EARTHDAWN
COMPANION

THE EARTHDAWN
COMPANION
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EARTHDAWN COMPANION

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INTRODUCTION

Never think that your learning ends.
There is no limit to how far your knowledge can expand and grow.
—**Master wizard Relaan**

The **Earthdawn Companion** is a rules expansion for the **Earthdawn** game system. The information in this book allows players and gamemasters to make their characters more powerful. Gamemasters and players will need the **Earthdawn (ED)** rulebook and the **Earthdawn Gamemaster's Pack** in order to use this book.

This book picks up where the **Earthdawn** rulebook ended. The **Companion** expands the 13 Disciplines presented in the **ED** rulebook to 15th Circle, and provides talents and spells for those Circles. The **Companion** also provides rules for additional uses of thread magic in your **Earthdawn** game, and describes many new types of magical items. Also included in this book are rules for playing questors, people who have devoted their lives to a single Passion, and Lightbearers, people dedicated to eradicating all traces of the Scourge and the Horrors from the world. The **Optional Rules** section offers ways for players and gamemasters to tailor **Earthdawn** to better suit their style of play. **Ship Combat** gives rules for resolving combat between ships. The **Creating New Disciplines** section of the book suggests a system that players and gamemasters can use to create new adept Disciplines and provides 2 new, pregenerated Disciplines. The final section of the **Companion** outlines a quick-and-dirty way to create new creatures for an **Earthdawn** campaign.

CHARACTER POWER

The world of **Earthdawn** is a dangerous and wondrous place where powerful magic abounds. The information in the **Earthdawn Companion** allows **Earthdawn** characters to reach levels of power unattainable in most fantasy roleplaying games. The talents and spells that appear in this book show that as characters advance beyond Tenth Circle, they acquire truly staggering powers and abilities.

For example, illusionists can learn to engulf a specific area in darkness for days at a time, archers can summon the forces of nature to create a bow composed of wind, and sky raiders can call storms to their aid. Questors of the Passions can construct buildings from nothing and cause plant life to grow at tremendous rates. Lightbearers learn to travel through astral space to battle Horrors on the creatures' own plane. Characters of all Disciplines learn to use significant knowledge of people and places to enhance their magical abilities, and to form groups capable of extending individuals' magic beyond known limits.

These fabulous powers make it possible for player characters to become, and live up to the name of, Barsaive's next legendary heroes.

GAMEMASTER RESPONSIBILITY

As characters become more powerful, gamemasters face the task of creating adventures difficult enough to challenge the adventurers. The most minor part of this task is creating tough combat situations. The **Earthdawn** rules make it easy for the gamemaster to create or group together sufficient opposing creatures to defeat even the most powerful characters. Some of the creatures in the **Earthdawn** rulebook, particularly the dragons and Horrors, are so powerful that it is unlikely that characters of any Circle could defeat them. Verjigorm offers a prime example of a nearly unbeatable monster.

The real challenge in creating adventures for high-Circle characters lies in inventing situations that will challenge the players to use all their characters' abilities in a responsible, creative fashion. That is, the players should feel challenged to use their powers when necessary, but not to abuse them. For example, if the leaders of a small village insult the players' characters, it would be inappro-

priate for the characters to retaliate by destroying the village, even though they may possess the power to do so.

The responsibility inherent in possessing great power is avoiding the temptation to solve every problem by using that power. If they do not control their powers, the adventurers may become little more than a band of thugs that takes whatever it wants and kills whoever stands in its way. This should not become the characters' standard operating procedure: the world of **Earthdawn** needs heroes to solve its problems and help reclaim its lands, and a group of characters motivated only by expedient self-interest has no place in the grand scheme of things. The gamemaster should encourage the players to solve problems and meet challenges with the minimum force necessary.

This does not mean that the characters should avoid combat. After all, what better way for a hero to earn fame and adulation than to defeat a worthy foe? But if the residents of a small village refuse to cooperate with the adventurers, killing the villagers one by one until they cave in to the adventurers' greater might does not qualify as heroic behavior.

Though powerful characters may feel capable of defeating virtually any opponent they face, other people and groups wielding equivalent power also live in Barsaive. For example, a group of Thirteenth- to Fifteenth-Circle characters may decide to journey to a Theran-controlled city and rid the area of its oppressors. This may be a completely altruistic action, a sincere effort to help rid Barsaive of the evils of Theran rule. The adventurers may even accomplish their goal. But they would not be able to prevent the Therans from retaliating, and on a grand scale. The Theran Empire could wipe out a group of even the most powerful characters with little effort. A few kilas and vedettes armed with fire cannons, accompanied by a mere thousand troops would reduce the characters to Thirteenth- to Fifteenth-Circle corpses in short order. The Therans may decide sim-

ply to ignore the characters and instead decimate a number of small towns, villages, or cities, killing entire populations in payment for the slaughter of their troops. The characters have used their power to create a no-win situation.

Again, if a group of high-Circle characters decided to act against the Elven Court in Blood Wood, they could not predict how Queen Alachia and her Blood Warders would retaliate. Because high-Circle characters possess extraordinary power, the gamemaster must challenge the players to use that power wisely.

Gamemasters may find the following suggestions helpful for running campaigns featuring high-Circle characters.

The gamemaster may decide to involve the characters in high-level politics. If they become the leaders of a small city or town in Barsaive, or of one of the cities within Throal, the situation itself would encourage the characters to use their skills to negotiate treaties or trade agreements, rather than for combat. Another type of political adventure could involve the characters being hired by the Kingdom of Throal to make contact with Theran representatives in Vivane or Sky Point, or to travel to Blood Wood to establish trade relations between the elves and Throal.

The gamemaster may manipulate events so that the characters decide to form an organization dedicated to some noble goal, such as ridding the world of the effects of the Scourge. The player characters may also decide voluntarily to devote their efforts to traveling Barsaive in search of Horrors to slay. Again, high-Circle characters may end an adventure or campaign so successfully that their exploits bring them to the attention of the great dragon Icewing, or a council of dragons, who may commission the characters to seek out and destroy Verjigorm, the Hunter of Great Dragons. A pitched battle between Verjigorm and a group of Thirteenth- to Fifteenth-Circle characters and a few great dragons would fuel stories and legends for years to come.

DISCIPLINES

Of course, the challenge of wielding great power is that it brings with it great responsibility.
—Jaron the Everliving, on the price of attaining power

NEW CHARACTERISTICS BONUSES

Most of the Characteristics Bonuses gained at each new Circle function in the same way as those described on pages 64–65 of the **Earthdawn** rulebook. This section offers two new types of Characteristics Bonuses; Discipline abilities, and a variation on the Karma bonus.

DISCIPLINE ABILITIES

Discipline abilities give characters the option to use blood magic to gain abilities based on their Discipline. Available at the various Circles listed in the following Discipline descriptions, Discipline abilities cost a permanent number of Damage Points. If a player decides to give his character a Discipline ability, lower the character's Death and Unconsciousness Ratings by the stated number of Damage Points. In most cases, as soon as the character takes the damage, he or she can use the ability at any time. Some Discipline abilities provide permanent increases to certain talent or other steps (see individual descriptions).

> *The player running Trylar the windling thief decides to give Trylar the Shadowcloak ability. As soon as the player reduces Trylar's Death and Unconsciousness Ratings by 2 points each, the thief gains the Shadowcloak ability, which he can use at any time.*

KARMA BONUS

Characters of higher Circles may gain another type of Karma bonus in addition to the Karma bonuses described in the **ED** rulebook. As their characters reach certain Circles, players can increase their character's Maximum Karma Points (p. 52–53, **ED**).

> *At Fifteenth Circle, all archers increase their Maximum Karma Points by 25. For example, when a human archer reaches Fifteenth Circle, his Maximum Karma Points increases from 40 (the maximum for human characters) to 65.*

DISCIPLINE DESCRIPTIONS

The following Discipline descriptions appear in the same format used in the **Disciplines** section of **ED**. Certain talents listed as part of these descriptions appeared in the **Earthdawn** rulebook, and are not repeated in this book. We provide a page reference from **ED** for those talents.

Character adepts in **Earthdawn** can advance in skill and power far beyond the Eighth Circle described in the **Earthdawn** rulebook. This section of the **Earthdawn Companion** provides descriptions of the Ninth to Fifteenth Circle of the existing Disciplines.

As they advance in the Circles of their Disciplines, adepts become more powerful, gaining special, Discipline-related abilities. For example, thieves learn to create shadows in which to hide, rather than simply using existing dark corners; sky raiders can call lightning storms to aid them in battle; and weaponsmiths can create orichalcum.

Higher-Circle adepts learn to use more powerful talents; wizards can gain such talents as Hold Pattern, which allows a magician to prepare a spell and hold its pattern until he's ready to cast it. The Confront Horror talent allows troubadours to enter contests of willpower with Horrors and hope to win. The Ethereal Weapon talent allows swordmasters and archers to transform their weapons and bypass their opponents' armor.

ARCHER

NINTH CIRCLE

Recovery Test: The archer gains an additional Recovery Test per day.

Talents
Impressive Shot
Silent Walk (p. 115)
Trace Missile

TENTH CIRCLE

Initiative: Increase the archer's Initiative dice by 2 steps.

Talents
Dominate Arrow
Rushing Attack

ELEVENTH CIRCLE

Karma: The archer may use Karma Points for actions using Perception or Strength only.

Talents
Blind Fire
Quick Shot

TWELFTH CIRCLE

Physical Defense: Increase the archer's Physical Defense by 2.

Talents
Create Arrow
Shield Beater

THIRTEENTH CIRCLE

Karma: The archer may spend a Karma Point on a Recovery Test.

Recovery Test: The archer gains 2 additional Recovery Tests per day.

Talents
Defense
Screaming Arrow

FOURTEENTH CIRCLE

Physical Defense: Increase the archer's Physical Defense by 1.

Spell Defense: Increase the archer's Spell Defense by 2.

Talents
Multi-Shot
Second Attack (p. 115)

FIFTEENTH CIRCLE

Karma: Increase the archer's Maximum Karma Points by 25. The archer may spend a Karma Point on a Recovery Test.

Physical Defense: Increase the archer's Physical Defense by 1.

Talents
Ethereal Weapon
Wind Bow
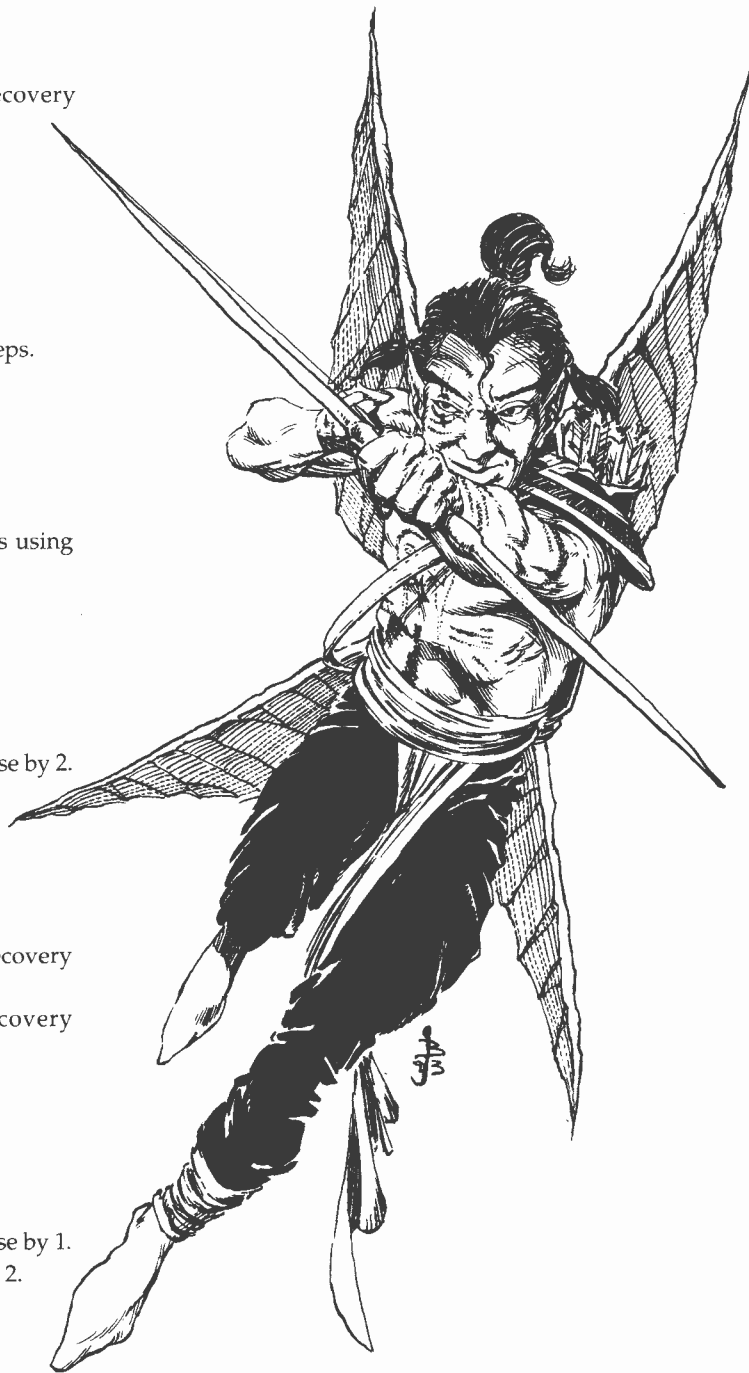
BEASTMASTER

NINTH CIRCLE
Social Defense: Increase the beastmaster's Social Defense by 2.
Talents
> Animal Possession (p. 97)
> Bestial Toughness
> Howl

TENTH CIRCLE
Spell Defense: Increase the beastmaster's Spell Defense by 2.
Talents
> Animal Leadership
> Lion Spirit

ELEVENTH CIRCLE
Recovery Test: The beastmaster gains 2 additional Recovery Tests per day.
Talents
> Develop Animal Sense
> Tame Mount

TWELFTH CIRCLE
Karma: The beastmaster may spend Karma Points for actions using Dexterity or Charisma only.
Talents
> Bestial Resilience
> Chameleon

THIRTEENTH CIRCLE
Death Claw: When using the Claw Shape talent, the beastmaster may spend up to 3 additional Karma Points for the Damage Test.
Talents
> Pin
> Shield Beater

FOURTEENTH CIRCLE
Spell Defense: Increase the beastmaster's Spell Defense by 3.
Talents
> Echo Location
> Spirit Strike (p. 117)

FIFTEENTH CIRCLE
Karma: Increase the beastmaster's Maximum Karma Points by 25.
Physical Defense: Increase the beastmaster's Physical Defense by 2.
Talents
> Venom
> Web Astral

CAVALRYMAN

NINTH CIRCLE
Physical Defense: Increase the cavalryman's Physical Defense by 2.
Talents
>Call Mount
>Down Strike (p. 103)
>Rally

TENTH CIRCLE
Karma: The cavalryman may store up to 25 of his Karma Points with his mount. He may use this Karma normally whenever he is in contact with his mount. If the mount dies while carrying stored Karma Points, these points are lost.

>The cavalryman may spend a Karma Point on any action using Dexterity only.
Talents
>Armor Mount
>Champion Challenge

ELEVENTH CIRCLE
Physical Defense: Increase the cavalryman's Physical Defense by 2.
Talents
>Heal Animal Servant (p. 108)
>Tame Mount

TWELFTH CIRCLE
Spell Defense: Increase the cavalryman's Spell Defense by 2.
Talents
>Frighten Animal Servants (p. 107)
>Momentum Attack (p. 112)

THIRTEENTH CIRCLE
Resurrect Mount: For the permanent cost of 2 points of damage, the cavalryman may resurrect his mount. The mount must have been dead for 3 or fewer days, and the cavalryman must physically possess the body of the mount in order for this ability to work.
Talents
>Mystic Aim (p. 112)
>Shield Beater

FOURTEENTH CIRCLE
Karma: Increase the cavalryman's Maximum Karma Points by 25.
Physical Defense: Increase the cavalryman's Physical Defense by 1.

Social Defense: Increase the cavalryman's Social Defense by 1.
Talents
>Spot Armor Flaw (p. 117)
>Trample

FIFTEENTH CIRCLE
Physical Defense: Increase the cavalryman's Physical Defense by 1.
Spell Defense: Increase the cavalryman's Spell Defense by 2.
Talents
>Multi-Charge
>Life Check (p. 110)

ELEMENTALIST

Talents
> Animate Object
> Plant Shelter

ELEVENTH CIRCLE
Physical Defense: Increase the elementalist's Physical Defense by 2.
Talents
> Summon
> Summoning Circle

TWELFTH CIRCLE
Karma: The elementalist may spend a Karma Point on any action using Willforce and Willpower only.
Spell Defense: Increase the elementalist's Spell Defense by 1.
Talents
> Armored Matrix
> Bargain With Summoned Creature

THIRTEENTH CIRCLE
Earth and Wind: For the cost of 1 Strain Point, the elementalist may do either of the following:

1. Create an earth circle 10 feet in diameter. Increase the Spell Defense of every character within the circle, friend or foe, by 1. The circle lasts for 10 minutes.

2. Create a flow of air that circulates through a 10- by 10-yard area, up to 5 yards high. This air is not created; it must come from somewhere. The effect lasts for 1 hour.

Social Defense: Increase the elementalist's Social Defense by 1.
Talents
> Astral Sight (p. 98)
> Moving Earth

FOURTEENTH CIRCLE
Recovery Test: The elementalist gains 1 additional Recovery Test per day.
Spell Defense: Increase the elementalist's Spell Defense by 2.
Talents
> Earth Armor
> Share Matrix

FIFTEENTH CIRCLE
Metal Strength: For the cost of 1 Strain Point, the elementalist may add 5 steps to any Strength Test or any Damage Test based upon Strength.
Physical Defense: Increase the elementalist's Physical Defense by 1.
Talents
> Hold Thread (p. 108)
> Share Matrix

NINTH CIRCLE
Karma: The elementalist may spend a Karma Point on a Recovery Test.
Talents
> Armored Matrix
> Metal Ward (p. 112)
> Water Dancing

TENTH CIRCLE
Fire and Ice: For the cost of 1 Strain Point, the elementalist may do one of the following:

1. Create a small flame between his thumb and forefinger. This fire lasts only three or four seconds, but is intense enough to ignite a torch. If used in combat, the flame does Step 3 damage.

2. Freeze any water by touching it with his middle three fingers. The elementalist can freeze 1 quart of water per touch. If used in combat, this touch does Step 3 damage.

ILLUSIONIST

NINTH CIRCLE
Spell Defense: Increase the illusionist's Spell Defense by 2.
Talents
- Armored Matrix
- Detect Falsehood
- Memorize Image (p. 112)

TENTH CIRCLE
Karma: The illusionist may spend a Karma Point on actions using Willforce and Willpower only.
Talents
- Missile Weapons (p. 112)
- Safe Thought

ELEVENTH CIRCLE
Karma: The illusionist may spend a Karma Point on a Recovery Test.
Recovery Test: The illusionist gains 1 additional Recovery Test per day.
Talents
- Armored Matrix
- Thoughtful Expression

TWELFTH CIRCLE
Hide Matrix: For the cost of 2 Strain Points, the illusionist can make spell matrices invisible in astral space, even to those with astral sight. To spot a hidden matrix using the Astral Sight talent, use a Difficulty equal to the illusionist's Thread Weaving Rank + 5.
Talents
- Matrix Strike
- Resist Taunt (p. 114)

THIRTEENTH CIRCLE
Karma: Increase the illusionist's Maximum Karma Points by 25.
Spell Defense: Increase the illusionist's Spell Defense by 2.
Talents
- Astral Sight (p. 98)
- Share Matrix

FOURTEENTH CIRCLE
Physical Defense: Increase the illusionist's Physical Defense by 2.
Social Defense: Increase the illusionist's Social Defense by 1.
Talents
- Multiweaving
- Share Matrix

FIFTEENTH CIRCLE
Initiative: Increase the illusionist's Initiative dice by 2 steps.
Spell Defense: Increase the illusionist's Spell Defense by 1.
Talents
- Second Chance
- Share Matrix

NETHERMANCER

NINTH CIRCLE

Karma: The nethermancer may spend a Karma Point on actions using Willforce or Willpower only.

Talents
> Arcane Mutterings (p. 97)
> Armored Matrix
> Astral Pocket

TENTH CIRCLE

Physical Defense: Increase the nethermancer's Physical Defense by 1.

Spell Defense: Increase the nethermancer's Spell Defense by 1.

Talents
> Summon
> Summoning Circle

ELEVENTH CIRCLE

Otherworldly Control: For the cost of 1 point of strain damage, the nethermancer may make additional tests when resisting fear or other magic which causes her to lose control of her emotions. If the nethermancer cannot normally resist the effect, this ability does not work. Otherworldly Control allows additional attempts to resist, but does not create them where no opportunity exists. Otherworldy Control may be used a maximum of twice per round.

Talents
> Armored Matrix
> Bargain With Summoned Creature

TWELFTH CIRCLE

Karma: The nethermancer may spend a Karma Point on any test made by a spirit or creature under his or her control. The character adds that Karma dice to the roll made for the creature or spirit's test.

Initiative: Increase the nethermancer's Initiative dice by 1 step.

Talents
> Matrix Strike
> Netherwalk

THIRTEENTH CIRCLE

Recovery Test: The nethermancer gains 1 additional Recovery Test per day.

Spell Defense: Increase the nethermancer's Spell Defense by 2.

Talents
> Share Matrix
> Spell Crystal Lock

FOURTEENTH CIRCLE

Karma: Increase the nethermancer's Maximum Karma Points by 25. The nethermancer may spend a Karma Point on a Recovery Test.

Spell Defense: Increase the nethermancer's Spell Defense by 1.

Talents
> Ethereal Weapon
> Share Matrix

FIFTEENTH CIRCLE

Physical Defense: Increase the nethermancer's Physical Defense by 1.

Astral Face: For the permanent cost of 2 Damage Points, the nethermancer gains the Astral Face ability, which allows him to alter his face and head. The nethermancer's altered appearance is smoother, the skin often silvery or black. The altered eyes contain specks of unearthly light and the teeth are dull and unreflective except for narrow-writ runes centered on each tooth. This new face gives the nethermancer a better sense of astral space; add 1 step to his Spellcasting and Willforce talents.

Talents
> Share Matrix
> Soul Shatter

SKY RAIDER

NINTH CIRCLE

Karma: The sky raider may spend a Karma Point on any action using Charisma or Willpower only.

Talents
Critical Hit
Lion Heart (p. 111)
Thunder Axe

TENTH CIRCLE

Karma: The sky raider may spend a Karma Point on a Recovery Test.

Recovery Test: The sky raider gains 1 additional Recovery Test per day.

Talents
Endure Cold (p. 105)
Shield Beater

ELEVENTH CIRCLE

Recovery Test: The sky raider gains 1 additional Recovery Test per day.

Spell Defense: Increase the sky raider's Spell Defense by 1.

Talents
Defense
Weapon Breaker

TWELFTH CIRCLE

Initiative: Increase the sky raider's Initiative dice by 2 steps.

Talents
Howl
Vitality

THIRTEENTH CIRCLE

Social Defense: Increase the sky raider's Social Defense by 1.
Spell Defense: Increase the sky raider's Spell Defense by 2.

Talents
Matrix Strike
Screaming Arrow

FOURTEENTH CIRCLE

Karma: Increase the sky raider's Maximum Karma Points by 25.
Strength of the Sky: For a permanent cost of 2 Damage Points, the sky raider gains the Strength of the Sky ability, which permanently increases his Strength step by 3.

Talents
Quickblade
Second Attack (p. 115)

FIFTEENTH CIRCLE

Lightning Song: For a cost of 3 Strain Points, the sky raider can summon a fierce storm under the following conditions. There must be clouds in the sky; the sky raider must be on an airship; the sky raider must possess the Howl talent. The Lightning Song takes one hour to sing, during which the nearest clouds begin to flash with lightning.

To determine when the lightning storm arrives, the sky raider makes a Howl Test against a Difficulty of 15. An Average success means the storm comes in D12 + D10 hours. A Good success means the storm comes in D10 hours. An Excellent success means the storm comes in D12 x 10 minutes. An Extraordinary success rolls the storm in within D10 minutes. This magical storm barely affects the vessel on which the summoning sky raider rides, but may cause serious damage to other air or water ships in the immediate vicinity. The pilot of any other airships in the immediate vicinity must make an Air Sailing Test against a Difficulty of 26. The ships of those pilots who fail to make a successful Air Sailing Test take Step 25 damage from lightning and wind.

Talents
Stone Skin
True Shot (p. 119)

SWORDMASTER

NINTH CIRCLE

Initiative: Increase the swordmaster's Initiative dice by 1 step.

Spell Defense: Increase the swordmaster's Spell Defense by 1.

Talents
> Called Shot (p. 100)
> Cobra Strike (p. 101)
> Pin

TENTH CIRCLE

Karma: The swordmaster may spend a Karma Point on a Recovery Test.

Recovery Test: The swordmaster gains 1 additional Recovery Test per day.

Talents
> Critical Hit
> Whirlwind

ELEVENTH CIRCLE

Karma: Increase the swordmaster's Maximum Karma Points by 25.

Recovery Test: The swordmaster gains 1 additional Recovery Test per day.

Talents
> Quickblade
> Shield Beater

TWELFTH CIRCLE

Social Defense: Increase the swordmaster's Social Defense by 1.

Spell Defense: Increase the swordmaster's Spell Defense by 1.

Talents
> Defense
> Life Check (p. 110)

THIRTEENTH CIRCLE

Keen Blade: For a permanent cost of 2 points of damage, the swordmaster may use blood magic to increase the damage step of one weapon by 3 steps. In the event that this weapon is lost or destroyed, the swordmaster regains the 2 permanent Damage Points a year and a day after the weapon leaves his or her possession.

Talents
> Champion Challenge
> Spirit Strike (p. 117)

FOURTEENTH CIRCLE

Recovery Test: The swordmaster gains 2 additional Recovery Tests per day.

Spell Defense: Increase the swordmaster's Spell Defense by 1.

Talents
> Multi-Strike
> Matrix Strike

FIFTEENTH CIRCLE

Social Defense: Increase the swordmaster's Social Defense by 2.

Spell Defense: Increase the swordmaster's Spell Defense by 1.

Talents
> Ethereal Weapon
> Vital Strike

THIEF

NINTH CIRCLE

Karma: The thief may spend a Karma Point on a Recovery Test.

Spell Defense: Increase the thief's Spell Defense by 1.

Talents

Gold Sense

Lip Reading (p. 111)

Speak Language (p. 115)

TENTH CIRCLE

Shadowcloak: For the permanent cost of 2 Damage Points, the thief may use blood magic to gain the Shadowcloak ability. To create a shadowcloak, the thief needs a shadow and his Thief Weaving talent. A result of 10 or better on a Thief Weaving Test means the thief creates the cloak. Creating a shadowcloak takes 1 minute. Characters trying to spot or otherwise sense a shadowcloaked thief must reduce their Perception (or other sensing ability) by 2 steps.

Talents

Disarm Magical Trap

Slough Blame

ELEVENTH CIRCLE

Physical Defense: Increase the thief's Physical Defense by 2.

Talents

Bank Shot (p. 98)

Sprint (p. 117)

TWELFTH CIRCLE

Recovery Test: The thief gains 1 additional Recovery Test per day.

Social Defense: Increase the thief's Social Defense by 1.

Talents

Quickblade

Sense Poison (p. 115)

THIRTEENTH CIRCLE

Spell Defense: Increase the thief's Spell Defense by 2.

Thieves Tongue: For 1 point of Strain, a thief may speak for one minute in Thieves Tongue. While Thieves Tongue makes perfect sense to other thieves, it sounds like lilting gibberish to anyone else. An eavesdropper may try to decode the speech by making either a Perception or Spellcasting Test against the Spell Defense of the thief using Thieves Tongue. An Excellent success or better means the eavesdropper understands what is being said in Thieves Tongue.

Talents

Called Shot (p. 100)

Chameleon

FOURTEENTH CIRCLE

Karma: Increase the thief's Maximum Karma Points by 25. The thief may spend a Karma Point on any action using Dexterity or Willpower only.

Talents

Defense

Fasthand (p. 106)

FIFTEENTH CIRCLE

Social Defense: Increase the thief's Social Defense by 1.

Shadow Heal: By spending 2 Karma Points, the thief can use the Shadow Heal ability. The thief must be wrapped in a shadowcloak when using this ability. The player rolls the thief's Karma dice. The result of the dice roll is the amount of damage healed through Shadow Heal. Each use of this ability also heals 2 Wounds. The shadowcloak tatters and melts away as Shadow Heal is used.

Talents

Gain Surprise

True Sight (p. 120)

TROUBADOUR

NINTH CIRCLE

The Tale: For a cost of 2 Strain Points, the troubadour can add 3 steps to the test required for any attempt at deception. (The troubadour looks so trustworthy, how could he possibly be lying?) The Tale may be used in combination with The Kiss. The effect of this ability lasts 5 minutes.

Talents
> Bardic Voice
> Blade Juggle
> True Sight (p. 120)

TENTH CIRCLE

Recovery Test: The troubadour gains 1 additional Recovery Test per day.

Physical Defense: Increase the troubadour's Physical Defense by 1.

Talents
> Multi-Tongue
> Slough Blame

ELEVENTH CIRCLE

Karma: The troubadour may spend Karma on actions using Perception or Willpower only.

Talents
> Impressive Shot
> Song of Deflection

TWELFTH CIRCLE

Spell Defense: Increase the troubadour's Spell Defense by 2.

Talents
> Thought Link
> Truth Skit

THIRTEENTH CIRCLE

Physical Defense: Increase the troubadour's Physical Defense by 1.

Social Defense: Increase the troubadour's Social Defense by 1.

Ghost Song: For the permanent cost of 1 Damage Point, the troubadour may use blood magic to write a Ghost Song. The ghost song cannot be more than 26 lines long, and no more than 300 words. When the troubadour dies, his spirit wanders the earth singing or reciting the ghost song. The troubadour may use the ghost song to suggest an action that would put his spirit to rest. The spirit travels to its final resting place if the living fulfill the conditions of the song.

Talents
> Blood Guilt Weapon
> Detect Influence

FOURTEENTH CIRCLE

Physical Defense: Increase the troubadour's Physical Defense by 2.

Spell Defense: Increase the troubadour's Spell Defense by 1.

Talents
> Life Check (p. 110)
> Spirit Talk (p. 117)

FIFTEENTH CIRCLE

Social Defense: Increase the troubadour's Social Defense by 2.

Spell Defense: Increase the troubadour's Spell Defense by 1.

Talents
> Aura Armor
> Confront Horror

WARRIOR

NINTH CIRCLE

Karma: The warrior may spend a Karma Point on any action using Dexterity or Strength only.

Talents

> Cat's Paw (p. 100)
> Missile Twister
> Second Weapon (p. 115)

TENTH CIRCLE

Karma: The warrior may spend a Karma Point to increase the damage of any melee or unarmed combat attack.

Talents

> Body Blade
> Matrix Strike

ELEVENTH CIRCLE

Physical Defense: Increase the warrior's Physical Defense by 1.

Social Defense: Increase the warrior's Social Defense by 1.

Talents

> Elemental Tongues (p. 104)
> Vitality

TWELFTH CIRCLE

Initiative: Increase the warrior's Initiative dice by 2 steps.

Talents

> Chameleon
> Unmount

THIRTEENTH CIRCLE

Karma: Increase the warrior's Maximum Karma Points by 25.

Death Stand: When the warrior makes a Life Check Test, but before the player rolls the talent dice, the player may declare that the warrior is making a Death Stand. Death Stand allows the player to spend as many Karma Points as he wishes for the Life Check Test. He must choose how many points he will spend before rolling any dice. Damage is healed by the results of the Life Check Test as normal.

At the end of each round after the player announces his character will use Death Stand, the player may again spend as many Karma Points as he wishes to reduce damage taken that round. The warrior dies at the end of the combat or when he runs out of Karma Points. This death cannot be avoided by using a Death Cheat blood charm.

Talents

> Safe Path (p. 114)
> Stone Skin

FOURTEENTH CIRCLE

Physical Defense: Increase the warrior's Physical Defense by 2.

Initiative: Increase the warrior's Initiative dice by 1 step.

Talents

> Elemental Hold (p. 104)
> Vital Strike

FIFTEENTH CIRCLE

Physical Defense: Increase the warrior's Physical Defense by 1.

Social Defense: Increase the warrior's Social Defense by 1.

Spell Defense: Increase the warrior's Spell Defense by 1.

Talents

> Aura Armor
> Multi-Strike

WEAPONSMITH

NINTH CIRCLE

Physical Defense: Increase the weaponsmith's Physical Defense by 1.

Karma: The weaponsmith may spend a Karma Point to increase the damage of any attack made with a melee weapon.

Talents

> Read and Write Magic (p. 114)
> Sense Magic Weapon
> Show Armor Flaw

TENTH CIRCLE

Karma: The weaponsmith may spend a Karma Point on any action using Willpower only.

Recovery Test: The weaponsmith gains 1 additional Recovery Test per day.

Talents

> Fireblood (p. 106)
> Spellcasting (p. 116)

ELEVENTH CIRCLE

Blood Edge: For a permanent cost of 2 Damage Points, the weaponsmith uses blood magic to put a Blood Edge on a weapon. Blood Edge increases the Damage step of the weapon by 2 steps, or 3 steps if the weapon is used to attack an opponent in astral space (see Matrix Strike talent).

Talents

> Forge Armor
> Thread Weaving (Elementalism) (p. 118)

TWELFTH CIRCLE

Initiative: Increase the weaponsmith's Initiative dice by 1 step.

Spell Defense: Increase the weaponsmith's Spell Defense by 1.

Talents

> Soften Blade
> Enhanced Matrix (p. 105)

THIRTEENTH CIRCLE

Physical Defense: Increase the weaponsmith's Physical Defense by 2.

Karma: Increase the weaponsmith's Maximum Karma Points by 25.

Talents

> Critical Hit
> Improve Armor

FOURTEENTH CIRCLE

Create Orichalcum: Using blood magic and the proper mix of the five elements—air, earth, fire, water, and wood—a weaponsmith can create orichalcum. Each attempt costs 1 point of permanent damage. The combined value of the elements must equal or exceed the worth of the orichalcum to be created. The Difficulty for creating orichalcum is 15 + (the value of the orichalcum in thousands of silver pieces). For example, creating 5,000 silver pieces worth of orichalcum has a Difficulty of 20. The weaponsmith uses the Forge Blade talent to create the magic metal.

Talents

> Armored Matrix
> First Ring of Perfection

FIFTEENTH CIRCLE

Spell Defense: Increase the weaponsmith's Spell Defense by 3.

Talents

> Second Chance
> Share Matrix

WIZARD

NINTH CIRCLE

Spell Defense: Increase the wizard's Spell Defense by 2.
Talents
  Armored Matrix
  Matrix Strike
  Range Pattern

TENTH CIRCLE

Matrix Split: For a cost of 2 Strain Points, the wizard can divide one of his spell matrices (spell matrix, enhanced or armored matrix) in two. A Split Matrix can hold 2 spells. The combined Circles of the spells cannot exceed the rank of the Split Matrix. Enhanced and armored matrices that are split can no longer hold threads; holding 2 spells in a matrix is complex enough.

Each use of Matrix Split lasts for 24 hours. A matrix can only be split once. Matrix Split may be used on each of the wizard's spell matrices, providing he can withstand the Strain.

Talents
  Life Check (p. 110)
  Spirit Strike (p. 117)

ELEVENTH CIRCLE

Physical Defense: Increase the wizard's Physical Defense by 1.
Social Defense: Increase the wizard's Social Defense by 1.
Talents
  Armored Matrix
  Casting Pattern

TWELFTH CIRCLE

Karma: The wizard may spend a Karma Point on a Recovery Test.
Spell Defense: Increase the wizard's Spell Defense by 1.
Talents
  Armored Matrix
  Wound Transfer

THIRTEENTH CIRCLE

Karma: Increase the wizard's Maximum Karma Points by 25.
Karma: The wizard may spend Karma Points on actions using Charisma and Dexterity only.
Talents
  Share Matrix
  True Sight (p. 120)

FOURTEENTH CIRCLE

Casting Triangle: For the cost of 2 permanent Damage Points, the wizard may use blood magic to gain the Casting Triangle ability. To create the triangle, the wizard must spend a round conjuring a luminescent triangle around himself, each side no more than a yard long. A Casting Triangle only affects the wizard who created the triangle, who adds 3 steps to his Wizardry and Spellcasting talents when casting spells from within the triangle. The Casting Triangle lasts until the wizard leaves the triangle.
Spell Defense: Increase the wizard's Spell Defense by 1.
Talents
  Orbiting Spy (p. 113)
  Share Matrix

FIFTEENTH CIRCLE

Physical Defense: Increase the wizard's Physical Defense by 1.
Social Defense: Increase the wizard's Social Defense by 2.
Talents
  Effect Pattern
  Share Matrix

TALENTS

Magic is the power from which adepts gain their powers,
but talents are the tools that can harness that power.
—Grondall Hearthstone

The **Talents** section of the **Earthdawn** basic rules described all the talents available to adepts for Discipline Circles 1 through 8. This section lists the new talents for Discipline Circles 9 through 15, described on pp. 7–21 of this book.

In addition to the talents that appear in the **Disciplines** section, there are also five special new talents available to all characters at differing Circles. These five talents are described at the end of this section.

EARTHDAWN TALENTS

All the talents in this section are presented in the same format as that used in the basic **Earthdawn** rules, as explained on pp. 94–95 of that book.

ANIMAL LEADERSHIP

Step Number: Rank + Charisma
Action: Yes | **Skill Use:** No
Requires Karma: Yes | **Strain:** None
Discipline Talent Use: None

The Animal Leadership talent allows a character to lead an animal or group of animals. Make an Animal Leadership Test against the Social Defense of the target animal. For more than 1 animal, use the highest Social Defense in the target group +1 for each additional animal as the Difficulty Number.

The character needs a Good success to effectively use this talent. On a Good success the animals treat the character as the pack leader for a number of hours equal to his rank in Animal Leadership. On an Excellent or Extraordinary success, the animals treat the character as the pack leader for a number of hours equal to his talent rank x 2. During this time, the animals obediently follow the character's lead. They attack if the leader attacks, run if he runs. The leader cannot command the animals to perform an action, however, for this talent does not give him the ability to communicate with the animals he leads. He can only lead by example.

ANIMATE OBJECT

Step Number: Rank + Willpower
Action: Yes | **Skill Use:** No
Requires Karma: No | **Strain:** None
Discipline Talent Use: None

The Animate Object talent allows a character to infuse an object with rudimentary life force and intelligence and to give the object arms, hands, and legs.

Animated objects use a Death Rating appropriate to the material from which they are made, but have no Wound Threshold or Unconsciousness Rating (see **Barrier Ratings,** p. 209, **ED**). The object has Full Movement of 40 yards per round and Combat Movement of 20 yards per round. The

gamemaster must decide what natural armor or weapons, if any, the object possesses.

Following are the Attribute steps of animated objects:

Attribute	Step
DEX	Animate Object Rank
STR	Animate Object Rank
TOU	Animate Object Rank
PER	2
WIL	2
CHA	3

*As shown on the above list, Rank 4 Animate Object gives an animated object Step 4 Dexterity, Strength, and Toughness. Consulting the Step/Action Dice Table (p. 50, **ED**), we find that Step 4 has D6 Action dice. Thus, the player will roll D6 for the animated object whenever making tests for Dexterity, Strength, or Toughness.*

To use Animate Object, a character must create a thread for that object. This means that only objects with true patterns can be animated (see pp. 141–43, **ED,** for more on true patterns and threads). The character makes an Animate Object Test. The result x 10 is the maximum weight in pounds the character can animate. A result of 13, for example, would allow the character to animate an object weighing up to 130 pounds. An object remains animated for a number of days equal to the character's rank in Animate Object. The maximum number of objects the character can animate at one time is also equal to his or her talent rank.

A character can use blood magic to greatly prolong the life of an object he has animated. For a permanent cost of 2 Damage Points, a character can increase the object's duration to a number of years equal to his rank in Animate Object as opposed to the standard blood magic effect of a year and a day. The Damage Points heal when the duration expires or when the animated object is destroyed. This use of blood magic is an exception to the usual rules for blood magic.

ARMOR MOUNT

Step Number: Rank + Toughness
Action: No | **Skill Use:** No
Requires Karma: No | **Strain:** 1
Discipline Talent Use: None

The Armor Mount talent allows a character to increase the natural armor of his mount. Make an Armor Mount Test against the animal's Spell Defense. A success increases the animal's armor by the character's rank in Armor Mount for a number of minutes also equal to that rank. This talent only increases the rating of a mount's natural

armor. It does not increase the defensive properties of armor made specifically for mounts.

ARMORED MATRIX

Step Number: Rank
Action: NA　　　　　　　**Skill Use:** No
Requires Karma: No　　　**Strain:** None
Discipline Talent Use: None

An Armored Matrix is an improved type of spell matrix. Magicians learn the Armored Matrix talent to better protect their spells. An armored matrix holds the spell pattern of a spell and one spell thread, just as does an enhanced matrix (see p. 105, **ED**). The Armor Rating of the matrix equals the character's rank in Armored Matrix plus the spellcaster's Mystic Armor Rating. The matrix armor absorbs damage from attacks directed against the matrix, such as Matrix Strike (see p. 32).

ASTRAL POCKET

Step Number: Rank + Perception
Action: None　　　　　　**Skill Use:** No
Requires Karma: No　　　**Strain:** 1
Discipline Talent Use: Nethermancer

The Astral Pocket talent allows a character to create an astral pocket in which to store items. The astral pocket can hold a number of pounds equal to the character's Carrying Capacity (see **Attribute Table**, p. 52, **ED**). A character with a Strength of 1, for example, can create an astral pocket that holds up to 80 pounds. Equipment and items carried in an astral pocket do not count against the character's own Carrying Capacity.

