains 2 steps for any Recovery or Toughness test made while holding the sword. If the sword is stolen while a thread is attached to it, the lobster's claws pinch the hands of the culprit. The claws hang on to the culprit until the sword is returned or the thread is unraveled. The claws do damage of 3 plus the sword's thread rank steps. Armor does not protect against this damage unless the target is wearing metal gauntlets. Removing the claws requires an Extraordinary success on a Strength Test against the result of the claws' Damage Test. If the sword is simply lost and subsequently picked up by someone, nothing happens.

Rank 2 **Cost:** 800

Deed: The wielder must learn the word for "geyser" in Sperethiel. This Deed is worth no Legend Points, but it allows the wielder to use the sword's abilities. Note that the sword does not appear as such until the bearer weaves a Rank 2 thread to the lobster that forms the hilt.

Effect: The word learned in the Deed acts as a command word for the sword. When the wielder speaks the word aloud, he takes 2 Strain Points and the kernels of elemental water embedded in the sword's hilt project a four-foot blade of solid water. The Damage step of the sword is equal to the wielder's STR + 3 plus the sword's thread rank. Each use of this effect lasts for 1 hour or until the command word is spoken again, which causes the blade to disappear.

Rank 3 **Cost:** 1,300

Key Knowledge: The wielder must discover the identity of Fentheri.

Effect: Increases the wielder's Physical Defense by 3. The wielder's Combat Movement rate increases by 30 yards and his Full Movement rate by 60 yards.





Rank 4 **Cost:** 2,100

Key Knowledge: The wielder must learn that Fentheri referred to the Passion Floranuus as the Maiden of the Lilies.

Effect: On Willpower Tests made to resist spells and Horror abilities, the wielder receives a step bonus equal to the sword's thread rank. The sword also increases the wielder's Mystic Armor Rating by +2.

Rank 5 **Cost:** 3,400

Key Knowledge: The wielder must learn that Fentheri followed the warrior and troubadour Disciplines.

Effect: At a cost of 3 Strain Points, the sword achieves Armor-Defeating Hits on a Good success rather than an Excellent success.

Rank 6 **Cost:** 5,500

Deed: The wielder must pledge service to Floranuus by swearing a blood oath that causes 3 permanent Damage Points. This Deed is worth 3,400 Legend Points.

Effect: The wielder gains the Speed Ship questor ability (p. 97, *Earthdawn Companion*) at a rank equal to the sword's thread rank.

THE TALISMANS OF DIANUUS

The Talismans of Dianuus are three magical items that belonged to the legendary elf elementalist Dianuus. Dianuus and his talismans helped a kaer survive the ravages of the Scourge, and the three magical items became part of that kaer's legacy. All three thread items—an amulet, an orichalcum-laced dagger, and Dianuus's robe—contain powerful elemental magic.

A Warder of Wyrn Wood, Dianuus was one of the many elves who publicly (though reluctantly) disagreed with the Elf Queen Alachia's dangerous strategy for surviving the Scourge. Dianuus was sent into exile for disobedience to his Queen, never to see his woodland home again.

On his travels away from Wyrn Wood, Dianuus came across Daralon, a small settlement in the Caucavic Mountains, and chose to stay there. In the dark years before the Scourge struck, Dianuus used his elemental magic to aid the people of Daralon in building the kaer that would shelter them through the long night. He built a tower overlooking the settlement, and there he worked until the threat of the Horrors became too great; then Dianuus retreated with his adopted people into the kaer and sealed it behind them.

About a century and a half before the Scourge ended, an outbreak of plague in the kaer nearly doomed all of its inhabitants. Dianuus, still alive but stricken with the disease, magically caused a rock slide that buried the access

tunnel to the most plague-ridden portion of the kaer. This extreme measure—Dianuus's final sacrifice for the people he had come to love—halted spread of the plague and saved the rest of the kaer, though it cost Daralon's survivors the accumulated wisdom of Dianuus and several other adepts who were lost in the tragedy.

After the kaer was re-opened, explorers dug through the collapsed sections to find the legendary elemental and his lost treasures. The explorers found the items, only to lose them to a blood warder who had likewise been researching the legend of Dianuus. The items were in turn taken from the blood warder by an unknown third party who left the blood elf dead on the streets of Haven. Dianuus's talismans remain missing, but most people believe they will someday resurface.

The Amulet of Dianuus

Maximum Threads: 2

Spell Defense: 14

Dianuus's amulet is made of gold, copper and orichalcum, set with a piece of green jade carved in a finely detailed leaf shape. The amulet is about the size of a human's palm and hangs from a flat chain of orichalcum and gold links.

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The character must learn that the amulet is the Amulet of Dianuus.

Effect: The amulet increases the character's Spell Defense by 1.

Rank 2 **Cost:** 300

Effect: The amulet increases the wearer's Mystic Armor by 2.

Rank 3 **Cost:** 500

Key Knowledge: The wearer must learn the history of Dianuus the Master-BUILDER and the Name of the kaer he aided.

Effect: The amulet holds one elemental spell matrix with a rank equal to the amulet's Thread Rank. The wearer can cast any spell held in the matrix using his or her Spellcasting (or Perception) and Willforce (or Willpower) steps. The spell matrix in the amulet must be attuned by an elemental. If the spell requires threads to be woven and the wearer does not possess the elemental Thread Weaving talent, the wearer must use the Forced Spellcasting talent knack (p. 34, *Magic: A Manual of Mystic Secrets*) to cast the spell.





Rank 4

Cost: 800

Effect: The amulet increases the wearer's Spell Defense by 2 and increases his or her Mystic Armor by 4.

Rank 5

Cost: 1,300

Key Knowledge: The character must learn how Dianuus created the amulet with the aid of various elemental spirits and must learn the Names of those spirits.

Effect: The wearer's Elemental Tongues talent increases by 2. If he does not already have this talent, he gains it at Rank 2.

Rank 6

Cost: 2,100

Effect: The amulet increases the wearer's Mystic Armor by 6 and gives a +3 step bonus to his Elemental Tongues talent.

Rank 7

Cost: 3,400

Deed: The wearer of the amulet must forge a pact with one spirit of each of the five elements, in which the wearer carries out a task at the spirit's request. The pact is then sealed with blood magic, which inflicts 1 permanent Damage Point on the wearer. Successfully completing a task for each of the five spirits earns the character 3,400 Legend Points, in addition to any Legend Points earned by performing the specific tasks.

Effect: Once per year, the wearer can summon a Strength 3 elemental spirit from each of the five elements to perform a single service (p. 94, *Magic: A Manual of Mystic Secrets*). This summoning does not require a test or a Contest of Wills. The elemental spirit will appear the round after it is summoned and carry out the wearer's request to the best of its ability. If the elemental is destroyed in the performance of the service, the wearer permanently loses the ability to call upon that type of elemental spirit using the amulet.

The Dagger of Dianuus

Maximum Threads: 2

Spell Defense: 16

The Dagger of Dianuus is a double-edged blade made with an orichalcum alloy that gives it a lustrous golden tint. Both sides of the blade are engraved with the Sperethiel words, "In Wisdom, Strength." The dark wooden handle is inlaid with gold filigree and worked to a fine polish.

Without a thread attached, the dagger does the same damage as a standard dagger (STR + 2) when wielded in combat.



Thread Ranks

Rank 1

Cost: 200

Key Knowledge: The character must learn that the dagger is Named the Dagger of Dianuus.

Effect: The dagger does STR + 4 damage.

Rank 2

Cost: 300

Effect: The dagger does STR + 7 damage when used against physically manifest spirits of all kinds, including astral Horrors in physical form.

Rank 3

Cost: 500

Key Knowledge: The wielder must learn the tale of how Dianuus averted the plague by using his dagger as part of a spell to seal off a portion of Kaer Daralon.

Effect: The dagger can be used to make a Matrix Strike attack (p. 32, *ED Companion*). The weapon does STR + 4 damage in this attack; the wielder uses his or her Dexterity step for the Attack Test.

Rank 4

Cost: 800

Effect: The dagger does STR + 9 damage against physically manifest spirits.

Rank 5

Cost: 1,300

Deed: The wielder must overcome a spirit in single combat, using only the dagger and his or her own talents. Any use of another weapon, spell or outside help invalidates the contest. This Deed is worth 1,300 Legend Points.

Effect: The dagger can be used to make a Spirit Strike attack (p. 117, *ED*); the wielder uses his Dexterity step for the Attack Test. When used in this manner, the dagger does STR + 4 damage. The dagger can also be used to attack spirits in astral space that the wielder can see using the Astral Sight talent. When used in this manner, the dagger does STR + 9 damage to the spirits.

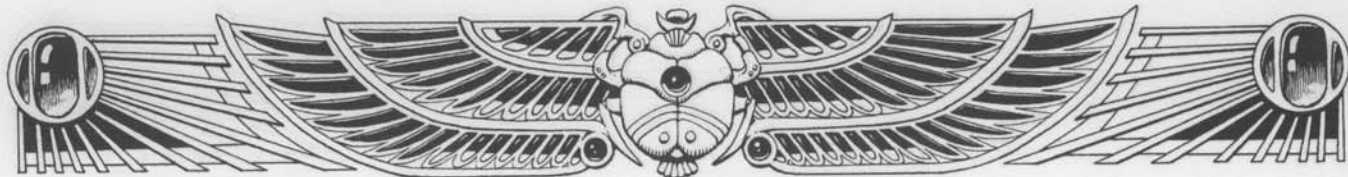
The Robe of Dianuus

Maximum Threads: 2

Spell Defense: 19

The robe of Dianuus is just the right size for a human or an elf and is made of a dark green silken fabric decorated with embroidered leaves, vines and flowers so lifelike that they seem to have grown across the surface of the garment. Close inspection reveals that the small stitches of the leaves and vines form tiny blocks of graceful, poetic Sperethiel. The fabric is resistant to tears and appears to shed dirt in a manner similar to an everclean cloak.





The complex embroidery serves two purposes. Some of the designs record various spells that Dianuus knew and used. Others, worked in orichalcum thread, form the basis for three spell matrices that are woven into the robe, in a style often used by magicians during the Scourge. The matrices function like normal spell matrix items (p. 51, **Magic: A Manual of Mystic Secrets**). These matrices can be used in addition to the robe's other powers.

The elemental spells woven on the surface of the robe are: Earth Blend, Plant Talk, Path Home, Plant Feast, Repair, Lighten Load, Uneven Ground, Earth Staff and Ease Passage. A successful Read and Write Magic Test enables an elemental to learn these spells by studying the embroidered patterns.

Thread Ranks

Rank 1 Cost: 300

Key Knowledge: The wearer must learn that the robe is Named the Robe of Dianuus.

Effect: The robe adds 2 steps to the wearer's Spellcasting step. If the wearer does not have the Spellcasting talent, he or she gains it at Rank 2.

Rank 2 Cost: 500

Effect: The robe increases the wearer's Mystic Armor Rating by 3.

Rank 3 Cost: 800

Key Knowledge: The wearer must have learned at least one of the spells embroidered on the robe. He or she must also have learned of Dianuus's history and how he came to Kaer Daralon from the Elven Court.

Effect: The robe adds 2 steps to the wearer's Thread Weaving (Elementalism) step. If the wearer does not have the Thread Weaving (Elementalism) talent, he or she gains it at Rank 2.

Rank 4 Cost: 1,300

Effect: The robe increases the wearer's Armor Rating by 3.

Rank 5 Cost: 2,100

Deed: The wearer must create a new elemental spell that somehow affects or uses the elements of earth or wood and must embroider it on the robe. This Deed is worth 1,300 Legend Points.

Effect: The robe adds 2 steps to the wearer's Half-Magic step for summoning elemental spirits (p. 93, **Magic: A Manual of Mystic Secrets**). If the wearer is not an elemental, he or she gains no benefit at this rank.

THE TWILIGHT STAFF

Maximum Threads: 2

Spell Defense: 18

The Twilight Staff is six feet long, carved from an unknown type of wood and worn silvery-gray with age and use. Smooth and featureless, the staff is bound and shod in dark iron bands with magical symbols inlaid in silver. When bathed in moonlight, the staff gives off a faint silver glow.

The staff was created centuries ago by a group of nethermancers known as the Order of the Silver Twilight. The Order was devoted to exploring the netherworlds and astral space, and their leader wielded the Twilight Staff. In the early days of the Scourge, the Order was decimated by a Horror named Thess'a'il. The Order's last grand master, Eolim Belial, used powerful magic to trap his own spirit between life and death so that he could protect the secrets of the Order's hidden sanctum as well as its treasures.

The Twilight Staff was taken from the sanctum by a fleeing nethermancer and has passed through the hands of many magicians over the years. None, however, have discovered the location of the Order's sanctum or sought out the spirit of Eolim Belial. Legends and rumors connect possession of the Twilight Staff with the fate of the spirits of the slain nethermancers, and some fear that it may attract the attention of the Horror Thess'a'il as well.

With no threads attached, the Twilight Staff does the same damage as a standard quarterstaff (STR + 2) if wielded in combat.

Thread Ranks

Rank 1 Cost: 300

Key Knowledge: The character must learn the Name of the staff.

Effect: The staff does STR + 4 damage. It also sheds a silvery light equal to bright moonlight at the wielder's command. Though bright enough to see by, the light cannot be used as an offensive weapon.

Rank 2 Cost: 500

Effect: The staff does STR + 5 damage against most opponents and STR + 6 damage against Horrors, Horror constructs and undead opponents.

Rank 3 Cost: 800

Key Knowledge: The bearer must learn the Names of all of the magicians who have wielded the staff and whose sigils are engraved upon it.

Deed: The bearer must travel to the Poison Forest, where the piece of wood for the staff was cut before the Scourge.





There, by the light of the full moon, the bearer must carve his or her own sigil into the staff. This Deed is worth 1,300 Legend Points.

Effect: By making a successful Spellcasting (or Perception) Test against a target's Spell Defense, the wielder of the staff can make the astral aura of any subject within line-of-sight visible to normal sight for one minute. Doing so costs 2 Strain Points.

Rank 4

Cost: 1,300

Key Knowledge: The bearer must learn the fate of Eolim Belial.

Effect: The bearer can cast the Circle 6 nethermancer spell Blessed Light, using his own Spellcasting or Perception step. This version of the spell requires no threads to cast, but the caster must take 2 Strain Points.

Rank 5

Cost: 2,100

Deed: The bearer must seek out Eolim Belial's ghost and obtain his blessing on the staff; this will permit the bearer to perform the ritual of passing the staff on to a worthy successor.

Effect: The staff's magic can temporarily block a Horror's access to astral space. Upon striking a Horror with the staff, the wielder takes 4 Strain Points and makes a Spellcasting Test against the Horror's Spell Defense. If the test succeeds, the Horror cannot move into astral space for a number of Combat Rounds equal to the wielder's Spellcasting rank. The staff does STR + 8 damage against Horrors, Horror constructs and undead opponents.

TRUEFANG

Maximum Threads: 2

Spell Defense: 23

Truefang is a fine sword with a single edge and a chisel point. Around the hilt is an elaborate basket-guard of gold,

similar to the style of many elf and t'skrang swords. The hilt itself is wrapped in strips of soft dark leather, topped with a gold pommel in the shape of a dragon's head. An arrow pointing toward the blade's tip is engraved in the blade near the hand guard. The arrow is bisected by a triangle and a circle, the mark of the blade's maker.

Truefang was forged by the elven weaponsmith Lyranden of Landis for the ork swordmaster Morag Tarn after Morag saved Lyranden's life. The weaponsmith had the bad fortune to insult Agimore, known as the Mad Magician, and was suffering from the effects of a powerful curse that Agimore had laid upon him. Morag Tarn sought out Agimore's hidden tower in the Lost Woods of Landis, where he fought and overcame the wizard and ended the curse. In gratitude, Lyranden created for Morag the finest blade of his career.

Morag wielded Truefang for the rest of his life. He eventually passed the blade on to his son, Kilas, who spent most of his days

working to keep his Discipline alive down in the darkness of the kaer in which he lived. Kilas established a school of swordsmanship in the kaer, and for the next four centuries Truefang was passed from generation to generation of the Tarn family.