A character can use this talent to create an astral pocket whenever he wishes, but he cannot have more than one at any one time. The character makes an Astral Pocket Test and records the result. The astral pocket is visible to any being who can see in astral space. To perceive it, a viewing character makes an Astral Sight or Astral Sense Test against the result of the Astral Pocket Test. When seen, the astral pocket appears as a finely woven net of purple and silver. If not destroyed, it remains in existence for a year and a day from the time it is created.

The Strain of placing an item in, or retrieving an item from, an astral pocket costs 1 point of damage. Make an Astral Pocket Test to either place or retrieve an item from the pocket. Placing an item in the pocket requires a 6 or better; retrieving the item requires a 10 or better. The Strain cost is paid only when the character actually puts an item into or takes an item out of the astral pocket. Failed attempts cost only time.

The astral pocket can be attached in the same manner as a spell matrix. In addition, the character can use his Thread Weaving talent to destroy the pocket; he needs a 13 or better on a Thread Weaving Test. Any items in an astral pocket at the time it is destroyed are lost in astral space.

AURA ARMOR

Step Number: Rank + Strength
Action: Yes　　　　　　　**Skill Use:** No
Requires Karma: No　　　**Strain:** 2
Discipline Talent Use: Warrior

The Aura Armor talent allows a character to magically enhance the rating of either his Mystic Armor or the armor he is wearing. The character makes an Aura Armor Test against his current Armor Rating, either Mystic or Physical. Success increases the appropriate Armor Rating by the character's rank in Aura Armor. Each use of Aura Armor lasts for 10 rounds.

BARDIC VOICE

Step Number: Rank + Charisma
Action: Yes　　　　　　　**Skill Use:** Yes
Requires Karma: No　　　**Strain:** 1
Discipline Talent Use: Troubadour

The Bardic Voice talent allows a character to use his rich voice and persuasive magic to charm a small group of people. He or she makes a Bardic Voice Test against the highest Social Defense Rating of the target group +1 for each additional person. On an Average success the character impresses the group enough that they listen with some interest to what he says. They will not follow him, but they may cooperate with his suggestions as long as they do not threaten the group. On a Good success or better, the troubadour has charmed the group. He may then command the charmed group for a number of minutes equal to his rank in Bardic Voice. He cannot command the group to take any greater risks than he himself is willing to take during the same period, however. For example, a character could not command the group to attack a camp of trolls unless he intended to participate personally in the attack.

BARGAIN WITH SUMMONED CREATURE

Step Number: Rank + Charisma
Action: Yes　　　　　　　**Skill Use:** No
Requires Karma: No　　　**Strain:** 1
Discipline Talent Use: Elementalist, Nethermancer

This talent allows a character to bargain with a creature or entity he has previously summoned. Use of this talent is possible ONLY on creatures or entities summoned by the possessor of this talent. The most typical use of the talent is to persuade a summoned creature or entity to perform some task or favor. The character makes

a Bargain with Summoned Creature Test against the creature's Social Defense. The success level needed depends on the bargain the character offers the creature. If the deal is fair (from the creature's point of view), an Average success seals the deal. If the creature believes the deal is disadvantageous, the character will need an Excellent success.

The effects of this talent last for a number of hours equal to the character's talent rank. After this time, the summoned creature is free to do as it wishes. It is for this reason that most characters who use this talent make sure the summoned creature is able to complete its part of the bargain before the duration expires. The strange and alien motivations of many summoned creatures can result in disastrous consequences if the creatures are left to their own devices. This duration is also the maximum duration for the deal. Failure of the Talent Test does not mean that the creature will necessarily be hostile, only that it will refuse to do the bargainer's bidding.

Note that this talent uses Charisma as a Default Attribute (see p. 94, **ED**). Characters who do not have this talent can default to Charisma Tests if they wish to use Bargain with Summoned Creature.

BESTIAL RESILIENCE
Step Number: Rank + Toughness
Action: Yes **Skill Use:** No
Requires Karma: No **Strain:** None
Discipline Talent Use: Beastmaster

Bestial Resilience allows a character to recover from damage more quickly than normal. Using this talent to make a Recovery Test, he or she uses the Bestial Resilience step instead of his Toughness dice.

BESTIAL TOUGHNESS
Step Number: Rank + Toughness
Action: No **Skill Use:** No
Requires Karma: Yes **Strain:** None
Discipline Talent Use: None

Bestial Toughness increases a character's Wound Threshold by a number equal to his or her rank in Bestial Toughness. The character makes a Bestial Toughness Test. The result is the number of rounds the effect lasts. This talent cannot be used if the character is already suffering from a Wound.

BLADE JUGGLE
Step Number: Rank + Dexterity
Action: Yes **Skill Use:** Yes
Requires Karma: No **Strain:** 1
Discipline Talent Use: Troubadour

The Blade Juggle talent allows a character to create a whirling, flashing barrier of knives, daggers, or other bladed weapons. The character enhances the effect with sparkling illusory lights. Make the Blade Juggle Test against the number of blades being juggled + the highest Damage step among the blades. The **Goods and Services** section, p. 248, **ED** provides a complete list of bladed weapons. The following list gives the Damage step for the most common ones:
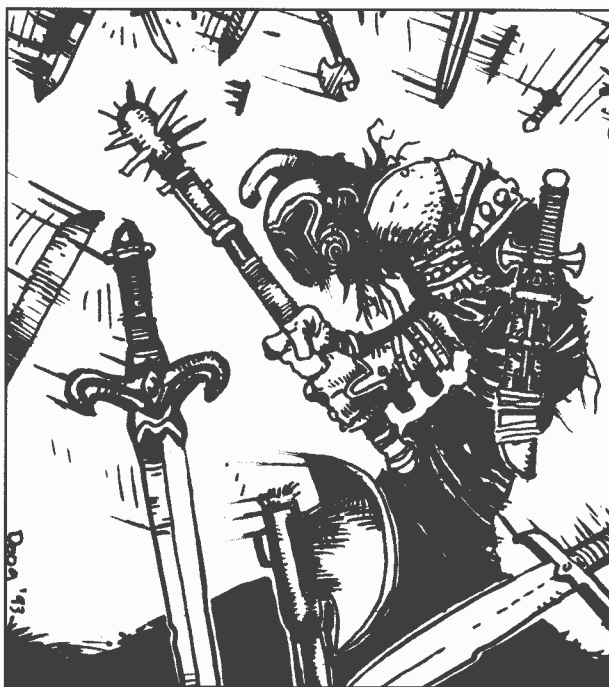
Weapon	Damage Step
Dagger	2
Short Sword	4
Hand Axe	4
Broadsword	5
Battle-Axe	6

A success on the Blade Juggle Test increases the character's Physical Defense by a value equal to the number of blades being juggled. If the character succeeds in juggling 5 blades, for example, he can increase his Physical Defense by 5. If a character fails the Blade Juggle Test, all the blades fall to the ground, scattering 1D6 yards in random directions. Use the scatter diagram on p. 197, **ED,** to determine the direction in which each blade scatters.

An attacker whose Attack Test result is equal to or higher than the troubadour's normal Physical Defense, but less than his modified Physical Defense using this talent, hits one of the spinning weapons. The weapon deflects the attack, and one of the juggled blades spins away from the juggling character to strike the attacker. The juggling character makes a Damage Test using his Strength step + the Damage step of the weapon.

BLIND FIRE

Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: None

A character uses Blind Fire with a missile weapon to hit a target that he or she could see during a previous round, but that is now out of line of sight. An open pathway to the target must exist. The target benefits from cover if the weapon's path must pass through the cover, but the weapon's path will try to avoid the cover if possible. An ork who jumps behind a wall, for example, does not benefit from the cover of the wall; the magic of Blind Fire simply arcs the weapon's path over the wall to the ork. An ork who hides in a guardhouse with the door slammed shut behind him gains the benefit of cover. The weapon's path must go through the arrow slits of the guardhouse to hit the ork.

When using this talent, the character makes an Blind Fire Test instead of a Missile Weapons or Throwing Weapons Test. A character may use Blind Fire if he has seen the target within a number of rounds equal to his rank in Blind Fire. If a character with Rank 4 Blind Fire saw the ork slam shut the door to the guardhouse in round 1, the character could fire at the ork on any round up to and including round 5.

BLOOD GUILT WEAPON

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 5
Discipline Talent Use: None

Blood Guilt Weapon uses the blood from a crime victim to test the innocence or guilt of a suspect. To perform the test, the character puts a few drops of the victim's blood onto his weapon before accusing the suspect of one specific crime against the victim. The drops of blood flare into points of flame, red at first, changing to white within seconds. The flame produces no heat and dies after 1 round. During the round in which the flames burn, the tester attacks the suspect, making a Blood Guilt Weapon Test for the Attack Test. The attack hits the suspect ONLY if the following two conditions hold:

1. The Blood Guilt Weapon Test result equals or exceeds the suspect's Spell Defense.

2. The suspect is guilty of the crime of which he or she has been accused.

If either condition fails, the weapon does not strike its target. Examples include an arrow veering away from its target, or a sword coming to a clanging halt a fraction of an inch from a suspect's neck. If the weapon strikes, make a Damage Test as for a normal attack.

BODY BLADE

Step Number: Rank + Strength
Action: No   **Skill Use:** No
Requires Karma: Yes   **Strain:** 1
Discipline Talent Use: Warrior

The Body Blade talent changes one of a character's limbs in a way that permits its use as a weapon. A character uses his Unarmed Combat talent to strike with Body Blade. The Damage talent equals the character's Strength step + his rank in Body Blade. The rank in Body Blade will generally determine the type of weapon into which the limb transforms. At Rank 1, for example, the edge of one hand hardens to a knife edge; at Rank 2, fingers might become daggers. At Rank 5 an entire forearm might elongate into a gleaming broadsword, or a t'skrang's tail could suddenly end in a spiked mace-head. At Rank 8 and above, the limb often sparks or glows with magical power. Body Blade lasts for only 1 attack.

CALL MOUNT

Step Number: Rank + Willpower

Action: Yes | **Skill Use:** No
Requires Karma: No | **Strain:** 1

Discipline Talent Use: Cavalryman

The Call Mount talent allows a character to magically call his mount to him. The maximum range of the call is equal to the result of the Call Mount Test x 50 yards. A Call Mount result of 8, for example, would permit a character to call his mount from up to 400 yards away.

CASTING PATTERN

Step Number: Rank + Perception

Action: Yes | **Skill Use:** No
Requires Karma: No | **Strain:** 1

Discipline Talent Use: Wizard

Casting Pattern improves a character's chance of casting a spell. The talent is a variant of the Thread Weaving talent. The player must declare that his character is using Casting Pattern before he or she weaves any threads for the spell. He or she then makes a Casting Pattern Test against the spell's Weaving Difficulty. If the spell requires no threads, the Difficulty Number is 5 + the rank of the spell. A success increases the wizard's rank in Spellcasting by a number of steps equal to his rank in Casting Pattern. The increase only applies to the spell for which the talent was used, and lasts for 1 casting of the spell.

CHAMELEON

Step Number: Rank + Willpower

Action: None | **Skill Use:** No
Requires Karma: No | **Strain:** 1

Discipline Talent Use: Beastmaster

The Chameleon talent allows a character to blend into the background, making him or her very difficult to detect.
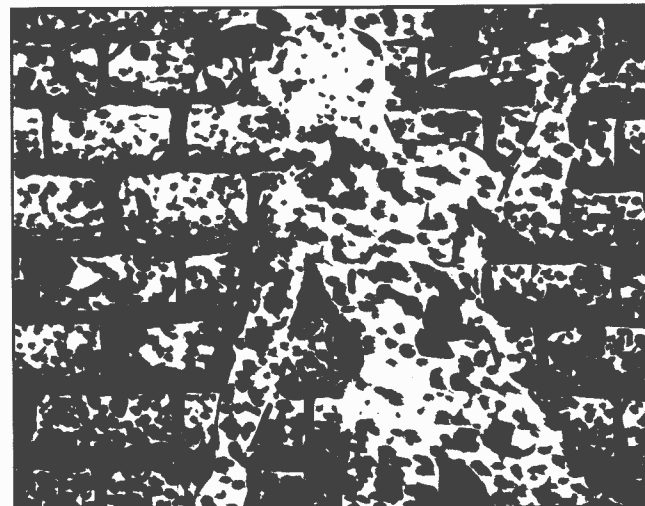
The character makes a Chameleon Test and records the result. The result is the Difficulty Number for anyone trying to detect the character using any of the five normal senses: sight, hearing, touch, smell, and taste. The character using Chameleon may not attack, cast spells, weave threads, or move faster than his normal Combat Movement without destroying the Chameleon effect. The effect lasts for a number of rounds equal to the character's rank in Chameleon.

CHAMPION CHALLENGE

Step Number: Rank + Charisma

Action: Yes | **Skill Use:** Yes
Requires Karma: Yes | **Strain:** None

Discipline Talent Use: None

The Champion Challenge talent allows a character to call out a challenge to the leader of a group of opponents. Make the Champion Challenge Test against the Social Defense of the leader of the opposing group. On an Average or Good success, the opponent leader becomes confused and must contemplate the challenge. In this state, he is considered Harried (see **Situation Modifiers,** p. 202, **ED**) and must modify his tests appropriately. On an Excellent success or better, the opponent leader must choose between two options, Flight or Fight.

Flight: The leader understands the challenge and-chooses to flee. The rest of his group remains and is Harried for a number of rounds equal to the challenging character's rank in Champion Challenge.

Fight: The leader must fight the challenging character in single combat. No other character, on either side, may interfere with the combat. If another character interferes, his side is Harried for a number of rounds equal to the challenging character's rank in Champion Challenge.

If the character using Champion Challenge wins the fight by killing or knocking out the opponent leader, the rest of the leader's side is Harried for a number of rounds equal to the rank of Champion Challenge. If the challenging character loses or flees, his side is Harried for the same number of rounds.

CONFRONT HORROR

Step Number: Rank + Charisma + 10

Action: Yes | **Skill Use:** No
Requires Karma: Yes | **Strain:** None

Discipline Talent Use: None

Confront Horror is a legendary talent. There are by far many more stories about people using it than documented cases. The character makes a Confront Horror Test against the Social Defense of the Horror. A success locks the character and the Horror into a contest of spirit. The contest lasts until one of them wins.

During the contest, the Horror and the character may use only talents and skills that either work against the Social Defense of the target or that resist such talents. The first to succeed at 3 actions wins the contest. The character's final action must be use of the Bardic Voice talent, commanding the Horror to leave this plane. The Horror leaves and cannot return unless the character gives it permission to do so. This prohibition lasts only as long as the character lives.

If the Horror wins, the contest is over. The character may never again use Confront Horror against this Horror. Getting away from the Horror is also going to be problematic, to say the least.

This contest only involves the 2 contestants. Other characters may do as they wish. Should anyone else damage or harm the Horror, however, the magic is broken and the character loses the contest. Unfortunately for the character, harm done to him by another during the contest does NOT result in the Horror forfeiting the contest.

CREATE ARROW
Step Number: Rank + Willpower
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 2
Discipline Talent Use: Archer

Create Arrow allows a character to magically create arrows. He or she makes a Create Arrow Test against his own Spell Defense. The character cannot voluntarily lower his Spell Defense when using this talent. If the test is suc-cessful, the talent creates a number of arrows equal to the rank of Create Arrow. The arrows are created one at a time, as they are fired by the character. The arrows vanish after hitting and damaging a target.

CRITICAL HIT
Step Number: Rank
Action: NA   **Skill Use:** Yes
Requires Karma: No   **Strain:** None
Discipline Talent Use: Swordmaster

The Critical Hit talent increases the damage a character inflicts in combat. When he or she gets an Excellent success on an Attack Test against an opponent's Physical Defense, it becomes a Critical Hit. Add a number of steps equal to the character's rank in Critical Hit to the normal Damage step.

Critical Hit ranks do not add steps to any Attribute.

Me'gana is an elven swordmaster with Rank 2 Critical Hit. Me'gana rolls an Excellent success in her Attack Test against a jehuthra, thus increasing her normal Damage step by +2.

DEFENSE
Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 2
Discipline Talent Use: None

The Defense talent can be used to increase a character's Physical Defense. The character makes a Defense Test against his current Physical Defense, including any magical items he will use to increase the rating. A success increases the character's Physical Defense by his rank in Defense. Each use of this talent lasts a number of hours equal to the character's rank in Defense.

DETECT FALSEHOOD
Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Illusionist

The Detect Falsehood talent is a magical form of insight a character can use to detect exaggerations, half-truths, or outright fabrications. The character makes a Detect Falsehood Test using the target character's Social Defense. On a Good success, the character knows that the target character is lying to some degree. On an Excellent success or better, the character knows what sort of lie (exaggeration, half-truth, or complete fabrication) the target character is telling.

DETECT INFLUENCE

Step Number: Rank + Perception

Action: Yes   **Skill Use:** No

Requires Karma: Yes   **Strain:** None

Discipline Talent Use: Troubadour

Detect Influence allows a character to determine whether or not a target character is under the influence of a Horror. To use this talent, he or she makes a Detect Influence Test against the target's Social Defense.

An Average success is enough to reveal that the target character has some Horror taint. Unfortunately, this taint is common to any adventurer who has recently been affected by Horror magic or who has recently fought a Horror.

A Good success reveals whether or not the character is currently possessed by, or otherwise harboring, a Horror's spirit.

An Excellent success tells whether or not the character has made a voluntary pact with a Horror.

An Extraordinary success reveals the type and identity of the Horror.

DEVELOP ANIMAL SENSE

Step Number: Rank + Perception

Action: Yes   **Skill Use:** No

Requires Karma: No   **Strain:** 1

Discipline Talent Use: Beastmaster

This talent allows a character to acquire an animal's sharper senses. Develop Animal Sense grants the character only one sense from one animal. A character can learn Develop Animal Sense more than once, choosing a different animal sense each time he or she acquires the talent.

To acquire this talent, the character must spend 8 hours with the animal whose sensing ability he wants to learn. The character must be able to touch the animal, and the animal must be able to use the sense the character wishes to imitate. The character must have Legend Points available to purchase the talent at this time. If these conditions are satisfied, the character obtains the animal's sense by purchasing the talent at Rank 1. This process must be used for each animal sense the character wishes to access.

Once a character has obtained the sense, he can use it when making Perception Tests that use that sense. In this case, the character makes a Develop Animal Sense Test instead of a normal Perception Test.

The character takes Strain each time he or she uses the sense. He or she suffers no Strain when the sense is acquired.

DISARM MAGICAL TRAP

Step Number: Rank + Dexterity

Action: Yes   **Skill Use:** No

Requires Karma: No   **Strain:** 1

Discipline Talent Use: Thief

The Disarm Magical Trap talent allows a character to use divination magic and enhanced dexterity to render magical traps inoperative. The character makes a Disarm Magical Trap Test against the trap's Spell Defense. A success disables the triggering mechanism of the trap, preventing the trap from engaging.

Magical traps refer to those traps sprung by magical triggers. To disarm a magical effect triggered by a trip-wire requires use of the Disarm Mechanical Trap talent (see p. 102, **ED**). The type of trigger determines which talent a character uses to disarm the trap.

DOMINATE ARROW

Step Number: Rank + Willpower

Action: Yes   **Skill Use:** No

Requires Karma: No   **Strain:** 1

Discipline Talent Use: Archer

The Dominate Arrow talent allows a character to control the flight path of an arrow fired by another character or an opponent. The character firing a missile weapon targets another character and fires his weapon. The character makes a Dominate Arrow Test. Compare the result of the Dominate Arrow Test to the result of the Missile Weapons (or other talent) Test made to fire the arrow. If the Dominate Arrow result is equal to or higher than the opposing test result, the character is able to direct the arrow's flight. If the Dominate Arrow result is lower, he or she fails to control the arrow but still takes Strain.

The character using Dominate Arrow can simply direct the arrow away from the firing character's chosen target. He might also direct the arrow to hit a new target (of his choosing) if the Dominate Arrow result is equal to or higher than the new target's Physical Defense.

The character must win Initiative against an opponent to use the Dominate Arrow talent. If a character's opponent fires the arrow before he can act, the character cannot use Dominate Arrow.

EARTH ARMOR

Step Number: Rank + Willpower + 10

Action: Yes   **Skill Use:** No

Requires Karma: Yes   **Strain:** None

Discipline Talent Use: None

Earth Armor allows a character to wrap himself in the power of the living earth as a form of protection. The character makes an Earth Armor Test, including Karma dice, then uses the result to determine how much damage the earth armor can absorb. Whenever he decides to let the earth armor absorb some or all of the damage he has taken, he reduces the amount of damage the earth armor can still absorb by the amount just absorbed. The

armor disappears when the last point is used to absorb damage. Earth armor lasts at most 1 hour, vanishing at the end of that time.

Earth armor may be repaired. The character must spend 1 round to repair earth armor. The character makes an Earth Armor second Test, reducing the damage the earth armor has taken by the result. The character may choose to add Karma dice to the Repair Test, but Karma is not necessary to repair the armor.

ECHO LOCATION

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Beastmaster

Echo Location allows a character to locate objects and characters by sound. The talent works well for spotting things in the dark; no Darkness modifier applies to characters using Echo Location to detect opponents. Echo Location requires 1 round to use. Make an Echo Location Test. If the test is successful, Echo Location spots all solid objects or characters whose Spell Defense is less than or equal to the Echo Location Test result. The talent takes effect at the beginning of the next round. The effects lasts a number of rounds equal to the rank of Echo Location.

EFFECT PATTERN

Step Number: Rank + Perception
Action: None   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Wizard

Effect Pattern improves the effect of a wizard's spell for 1 casting. This talent is a variant of the Thread Weaving talent. The magician must declare that he is using Effect Pattern before he can weave any threads for the spell. The character makes an Effect Pattern Test against the Weaving Difficulty of the spell. If the spell requires no threads, the Weaving Difficulty is 5 plus the rank of the spell. A successful test increases the spell's Effect dice by a number of steps equal to the character's rank in Effect Pattern.

This increase lasts for only 1 casting of the spell.

ETHEREAL WEAPON

Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 2
Discipline Talent Use: Archer, Swordmaster

Ethereal Weapon allows a character to make his or her weapon become incorporeal. The weapon glows with a turbulent haze of red, green, or blue, and is able to pass through physical obstacles, including armor, becoming solid as soon as it strikes a living target. The character makes an Ethereal Weapon Test for his Attack Test. If successful, the character makes a Damage Test as normal, ignoring the Physical Armor Rating of the target. Ethereal Weapon can only be used against opponents who have physical bodies. When Ethereal Weapon is used with missile weapons, only the missile itself, not the bow or sling, becomes ethereal.

FIRST RING OF PERFECTION

Step Number: Rank
Action: NA   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: None

First Ring of Perfection increases the effectiveness of other talents. First Ring of Perfection cannot be used on any talent that takes less than 1 minute to use. A player must declare that he will use First Ring of Perfection before using the other talent.

To use this talent, the character makes a First Ring of Perfection Test against his Spell Defense. If the test is successful, he adds his rank to the result of any single die rolled in a Talent Test. If the die result + the rank of First Ring of Perfection is equal to or higher than the die's nor-

mal maximum, the character gains a bonus die. The Karma Point merely entitles the character to use First Ring of Perfection. Players do not roll Karma dice for this talent.

A weaponsmith is rolling a D8 + D6 for a Weapon History Test. She has First Ring of Perfection at Rank 3 and chooses to use it for this Talent Test. She rolls a 5 on the D8, a 3 on the D6. Using it on the D6 would make the success a 6, entitling her to a bonus die. Using it on the D8 would make the success an 8, entitling her to a bonus D8. She chooses the bonus D8, rolling a 7. Her final success is 18 (8 [for D8 + rank] + 3 [for D6] + 7 [Bonus D8].

FORGE ARMOR

Step Number: Rank + Perception
Action: None   **Skill Use:** Yes
Requires Karma: No   **Strain:** None
Discipline Talent Use: Weaponsmith

Forge Armor allows a character to increase the Armor Rating of any armor or shield. The character must spend at least 1 month using this talent, working on the armor at a blacksmith's forge. At the end of this month, the character makes a Forge Armor Test against the total Armor Rating of the armor or shield. In the case of crystal ringlet, for example, the combined Armor Rating of 4 and the Mystic Armor bonus of 4 give a Difficulty Number of 8. A successful use of this talent increases one of the Armor Ratings by 1. In the case of the crystal ringlet, it could become either a 5/4 or a 4/5.

On a single piece of armor or shield, a character may attempt to use Forge Armor a number of times equal to his rank in Forge Armor. This limit includes failed uses of the talent. A character with this talent usually charges for his time: a base rate per week of 50 x a number of silver pieces equal to his Circle. This charge is tacked on to the actual cost of the armor. For example, an Eleventh Circle weaponsmith would charge 550 silver pieces a week to work on armor. Buying a set of crystal ringlet improved by 2 points of armor would cost 1,600 silver pieces (550 + 550 + 500).

GAIN SURPRISE

Step Number: Rank + Willpower
Action: None   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: None

An even mix of stealth, illusion, and mind magic combine to create the Gain Surprise talent. The character makes a Gain Surprise Test against the Spell Defense of a target. Success gives the character the advantage of surprise against the target, whose knowledge of the character's pres-ence is literally suppressed. Other characters can still see the character as easily as before, and those whose Initiative is better than the character's can warn the target character, ruining the surprise.

GOLD SENSE

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: None

The Gold Sense talent allows the character to sense gold or other natural precious metals. This talent does not allow characters to sense orichalcum or other magical metals, however. If the character already knows that other members of his group have precious metal on their persons, he may eliminate this metal from the search. Gold Sense locates the largest amount of precious metal in a range equal to the character's rank in Gold Sense times 100 yards.

The minimum amount of a precious metal that can be detected with Gold Sense is 5 pounds. The character makes a Gold Sense Test against the Spell Defense of the metal (usually 2). A successful test gives the character the general direction of and distance to the metal. Because this talent is a sense, the parameters are vague: directions are given in terms of left/right, back/forward, and above/below, relative to the character. Distances are to the nearest 100-yard increment. A character using Gold Sense talent might judge, for example, that a large cache of precious metal lies above him and to his left, less than 100 yards away.

HOWL

Step Number: Rank + Charisma
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Beastmaster

A character using the Howl talent can make other characters and creatures flee by imitating the aggression sounds of any creature he has trained. The Howl talent also works against sentient creatures. The character makes a Howl Test against the target's Social Defense. An Average success paralyzes the target with fear. A Good or better success forces the target to flee at its Full Movement rate for a number of rounds equal to the character's rank in Howl. A fleeing target affected by the Howl talent cannot return to the vicinity until it makes a successful Willpower Test equal to or better than the character's Howl step.

IMPRESSIVE SHOT

Step Number: Rank + Charisma
Action: No   **Skill Use:** No
Requires Karma: No   **Strain:** None
Discipline Talent Use: Archer, Troubadour

With Impressive Shot, a character makes opponents think twice about attacking him. A player must announce during the Declare Actions segment of the Combat Round that his character is using the Impressive Shot talent. The character uses this talent with either a Missile Weapons or Throwing Weapons Attack Test. The attack must not harm an opponent, but is typically aimed to hit very close to the target, go through a target's shirt sleeve, knock a mug from the target's hand, or otherwise demonstrate the character's ability with missile or throwing weapons.

After making the Attack Test, the character makes an Impressive Shot Test instead of the normal Damage Test and compares the success to the target's Social Defense Rating. On an Average success, the target suffers a modifier of –1 step to all tests for a number of rounds equal to the character's rank in Impressive Shot. A Good success or better means the target will not act against the character using the talent unless attacked by the character or his allies. The target remains docile until he or she makes a Willpower Test equal to or higher than the rank of the Impressive Shot step.

IMPROVE ARMOR

Step Number: Rank + Perception
Action: None   **Skill Use:** No
Requires Karma: No   **Strain:** None
Discipline Talent Use: Weaponsmith

Improve Armor allows a character to temporarily increase the Armor Rating of a piece of armor or a shield. This involves a quick magic ritual based on the Forge Armor talent. A character must have Forge Armor in order to use Improve Armor. The character will need a fire the size of a large campfire. The ritual requires the character to spend one half-hour quickly running through a mock forging of the armor. The character makes an Improve Armor Test using the same Difficulty Number as in Forge Armor. If the test fails, the armor is cracked and ruined. If the test succeeds, the character may improve one of the Armor Ratings by 1 point. The character may improve a single set of armor a number of times equal to his rank in Improve Armor. Each use of Improve Armor lasts for 24 hours from the end of the ritual.

LION SPIRIT

Step Number: Rank
Action: NA   **Skill Use:** No
Requires Karma: No   **Strain:** None
Discipline Talent Use: None

The Lion Spirit talent increases the character's Social Defense against fear or intimidation effects. Each rank of Lion Spirit increases the Social Defense by 1.

MATRIX STRIKE

Step Number: Rank + Willpower
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Nethermancer

The Matrix Strike talent allows a character to strike a magician's spell matrix. His weapon disappears from view as it enters the astral plane, reemerging covered with a glistening, luminescent film. The character makes a Matrix Strike Test against the magician's Spell Defense (this replaces a Melee Weapons, Missile Weapons, Throwing Weapons, or Unarmed Combat Test). A successful hit will damage the target's spell matrix (see pp. 153–54, **ED,** for more information). Mystic Armor protects the target against attacks made with Matrix Strike.

MISSILE TWISTER

Step Number: Rank + Willpower
Action: No   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: None

A character can use the Missile Twister talent to deflect missile attacks with a small funnel cloud that envelops him and flings arrows or other missiles away from him in every direction. To use this talent, the character makes a Missile Twister Test. The success is the number of rounds Missile Twister lasts. During this time, increase the character's Physical Defense by the rank in Missile Twister. Only extremely accurate missile fire can hit a character protected by Missile Twister. The missile will strike home only if an opponent makes a Missile Attack Test with an Excellent success against the character's modified Physical Defense.

MOVING EARTH

Step Number: Rank + Willpower
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: None

A character uses Moving Earth to animate a section of earth. To do so, the player makes a Moving Earth Test and records the result. The section of animated earth is 10 feet by 10 feet in size and 1 to 2 feet thick. The character

can use the section as a "magic carpet" on which he and other passengers can ride. The carpet has Full Movement of 75 yards per round, Combat Movement of 38 yards per round. Its overland speed is 15 miles per hour. The moving earth has a carrying capacity in pounds of 250 x the character's rank in Moving Earth. The earth section remains animated for a number of hours equal to the result of the Moving Earth Test.

Moving Earth can also act as a living shield between its riders and attackers. Its rank adds to the Mystic Armor of anyone riding on it. It has an Armor Rating of 3.

MULTI-CHARGE

Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** See below
Discipline Talent Use: Cavalryman

A character uses Multi-Charge to make a charge attack against more than 1 target during a single round. A character cannot use Multi-Charge to attack 1 opponent more than once. The character makes a Multi-Charge Test instead of a Melee Weapons Test for each attack made. A character may charge a number of targets up to his rank in Multi-Charge. Each charge causes 1 point of Strain. A character may take all of the attacks allowed by his Multi-Charge talent, even if one or more charges miss.

MULTI-SHOT

Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Archer

A character uses Multi-Shot to fire a missile weapon at more than 1 target during a single round. A character may use Multi-Shot to attack 1 opponent more than once. The character makes a Multi-Shot Test instead of a normal Missile Weapons Test for each attack made. A character may take a number of shots up to his rank in Multi-Shot in a round, but each shot costs 1 point of Strain. Unlike Quick Shot, a character may fire all shots allowed by Multi-Shot even if one or more of the shots miss.

MULTI-STRIKE

Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** 1
Discipline Talent Use: Warrior

A character uses Multi-Strike to make a melee or unarmed attack against more than 1 target during a single round. A character may use Multi-Strike to attack 1 opponent more than once. For each attack made, the character makes a Multi-Strike Test instead of a normal Melee Weapons or Unarmed Combat Test. Each round a character may make a number of attacks up to his rank in Multi-Strike, but each attack made costs 1 point of Strain. A character may make all the attacks allowed by Multi-Strike even if one or more attacks fail.

MULTI-TONGUE

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** None
Discipline Talent Use: None

The Multi-Tongue talent gives a character the temporary ability to speak any language, as long as he or she has previously heard at least seven different words spoken in that language. The character makes a Multi-Tongue Test to communicate with others, the level of success to be determined by the test result. Simple sentences or ideas such as "Where is the nearest healer?" require only a 2. Normal conversation that includes idioms or jargon requires a 6. Technical conversations or other discussions filled with specialized jargon require a 10. Conversations about philosophical topics or other abstract ideas require a 13. Each use of the Multi-Tongue talent lasts for a number of minutes equal to the character's rank in Multi-Tongue. Each use of Multi-Tongue allows the character to speak 1 language for that limited period of time.

MULTIWEAVING

Step Number: Rank + Perception
Action: No   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Illusionist

Multiweaving is a special talent that lets characters use both Thread Weaving and Spellcasting in the same round. Multiweaving allows a character either to weave more than 1 spell thread in a round, using Thread Weaving for 1 thread and Multiweaving for another, OR to weave a spell thread and cast the spell. This talent can only be used to do one of these two tasks, not both.

For example, a character could first weave 1 spell thread with his Thread Weaving talent, and then weave a second spell thread with Multiweaving. He could also make a second attempt to weave a thread if the first attempt failed. Alternatively, he could weave a spell thread with Multiweaving, and then use Spellcasting to cast the spell. This is the only way in which a magician can weave a spell thread and cast a spell in the same round.

Multiweaving can also be used to weave multiple spell threads in a single round, per the rules on p. 152 of **Earthdawn**. Multiweaving and Thread Weaving cannot be used to weave the same spell thread.

NETHERWALK

Step Number: Rank + Willpower

Action: None   **Skill Use:** No

Requires Karma: Yes   **Strain:** None

Discipline Talent Use: Nethermancer

A character can use Netherwalk to send his spirit forth to walk through nearby astral space. The magician makes a Netherwalk Test. The result is the number of minutes the spirit can move astrally during the use of Netherwalk. The character must return his spirit to his physical body before the time expires. If the spirit does not return before time elapses, the spirit becomes separated from the character. When this happens, the character dies, and his spirit is doomed to wander astral space. The character may end a netherwalk before the full duration has expired, but he can only end the netherwalk when his spirit is at his body.

While in astral space, the character can pass through many physical barriers that exist only in this world. The character can only move at a rate equal to his Combat Movement. Any attempts to pass through objects that have a Spell Defense require an additional Netherwalk Test. If the test is successful, the character can continue on past the obstacle.

During the time spent in astral space, a character exposes himself to the dangers of astral space. These are due to the polluted nature of astral space as well as to the presence of Horrors on the astral plane.

A character using Netherwalk suffers damage for each minute his spirit is in astral space. The amount of damage depends on the classification of the area of astral space in which the character is moving. The chart below shows the damage characters take each minute, based on the classification of the area.

The pollution in astral space actually has a good side to it, however, in that it obscures the character from the view of the Horrors. This obscuring of the character is also dependent on the classification of the region where the character is located. The pollution in astral space acts as a bonus to the character's Spell Defense. The chart below gives the bonus to a character's Spell Defense, based on the character's astral location. Note that these classifications of Safe, Open, Tainted, and Corrupt are described on p. 155 of **Earthdawn**.

Region Type	Damage/Minute	Spell Defense Bonus
Safe	Step 4	+0
Open	Step 8	+4
Tainted	Step 12	+12
Corrupt	Step 16	+20

The Netherwalk talent is used very infrequently, as its use poses a grave danger to those who travel in astral space.

PIN

Step Number: Rank + Dexterity

Action: Yes   **Skill Use:** Yes

Requires Karma: No   **Strain:** None

Discipline Talent Use: Swordmaster

The Pin talent allows a character to corner an opponent by making a rapid series of whirling attacks with a

melee weapon, thus restricting the opponent's movement. The character makes a Pin Test against the target's Physical Defense. If a character wishes to use the Pin talent against more than one character, he makes the test against the highest Physical Defense of any member of the target group +1 for each additional defender. A success means the character pins the target, who cannot move away from the pinning character. A pinned target may attack only the pinning character, and suffers a step penalty to all tests equal to the attacking character's Pin rank. The effects of Pin last for only 1 round, or until the pinning character next acts, whichever comes first. A Pin attack does no damage.

Kricklen, t'skrang swordmaster extraordinaire, tries to use his Pin talent against 2 enemy wizards, one with a Physical Defense of 7, the other with a Physical Defense of 10. This makes Kricklen's Difficulty Number an 11 (10 + 1). He makes a Pin Test, succeeding with a roll of 11. The wizards cannot move now because Kricklen has Rank 4 Pin. The wizards also suffer a –4 step penalty to all tests while pinned.

PLANT SHELTER

Step Number: Rank + Charisma + 10

Action: Yes	**Skill Use:** No
Requires Karma: No	**Strain:** 1

Discipline Talent Use: Elementalist

Using the Plant Shelter talent, a character makes the plant life in an area grow rapidly enough to form a shelter. The character sings to the plants to gain their cooperation, mystically urging them to grow into a shelter according to his instructions. The character makes a Plant Shelter Test, then uses the result as the Barrier Rating of the shelter. The shelter has an Armor Rating equal to the character's rank in Plant Shelter.

The plant shelter holds a number of human-sized characters equal to the character's rank in Plant Shelter. Trolls and obsidimen count as 2 human-sized characters each, while windlings each count as only one-half human-size. If more than the allowable number of characters crowds into the shelter, the shelter is disrupted and the plants return to their former shapes. Plant Shelter takes 5 minutes to perform.

QUICK SHOT

Step Number: Rank + Dexterity

Action: No	**Skill Use:** No
Requires Karma: No	**Strain:** 1 per shot

Discipline Talent Use: Archer

Quick Shot permits a character to make more than 1 missile weapon attack per round. The first attack must be made using the Missile Weapons talent. Successive attacks are made using Quick Shot. Each of these successive attacks is made with a Quick Shot Test as the character's Attack Test. The character may make a number of Quick Shot attacks equal to his rank in Quick Shot. A character with Rank 3 Quick Shot, for example, could take 3 quick shots.

All Quick Shot attacks must be made against the same target. The character takes 1 point of Strain for each shot taken with Quick Shot. This does not include the first Missile Weapons Test. A Quick Shot attack must hit for another Quick Shot attack to be made. A character who fails a Quick Shot Test to attack cannot make further attacks with this talent.

QUICKBLADE

Step Number: Rank + Dexterity

Action: No	**Skill Use:** Yes
Requires Karma: No	**Strain:** 2 (see below)

Discipline Talent Use: None

The Quickblade talent replaces a character's Initiative step when making Initiative Tests in combat. To use this talent, the character must make a Melee Attack Test against a conscious opponent in the same round as he or she uses Quickblade. If a character does not make an attack while using the Quickblade talent, he suffers 2 points of Strain. Do not modify the Quickblade step with any Initiative modifiers for weapons and armor, but any Initiative steps gained through Circle advancement also increase the steps of the Quickblade talent.

RALLY

Step Number: Rank + Charisma

Action: Yes	**Skill Use:** No
Requires Karma: Yes	**Strain:** None (see below)

Discipline Talent Use: Cavalryman

The Rally talent allows a character to inspire his companions in the midst of battle. Rally must be used during combat. If the character using the talent does not have a mount, the Strain inflicts 1 point of damage. The character chooses whom he wishes to rally before making the Rally Test. He cannot use the advantages of Rally himself. After declaring those he intends to rally, the character makes a Rally Test and compares the success to the Social Defense of each of the target characters. A successful test entitles a character to an immediate Recovery Test. The character must have an available Recovery Test; Rally provides no additional ones. Rally also eliminates the Attack Test modifiers suffered by Harried and Knocked Down characters (see p. 202, **ED**). The maximum number of characters one character can rally is equal to the character's Rally rank.

RANGE PATTERN

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Wizard

The Range Pattern talent increases the range of a character's spell for 1 casting, though it cannot be used on a spell with a range of *Touch.* The player must declare that his character will use the Range Pattern talent before weaving any threads for the spell. Make the Range Pattern Test against the spell's Weaving Difficulty. If the spell has no threads, use a Weaving Difficulty of 5 + the Circle of the spell. Weaving this thread is in addition to any threads required by the spell. A successful test increases the range of the spell by a number equal to the wizard's rank in Range Pattern x 100 yards.

RUSHING ATTACK

Step Number: Rank + Dexterity
Action: No   **Skill Use:** Yes
Requires Karma: No   **Strain:** None
Discipline Talent Use: Archer

The Rushing Attack talent allows a character to move up to his Full Movement while also making an attack. In making the attack, the character may use only those talents that add steps to Dexterity, such as Missile Weapons, Melee Weapons, or True Shot. A character could not use this talent with one like Flame Arrow, which adds steps to Willpower.

If the character's rank in Rushing Attack is less than the rank of the talent used for the attack, use the Rushing

Attack step instead of the talent step to make the attack. For example, a character with Rank 5 Missile Weapons and Rank 3 Rushing Attack uses the Rushing Attack step for his Attack Test rather than the Missile Weapons step. Also, if the rank in Rushing Attack is less than the talent rank, any rank-based effects use the rank of Rushing Attack. For example, an archer with Rank 6 Quick Shot and Rank 3 Rushing Attack uses the Rushing Attack step to hit with Quick Shot. Because the Rushing rank is less than the Quick Shot rank, the character may make only 3 additional attacks in a round (see **Quick Shot,** p. 35). Even when using the Rushing Attack talent for other Talent Tests, the character must pay any Strain or Karma costs associated with the other talents.

SAFE THOUGHT

Step Number: Rank + Willpower
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: Illusionist

The Safe Thought talent hides one specific type of thought or attitude from telepathic probes or other types of divination magic. This talent replaces the true thought or attitude with vague and noncommittal images or sensations in response to the mind probe. The Safe Thought talent can only be used on a voluntary subject, who chooses which thought the talent will hide. Typical thoughts to be hidden might include "the best treasure we found in Parlainth" or "King Gerrik is an idiot."

To use the Safe Thought talent, the character makes a Safe Thought Test against the spell recipient's Spell Defense. The test result is the target's Spell Defense against magical probing for the hidden thought. The duration of Safe Thought is a number of hours equal to the character's talent rank. A successful mind probe discovers the hidden thought and dispels the safe thought.