About fifty years ago, Grella Tarn, the most recent inheritor of the blade, led a party of explorers out from her kaer to see if the Scourge had truly ended. They never returned, and the kaer stayed sealed for another ten years before finally opening its gates. The fate of Grella Tarn's expedition and the magical blade Truefang remains unknown.

With no threads attached, Truefang does the same damage as a standard broadsword (Damage step 5).

Thread Ranks

Rank 1 **Cost:** 500

Key Knowledge: The wielder must learn that the Name of the sword is Truefang.

Effect: Truefang does STR + 6 damage.

Rank 2 **Cost:** 800

Effect: The sword does STR + 7 damage.

Rank 3 **Cost:** 1,300

Key Knowledge: The wielder must learn the Names of the creator and first wielder of the sword.

Effect: The wielder gains the Swift Bite power, which increases his or her Initiative step by 2.

Rank 4 **Cost:** 2,100

Key Knowledge: The wielder must learn the Name of the person who last wielded the sword.

Effect: The wielder gains the Gliding Block power, which enables him or her to more easily block attacks. This power increases the wielder's Physical Defense by 1. In addition, the sword does STR + 8 damage.

Rank 5 **Cost:** 3,400

Deed: The wielder must perform a quest to lift a curse from someone and swear a blood oath to do so. If the wielder successfully lifts the curse, he or she earns 3,400 Legend Points.

Effect: The wielder gains the Spell Eater power, which blocks some of the force directed at the wielder by magical attacks. This power increases the wielder's Mystic Armor by 4. In addition, the sword does STR + 10 damage.

Rank 6 **Cost:** 5,500

Deed: The wielder must seek out the current living heir of the Tarn family and offer to return Truefang to that person. If the heir accepts, the sword continues to draw power for any threads the former wielder has woven to it, even though that character is no longer wielding the blade. If the heir finds the wielder sufficiently worthy to return the

blade to him or her, the wielder gains 5,500 Legend Points.

Effect: The wielder gains the Deep Bite power, which enables Truefang to inflict vicious bleeding wounds. On an attack that causes a Wound, Deep Bite causes an additional 2 Damage Points per round until the victim dies or makes a Recovery Test. The use of Deep Bite costs the wielder 3 Strain Points, which must be taken before the attack is made.

GRIMOIRES

The following grimoires are examples of famous magical tomes that adepts may discover or learn about during their adventures. Each offers the gamemaster adventure hooks—each has a unique history, and all are highly sought-after. These descriptions may also inspire players of magician characters when creating their own grimoires.

THE BOOK OF MYSTERIES

The Book of Mysteries is a large volume, a bit more than three hand-spans high and two hand-spans wide. Its covers are of pale gray wood whose grain is enhanced by elaborate, delicately carved spiral designs. The cover bears no title or other writing. The wooden covers are connected to a spine of beaten silver, which holds the book's leather binding and fine parchment pages. The interior of the book is written in a neat hand, with many beautifully illuminated letters and artwork. When first examined, the writing appears to be gibberish—or at least written in a language unknown in Barsaive.

The Book of Mysteries is the work of Hanna Wintereyes, a human illusionist who lived some years before the Scourge. She created the book to hold her own magical knowledge and spells and also as a tool for teaching her students and apprentices at the School of Truth in Kratas. Over the years, many of the masters at the School of Truth added their own knowledge to the tome.

The Book of Mysteries was lost along with the whole of the city of Kratas during the Scourge, when the citadel was overcome by Horrors. After the Scourge ended, the city's ruins became the foundation of modern Kratas when numerous thieves and brigands took up residence there. The new inhabitants looted the ancient city's remains and found the Book of Mysteries, along with several other treasures of the School of Truth. All were sold in the black market of the burgeoning City of Thieves.

The book next surfaced in the hands of an adventuring illusionist Named Kel the Clever, who used several of the spells in it to good advantage during his career. Both Kel and the Book of Mysteries were lost in the Badlands during an expedition. The book remained missing for decades





until a scholar in Travar was visited by the obsidian Shalos, who bore a tome which the scholar identified as the Book of Mysteries. During his examination of the volume, the scholar took notes on its contents, but he unfortunately did not have time to copy any of the spells before Shalos reclaimed the treasure. No one knows the current location of the obsidian and his book.

The Book of Mysteries contains extensive information on the theory and use of magical illusions; an illusionist who reads the entire tome gains 300 Legend Points, though these can be used only toward the improvement of the illusionist's Thread Weaving (Illusion) talent. The book also contains spells, one per page, in the following order: Light, Crafty Thought, Encrypt (p. 20), Monstrous Mantle, Impossible Lock, Flying Carpet, Wall of Unfire, Phantom Fireball (p. 25) and Bond of Silence (p. 23).

Reading the Book of Mysteries is no simple task—every page has a permanent version of the Encrypt spell cast on it. This spell renders the pages unreadable unless the reader makes a successful Disbelief or Dispelling Test against the illusion.

THE CHAIN OF SKULLS

The Chain of Skulls is a macabre item of nethermantic magic—seventeen round bone disks, each the size of a human palm, strung on a knotted cord of black silk. The sides of each disk contain carvings of runes and magical symbols that describe various nethermantic spells and enchantments. The Chain is allegedly kept in a long narrow box of dark wood inlaid with bone and lined with black velvet.

The Chain of Skulls represents generations of work by a nethermantic magical order known as the Fellowship of the Night. These magicians devote themselves to exploring the netherworlds, studying the native spirits in those realms and preserving all their knowledge for future generations. One of their most important tasks has been the gathering of information related to the Horrors and the

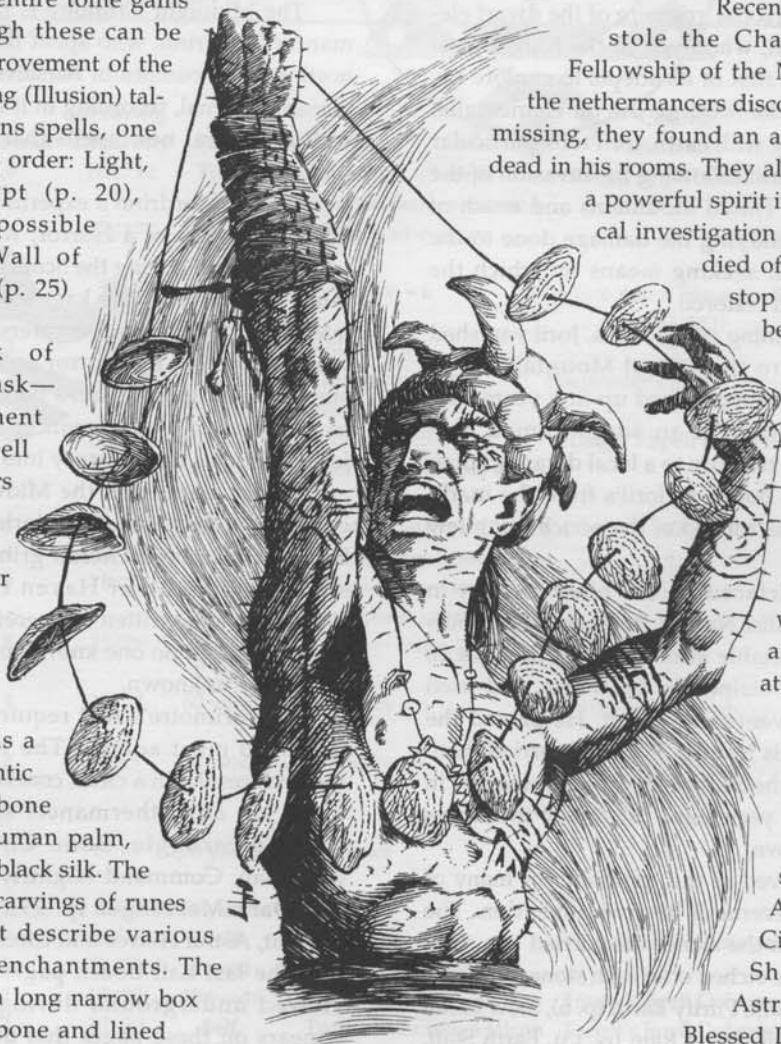
Scourge so that Barsaive's people may one day eliminate the threat that the Horrors pose.

Upon the death of each master of the Fellowship, his or her fellows perform a ritual in which a disk of bone is cut from the skull of the deceased nethermancer. This disk is then inscribed with the master's most powerful spell or enchantment. For seventeen generations, the Fellowship has kept the chain unbroken, and the current members of the Fellowship consider it their most sacred and valuable possession.

Recently, unknown miscreants stole the Chain of Skulls from the Fellowship of the Night. A short time after the nethermancers discovered that the Chain was missing, they found an acolyte of the Fellowship dead in his rooms. They also sensed the presence of a powerful spirit in the chamber, and magical investigation revealed that the acolyte died of terror strong enough to stop his heart. The Fellowship believes that the Chain has been taken by a powerful spirit or Horror, and the nethermancers have been trying to recover it. Any adepts or adventurers who have knowledge of the Chain's whereabouts will surely attract the Fellowship's attention.

Each disk in the Chain of Skulls contains the formula for a single spell, inscribed on both sides of the disk. The spells are Bone Dance, Astral Spear (p. 29), Life Circle of One, Fog of Fear, Shadow Hunter (p. 33), Astral Flare, Astral Horror, Blessed Light, Blood Servitor (p.

31), Spirit Portal, Control Being, Step through Shadow (p. 38), Restrain Horror, Create Life, Dark Sword, Walking Dead and Gateway. The Chain is also a talisman that enables anyone who knows the Ritual of the Ghost Master to call upon the dead master nethermancers whose bones form part of the chain. This property of the Chain is the one most prized by the Fellowship, and the primary reason they wish to recover it.





THE GEMS OF JORIL

The gems of Joril are a collection of fourteen semi-precious stones, primarily translucent and opaque gems such as amethyst, obsidian and tiger's eye. Each stone is about the size of a large walnut, roughly rectangular and polished to a smooth, flat finish. Small symbols are delicately engraved on both sides of each stone. When last seen, the stones were kept in a pouch of soft black leather covered with magical symbols embroidered in orichalcum thread.

The gems were the personal grimoire of the dwarf elemental and explorer Joril, who lived in the Kingdom of Throal and was one of the first of its adepts to explore the outside world following the Scourge. As an elemental who specialized in working with earth, Joril took particular interest in the fate of the land following the invasion of the Horrors. He explored the Throal Mountains and much of the surrounding region, studying the damage done to the land and astral space and seeking means by which the earth could be purified and restored.

Not long after the opening of the kaers, Joril vanished during an expedition into the Throal Mountains. The pouch containing his spellstones turned up fifty years later in Bartertown, in the hands of an adept named Nox Darktreader, who sold the treasure to a local dwarf scholar. The scholar identified the pouch as Joril's from the markings stitched into it but was robbed of the pouch just a few days afterward.

Joril's gems next surfaced on the black market in Kratas, where an elemental named Rond Firefriend purchased them for a respectable sum. Rond is thought to have learned the spells contained in the stones, and used them during his own adventuring career. He passed the gems on to a student of his named Tyla; she carried them until her party of adepts, the Fellowship of Fire, was lost in the Wastes almost twenty years ago. The fate of the stones since then remains unknown.

The Gems of Joril served as the grimoire for many of Joril's spells, including several of his own invention. The black leather bag in which the stones are carried is a spell matrix item. The spells, one etched onto each stone, are Earth Blend, Earth Darts, Plant Talk, Purify Earth (p. 6), Slow Metal Weapon, Plant Feast, Repair, Stone Rain (p. 13), Earth Staff, Ease Passage, Grasping Hand of Earth (p. 16), Tossing Earth, Crushing Hand of Earth (p. 16) and Silver Shadow.



THE MIDNIGHT GRIMOIRE

The Midnight Grimoire is a small book, a little more than a hand-span square. Its white vellum pages are sewn to a flexible leather spine, which is connected to thin wooden covers overlaid with black leather and secured with silver corner caps. The leather is embossed with silver inlays that form magical symbols, including a large crescent moon and star on the front. The book is written in beautiful black script, in a firm hand.

The Midnight Grimoire is the work of the elf nethermancer Mordrinn, who spent the Scourge in a kaer in the northwestern reaches of Barsaive. He kept it as a personal research journal, recording in it his magical experiments as well as several new spells that he developed during his lifetime.

One of Mordrinn's experiments unfortunately attracted the attention of a Horror, which breached Mordrinn's kaer sometime during the Scourge and killed all the inhabitants. The ruins of the kaer were discovered many years later by a group of adventurers, the Fellowship of Seven, which drove out the Horror and recovered much lost treasure, including Mordrinn's book. The book was later sold to an interested nethermancer in the city of Haven, who lost it during a fatal journey into the ruins of Parlainth.

Many years later, the Midnight Grimoire was rediscovered by adventurers exploring Parlainth. They initially believed it to be a Theran grimoire, but the wizard and scholar Hiermon of Haven correctly identified it as Barsaivian and written in Sperethiel. The book was sold in Haven, though no one knows to whom. Its current whereabouts are unknown.

The grimoire's text requires some translation to be useful to most adepts. The pages contain spells and research results in a clear, concise hand. The spells, one per page, are all nethermancer spells: Experience Death, Undead Struggle, Bone Circle, Fog Ghost, Pocket Guardian, Command Nightflyer, Nightflyer's Cloak (p. 31), Dark Messenger (p. 29), Dark Spy (p. 31), Spirit Servant, Astral Horror and Circle of Astral Protection.

The last half-dozen pages of the book are blank. If viewed underground during the new moon, writing appears on these pages that describes the nethermancer version of the Ritual of the Ghost Master, along with the information necessary for a character who learns the ritual to summon Mordrinn as a ghost master. All of the normal rules of the Ghost Master Ritual apply, except that the character in possession of the grimoire can use it in place of a pledge coin.





EARTHDOWN SPELL TABLE

The following Earthdown spell table provides a shorthand version of all the spells described in **Magic: A Manual of Mystic Secrets** ⁽¹⁾ and **Arcane Mysteries of Barsaive**. These spells are arranged alphabetically according to Discipline. "See text" references in the table refer to the complete spell descriptions given in these books.

ELEMENTALIST SPELLS

	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Air Armor	1	0	NA/10	Touch	+3 Armor, +3 steps to resist heat exhaustion	Target's Spell Defense	5 + Rank minutes
Air Mattress	2	1	7/17	Touch	Creates air cushion	5	10 hours
Astral Sense (Discipline) ¹	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Balloons of Mist	5	3	8/15	25 yards	Willforce + 4	2	5 + Rank minutes
Beastform	7	2	16/23	Self	Transforms caster into an animal	Spellcaster's Spell Defense	5 + Rank minutes
Billowing Cloak	2	1	6/14	Touch	Willforce + 5	Target's Spell Defense	3 + Rank rounds
Burning Water	9	5	15/25	20 yards	Creates flammable water	6	Rank minutes
Call Forth the Maelstrom	15	6	25/33	Unlimited	Creates a natural disaster	10	Rank hours
Cold Embers	9	4	18/25	60 yards	Extinguishes open flames	4	1 round
Council of the Forest	14	9	18/32	1-mile radius	Summons tree and other plant spirits	10	1 day
Crop Blight ²	12	8	21/26	Touch	Destroys crops (plants)	5	1 year and 1 day
Crushing Hand of Earth	8	4	14/21	60 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Detect (Discipline) Magic	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Dispel (Discipline) Magic	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic (Discipline)	5	1	6/13	60 yards	Willforce	2	1 round
Earth Q'wril	7	4	16/18	Self	See text	Target's Spell Defense	10 + Rank minutes
Earth Surfing	7	4	10/22	1 yard	Creates earth wave	6	1 hour
Engulf (Element)	7	2	13/20	10 yards	Willforce	Target's Spell Defense	Rank rounds
Falcon's Cloak	4	2	10/20	Self	Turns caster into a falcon	Target's Spell Defense	Rank hours
Fingers of Wind	3	1	7/15	20 yards	Willforce	6	5 + Rank minutes
Fire Hounds	7	2+	13/20	10 yards	Summons fire hounds	7	5 + Rank minutes
		(see text)					
Fireweave	6	2	12/19	Touch	Willforce	Target's Spell Defense	Rank minutes
Fire Whip	4	1	10/20	3 yards	Willforce + 6	4	5 + Rank rounds
Flame Darts	7	2	13/23	40 yards	Willforce + 7	Target's Spell Defense (see text)	1 round