SCREAMING ARROW

Step Number: Rank + Charisma
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Archer

The Screaming Arrow talent allows a character to intimidate a target by shooting a literally "screaming" arrow at him. A character fires the screaming arrow at 1 target character. The arrow travels in a tight spiral, shrieking toward its target. The character makes a Screaming Arrow Test against the target's Social Defense. On an Average success the target becomes Harried (p. 202, **ED**), suffering a –2 step penalty to his or her actions. A Good success forces the target to flee at full speed for 1 round, an Excellent success forces the target to flee at full speed
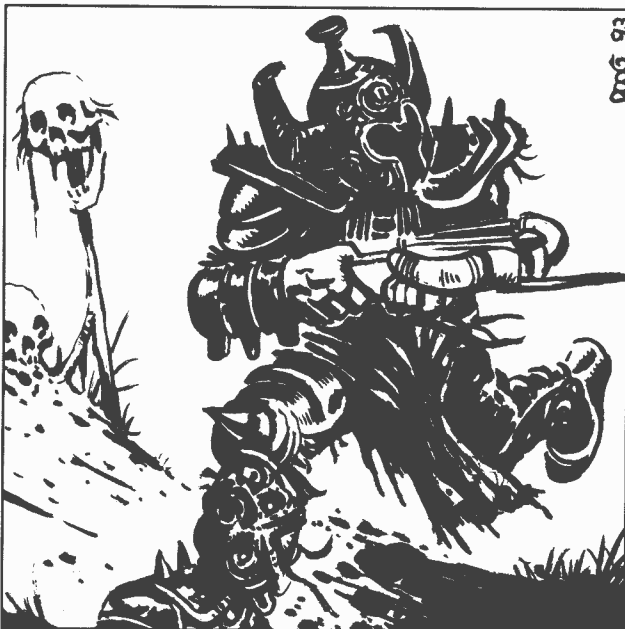
for 2 rounds. An Extraordinary success forces the target to surrender to the archer.

SECOND CHANCE

Step Number: Rank + Willpower
Action: None **Skill Use:** No
Requires Karma: Yes **Strain:** 1
Discipline Talent Use: None

This talent allows a character to re-attempt any action that he has just failed. Whenever the character fails an action, he may use Second Chance to attempt it again that same round. The character makes a Second Chance Test against the opponent's Spell Defense (or the Spell Defense of an object the character attempted to act against). A success means the character may immediately re-attempt the original action.

The Karma Point spent entitles the character to use this talent. The Karma dice are not included when making the Second Chance Test.

SENSE MAGIC WEAPON

Step Number: Rank + Perception
Action: Yes **Skill Use:** No
Requires Karma: No **Strain:** 1
Discipline Talent Use: Weaponsmith

The Sense Magic Weapon talent allows a character to determine if a weapon (or other item) is magical simply by handling it. Of course, this can be dangerous, but without talents such as Abate Curse (p. 96, **ED**), he must simply take the risk. Because the character must touch the weapon to use this talent, he or she immediately activates any magical effects triggered by touch.

To use this talent, the character makes a Sense Magic Weapon Test against the weapon's Spell Defense. If successful, the character knows whether or not the weapon is magical. This talent does not provide the character with any information regarding the magical properties of the weapon, just that it is magical.

SHARE MATRIX

Step Number: Rank
Action: NA **Skill Use:** No
Requires Karma: No **Strain:** None
Discipline Talent Use: None

A share matrix is an improved type of spell matrix that can hold more than 1 spell, but the sum of the spell Circles cannot exceed the rank of the share matrix. For example, a Rank 7 share matrix could hold one Circle 3 spell and four Circle 1 spells, but could not hold two Circle 4 spells.

Share matrices are armored, just like armored matrices. Add the rank of the Share Matrix to the Mystic Armor of the character to determine the matrix's Armor Rating (see

pp. 153–54, **ED**). Unfortunately, share matrices cannot hold a spell thread; their design is already quite complex.

SHIELD BEATER

Step Number: Rank + Dexterity
Action: Yes **Skill Use:** No
Requires Karma: No **Strain:** 1
Discipline Talent Use: Cavalryman, Swordmaster

The Shield Beater talent allows a character to make melee weapon attacks that bypass his opponent's shield. When using this talent, the character uses the Shield Beater step instead of the Melee Weapons step for the Attack Test. A successful attack automatically bypasses an opponent's shield.

The Shield Beater talent also helps the character defeat his opponent's armor. Reduce the level of success needed for an Armor-Defeating Hit by one level when the character uses the Shield Beater talent. For example, armor normally defeated by an Excellent success can be defeated by a Good success.

SHOW ARMOR FLAW

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Weaponsmith

The Show Armor Flaw talent illuminates the flaws in an opponent's armor so that other characters may attack the weakest spot. The character must first make a successful Spot Armor Flaw Test against a target in order to use the talent against that target. The character makes a Show Armor Flaw Test against either the target's Spell Defense or the Spell Defense of his armor, whichever is higher. A successful test marks each flaw with a soft orange glow that pulses in time to the character's heartbeat; if the spotting character dies, the armor flaw marks disappear instantly.

The success level determines the number of flaws illuminated. An Average success shows only 1 flaw. A Good success shows up to 3 armor flaws. An Excellent success shows up to 5 flaws, and an Extraordinary success shows all the armor's flaws. No more than 1 character can attack 1 flaw in a single round. Characters other than the one using the Show Armor Flaw talent must make a Called Shot (see p. 100, **ED**) to take advantage of the armor's flaws.

A character making a successful hit against one of the armor flaws will not need as high a success level for that blow to be an Armor-Defeating Hit. In most cases, a Good success against an armor flaw produces an Armor-Defeating Hit. For creatures whose armor yields only to an Extraordinary success, an Excellent success would be sufficient to defeat their armor. The character using Show Armor Flaw adds his rank to the result of all Damage Tests made against the target during the talent's duration; the duration is a number of rounds equal to the character's rank in Show Armor Flaw.

SLOUGH BLAME

Step Number: Rank + Charisma
Action: Yes   **Skill Use:** Yes
Requires Karma: Yes   **Strain:** 2
Discipline Talent Use: Troubadour

The Slough Blame talent allows a character to temporarily divert suspicion and blame from one character to another. The character using the talent must concoct a plausible explanation that shifts blame to another character, then make a Slough Blame Test against the Social Defense of either the accuser or the scapegoat (whichever is higher) + 1. The Strain of the test inflicts 2 points of damage. The effects of Slough Blame last only for a number of minutes equal to the character's talent rank. Characters who use this talent usually take advantage of

these few minutes to make themselves scarce.

Note that this talent uses Charisma as a Default Attribute (see p. 94, **ED**). Characters who do not possess this talent can default to Charisma Tests if they wish to use this talent.

SOFTEN BLADE

Step Number: Rank + Willpower
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: None

Soften Blade allows a character to weaken an edged melee weapon, reducing the amount of damage the weapon does on a successful strike. The character can use Soften Blade on any bladed weapon within his range of sight. The character makes a Soften Blade Test against either the Spell Defense of the weapon or its wielder, whichever is higher. A success means the blade suffers a penalty to its Damage step equal to the rank of Soften Blade. For example, a character with Rank 3 Soften Blade reduces the weapon's Damage step by –3 for each attack. A weapon's Damage step can only be reduced to 0; it cannot be made negative. The effects of Soften Blade last for 1 hour.

SONG OF DEFLECTION

Step Number: Rank + Willpower
Action: No   **Skill Use:** No
Requires Karma: Yes   **Strain:** 1
Discipline Talent Use: Troubadour

Song of Deflection allows a character to increase his Physical Defense against attacks. The character sings or hums a little song to himself, and makes a Song of Deflection Test against the highest Spell Defense of all his opponents +1 for each additional opponent.

A troubadour is attempting to use Song of Deflection against 3 opponents. The highest Spell Defense among them is 11. That gives the troubadour a Difficulty Number of 13 for the Song of Deflection Test.

If the test is successful, the character's Physical Defense is increased by the rank of Song of Deflection. While singing, he may perform another action, but can only choose second actions that do not require him to speak. As soon as he stops singing, the character loses the benefits of Song of Deflection. Each song lasts a number of rounds equal to the result of the Song of Deflection Test or until the character stops singing.

SOUL SHATTER

Step Number: Rank + Willpower + 10
Action: No   **Skill Use:** No
Requires Karma: No   **Strain:** 3
Discipline Talent Use: Nethermancer

Soul Shatter pits the character's spirit against the spirit of the target character. Only one may win this contest. The character must have the Spellcasting talent to use this talent and must touch his intended target. After touching the target, the character makes a Spellcasting Test against the target's Spell Defense. If the test is successful, the character makes a Soul Shatter Test as the Damage Test. Mystic Armor provides protection against this damage.

If the target suffers a Wound, his soul begins to break apart, piece by piece. The target takes damage each round, automatically suffering a Wound + damage equal to the

[text cut off] r a number of rounds
[text cut off] Shatter. Each round,
[text cut off] e or Willpower Test
[text cut off] ep. A success ends the

[text cut off] Vound, the character's
[text cut off] mmediately suffers a
[text cut off] ribed above, just as if
[text cut off] hatter against him.

Skill Use: No
Strain: None

[text cut off] ancer

[text cut off] a form of blood magic.
[text cut off] ther than Spellcasting
[text cut off] succeeds, magic locks
[text cut off] for a year and a day.
[text cut off] any other spell during
[text cut off] d by Spell Crystal Lock
[text cut off] e. The damage cannot
[text cut off] ave elapsed. A Dispel
[text cut off] dispel the magic in a

Skill Use: No
Strain: None

[text cut off] kin and portions of his
[text cut off] r and more resistant to
[text cut off] ance becomes pebbly,
[text cut off] h as stone. Stone Skin
[text cut off] ry Tests each day the

talent is used. The talent is only usable once per day. Stone Skin lasts for a full 24 hours, or until it is discarded by the character.

Stone Skin adds +3 to a character's Armor Rating. The character makes a Stone Skin Test, then adds his Death Rating and his Unconsciousness Rating to the result. He or she can now take more damage before dying or falling unconscious. Stone Skin may be used in the same day as Wood Skin (p. 121, **ED**).

SUMMON

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: No   **Strain:** 2
Discipline Talent Use: Elementalist, Nethermancer

A character uses this talent to summon an elemental or other extra-planar being. The summoner must first weave a thread to the true pattern of the being to be summoned. See p. 141, **ED,** for more on true patterns and threads.

Each use of the Summon talent requires a 1-hour ritual. The character makes a Summon Test against the Spell Defense of the being he wishes to summon. A success summons the being from its plane to the physical plane. Note that the Summon talent only brings the creature to the character's plane; the character will most likely need other magic or talents to successfully negotiate with or control the being.

Soul Shatter rank. This effect lasts fo[r]
equal to the character's rank in Soul[ ]
the target is entitled to a Willforc[e]
against the character's Spellcasting st[e]
effect of Soul Shatter.

If the target does not suffer a W[ound]
spirit buckles from the Strain. He i[s]
Wound plus the other damage desc[ribed]
someone had successfully used Soul S[hatter]

SPELL CRYSTAL LOCK

Step Number: Rank + Perception
Action: Yes
Requires Karma: No
Discipline Talent Use: Netherma[ncer]

The Spell Crystal Lock talent is a[ ]
A character uses Spell Crystal Lock ra[nk]
to cast a spell. If the Spellcasting Test[ ]
the active spell into the spell matrix[ ]
The spell matrix cannot be used for a[ ]
that period. The blood magic require[d]
costs the character 2 points of damag[e]
be healed until the year and a day h[as]
Magic Test result of 24 or more can[ ]
spell crystal lock.

STONE SKIN

Step Number: Rank + Toughness[ ]
Action: Yes
Requires Karma: No
Discipline Talent Use: Warrior

Stone Skin makes a character's s[kin]
or her muscles and ligaments toughe[r]
physical damage. The skin's appear[ance]
sometimes even jagged, and is toug[h]
requires one of the character's Recov[ery]

SUMMONING CIRCLE

Step Number: Rank + Perception
Action: Yes **Skill Use:** No
Requires Karma: No **Strain:** 2
Discipline Talent Use: Elementalist, Nethermancer

The Summoning Circle talent creates a protective circle into which a character summons a creature or being. To create the circle, the character must first weave a thread to the true pattern of the being to be summoned. See p. 141, **ED,** for more on true patterns and threads.

The character draws a circle on the ground where he intends to perform the summoning. The circle must be big enough to hold the creature to be summoned. Once the circle is drawn, the character makes a Summoning Circle Test. The result becomes the Spell Defense of the summoning circle. Both player and gamemaster should note this number. A summoning circle lasts a number of hours equal to the magician's rank in Summoning Circle. The circle's creator may dispel the circle at any time by touching the circle and symbolically "cutting" it.

After the character draws the circle, he can summon the creature using the Summon talent or other means. Creatures summoned into the circle cannot escape from the circle without first destroying it. To destroy the circle, the summoned creature must make a Willpower Test equal to or higher than the Spell Defense of the circle. A Dispel Magic Test with a success equal to or greater than the circle's Spell Defense also destroys the circle.

TAME MOUNT

Step Number: Rank + Charisma
Action: Yes **Skill Use:** Yes
Requires Karma: Yes **Strain:** None
Discipline Talent Use: Beastmaster

Tame Mount allows a character to tame a mount or creature. The character must touch the beast to be tamed. He or she makes a Tame Mount Test against the creature's Social Defense. If the test is successful, Tame Mount improves the attitude of the creature by 1 step, up to a maximum of Friendly (see p. 235, **ED**). Tame Mount may be used only once per day. Once the creature's attitude has been raised to Friendly, the tamer may then ride the mount. No one else may ride the mount until the creature is trained. The mount is automatically Hostile to anyone else who tries to ride it.

THOUGHT LINK

Step Number: Rank + Perception
Action: Yes **Skill Use:** No
Requires Karma: No **Strain:** 1
Discipline Talent Use: Troubadour

Thought Link allows a character to establish a telepathic link between himself and one other person. The character makes a Thought Link Test against the target's Spell Defense. A success establishes a link that permits the characters to communicate telepathically. The communication is silent and requires no more effort than forming the words in one's mind. The recipient of the thought hears and feels the words. Thoughts come across as words and a buzzing, ticklish pressure. Though the pressure is not painful, it has been known to cause a peculiar expression on the face of someone not expecting it. Each use of Thought Link lasts for a number of minutes equal to the result of the Thought Link Test.

THOUGHTFUL EXPRESSION

Step Number: Rank + Perception
Action: No **Skill Use:** No
Requires Karma: No **Strain:** None
Discipline Talent Use: Illusionist

Thoughtful Expression allows a character to construct an illusionary face that borrows a bit of the character's own awareness. This, in effect, creates a magical "spy glass" for observing events and situations from a distance. The character must touch the face of the target character in order to use this talent. He or she makes a Thoughtful Expression Test against the Spell Defense of the target.

A success creates a hair-thin illusion of the magician's face, superimposing the face over the target's own. The illusionary face moves naturally, can see, smell, talk, listen, and answer questions based on

knowledge the character has. The character has a telepathic link with the illusion created by Thoughtful Expression. This link allows him to be aware of everything that the illusion says or senses. The range of the link is 250 yards. The illusion continues to work when the character is outside of this range, but the character does not know what it is doing.

The awareness granted by Thoughtful Expression comes at the price of a –1 modifier to all the character's Perception Tests, including all tests for talents that add steps to Perception. This takes effect as soon as the character finishes creating the illusion. The modifier disappears when the thoughtful expression vanishes. Each use of Thoughtful Expression lasts a number of hours equal to the result of the Thoughtful Expression Test. The character may automatically dispel the illusion at any time. Thoughtful expression can be sensed and disbelieved as a Circle 2 illusion spell.

THUNDER AXE
Step Number: Rank + Strength
Action: No | **Skill Use:** No
Requires Karma: No | **Strain:** 1
Discipline Talent Use: Sky Raider

The Thunder Axe talent stuns opponents. A character must be using an axe or a warhammer as his weapon to use this talent. After making a successful attack, the character makes a Thunder Axe Test against the target's Spell Defense instead of making a Damage Test. A success stuns the target for 1 round. A stunned target cannot use any talents that require an action (see **Actions**, p. 95 and pp. 192–93, **ED**).

TRACE MISSILE
Step Number: Rank + Perception
Action: No | **Skill Use:** No
Requires Karma: No | **Strain:** 1
Discipline Talent Use: Archer

The Trace Missile talent allows a character to trace the path of a missile weapon that has hit its target simply by looking at the weapon. The character makes a Trace Missile Test against the Spell Defense of the shooter. A success traces the flight path back to the shooter, marking his or her forehead with a symbol similar to the kind created by the Mystic Aim and Stopping Aim talents (see pp. 112–13 and 117, **ED**). This symbol lasts a number of rounds equal to the character's rank in Trace Missile or until the character attacks the shooter. This talent can only be used to trace 1 missile in any given Combat Round.

TRAMPLE
Step Number: Rank + Willpower + 10
Action: No | **Skill Use:** Yes
Requires Karma: No | **Strain:** 1
Discipline Talent Use: Cavalryman

Trample allows a character to guide his mount's attacks to make them more effective. This talent does not require that the mount actually trample an opponent; Trample uses the mount's normal attack method. A character may use Trample as an additional attack in a round. The character makes a Trample Test against an opponent's Physical Defense. A success means the mount hit the opponent. Each rank of Trample adds +1 to the mount's Damage Test. This damage increase is cumulative with the Mount Attack talent (p. 112, **ED**), but cannot be used with any other magic affecting the mount's attack.

TRUTH SKIT
Step Number: Rank + Perception
Action: Yes | **Skill Use:** No
Requires Karma: Yes | **Strain:** None
Discipline Talent Use: None

With the help of other participants, Truth Skit allows a character to recreate an event from the past. All participants must volunteer to be part of the Truth Skit and must have been part of the original scene. Truth Skit recreates a scene that occurred no more than 7 years in the past. The character plays the parts of all of the people who were in the original event but who are not present now.

Each round of the skit replays 1 round of the original event. For each round replayed, the character makes a Truth Skit Test against the highest Social Defense of any of the participants, excluding himself. A success means the participants must say what they said in the original scene and must mimic the actions they originally took. If the test fails, the participants may say whatever they like or take whatever action they wish. The character chooses the round during which to spend the Karma Point. The maximum length of the skit is a number of minutes equal to the character's rank in Truth Skit.

UNMOUNT
Step Number: Rank + Strength
Action: No | **Skill Use:** Yes
Requires Karma: No | **Strain:** None
Discipline Talent Use: Warrior

The Unmount talent magically enhances a character's attack to knock an opponent from his or her mount. Following a successful Attack Test, the character makes an Unmount Test rather than a normal Damage Test. If

the test result is equal to or higher than the target's Strength step, the attack knocks the target from his or her mount and the target suffers the effects of Knockdown.

VENOM

Step Number: Rank + Toughness + 5
Action: No   **Skill Use:** No
Requires Karma: No   **Strain:** 2
Discipline Talent Use: Beastmaster

The Venom talent allows a character to create a fine spray of contact poison. Venom cannot be used with any manufactured weapon, only an unarmed attack. The character uses Unarmed Combat (or Dexterity) to hit a target with Venom. If successful, he then makes a Venom Test rather than the normal Damage Test. Venom damage automatically defeats armor unless the character can find some way, magical or mundane, to make the armor completely airtight. The venom continues to do damage for a number of rounds equal to the character's rank in Venom. A target may take an action to resist the poison and make a Toughness Test against the Venom step. A success negates the poison, rendering it inert.

VITAL STRIKE

Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: Yes **Strain:** None
Discipline Talent Use: None

A character uses Vital Strike when trying to hit a vital spot on an opponent. He or she makes a Vital Strike Test in place of an Attack Test. Add the amount by which the Vital Strike result exceeds the target's Physical Defense to the Damage step of the attack.

Vital Strike can also be used by magicians when casting spells that damage the target. In this case, add the amount by which the Spellcasting Test result exceeds the target's Spell Defense to the Effect (Damage) Test of the spell.

VITALITY

Step Number: Rank + Toughness
Action: Yes   **Skill Use:** No
Requires Karma: Yes **Strain:** None
Discipline Talent Use: None

Vitality allows a character to recover damage more effectively. Each day, Vitality may be used a number of times equal to the character's talent rank. Each use of Vitality counts as an additional Recovery Test. These Recovery Tests may be used to recover damage or as payment for talents such as Life Check (p. 110, **ED**) or Wood Skin (p. 121, **ED**). If the talent is used as payment, the Karma Point is spent, but no dice are rolled.
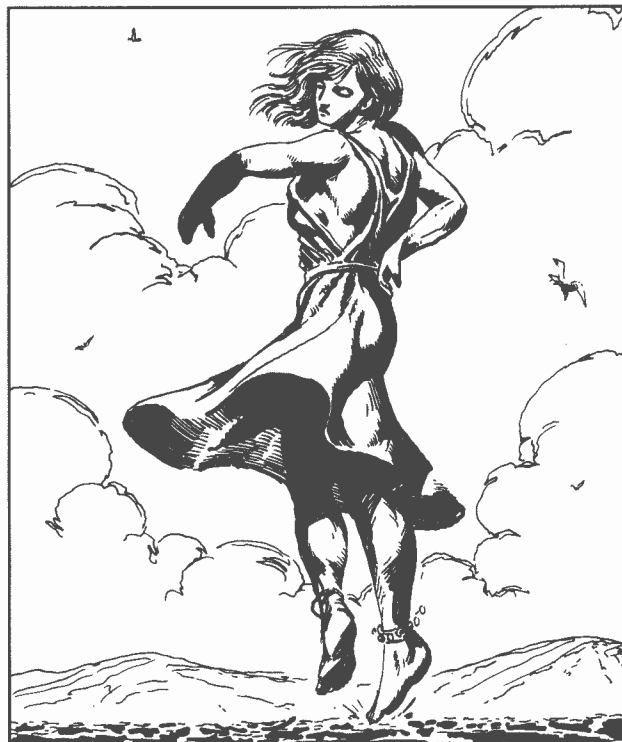
WATER DANCING

Step Number: Rank + Charisma
Action: Yes   **Skill Use:** No
Requires Karma: Yes **Strain:** No
Discipline Talent Use: None

The Water Dancing talent allows a character to dance on the surface of water. The character makes a Water Dancing Test against the Spell Defense of each water creature that can see or sense him or her. A success gives a bonus to all the character's tests, increasing the step number by the character's rank in Water Dancing for actions directed against the Social Defense of the water creatures. The modifier lasts for 24 hours. Aquatic and enchanted creatures within range are attracted to the character and will approach him while he is using Water Dancing. A character using the Water Dancing talent can stay on the surface of the water for a number of minutes equal to the result of the Water Dancing Test.

WEAPON BREAKER

Step Number: Rank + Willpower + 10
Action: No   **Skill Use:** Yes
Requires Karma: Yes **Strain:** None
Discipline Talent Use: None

Characters use this skill to crack and shatter their opponent's weapon. Weapon Breaker works only on manufactured weapons, not natural weapons such as a

creature's own fangs or claws. The character makes an Attack Test normally. If successful, he makes a Weapon Breaker Test instead of a normal Damage Test against the Spell Defense of either the weapon or the target, whichever is higher. An Average success knocks the weapon away from the target. A Good success damages the weapon, reducing its Damage step by –1. An Excellent success damages the weapon and sends it flying. An Extraordinary success shatters the weapon into dozens of pieces.

Weapons that have been damaged by this talent can be repaired through use of the Forge Blade talent (p. 107, **ED**). In such cases, the Forge Blade talent repairs the weapon instead of improving it. Weapons shattered by Weapon Breaker cannot be repaired.

WEB ASTRAL
Step Number: Rank + Strength + 10
Action: No   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Beastmaster

The Web Astral talent allows a character to create a sticky web that can cover a large area equal to the character's talent rank x 100 square feet. The web can be projected a distance of up to rank x 10 feet. The web extends into astral space and can catch creatures there and in this world. The character makes a Web Astral Test and records the result. The web's Strength step is equal to the Web Astral step.

The web has a Stickiness Rating equal to the result of the Web Astral Test. Any character caught in the web or attempting to cross the area covered by the web must make a Dexterity Test against the Stickiness Rating. Failure results in the character being stuck to the web. For the purposes of combat, the character suffers the same effects as if he were Knocked Down (p. 195, **ED**).

To free himself, a character must either make a successful Strength Test against the Strength step of the web or else the web must be damaged. Once the web has taken damage equal to its Strength step, it will free 1 character. Damaging the web enough to free 1 character does not free all characters; each character must be freed individually. The web lasts for a number of minutes equal to the result of the Web Astral Test.

WHIRLWIND
Step Number: Rank + Dexterity
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** None
Discipline Talent Use: Swordmaster

The Whirlwind talent allows a character to strike many foes at once. To use this talent, he must declare which targets he is attempting to hit and make a Whirlwind Test, comparing the test result to the Physical Defense of each target attacked. It is possible for a single whirlwind attack to hit some characters and miss others: the character successfully hits every target whose Physical Defense is lower than the result of the Whirlwind Test. Each target successfully attacked reduces the character's Damage step by –1. For example, if a character successfully attacks 4 targets, he reduces his Damage step by –4, then makes a separate Damage Test for each target.

WIND BOW
Step Number: Rank + Strength + 13
Action: No   **Skill Use:** No
Requires Karma: No   **Strain:** 1
Discipline Talent Use: Archer

Wind Bow allows a character to manipulate the forces of the wind to act as a bow for a single round. The wind bow is a whirling, shimmering collection of elemental force. This energy propels the arrow with terrific force. The character can fire only normal arrows with a Wind Bow. Arrows formed with the Flame Arrow talent may not be fired from a wind bow. The character makes a normal Missile Weapons Test as the Attack Test. If the attack is successful, the character makes a Wind Bow Test in place of a Damage Test.

Attribute Pattern is a variant of the Thread Weaving talent. A character can use this talent to weave a temporary thread to one of his Attributes, providing a temporary boost to the step number of that Attribute. The character makes an Attribute Pattern Test against his Spell Defense. If successful, he has attached a temporary thread to the chosen Attribute. A character cannot voluntarily lower his Spell Defense when using this talent.

The increase to the Attribute step is equal to the character's rank in Attribute Pattern. This increase is also applied to all talents based on the chosen Attribute. The effects of Attribute Pattern last for 2 rounds.

Barllon has Rank 3 Attribute Pattern, which he wants to use to increase his Perception step. He makes an Attribute Pattern Test against his Spell Defense of 15. He succeeds, and so increases his Perception step and the step numbers of all his Perception-based talents by +3. This increase lasts for 2 rounds.

Characters of all Disciplines can learn Attribute Pattern once they have reached the Fifteenth Circle in their Discipline. Ranks in Attribute Pattern cost the same as those for Thirteenth Circle talents.

LEADERSHIP

Step Number: Rank + Charisma
Action: No **Skill Use:** No
Requires Karma: Yes **Strain:** None
Discipline Talent Use: None

Leadership allows a character to lead a group of friendly gamemaster characters. The character makes a Leadership Test against the Social Defense of the target character. This talent may be used on more than 1 character. To do so, use the highest Social Defense of any of the targets + 1 for each additional character targeted as the Difficulty Number. On an Average success, targeted characters will treat the character as their leader for rank x 10 minutes. A Good success means the characters treat the character as their leader for a number of hours equal to his Leadership rank. An Excellent or better success means the characters treat the character as their leader for his talent rank x 2 hours. During this time, the other characters will follow the character's lead. They attack if the character attacks, they run if the character runs. Characters cannot be commanded to take an action that the leading character is not also going to perform.

Leadership is a special talent that all characters can acquire after they reach the Eighth Circle of their Discipline or higher. Ranks in Leadership are purchased as though it were a Fifth Circle talent.

WOUND TRANSFER

Step Number: Rank + Willpower
Action: No **Skill Use:** No
Requires Karma: Yes **Strain:** None
Discipline Talent Use: None

The Wound Transfer talent allows a character to transfer a Wound to another character. The character must touch a living target to use this talent. The character makes a Wound Transfer Test against the target's Spell Defense. A success transfers 1 Wound from the character to the target; it also lets the character make a Willpower Test, which will transfer a number of Damage Points equal to the Willpower Test result to the target as well.

SPECIAL TALENTS

The following talents are not listed with any Discipline description. They are talents that all adepts can use once they attain the proper Circle or meet other requirements. These requirements are given with each description.

ATTRIBUTE PATTERN

Step Number: Rank + Perception
Action: Yes **Skill Use:** No
Requires Karma: Yes **Strain:** 3
Discipline Talent Use: None

LIGHTBEARER

Step Number: Rank
Action: See below   **Skill Use:** No
Requires Karma: No   **Strain:** None
Discipline Talent Use: None

The Lightbearer talent allows a character to use the abilities granted him by the Lightbearer organization, a group dedicated to eliminating signs of the Scourge and to preventing the arrival of a new Scourge. Each rank of the Lightbearer talent grants the characters new abilities. For information about these abilities and the Lightbearer organization, see the **Lightbearers** section of this book, p. 107.

QUESTOR

Step Number: Rank
Action: NA   **Skill Use:** No
Requires Karma: No   **Strain:** None
Discipline Talent Use: All

The Questor talent allows characters to tap into the powers of the Passions of Barsaive. Questors are characters who exemplify the qualities of one of the worshipped Passions. Questor abilities and the Passions of Barsaive are more fully described in the **Questors** section of this book, p. 87.

TALENT PATTERN

Step Number: Rank + Perception
Action: Yes   **Skill Use:** No
Requires Karma: Yes   **Strain:** 3
Discipline Talent Use: None

Talent Pattern is a variant of the Thread Weaving talent. A character can use it to weave a temporary thread to one of his talents, providing a temporary boost to the rank of that talent. The character makes a Talent Pattern Test against his Spell Defense. If successful, he has attached a temporary thread to the chosen talent. A character cannot voluntarily lower his Spell Defense when using this talent.

The increase to the boosted talent is equal to the character's rank in Talent Pattern. The effects of Talent Pattern last for 2 rounds + 1 for each success level beyond Average in the Talent Pattern Test.

Jerreck has Rank 2 Talent Pattern, which he wants to use to increase his Spellcasting talent. He makes a Talent Pattern Test against his Spell Defense (13). He rolls a 26, an Excellent success. His Spellcasting Rank is increased by 2. This effect lasts for 4 rounds.

Characters of all Disciplines can learn Talent Pattern once they have reached the Thirteenth (or higher) Circle in their Discipline. Ranks in Talent Pattern cost the same as those for Thirteenth Circle talents.

THREAD MAGIC
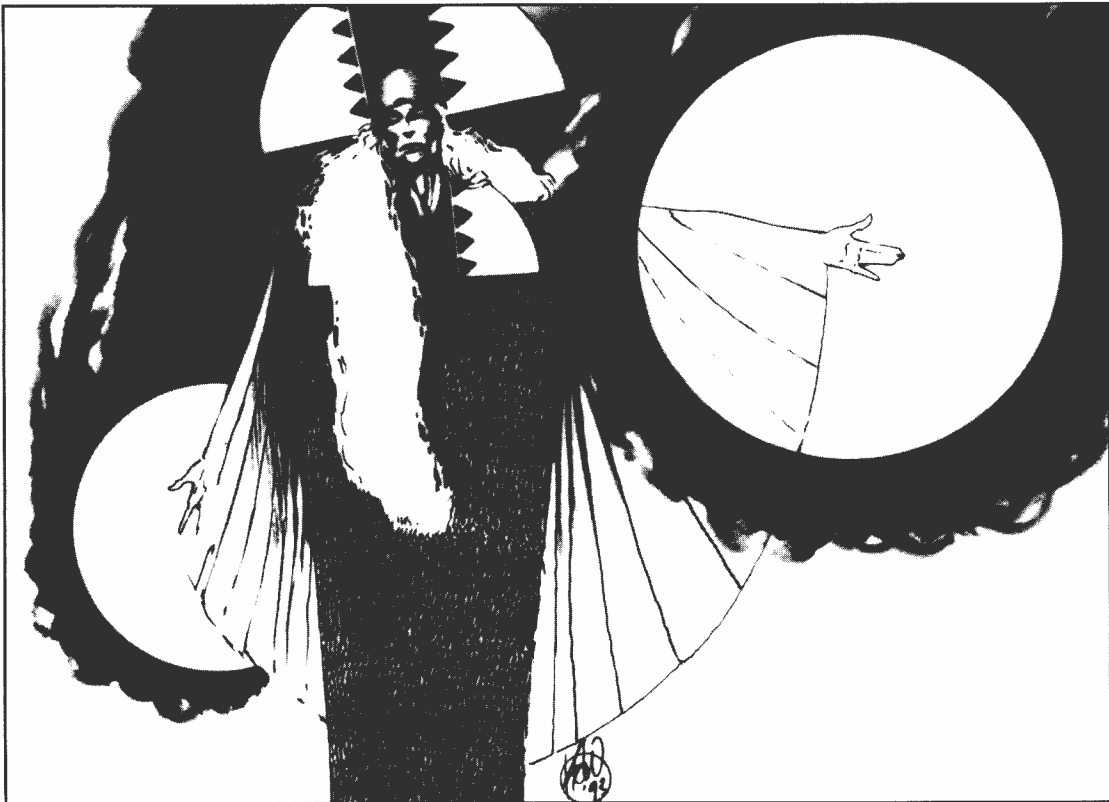
Humans have a phrase, "Knowledge is power." As usual they miss the mark.
Knowledge alone is not sufficient. You need training in the rigors of magical thought.
In particular, you must know how to use threads. Threads connect what you know to the
magic contained in what you know. Threads are what turn your knowledge into power.

—Words of Del Rieka, dwarf wizard, to his apprentices

One of the unique applications of the workings of magic in **Earthdawn** is the use of thread magic. Thread magic involves weaving threads between the true patterns of two or more people, places, and things. Once a character has learned the knowledge contained in a true pattern, he can use thread magic to turn that knowledge to his advantage.

The **Earthdawn** rulebook discussed the basics of thread magic, specifically, how to use thread magic with magical treasure. This section expands on that information, providing guidelines for using thread magic in conjunction with the true patterns of people and places, as well as how adventuring groups can use thread magic to empower themselves.

WORKINGS OF THREAD MAGIC

Before delving into the information presented here, players will find it helpful to re-read and review the **Magical Theory** and **Thread Magic** sections of the basic **Earthdawn** rules. The following material is based directly on that previously published material. Using it successfully will require a thorough grasp of the original rules and information.

As described in the basic rules, thread magic is a type of magic that allows a character to connect his true pattern to that of another person, place, or thing via a magical thread. To do this, the character must first obtain a **Key Knowledge** of the subject. Key Knowledges are pieces of information or knowledge about a subject that allow a character to better understand the nature of the subject's true pattern. (See **Pattern Knowledge,** p. 142, **ED.**) Key Knowledges are held within **Pattern Items**, items that reflect the knowledge stored in a subject's true pattern. Once someone has obtained a Pattern Item, he can learn the Key Knowledge it holds.

Having obtained a Pattern Item pertaining to a subject and then learned its Key Knowledge, a character can create a thread connecting his true pattern to the subject's true pattern. This thread carries magical energy from the true pattern to the character, making his talents more powerful against the subject of the true pattern. Alternatively, a character can use the threads he or she creates to bolster the strength of the true pattern to which the thread is connected. This strengthens the magic of the owner of the true pattern.

USING THREAD MAGIC

There are several steps to using thread magic successfully. These steps are summarized here, then described more fully below.

- •Step 1: Obtain Key Knowledge.
- •Step 2: Spend Legend Points for thread.
- •Step 3: Weave thread to true pattern.

STEP 1: OBTAIN KEY KNOWLEDGE

The first step in using thread magic is to obtain the Pattern Knowledge of a true pattern. Remember that this Pattern Knowledge will consist of several individual Key Knowledges. Each Key Knowledge contains one piece of knowledge about the true pattern (again, see **Pattern Knowledge,** p. 142, **ED**).

To fully access a true pattern requires that a character carefully study the person, place, or thing it represents. If that study is successful, an individual can learn the Pattern Knowledge of a true pattern. As just stated, the Pattern Knowledge of a true pattern is represented by its Key Knowledges. Through an understanding of a true pattern's Key Knowledges, someone can affect that pattern with magic.

This can be done in only a few very specific ways. The most common method of obtaining a true pattern's Key Knowledges is to obtain and study one or more of its Pattern Items.

Obtaining A Pattern Item

Pattern Items are obtained through adventuring. Through reasoning and roleplaying, a character can use his talents to obtain Pattern Items. Pattern Items are important objects. They are not easily found, and obtaining them often involves overcoming opposition. In a world of magical thought, many people and creatures know the value of Pattern Items, and guard them accordingly.

Number of Pattern Items

The number of Pattern Items for one true pattern can range from 0 to 5. Only if a character or place has a true pattern can it have a Pattern Item. The more powerful the character or place, the more Pattern Items will likely exist.

Scholars have long noted that Pattern Items are created in a flexible sequence, as follows:

- •The first Pattern Item created for a character or place is always a Minor Pattern Item.
- •A Major Pattern Item for a character or place can only be created once a Minor Pattern Item exists.
- •A Core Pattern Item for a character or place can be created only after the creation of a Major Pattern Item.

The sequence is flexible because it never requires the creation of Major or Core Pattern Items. Nor does it require that Minor items be "upgraded" to Major or Core items. Death's Sea, for example, might have five Pattern Items, all of them Minor. For Blood Wood, on the other hand, the

withered birch might be the only Pattern Item for the whole Wood, and it might be a Core Pattern Item.

Key Knowledge

Each single Pattern Item holds one Key Knowledge about a true pattern. The relationship between the Key Knowledge and the true pattern is based on the type of Pattern Item from which the Key Knowledge comes. A Minor Pattern Item holds knowledge that is related to, but not integral to, the true pattern. Major Pattern Items often hold knowledge that is an important part of the true pattern, but is only knowledge created via the item's *association* with the true pattern. Core Pattern Items hold knowledge that is a part of the essence of the true pattern.

In addition to learning the Key Knowledge held by a Pattern Item, it is also necessary to know the truth behind the knowledge the Pattern Item represents.

Grolk enters the village of Corthy, hunting a vampire who has bitten the archer Delthrien. While in the village he hears a story about how a gem merchant managed to ward off the vampire with a clove of garlic. Grolk now knows that garlic affects this vampire, and he reasons that this knowledge is the sort associated with a Pattern Item. The ability of garlic to drive off a vampire sounds like a magical interaction derived from the nature of the vampire's true pattern. Grolk now needs the clove that drove off the vampire. The clove of garlic is a Minor Pattern Item for the vampire.

The knowledge in a Pattern Item always represents at least a portion of the target's true pattern, the magical essence of the target. When trying to discover what knowledge is linked to a Pattern Item, a character should look for one of the types of knowledge that the true pattern contains:

•The name associated with the pattern

•A history of that name, events, behaviors, and interaction with magic

•Ways the name uses, or is affected by, or interacts with magic.

•Knowing that a wizard visited the Kaer Cache Tavern last Thursday is not the kind of information connected to a Pattern Item. That bit of information is not enough to help a character know where the wizard is now, where he might be in the future, or even his preference in taverns. If the character learns that the wizard visits the Kaer Cache Tavern every Thursday, that is something useful. Repetition of this behavior may have worn the habit into the wizard's true pattern. The character may now have a piece of information strong enough to be connected to a Pattern Item.

•A character learns that Lord Malban's favorite clothes are made from a magically treated silk. Might this be the kind of knowledge attached to a Pattern Item? Lord Malban is more likely to wear his favorite clothes than other clothes. Again, repetition may have worn the fact into Lord Malban's true pattern.

Remember that knowledge alone is not enough. A character must also have a Pattern Item that exemplifies what he or she has learned about the owner of the true pattern. Using the above examples, a character might discover that the Pattern Item is a mug from the Kaer Cache Tavern. To create a thread from knowledge of Lord Malban's clothes, a character would most likely have to get hold of one of Lord Malban's robes.

Studying A Pattern Item

Once a Pattern Item is obtained, a character can study it in order to use the Key Knowledge it contains. To learn the Key Knowledge of a Pattern Item requires that a character have either Item History or Weapon History. The character must study the Pattern Item for at least 1 week, as described in the descriptions of the Item/Weapon History Talents in the basic **Earthdawn** rules. A character studying a Pattern Item makes a Talent Test against the Pattern Item's Spell Defense, which is determined by the gamemaster and based on the specific type of Pattern Item studied. The Spell Defense Table shows the range for each class of Pattern Items.

If the test is successful, the character has learned the Key Knowledge held by the Pattern Item. In the case of objects, which ARE their own Pattern Items, it is possible to obtain more than one Key Knowledge with one Item/History Test (see **Magical Treasure**, pp. 270–71, **ED**).

Repeating Study Attempts

If the Item/Weapon History Test fails, the character may try again after another period of study. This period of

SPELL DEFENSE TABLE	
Class of Pattern Item	**Spell Defense Range**
Minor	7–12
Major	13–18
Core	19+

additional study time is based on how many previous attempts he or she has made to study the same item. The more a character studies a Pattern Item, the more the item comes in contact with the character's own true pattern. Characters must be careful not to imprint their own true pattern on the item, as this would destroy the item's value as a Pattern Item. This caution slows the pace of study. The more study attempts your character makes, the longer he or she must spend on each attempt.

Each day of study requires that the character examine the Pattern Item for at least one hour per day. If the character must study for weeks or months, the study must continue for six days out of each week. For study periods of a month or more, a character must study in week-long chunks. Any study time less than a week is wasted.

After the character has completed his additional study, he may attempt another Item/Weapon History Test. If this test fails, he may try again after further study time. See the Study Time Table for the required times for additional study of a Pattern Item after failed attempts.

Research

Another method of obtaining the Key Knowledges for a true pattern is through research. People, places, and things important enough to have true patterns also tend to be remembered by those who interact with them. The name of the archer who fired the arrow that killed the Horror that had been terrorizing a village is likely to be a part of the history of the village. By researching the history and activities of a true pattern, it is possible to obtain its Key Knowledges, but this often takes a very long time. Some legends tell of wizards spending years researching a true pattern, only to discover that the pattern had changed before they could use the Key Knowledges obtained.