			Weaving			Casting	
	Circle	Threads	Difficulty	Range	Effect	Difficulty	Duration
Flameshaw ¹	6	4	10/17	100 yards	Willforce + 7	2 (see text)	1 + Rank hours
Flame Strike ¹	2	0	NA/11	30 yards	Willforce + 6	Target's Spell Defense	1 round
Frozen Harbor	10	5	16/29	30 yards	Freezes an expanse of water	9	1 round
Fuel Flame	3	0	NA/15	10 yards	Willforce + 3	4	Rank rounds
Great Sticky Vines	4	2	11/20	25 yards	Willforce + 4	2/Target's Spell Defense (see text)	Rank minutes
Grasping Hand of Earth	7	3	13/20	60 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Grounding	3	2	4/12	Touch	+12 to armor against electrical attacks, anchors elementalists	Target's Spell Defense	Rank minutes
Haunted Forest (Multi-Discipline) ¹	8	2/2	15/24	1 mile	Transforms a woodland	12	Rank hours
Hunter's Sense	2	0	NA/14	25 yards	Willforce + 5	Target's Spell Defense	3 + Rank minutes
Inflame Self	5	3	8/15	Self	Willforce + 8	Target's Spell Defense	1 + Rank rounds
Ironwood	5	3	11/18	Touch	Transforms wood	6	Rank hours
Lightning Bolt	3	1	10/15	25 yards	Willforce + 5	Target's Spell Defense	1 round
Lightning Step	4	3	10/17	Self	Willforce + 2	Target's Spell Defense	3 + Rank rounds
Liquid Arrow	4	1	10/17	80 yards	Willforce + 9	Target's Spell Defense	1 round
Living Wall	6	2	12/22	15 yards	Willforce + 3	6	3 + Rank minutes
Lodestone's Touch	4	2	13/17	10 yards	Willforce + 3	Target's Spell Defense	5 + Rank minutes
Moon Glow	1	0	NA/10	10 yards	Creates light	4	5 + Rank months
Nutritious Earth	5	4	8/15	Touch	Makes land fertile	Target's Spell Defense	1 year and 1 day
Petrify	10	4	19/26	20 yards	Willforce + 5	Target's Spell Defense	Rank days
Purify Earth	1	1	5/13	10 yards	Purifies earth and soil	5 or higher (see text)	1 round
Purify Forest	15	12	28/33	10 yards	See text	Target's Spell Defense (see text)	1 round
Resist Poison	5	2	11/21	Touch	+8 steps to resist poison	Target's Spell Defense	Rank hours
Root Trap	4	0	NA/20	10 yards	Willforce + 2	4	5 + Rank rounds
Rust	3	0	NA	30 yards	-5 steps from damage/armor (see text)	Target's Spell Defense	1 round
Shattering Stone	5	1	11/21	25 yards	Willforce + 6	Target's Spell Defense	1 round
Shield of Warping	4	1	10/17	Touch	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Shield Willow	2	1	6/14	Touch	+6 to shatter threshold, +1 to Armor/Mystic Armor Ratings	Target's Spell Defense	Rank minutes
Small Slayer	2	1	6/14	10 yards	Summons a poisonous creature	6	3 + Rank rounds
Smoke Cloud	3	1	10/15	10 yards	-5 rank penalty to actions	6	8 + Rank rounds
Snuff	3	2	7/15	Touch	Willforce + 5	Spell Defense of fire or its creator	Instant
Spear (Element)	4	1	7/14	40 yards	Willforce + 6	Target's Spell Defense	1 round
Spirits of Death's Sea	4	3	10/17	Touch	Willforce + 6	10	Rank hours
Stone Rain	6	2	15/22	30 yards	Willforce + 4	Target's Spell Defense	Rank rounds
Sunlight	3	2	10/15	10 yards	Creates bright light	6	5 + Rank minutes
Thrive	3	1	7/15	1 yard	Accelerates plant growth	8	1 round
Thunderclap	7	3	13/17	60 yards	-8 steps, deafness	Target's Spell Defense	1 round
Tree Merge	6	3	16/23	Self	See text	Target's Spell Defense	6 + Rank hours





	Circle	Threads	Weaving Difficulty	Range	Effect	Casting Difficulty	Duration
Waterspout	8	2	14/21	1 mile	Willforce + 15	Target's Spell Defense (see text)	1 round
Winds of Deflection	3	1	8/15	Self	Willforce + 6	Target's Spell Defense	5 + Rank rounds
Wood Blade	11	4	22/28	Touch	Willforce + 16	4	8 + Rank hours
ILLUSIONIST SPELLS							
And Then I Woke Up	3	1	10/15	Self	+8 steps to Perception	Target's Spell Defense	1 round
Astral Sense (Discipline) ¹	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Astral Shadow	6	2	12/17	Touch	Willforce + 4	Target's Spell Defense	3 + Rank minutes
Aura	4	1	10/16	10 yards	Willforce + 2	Target's Spell Defense	3 + Rank rounds
Awaken	5	2	11/18	Touch	Willforce + 6	Target's Spell Defense	1 round
Bellow of the Thundras	1	0	NA/15	60 yards	Allows the subject's voice to be heard within the spell's range	Target's Spell Defense	5 + Rank minutes
Blazing Fists of Rage	1	0	NA/16	Touch	Willforce + 5	Target's Spell Defense	4 + Rank rounds
Bleeding Edge	4	1	10/20	Touch	+5 steps to weapon damage	Target's Spell Defense	1 round
Blindness	2	1	8/14	25 yards	Blinds the target	Target's Spell Defense	5 + Rank minutes
Blinding Glare	3	1	10/20	30 yards	Willforce + 6	Target's Spell Defense	See text
Bond of Silence	5	3	11/18	20 yards	Willforce + 4	Target's Spell Defense	Rank minutes
Catseyes	1	1	5/10	Touch	Grants low-light vision	Target's Spell Defense	3 + Rank minutes
Clothing Gone	5	3	11/21	60 yards	-4 step penalty to all actions	Target's Spell Defense	5 rounds
Conceal Tracks	4	2	10/20	Touch	Conceals tracks	Target's Spell Defense	Rank hours
Detect (Discipline) Magic ¹	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes
Disaster	2	1	9/17	10 yards	Willforce + 6	Target's Spell Defense (see text)	5 + Rank rounds
Dispel (Discipline) Magic ¹	3	1	6/13	60 yards	Willforce	2	1 round
Dispel Magic (Discipline) ¹	5	1	6/13	60 yards	Willforce	2	1 round
Do Unto Others	9	3	14/20	15 yards	See text	See text	Rank rounds
Dream Realm (Multi-Discipline) ¹	9	3/2	17/25	1 mile	Willforce + 2	Target's Spell Defense	5 + Rank minutes
Dreamsend	8	3	11/24	1 mile	Willforce + 6	Target's Spell Defense	5 + Rank minutes
Dream Sight	7	3	13/23	1 mile	Willforce + 8	Target's Spell Defense	8 + Rank minutes
Drunken Stagger	7	4	13/20	Touch	Step penalty to target's actions	Target's Spell Defense	5 + Rank days
Enter and Exit ¹	5	3	11/21	60 yards	Shows the most direct entrance and exit to a place	6	5 + Rank minutes
Encrypt	2	0	NA/11	20 yards	Willforce + 4	Target's Spell Defense (see text)	Rank hours
Ephemeral Magic ¹ (Multi-Discipline)	8	2/2	16/24	30 yards	Willforce + 3	Target's Spell Defense	Rank rounds
Eye of Truth	5	1	11/18	Self	+10 steps to Perception Tests	Target's Spell Defense	5 + Rank minutes