To research a true pattern requires that the character have Research Skill. To obtain information, he or she makes a Research Test against the Difficulty Number of the information sought. The gamemaster determines this number by estimating how hard the task should be, using the guidelines in **Creating Difficulty Numbers,** p. 244 of the **Earthdawn** rules.

STUDY TIME TABLE

Attempt Number	Study Time
1	1 week
2	1 additional week
3	1 additional week
4	2 additional weeks
5	2 additional weeks
6	2 additional weeks
7	3 additional weeks
8	3 additional weeks
9	1 additional month
10	1 additional month
11	2 additional months
12	3 additional months
13	4 additional months
14	6 additional months
15+	1 additional year

STEP 2: SPEND LEGEND POINTS

Once a character knows one or more Key Knowledges of a true pattern, it now becomes possible for him or her to weave a thread to the true pattern. First, however, he must spend Legend Points to buy the required number of thread ranks. The cost of the thread ranks is determined by the nature of the true pattern to which the thread is woven. The cost of thread ranks to be woven to the true patterns of people and places is the same as the cost for ranks of a First Circle talent, per p. 221, **Increasing Talent Ranks,** in the **Earthdawn** rules.

Thread ranks are purchased just like ranks for talents. The cost for increasing the rank of a thread depends on the new rank.

•Farliv wants to buy a Rank 1 thread to connect to the true pattern of a foe. Consulting the Talent Rank Cost Table, we see this would cost Farliv 100 Legend Points.

•Jerreck wants to increase the rank of a thread he has attached to the true pattern of Blood Wood. The thread is currently Rank 3. Consulting the Talent Rank Cost Table, we find that the cost of increasing the rank from 3 to 4 is 500 Legend Points.

The maximum thread rank for a thread woven to the true pattern of a person or place depends on the class of Pattern Item. A Minor Pattern Item can have up to a Rank 5 thread attached to it. Major Pattern Items can support up to Rank 9 threads, while Core Pattern Items have no maximum thread rank.

STEP 3: WEAVE THREAD TO TRUE PATTERN

Once a character has spent Legend Points for the thread rank, he can then weave the thread to the subject's true pattern.

Weaving the thread is done using the Thread Weaving talent (p. 118, **ED**). The character makes a Thread Weaving Test against a Difficulty Number based on the thread rank, per the Thread Weaving Difficulty Table.

If the Thread Weaving Test is successful, the character has woven a thread to the true pattern.

If the Thread Weaving Test fails, the character can make no further attempts at weaving the thread until he has gained a new rank in the Thread Weaving talent. Neither the Legend Points nor the old thread (if one existed) are lost, however. As soon as the character increases his rank in Thread Weaving, he can try again to weave the thread.

Jerreck makes a Thread Weaving Test to increase the rank of his magical item thread from 2 to 3. According to the table, the Difficulty Number for this test is 10. Unfortunately for Jerreck, he rolls only a 9, which means his thread weaving attempt failed. Jerreck must now increase his rank in Thread Weaving before he can try again to weave the thread. His Rank 2 thread remains in place, and he does not have to pay the Legend Point cost again.

Weaving Threads and Pattern Items

The character must be in possession of the Pattern Item he studied in order to successfully weave the thread. The Pattern Item is a material link between the character and the true pattern to which he is weaving the thread.

A single Pattern Item can have only one thread associated with it. When increasing the rank of a pre-existing thread, the new thread replaces the previous one. Because Minor Pattern Items are only loosely connected to a subject's true pattern, Thread Weaving Tests made for a Minor Pattern Item require a Good success level.

Using Woven Threads

When a character weaves a thread to a subject's true pattern, that act establishes a link between the character's true pattern and the true pattern of the target.

Once a thread is woven, the weaving character can use it to boost one or more of his own abilities against the subject of the true pattern. To do this, he must attach the thread to one of his abilities. A character can attach one thread to any of the following abilities:

- 1 Talent
- Physical Defense Rating
- Spell Defense Rating
- Social Defense Rating
- Wound Threshold
- Mystic Armor

The thread rank increases the ability to which it is attached when the character interacts with the true pattern to which his thread is woven. In the case of talents, this increases the rank. For other abilities, each thread rank increases the value of the ability by 1. Each thread can only be attached to one of the character's abilities.

Me'gana weaves a Rank 2 thread from the true pattern of Noraim, a Theran wizard, to her Melee Weapons talent. This thread increases her Melee Weapons talent by 2 ranks when interacting with Noraim. Jerreck weaves a Rank 3 thread from the true pattern of the Horror Verjigorm to his Spell Defense, thus increasing his Spell Defense whenever he is interacting with the Hunter of Great Dragons. Good thing, too. He's going to need the help.

The number of abilities that can be increased by a single thread is based on the type of Pattern Item used to create the thread. A single thread woven from a Minor Pattern Item can only increase 1 ability. A single thread woven from a Major Pattern Item can increase up to 3 abilities. A single thread woven from a Core Pattern Item can increase up to 5 abilities. When increasing multiple abilities, all attached abilities are increased by the thread's rank.

THREAD WEAVING DIFFICULTY TABLE

Thread Rank	Weaving Difficulty
1	8
2	9
3	10
4	11
5	12
6	13
7	14
8	15
9	16
10	17
11	18
12	19
13	20
14	21
15	22

After successfully studying a Major Pattern Item belonging to a Theran wizard of Vivane, Me'gana weaves a Rank 3 thread to three abilities, her Melee Weapons talent, her Physical Defense Rating, and her Spell Defense Rating. When interacting with the Theran wizard, Me'gana's Melee Weapons step is increased by +3, while her Physical and Spell Defense Ratings are also increased by +3 each.

Limits on Thread Magic

There are some limits on how many threads a character can weave with Thread Weaving. At any one time, a character can have a number of threads active (attached to true patterns) equal to his rank in the Thread Weaving talent. This limit does not include spell threads, as those are temporary. Also, the character's rank in Thread Weaving is the maximum rank to which any of his threads can be increased.

Jerreck has Rank 4 Thread Weaving. He can have at most 4 threads active, and the maximum rank for any of them is 4.

Threads woven to a character's abilities do not count toward the limit set by the Rule of Three (see page 119, **Optional Rules**).

TYPES OF THREAD MAGIC

The above discussion provides players with the basics for using thread magic in **Earthdawn**. The following section describes how to use thread magic in a number of specific ways.

Thread magic can be used in **Earthdawn,** for example, to help one character gain an advantage over another, to boost a character's abilities in a specific place, to permit a character to use magical items, and to allow members of adventuring groups to draw strength from the true pattern of the group. The **Earthdawn** rulebook included rules for using thread magic with magical treasure. Following are detailed guidelines for the other uses of thread magic, namely, interaction with people and places and with adventuring groups.

PEOPLE AND PLACES

The use of thread magic with the true patterns of people and places works exactly as described above. There are a few aspects peculiar to use with either people or places, which are discussed below.

People

When a character weaves a thread to the true pattern of another person, the thread functions as a link between the true patterns of the weaving character and the subject. The weaver can use this link in one of two fashions. First, he can use it to boost his abilities when interacting with the subject, OR, it can be used to boost the abilities of the subject. The first use—boosting the character's abilities when interacting with the subject of the true pattern—is described above.

If a character wants to boost the abilities of the subject, he chooses one of the subject's abilities to which he will attach the thread. The character can choose to attach the thread to any of the same abilities listed above. Threads used in this way work exactly as those already described.

A character must choose how he will use the thread when he creates the thread. Once he has chosen, the thread cannot be changed to any other use.

Thom Hammerblade has obtained a Minor Pattern Item for Me'gana. After studying the Pattern Item and learning its Key Knowledge, Thom chooses to weave a Rank 1 thread to Me'gana's true pattern in order to boost her Spell Defense. Once this thread is in place, Me'gana's Spell Defense Rating increases by +1.

Places

A character can use threads created from the true pattern of a place in one of two ways. The character must choose one of these when creating the thread. Once he makes that decision, he cannot change the thread for use in the second way.

• A character can use the thread ranks to boost abilities, as described above. The thread strengthens the character as long as he or she remains in that place. If a character has a thread woven to the true pattern of Blood Wood, the thread rank could boost the character's abilities as long as he was in Blood Wood. Once the character leaves Blood Wood, he loses the thread benefit. He regains the benefit as soon as he reenters the Wood, however.

• A character can increase various game ratings associated with the place. A wizard might, for example, increase the Barrier Rating of the wall of her tower, the Difficulty Number to open the locks on her doors, or even enhance the appearance of her library. As above, the rank of the thread determines the increase in rating.

Noraim, a Theran wizard from Vivane, has woven a Rank 5 thread to the true pattern of his laboratory. He has decided to use the thread to increase the difficulty of opening the locks in his lab. The Difficulty Number for Lock Pick Tests in Noraim's lab increases by 5 with the help of this thread.

GROUP TRUE PATTERNS AND THREAD MAGIC

Thread magic can be also used by groups of people in a special way. By creating a true pattern for a group, the members of the group can weave threads to it, then use those threads to strengthen their own abilities. This use generally occurs among adventuring groups, but other groups are free to try it as well. It is thought that the Hand of Corruption has created its own true pattern, enabling its members to enhance their abilities with thread magic.

Creating A Group True Pattern

Just as people, places, and things can have Names, so can groups of people. If all the members of a group can agree upon a Name for the group, that Name can form a true pattern that represents all that the group is, just like other true patterns of people, places, and things. This process is not easy, and requires that the group fulfill the following conditions:

1. The group must choose a Name for itself. The Name must represent the past, present, and future of the group.

2. Once the group has chosen a Name, its members must also create a symbol for the group. This symbol can be anything that represents the group and its history.

3. Each of the members of the group must create a Minor Pattern Item that represents not only him or herself, but also the group and that character's role in the group.

4. The group must be Named via a specific Naming ritual. This begins to form the group's true pattern.

5. All the members must agree to perform a group oath of blood peace (see **Gamemastering Earthdawn,** p. 47, **ED GM Pack**). This last act is what concludes the formation of the group true pattern.

Each of these conditions is described below in greater detail.

Group Name

The group must choose a Name for itself. All the members must agree to the chosen Name. The name can be anything, but will always represent a part of the group's past, present, or future. Many groups are Named for the character who first gathered the group together.

Thom Hammerblade and his companions wish to create a Name for their group. The group decides that they will be Named "Thom's Adventurers" because Thom was the one who first gathered them together.

Group Symbol

A group symbol is a small picture or diagram that is a visual representation of the group. Like a group Name, the symbol must represent the group in some way.

Thom's Adventurers decide that the symbol for their group will be that of a sword shattering a stone disk that bears the sigil of a Horror. This symbol represents one of the group's first adventures, in which they destroyed a Horror that had consumed several kaers.

Pattern Items

Once the group chooses a Name and symbol for itself, each member must create a Minor Pattern Item that represents himself, the group, and his role in the group. Carving the group symbol into the item is one way to ensure that the Pattern Item represents the group.

Farliv is an elven archer and a member of Thom's Adventurers. Farliv must create a Minor Pattern Item that represents him, the group, and his role in the group. He chooses one of his arrows for his Pattern Item. The arrow is one that Farliv used to slay a creature during the first adventure he shared with Thom Hammerblade. The arrow represents Farliv's Discipline and his role in the group (archer) and the group itself, because the arrow was used in his first adventure with the group.

The above example is just one possibility of a character/group Pattern Item. Players are encouraged to use their imagination when creating these Pattern Items.

Though almost any item is viable, the gamemaster is the final arbiter of whether it is an acceptable Pattern Item.

The Naming Ritual

Once the group Name and symbol are chosen and each member has created his Pattern Item, the group performs the Naming ritual. The ritual involves one member acting as the leader, who states the Name of the group and that its symbol will represent the group. Then each member, starting with the leader, presents himself and his Pattern Item to the group. The exact ritual varies widely, but a commonly used ritual goes as follows:

"This assembly shall be Named 'Thom's Adventurers.' This symbol represents our present, past, and future, and will be known across all of Barsaive as that of Thom's Adventurers."

"I am Named Thom Hammerblade. This scabbard represents my loyalty to this assembly. I am forever a part of Thom's Adventurers."

"I am Named Farliv. This arrow represents my loyalty to this assembly. I am forever a part of Thom's Adventurers."

Each member in turn recites his name, Pattern Item, and his loyalty to the group. After the last member has done so, the leader then invites the members to swear the oath of blood peace.

Blood Peace

The last step in creating a group true pattern involves blood magic. Each of the members must swear an oath of blood peace to the group. The **Blood Magic** section of the **Gamemastering Earthdawn** book in the **ED GM Pack** provides the details of the blood peace oath, but a few important distinctions need to be made here. The oath is made to the group as a whole, not to each individual member of the group. This means that each member only takes a total 2 points of damage from the oath of blood peace, NOT 2 points for every member of the group.

Unlike other oaths of blood peace, a group blood peace must be renewed at the end of its duration by all the members of the group. If the oath is not renewed by all the members of the group, the group true pattern dissolves, and any threads attached to it (see below) are destroyed. Because the oath is renewed and the damage from the oath is sustained, characters who have sworn a group oath of blood peace do NOT gain the additional point to their Death Rating, and can never heal the lost Damage Points (see **Gamemastering Earthdawn**, p. 47, **ED GM Pack**).

Once all the members of the group take the oath of blood peace, the group's true pattern is formed. From then on it is the same as any other true pattern in that it represents everything about the group, it can be accessed via one of its Pattern Items, and threads can be woven to it.

Character Death or Separation

Because the members of a group jointly formed the group's true pattern, the true pattern dissolves and any threads attached to it are destroyed if any member should die or leave the group. The true pattern dissolves slowly, taking one full day to completely dissolve. If the surviving members of the group wish to save the group true pattern, they have 24 hours to either resurrect the dead character or to re-form the true pattern with the remaining members. To do this, they must repeat the process described above.

Adding New Members

If a group decides to add new members to its true pattern, its members must perform the Naming ritual again, this time with the addition of the new members. New members must create a Pattern Item and then take the group oath of blood peace. After the Naming ritual, the group true pattern is changed to reflect the new members.

Key Knowledges of Group Pattern Items

Because the members of a group must create Pattern Items of themselves and the group, those Pattern Items hold Key Knowledges about the true pattern of the group. This has two important consequences. First, members of the group do not have to obtain Key Knowledges in order to weave threads to the group true pattern, because they already know the Key Knowledge held by the item.

The second consequence is that non-group characters can use these Pattern Items against the group, just as with Pattern Items of peoples and places. If another character obtains a group Pattern Item, that individual can learn the Key Knowledge held by the item. The Key Knowledge held by a group Pattern Item always contains the following:

1. The Name of the group

2. The Names of each of the group's members

3. The Name of the specific character who created the Pattern Item.

If a character loses his group Pattern Item, he cannot weave threads to the group true pattern, and any threads he has already woven will cease to aid him until he can recover the Pattern Item (see **Weaving Threads to Group True Patterns**).

Weaving Threads to Group True Patterns

Members of a group that have created a group true pattern can weave threads from their individual true patterns to the group true pattern. These threads can be used to enhance a character's talents, skills, or other characteristics.

The steps for weaving threads to the group true pattern are the same as for weaving threads to other true patterns, except that a character already has the Key Knowledge necessary. This leaves only two steps for weaving threads, Spending Legend Points and Weaving the Thread.

Spending Legend Points

When a character wants to weave a thread from his true pattern to a group true pattern, he must first create the thread by spending Legend Points. The cost for thread ranks woven to group true patterns is the same as the cost of a Ninth Circle Talent. The cost of each thread rank is as follows:

Thread Rank	Legend Point Cost
1	300
2	500
3	800
4	1,300
5	2,100

The maximum thread rank possible is Rank 5. This is because group Pattern Items are Minor Pattern Items, whose maximum Rank is 5.

Once a character spends the necessary Legend Points, he has created the thread and can then attempt to weave it to the true pattern.

Weaving Threads

Weaving threads to group true patterns is done in exactly the same way as weaving threads to other true patterns. The Difficulty Number is determined by the rank of the thread that must be woven (see **Thread Weaving Difficulty Table**, p. 50). If the Thread Weaving Test succeeds, the thread is attached; if the test fails, the character must gain a new rank in the Thread Weaving talent before he can try again.

Group True Pattern Thread Limits

Though thread magic usually has a limit of one thread per Pattern Item, this limit does not apply when weaving threads to a group true pattern. A character can have a maximum of five threads woven from a group true pattern to his own. If a character attempts to weave additional threads after his fifth, the attempt fails.

Like normal thread magic, threads woven to a character's abilities via a group true pattern do not count toward the limit set by the Rule of Three (see p. 119, **Optional Rules**).

MAGICAL ITEMS

Magical goods? You need magical goods?
Why didn't you say so? Step over here, sir, and survey our fine supply!
—Ferron, dwarf merchant of Bartertown

The world of **Earthdawn** overflows with magic. From legendary magical treasures to magical tools so commonly used that the citizens of Barsaive take them for granted, magical items play an important role in any **Earthdawn** campaign. Heroes wield magical weapons and wear magical armor, and countless people across Barsaive use various magical items for ordinary, everyday purposes.

Magical items in **Earthdawn** fall into two distinct categories: thread items and common items. **Thread items** require that a character weave a magical thread to them in order to tap their magic. This category includes the magical treasures described in the **Earthdawn** rulebook as well as more generic magical weapons, armor, jewelry, clothing, and so on.

Common magical items do not require threads, but instead derive their magical properties from bits of true elements built or woven into them. Common items include various types of clothing, light quartz crystals, and the massive fire cannons used on airships and t'skrang riverboats.

This section describes the properties and game uses of magical items other than magical treasures. Each category, both thread items and common items, contains a sampling of some of the magical items available in Barsaive. These descriptions should help the gamemaster find ways to incorporate magic into every aspect of his **Earthdawn** campaigns and to create his own magical items.

The Magical Items Table, p. 72, lists all the game statistics for each of the magical items described in this chapter.

THREAD ITEMS

Thread items are objects whose magical properties remain dormant until a character attaches a magical thread to the item's true pattern. Once a character has done so, the thread activates the item's magical power. To use the magic in a thread item, a character must have the Thread Weaving talent. For more information on thread magic and thread weaving, see pp. 143–47 of the basic **Earthdawn** rules.

In many ways, thread items resemble the magical treasure described in the **Earthdawn** rulebook. For example, all thread items have a Name, a true pattern, Key Knowledges, and Pattern Knowledge (see **Magical Treasures**, pp. 268–83, **ED**). As with magical treasures, a character must first study the thread item's Pattern Knowledge before he can attach a thread to the item's true pattern. Unlike magical treasures, however, the true patterns of the thread items described in this section are so simple that they have only one Key Knowledge instead of several. This Key Knowledge always includes the item's Name, and sometimes includes other information about the item.

Also in contrast to magical treasure, many thread items can be purchased. Expensive, difficult to create, and hard to find, these items are only available in Barsaive's larger cities and towns. Though thread items are not as rare as magical treasure, they are not common. Using the availability guidelines given on pp. 248–50 of the **Earthdawn** rulebook, gamemasters should treat all thread items as Very Rare items.

LEARNING KEY KNOWLEDGE

A character can learn the Name of a thread item upon purchasing one, very often from the merchant selling the item or the craftsman who created it. Even for a thread item whose Name constitutes its entire Key Knowledge, learning the item's Name in this manner does NOT allow the character to understand its true pattern. To fully understand an item's Pattern Knowledge, a character must make an Item/Weapon History Test against the item's Spell Defense (see **Learning Key Knowledges**, pp. 270–71, **ED**). As with magical treasures, understanding a thread item's Pattern Knowledge allows a character to effectively weave a magical thread to the item and so activate its power.

CREATING MAGICAL TREASURE

In many cases, thread items eventually become legendary magical treasures. Though a thread item's true pattern begins very simply, usually consisting only of the item's Name, the item's participation in significant events and/or circumstances can imbue it with powers that reflect the nature of those events and circumstances. For example, a thread weapon used to fight a Horror may grow in power after the battle, becoming more effective against Horrors.

In fact, this is exactly the way most magical treasure is formed. Thread items are Named and used for years and years in myriad events, some significant, some not. Over time, the true pattern of the item begins to change because of the events in which the object has participated, eventually gaining powers based on those events.

Remember, though, that this process is VERY slow. Players should not expect to buy thread items with the intention of turning them into magical treasure. It often takes years and years for an item's true pattern to change at all, never mind gaining powers based on those changes. Players should not expect to use their thread weapon in a few battles and have it become more powerful overnight.

Gamemasters, however, are free to alter the nature and powers of some thread items as they are used by the player characters, but ONLY after truly significant events. Thus, if a swordmaster uses his thread sword in a deadly battle against a Horror, the sword may perhaps grow in power, gaining a new thread rank that gives the sword the power to do more damage or gaining some other ability

that reflects the slaying of the Horror. Again, this should only happen after VERY significant events, and should be a VERY rare occurrence. The following is an example of the kind of situation that might warrant granting new powers to thread items.

Terron and his adventuring companions have learned that the dragon Keroth plans to attack the small town of Linnal in retribution for some minor transgression against the Horror-marked dragon. They have resolved to save the town by finding the dragon's lair and slaying Keroth before it can attack.

The group finds Keroth's lair, where they must fight off many Horror constructs and other creatures who protect the dragon. As the adventurers at last enter the vast chamber where Keroth lairs, they come face to face with the tainted creature. The dragon immediately launches an attack on the group, whose members valiantly fight back. After a number of violent exchanges, both the dragon and the characters are badly hurt. Terron stands alone before Keroth, his companions lying around him, either unconscious or dead. Though severely injured, Terron leaps to attack the dragon, driving his magical sword deep into the dragon's body, at last slaying the foul beast.

After this encounter, the gamemaster decides that the significance of the event warrants the bestowing of an additional power on the sword. He adds a new thread rank to the sword and assigns it some additional new power. From this time on, the true pattern of Terron's sword would now include knowledge of Terron's battle with Keroth and also its new power.

The thread items described in this section are divided into three types: thread weapons, thread armor/shields, and thread objects.

THREAD WEAPONS

Thread weapons are magical weapons that are commercially available in Throal, but only in the larger towns and cities such as Bartertown. Some thread weapons are unusual, while others closely resemble mundane weapons of the same type.

The magical effects of thread weapons usually take the form of improved Damage steps and/or ranges (missile and throwing weapons, for example). All the weapons described below act as normal versions of the weapon until the owner attaches a thread to them. The gamemaster is free to use these items and create other, new types.
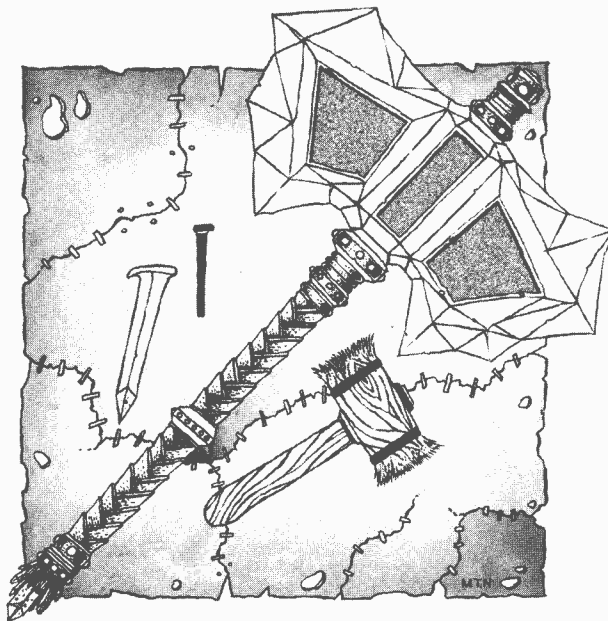
CRYSTAL BATTLE-AXE
Maximum Threads: 2
Spell Defense: 13

A crystal axe is a battle-axe whose blade is made from crystal and bits of elemental earth rather than metal.

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the battle-axe.
Effect: Battle-axe does STR + 7 damage.

Rank 2   **Cost:** 300
Effect: Battle-axe does STR + 8 damage.

Rank 3   **Cost:** 500
Effect: Battle-axe does STR + 9 damage.

Rank 4   **Cost:** 800
Effect: Battle-axe does STR + 10 damage.

CRYSTAL SWORD (TWO-HANDED)
Maximum Threads: 2
Spell Defense: 14

A crystal sword is simply a sword whose blade is made from crystal and bits of elemental earth rather than metal. The crystal used in crystal weapons can only be obtained in the Twilight Peaks. The most common type of crystal sword is a two-handed sword.
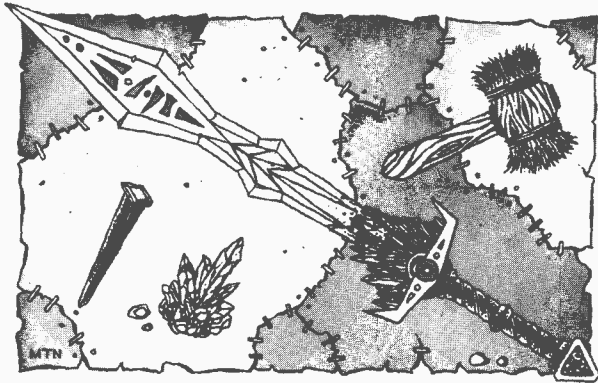
Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the sword.
Effect: Sword does STR + 8 damage.

Rank 2   **Cost:** 300
Effect: Sword does STR + 9 damage.

Rank 3   **Cost:** 500
Effect: Sword does STR + 10 damage.

LONGBOW
Maximum Threads: 2
Spell Defense: 13

A magical longbow looks no different than a normal longbow. These weapons come in a variety of designs.
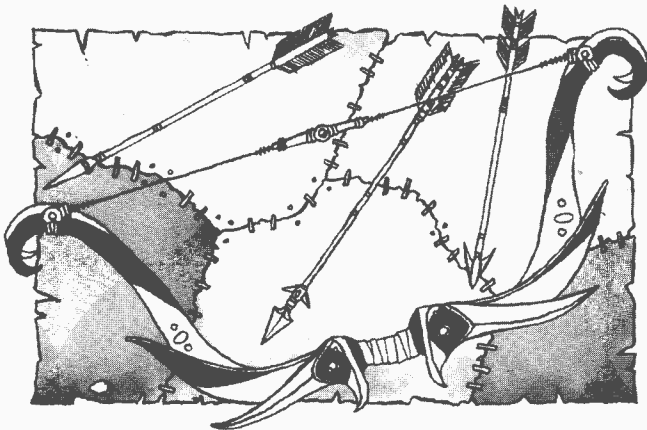
Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the bow.
Effect: Bow does STR + 5 damage.

Rank 2   **Cost:** 300
Effect: Bow does STR + 6 damage. Range is 50/125/250.

Rank 3   **Cost:** 500
Effect: Bow does STR + 7 damage. Range is 50/175/300.

MAUL HAMMER
Maximum Threads: 2
Spell Defense: 9

A maul hammer is a military hammer constructed especially to damage an opponent's shield. The weapon has a pointed tip on one end and a studded surface on the other, both of which can inflict severe damage to either an opponent or his shield. Without threads attached to it, the maul hammer's Damage step is STR + 7.
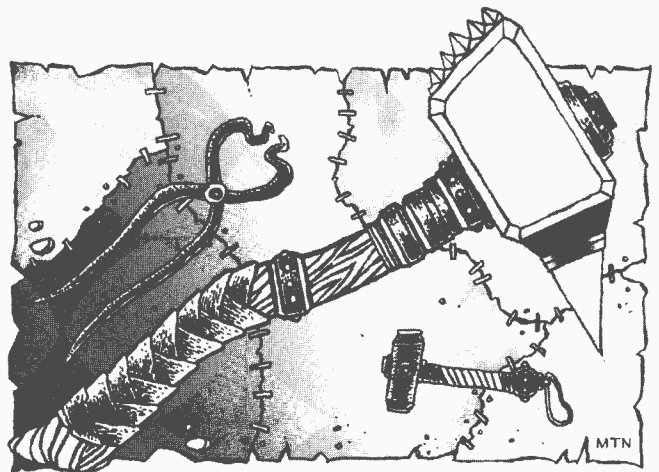
Thread Ranks

Rank 1   **Cost:** 100
Key Knowledge: The wielder must learn the Name of the hammer and the Name of the weaponsmith who forged it.
Effect: Maul hammer does STR + 8 damage.

Rank 2   **Cost:** 200
Effect: The maul hammer does STR + 12 damage against an opponent's shield. (See **Optional Rules,** p. 117)

Rank 3   **Cost:** 300
Effect: The maul hammer produces a shock wave upon hitting its target. Reduce the target's Knockdown step by –3.

Rank 4   **Cost:** 500
Effect: The maul hammer does STR + 9 damage against opponents; STR + 14 against shields.

PRINCE AXE
Maximum Threads: 2
Spell Defense: 13

A prince axe is a battle-axe usually designed by a weaponsmith in the employ of a noble, though not necessarily a prince. Except for its noble patronage, the weapon resembles a normal battle-axe, though is usually more ornate. With no threads attached, a prince axe has a Damage step of STR + 6.
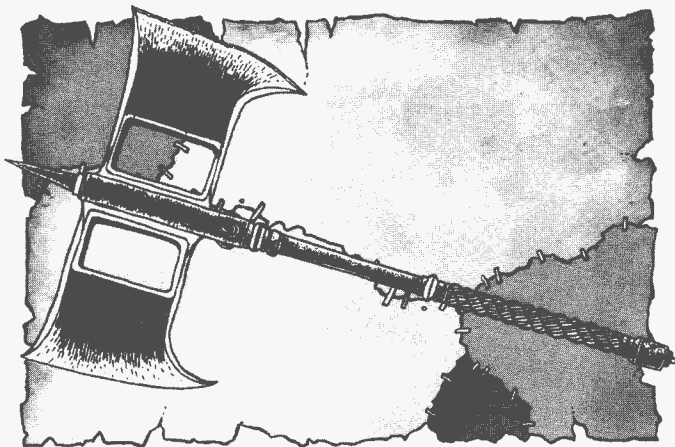
Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the axe and the Name of the noble whom the wielder is sworn to protect.
Effect: The axe is designed so that its magic only functions when the wielder swears a blood oath to protect the noble from harm. The blood oath inflicts 1 permanent point of damage. The Damage step of the axe is STR + 7. The axe also increases the wielder's Physical Defense by +1.

Rank 2   **Cost:** 300
Effect: Axe does STR + 8 damage; +1 to wielder's Spell Defense.

Rank 3   **Cost:** 500
Effect: Axe does STR + 9 damage.

Rank 4   **Cost:** 800
Effect: +2 to wielder's Physical Defense; +1 to his Social Defense.

SLING
Maximum Threads: 2
Spell Defense: 12

A magical sling looks much like a normal sling, except that it is usually more ornate and more durable.
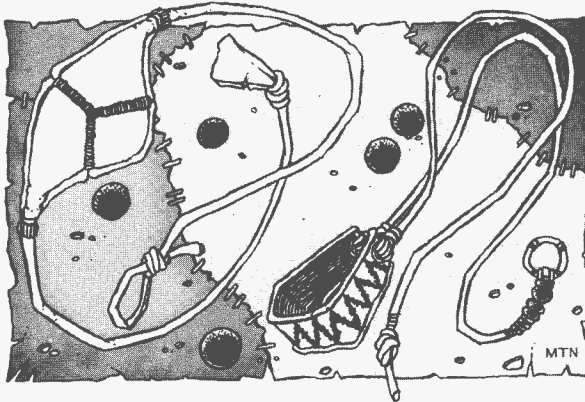
Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the sling.
Effect: Sling does STR + 3 damage.

Rank 2   **Cost:** 300
Effect: Sling does STR + 4 damage. Range is 25/60/100.

Rank 3   **Cost:** 500
Effect: Sling does STR + 5 damage. Range is 30/60/120.

Rank 4   **Cost:** 800
Effect: Sling does STR + 6 damage. Range is 30/60/120.

STONE BROADSWORD
Maximum Threads: 2
Spell Defense: 19

A stone broadsword is a broadsword carved completely from one piece of stone. These extremely heavy weapons are most often used by obsidimen, and, on rare occasion, by trolls. No other Name-giver race can wield stone swords.
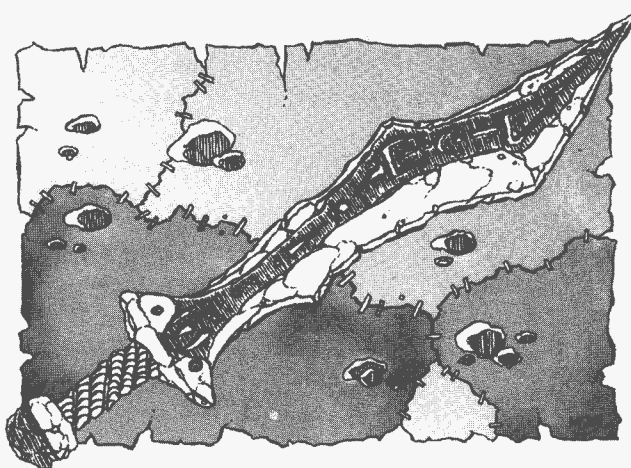
Thread Ranks

Rank 1   Cost: 300
Key Knowledge: The wielder must learn the Name of the sword.
Effect: Sword does STR + 6 damage.

Rank 2   Cost: 500
Effect: Sword does STR + 8 damage.

Rank 3   Cost: 800
**Effect:** Sword does STR + 10 damage.

STONE DAGGER
Maximum Threads: 2
Spell Defense: 15

A stone dagger is a dagger carved completely from one piece of stone. These weapons are fairly heavy, and are most often used by obsidimen, though can be used by any Name-giver race except windlings.
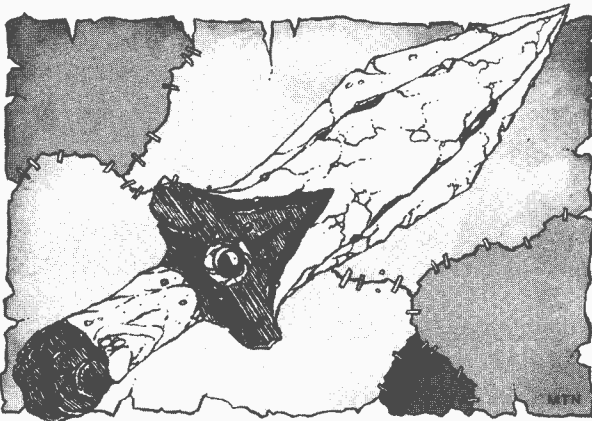
Thread Ranks

Rank 1   Cost: 200
Key Knowledge: The wielder must learn the Name of the dagger.
Effect: Dagger does STR + 4 damage. Range is 10/20/30 if dagger is used as thrown weapon.

Rank 2   Cost: 300
Effect: Dagger does STR + 5 damage.

Rank 3   Cost: 500
Effect: Dagger does STR + 6 damage. Range is 15/25/40 if dagger is used as thrown weapon.

Rank 4   Cost: 800
Effect: Dagger does STR + 7 damage.

THREE-AXE
Maximum Threads: 2
Spell Defense: 9

The three-axe is a fearsome, three-bladed weapon. Without a thread attached to it, the three-axe is very hard to wield. Until a thread is woven, reduce the wielder's Attack Tests by –2 steps when he or she is using a three-axe. Once a thread is woven to the axe, it feels perfectly balanced and inflicts no step penalty to Attack Tests. Without a thread attached to it, the three-axe has a Damage step of STR + 4.
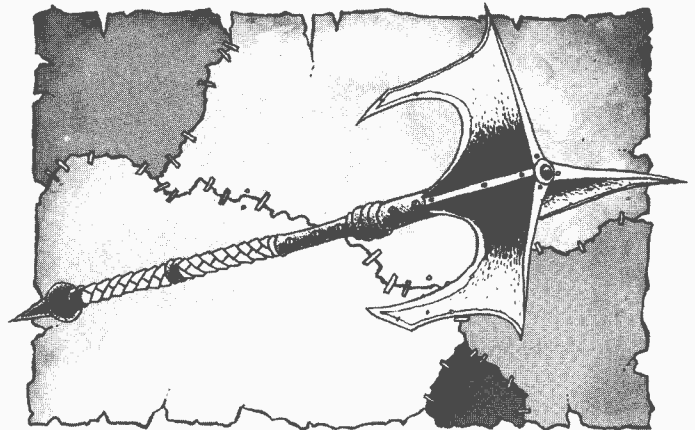
Thread Ranks

Rank 1   Cost: 100
Key Knowledge: The wielder must learn the Name of the three-axe.
Effect: Axe does STR + 7 damage.

Rank 2   Cost: 200
Effect: The character may focus the energy of all three blades into a single blade. The cost is 2 points of Strain. Two of the blades become incorporeal, glowing a faint red. When the weapon strikes its next target, the blow does STR + 12 damage. This effect lasts for only 1 attack.

Rank 3   Cost: 300
Effect: Axe does STR + 8 damage.

Rank 4   Cost: 500
Effect: The wielder may pay 3 points of Strain to increase the damage of the three-axe when focusing all three blades into one. The Damage step is STR + 15. This will cost the wielder a total of 5 points of Strain and still lasts for only 1 attack.

THROWING AXE
Maximum Threads: 2
Spell Defense: 13

A magical throwing axe looks much like a normal axe, except that it is often more ornate and durable.
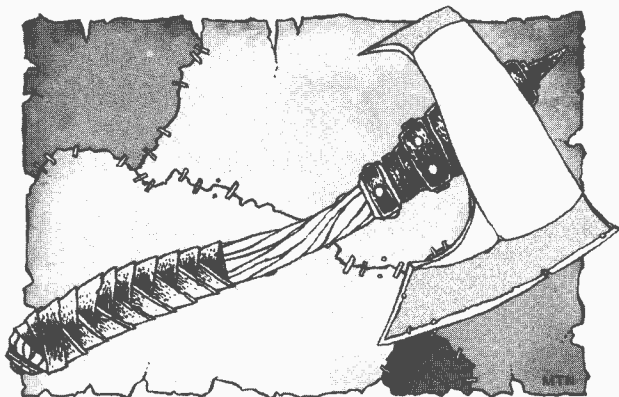
Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the axe.
Effect: Axe does STR + 4 damage.

Rank 2   **Cost:** 300
Effect: Axe does STR + 4 damage. Range is 20/45/60.

Rank 3   **Cost:** 500
Effect: Axe does STR + 5 damage. Range is 20/45/60.

Rank 4   **Cost:** 800
Effect: Axe does STR + 6 damage. Range is 20/45/60.

WRIST CARVER
Maximum Threads: 2
Spell Defense: 9

A wrist carver is a curved, jagged blade attached to a brace on a person's wrist. Its ugly teeth can cause nasty, bleeding wounds. Without a thread attached to it, a wrist carver's Damage step is STR + 1.

Thread Ranks

Rank 1   **Cost:** 100
Key Knowledge: The wielder must learn the Name of the wrist carver and the Name of the weaponsmith who created it.
Effect: Wrist carver does STR + 3 damage.
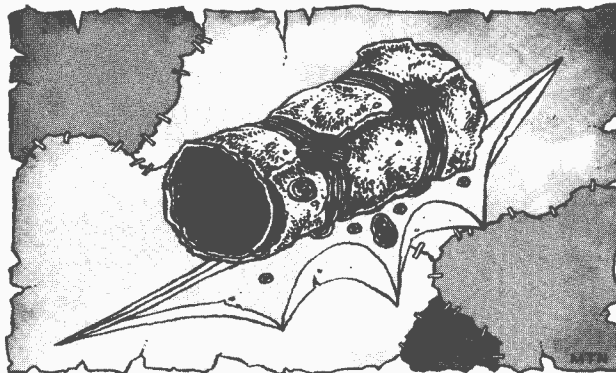
Rank 2   **Cost:** 200
Effect: At a cost of 1 point of Strain, wielder may add +2 to an Attack Test made using the wrist carver.

Rank 3   **Cost:** 300
Effect: The Damage step is STR + 4. The wielder may pay 1 point of Strain for the chance to cause a bleeding Wound. He or she takes the Strain before making the Attack Test. If the attack causes a Wound, the Wound bleeds. The victim takes 2 steps of damage every round until he either dies or makes a successful Recovery Test. (See **Optional Rules**, p. 117)

Rank 4   **Cost:** 500
Effect: Wrist carvers do STR + 5 damage.

THREAD ARMOR AND SHIELDS

Thread armor and shields are little more than normal armor and shields forged in such a way that they can be enhanced through magic. They usually resemble their mundane counterparts, though in some cases are more ornate and durable.

The magical effects of thread ranks in armor and shields take the form of improved Armor and Mystic Armor Ratings. The armor and shields described below are examples of thread armor and shields. As always, the gamemaster is free to create new types of thread armor as he sees fit.

BUCKLER
Maximum Threads: 2
Spell Defense: 13

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the shield.
Effect: +2 to shield's Armor Bonus.

Rank 2   **Cost:** 300
Effect: +2 to shield's Armor Bonus; +1 to its Mystic Armor.

Rank 3   **Cost:** 500
Effect: +3 to shield's Armor Bonus; +1 to its Mystic Armor.

CHAIN MAIL
Maximum Threads: 2
Spell Defense: 13
    This chain mail looks just like normal chain mail, except that it maintains its shine and repels dirt and stains.
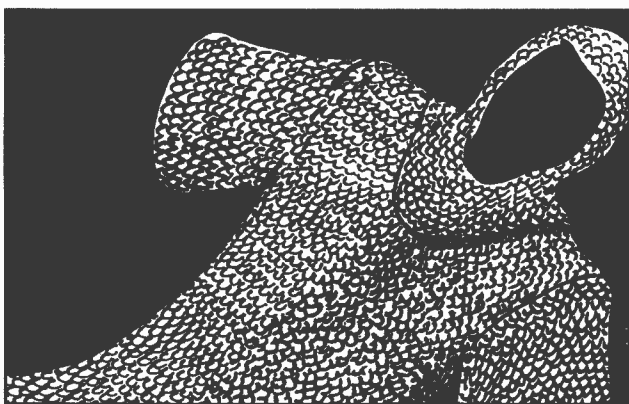
Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the armor.
Effect: Chain mail has Armor Rating 8.

Rank 2   **Cost:** 300
Effect: Chain mail has Armor Rating 8; +1 to its Mystic Armor.

Rank 3   **Cost:** 500
Effect: Chain mail has Armor Rating 9; +1 to its Mystic Armor. Armor no longer has Initiative penalty.

Rank 4   **Cost:** 800
Effect: Chain mail has Armor Rating 10; +2 to its Mystic Armor.

CRYSTAL BUCKLER
Maximum Threads: 2
Spell Defense: 19
    A crystal buckler shield is usually wielded by a crystal raider, though this type of shield is found in all parts of Barsaive. It is made entirely of crystal that can only be obtained in the Twilight Peaks, and bits of elemental earth.
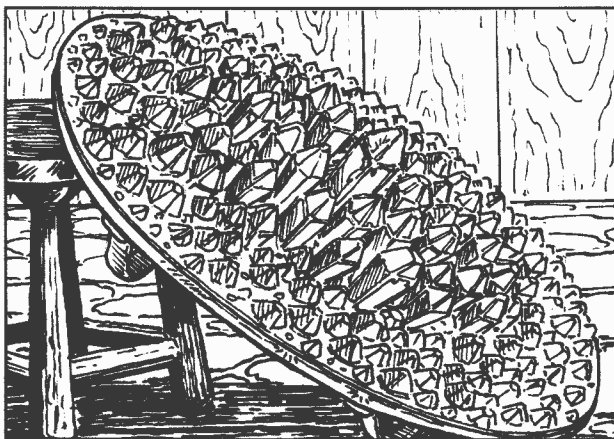
Thread Ranks

Rank 1   **Cost:** 300
Key Knowledge: The wielder must learn the Name of the shield.
Effect: +1 each to shield's Armor Bonus and Mystic Armor.

Rank 2   **Cost:** 500
Effect: +2 to shield's Armor Bonus; +2 to its Mystic Armor.

Rank 3   **Cost:** 800
Effect: +3 each to shield's Armor Bonus and Mystic Armor.

Rank 4   **Cost:** 1300
Effect: +4 each to shield's Armor Bonus and Mystic Armor.

HARDENED LEATHER
Maximum Threads: 2
Spell Defense: 14

A magical set of hardened leather armor looks just like any set of hardened leather armor.
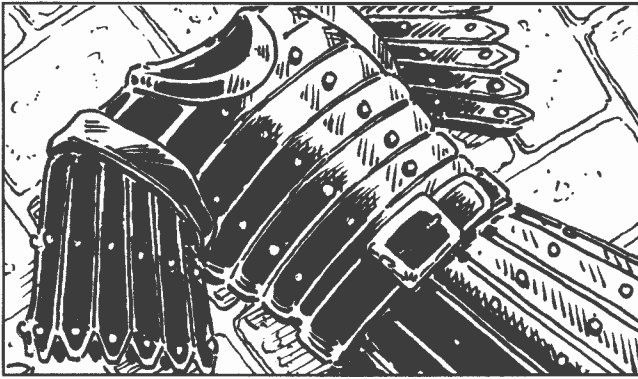
Thread Ranks

Rank 1   **Cost:** 100
Key Knowledge: The wielder must learn the Name of the armor.
Effect: Hardened leather has Armor Rating 6.

Rank 2   **Cost:** 200
Effect: Hardened leather has Armor Rating 6; +1 to its Mystic Armor.

Rank 3   **Cost:** 300
Effect: Hardened leather has Armor Rating 7; +2 to its Mystic Armor.

Rank 4   **Cost:** 500
Effect: Hardened leather has Armor Rating 8; +2 to its Mystic Armor.

LEATHER
Maximum Threads: 2
Spell Defense: 9

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the armor.
Effect: Leather has Armor Rating 4.

Rank 2   **Cost:** 300
Effect: Leather has Armor Rating 4; +1 to its Mystic Armor.
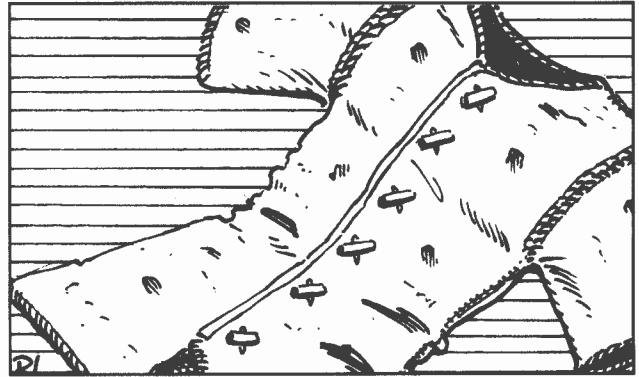
Rank 3   **Cost:** 500
Effect: Leather has Armor Rating 5; +2 to its Mystic Armor.

Rank 4   **Cost:** 800
Effect: Leather has Armor Rating 5; +3 to its Mystic Armor.

PLATE MAIL
Maximum Threads: 2
Spell Defense: 25
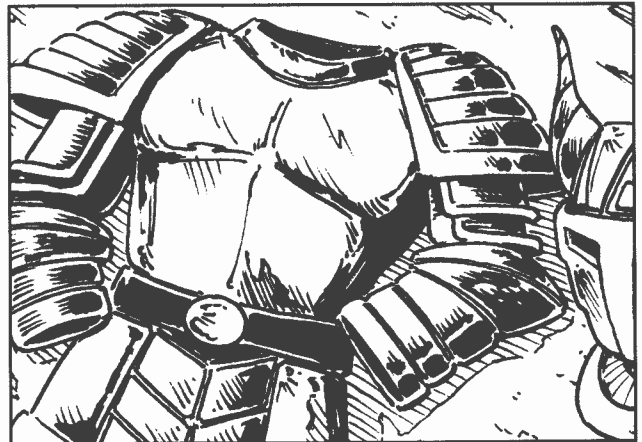
Thread Ranks

Rank 1   **Cost:** 500
Key Knowledge: The wielder must learn the Name of the armor.
Effect: Plate mail has Armor Rating 10; +1 to its Mystic Armor.

Rank 2   **Cost:** 800
Effect: Plate mail has Armor Rating 10; +1 to its Mystic Armor. Initiative penalty reduced to –3.

Rank 3   **Cost:** 1,300
Effect: Plate mail has Armor Rating 11; +1 to its Mystic
Armor. Initiative penalty reduced to –2.

Rank 4   **Cost:** 2,100
Effect: Plate mail has Armor Rating 11; +2 to its Mystic
Armor. Initiative penalty reduced to –1.

RING MAIL
Maximum Threads: 2
Spell Defense: 14
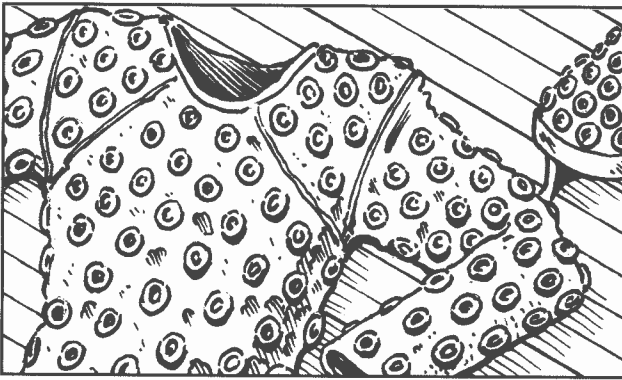
Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the
armor.
Effect: Ring mail has Armor Rating 7.

Rank 2   **Cost:** 300
Effect: Ring mail has Armor Rating 8.

Rank 3   **Cost:** 500
Effect: Ring mail has Armor Rating 9; +1 to its Mystic
Armor.

Rank 4   **Cost:** 800
Effect: Ring mail has Armor Rating 9; +2 to its Mystic
Armor.

THREAD OBJECTS
Thread objects are magical types of common items
such as clothing, jewelry, walking staffs, and so on. Such
thread items are often created to fulfill one specific pur-
pose, such as gauntlets that increase strength, jewelry that
boosts Charisma, and the like.

The magical effects of thread objects often tend to
enhance the wearer's natural abilities in a way that corre-
sponds to the nature of the object. For example, jewelry is
usually worn as a form of decoration to enhance one's
appearance. Because appearance is an important part of
social interaction, magical jewelry might enhance a char-
acter's Charisma or his Social Defense. In some cases, the
magical nature of an item can also boost the wearer's
Spell Defense.

The following thread items are typical examples of
thread objects found in Barsaive. Like all thread items, the
powers of these objects remain inert until a character
weaves a thread to the object's true pattern. As always,
the gamemaster is free to create new thread objects, using
the following as a guide.

AMULET
Maximum Threads: 2
Spell Defense: 13

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wearer must learn the Name of the
amulet.
Effect: +1 to wearer's Social Defense.
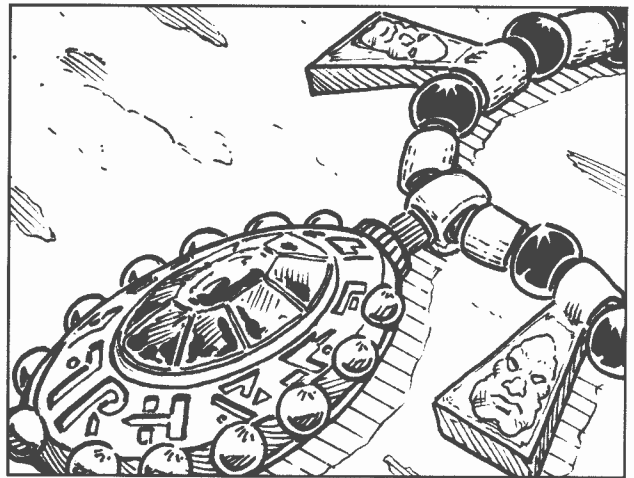
Rank 2   **Cost:** 300
Effect: +2 to wearer's Social Defense.

Rank 3   **Cost:** 500
Effect: +2 to wearer's Social Defense; +1 to his Spell
Defense.

Rank 4   **Cost:** 800
Effect: +2 each to wearer's Spell Defense and Social
Defense.

BOOTS
Maximum Threads: 2
Spell Defense: 12

Thread Ranks

Rank 1 **Cost:** 100
Key Knowledge: The wearer must learn the Name of the boots.
Effect: +1 to wearer's Physical Defense.

Rank 2 **Cost:** 200
Effect: +2 to wearer's Physical Defense.

Rank 3 **Cost:** 300
Effect: +2 to wearer's Physical Defense; +1 step to his Climbing talent. If wearer has no Climbing talent, he may add +1 step to his Dexterity when making Climbing Tests (see p. 206, **ED**).

Rank 4 **Cost:** 500
Effect: +3 to wearer's Physical Defense; +1 step to his Climbing talent. If wearer has no Climbing talent, he may add +1 step to his Dexterity when making Climbing Tests (See p. 206, **ED**).

BRACERS
Maximum Threads: 2
Spell Defense: 14

Bracers are arm bands worn to protect the wearer in physical combat situations. Magical bracers look no different than normal bracers, though in some cases the bracers will be totally resistant to marring or scratching through use.
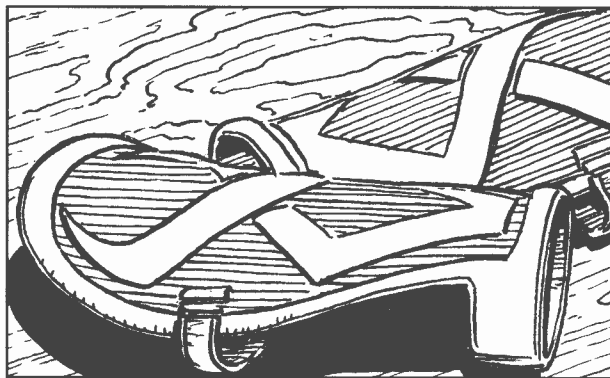
Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The wearer must learn the Name of the bracers.
Effect: +1 to wearer's Physical Defense.

Rank 2 **Cost:** 300
Effect: +1 each to wearer's Physical Defense and Spell Defense.

Rank 3 **Cost:** 500
Effect: +2 each to wearer's Physical Defense and Spell Defense.

BROOCHES
Maximum Threads: 2
Spell Defense: 12

Thread Ranks

Rank 1 **Cost:** 100
Key Knowledge: The wearer must learn the Name of the brooch.
Effect: +1 to wearer's Social Defense.
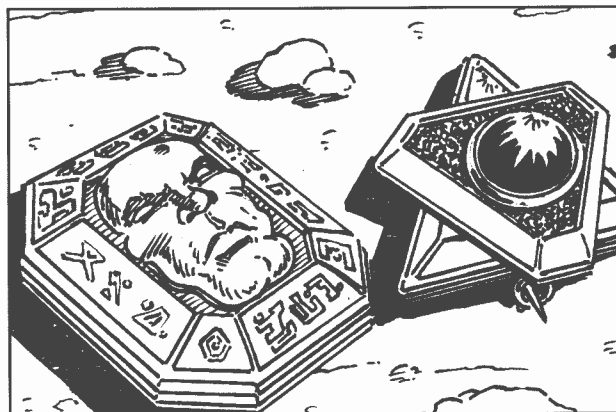
Rank 2   **Cost:** 200
Effect: +1 each to wearer's Social Defense and Charisma.

Rank 3   **Cost:** 300
Effect: +2 to wearer's Social Defense; +1 to his Charisma.

CLOAKS
Maximum Threads: 2
Spell Defense: 13

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wearer must learn the Name of the cloak.
Effect: +1 to wearer's Social Defense.

Rank 2   **Cost:** 300
Effect: +1 each to wearer's Social Defense and Armor Rating.

Rank 3   **Cost:** 500
Effect: +2 to wearer's Social Defense; +1 to his Armor Rating.

Rank 4   **Cost:** 800
Effect: +2 each to wearer's Social Defense and Armor Rating; +1 to his Spell Defense.

CRYSTAL BOXES
Maximum Threads: 2
Spell Defense: 18

Crystal boxes are small boxes (4 inches by 6 inches) made of crystal. The edges and seams of the box are usually made of metal, sometimes even orichalcum. These boxes are created for a variety of purposes. Some are storage boxes for fragile items, some can preserve food for prolonged periods of time, while others can conceal the magical aura of items placed in them.
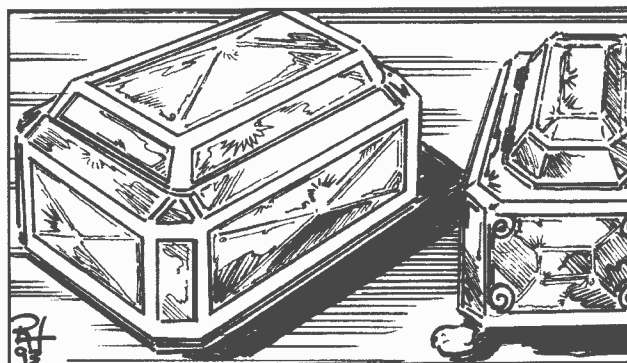
Thread Ranks

Rank 1   **Cost:** 300
Key Knowledge: The wielder must learn the Name of the box and the source of the crystal used in its creation.
Effect: The box dampens and/or hides the astral images of items placed in it. Add +2 to the Spell Defense of all items placed in box.

Rank 2   **Cost:** 500
Effect: The box dampens and/or hides the astral images of items placed in it. Add +3 to the Spell Defense of all items placed in box.

Rank 3   **Cost:** 800
Effect: The box dampens and/or hides the astral images of items placed within it. Add +4 to the Spell Defense of all items placed in box.

GAUNTLETS
Maximum Threads: 2
Spell Defense: 13

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wearer must learn the Name of the gauntlets.
Effect: +1 step to wearer's Damage Tests.
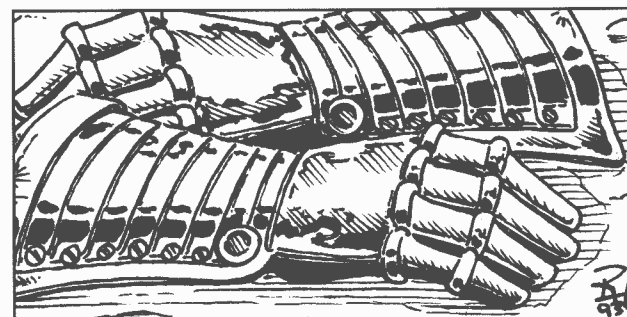
Rank 2   **Cost:** 300
Effect: +2 steps to wearer's Damage Tests.

Rank 3   **Cost:** 500
Effect: +3 steps to wearer's Damage Tests.

MAP OF LOCATION
Maximum Threads: 2
Spell Defense: 25

Magical maps come in many different types. Some are keys to finding lost cities or kaers, while others are updated versions showing new locations as the map owners learn of them.

Most maps are made of parchment, and are stored in tubes made of either hollowed-out wood or bone. These tubes are often sealed to prevent damage from water.

The map itself can be virtually any size and shape, depending on its purpose. An average size would be 15 inches wide by 24 inches long.
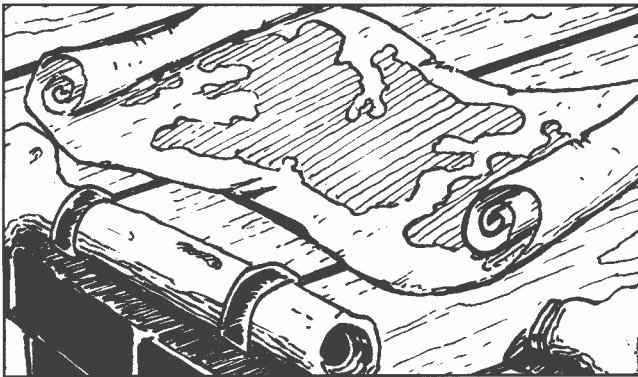
Thread Ranks

Rank 1   **Cost:** 500
Key Knowledge: The owner must learn the Name of the map and the Name of the person who first drew it.
Effect: In order to use the map's powers, the owner must make a Thread Weaving Test against the map's Spell Defense. A success will show the character's current position on the map, indicated by a faint glow.

Rank 2   **Cost:** 800
Effect: In order to use the map's powers, the owner must make a Thread Weaving Test against the map's Spell Defense. A success will show a specified location on the map. The user must have an item from this location for this power to be effective. The location is indicated by a faint glow.

Rank 3   **Cost:** 1,300
Effect: In order to use the map's powers, the owner must make a Thread Weaving Test against the map's Spell Defense. A success will display the quickest path to a given location on the map. The user must have been to the location or have an item from this location for this power to be effective. The path is indicated by a faint glow.

POUCHES
Maximum Threads: 2
Spell Defense: 13

Pouches can be bags, sacks, and other types of pouches in which a character might carry items. Magical pouches are usually created to either conceal items placed in them or to allow characters to carry more weight than normal.

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the pouch.
Effect: The pouch holds 50 pounds, but weighs as if it was empty.

Rank 2   **Cost:** 300
Effect: The pouch holds 75 pounds, but weighs as if it was empty.

Rank 3   **Cost:** 500
Effect: The pouch holds 100 pounds, but weighs as if it was empty.

Rank 4   **Cost:** 800
Effect: The pouch holds 200 pounds, but weighs as if it was empty.

RING OF ACCURACY
Maximum Threads: 2
Spell Defense: 18

Some magical rings are created to aid their wearers in performing certain tasks. One such type of ring is the Ring of Accuracy. This ring is a stone band, roughly one-half inch wide. An individual wears this ring on his weapon hand. When the character attacks or makes other tests of accuracy using that hand, he gains the bonuses described below.

Thread Ranks

Rank 1   **Cost:** 300
Key Knowledge: The wearer must learn the Name of the ring.
Effect: +1 to Attack Tests made with wearer's weapon hand.

Rank 2   **Cost:** 500
Effect: +2 to Attack Tests made with wearer's weapon hand.

Rank 3   **Cost:** 800
Effect: +2 to Attack Tests made with wearer's weapon hand. Add +1 to Damage Tests made for these attacks.

Rank 4   **Cost:** 1,300
Effect: +3 to Attack Tests made with wearer's weapon hand. Add +2 to Damage Tests made for these attacks.

RINGS
Maximum Threads: 2
Spell Defense: 13

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wearer must learn the Name of the ring.
Effect: +1 to wearer's Social Defense.

Rank 2   **Cost:** 300
Effect: +1 each to wearer's Social Defense and Spell Defense.

Rank 3   **Cost:** 500
**Effect:** +2 to wearer's Social Defense; +1 to his Spell Defense.

Rank 4   **Cost:** 800
Effect: +2 each to wearer's Social Defense and Spell Defense.

SPELL MATRIX STAFF
Maximum Threads: 2
Spell Defense: 15

Thread Ranks

Rank 1   **Cost:** 200
Key Knowledge: The wielder must learn the Name of the staff.
Effect: The staff holds a spell matrix, allowing the wielder to cast one spell requiring no thread. This spell must be placed into the staff by a magician. This ability can be used once per day. The wielder can use his Perception step for the Spellcasting Test to cast the spell.
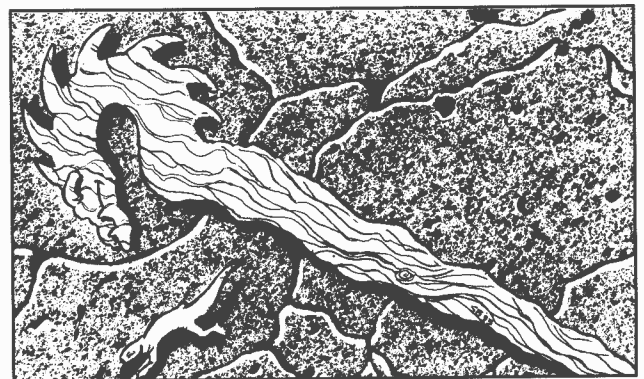
Rank 2   **Cost:** 300
Effect: The staff holds a spell matrix, allowing the wielder to cast one spell requiring no thread. This spell must be placed into the staff by a magician. This ability can be used twice per day. The wielder can use his Perception step for the Spellcasting Test to cast the spell.

Rank 3   **Cost:** 500
Effect: The staff holds two spell matrices, allowing the wielder to cast two spells requiring no thread. The spells must be placed into the staff by a magician. This ability

can be used once per day per spell. The wielder can use his Perception step for the Spellcasting Test to cast the spell.

Rank 4   Cost: 800
Effect: The staff holds two spell matrices, allowing the wielder to cast two spells requiring no thread. The spells must be placed into the staff by a magician. This ability can be used twice per day per spell. The wielder can use his Perception step for the Spellcasting Test to cast the spell.

VIALS
Maximum Threads: 2
Spell Defense: 21

Magical vials are most often created in such a way as to create a special type of potion or liquid. Some of these simply produce water, while others may produce healing aids or poison antidotes.

Vials such as these are usually four to six inches high and three inches in diameter, with a tapered opening. Though they are made of ceramic, they are more durable than they appear, and can survive drops from as high as 30 feet without damage.
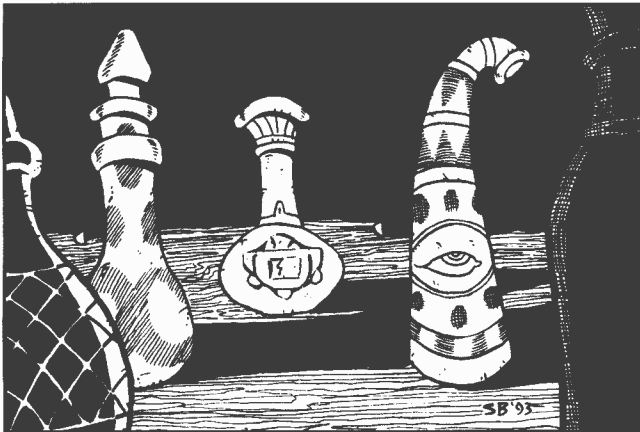
Thread Ranks

Rank 1   Cost: 300
Key Knowledge: The wielder must learn the Name of the vial and the exact type of potion or liquid it can produce.
Effect: The vial produces the equivalent of a minor booster potion. This potion adds +4 steps to Recovery Tests. The vial can only be used in this way once per day.

Rank 2   Cost: 500
Effect: The vial produces the equivalent of a minor booster potion. This potion adds +5 steps to Recovery Tests. The vial can only be used in this way once per day.

Rank 3   Cost: 800
Effect: The potion can be used in one of two ways. It can either add +6 steps to Recovery Tests, OR it can heal 1 Wound. The vial can only be used in this way once per day.

Rank 4   Cost: 1,300
Effect: The potion can be used in one of two ways. It can add +7 steps to Recovery Tests, OR it can heal 1 Wound. The vial can only be used in this way once per day.

WANDS
Maximum Threads: 2
Spell Defense: 19

Wands are created by magicians for all types of uses. Some store spell matrices, some increase the effectiveness of spells cast. Wands are typically made of wood, but can also be made of stone or metal. Magical wands are also often made to work only with one type of spell (elementalist, illusionist, nethermancer, or wizard).
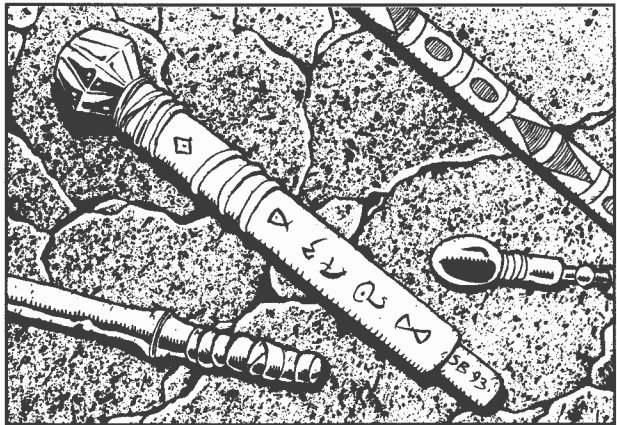
Thread Ranks

Rank 1   Cost: 300
Key Knowledge: The wielder must learn the Name of the wand.
Effect: +1 to wielder's Spellcasting Tests. This bonus works for only one type of spell (gamemaster discretion).

Rank 2   Cost: 500
Effect: +2 to wielder's Spellcasting Tests. This bonus only works for one type of spell (gamemaster discretion).

Rank 3   Cost: 800
Effect: +1 to wielder's Spell Defense; +2 to Spellcasting Tests. This bonus only works for one type of spell (gamemaster discretion).

Rank 4   **Cost:** 1,300
Effect: +2 to wielder's Spell Defense; +2 to Spellcasting Tests. This bonus only works for one type of spell (gamemaster discretion). +1 to wielder's Willforce (or Willpower) when making Effect Tests for spells cast with the wand.

COMMON MAGIC ITEMS

Common magic items are those that do not require a thread to use. They are generally easy to find across most of Barsaive, though prices for these items can be quite high in some cities.

Common magic items are those used in the homes and shops of the communities of Barsaive. These include light-quartz crystals, clothing that warms the wearer at night, ceramic cooking pots that can heat food without the use of fire, and other such tools.

Most of these items have been created with one of the five true elements woven into their structure, which is what gives them their various magical properties. These magical properties or powers can usually be activated (or de-activated) by a command word or gesture, though some are designed to react to certain stimuli.

Note that the use of true elements in common magic items is but a minor application of the power of true elements. Very little of each element is needed to give these items their abilities, and they are usually molded or altered to fit the task they are to perform. For example, the amount of elemental fire woven into a warm cloak is minute, just enough to provide warmth when temperatures cool. To create an item with two elements, the maker does not mix the elements but weaves them individually into the structure. This is the only way the properties of both can become active, because true elements might not mix well. If elemental fire and air were mixed to create a warm cloak, for example, the result would usually be a powerful explosion instead. But if each element is woven separately into the cloak, its powers become part of the cloak's magical properties.

TYPICAL ITEMS

The common magic items described below are only a few examples of those available in Barsaive. The gamemaster and players are invited to create new such items, using these as a guide. The common magical items given here do not include specific game mechanics for their effects, as it is unlikely that these items would be used for anything but their intended purpose. If the gamemaster wishes, he can assign step numbers or other game statistics to such items, but keep in mind that the effects of these items are very minor. None would normally be usable as a weapon, though clever players may come up with unusual ideas.

Warm Cloak

A warm cloak is a woolen cloak that keeps its wearer warm when temperatures outdoors drop below a certain point. The magic of these cloaks comes from the kernels of elemental air and fire woven into them. The true air reacts to drops in temperature, and the true fire serves to warm the wearer. Though many types of garments are made in this fashion, the warm cloak is the most common.

Hot Pot

A hot pot is a ceramic cooking pot that has been woven with kernels of true fire. The true fire heats the ceramic, allowing the user to cook food in the pot without actually using fire. A spoken command word can heat up the pot, but the temperature cannot be regulated. The hot pot simply heats to a given temperature, and no higher. Hot pots are a common item in most households in Barsaive.

Dry Boots

Dry boots are leather boots able to repel water to keep the wearer's feet dry. Kernels of true water are woven into the boots, in essence "sealing" the boots against outside moisture. This ability is constantly working, but has an unfortunate side effect. Because of its sealing nature, the true water will keep moisture inside the boot as effectively as it keeps it from entering. This means that the boots will take a very long time to dry out should water or liquid get inside.

Fire Starter

A fire starter is a small, short wand that will produce a small flame at one end. This flame can be used to start

larger fires. Fire starters have a kernel of true fire woven into them. The flame they produce is activated by a spoken command word. Fire starters are very common in most households in Barsaive.

Everclean Cloaks

An everclean cloak is one that repels dirt and stains to stay clean for extended periods. The kernels of true water and air woven into the cloak repels dirt and oils that might cause stains. Eventually, after many months of use, these cloaks do become stained, and must be cleaned like any other clothes. As with warm cloaks, all kinds of garments are made in the manner of everclean cloaks.

Fire Cannons

Though fire cannons are not truly common, they are included here because they are not thread items and can be used by anyone. Fire cannons are large weapons mounted on t'skrang riverboats and on the larger airships. They are common on any Theran airship, and are also found on most galley airships that operate in Barsaive. A fire cannon is a large tube of either metal or stone that can shoot fireballs over long ranges at an enemy. These tubes are usually 3 feet long and roughly 18 inches in diameter, and open only on one end.

Fire cannons use elemental air and fire. The cannons are mounted so that the open end can be pointed at a target. In the closed end of the tube are two chambers, one for storing the kernels of true air, the other for storing kernels of elemental fire. These two chambers are connected by a small opening, but kept separated by a thick, movable piece of stone reinforced with true earth. When this stone piece is removed, it allows one kernel of true air to mix with one kernel of true fire, resulting in a huge explosion and a fireball that erupts from the open end of the cannon and

streaks toward the target. Fire cannons have the following game statistics:

Range (in yards): short 20–100; medium 100–250; long 250–500

Damage Step: 18

A fire cannon can only store up to five kernels of true fire and air, meaning it can only be fired five times before it must be re-fueled. Fire cannons weigh roughly 200 pounds, and can only be mounted on ships.
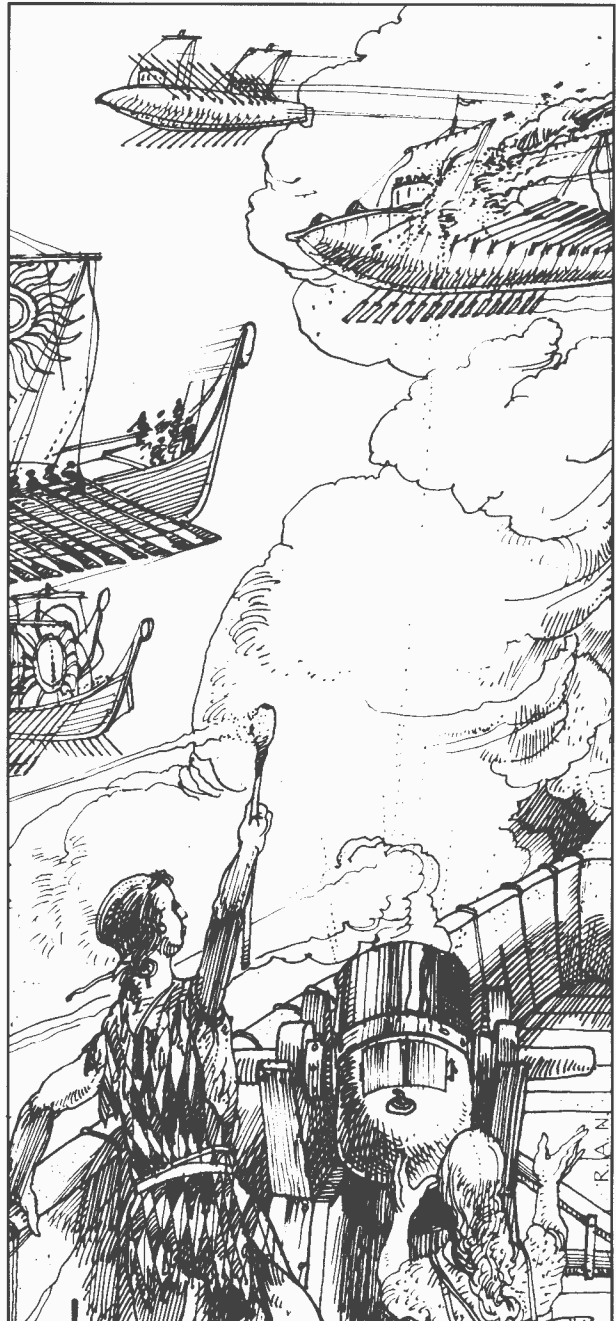
MAGICAL ITEMS TABLE

Note: All costs are in silver pieces.

THREAD WEAPONS

Weapon	Cost	Damage Step	Strength Minimum	Weight	Size
Crystal Battle-Axe	2,100	*	15	8	4
Crystal Sword	3,500	*	15	9	5
Long Bow	1,900	*	Same as in rulebook		
Maul Hammer	2,200	*	15	8	5
Prince Axe	2,100	*	13	5	4
Sling	1,000	*	"		
Stone Broadsword	4,500	*	19	15	3
Stone Dagger	1,200	*	10	4	1
Three-Axe	2,100	*	15	10	5
Throwing Axe	1,300	*	"		
Wrist Carvers	2,000/pr	*	12	5 each	3

*See text for Damage step

THREAD ARMOR

Armor	Cost	Armor Rating	Mystic Armor Bonus	Weight	Initiative Penalty
Chain Mail	3,200	*	*	40	3*
Hardened Leather	1,600	*	*	20	1
Leather Armor	1,400	*	*	15	0
Plate Mail	12,500	*	*	60	4*
Ring Mail	2,000	*	*	30	2*

*See text for Armor Rating, Mystic Armor Rating, and Initiative penalties.

THREAD SHIELDS

Armor	Cost	Armor Bonus	Mystic Armor Bonus	Weight	Initiative Penalty	Shatter Threshold (optional)
Buckler	1,750	*	*	5	—	19
Crystal Buckler	2,300	*	*	9	0*	21

*See text for Armor Bonus, Mystic Armor Bonus, and Initiative penalties.

THREAD OBJECTS

Object	Cost
Amulet	550
Boots	1,800
Bracers	1,100
Brooch	450
Cloak	1,750
Crystal Box	3,000
Gauntlets	2,000
Map of Location	4,000
Pouch	1,800
Ring	1,500
Ring of Accuracy	1,500
Spell Matrix Staff	2,000
Vial	2,000
Wand	2,100

COMMON ITEMS

Item	Cost
Dry Boots	250
Everclean Cloak	275
Fire Starter	100
Fire Cannon	7,000
Hot Pot	100
Warm Cloak	300

SPELL MAGIC

Why study the greater arts? Why, it's the continuation of learning that makes life exciting!
—Words reputed to Elianar Messias

The **Earthdawn** rulebook provided descriptions for dozens of spells for all four types of magicians. Those spells ranged from Circle 1 to Circle 8, somewhat limiting the scope of spells magicians were able to cast. With the new spells described in this section, elementalists, illusionists, nethermancers, and wizards can now reach beyond Circle 8 to cast powerful Circle 9 and 10 spells as well.

These potent spells can create some truly impressive effects. Illusionists can darken areas of up to 30 miles in radius for days at a time, nethermancers can summon Horrors (not a great idea, but. . .), elementalists can control the weather, and wizards can witness events from years in the past.

Using these new spells, spellcasters have a vast array of effects from which they can draw as they work to become the next legendary magicians of Barsaive.

The spells included here follow the same format as those presented in the **Spell Magic** section of the **Earthdawn** rulebook. The definitions of Thread Number, Range, Effect, Casting Difficulty, Weaving Difficulty, and Duration appear on page 157 of that section. At the end of this book is a Spell Table that provides the game information for all the spells in both the **Earthdawn** rulebook and this book.

ARE THERE CIRCLE 11 SPELLS?

Not to mention Circle 14 and 15 spells? Yes, there are, but the magicians who created and wielded such spells were killed five millennia ago during the first Scourge. Because spells of Circle 10 or higher represent such potent magic, they can only be created during periods when the world's magic cycle is at or near its peak. As we know, the last magical peak witnessed the invasion of the world by the Horrors, and most high-level magicians spent their greatest efforts searching for the means to protect the people of Earth from the Horrors, instead of spell research.

Nonetheless, spells of higher Circles do exist. Some magicians continued to find time to experiment on their own despite the looming threat of the Horrors, developing new knowledge and new spells. According to legend, five-thousand-year-old grimoires have lain buried beneath ruins in ages even before the time of Elianar Messias and the separation of Shosara from the Elven Court. Dragons are rumored to know these most ancient spells, but the creatures are covetous of their knowledge. Any character who aspires to learn these powerful, almost mythical spells must first find the grimoires.

Some of these spells, as well as new spells for Circles 1 through 10, will be described in later **Earthdawn** products.

ELEMENTALIST SPELLS

CIRCLE 9 SPELLS

Cloud Banish

Threads: 3	**Weaving Difficulty:** 15/20
Range: 1 mile	**Duration:** 1 + Rank hours
Effect: Willforce + 8	

Casting Difficulty: 8 (or more, see below)

To cast Cloud Banish, the elementalist makes warding gestures with his hands, commanding the clouds to disperse. To use this spell against naturally formed clouds, the magician needs an 8 or more on his Spellcasting Test; to overcome the resistance of storms he needs a 13 or better. Magically or elementally caused clouds resist with the Spell Defense of the creator of the clouds. If the Spellcasting Test is successful, the spell disperses the clouds.

Under normal circumstances, clouds would take 60 minutes to disperse. When using Cloud Banish, the magician rolls the Effect dice to determine how long it will take. Each point of result subtracts 1 minute from the banishing time.

> *Krayen the Simple casts Cloud Banish. He rolls an 11 on his Spellcasting Test, which is a success. When rolling his Effect dice, he also gets lucky with a result of 17. The clouds disperse within 43 minutes (60 − 17 = 43).*

An elementalist may cast the Cloud Banish spell more than once against the same clouds, accelerating their dispersal. The effect of Cloud Banish centers on the position of the elementalist at the time of casting. The effect does not move with the elementalist. The range of 1 mile refers to the radius of the ground area cleared of clouds. The spell can disperse any clouds within sight of the caster, even though their altitude is almost certainly greater than 1 mile.

Dragon's Breath

Threads: 3	**Weaving Difficulty:** 15/20
Range: 50 yards	**Duration:** 1 round
Effect: Willforce + 12	

Casting Difficulty: Target's Spell Defense

The elementalist releases this spell with a roar, which his magic increases to nearly the volume of an actual dragon's roar. A stream of flame flies from the caster's outstretched arms. The elementalist may target a number of characters equal to his rank in Spellcasting. He makes one Spellcasting Test, then compares the result to the Spell Defense of each target.

Characters hit by the flame take damage, as determined by an Effect Test. In addition, the character catches fire, taking Step 7 damage each round. The fire can only be extinguished if the character makes a successful Willpower Test against the Spell Defense of the elementalist.

Fire Wall

Threads: 4   **Weaving Difficulty:** 14/20
Range: 50 yards   **Duration:** 1 + Rank hours
Effect: Willforce + 10
Casting Difficulty: 2

The magician must have a source of flame to cast this spell; a torch is sufficient. If the Spellcasting Test is successful, the elementalist can summon 10-by-10 foot sections of magical flame. Each section is 1 foot thick. The number of sections the magician can summon is equal to his rank in Spellcasting. The sections may be placed along the ground or in the air, as the elementalist desires. The wall may not be placed on a living being, however. Doing so immediately destroys the section of wall.

Each wall section has the following Attributes:

Physical Defense: 17   **Spell Defense:** 15
Armor: 5   **Mystic Armor:** 7
Death Rating: 50

A character who fails an Attack Test against the fire wall will strike the wall, but the blow has absolutely no effect upon the wall. Only an Extraordinary success can defeat the armor of a fire wall.

Any character or object that touches a fire wall takes damage equal to the result of the Effect dice. Flammable weapons that take a number of Damage Points greater than their Damage step are destroyed. Metal or other non-burning objects become too hot to hold.

Moon Shadow

Threads: 5   **Weaving Difficulty:** 16/22
Range: 100 yards   **Duration:** 1 month
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense

The elementalist needs a personal item from the target to cast this spell. The target character must be in range when the spell is cast. The Moon Shadow spell must be cast at night and under the light of the moon. If the Spellcasting Test is successful, the spell steals from the victim's actual shadow to create a light gray shadow. This second shadow forms at the target, then glides over to the caster. The target's own shadow lightens. Even in the stark light of the desert sun, his shadow is at best a light, wavery gray.

Once created, the effects of a Moon Shadow have limitless range. Through the Moon Shadow, the elementalist can hear whatever the target character hears. When the target speaks, the Moon Shadow speaks the same words. The caster can damage the target by plunging a silver dagger into a Moon Shadow. The magician makes an Effect Test for the damage. A Dispel Magic spell can negate the effects of this spell, but must be cast upon the shadow, not the target character.