	Weaving					Casting	
	Circle	Threads	Difficulty	Range	Effect	Difficulty	Duration
Flesh Eater	5	2	14/21	Touch	-2 steps to target's step numbers	Target's Spell Defense	5 + Rank rounds
Foreseeing	6	2	12/22	Self	Willforce + 3	9	1 round
Fun With Doors	1	2	5/10	20 yards	Creates/alters illusions involving doors	Spell Defense of targeted door	1 + Rank minutes
Great Weapon	4	1	13/20	Touch	-2 step penalty to Attack Tests	Target's Spell Defense	2 + Rank rounds
Hunger	4	3	10/17	Touch	Causes or diminishes hunger in a single target	Target's Spell Defense	Rank days
Illusion ¹	5	2	11/21	30 yards	Creates illusion	2	5 + Rank minutes
Illusory Spell	8	2+	14+/24	120 yards	Willforce + 12	Target's Spell Defense	1 round
	(see text)	(see text)	(see text)				
Impossible Knot	2	2	6/14	Touch	Willforce + 4	4	1 + Rank days
Memory Blank	4	2	10/17	1 yard	Willforce + 4	Target's Spell Defense	1 + Rank hours
Memory Scribe	6	3	12/19	1 yard	Willforce + 6	Target's Spell Defense	1 + Rank hours
Nightmare of Foreboding	4	5	10/17	20 yards	-8 to Wound Threshold	Target's Spell Defense	Rank days
Phantom Fireball	5	1	11/21	100 yards	Willforce + 8	Target's Spell Defense	1 round
Phantom Warrior	3	1	7/15	10 yards	Creates 3 images of target	Subject's Spell Defense	Rank + 3 rounds
Remove Shadow	2	1	6/14	Touch	Removes the subject's shadow and reflection	Target's Spell Defense	5 + Rank minutes
Restore Pattern	13	3	20/31	Touch	Willforce + 15	Target's Spell Defense	1 round
Reversal of Passion	7	2	13/20	30 yards	Willforce + 8	Target's Spell Defense	3 + Rank rounds
See the Unseen	3	1	7/15	Touch	+8 steps for Perception Tests	Target's Spell Defense	5 + Rank minutes
Shadow Palace	14	6	21/32	Touch	Willforce + 10	8	Rank hours
Shadow Spell	8	2	14/21	60 yards	Willforce + 12	Target's Spell Defense	1 + Rank rounds
Soothe the Savage Beast	3	1	7/15	10 yards	Hypnotizes a single animal	Target's Spell Defense	3 + Rank minutes
Stampede	7	4	12/17	120 yards	-2 step penalty to target's actions	Target's Spell Defense (see text)	1 + Rank rounds
Stench	6	3	12/22	40 yards	Willforce + 6	Target's Spell Defense	3 + Rank rounds
Switch	5	5	NA/18	10 yards	Switches appearance of illusionist and target	Target's Spell Defense	Rank minutes
Time Flies	7	4	10/23	60 yards	Willforce + 3	2	Rank hours
True Blazing Fists of Rage	1	0	NA/16	Touch	Willforce + 2	Target's Spell Defense	4 + Rank rounds
Unmask	4	1	10/20	20 yards	Willforce + 6	Target's Spell Defense	3 + Rank minutes
You Got Me	2	1	6/14	Self	+6 steps to Charisma	6	6 + Rank minutes

NETHERMANCER SPELLS

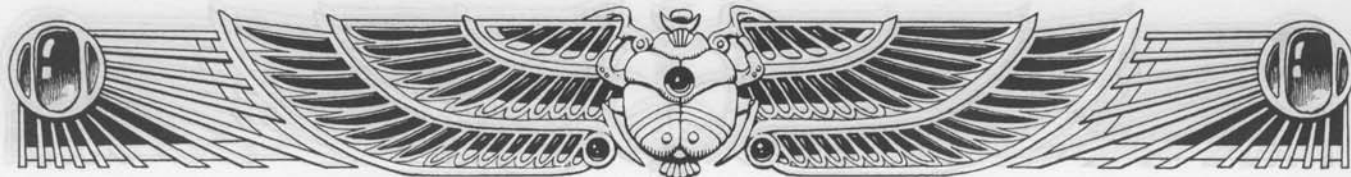
Alter Life ¹	11	Variable	21/26	Touch	Alters a life form's pattern	Target's Spell Defense	7 + Rank years
Animate Dead ¹	10	3	10/15	Touch	Creates cadaver men	Target's Spell Defense	5 + Rank days
Arrow of Night	3	1	7/15	Touch	+8 steps to Damage Test	6	1 round
Astral Beacon	7	3	13/23	40 yards	See text	Target's Spell Defense	1 round
Astral Maw	7	2	13/17	25 yards	Willforce + 10	8	3 + Rank rounds
Astral Mount	5	2 or 4	11/17	1 yard	See text	8	1 + Rank hours
Astral Sense (Discipline) ¹	3	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)	10 + Rank minutes





	Weaving		Casting		Duration	
	Circle	Threads	Difficulty	Range	Effect	Difficulty
Astral Slice	10	5	13/26	80 yards	Willforce + 15	Target's Spell Defense
Astral Spear	1	1	6/12	120 yards	Willforce + 6	Target's Spell Defense
Astral Whisper	5	2	11/18	Self	Willforce + 8	6
Banquet of Dis	7	3	10/17	Touch	Eliminates hunger and fatigue	Target's Spell Defense
Blood Servitor	4	2	7/17	Self	Creates blood servitor	8
Blind	5	3	11/15	20 yards	Willforce + 8	Spell Defense
Bone Pudding	7	3	12/20	10 yards	Inflicts 6 Wounds to target	Target's Spell Defense
Bone Puppet	6	3	8/15	25 yards	Willforce + 4	Target's Spell Defense
Bone Walker	6	3	12/18	Touch	Creates bone walker	6
Call Forth the Army of Decay	14	8	21/29	5-mile radius	Summons cadaver men	10
Cold Storage	7	8	10/20	Touch	Preserves organic matter	8
Damage Shift	7	2	13/20	Self	Allows the nethermancer to shift damage taken to another person	Target's Spell Defense
Dark Messenger	3	1	7/15	Touch	Conveys a message	Target's Spell Defense
Dark Spy	4	1	10/20	10 yards	Caster can see through a nightflyer's eyes	Target's Spell Defense
Death Trance	3	2	7/12	Touch	Makes subject hibernate	Target's Spell Defense
Detect (Discipline) Magic ¹	2	2	5/15	60 yards	Willforce + 6	6 (see Astral Sense spell, p. 183, ED)
Dispel (Discipline) Magic ¹	3	1	6/13	60 yards	Willforce	2
Dispel Magic (Discipline) ¹	5	1	6/13	60 yards	Willforce	2
Disrupt Magic	9	2	12/19	60 yards	Willforce	Target's Spell Defense (see text)
Dream Realm (Multi-Discipline) ¹	9	3/2	17/25	1 mile	Willforce + 2	Target's Spell Defense
Dust to Dust	6	Variable	12/22	60 yards	Willforce + 11	Target's Spell Defense
Erase Horror Mark	13	6	17/22	Touch	Removes Horror mark	Target's Spell Defense (see text)
Eternal Youth	13	6	17/31	Self	Stops aging	12
Forge Falsemen	12	7	20/29	Touch	Creates falsemen	Target's Spell Defense (see text)
Friend or Foe	4	2	10/20	10 yards	Willforce + 6	Target's Spell Defense
Gadfly	1	1	6/14	30 yards	-3 steps to target's actions	4
Globe of Silence	8	3	14/20	40 yards	Willforce + 8	6
Haunted Forest ¹ (Multi-Discipline)	8	2/2	15/24	1 mile	Transforms a woodland	12
Incessant Talking	5	3	14/18	40 yards	Forces target to babble	Target's Spell Defense
Last Chance	4	1	7/17	Touch	+8 steps to Recovery Test	Target's Spell Defense
Marathon Run	7	3	13/20	80 yards	Forces target to flee	Target's Spell Defense
Mystic Vessel	9	3	15/23	Touch	Willforce + 10	Target's Spell Defense
Netherblade	8	2	14/17	Touch	Willforce + 8	Target's Spell Defense
Nightflyer's Cloak	4	2	7/17	Self	Transforms the caster	Caster's Spell Defense
Pervert Emotion	12	10	23/29	Touch	See text	Target's Spell Defense
Preserve	3	2	7/12	Touch	Prevents the target from decaying or spoiling	2