Water Wall

Threads: 4   **Weaving Difficulty:** 14/20
Range: 50 yards   **Duration:** 1 + Rank hours
Effect: Willforce + 10
Casting Difficulty: 2

The magician must have a vessel containing least 1 quart of water to cast Water Wall. If the Spellcasting Test is successful, the elementalist can summon 10-by-10-foot sections of enchanted water, each swirling section 1 foot thick. The spell summons a number of sections equal to the elementalist's rank in Spellcasting. The sections may be placed along the ground or on water, as the elementalist desires. The wall may not be placed on a living being, however. Doing so immediately destroys the section of wall.

Each wall section has the following Attributes:

Physical Defense: 12   **Spell Defense:** 10
Armor: 10   **Mystic Armor:** 12
Death Rating: 60

A character who fails an Attack Test against the Water Wall strikes the wall, but the blow has absolutely

no effect on the wall. Only an Extraordinary success can defeat the armor of a Water Wall. When the spell ends, the water reverts to its original volume.

If the walls are cast on a stream (or other flow of water) or on a body of water larger than themselves, they can recover damage taken. The elementalist makes an Effect Test to recover damage each round after the wall has taken damage.

CIRCLE 10 SPELLS

Air Fortress

Threads: Variable	**Weaving Difficulty:** 17/23
Range: Touch	**Duration:** Rank x 10 hours
Effect: Willforce + 12	
Casting Difficulty: 2	

If the Air Fortress Spellcasting Test is successful, the elementalist creates a translucent fortress from elemental air. The fortress may be tinted if the elementalist so chooses. Each spell thread woven creates 400 square feet of floor space (a 20-by-20 section or the equivalent) and a 10-foot-high wall surrounding the floor space. The same spell thread can be used to create smaller interior walls and ceilings to divide the space.

The magician rolls the Effect dice, then uses the result as the values for Strength, Physical Defense, and Mystic Armor for the exterior walls and floors. Interior walls and ceilings have Strength, Physical Defense, and Mystic Armor equal to the caster's Spell Defense.

Floors may be stacked one upon one another, and some of the exterior walls may be discarded for aesthetic reasons. Other non-air elements, such as wooden doors or stone masonry, may be added to complete the fortress.

The fortress may be raised and lowered at a rate of 100 feet per minute. It may travel over the countryside at a speed of 5 miles per hour.

Blood magic is often used to extend the duration of an air fortress, requiring that the elementalist sacrifice at least 1 point of damage. For each point sacrificed, the duration is extended by a year and a day.

Earth and Air

Threads: 3	**Weaving Difficulty:** 16/20
Range: 120 yards	**Duration:** 1 + Rank hours
Effect: Willforce + 10	
Casting Difficulty: 2 (or more, see below)	

The elementalist must focus entirely on casting this spell. No movement, speech, or other action is possible. The elementalist brings to mind the essence of earth and air, then imagines reversing the two. The Difficulty Number for the Spellcasting Test is the Spell Defense of the earth or air (usually 2). For enchanted elements, however, it can be the Spell Defense of the magician who created the enchantment. The spell converts either earth to air or air to earth. The elementalist chooses which conversion to perform. If the Spellcasting Test is successful, the magician rolls the Effect dice to determine the radius of the sphere of material converted. (The converted volume can be any shape the elementalist chooses.) A result of 18, for example, would indicate a radius of 18 yards. When the duration expires, the material reverts to its original form.

Elemental Merchant

Threads: 3	**Weaving Difficulty:** 15/19
Range: 50 yards	**Duration:** 1 + Rank days
Effect: Willforce + 5	
Casting Difficulty: 10 (Spell Defense of the spirit)	

If the Spellcasting Test is successful, the elementalist conjures an elemental spirit of fire. The spirit takes on a large humanoid shape, usually dwarven in appearance—except for its height, which often towers over seven feet. The elemental spirit can reduce its size by about 50 percent if necessary. The spirit has the following statistics:

Elemental Merchant

DEX: 8	**STR:** 8	**TOU:** 9
PER: 5	**WIL:** 7	**CHA:** 7

Initiative: 9	**Physical Defense:** 11
Number of Attacks: 1	**Spell Defense:** 10
Attack: 9	**Social Defense:** 12
Damage: 10	**Armor:** 4
Number of Spells: NA	**Mystic Armor:** 3
Spellcasting: NA	**Knockdown:** 8
Effect: NA	**Recovery Tests:** 2

Death Rating: 50	**Combat Movement:** 120
Wound Threshold: 13	**Full Movement:** 240
Unconsciousness Rating: NA	

The elementalist tells the spirit merchant what he needs. If the spirit must do any haggling or other negotiations, the Effect dice are used for such Interaction Tests. The spirit then travels to the nearest settlement or city, purchases the goods, and delivers them to the elementalist. The merchant spirit can carry up to 315 pounds of merchandise in a single trip. Elemental merchants travel overland at a speed of 50 miles per hour, and can easily travel all 24 hours in a day.

Fire and Water

Threads: 3   **Weaving Difficulty:** 17/20
Range: 120 yards   **Duration:** 1 + Rank hours
Effect: Willforce + 9
Casting Difficulty: 2·(or more, see below)

The elementalist must focus entirely on casting this spell. No movement, speech, or other action is possible. The elementalist brings to mind the essence of water and fire, then imagines reversing the two. The magician makes his Spellcasting Test against the Spell Defense of the fire or water (usually 2), but for enchanted elements the Difficulty Number is the Spell Defense of the magician who created the enchantment. The spell converts either fire to water or water to fire. The elementalist chooses which conversion he will perform. He rolls the Effect dice to determine the radius in yards of the sphere of material converted. On a result of 15, for example, the radius would be 15 yards. When the duration expires, the material reverts to its original form. This spell does allow the elementalist to create raging fires in the middle of a sea; the fire will not burn out normally.

Weather Change

Threads: 5   **Weaving Difficulty:** 13/20
Range: 10 miles   **Duration:** 10 + Rank hours
Effect: Willforce + 8
Casting Difficulty: 2

The elementalist softly calls the names of the winds and the rains as he casts this spell. If the Spellcasting Test is successful, this spell will permit him to change the weather incrementally over a period of time. Each hour the elementalist may:

•Raise or lower the temperature by 5 degrees Fahrenheit.

•Increase or decrease the winds by 5 miles per hour.

•Increase the possibility of a change in precipitation by 10 percent. If it is raining, the change stops the rain. If it is currently dry, the change starts the precipitation.

After making a successful Spellcasting Test, the elementalist makes an Effect Test. The first time he tries to change the weather, the Difficulty Number is 5. If he wishes to attempt additional changes after the first, the Difficulty Number is 5 plus the number of changes the elementalist has already made. If, for example, the elementalist has already increased the temperature by 15 degrees, raised the winds by 10 miles per hour, and increased the chance of precipitation by 30 percent (a total of 8 changes), the Difficulty of the next change is 13.

Each change takes place within 1 minute after the elementalist makes a successful Weather Change (Effect) Test. The gamemaster determines if there is a change in precipitation after each change.

ILLUSIONIST SPELLS

CIRCLE 9 SPELLS

Grim Reaper

Threads: 5   **Weaving Difficulty:** 13/21
Range: Touch   **Duration:** Rank x 10 minutes
Effect: Willforce + 13
Casting Difficulty: Target's Spell Defense

The illusionist's face briefly takes on a skull-like appearance while casting this spell. If the Spellcasting Test is successful, the recipient takes on the appearance of a spirit of death. The illusionist then makes an Effect Test against the Social Defense of any living observer. Success means the observers will avoid contact with the "spirit of death" at any cost. They will flee if possible.

One of the Crowd

Threads: 5	**Weaving Difficulty:** 14/21
Range: 15 yards	**Duration:** 1 + Rank hours
Effect: Willforce + 10	

Casting Difficulty: Target's Spell Defense

The illusionist blanks his mind while casting the spell. His face relaxes, as if sleeping. He passes his left hand over his face each time he weaves a thread. With each pass, his face changes appearance, perhaps becoming a t'skrang merchant on the first pass, then a dwarf clown on the next, and an ork mercenary on the third. When he finishes the spell, his appearance returns to normal.

If the Spellcasting Test is successful, the illusionist merely nods toward a target character, then makes an Effect Test against the target's Spell Defense. Success alters the appearance of the illusionist to that of the target character. The illusionist may later choose a different target and adopt his or appearance. He may change his appearance by casting One of the Crowd as often as he wishes on different individuals for the duration of the spell.

Revulsion

Threads: 4	**Weaving Difficulty:** 15/21
Range: Touch	**Duration:** 1 + Rank minutes
Effect: Willforce + 13	

Casting Difficulty: Target's Spell Defense

If the Spellcasting Test is successful, the recipient's appearance becomes grotesque. Each round the illusionist may target one character within sight of himself and the recipient, then make an Effect Test against the target's Spell Defense. Success means the target is repulsed, and can take no action other than turn his head or flee from the recipient. On an Excellent success, the target becomes sick at the grotesque sight, and can do nothing but retch for the duration of the spell.

Shift Walls

Threads: 5	**Weaving Difficulty:** 15/21
Range: 15 yards	**Duration:** 3 + Rank hours
Effect: Willforce + 9	

Casting Difficulty: Target's Spell Defense

The Shift Walls spell allows the illusionist to move 10-by-10-foot sections of wall. The wall section detaches itself from the rest of the wall, following closely behind the illusionist until it reaches its new position. If the Spellcasting Test is successful, the illusionist rolls the Effect dice. The result is the maximum number of wall sections he can move with one casting of the spell.

Under this spell the walls have actually moved, using illusory forces to suppress the natural elemental forces holding them in place. Once the duration expires, these forces will glide the walls back into position.

Thundering Walls

Threads: 3	**Weaving Difficulty:** 15/21
Range: 75 yards	**Duration:** 7 + Rank rounds
Effect: Willforce + 9	

Casting Difficulty: 2

The effect of Thundering Walls is limited to one room or one enclosure with walls. If the spell is successful, the walls shudder, then roil with clouds. Flashes of lightning can be seen in the clouds. If the Spellcasting Test is successful, the illusionist has a choice between two options during each round of the spell's duration:

Thunder: This option creates an impossibly loud boom of thunder that reverberates throughout the room. The illusionist rolls the Effect dice. Any character whose Social Defense is less than the die result will flee the room, and will not return as long as the room is still thundering.

Lightning: This option creates a horrific barrage of lightning bolts. The illusionist makes a second Spellcasting Test. All characters (except the illusionist) whose Spell Defense is less than the die result are struck by lightning. Roll the Effect dice to determine the damage. Mystic Armor reduces the damage.

CIRCLE 10 SPELLS

Afterlife

Threads: 5	**Weaving Difficulty:** 16/21
Range: 25 yards	**Duration:** Rank minutes
Effect: Willforce + 14	

Casting Difficulty: Target's Spell Defense

The Afterlife spell makes both the illusionist and the target character seem to vanish, then the target finds him or herself at what seem to be the gates to the afterlife. The target believes he is being judged by the spirits of the dead, who are controlled by the illusionist. The illusionist must concentrate, or the illusion fades immediately.

If the Spellcasting Test is successful, the illusionist rolls the Effect dice for any Interaction Tests (such as deceit or intimidation) needed to make the target believe the illusion that he is in the afterlife. The target need not believe he is dead, however, just that the spirits of the dead are eager to judge him. Unless the illusion is Disbelieved, the target is likely to uphold his end of any deal he makes with the spirits of the dead.

Astral Materialization

Threads: 4   **Weaving Difficulty:** 15/22
Range: 25 yards   **Duration:** 1 hour
Effect: Willforce + 13
Casting Difficulty: Target's Spell Defense

The illusionist must have some way of seeing into the astral space to use this spell. Astral materialization is not an illusion. The illusionist makes a Spellcasting Test against the Spell Defense of the creature being materialized. If the test is successful, he makes an Effect Test against the highest Attribute step of the target creature or item. If the test succeeds, the astral creature or item materializes on the physical plane. The materialization is often accompanied by a cold fog and a glowing ichor that covers the target.

The creature will exist on the physical plane for 1 hour, remaining under the illusionist's control during that time. To free itself from the illusionist's control, the creature must make a successful Willpower Test against the magician's Willforce step.

Eclipse

Threads: 6   **Weaving Difficulty:** 15/21
Range: NA   **Duration:** Rank days
Effect: Willforce + 8
Casting Difficulty: 2

With this spell the illusionist conjures a dark cloud, which immediately billows up toward the sun. The cloud takes on the shape of a large disk that completely blocks the sun for as far as the eye can see. The darkness spreads out for 20 miles in every direction. If the Spellcasting Test is successful, the illusionist rolls the Effect dice. The result is the Disbelief Difficulty for this casting of Eclipse. The darkness created by this spell simulates natural darkness for the duration of the spell (see **Situation Modifiers,** p. 202, **ED**).

Eternal Day

Threads: 5   **Weaving Difficulty:** 18/21
Range: NA   **Duration:** Rank days
Effect: Willforce + 8
Casting Difficulty: 2

The illusionist conjures a small spark, which immediately begins to expand in size as it streaks toward the sky.

The spark takes on the shape of the sun. The spark hangs in the same place in the sky; the sun is no longer seen. The light radiates for 20 miles in every direction. If the Spellcasting Test is successful, the illusionist rolls the Effect dice. The result is the Disbelief Difficulty for this casting of Eternal Day. The effects of this spell cancel the effects of natural darkness in combat.

Haunted House

Threads: 5   **Weaving Difficulty:** 15/20
Range: 75 yards   **Duration:** Rank days
Effect: Willforce + 11
Casting Difficulty: 2

The illusionist must have an item from inside the target house to cast Haunted House. If the Spellcasting Test is successful, the magician can produce phenomena typical of a haunted house, and may add one new phenomenon per night. These phenomena include moving furniture, temperature changes, creaking, altered reflections, voices, blood dripping from the walls, inexplicable shadows, the appearance of ghosts, and so on. The illusionist can also invent his own special effects, borrowing from local legends for authenticity. He must concentrate to activate the phenomena, but the illusion is not dispelled when the illusionist stops concentrating. To determine if the phenomena affects the target, the illusionist makes an Effect Test against the Physical, Spell, or Social Defense of anyone in the house, as appropriate.

NETHERMANCER SPELLS

CIRCLE 9 SPELLS

Create Life

Threads: Variable   **Weaving Difficulty:** 21/26
Range: Touch   **Duration:** 7 + Rank years
Effect: Creates a life form
Casting Difficulty: Target's Spell Defense

The Create Life spell is time-consuming, difficult, and expensive. Life must be created in a special bloodbroth. The bloodbroth consumes 100 silver pieces worth of materials each day. If the materials are not replenished before the life form is created, the life form dies.

Each day the nethermancer may attempt to weave 1 thread of the spell. He must decide which Attributes and abilities he wishes to give the life form, which will determine the total number of threads to be woven. Each thread takes 1 hour to weave. Each thread adds more mystic energy to the bloodbroth, increasing the potency of the life form. Each thread woven adds 1 step to an Attribute, Defense Rating, or talent of the nethermancer's choice. To raise the rank of one of the life form's talents, the nethermancer must have blood from a character whose rank is higher than what the life form currently possesses. To increase a talent from Rank 5 to Rank 6, for example, the magician would need blood from a character with Rank 6 in the same talent.

Once the nethermancer has woven all the Attributes and abilities, the life form is complete. One final thread is added to secure all the others, making the life form viable outside the bloodbroth.

The nethermancer then makes a Spellcasting Test against the Spell Defense of the new life form. If the test is successful, the life form is created and will take whatever shape the nethermancer desires, (but cannot be a of Name-giver race).

Dark Sword

Threads: 6   **Weaving Difficulty:** 15/19
Range: Touch   **Duration:** Rank days
Effect: Willforce + 8
Casting Difficulty: Target's Spell Defense (see below)

The Dark Sword spell is an incarnation of the power of the night. The spell must be cast at night and requires the use of an amulet or medallion. The nethermancer makes his Spellcasting Test against the Spell Defense of the amulet or its wearer, whichever is higher. If the test is successful, a two-handed sword of shadow appears and then melts into the amulet.

The wearer of the amulet may now use the Effect step of the Dark Sword spell either as his Melee Weapons step or as the Damage step for a successful strike with a weapon.

He may not do both. When its wearer uses the amulet in combat, darkness erupts from whatever weapon the wearer happens to be using. This darkness has a radius of 10 yards. For the effects, see **Situation Modifiers,** p. 202, **ED.**

Shift Skin

Threads: 2   **Weaving Difficulty:** 17/18
Range: Touch   **Duration:** Rank rounds
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense

The nethermancer touches his victim, making a quick wrenching motion. If the Spellcasting Test is successful, the victim's skin starts to tear free from its muscle and fat, twisting and distorting around the victim's body. Each round the nethermancer rolls the Effect dice for damage. The first round is the worst for the victim. If damaged, he or she takes 5 Wounds in addition to the damage of the Shift Skin result. Shift Skin only works on creatures who have skin.

This horrible spell is patterned after an ability used by some Horrors. It was probably taught by a Horror and passed down through the society of nethermancers. Use of this spell is illegal in most nations, and the mere knowledge of the spell is a crime in the Kingdom of Throal.

Talent Shredder

Threads: 1   **Weaving Difficulty:** 17/19
Range: 100 yards   **Duration:** 1 round
Effect: Willforce
Casting Difficulty: Target's Spell Defense

The nethermancer targets one character. If the Spellcasting Test is successful, a spiraling coil of inky darkness shoots from his hands to the target. The nethermancer makes an Effect Test against the step number of the talent he wants to shred. Success prevents the target character from using the talent until he can make a Recovery Test.

Walking Dead

Threads: 4   **Weaving Difficulty:** 13/19
Range: Touch   **Duration:** Rank days
Effect: Willforce
Casting Difficulty: Target's Spell Defense (see below)

The nethermancer uses this spell to raise zombies from recently dead creatures or characters. He makes the Spellcasting Test against either the target's Spell Defense or the number of days it has been dead, whichever is greater.

If the test is successful, the magician rolls the Effect dice to determine the maximum Attribute value for the creature raised. A result of 9, for example, would cap each of the creature's Attribute values at 9. Any higher Attribute would be reduced to a 9, while anything lower would remain at that number. The target's original Initiative, Perception, and Willpower steps are decreased by 3. Each type of movement is reduced by half. The Death Rating is increased by 30. The zombie has no Unconsciousness Rating.

The zombie obeys the nethermancer. If its Willpower and Perception steps are both 3 or higher, the zombie can obey complex instructions, such as "Wait for the next person to enter this room, and attack him until he's dead."

CIRCLE 10 SPELLS

Damage Transfer

Threads: 3   **Weaving Difficulty:** 14/19
Range: 100 yards   **Duration:** 1 round
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense (see below)

With this spell, the nethermancer removes damage from one living character and transfers it to another living character. The magician makes the Spellcasting Test against whichever character's Spell Defense is higher. If the test is successful, white light illuminates the character from whom damage is removed, while a dark aura surrounds the character who takes the damage. The nethermancer rolls the Effect dice to determine how much damage is removed and transferred. Mystic Armor reduces the damage inflicted by this spell. The spell can only transfer damage actually taken. That is, if the magician rolls 16 on the Effect dice to remove damage from a character who has taken 9 points of damage, he can only transfer a maximum 9 points of damage.

Fragile Pattern

Threads: 7   **Weaving Difficulty:** 14/23
Range: 100 yards   **Duration:** 1 round
Effect: Willforce + 12
Casting Difficulty: Target's Spell Defense

The nethermancer casts Fragile Pattern against a Pattern Item, such as a magic weapon. If the Spellcasting Test is successful, he makes an Effect Test against the item's Spell Defense. An Average success means the item takes damage (see **Optional Rules,** p. 117). A Good success damages the pattern itself. An Excellent success ruins the weave of the pattern; threads may no longer be woven to the object. An Extraordinary success completely destroys both the pattern and the object. The effects of success are cumulative; in other words, a Good success would damage the item as well as the pattern.

Gateway

Threads: 5 **Weaving Difficulty:** 12/19
Range: 5,000 miles **Duration:** Rank rounds
Effect: Willforce + 10
Casting Difficulty: Target's Spell Defense (see below)

This spell opens a rift in astral space and connects it to a Bone Circle (p. 176, **ED**) of the nethermancer's creation. The rift forms a gateway between the nethermancer's position and the Bone Circle. The gateway is 10 feet tall and 5 feet wide, outlined by pinwheels of green sparks. To create the rift, the nethermancer makes a Spellcasting Test against the highest Spell Defense of any character within 10 yards of his position. To connect the rift to the Bone Circle, the magician makes an Effect Test against a Difficulty Number based on the distance between him and the Bone Circle, as follows:

Distance	Difficulty Number
Less than 1 mile	2
2–5	5
6–10	8
11–25	11
26–50	14
51–100	17
101–200	20
201–500	23
501–1,000	26
1,001–2,000	29
2,001–5,000	32

Strong Pattern

Threads: 6 **Weaving Difficulty:** 18/23
Range: Touch **Duration:** 7 + Rank years
Effect: Willforce + 12
Casting Difficulty: Target's Spell Defense

The nethermancer casts Strong Pattern against a Pattern Item, such as a magic weapon. If the Spellcasting Test is successful, the nethermancer makes an Effect Test against the item's Spell Defense. An Average success makes the item more durable, increasing its Armor Rating by +5. This is the Armor Rating of the item itself, not an Armor Rating it bestows on a user. A Good success strengthens the pattern itself, increasing the item's Mystic Armor by +5. An Excellent success fortifies the weave of the pattern, adding +5 to the item's Spell Defense. An Extraordinary success adds +5 more each to the item's Armor Rating, Mystic Armor, and Spell Defense. The effects of success levels are cumulative, so a Good success would increase the item's Armor Rating and Mystic Armor by +5 each. If an item has an Armor Rating, it gains the above increases. If an item has no Armor Rating, it gains an Armor Rating of 5.

Tap Horror Karma

Threads: 2 **Weaving Difficulty:** 18/20
Range: 50 yards **Duration:** 1 round
Effect: Willforce + 10
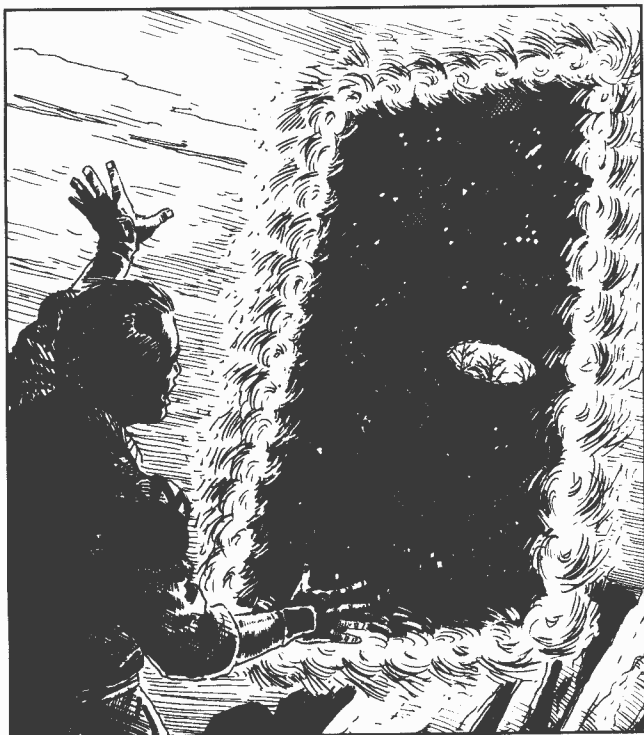**Casting Difficulty:** Target's Spell Defense

The nethermancer attempts to drain Karma Points from a Horror. Both the magician and the Horror are engulfed in cold blue flames as the spell is cast. If the Spellcasting Test is successful, the nethermancer makes an Effect Test against the Spell Defense of the Horror. Each level of success steals 1 Karma Point from the Horror. The nethermancer may incorporate the Karma as his own, discarding the most evil portions of the energy, in which case he uses his own Karma dice. Or he may try to use the Horror's Karma whole, using the Horror's Karma dice. This use costs 2 points of Strain. Dealing with such malevolence is not easy, even for an advanced nethermancer. Karma tapped from a Horror must be used in the next round or it is lost.

WIZARD SPELLS

CIRCLE 9 SPELLS

Absorbing Sphere

Threads: 3	**Weaving Difficulty:** 13/19
Range: 60 yards	**Duration:** 12 + Rank rounds
Effect: Willforce + 8	

Casting Difficulty: Target's Spell Defense

The wizard conjures a tiny red sphere that circles the recipient protectively in eccentric orbits. If the Spellcasting Test is successful, the wizard rolls the Effect dice and records the result. This number represents the Difficulty Number for any Attack Tests against the wizard. If an attacker's test result is less than this number, the attack will hit the absorbing sphere rather than the spell recipient. Damage is determined normally, with the sphere absorbing the damage. The wizard is then allowed an additional Spellcasting Test against the Spell Defense of a target of his choice. A successful test "dumps" the damage onto the target character, inflicting a number of Damage Points equal to the result of the test. Alternatively, the wizard may choose to dump the damage into astral space rather than onto a character. To do so requires a 6 on the Spellcasting Test to dump. The sphere must be emptied before it can absorb any more damage.

Draining Eye

Threads: 4	**Weaving Difficulty:** 14/15
Range: 60 yards	**Duration:** Rank minutes
Effect: Willforce + 10	

Casting Difficulty: Target's Spell Defense

The wizard conjures a third eye upon his forehead, with a pupil that looks like a starry whirlpool. He then looks at a target character and makes a Spellcasting Test against his or her Spell Defense. If the test is successful, the wizard makes an Effect Test against the character's highest Attribute step. A success drains the target of life force and

imbues the wizard with that energy. An Average success drains 1 step. A Good success drains 2 steps, an Excellent success drains 3 steps, and an Extraordinary success drains 4 steps. If the wizard's test succeeds, the drain on the target's life force reduces his Action dice for all tests by this number of steps, while adding the same number of Action dice to all of the wizard's tests. The extra life force drains from the wizard once the spell's duration expires or the target character dies.

Observe Event

Threads: 5	**Weaving Difficulty:** 14/15
Range: 5 yards	**Duration:** Variable
Effect: Willforce + 3	

Casting Difficulty: Target's Spell Defense

With this spell, the wizard plays with the flow of time, a dangerous undertaking. The wizard may observe past events that occurred within 5 yards of where he is standing. The wizard must state specifically which event he wants to observe, as in "I wish to see the last crime committed here" or "I wish to see what Lord Malban last did here." He makes his Spellcasting Test against the

highest Spell Defense of any character present at the scene he wishes to observe. If the test is successful, the wizard then makes an Effect Test against the same Spell Defense, with the following modifiers based on how long ago the event occurred:

When Event Occurred	Modifiers
A day or two ago	0
1–3 weeks ago	+1
1–2 months	+2
3–6 months	+3
7 months–1 year	+6
2–5 years	+9
6–10 years	+12
11–50 years	+15
51–100 years	+ 18
101–200 years	+21
201–500 years	+24
50 0+ years	Not possible

A successful Effect Test grants the wizard, and only the wizard, the vision of the past. As he observes the scene, the wizard also gets a clear sense of when the event occurred. The event is replayed as it happened, round by round. The Strain of this spell is 1 Damage Point per round of duration.

Reattach Limb

Threads: 6	**Weaving Difficulty:** 15/15
Range: Touch	**Duration:** 1 round
Effect: Willforce	

Casting Difficulty: Target's Spell Defense

When using this spell, the wizard will join a severed limb back to the point of its severing while weaving the thread and casting the spell. Reattach Limb is an arduous spell, but it is the recipient who pays the Strain. For each round that the wizard is weaving threads, the target takes 1 point of Strain damage because of blood lost during that time. If the Spellcasting Test is successful, the limb is reattached to the recipient. The wizard then rolls the Effect dice, restoring damage taken during the casting of Reattach Limb by a number of points equal to the die result.

Tell Tale

Threads: 3	**Weaving Difficulty:** 12/15
Range: Touch	**Duration:** 1 minute
Effect: Gain answer from object	

Casting Difficulty: Target's Spell Defense

The wizard touches an inanimate object while releasing a tiny portion of his life force (1 Damage Point). He makes the Spellcasting Test against the Spell Defense of the object. If the test is successful, the wizard is able to ask one yes/no question of the object. The object will answer truthfully, sensing events as if the wizard himself had been present to witness them. The event must have occurred within a number of days equal to the wizard's rank in Spellcasting for the spell to work.

CIRCLE 10 SPELLS

Death Vow

Threads: 3	**Weaving Difficulty:** 13/22
Range: Touch	**Duration:** Rank weeks
Effect: Willforce + 10	

Casting Difficulty: Target's Spell Defense

The wizard sacrifices a bit of his blood to activate the blood magic required for this spell, which costs him 2 Damage Points for the duration of the spell. The wizard targets a character, then casts the Death Vow spell. If the Spellcasting Test is successful, the spell allows the wizard to stipulate a contract between himself and the target. The contract can be as outrageous as the wizard desires, but there is an important catch. Both characters must abide by the contract. Once the two have agreed upon the terms, the wizard rolls the Effect dice and records the result. If either he or the other party, or both, violate the contract, both characters may die. Each character makes a Willpower Test against the Effect dice result. If he or she fails the test, death is instantaneous, inflicting damage equal to the character's full Death Rating plus 2 Wounds.

Because of the risks involved with this spell, a wizard must be careful not to use Death Vow to force a character into a totally unacceptable contract. The other character might decide to die and take the wizard with him rather than be bound by a dishonorable or unfair contract.

Hold Pattern

Threads: 6	**Weaving Difficulty:** 14/23
Range: Touch	**Duration:** Rank days
Effect: Willforce + 8	

Casting Difficulty: 2

The wizard weaves Hold Pattern around one of his spell matrices containing a spell. If the Spellcasting Test is successful, the wizard makes an Effect Test against the Dispel Difficulty of the spell. A successful result holds the spell in the matrix for a number of days equal to the magician's rank in Spellcasting. A spell can be held in this way at any point in its casting. This means a wizard could weave all the threads for a spell, and then use Hold Pattern, leaving only the Spellcasting Test unresolved. The wizard could postpone making a Spellcasting Test to release the held spell. Wizards can pack a lot of firepower into a few rounds with judicious use of this spell, but it does tie up a spell matrix until the held spell is used. As soon as the held spell is released, Hold Pattern is dispelled.

tainted or corrupt region is to extend an invitation few Horrors would refuse.

Onion Blood

Threads: 4   **Weaving Difficulty:** 16/19
Range: 100 yards   **Duration:** Rank rounds
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense

To cast this spell, the wizard must tear parchment into pieces, pluck a flower, or actually have an onion to peel. Onion Blood is cast upon a single character. If the Spellcasting Test is successful, the wizard rolls the Effect dice for damage. The target takes damage in the first and every succeeding round of the spell's duration. The wizard rolls the Effect dice each round. This does not count as his action in the rounds following the spell's casting. Mystic Armor reduces damage. If the character takes any damage, he also takes 1 additional Wound. The spell begins to peel away the target's skin and muscle, layer by bloody layer. Any other characters beside the wizard who see the victim must make a successful Willpower Test against this spell's Dispel Difficulty of 20. Failure sends the characters fleeing out of spell range, horrified by what they saw. Success allows them to stay. A Good success (28 or more) actually dispels the spell.

This ugly spell is based on an ability seen in Horrors. Use of the spell is outlawed in Throal except for legal executions of criminals who have committed heinous crimes. Many other kingdoms in Barsaive have followed suit, though most lack the ability to enforce a law upon a Tenth Circle wizard.

Warp Astral Space

Threads: 3   **Weaving Difficulty:** 17/23
Range: 50 yards   **Duration:** 5 + Rank rounds
Effect: −8 to Spellcasting step
Casting Difficulty: 15

With this spell, the wizard twists, stretches, punctures, and otherwise deforms all astral space within a radius of 50 yards. If the Spellcasting Test is successful, all other characters whose spells are cast from, enter, or pass through the warped space suffer a −8 penalty to their Spellcasting step. Since the wizard is intimately familiar with this warping, his or her spells are unaffected.

In the world, this penalty manifests itself as spells wildly careening around, over, or below their intended targets, or just vanishing altogether. The −8 step penalty also applies to Dispel Magic attempts, as finding the pattern of Warp Astral Space requires traveling through the warped space.

Journey to Life

Threads: 7   **Weaving Difficulty:** 14/15
Range: Touch   **Duration:** Rank days
Effect: Willpower + 15
Casting Difficulty: Target's Spell Defense (see below)

The wizard snakes a tendril of energy through a deceased character into the astral plane and beyond. The tendril acts as a beacon and a pathway for the spirit of the deceased. The operation is stressful; each round of weaving and casting costs 1 point of Strain. The Spellcasting Test is made against the Spell Defense of the spirit. If the test is successful, the spirit can begin to find its way back to the body. The wizard then rolls the Effect dice and uses the result as the Spell Defense against other spirits who might find the pathway and try to possess the body.

Journey to Life takes as many days to complete as the deceased has been dead, counted from the time the journey starts. If the deceased has been dead, say, 54 days when the spell is first cast, the wizard will have to cast several consecutive Journey to Life spells before the spirit can find its way home. If a day passes without a successful casting of the spell, the journey is interrupted and must be started all over again. This time, however, the journey will be even longer, because the deceased has now been dead a longer time. Once a successful spell's duration is up, the spirit reinhabits the body, effectively resurrecting the dead character.

Wizards know it is folly to attempt a Journey to Life spell anywhere but in a safe region (see **Casting Raw Magic**, p. 155–56, **ED**). To conduct a Journey to Life in a

QUESTORS

Why have I chosen the way of Mynbruje? For me, truth is all.
Only in truth are found the answers to the puzzles of the Universe.
—Jaron of Bethabel, librarian of Throal, 1506 TH

This chapter describes the powers of the questors, those who travel throughout Barsaive acting in the name of the Passions. This chapter also provides rules for player character adepts who want to become questors of the Passions.

The name questor refers to someone who has devoted himself or herself to a spiritual quest. This quest usually begins late in life; after an adept becomes experienced in his Discipline, he is sometimes drawn to devote his life to mimicking one of the universe's twelve Passions. Complete descriptions of the Passions appear on pages 312–21 of the **Earthdawn** rules.

The life of a questor does not earn him or her a living. Only the followers of Dis maintain a bureaucratic structure, and small, loosely organized groups sometimes form to discuss the creed of the Passion to which they have devoted their lives, but no formal institution exists to support questors' day-to-day needs. For example, two dozen Thystonian questors in the kingdom of Throal have organized themselves into a elite military unit called the Primus Guard. These questors support and strengthen each others' devotion to their chosen Passion, and often lend their considerable strength and experience to battles, but each of these adepts must make his or her own way in the world. Questors sometimes live off the generosity of communities willing to support a strong questor in their midst, but most questors continue to practice the trade they learned in the early years of their lives.

Adepts who become questors must try to reconcile the lifestyle and mindset of their Discipline and the actions required of a faithful questor. For some, this is easy. Many swordmaster adepts have assumed a quest to be like Thystonius. If the two ways of thinking conflict, however, the adept questor must choose which to follow. For example, this conflict could arise for a thief adept who is also a questor of Thystonius. The thief mindset demands that she avoid open confrontation. The questor mindset demands that she seek physical conflict. The more she relies on the Discipline of the thief, the less she behaves like Thystonius, and so receives fewer rewards from the Passion. However, the more she tries to be like Thystonius, the less successful she will be as a thief.

It might seem odd for adepts to devote their lives to a Passion so different in nature from their Discipline. However, because the Discipline of an adept in many ways limits how the adept sees the world and how he or she interacts with it, becoming a questor of a Passion of a different nature allows the adept to interact with the world in a way previously unknown.

BECOMING A QUESTOR

While nearly every citizen in Barsaive offers devotion to the twelve Passions, questors devote their lives to a single Passion, living that Passion's ideals and helping spread the influence of their patron Passion across Barsaive.

Player characters cannot begin the game as questors because being a questor does not constitute a profession or Discipline in and of itself. It is a specific, directed quest a character undertakes at a later stage in his life. Most adepts who become questors do so only after achieving a certain amount of experience in their chosen Discipline, usually after they reach the Fifth Circle or higher. The gamemaster decides when a character may become a questor.

To become a questor, the character simply declares his intention (which must be approved by the gamemaster), then spends 200 Legend Points to purchase the Questor talent at Rank 1. (See the description of the Questor talent in **Talents**, p. 45.) Spending the Legend Points is what makes the character a questor. The rank of the Questor talent serves as a measure of the powers granted to the questor by his patron Passion (see **Questor Rules**, p. 89).

THE MAD PASSIONS

Strictly speaking, characters can choose to become questors of any of the twelve Passions. However, gamemasters should consider carefully the potential problems inherent in allowing characters to become questors of any of the three Mad Passions—Dis, Raggok, or Vestrial. While being a questor of one of these Passions offers excellent roleplaying challenges, it is important to remember that most Barsaivians fear and revile the Mad Passions and anyone associated with them. Even the Theran Empire only tolerates those who worship Dis, Passion of bureaucracy and slavery. Questors of these Passions would find even ordinary tasks such as buying supplies difficult, for most people will be unwilling to deal with them on any level.

A second issue is that those who devote their lives and energy to the Mad Passions usually oppose the ideals and goals of the heroes of **Earthdawn**. A questor of the Mad Passions could not easily join an adventuring group, and neither could the player who created him. The gamemaster should consider limiting questors of the Mad Passions to the role of antagonists, gamemaster characters who will work against the players' characters. The questor powers and Acts of Devotion described for the Mad Passions are provided so that gamemasters can create these questors as villains and other opposition.

Rather than accepting the ideals of the Mad Passions, questor characters may instead decide to attempt to heal one or more of the Mad Passions, an appropriate goal for a

questor of the Passion Mynbruje, for example. Such a goal would require years of adventuring to gain the talents and abilities needed to accomplish this task, for only the most powerful questor adepts would dare to involve themselves in the affairs of the Passions. Such a quest lends itself to extended roleplaying campaigns.

QUESTOR RULES

The following section describes how questors gain powers from their Passions and then increase the power of those abilities.

THE QUESTOR TALENT

To become a questor, a character must purchase the Questor talent at Rank 1. The Questor talent alone does not give the character any special abilities, but is used as a measure of the questor's abilities as granted by his patron Passion. As the character increases the rank of the Questor talent, the strength of his Passion-granted powers also increases. The Questor talent rank simply provides a gauge by which both the player and gamemaster can describe how much power the Passion grants the questor. In game terms, as the questor performs acts of devotion worthy of his patron Passion, he can increase the rank of his Questor talent. In the **Earthdawn** universe, as a questor performs acts worthy of his patron Passion, the Passion rewards him with greater power. See **Acts of Devotion**, below, and the description of the Questor talent, p. 45, for more information.

Player characters purchase ranks in the Questor talent in the same manner as they purchase ranks of other Fifth Circle talents. (See **Increasing Talent Ranks**, p. 221, **ED**.)

When a character purchases the Questor talent and becomes a questor, he receives three questor powers based on his patron Passion. As with talents and skills, questor powers have ranks. All three powers are always the same rank, which is equal to the character's Questor talent rank. Purchasing a new rank in the Questor talent increases all three powers to that rank.

If an adept becomes a questor, he gains the Questor talent at Rank 1, and all three powers of his patron Passion at Rank 1. As he performs acts of devotion, he can spend Legend Points to raise his Questor talent rank and all of his questor powers to Rank 2 simultaneously.

ACTS OF DEVOTION

Questors must act in ways that reflect their chosen quest. That is, they are expected to take actions that support the ideals of their patron Passion. A questor of Garlen, for example, is expected to heal those in need, while a questor

of Upandal should be a builder of some sort, or regularly aid those whose goal is to construct something. By acting in a way that embodies the ideals of his patron Passion, a questor helps keep those ideals, and so the Passion, alive and real in the minds and hearts of the people of Barsaive.

Gamemasters and players should feel free to create acts of devotion other than those listed for each Passion (beginning on p. 92). Any action that demonstrates the ideals of a questor's patron Passion is appropriate. The gamemaster must approve any new acts of devotion the player creates, and these new acts should fit into one of the three categories of acts, Minor, Major, and Zealous, described below.

Though future products may indicate an average number of opportunities per adventure or campaign for acts of devotion, the gamemaster should feel free to control how powerful the questors in his game become by limiting or expanding the number of opportunities questors receive to perform acts of devotion. The total number available in any given adventure or campaign should include those opportunities the players create for their characters. The gamemaster is the final judge of how many Devotion Points any act of devotion is worth.

Devotion Point Awards

Acts of devotion are defined as actions that the character performs that imitate the spirit and ideals of the questor's Passion. Questors who perform acts of devotion are rewarded with Devotion Points. The gamemaster determines the scale of the character's act of devotion and awards Devotion Points accordingly. To help gamemasters determine the scale of any act of devotion, we suggest the following three categories of acts of devotion: Minor, worth 20 Devotion Points; Major, worth 50 Devotion Points; and Zealous, worth 100 Devotion Points. Examples of typical acts of devotion appear below, and examples of acts appropriate for each Passion appear in the descriptions of each Passion.

Minor (20 Devotion Points): The gamemaster should award the character 20 Devotion Points any time the questor uses his talents, questor powers, skills, or other abilities to further the cause of the Passion in any way. Though this reward may seem small, a questor who regularly performs minor acts of devotion in accordance with the Passion's ideals and powers will accumulate Devotion Points quickly.

A questor of Garlen finds a wounded man lying next to the road. She stops and heals the man, restoring enough of his strength that he can continue his

journey. He has enough supplies to reach his destination, and so the man and the questor go their separate ways.

Major (50 Devotion Points): The gamemaster should award 50 Devotion Points each time a questor performs an act of devotion that costs the questor time or effort, but does not actually put him or her in any danger.

A questor of Garlen discovers a man who has been severely wounded and left to die in the road. She stops and heals the man as best she can, but his wounds are serious, and he must rest in order to recover fully. The man lost all his possessions to the bandits who beat him. The questor brings the wounded man to an inn and pays the innkeeper for a room and enough food for a week. Having done all she can for this victim, the questor continues on her way.