	Weaving					Casting	
	Circle	Threads	Difficulty	Range	Effect	Difficulty	Duration
Preserve Food ¹	3	3	7/18	Touch	Prevents food from spoiling	2	Rank days
Sculpt Darkness	5	2	11/18	10 yards	+4 steps to stealth and related abilities	6	4 + Rank minutes
Sense Horror	5	2	11/18	30 yards	Willforce + 8	6	5 + Rank minutes
Shadow Hunter	5	3	11/18	10 yards	Summons shadow hunter	10	1 + Rank hours
Shadow Meld	3	2	7/15	Touch	Willforce + 6	Target's Spell Defense	Rank minutes
Shadow's Whisper	1	1	6/11	100 yards	Willforce + 6	4	3 + Rank minutes
Shatter Pattern ¹	11	7	Target's Spell Defense/23	Touch	Willforce + 15	Target's Spell Defense	See text
Silent Darkness	9	3	15/22	40 yards	Willforce + 8	6	5 + Rank rounds
Soul Trap	10	6	13/23	Touch	Traps the soul of a deceased target in his or her body	Target's Spell Defense	Rank hours
Spirit Bolt	7	1	13/23	60 yards	Willforce + 12	Target's Spell Defense	1 round
Spirit Dart	1	0	NA/7	25 yards	Willforce + 2	Target's Spell Defense	1 round
Spirit Tempest	10	4	16/23	25 yards	Willforce + 5	10	Rank rounds
Spiritual Guidance	5	3	8/18	Self	Summons spirit guide	12	30 minutes
Star Shower	5	1	11/17	10 yards	Willforce + 9	Target's Spell Defense	1 round
Steal Strength	7	3	13/23	Touch	Willforce + 4	2/Target's Spell Defense (see text)	5 + Rank minutes
Step Through Shadow	7	3	12/24	Self	Creates an astral passageway	Target's Spell Defense	3 + Rank rounds
Summon Bone Ghost	3	1	7/15	10 yards	Summons a bone spirit	9	1 + Rank minutes
Talent Reaver (Multi-Discipline) ¹	12	2/1	23/35	30 yards	Willforce	Target's Spell Defense	Varies (see text)
Tears of the Scourge	5	2	11/21	10 yards	Willforce + 4	Target's Spell Defense	Rank rounds
Unnatural Life	11	7	19/25	Touch	Restores a target to "unnatural" life	Target's Spell Defense	Rank years
Visit Death	8	4	11/24	Touch	Step penalty to target's actions	Target's Spell Defense	1 + Rank days
Void Wave	9	4	15/22	100 yards	Willforce + 13	Target's Spell Defense	1 round
Wall of Bones	8	4	14/21	20 yards	Creates a wall of bones	7	3 + Rank minutes
Wall of Darkness	6	2	12/19	10 yards	Willforce + 6	6	3 + Rank rounds
Whisper Through the Night	5	1	11/18	10 yards	Willforce + 6	Target's Spell Defense	1 + Rank rounds
Wither Away	8	5	11/21	Touch	Willforce	Target's Spell Defense	Rank months

WIZARD SPELLS

Alter Form	12	8	16/26	Touch	See text	Target's Spell Defense	1 round
Astral Gift	7	3	13/23	30 yards	Gives target astral-sensitive sight	Target's Spell Defense	5 rounds
Aura Strike	3	1	7/12	40 yards	Willforce + 8	Target's Spell Defense	1 round
Bedazzling Display of Logical Analysis	1	0	NA/7	Self	Charisma + 6	Target's Spell Defense	Rank minutes
Binding Threads	4	2	10/17	40 yards	Willforce + 8	Target's Spell Defense	2 + Rank minutes
Block Magic	11	4	16/25	40 yards	-10 steps to magic-based tests	10	3 + Rank minutes
Blood Lost	6	3	12/22	Touch	Target cannot heal Wounds	Target's Spell Defense	1 + Rank days
Buoyancy	4	1	13/20	Self	+2 step bonus to target's Swimming Tests	Target's Spell Defense	Rank hours
Call	7	2	10/17	100 miles	Delivers a message	Target's Spell Defense	1 round





	Weaving		Difficulty	Range	Casting Effect	Difficulty	Duration
	Circle	Threads					
Catch Spell	8	2	14/21	Self	Willforce + 12	Target's Spell Defense	Rank rounds
Catwalk	3	1	7/12	Touch	+6 steps to Climbing and Balance Tests	Target's Spell Change	8 + Rank rounds
Channel Raw Magic	9	2	12/25	25 yards	Channels astral energy through target	Target's Spell Defense	3 rounds
City in a Bottle	15	8	18/33	25 miles	Captures terrain	12	1 + Rank days
Cleanse							
Astral Space	13	5	20/28	Touch	Willforce + 12	10	1 round
Dislodge Spell	7	1	9/22	60 yards	Willforce + 10	Target's Spell Defense	1 round
Draw and Quarter	10	4	16/26	Touch	Willforce + 15	Target's Spell Defense	1 round
Ephemeral Magic (Multi-Discipline) ¹	8	2/2	16/24	30 yards	Willforce + 3	Target's Spell Defense	Rank rounds
False Aura	3	2	7/12	Touch	Willforce + 6	Target's Spell Defense	3 + Rank minutes
Giant Size	5	2	11/18	Touch	+5 steps to Strength and Toughness	Target's Spell Defense	2 + Rank rounds
Glowing Swarm	9	4	12/22	10 yards	Creates a swarm of glowing insects	8	Rank + 3 rounds
Hair Frenzy	4	0	NA/20	25 yards	-2 step penalty to target's actions	Target's Spell Defense	5 + Rank rounds
Healing Sleep	3	2	7/12	Touch	Doubles Recovery Tests and adds 4 steps	Target's Spell Defense	8 hours
Heat Metal	5	2	11/18	10 yards	Willforce + 5	Target's Spell Defense	7 + Rank rounds
Icy Fingers	4	1	7/12	Self	Reduces fire damage	Target's Spell Defense	5 + Rank minutes
Identify Magic	4	1	10/20	80 yards	See text	Target's Spell Defense	1 round
Identify Spell	3	0	NA/12	60 yards	See text	Target's Spell Defense (see text)	1 round
Juggler's Touch	4	2	10/17	30 yards	Willforce + 6	2/Target's Spell Defense (see text)	Rank rounds
Karmic Connection	4	1	10/17	Touch	Willforce + 10	Target's Spell Defense	1 round
Liquid Eyes	7	3	13/23	40 yards	Blinds target	Target's Spell Defense	Rank rounds
Loan Spell	6	2	11/15	Touch	Loans spell	Target's Spell Defense	4 + Rank rounds
Mental Library	6	3	12/19	Self	+10 ranks to Book Memory talent	6	Rank hours
Multi-Mind Dagger ¹	6	Variable	9/22	30 yards	Willforce + 2	Target's Spell Defense (see text)	1 round
Mystic Net	7	3	13/20	40 yards	Willforce + 8	Target's Spell Defense	2 + Rank minutes
Mystic Shock	5	2	11/21	10 yards (see text)	Willforce + 10	Target's Spell Defense	1 round
Peacebond	8	3	11/21	Touch	Willforce + 10	Target's Spell Defense	5 + Rank minutes
Sanctuary	5	3	11/18	Touch	Willforce + 8	6	10 + Rank minutes
Seal	2	1	6/11	20 yards	Willforce + 6	4	8 + Rank minutes
Silent Converse	1	1	5/13	100 yards	Willforce + 4	4	5 + Rank minutes
Spell Fusion	10	4	16/26	40 yards	Willforce + 3	7	3 rounds
Spell Snatcher	8	2	14/24	60 yards	Willforce + 10	Target's Spell Defense	1 round (see text)
Spellstore	6	2	12/19	Touch	Willforce + 6	6	Rank hours
Study Thread	5	2	11/15	10 yards	Willforce + 5	Target's Spell Defense	Rank minutes
Talent Reaver (Multi-Discipline) ¹	12	2/1	23/35	30 yards	Willforce	Target's Spell Defense	Varies (see text)
Triangulate	1	0	NA/10	500 yards	See text	Target's Spell Defense	1 round
Water Wings	3	1	7/15	Touch	Waterproofs windling wings	Target's Spell Defense	Rank hours
Wipe Matrices	9	Variable	12/22	60 yards	Willforce + 12	Target's Spell Defense	1 round
Wizard's Cloak	4	2	10/17	Touch	Willforce + 8	Target's Spell Defense	5 + Rank minutes
Wizard Mark	3	2	6/15	Touch	Willforce + 6	Target's Spell Defense	1 + Rank hours