Zealous (100 Devotion Points): The gamemaster should award the questor 100 Devotion Points for performing an act of devotion that puts him at risk while personifying his patron Passion. This risk does not need to be physical. For example, a questor of Chorrolis, the Passion of trade, might risk a large sum of capital in a deal. If the risk could potentially break the questor's influence and power, Chorrolis would take notice and reward the character. Questors of the Passion Thystonius, whose ideals embody the virtue of physical risk, must face almost certain death to receive this reward.

The questor of Garlen who rescues the wounded man discovers that the bandits who attacked him now seek to finish their work and kill him, though she does not know why. Rather than settling him at the inn and leaving, she stays and fights to defend the man and the inn.

Accumulating Devotion Points

Devotion Point awards are cumulative. If the questor of Garlen from the example had healed the man, brought

him to the tavern, and then defended him, she would receive a total of 170 points.

The questor need only attempt the act of devotion: he or she need not succeed in order to receive the Devotion Point award. What matters is that the questor throws his heart and soul into the act. The Passions ask only that their questors model their behavior on the Passions' ideals. They do not require the behavior to result in victory.

A questor's Devotion Points accumulate to create a Devotion Point total. This total offers a quick way to estimate how many acts of devotion the questor has performed, and so judge the questor's devotion to his chosen Passion.

A questor's Devotion Point total also determines his maximum Questor talent rank. For example, a questor with a Devotion Point total of 500 has a maximum Questor talent Rank of 4. However, accumulating a certain number of Devotion Points does not automatically increase the Questor talent rank. Each new rank must be purchased with Legend Points, as for any other talent. The Devotion Point total only indicates the current maximum Questor talent rank possible.

The Devotion Point Table shows the maximum Questor talent rank available at specific Devotion Point totals.

DEVOTION POINT TABLE

Devotion Point Total	Maximum Questor Talent Rank
200	2
300	3
500	4
800	5
1,300	6
2,100	7
3,400	8
5,500	9
8,900	10
14,400	11
23,300	12
37,700	13
61,000	14
98,700	15

FAILING TO ACT

Questors must accept every opportunity to act like their patron Passion. If a questor fails to imitate the nature of his patron Passion when he has the chance, he loses Devotion Points. The scale of the ignored opportunity determines how many points the questor loses. For example, if a questor of Garlen finds a man in need of healing and ignores him, he would lose 20 Devotion Points. If he passes by a castle that needs to be fortified against an invading force and ignores the inhabitants' pleas for help, he would lose 100 points.

When the questor loses Devotion Points, the player must subtract these points from the character's Devotion Point total. If the questor's Devotion Point total falls

below the number required for his current Questor talent rank, the questor loses one rank in the Questor talent. For example, a questor with 200 Devotion Points who ignores just one opportunity to perform an act of devotion for his Passion would drop back to Rank 1. A questor with 2,900 Devotion Points, however, could ignore many opportunities, losing as many as 800 Devotion Points before his powers drop to those of Rank 6. If a questor loses a rank in his talent, he loses all the Legend Points spent to purchase that rank. A questor who wants to regain a lost rank must pay the required number of Legend Points a second time.

A questor of Garlen has Rank 3 Questor talent and a Devotion Point total of 300. While traveling through a small village, the questor encounters a wounded man in need of healing. If the questor decided to ignore the wounded man, he would lose 20 Devotion Points, reducing his total to 280 Devotion Points, which is below the minimum required for the Questor talent at Rank 3. The questor's rank in the Questor talent immediately drops to Rank 2, decreasing his powers accordingly. If the questor wants to repurchase Rank 3 for his Questor talent, he must spend the required number of Legend Points to do so. The points he originally spent to purchase Rank 3 are gone forever.

Every time the questor has an opportunity to imitate his Passion, the gamemaster must tell the questor's player that a test is at hand. If the player chooses to ignore the test, the questor loses the appropriate number of points. If the questor accepts the challenge and fails, he or she receives the appropriate Devotion Points and suffers no ill effect.

FALLING OUT OF FAVOR

If a questor has Rank 1 Questor talent and ignores one opportunity to perform an act of devotion, he falls out of favor with his Passion and loses his questor powers. The character no longer has access to the powers of the Passion. He can only regain these powers by performing a Zealous act of devotion: he cannot accumulate 100 points through a series of Minor and Major acts of devotion, he must seek out danger and put himself at risk to imitate his Passion's ideals. By performing this act of devotion, successful or not, the questor regains the Rank 1 Questor talent, but now has zero Devotion Points. The 100 Devotion Points earned to regain his Questor talent do not accumulate toward a new Devotion Point total. The questor must begin again to accumulate Devotion Points by performing further acts of devotion, and can then increase his Questor talent rank as normal.

QUESTOR POWERS

Some questor powers are based on the questor's Charisma. To use these powers, the questor must speak words of inspiration to the target that encourage the target to temporarily give up his normal outlook on life and instead accept the narrower view of the questor's patron Passion. If the target finds the questor's words inspiring and accepts the Passion's outlook, the questor invokes the power. The questor designates the target of these types of powers, and no one else who hears the words, even if he understands them, gains inspiration from them.

Many questor powers can be used against more than one target at a time. The player does this in a slightly different way than the multiple-target rules presented in the **ED** rules for talents, skills, and spells. When a questor wishes to use a power against multiple targets, he makes a Questor Power Test using the highest Defense rating of the members of the group (usually Spell Defense or Social Defense) as the Difficulty Number. To determine the success level of the test, calculate the difference between the test result and the Difficulty Number.

A questor can use his questor powers on himself by pausing to meditate and draw on the beliefs of his patron Passion.

The range for powers that use inspirational words is the sound of the questor's voice. The range for other powers equals 10 feet for every rank in the Questor talent. Unless stated otherwise in the power's description, the duration for a power equals a number of minutes equal to the questor's rank in the Questor talent.

A questor can use each questor power once each day, defined as sunrise to sunrise.

Any time a questor invokes a power of which the target is a questor of the same belief, and when a questor uses a power on himself, add 3 steps to the step number for the power.

Questors can use Karma for all questor powers.

PASSION DESCRIPTIONS

The following list of the twelve Passions describes the ideals of each Passion, typical questors of each Passion, suggestions for appropriate acts of devotion for each category of devotion award, and the three powers of each Passion. Each power uses a step number, similar to the step for talents, that allows the player and gamemaster to determine the result of the questor's use of the power.

ASTENDAR

Ideals: Love, Art, Music

Questors: Artists make up the largest percentage of questors of Astendar. These questors find sensual pleasures such as gourmet food, luxurious clothing, or a lingering kiss fascinating. Their determination to imitate Astendar by indulging their desires often leads them into trouble. Because they know their actions are inspired by their Passion, they naively believe everyone else will see their actions in the same light. Sadly, others usually view the indulgences of questors of Astendar as decadence unchecked by self-control or common sense.

Acts of Devotion

Minor: Create a work of art that requires one to four weeks of work.

Major: Deliver a love letter across a distance no less than five days' journey.

Zealous: Become involved in a romantic affair that might end in bodily harm to the questor. The questor may be directly involved in the romance, helping star-crossed lovers, and so on.

Questor Powers

Enchanted Gift

Step Number: Rank + Charisma

The Enchanted Gift power allows a questor to create a gift of a work of art that will evoke a specific, basic emotion in the gift's recipient. Questors usually use this power to influence a target to feel a certain emotion toward a third party. The gift may represent any art form, including songs, paintings, poems, and so on, as dictated by the questor's talents and skills. The recipient (the target of the power) must accept the gift willingly, whether or not he knows of the gift's magical charm. For example, a questor could not simply sing a song powered by Enchanted Gift in the presence of the target and affect the target. The singer would have to ask, "Might I give you the gift of a song?" Once the target accepts the gift, the questor power leaves the gift and affects the recipient, and the object or verse is no longer magical. However, the beauty of the gift may make it inherently valuable.

The questor enchants the gift with a basic emotion, such as fear, love, hate, happiness, anger, or joy. The emotion must be directed at a specific subject such as a ruler, the young woman down the street, the citadel, and so on. The recipient of the gift feels the designated emotion for the specific subject. For example, if a small statue enchanted with love for a specific girl is given to her unmarried neighbor, he falls in love with the girl.

As soon as the target accepts the gift, the questor makes an Enchanted Gift Test against the target's Social Defense. If the test is successful, the target becomes more receptive to suggestions involving the emotion and subject that the questor enchanted into the gift. The target is influenced by the enchanted gift for a number of days equal to the questor's Questor talent rank.

The success level of the Enchanted Gift Test determines the degree of influence the gift holds over the recipient. For every success level above Average, characters add +2 steps to all Interaction Tests in which they make a positive suggestion related to the emotion and subject of the enchanted gift. Characters who make Interaction Tests to suggest thoughts and ideas opposed to the emotion of the enchanted gift subtract –2 steps from their tests.

Nedra, Rank 5 questor of Astendar, must leave her native village. Worried that the local warrior, who fancies himself in love with her, will abandon his task of protecting the village to follow her, she has created a cloak brooch in the shape of a shield as a parting gift. Using the Enchanted Gift power, she enchants the brooch with the basic emotion of joy and directs that emotion toward the village. She presents the brooch to the warrior as a farewell gift, which he reluctantly accepts. Nedra makes an Enchanted Gift Test against the warrior's Social Defense of 9 with a result of 16, a Good success level. For the next five days, anyone attempting to convince the warrior to stay in his now-beloved village adds 2 steps to his or her Interaction Test. Anyone encouraging the warrior to leave his precious village and follow his one true love must subtract 2 steps from his or her Interaction Test.

Note that an enchanted gift can be offered by anyone to anyone else. For example, a child might pick up an enchanted statuette from a questor's worktable and offer it to his mother. If the mother accepts the gift, the gamemaster must ask the questor's player to roll the appropriate dice for an Enchanted Gift Test. If the test is successful, the power of the Enchanted Gift affects the mother, whether or not the questor knows that the gift was given, or if it was meant for the mother.

Instill Love

Step Number: Rank + Charisma

The Instill Love power allows a questor to make another character romantically inclined toward him or her. The questor makes an Instill Love Test against the target's Social Defense. If the test is successful, the questor adds a bonus equal to the difference between the result and the target's Social Defense to the results of further Charisma Tests against the same target. For example, if a questor rolls a result of 15 on his Instill Love Test, and the target's Social Defense is 7, the questor adds 8 to the results of all further Charisma-based Tests against the target. The effect of the Instill Love power lasts for a number of days equal to the questor's Questor talent rank. A questor can only influence one person with this power at a time.

The target affected by the Instill Love power may feel anything from puppy love to intense lust. The questor's attitude toward the target and the gamemaster's discretion determine how the target reacts to the Instill Love power. If the questor treats the target as someone to be dealt with patiently, then the target might only show puppy love, afraid of being rejected if he makes his true feelings known. If the questor openly invites physical attention, then the target might arrange always to be near the questor, holding his or her hand and suggesting they slip off alone. If the gamemaster chooses to rely less on roleplaying, he may assign a degree or type of love to each success level and determine the target's feelings that way. The gamemaster should feel free to add complications to this budding relationship. Love is tricky, and Astendar's questors know well that when they dabble with romance, they often invite more than they bargained for.

Return Youthful Spirit

Step Number: Rank + Charisma

The Return Youthful Spirit power allows a questor to draw on the vibrant energy of youthful passion in the darkest of times, thus finding the strength and personal fortitude to speak words of comfort and inspiration to those suffering injuries, and revive hope for a better future. The questor makes a Return Youthful Spirit Test against the highest Social Defense of the group, including himself. A successful result means he managed to distract his companions from the grim reality of their present situation by painting a vivid verbal picture of a fantastic world where everything is possible and nothing can stand in their way.

The maximum number of persons affected by the power equals the difference between the result of the Return Youthful Spirit Test and the Social Defense used as the Difficulty Number. The power lasts a number of rounds equal to the questor's Questor talent rank. The questor decides which characters are affected if the Return Youthful Spirit power does not affect the entire group.

For as long as they are affected by the power, characters ignore their injuries. If they continue in battle they can take further damage and might even die. But their passions will carry them forward and they will neither feel pain nor drop unconscious until death takes them.

CHORROLIS

Ideals: Wealth, Trade, Jealousy, Desire

Questors: Questors of Chorrolis rise from the ranks of capable, usually greedy merchants. Some ply their trade from market stalls in Bartertown, while others satisfy their desire to imitate Chorrolis by traveling across Barsaive in trade caravans. Chorrolis frequently inspires his questors to acquire specific objects that he treasures. Widely known for their unbeatable bargaining skills, the questors of Chorrolis usually conceal their devotion to the Passion in order to negotiate favorable deals with the unwary.

Acts of Devotion

Minor: Conduct trade involving goods valued at 50 silver pieces or more. The questor need not deal with every merchant he sees, but must negotiate at least one notable transaction every time he passes through a marketplace.

Major: Spend considerable time pursuing a rumor describing potential profit.

Zealous: Secure a loan with outrageous interest rates and serious late-payment penalties in an attempt to make an extraordinary profit or obtain a rare object.

Questor Powers

Incite Greed

Step Number: Rank + Charisma

The Incite Greed power allows a questor describing a scheme or offer to intensify the natural greediness of his listeners. An overwhelming desire to get a piece of the action makes the targets of Incite Greed susceptible to bad risks, as long as a potential for profit exists.

The questor makes an Incite Greed Test against the member of his audience with the highest Social Defense. The difference between the result of a successful test and the Social Defense represents the number of people affected by the power. The questor can make an additional Incite Greed Test every 5 minutes. As long as he continues to succeed, more and more people succumb to their greediest impulses. As soon as he fails one test, his audience realizes that they have been considering ideas that contradict their own sense of proportion of risk versus wealth, and wander away from the questor.

A character who suggests schemes for acquiring money to a person under the influence of Incite Greed adds a number of steps equal to the questor's rank to his Interaction Test. A character trying to point out to a person under the influence of Incite Greed the folly of scrambling after money subtracts a number of steps equal to the questor's rank from his Interaction Test.

The effect of Incite Greed lasts for a number of days equal to the questor's rank. That may place the affected characters in an unfavorable situation when the effects of the power wear off—they may find themselves halfway to the destination of a wild goose chase or involved in a particularly nasty transaction. They might decide to honor the promises they made while under the influence, or reject agreements made under these false pretenses.

Encourage Trade

Step Number: Rank + Charisma

The Encourage Trade power allows a questor to persuade another person to negotiate with him. For example, this power would help a questor who wants to buy a sword from a warrior who refuses to part with his favorite blade; who needs to generate some quick cash from a wealthy miser who usually refuses to spend money on anything but food; or who needs to convince someone to journey with him as a bodyguard who has no intention of leaving home.

To encourage trade, the questor makes an Encourage Trade Test against the Social Defense of the person or people he is trying to affect. The questor can affect a number of people equal to his rank. A successful result allows the questor to make a number of Charisma Tests (or to use Charisma-based talents or skills) equal to the difference between the test result and the target's Social Defense. If he uses the power against multiple targets, the questor compares his test result to each person's Social Defense. The Encourage Trade power lasts a number of minutes equal to the questor's Questor talent rank. If the questor can convince the target to make a deal before the power ends, the questor gets what he wants. If the questor fails to achieve his goal, the affected people wander away, wondering what possessed them to consider selling their prized possession. The questor cannot use the Encourage Trade power again on people he failed to influence for another 24 hours.

Though the target is willing to negotiate while under the influence of Encourage Trade, he does not easily part with whatever the merchant wants. Negotiations begin at 175 percent of the actual value of the object or labor. Both the questor and his target can use skills such as Trading to affect the price in his or her favor.

Locate Valuables

Step Number: Rank + Perception

The Locate Valuables power allows a questor to sense the location of the single most valuable deposit of treasure within a certain range. Once activated, the power lasts a number of minutes equal to 10 times the questor's rank.

To determine the range of the power, the questor makes a Locate Valuables Test. The range is equal to one hundred feet times the result. As soon as the questor begins to use the Locate Valuables power, the gamemaster tells the questor's player in which direction lies the greatest source of wealth. The gamemaster gives directions such as "North," or "Toward the sun," but cannot indicate the distance between the questor and the treasure.

The Locate Valuables power focuses the questor on one treasure; he will not notice a larger treasure even if it comes into range as he moves toward the first treasure. For the duration of the power, Locate Valuables only guides the questor toward the treasure he first sensed. If

he travels until the duration of the power ends and fails to find the treasure, then uses the power again, he will sense the most valuable treasure within range of his current location, not necessarily the original treasure. If the questor is determined to reach the first treasure, he must move out of range of the second treasure and use the power again to locate the first treasure. Chorrolis is always distracted by the largest wealth he senses, and so sometimes has trouble keeping his mind on the task at hand.

Most valuable treasure is defined in terms of the cash value the questor expects to receive for acquiring the treasure. Thus, a chest containing one hundred silver pieces is obviously more valuable than a chest containing one gold piece, but a feather that the questor could sell to a collector of rare feathers for one hundred gold pieces would be the most valuable treasure of all.

DIS (MAD PASSION)
Ideals: Confusion, Unnecessary Work, Complex Bureaucratic Hierarchies, Slavery and Mastery

Questors: The questors of Dis imitate their Passion's desire for unimaginative uniformity by dressing in gray and making themselves look pale. Some questors of Dis seize or otherwise control mercantile bureaucracies or slaver operations in order to embody their Passion's ideals, living comfortably off the fruits of others' labors. Other questors of Dis seek nothing less than complete detachment from their fellow man and the human condition, thus exemplifying the disdain with which Dis views all living beings.

Acts of Devotion
Minor: Impose one's will on another sentient being.

Major: Create an obscure method of controlling information and work flow that offers no practical value.

Zealous: Force a worthy opponent into slavery.

Questor Powers

Enslave
Step Number: Rank + Willpower

The Enslave power allows a questor to give one target a command that must be obeyed. The target must belong to one of the Name-giver races, but does not have to under-stand the language used by the questor.

To use the Enslave power, the questor makes an Enslave Test against the target's Spell Defense. If the test succeeds, the questor may command a target and must be obeyed. For every point of difference between the target's Spell Defense and the Enslave Test result, the questor may use one word in the command. For example, if the questor rolls 15, and the target's Spell Defense is 13, the command must be one or two words, such as, "Fall down!"

The command must be phrased as a single, grammatically correct sentence. "Find the knife and bring it here," and "Attack your friends" represent valid commands. A command such as "Kill them!" is too vague, though "Kill everyone" could be understood and obeyed.

The power lasts a number of rounds equal to the questor's rank. The target will attempt to carry out the questor's commands as long as he remains under the influence of the power.

Questors can use the enslave power to make people do things they would not normally do, even harm loved ones. If the questor commands the target to harm himself, he must make a Charisma Test against the target's Social Defense with a Good success to convince the character to do so. If the questor fails the Charisma Test, the command has no effect.

Confusion
Step Number: Rank + Willpower

The Confusion power allows a questor to confuse a group of people and make it difficult for them to focus on the task at hand. The questor can confuse a number of people equal to her rank. The questor makes a Confusion Test against the Spell Defense of the target. A successful test means the target character is confused.

At the start of each round after the questor uses the Confusion power, the affected targets must make a Willpower Test against the Confusion Test result. If a targeted character fails, he remains confused and unable to take action; he stands and looks around, trying to

understand what is going on. If he succeeds, the Confusion power does not affect him. A target may escape any effect of the power if he makes a successful Willpower Test on the first round after the power is used.

The questor cannot use the Confusion power again until all affected targets make successful Willpower Tests and shake off the effects of the power.

Living Death

Step Number: Rank + Willpower

The Living Death power allows a questor to force one or more targets to perform a task tirelessly for several hours. The questor makes a Living Death Test against the highest Spell Defense of the group he wants to affect with the power. The difference between the successful test result and the Spell Defense is the number of people affected by the power. The power lasts a number of hours equal to 4 times the questor's rank.

While using the Living Death power, a questor can give a one-word command such as fight, march, dig, row, and so on. Everyone affected by the power must carry out the command tirelessly for a number of hours up to the duration of the power. Only when the duration of the power ends or if the questor commands them to stop, can the affected group stop their ceaseless action.

The targets of the power are simply compelled to obey someone else, not mindless. If commanded to fight, they may choose their opponents. If commanded to dig, they can choose their ground. Because of this, the questor can use any means at his disposal to direct the efforts of those under the influence of Living Death. For example, armed guards might confine people who were commanded to dig to a certain area.

Though targets of the Living Death power suffer no ill effects while performing what they have been commanded to do, they may suffer terrible damage from overexertion, fighting, and so on when the questor ceases to influence them. When the power ends, each affected person must make a Damage Test with a step number equal to the number of hours he or she was under the effect of the power. The character takes Wounds and other damage normally. Armor does not protect against this damage.

FLORANUUS

Ideals: Revelry, Energy, Victory, Motion

Questors: Because they feel a renewed optimism at the beginning of each new day, the questors of Floranuus actively encourage everyone around them to share their enthusiasm for living. These men and women find a silver lining in every cloud and recognize a positive aspect in even the most dire or depressing situations. The questors of Floranuus provide an instantly recognizable emblem of their Passion's ideals by wearing bold, bright colors that invariably cheer people up and inspire them to action of some sort. These questors spend their lives traveling across Barsaive seeking those who have lost hope, then doing all they can to revive a spark of joy in those souls. Questors of Floranuus willingly go to whatever lengths seem necessary to light up the world around them as brightly as the flames of their Passion. Though many people grumble that questors of Floranuus are nothing but glorified busybodies, none question their benevolent motives or absolutely sincere desire to change people's lives for the better.

Acts of Devotion

Minor: Participate in or organize a race or other physical competition.

Major: Organize a celebration large enough to require at least one week of work (100 or more guests).

Zealous: Raise your side's flag within enemy territory at the turning point of a battle.

Questor Powers

Inspire Stamina

Step Number: Rank + Charisma

The Inspire Stamina power allows a questor to encourage and inspire companions to continue on and endure physical hardship. The questor must spend at least 3 rounds speaking inspirational words, though he may perform other activities simultaneously. His speech must encourage his listeners to live like Floranuus and revel in motion. At the end of 3 rounds the questor makes an Inspire Stamina Test against the highest Social Defense of the group he is addressing, including himself if he wishes.
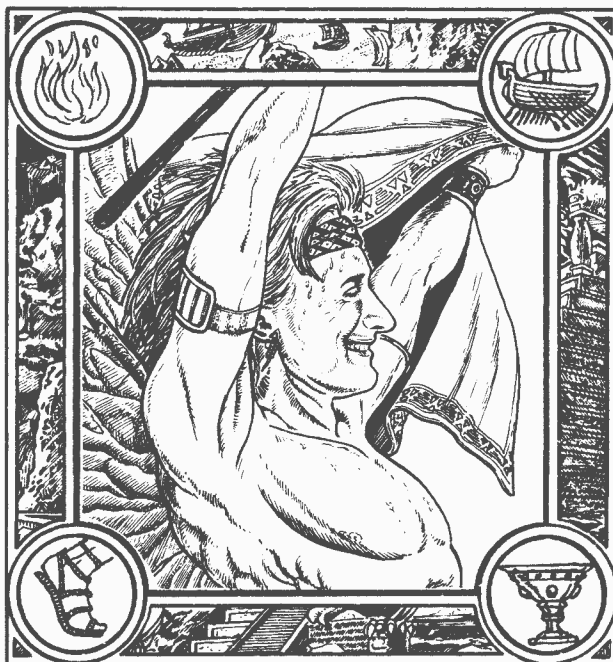
The number of people in the group who receive inspiration from Floranuus equals the difference between the successful test result and the Difficulty Number. All affected characters add +2 steps to their Toughness for a number of rounds equal to the questor's rank.

The questor can only influence one group of people at at time. If the Inspire Stamina power affects three members of a five-person group for 4 rounds, the questor must wait until the fourth round ends before using the power again.

Increase Speed
Step Number: Rank + Charisma

The Increase Speed power allows a questor to improve the movement rate of one person or animal, including the questor. To use this power, the questor speaks inspirational words for 1 round, then makes an Increase Speed Test. Use the result of the test as the target's Dexterity Attribute value for the purposes of determining movement speeds, adjusting this temporary Attribute value for racial bonuses.

The target's speed is increased for a number of minutes equal to the questor's rank.

The power affects only movement. The target uses his actual Dexterity Attribute and step number for all other Dexterity-based characteristics.

Speed Ships
Step Number: Rank + Willpower

The Speed Ships power allows a questor to increase the speed of a vehicle to make it go faster. The power does not affect vehicles powered solely by animals or manpower. For example, a questor can influence airships, t'skrang riverboats, and water-going sailing ships, including those whose power is assisted by sailors using oars. He cannot influence a wagon drawn by two horses, because the movement of the wagon depends completely on the animals.

To use this power, the questor makes a Speed Ship Test. The test result equals the number of hours the power lasts. For the duration of the power, the ship's Speed and Maneuverability each increase by 2 steps (see **Ship Combat**, p. 130).

GARLEN
Ideals: Hearth, Healing

Questors: Many ordinary citizens and even some questors of other Passions mistakenly believe that Garlen's questors seek the refuge of the hearth and embrace healing because they fear conflict. Anyone who has watched someone they love die while doing everything in their power to prevent it knows that this act of caring requires a far greater courage and strength than that required to defeat any enemy.

Most questors of Garlen are female. Some believe that Garlen attracts women questors because she so often appears as one. Others speculate that because they carry new lives within their bodies, women possess a greater understanding and appreciation for life and greater compassion for other living beings.

Garlen's questors can be stern, but show unfailing generosity and understanding. Those who mistake Garlen's compassion for weakness sometimes do not live to regret their misunderstanding.

Acts of Devotion
Minor: Heal someone suffering from a physical injury.

Major: Provide extended care for someone suffering from a serious illness.

Zealous: Protect a home from attackers.

Questor Powers

Heal
Step Number: Rank + Charisma

The Heal power allows a questor to heal Wounds. To use this power, the questor makes a Heal Test against the Spell Defense of the target. The success level determines how many Wounds the questor heals.

On a failure or a Poor success, the questor heals no Wounds.

An Average or Good success allows the questor to heal 1 Wound.

An Excellent success allows the questor to heal up to 2 Wounds.

An Extraordinary success allows the questor to heal up to 3 Wounds.

A questor can heal a number of Wounds per day equal to his rank. For example, a questor with the Questor talent Rank 2 can heal 2 Wounds per day. Even if this questor rolls an Extraordinary success, he can still only heal 2 Wounds.

The Heal power may be used more than once each day, but can only be used to heal a total number of Wounds equal to the questor's rank. The questor can only heal the same person once per day.

Fadra, Rank 4 questor of Garlen, wants to heal two of her companions. One has 2 Wounds, the other 4. Fadra uses the Heal power on the first companion and gets an Average success, curing one Wound. She then turns to the second companion, uses the Heal power again and gets an Extraordinary success, allowing her to cure 3 of the 4 Wounds. Healing 4 Wounds exhausts the questor's Healing power for the day. She cannot use her power to heal anyone else until the next day.

Seal Home

Step Number: Rank + Willpower

The Seal Home power allows a questor to seal windows and doors with a mystic force that hinders the entry of intruders. The questor must be inside the structure to use this power. He can seal a number of doors and windows equal to his Questor talent rank. For example, a questor of Garlen attempting to barricade a small hut that has one door and two windows would need to be Rank 3 or higher in order to seal all the entrances.

To use this power, the questor makes a Seal Home Test. The result becomes the Physical and Mystic Armor Ratings of the windows, doors, and other openings the questor designates as sealed. The Armor Ratings reduce damage from all attacks aimed through the sealed openings. The Damage Rating of the barrier created (see p. 209, **ED**) equals twice the Seal Home result. The Seal Home power can be used to block any size exterior opening, and works as well on openings physically blocked by windows or doors as on holes in walls. Seal Home cannot affect interior doors and other openings inside a structure.

The Seal Home power creates no visible effect. To defeat the barrier created by the power, the attacker must first destroy the physical barrier (windows, doors, and so on) using the rules for Barriers and Structures, p. 209, **ED**. To successfully attack the Seal Home barrier, the attacker must make an Attack Test against a Difficulty Number equal to the Seal Home step number with an Extraordinary success (Armor-Defeating Hit).

The Seal Home power lasts for a number of hours equal to the questor's rank. If several questors use the power on the same opening, add each questor's resulting Physical and Mystic Armor Ratings to find the total ratings for the strengthened barrier.

Comfort

Step Number: Rank + Charisma

The Comfort power allows a questor to dispel dark thoughts and emotions, both natural and those created by magical means. The power also counteracts emotional manipulation that produces fear or agitation. It can rally people who want to flee, or restore the spirits of people who believe they have nothing to live for.

To use this power, the questor makes a Comfort Test against the highest Social Defense of the group he is trying to affect. The number of people the power affects equals the difference between the successful test result and the Difficulty Number. Anyone affected by the power immediately becomes calm, allowing him or her to make decisions from a levelheaded, emotionally sound point of view.

JASPREE

Ideals: Growth, Caretaker of wild flora and of farms

Questors: A majority of Jaspree's questors devote their Passion-given powers to nurturing small patches of Barsaive where plant life survived the Scourge, and to coaxing seemingly barren areas back to life. Questors of Jaspree recognize the intrinsic, basic value of plant life as the building block for all other life. They make a point of teaching this lesson to careless travelers and those who deliberately destroy their work, sometimes going so far as to trade a life for a life.

Other questors of Jaspree seek to protect the lives of animals and Name-givers as well as plant life. These questors defend the communities in which they live against marauders who would destroy any living thing, but understand that Name-givers need to sow fields in order to eat, and that some forests must die to support other life. These questors see life as an endless cycle of death and rebirth, and accept both as having equal worth. Questors of Jaspree also embrace opportunities to travel to the far reaches of Barsaive and beyond to learn more about the plant life of the world, sow life in barren lands, and to protect endangered species of plant life.

Acts of Devotion

Minor: Plant seeds over a one-acre area.

Major: Nurture a farm or forest area for one week or more.

Zealous: Protect a farm, forest area, or herd of animals from casual or deliberate harm.

Questor Powers

Plant Growth

Step Number: Rank + Willpower

The Plant Growth power allows a questor to make plants grow at an unnatural rate. While this power is particularly useful for farmers, questors can also use it to quickly create a wall of plant life as sturdy as a fortress wall.

To use this power, the questor makes a Plant Growth Test. Every point of the result represents a radius of 10 feet originating at a point designated by the questor. For example, if the questor gets a result of 15, the power affects all plant life around her for a circle of 150 feet. The questor can center the plant growth any place within line of sight.

To determine the amount of growth the power produces, the gamemaster must decide which one of three broad categories best describes the environment in which the questor is using the power: Sparse Plant Life/Rocky Terrain (1), Light Foliage/Well-Tended Farmlands (2), or Thick Vegetation/Forests (3). The number in parentheses is the growth multiplier, also shown below. This number times the questor's rank represents the amount of growth the power produces, and the Physical Armor Rating of the enhanced foliage. For example, if a Rank 3 questor uses the Plant Growth power in the jungle, the vegetation grows to a thickness that serves as a barrier of Armor Rating 9.

Environment	Growth Multiplier
Sparse Plant Life/Rocky Terrain	1
Light Foliage/Well-Tended Farmlands	2
Thick Vegetation/Forests	3

To clear a path through the foliage without using a weapon, make a Strength Test against the vegetation's Armor Rating. To clear a path using a weapon, make a Damage Test using the weapon's step, subtracting the Armor Rating from the result. Successful attempts to clear a path create a 10-foot-long section of path. Someone pursuing a Rank 3 questor would need a Strength or Damage test result of 9 or higher to move 10 feet through the affected area. For an area 40 feet wide, the pursuer would need 4 successful tests.

Farmlands affected by the Plant Growth power yield produce equal to the questor's rank times the farm's original yield. However, farmlands can only ever produce up to six times their original yield assisted by this power, regardless of the questor's rank, because the soil can only support a finite number of plants.

The effects of this power are permanent.

Animate Plant or Tree

Step Number: Rank + Willpower

The Animate Plant or Tree power allows a questor to control a single plant or tree and command it to do her bidding. While affected by this power, the plant form can uproot itself and use its leaves, branches, and roots as limbs.

To use this power, the questor focuses his attention on a single plant or tree. He animates the plant and invests it with Attributes of a step number equal to his rank. This could make a small shrub stronger than a large tree, depending on the animating questor's rank. This apparent contradiction works because the questor changes the nature of the plant for the duration of the spell.

The questor then makes an Animate Plant or Tree Test. The result is the total number of words the questor can use to command the plant or tree, and also represents the duration of the power. The command must be spoken as one grammatically sound sentence. The plant will attempt to carry out the instructions to the best of its new abilities. When the duration expires, the plant or tree attempts to root right where it stands. If circumstances prevent it from taking root, the plant or tree falls and dies unless replanted.

Command Animal

Step Number: Rank + Charisma

The Command Animal power allows a questor to give verbal instructions to animals. The questor makes a Command Animal Test against the animal's Social Defense. If the test is successful, the animal will carry out the instructions to the best of its abilities.

The instructions must consist of one grammatically correct sentence. The result of the Command Animal Test equals the number of words that can be used in the sentence. The animal will perform the command for a number of rounds equal to the questor's rank.

The power does not allow the animal to communicate with the questor. Animals do not have a spoken language, and so may not impart any information or thoughts to the questor.

LOCHOST

Ideals: Rebellion, Change, Freedom

Questors: Lochost's questors can be found anywhere in Barsaive that oppression or inequity rules. Many questors of Lochost agitate for change in pursuit of equality and human dignity, opposing Theran rule and slavery. Others propose political reforms in established communities and within the kingdom of Throal, acting as devil's advocates in an effort to ensure that those in power continue to govern responsibly. Still others foment rebellion for the sake of change, imitating their Passion by constantly challenging the status quo.

As long as Thera practices slavery, questors of Lochost will actively oppose Thera's rule, sowing and nurturing rebellion in slave camps and mining operations throughout Barsaive and all over the world. All Therans accept the edict that questors of Lochost must be exposed and eradicated in order to preserve their lifestyle, and the Mad Passion Dis hunts Lochost relentlessly, determined to extinguish the light of his inspiration.

Acts of Devotion

Minor: Comfort a person enslaved against his will.
Major: Help someone who has escaped slavery.
Zealous: Free 10 to 100 slaves.

Questor Powers

Break Shackles

Step Number: Rank + Willpower

The Break Shackles power allows an imprisoned questor to snap chains, locks, ropes, and other bonds pre- venting him from escaping captivity. For example, the power can be used against ropes restraining the questor, or a padlock securing the questor's cell door. The power does not affect lock mechanisms built into a door. The Break Shackles power works by destroying a portion of the rope or metal keeping the questor imprisoned.

To use this power, the questor makes a Break Shackles Test against the Physical or Spell Defense of whatever was used to bind him. If the test is successful, the binding material begins to stretch and weaken.

As soon as the questor makes a successful Break Shackles Test, he must meditate on thoughts of Lochost for a number of rounds equal to 20 minus his Questor talent rank. If the questor can meditate without interruption, the binding, lock, chain, rope, or whatever breaks at the end of the meditation. Others may try to distract the questor from his meditation. Each time a person tries to distract him, the questor must make a Willpower Test against the Spell Defense of that person. A successful result allows the questor to continue to meditate until the binding breaks. A failed test means the questor was distracted and loses his concentration, and his attempt to use the Break Shackles power fails.

The Break Shackles power can only be used once per day, successful or not.

Inspire Rebellion

Step Number: Rank + Charisma

The Inspire Rebellion power allows a questor to attempt to foster rebellion among the downtrodden and enslaved. If used against people who are magically enslaved, a successful use of this power automatically dispels both magical spells and other questor powers (for example, Enslave).

To use this power, the questor must spend at least 12 rounds addressing those he wishes to inspire, talking to them of Lochost's desire for their freedom. He then makes an Inspire Rebellion Test against the Willpower step of the slaves' master. The master need not be in the vicinity for this power to work.

A successful test dissolves the emotional, questor-based, or magical bonds holding his listeners in slavery. The number of people affected by the power equals the difference between the test result and the master's Willpower step. For every 3 ranks of the questor's talent, the former slaves add +1 step to all actions that help them toward freedom for a number of rounds equal to the test result.

Kooshta, a Rank 6 questor of Lochost, uses the Inspire Rebellion power on a Theran slave barge carrying 8 slaves. He makes an Inspire Rebellion Test against the barge captain's Willpower step 12 and gets an 18. Because Kooshta was successful, 6 of the 8 slaves (18 − 12 = 6) are inspired to fight for their freedom. (If they had been under magical control, such magic would now be dispelled as well.) For 18 rounds, each of the 6 slaves adds +2 steps to all actions geared toward gaining their freedom. For example, the slaves would add +2 steps to tests made to break their chains, steal weapons, strike at the barge's guards, and so on.

Change Thoughts

Step Number: Rank + Charisma

The Change Thoughts power allows a questor to more successfully encourage people to contemplate and act on new ideas. This power can only be used on one person at a time. To use this power, the questor makes a Change Thoughts Test against the target's Social Defense. A successful result allows the questor to add +3 steps to all tests made to influence the target's thinking and to make a number of Charisma Tests equal to the questor's rank. All tests earned with this power must be made in the same day (24 hours).

MYNBRUJE

Ideals: Justice, Compassion, Empathy, Truth
Questors: The questors of Mynbruje imitate their Passion by devoting their lives to seeking truth and justice. They dedicate all their efforts to restoring balance to lives and communities, laboring to show criminals the error of their ways, helping society administer justice compassionately, and clearing the names of those wrongly accused.

Mynbruje's questors serve their Passion in many ways. Some act as official judges in citadels, towns, and villages. Others travel throughout Barsaive randomly or along a prescribed route, adjudicating disputes and righting injustices. Everyone accepts the word of a questor of Mynbruje as law, though such questors often travel with other adepts and magicians as protection against those who would seek to evade judgment.

Acts of Devotion

Minor: Ease an accused person's suffering.

Major: Reveal a falsehood.

Zealous: Prove a criminal's guilt or a suspect's innocence. If circumstances make the questor's task easier, this becomes a minor act of devotion. For example, if a questor seeks to prove an accused person's innocence and the accuser dies before he can be questioned, the questor may assume that the accused is innocent, because someone obviously has something to hide.

Questor Powers

Increase Perception

Step Number: Rank + Willpower

The Increase Perception power allows a questor to increase her Perception step. The questor makes an Increase Perception Test against a Difficulty Number of 7. A successful result raises the questor's Perception step by a number of steps equal to her Questor talent rank. The power lasts for a number of rounds equal to the test result minus 7.

The increased Perception step also changes the steps of all abilities, talents, and skills based on Perception.

Perceive Emotion

Step Number: Rank + Perception

The Perceive Emotion power allows a questor to detect a person's strongest emotion and the focus of that emotion. To use the power, the questor makes a Perceive

Emotion Test against the Spell Defense of the target. If the test is successful, the gamemaster informs the questor's player of the strongest emotion being felt by the target from moment to moment. The gamemaster also tells the player the target of that emotion. The power lasts for a number of minutes equal to the difference between the questor's Perceive Emotion test result and the target's Spell Defense.

The questor may learn specific information about the target's emotions by asking leading questions.

Rabine, a questor of Mynbruje, seeks to discover if a warrior murdered a young boy. The questor makes a successful Perceive Emotion Test, rolling a number 5 points higher than the warrior's Spell Defense. The questor now has 5 minutes to use the Perceive Emotion power. He casually asks the warrior if he has ever been forced to kill children in his work. The gamemaster tells the questor that the warrior replies, "No. Never." The gamemaster adds that the warrior feels afraid of the questor. The questor then mentions the corpse of the boy recently unearthed in a nearby ravine. The gamemaster informs the questor's player that the warrior is now feeling hatred, directed toward the boy.

Because the questor chose his conversation carefully in order not to alarm the warrior, five minutes have passed and the power wears off. Did the warrior kill the boy? Perhaps not, but he is definitely a suspect.

Ease Suffering

Step Number: Rank + Charisma

The Ease Suffering power allows a questor to ease a target's emotional and physical suffering. The power cannot heal or permanently remove damage, but it stops pain. In the case of magical pain inflicted on a target, the duration of Ease Suffering might outlast the spell, thus protecting the target completely from the magically induced pain. The Ease Suffering power is useful against the pain of

Wounds taken during battle, emotional terror caused by Horrors, and emotional attacks such as fear spells.

To use this power, the questor must spend at least 3 rounds speaking to the person whose suffering he wishes to ease. At the end of 3 rounds, the questor makes an Ease Suffering Test against the target's Social Defense. If the test is successful, the questor comforts the target and prevents him or her from feeling any pain for the duration of the power, a number of rounds equal to the difference between the test result and the target's Social Defense.

A nethermancer casts the Pain spell on a thief adept. The nethermancer has Spellcasting at Rank 5, meaning that the spell will last 8 rounds. The thief happens to be a questor of Mynbruje. After the first round of immobilizing pain, the thief begins mumbling to himself softly about the comfort Mynbruje offers. After 3 rounds, he makes an Ease Suffering Test and successfully negates the pain. The test result was 5 points higher than the thief's Social Defense, and so the power will last longer than the nethermancer's spell, allowing the thief to ignore the effects of the Pain spell.

RAGGOK (MAD PASSION)

Ideals: Vengeance, Bitterness, Jealousy

Questors: Because the ideals Raggok personifies can be found in the hearts of members of every race, this Mad Passion never lacks questors. People who enjoy inflicting mental and physical pain gladly imitate Raggok and accept his gifts in return.

Questors of Raggok divide themselves into two main groups based on their interpretation of how best to embody their Passion's ideals. One group believes that ostentatious displays of wealth cause mental pain in others less fortunate and so wallows in all the pleasures of the flesh that money can buy. Their constant search for even more money and treasure provides the resources needed to pay others to glorify Raggok, consciously or

unconsciously, through their actions.

The second group lives ascetic lives. These questors feel compelled to imitate Raggok personally to the best of their abilities, and believe that bringing pain to the world should take precedence over their own comfort. Any wealth they accumulate is used to buy poisons, hire mercenaries to raze villages, and accomplish other acts that cause pain and suffering.