SHAMAN SPELLS

Shamans (p. 103, **Magic: A Manual of Mystic Secrets**) can learn the spells that appear in the following list. The spells are listed alphabetically by Circle. Each spell's Discipline is noted in parentheses: elemental (E), illusionist (I), nethermancer (N) or wizard (W). With the exception of Plant Talk (p. 159, **ED**), all of the listed spells are described in this book.

Circle 1

Air Armor (E)
Astral Spear (N)
Bellow of the Thundras (I)
Catseyes (I)
Moonglow (E)
Plant Talk (E)
Purify Earth (E)
Spirit Dart (N)

Circle 2

Blindness (I)
Gadfly (N)
Hunter's Sense (E)
Remove Shadow (I)
Small Slayer (E)

Circle 3

Arrow of Night (N)
Aura Strike (W)
Blinding Glare (I)
Catwalk (W)
Fuel Flame (E)
Lightning Bolt (E)
Phantom Warrior (I)
See the Unseen (I)
Shadow Meld (N)
Smoke Cloud (E)
Soothe the Savage Beast (I)
Snuff (E)
Sunlight (E)
Thrive (E)
Water Wings (W)
Winds of Deflection (E)

Circle 4

Binding Threads (W)
Buoyancy (W)
Conceal Tracks (I)

Falcon's Cloak (E)
Great Sticky Vines (E)
Icy Fingers (W)
Liquid Arrow (E)
Root Trap (E)
Shield of Warping (E)
Spear (Element) (E)
Unmask (I)

Circle 5

Astral Whisper (N)
Eye of Truth (I)
Flesh Eater (I)
Inflame Self (E)
Nutritious Earth (E)
Resist Poison (E)
Sense Horror (N)
Shadow Hunter (N)
Shattering Stone (E)
Star Shower (N)
Whisper through the Night (N)

Circle 6

Blood Lost (W)
Bone Walker (N)
Dust to Dust (N)
Fireweave (E)
Foreseeing (I)
Living Wall (E)
Stench (I)
Stone Rain (E)
Tree Merge (E)
Wall of Darkness (N)

Circle 7

Astral Gift (W)
Astral Maw (N)
Beastform (E)
Call (W)

Damage Shift (N)
Earth Q'wrl (E)
Engulf (Element) (E)
Fire Hounds (E)
Flame Darts (E)
Grasping Hand of Earth (E)
Liquid Eyes (W)
Mystic Net (W)
Spirit Bolt (N)
Stampede (I)
Steal Strength (N)
Step through Shadow (N)
Thunderclap (E)

Circle 8

Crushing Hand of Earth (E)
Illusory Spell (I)
Peacebond (W)
Shadow Spell (I)
Visit Death (N)
Wall of Bones (N)
Wither Away (N)

Circle 9

Burning Water (E)
Channel Raw Magic (W)
Do Unto Others (I)
Glowing Swarm (W)
Void Wave (N)

Circle 10

Petrify (E)
Soul Trap (N)
Spirit Tempest (N)





MAGICAL ITEMS TABLE

The list below provides costs for those magical items that characters can buy. Unless otherwise noted, all prices are in silver pieces. A notation of NA means the item is not normally for sale and must be acquired by other means. Unique magical treasures cannot be purchased and so are not included in this table. In addition to items appearing in this book, the table includes items from the **Earthdawn (ED)** rulebook and the **Earthdawn Companion (EDC)**. Each of these listings contains a reference to the appropriate book and page.

COMMON ITEMS

Item	Cost
Air Elevator	3,000 (see text)
Bedroll of Comfort	340
Cleaning Broom	25
Dry Boots	250 (p. 70, EDC)
Everclean Cloak	275 (p. 71, EDC)
Fire Starter	100 (p. 70, EDC)
Fire Cannon	7,000 (p. 71, EDC)
Firefly Chalk	12 per stick
Floating Chair	250 (see text)
Hambrell's Contracts	700
Heat Stone	100
Hot Pot	100 (p. 70, EDC)
Light Quartz	
Small	75 (p. 258, ED)
Medium	125 (p. 258, ED)
Large	200 (p. 258, ED)
Light-Quartz Weapons	+100 (see text)
Message Stone	300 (see text)
Pots of Grumbah	75 (see text)
Quiet Pouch	65
Season Lamp	350
Talismans	Circle x 150 (see text)
Traveler's Mugs	350
Upandal's Blessings	275
Volus Brooch	510
Warm Cloak	300 (p. 70, EDC)
Wind Instruments	250 (see text)

BLOOD CHARMS

Item	Cost	Weight
Absorb Blow	100	1 (p. 258, ED)
Astral Sensitive Eye	325	1 (p. 259, ED)
Blood Knuckles	180	1
Blood Matrices	Circle x 100	1
Blood Tattoo	See text	1
Darksight Eye	200	1
Death Cheat	450	1 (p. 259, ED)
Desperate Blow	275	1 (p. 259, ED)
Desperate Spell	300	1 (p. 259, ED)
Elemental Fends	See text	1
Familiar Charms	550	1
Garlen Stones	250	1
Horror Fend	200	1 (p. 259, ED)
Horn Needle	450	1

Item	Cost	Weight
Initiative Booster	600	1
Karma Charm	See text	1
Strength Booster	300	1
Targeting Eye	450	1 (p. 259, ED)
Wound Balance Charm	200	1

POTIONS AND HEALING AIDS

Item	Cost	Weight
Booster Potion	50	2 (p. 258, ED)
Confidence Booster	150	1
Cure Disease Potion	500	2 (p. 258, ED)
Healing Potion	300	2 (p. 258, ED)
Kelix's Poultice	50	1 (p. 258, ED)
Kelia's Antidote	125	2 (p. 258, ED)
Last Chance Salve	600	1 (p. 258, ED)
Resist Disease Potion	75	2 (p. 258, ED)
Salve of Closure	200	2

THREAD ITEMS

Item	Cost
Amulet	550 (p. 64, EDC)
Boots	1,800 (p. 65, EDC)
Bracers	1,100 (p. 65, EDC)
Brooch	450 (p. 65, EDC)
Cloak	1,750 (p. 66, EDC)
Crystal Box	3,000 (p. 66, EDC)
Element Spears	4,000
Forest Robes	3,000
Gauntlets	2,000 (p. 66, EDC)
Lightning-Bolt Earrings	3,000
Map of Location	4,000 (p. 67, EDC)
Masks of Sun and Moon	NA
Naga-Scale Brooches	2,000
Obsidian Skin Armor	2,500
Orichalcum Shields	150,000
Pouch	1,800 (p. 67, EDC)
Rain Clubs	3,100
Ring	1,500 (p. 68, EDC)
Ring of Accuracy	1,500 (p. 68, EDC)
Spell Matrix Staff	2,000 (p. 68, EDC)
Threaded Instruments	5,000 (see text)
Vettaskin Bridle	1,700
Vials	2,000 (p. 69, EDC)
Wand	2,100 (p. 69, EDC)
Wyvernskin Robe	6,000





Fin

HAVE I GOT A SPELL FOR YOU...!

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—Patter attributed to Solan the Loquacious, wandering peddler of strange and curious artifacts

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