Acts of Devotion

Minor: Cause someone pain in combat. This act of devotion is rewarded for one battle against one opponent, not each successful attack.

Major: Torture a victim with expert deliberation.

Zealous: Kill someone in the name of revenge. The revenge may satisfy the questor's need for vengeance or simply fulfill a contract paid for by someone else.

Questor Powers

Painful Memory

Step Number: Rank + Charisma

The Painful Memory power allows a questor to cause painful memories to flood the mind of a target in much the same manner as the Horror despairthought (p. 301, **ED**). The questor speaks for 3 rounds at his targets, then makes a Painful Memories Test against the highest Social Defense of the intended targets. If the test is successful, the power affects a number of targets equal to the difference between the test result and the Difficulty Number for a number of rounds equal to the questor's rank.

For the duration of the power, painful, horrible memories, some exaggerated by the strength of the power, flood the minds of the targets. The targets can do little more than clutch their heads and collapse to the ground. In order to take any other action, such as running away, rolling out of the way of an oncoming herd of horses, and so on, a person affected by the power must make a successful Willpower Test against the result of the questor's Painful Memories Test. If the Willpower Test is successful, the target remains under the influence of the power but can take limited action. However, he cannot fight, cast a spell, or do anything else that requires anything beyond a minimum of thought.

Cause Pain

Step Number: Rank + Charisma

The Cause Pain power allows a questor to cause a target horrible, physical pain with the sound of his voice. To use the power, the questor must speak to the target for 3 rounds, then make a Cause Pain Test against the target's Social Defense. If the test is successful, the questor's voice, enhanced by Raggok's foul strength, wracks the target with pain for a number of rounds equal to the questor's rank. To determine the damage caused each round for the duration of the power, add the difference between the test result and the Difficulty Number to the questor's Willpower step and use the resulting step to inflict damage on the target. The questor makes a Damage Test each round for the duration of the power. Armor does not protect against this damage.

The effect of the power makes the target feel as if something is repeatedly driving countless needles into his flesh, even though nothing can be seen that might cause such damage. Because the attack has the power of the Passion Raggok, the target is incapacitated in any round in which he suffers damage. If he suffers no damage in a given round, he may take an action. A target under the influence of the Cause Pain power may make a Willpower Test against the questor's Cause Pain result. If the test is successful, the target might continue to suffer damage, but can work past the pain and take action.

Inspire Rage

Step Number: Rank + Charisma

The Inspire Rage power allows a questor to send a victim into a blind, violent rage. The questor speaks insidious words of evil to his intended victim for 3 rounds, then makes an Inspire Rage Test against the Social Defense of the target. If the test is successful, the power fills the target's mind with a desperate need to cause carnage. The target attacks whatever animal or person is closest to him, fighting to the death. The creature he attacks may have been a friend moments earlier, but the rage blocks this from the target's mind. As soon as he kills this creature, the target attacks the next nearest animal or Name-giver, repeatedly seeking new victims for his rage until he is killed or the effect of the power wears off.

The Inspire Rage power lasts for a number of rounds equal to the questor's rank.

THYSTONIUS

Ideals: Physical Conflict, Valor

Questors: Questors of Thystonius believe that diving headfirst into physical danger is the only way to fully experience life. Their primary motivation each day is to seek challenges and opponents to test their skills and valor. According to their vision of their Passion's ideals, they must encourage others to do the same and so engage willing opponents as often as unwilling ones.

Questors of Thystonius make valiant, tireless warriors, and leap to defend entire communities singlehandedly, if necessary. While this quality makes these men and women valuable allies, they cannot be counted on to

consider the effects of their actions before they join battle, and so rarely learn to lead troops. Certain people, who are willing to do almost anything to avoid conflict, accuse questors of Thystonius of using their superior strength to force people to fight against their will, thus acting like overgrown bullies.

Acts of Devotion

Minor: Engage in a test of physical prowess; combat, leaping over a particularly wide chasm, and so on.

Major: Lead soldiers into battle.

Zealous: Fight a powerful opponent until one or both combatants cannot continue.

Questor Powers

Absorb Damage

Step Number: Rank + Charisma

The Absorb Damage power allows a questor to add magical armor to a single target. To use this power, the questor speaks for 3 rounds, attempting to inspire his target with the thrill of physical risk, then makes an Absorb Damage Test against the target's Social Defense. If the test is successful, the target adds a number of points to his Physical Armor Rating equal to the questor's rank. The power lasts a number of rounds equal to the difference between the test result and the Difficulty Number.

Inflict Extra Damage

Step Number: Rank + Charisma

The Inflict Extra Damage power allows a questor to increase the damage capability of a person involved in a fight. The power can only be used in a contest in which blows are being exchanged. For example, the power cannot be bestowed on someone trying to break down a door.

To use this power, the questor speaks for 3 rounds, attempting to inspire the listener to excel in physical conflict, then makes an Inflict Extra Damage Test against the Social Defense of the target. If the test is successful, the target adds 1 step to his Damage Test for every 3 ranks (or portion thereof) of the questor's Questor talent rank, as shown below.

Rank 1 to 3:	+1 step
Rank 4 to 6:	+2 steps
Rank 7 to 9:	+3 steps
Rank 10 to 12:	+4 steps

The effect of Inflict Extra Damage lasts for a number of rounds equal to the difference between the test result and the Difficulty Number. The effect will end if, during the duration of the power, the target is not involved in physical conflict for 1 round. For example, a fighter enhanced by this power could switch opponents and continue to use the power if he can move from one to the next and attack without pause. If switching opponents requires a full round, he loses the advantage of Inflict Extra Damage.

Increase Strength

Step Number: Rank + Charisma

The Increase Strength power allows a questor to increase the Strength step number of one person, at the same time changing the steps of all abilities, talents, and skills based on Strength. This enhanced Strength does not apply to Damage Tests.

To use this power, the questor speaks to the target for 3 rounds, attempting to inspire him or her to absorb the strength offered by Thystonius, then makes an Increase Strength Test against the target's Social Defense. If the test is successful, the target adds 1 step to his Strength step for every 2 ranks (or portion thereof) of the questor's Questor talent rank, as shown below.

The effect lasts for a number of rounds equal to the difference between the test result and the Difficulty Number.

Rank 1 to 2:	+1 step
Rank 3 to 4:	+2 steps
Rank 5 to 6:	+3 steps
Rank 7 to 8:	+4 steps
Rank 9 to 10:	+5 steps
Rank 11 to 12:	+6 steps

UPANDAL

Ideals: Building, Construction, Planning

Questors: Questors of Upandal find their greatest joy in building, or collecting money for a construction project. They offer everything they build to the glory of Upandal, eagerly embracing each new structure as a way to enrich the world and win more questors for their Passion.

Not all their devotion is expressed on such a grand scale. Questors of Upandal find equal satisfaction in tinkering with, repairing, and reproducing small objects. They use every opportunity to express their devotion to their Passion and encourage others to join them in their quest. Whether helping a farmer repair a fence or fixing a child's toy, Upandal's questors do their best to imitate their patron Passion.

Their analytical minds give Upandal's questors a penchant for devising war plans and other such designs. Unfortunately, their love of the complex and ornate tends to produce aesthetically pleasing but impractical strategies.

Acts of Devotion

Minor: Spend a week creating a new tool, weapon, or design.

Major: Help build a building, castle, or other structure that requires two to four weeks of work.

Zealous: Protect a beautiful object (a mechanical jewelry box, an ornate tower, and so on) from those who would destroy it.

Questor Powers

Create Bridge or Tower

Step Number: Rank + Willpower

The Create Bridge or Tower power allows a questor to create a temporary bridge or tower once a day. The questor meditates for 3 rounds, then makes a Create Bridge or Tower Test against a Difficulty Number of 8. If the test is successful, each point of the result over 8 creates 10 horizontal feet of bridge or 10 vertical feet of tower. The questor can make the bridge or tower shorter than the length indicated by the result of the test, but the result generates the maximum length of the bridge or height of the tower. Bridges are 30 feet wide, and the towers are 30 feet in diameter. Each has a Physical Armor Rating of 15.

Bridges created using this power are constructed from gray stones, and have low stone railings on either side. They can span any type of obstacle, including rivers, chasms, and pits. If the questor's test result fails to generate enough feet to span the distance, nothing appears, and the power is used for the day.

Towers created using Create Bridge or Tower are also made of gray stone. A floor appears in the tower every 20 feet, connected by a spiral staircase that winds up through the interior wall of the tower, passing through each floor. A door on the first floor provides access to the tower, and each floor has two windows.

The bridge or tower remains in place for one half hour per questor rank. The questor may dispel the structure any time by making a Willpower Test against the Create Bridge or Tower test result. For example, if the questor created a tower with a roll of 18 (giving him a potential 100 feet of tower), but only wanted 50 feet of tower, he would still make the Willpower Test to dispel the tower against an 18, not a 13. If the test is successful, the structure vanishes.

Create Weapon

Step Number: Rank + Willpower

The Create Weapon power allows a questor to fashion a weapon from sheer will. The questor can create a weapon with a Damage step equal to or less than his Questor talent rank. For example, to create a short sword (Damage Step 4), the questor must be at least Rank 4.

To create the weapon, the questor meditates for 1 round, then makes a Create Weapon Test against the chosen Damage step. If the test is successful, the weapon appears at his feet. The weapon remains in existence for a number of minutes equal to the difference between the questor's test result and the chosen Damage step. At the end of the power's duration, the weapon vanishes.

Fortify Structure

Step Number: Rank + Willpower

The Fortify Structure power allows a questor to fortify the walls of any structure built by Name-givers, including ships, castles, bridges, and so on. To use this power, the questor meditates for 3 rounds, then makes a Fortify Structure Test. The result equals the number of minutes the effects of the power last. The Fortify Structure power increases the Physical Armor Rating of the structure by a number of points equal to the questor's rank.

VESTRIAL (MAD PASSION)

Ideals: Manipulation, Deceit

Questors: Though questors of Vestrial apparently regularly sacrifice their real goals to the goal of fostering deceit in the name of their Passion's ideals, they should not be underestimated. For every ten questors that devote all their efforts to manipulating fellow Name-givers and events, one questor can be found guiding his fellows through brilliant, effective, diabolical plans. The precision, subtlety, and effectiveness of some Vestrial-inspired plots suggests that the apparent incompetence of the most visible questors provides a cover for countless unrecognized questors of Vestrial hidden within all levels of society.

Acts of Devotion

Minor: Lie to someone about a matter that is important to the person and has an effect on his or her life.

Major: Manipulate someone into doing something illegal, immoral, or otherwise wrong that they would not willingly do.

Zealous: Create a lie that leads to someone's death, though the questor need not be present when the death occurs. The person who dies must have allies that will seek to avenge his or her death.

Questor Powers

Deceit

Step Number: Rank + Willpower

The Deceit power allows a questor to make one person more susceptible to a lie. The questor makes a Deceit Test against the target's Spell Defense. If the test is successful, the questor adds the difference between the Deceit Test result and the Spell Defense to the result of all Charisma Tests made while lying to the target. The questor can tell a number of lies to the target equal to his rank using the effect of the Deceit power.

If the questor fails the Charisma Test for two lies, then the target becomes aware that something is wrong and the effect of the Deceit power immediately ends.

Discover Desire

Step Number: Rank + Willpower

The Discover Desire power allows a questor to learn one person's desires. To use this power, the questor makes a Discover Desire Test against the target's Spell Defense. If the test is successful, the gamemaster tells the questor's player the target's greatest desires. The questor learns a number of desires equal to his Questor talent rank. Not all desires hold equal importance; the gamemaster should list them in order of importance.

Manipulate Desire

Step Number: Rank + Willpower

The Manipulate Desire power allows a questor to influence the desire of one person. To use this power, the questor makes a Manipulate Desire Test against the target's Spell Defense. If the test is successful, he can firmly plant in the target's mind one item, person, or goal that suddenly becomes the target's consuming desire. Add +3 steps to all Charisma Tests made against the target that suggest acquiring or keeping the planted desire. Subtract –3 steps from all Charisma Tests made against the target that suggest ignoring or abandoning the planted desire. The influence of the Manipulate Desire power lasts for a number of hours equal to the difference between the questor's Manipulate Desire test result and the target's Spell Defense.

LIGHTBEARERS

All things of the Scourge are our enemy.
We shall fight that which belongs to the Scourge, both in thought and in form.
—Nicolez Trund, founder of the Lightbearers

Though most of Barsaive's heroes willingly battle the Horrors still infesting the world whenever they find them, few actively seek to confront these otherworldy invaders. One special group of heroes dedicates all the efforts of its members to freeing this world of the Horrors forever. These heroes, known as Lightbearers, pledge their lives to fighting the Horrors and other effects of the Scourge.

ORIGINS

According to legend, a dwarf merchant named Nicolez Trund founded the Lightbearers nearly 300 years before the full fury of the Scourge struck Barsaive. A native of Throal, his activities as a merchant gave Trund access to news from every corner of the world with which Throal traded. Having learned of and seen the unmistakable signs of the Horrors' coming, Trund became determined to lessen the effects of the approaching calamity in any way he could. He knew that powerful magic was available to protect the kingdom of Throal, but feared to even imagine how less well-protected parts of the world might fare during the Scourge.

Though Trund knew that nothing could stop the disaster from coming, he hoped to find a way to fight the Horrors and to teach others to fight as well. He enlisted the aid of several trusted friends, and together they set out to build an institution that could survive for centuries beyond the lifetimes of its founders. They wanted to give their world's peoples a weapon against not only the Scourge they feared, but also the Scourges of future millennia.

In order to better know their enemy, Trund and his group studied stories of the Horrors and learned the full extent of the darkness that lay at the heart of the Scourge. To symbolize their struggle against this darkness, Trund named himself and his fellows Lightbearers.

Trund and his allies chose the first Lightbearers from among heroes and adventurers who had proven both their prowess and their resilience. They trained the Lightbearers to recognize the taint of the Horrors and taught them strategies and techniques with which to combat the Horrors and their kind. By battling the Horrors and aiding others who struggled against that same evil, the Lightbearers would learn all they could about the Horrors, in the process recording the tales of others and giving rise to legends themselves. The Lightbearers' ultimate goal was to help reclaim the world from the Scourge and leave a legacy to aid the world thousands of years in the future, the next time the Horrors came.

ORGANIZATION

Because the Lightbearers are a secret society, their organization remains largely unknown. They maintain no formal charter or official headquarters, and their leaders number anywhere from six to perhaps a dozen. These leaders, called the Swords of Light, meet in Throal three times a year, once in each season except for summer. Needless to say, the exact times and locations of these meetings remain closely guarded secrets. At each meeting, the Swords of Light decide on the Lightbearers' current priorities, which determine these heroes' activities until the next meeting. A Sword of Light may call an emergency meeting at any time. For example, he or she might call such a meeting in response to Horror activity that demands an immediate response greater than local resources allow.

The Swords of Light also decide what part of the information the Lightbearers have gathered over time to preserve magically in preparation for the next Scourge. They must often make difficult choices, because creating magic to last thousands of years is an expensive and difficult task, not to be undertaken lightly.

Within their organization, the Lightbearers maintain a loose network that balances their needs for secrecy and communication among members. Sadly, the Lightbearers have good reason to conceal their activities. Nicolez Trund began the tradition of secrecy because he believed, rightly, that the Horrors and those corrupted by them would go to any lengths to destroy the Lightbearers or any others who actively opposed them. In an aphorism often quoted by Trund's latter-day adherents, he is said to have declared, "Our enemy cannot kill what they cannot find." The Lightbearers also often face political difficulties that make secrecy necessary. The goals of the Lightbearers sometimes conflict with those of local rulers, many of whom would rather pretend that the forces of evil do not exist than risk the Lightbearers' provoking such forces to battle.

To allow for clandestine communication, all Lightbearers choose a name to use in their dealings with other Lightbearers. Note that unlike a given Name, the name a Lightbearer chooses for this purpose does not represent his or her True Pattern. Though group members sometimes use conventional means of communication, most Lightbearers use some form of magic when speaking with one another. For example, they often conduct face-to-face meetings behind shimmers, masks of light that Lightbearers use to conceal their identities. Another saying ascribed to Trund is, "You cannot reveal what you do not know."

THE GREAT PATTERN

The Lightbearers draw their power from a magical source known as the Great Pattern, about which magical scholars and theorists know little. Among scholars and even among the Lightbearers, the exact nature of the Great Pattern is a topic of much debate.

According to the theory most widely accepted across Barsaive, the Great Pattern is actually the True Pattern of the world. Proponents of this theory believe that because the Lightbearers strive to reclaim the world from the Scourge, the world itself grants them power through its True Pattern.

Other theories contradict this concept. For example, some believe that the Great Pattern actually represents a combination of the True Patterns of all the Passions. Though this concept challenges most known magical theory, its supporters argue that the mysterious ways of the universe make anything possible. A small minority believe that the Great Pattern does not exist, and that the Lightbearers derive their powers from beings native to astral space. Some proponents of this final theory insist that the Lightbearers actually serve the Horrors, and that their entire organization is a farce.

Whatever the truth of the source of their power, no one denies that the Lightbearers are a powerful organization, capable of performing significant actions to attain their goals.

BECOMING A LIGHTBEARER

Once a character earns a reputation as a hero able to confront Horrors and win, the Lightbearers take an interest in him or her. After observing the hero's activities for a time and satisfying themselves about his suitability, they issue him or her an invitation to join the Lightbearers. A character usually receives such an invitation only after he has reached the Fifth Circle of his Discipline, but may receive it at any time the gamemaster deems appropriate.

The invitation is usually delivered by a light sprite, a tiny spirit that Lightbearers commonly use for communications. After confirming that it is addressing the correct person, the light sprite issues the invitation, informing the character that the Lightbearers have chosen him or her to join their number by virtue of a certain deed that the character performed. Note that this deed is the last deed that the Lightbearers know about, not necessarily the most recent deed that the character performed. The invitation also includes the following information:

• The character must go to a stated place at a stated time to be confirmed by the Lightbearers, and may bring up to seven trustworthy witnesses.

• The character must bring an item to be used as his or her emblem, which will be emblazoned with the symbol of the Lightbearers during the ceremony.

• The character must choose a name by which the Lightbearers will know him.

The character may choose whether or not to accept the Lightbearers' invitation. If he or she declines to join the Lightbearers, the character suffers no unfortunate consequences from that decision, though the Lightbear-ers may continue to watch the hero's deeds for a time in hopes of persuading him or her to change his mind.

INITIATION

Most Lightbearer initiation ceremonies are held at night. When the character arrives at the ceremony site, two Lightbearers wearing shimmers come to greet the hero and any witnesses he or she has brought. The Lightbearers conjure a circle of light around themselves and the hero, then ask the witnesses to stand just outside the circle, spacing themselves evenly around the perimeter. The initiate then walks slowly around the inside of the circle, stopping before each witness and proclaiming his or her intention of becoming a Lightbearer. The initiate must proclaim this intent at least three times, even if he has brought fewer than three witnesses.

Having proclaimed his intent, the initiate kneels before the Lightbearers as they speak their oath, section by section. The initiate repeats the oath after them, using his or her True Name rather than his chosen Lightbearer name throughout the ritual. The text of the Lightbearer oath appears on page 110.
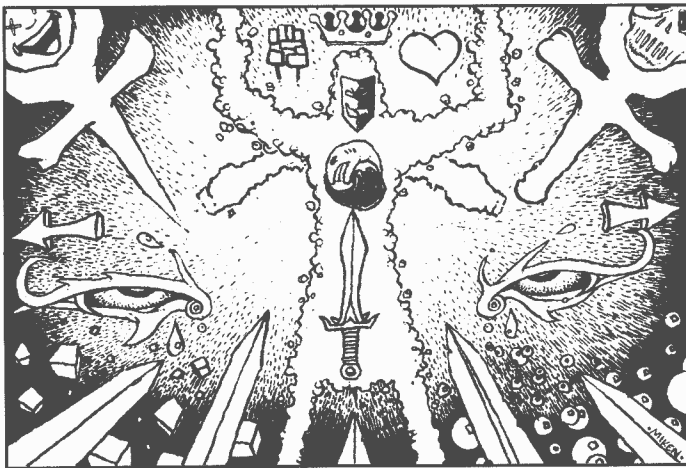
"Now is the time of dawn, yet deep shadows fall across the earth. I, [character name], swear to bring light into the shadows that remain.

"Dawn always precedes the next time of darkness. I, [character name], swear to dedicate my life to passing the light forward to future generations bound by darkness.

"My blood contains the light of my soul. I, [character name], swear to use blood magic only for Lightbearer magic or to seal the oaths I take, never to enhance my own power or to empower a magical item. So shall I never dim the light of my soul.

"The Lightbearers are my kin and my purpose. I, [character name], swear to aid my fellow Lightbearers and to advance our cause. I shall never dim our light through negligence or lack of will."

Once the initiate has taken the oath, he or she stands. The Lightbearers stand close to the initiate and ask for the name their new comrade has chosen quietly enough that the witnesses cannot hear his or her response. Then one of the Lightbearers takes the initiate's chosen emblem and emblazons it with the magical, luminous symbol of the Lightbearers.

As the Lightbearer holds the emblazoned item, the symbol glows and light rolls like a luminous fog from the symbol to the initiate. The second Lightbearer weaves this fog into a shimmer around the initiate. Once the shimmer is complete, the symbol's light dies.

The Lightbearers then walk around the circle, stopping before each witness and asking him or her to swear the following oath:

"I, [character name], shall contest darkness at the Lightbearer's side. I shall never, through action or inaction, harm the Lightbearer or give aid to darkness."

Those witnesses who take the oath are invited into the light circle. The Lightbearers politely ask those who refuse the oath to step away from the circle. Called Oathtakers, these witnesses can be affected by the Lightbearer abilities on the following pages.

LIGHTBEARER TALENT

An initiate who completes the Lightbearer ceremony immediately gains the Lightbearer talent at Rank 1.

With most talents, the character simply gets better at that particular talent as he or she progresses in rank. The Lightbearer talent grants the character new abilities at each new rank. Player characters purchase ranks in the Lightbearer talent in the same manner as other Fifth Circle talents (see **Increasing Talent Ranks**, p. 221, **ED**).

LIGHTBEARER ABILITIES

Lightbearer abilities allow Lightbearers to better perform their chosen task of ridding the world of Horrors. These unique abilities flow from the Great Pattern. As a Lightbearer becomes more experienced, he meets tougher opposition, and so relies on ever greater abilities to defeat his opponents. No other talents, skills, or spells offer exactly the same powers with exactly the same effects as Lightbearer abilities.

USING LIGHTBEARER ABILITIES

Lightbearer abilities are similar to talents, except that some do not require tests. When used in combat, some of these abilities require actions (see **Action,** p. 95, **ED**).

The word "Yes" or "No" on the *Action* line for each of the abilities indicates whether use of that ability is considered an action. Players may augment all Lightbearer abilities with Karma dice, though no Lightbearer abilities *require* the use of Karma.

Step numbers, Effects, Duration and other game statistics appear below the name of the ability as appropriate. See the introductions to the **Talents** and **Spell Magic** sections of the **Earthdawn** rules for an explanation of these terms.

The abilities available to Lightbearers are listed by the rank at which they become available.

RANK 1
Light Symbol
   Action: Yes
   The Light Symbol ability allows the Lightbearer to make the Lightbearer symbol on his emblem glow as brightly as the light from a bright torch.

Shimmer

Action: Yes

The Shimmer ability allows the Lightbearer to weave a disguise from light. Shimmer allows him to mask his features, even to create the impression of a different gender. Note, however, that the use of Shimmer cannot disguise race. A character attempting to penetrate this disguise must make a Perception Test against a Difficulty Number equal to the Lightbearer's Charisma step plus his Lightbearer talent rank.

RANK 2

Light Sprite

Action: Yes

Duration: Rank days

A character uses the Light Sprite ability to conjure a small, intelligent spirit that can carry a message consisting of up to 50 words to any Lightbearer whose name the conjurer knows, or to any other character the conjurer has seen within the past week whose name he knows.

The light sprite travels toward the target of its message at 20 miles per hour. When traveling, it appears as a tiny, glowing speck of dust. Upon reaching its target, the sprite expands to a glowing ball roughly five inches across and relays its message. If asked to do so, it waits for a reply, then returns to its conjurer.

A light sprite exists for a number of days equal to its conjurer's Lightbearer talent rank. For example, a Rank 4 Lightbearer can conjure a sprite that exists for 4 days. A Lightbearer cannot conjure more than one light sprite into existence at a time, nor can he or she conjure another light sprite until the existing spirit either returns to the Lightbearer or its duration expires.

Because a light sprite has no physical body, it cannot inflict or take physical damage. Each light sprite has a Spell Defense, Social Defense, Willpower step, and Mystic Armor Rating equal to those of its conjurer. Any magic items that boost the conjurer's defenses do not apply to the light sprite. A light sprite's Death Rating equals the Wound Threshold of its conjurer; it has no Wound Threshold or Unconsciousness Rating.

RANK 3

Radiant Circle

Action: No

The Radiant Circle ability allows the Lightbearer to create a glowing white circle 10 feet in diameter on the ground. The circle acts as a protective barrier against Horrors, Horror-constructs, and Horror-marked characters, who must break through the radiant circle before they can affect any character within. Both the Physical and Spell Defenses of the Radiant Circle are equal to the Lightbearer's Spell Defense plus his Lightbearer rank. A Horror or anything touched by a Horror attempting to overcome the Radiant Circle may make either a Spellcasting or Willpower Test.

The Strain of creating Radiant Circle causes 1 Damage Point for each hour that the Lightbearer maintains the circle. In order to maintain the circle, the Lightbearer must be conscious. He or she may also take other actions while maintaining the circle. If the Lightbearer leaves the circle, the circle vanishes.

RANK 4

Heal Believer

Action: Yes

The Heal Believer ability allows the Lightbearer to heal fellow Lightbearers and Oathtakers, and himself. In order to use this ability, the Lightbearer must touch the injured character. At the touch, the Lightbearer's fingers glow: after 1 minute, the glow surrounds the injured character, then fades a few seconds later. The healed character gains an extra Recovery Test, which he must use immediately to heal the damage. A Lightbearer healing himself meditates on the Great Pattern for 1 minute, then makes a Recovery Test.

The Lightbearer may use the Heal Believer ability a number of times per day equal to his or her Lightbearer rank.

RANK 5

Karma Transfer

Action: No

Because a hero who becomes a Lightbearer has begun to weave his or her spirit into the Great Pattern, the Great Pattern captures and holds each Lightbearer's Karma upon that Lightbearer's death. The Karma Transfer ability allows a character who followed in the deceased Lightbearer's footsteps to receive those Karma Points. At the same time, up to a dozen of the most important images and/or events from the late Lightbearer's memory enter the follower-character's dreams. Note that the transfer of Karma happens automatically upon the death of the Lightbearer: the recipient of the Karma Points need make no tests to get them.

In most cases, a player uses Karma Transfer to transfer Karma Points from his deceased Lightbearer character to the next character he creates. Because a character cannot begin the game as a Lightbearer, it is important to note that the target of Karma Transfer need not become a Lightbearer: he or she must simply emulate the deceased Lightbearer's life in some significant way.

RANK 6
Ease Wounds
> **Step Number:** Rank
> **Action:** Yes

The Ease Wounds ability allows the Lightbearer to ease the pain and effect of Wounds for any character, including himself. Wounds eased no longer affect Recovery Tests or other actions that the Wounded character makes. For example, a character suffering 2 Wounds would normally subtract the number of Wounds from the points of damage he recovers in his Recovery Test. If a Lightbearer uses Ease Wounds on that character, the Wounded character no longer subtracts his Wounds from the result of the Recovery Test.

To use this ability, the Lightbearer makes an Ease Wounds Test. If the result equals or exceeds the number of Wounds that the target character is suffering, then the test is successful. If the test is unsuccessful, the Lightbearer may not try to ease that character's Wounds again for 24 hours.

RANK 7
Edge of Light
> **Action:** No

This ability allows a Lightbearer to create a blazing edge of light on the business end of any melee or missile weapon. Edge of Light increases the damage done to any Horror or Horror-construct by a number of points equal to the Lightbearer's Rank, and increases the damage by 3 steps against any character or creature not connected to a Horror. A character using Edge of Light must use it in the same Combat Round as the attack it augments, but before he or she makes the actual attack. Each use of Edge of Light costs the character 1 point of Strain.

RANK 8
Refuse Horror
> **Step Number:** Rank + Charisma
> **Action:** No

The Refuse Horror ability allows a Lightbearer to avoid the effects of a Horror attack targeted against the character's Social Defense. The Lightbearer makes a Refuse Horror Test. If the result exceeds the Horror's Attack Test result, the Lightbearer shrugs off the Horror's insidious assault.

RANK 9
Lesser Incarnation
> **Action:** No

The Lesser Incarnation ability allows a Lightbearer to grant a number of Rank Points equal to his Lightbearer talent rank to a Lightbearer candidate upon the Lightbearer's death. Because each Lightbearer weaves his or her True Pattern into the Great Pattern of the universe, the Lightbearer can designate that upon his death, this stored magical energy be infused into another, living character, allowing that character to immediately increase his choice of talent ranks by a total number of Rank Points equal to the Lightbearer rank. If the recipient character does not become a Lightbearer within three months of receiving Lesser Incarnation, he or she loses the ranks gained through this ability.

> *A Rank 9 Lightbearer passes away, sending her magical energy to Ragnar, the dwarf thief. (Though Ragnar has been invited to join the Lightbearers, he has refused the offer.) The deceased Lightbearer's Rank of 9 gives Ragnar 9 Rank Points with which to increase his talent ranks. Ragnar may now increase any talent ranks he chooses, at a cost of 1 Rank Point for each rank. The Lightbearer organization may take this opportunity to again invite Ragnar to join their cause, this time, perhaps, with more leverage.*

The character receiving Lesser Incarnation must be of a lower Circle than the Lightbearer using the ability, and cannot raise any talent to a rank greater than the deceased's Lightbearer rank. The recipient may, however, bypass one or more Circles if the ranks he receives from Lesser Incarnation allow him to do so.

RANK 10
Avoid Horror Magic
> **Step Number:** Rank + Willpower
> **Action:** No

A Lightbearer uses the Avoid Horror Magic ability to avoid the effects of a Horror's magical attack against his or her Spell Defense. The Lightbearer makes an Avoid Horror Magic Test. If the result exceeds the Horror's Spellcasting Test result, the Lightbearer dissipates the Horror's magical attack.

RANK 11
Armor of Light
> **Action:** No

This ability allows a Lightbearer to increase his or her Physical and Mystic Armor Ratings. When the character is using the ability, white and violet light cascade over the Lightbearer's armor and body. Armor of Light increases the character's Physical and Mystic Armor Ratings by an amount equal to the Lightbearer's Rank. For each round the Lightbearer uses Armor of Light, the character takes 1 point of Strain.

RANK 12
Heal Any
Step Number: Rank + Charisma
Action: Yes

The Heal Any ability allows a Lightbearer to heal any character. The Lightbearer makes a Heal Any Test and reduces his patient's Current Damage by the result. In addition to healing Current Damage, each use of Heal Any also heals 1 Wound. The Lightbearer may use this ability three times a day, but may only heal one person once per day.

RANK 13
Karma Increase
Action: NA

This ability increases the Lightbearer's Karma step. At Rank 13, the Lightbearer adds 3 steps to Karma. When the Lightbearer increases his Lightbearer rank to 14, he adds another step to Karma, and another step at Rank 15.

Lightbearer Rank	Karma Step Increase
13	3
14	1
15	1

This step increase affects all of the Lightbearer's Karma dice rolls, not just those made when using Lightbearer abilities. If the Lightbearer uses Karma Transfer, the Lightbearer's Karma step increase is transferred along with his or her Karma Points.

RANK 14
Greater Incarnation
Action: No

The Greater Incarnation ability allows a Lightbearer to transfer his or her spirit to another character at the time of the Lightbearer's death. The Lightbearer's spirit submerges itself within the spirit of the target, granting the target complete access to the spirit's memory, though the target still retains his or her independent identity. Greater Incarnation grants the target character 28 Rank Points to distribute among his or her talents; this total includes the Rank Points conferred by Lesser Incarnation (see p. 112). A character who receives both Lesser and Greater Incarnation does not add the 28 Rank Points from Greater Incarnation to those received with Lesser Incarnation. As with Karma Transfer, Greater Incarnation occurs automatically upon the death of the Lightbearer using this ability.

In addition to allowing the target character to increase his or her talent ranks using the additional Rank Points, the spirit of the Lightbearer acts as an internal ghost master for the recipient, training that character in any of the talents the spirit possessed when he or she died. For more information on ghost masters, see **Advancing to Higher Circles**, p. 222, **ED.**

After receiving Greater Incarnation, the recipient must become a Lightbearer within 3 months or lose the talent ranks and benefits gained from Greater Incarnation.

RANK 15
Astral Shift
Action: Yes
Duration: Rank minutes

The Astral Shift ability allows a Lightbearer's entire being—physical, mental, and spiritual—to enter the astral plane and reemerge into the physical world at a new location. Entering or leaving astral space causes 3 points of Strain. A Lightbearer may take any other Lightbearer or Oathtaker characters who are touching him into astral space with him. Each additional character taken into astral space costs the Lightbearer an additional 3 points of Strain. Because a Lightbearer takes all the inflicted Strain at once, he may Wound himself in an effort to take too many people into or out of astral space. Any attempt to take non-Lightbearer or non-Oathtaker characters into astral space will fail.

Each use of Astral Shift lasts for a number of minutes equal to the character's Lightbearer Rank. The maximum distance a Lightbearer can travel, with or without companions, is 150 miles.

If attacked by creatures while in astral space, the Lightbearer can defend himself using all the talents and abilities he possesses in the physical world. If a Lightbearer suffers a Wound in astral space, he must make a Willpower Test against a Difficulty Number of 15. On a successful test, the Lightbearer may remain in astral space. If the test is unsuccessful, he immediately returns to the physical world. Such an abrupt expulsion from the astral plane causes the character to take damage of Step 20 upon reemerging in the physical world. Also, if a creature native to astral space that can exist in the physical world happens to be near the character when he is expelled, it can follow him to the physical plane. Forcing the creature to return to astral space may prove difficult. If a Lightbearer dies in astral space, his dead body immediately returns to the physical world.

If the Lightbearer takes other characters with him into astral space, they must all remain in physical contact with him in order to remain in astral space. If they lose physical contact with the Lightbearer, they immediately return to the physical plane and suffer Step 20 damage. Astral creatures that can exist on the physical plane may follow accompanying Lightbearer or Oathtaker characters back to the physical world and attack them.

OPTIONAL RULES

Hm. That certainly worked, but it wasn't what I had in mind. Let's try this instead. . .
—Dwarf wizard Tarlan, trying to devise the perfect spell

This section offers additional suggestions for resolving those situations and rules most often considered ambiguous, provides alternative rules that allow gamemasters to better tailor their game to suit their group's style of play, and introduces new concepts designed to add complexity to the **Earthdawn** game. We offer these optional rules in a further effort to make **Earthdawn** as flexible and playable as possible. These rules incorporate and expand on the suggestions made in previous products.

This section offers optional rules for combat; new rules for damage to characters and weapons; information required to purchase talent ranks at higher Circles and rituals of advancement for talents and abilities; and rules for gaining and keeping supporters. For the convenience of those players who do not own the **Gamemastering Earthdawn** book packaged with the **Earthdawn** gamemastering screen, the optional rules included in that book are repeated here.

Again, we designed and developed the **Earthdawn** rules with one specific guideline in mind: the gamemaster decides which rules to use, which to ignore, and how he wants to interpret those rules.

COMBAT

Combat plays a part in all roleplaying games, and **Earthdawn** is no exception. Characters routinely use combat to resolve situations involving creatures, villains, the Horrors, and other opponents. The **Combat** section of the **Earthdawn** rulebook provides all the rules you need to run combat encounters in **Earthdawn**. Gamemasters who want to change the feel of **Earthdawn** combat to better suit their game and group may consider using the following optional rules.

MOVEMENT

A close look at the Attribute Table (**Creating a Character**, p. 52 in **ED**) shows that characters move fairly quickly in **Earthdawn**. In some cases, a character can move out of his opponent's attack range before his opponent, in this case the character who has the next lowest Initiative result, can attack him. Is this what we intended? Not really.

The combat movement scale used in **Earthdawn** approximates the distance a character can move and still attack an opponent. It is not designed to provide a precise, tactical movement system. If players calculated the actual distance that their characters moved during a Combat Round, they would find that characters generally move only one-half to two-thirds the distance of their Combat Movement. We intentionally avoided creating a complex time/movement system, instead leaving the movement

rates undefined enough to allow the gamemaster and players flexibility in their characters' actions. The disadvantage to this more flexible system is that it makes possible situations like the one described above. To better regulate character movement during Combat Rounds in which the character makes an attack, we offer the following system. This optional rule adds complexity and a tactical element to **Earthdawn** combat movement, and proves particularly useful for groups playing **Earthdawn** using miniatures.

A character using the optional movement rule no longer moves a distance up to his full Combat Movement at his Initiative. Instead, he moves throughout the round. In this system, the distance a character can move before an opposing character can react is based on the difference between the two characters' Initiative Test results. The greater the difference, the further the first character can move before his opponent can react. For example, an Initiative Difference of 10 points or more allows most characters to complete their Combat Movement before an opponent can react. The Initiative Difference Table, p. 116, shows how far a character can move before his opponent acts.

Find the difference in Initiative Test results in the left-hand column and cross-refer that number with the Combat Movement Rate of the character with the higher Initiative. The result is the number of yards the character with higher Initiative can move before his opponent reacts.

A character can only move up to his maximum Combat Movement Rate, even if the table indicates that he can move farther. Even if, in the example below, Kricklen's Initiative Difference had been 9, which cross-refers to 45 yards on the Initiative Difference Table, his Combat Movement remains limited to his maximum of 38 yards per round.

Kricklen, t'skrang swordmaster, enters a forest clearing already occupied by three ork archers. The orks are 20 yards away. Bows drawn, they politely ask Kricklen to part with his money pouch. Kricklen just as politely tells them where they can stick their arrows. The orks decide to shoot. Kricklen decides to close to inside of bow range and whack his opponents. Kricklen's Combat Movement Rate is 38 yards per round. All parties make Initiative Tests. Kricklen gets a result of 11; the orks have an Initiative of 6. The Initiative Difference is 5. According to the Initiative Difference Table, Kricklen gets to move 25 yards before the orks can fire. As the orks took their stand only 20 yards away, the swordmaster closes the distance and gleefully whacks the orks.

DAMAGE

The existing damage rules make it possible for a windling with a maximum Strength of 7 wielding a dagger to kill a dragon with one attack. Of course, the windling must get an Extraordinary success on his Attack Test in order to strike an Armor-Defeating Hit, and must roll a Damage Test result greater than the dragon's Death Rating to accomplish this amazing feat.

Did we intend **Earthdawn** combat to work this way? Well, not exactly. The open-ended dice-rolling system used in **Earthdawn** creates the potential for such a deed, but the statistical odds against such an event are astronomical. In fact, we did not change the rules to make this type of thing impossible simply because we feel confident that it will never happen again.

However, we know that some gamemasters consider even the *possibility* of such an extraordinary event unacceptable. Other gamemasters firmly believe that limits should exist that regulate the amount of damage any character can do with one attack. In an attempt to accommodate both styles of gamemastering, we offer the following rule.

Limit the single-attack damage potential of non-magical weapons to a maximum equal to three times the Damage step number of the weapon. The Damage step of a weapon equals the character's Strength step plus the weapon's Damage step (see **Make Damage Test**, p. 194 in the **Combat** section of the **Earthdawn** rulebook). This optional rule does not affect the damage potential of magical weapons—by definition, those weapons have very few limits.

> *Kricklen the swordmaster attacks a foe, wielding a non-magical broadsword. Kricklen has a Strength step of 5, and the broadsword has a Damage step of 5, giving Kricklen a Damage Step of 10 for the attack using the broadsword. Kricklen can do a maximum of 30 points of damage using the broadsword (3 x 10 = 30).*

SPECIAL EFFECTS OF DAMAGE

Players measure the damage inflicted on their **Earthdawn** characters using an abstract method in which a number of points represents the damage caused by an attack. Combined with the rules for receiving and inflicting Wounds, this system is sufficient to simulate the damage characters and creatures suffer in combat situations. However, the basic **Earthdawn** rules do not account for other effects of damage such as damage to specific body parts and bleeding. The following optional rules allow players and gamemasters to add this level of detail to their games.

INITIATIVE DIFFERENCE TABLE

Initiative	Combat Movement (yards per round)						
Difference	1–13	14–25	26–50	51–100	101–200	201–300	301+
1	1	2	5	10	20	30	40
2	2	4	10	20	40	60	80
3	3	6	15	30	60	90	120
4	4	8	20	40	80	120	160
5	5	10	25	50	100	150	200
6	6	12	30	60	120	180	240
7	7	14	35	70	140	210	280
8	8	16	40	80	160	240	320
9	9	18	45	90	180	270	360
10+	*	**	50	100	200	300	400

*The character with the higher Initiative may move 9 yards plus 1 additional yard per point of Initiative Difference over 9, up to his maximum Combat Movement. For example, a character with a Combat Movement Rate of 12 with an Initiative Difference of 11 can move 11 yards (Initiative Difference of 11 – 9 = 2) before his opponent acts.

**The character with the higher Initiative may move 18 yards plus 2 additional yards per point of Initiative Difference over 9, up to his maximum Combat Movement. For example, a character with a Combat Movement Rate of 20 who gets an Initiative Difference of 11 can move 20 yards before his opponent acts. Though the Initiative Difference of [(11 – 9 = 2) x 2 = 4 (+ 18)] = 22 yards, the character may only move up to his maximum Combat Movement of 20.

Damage To A Limb

To determine if an attack damages a limb, compare the Damage Test result to the target's Wound Threshold in the following manner. Locate the target's Wound Threshold in the Difficulty Number column of the Success Level Table, p. 246, **ED**. Read across the table in that row to the success level the Damage Test result represents. If the Damage Test result is an Excellent success or better, one of the target's limbs is damaged (gamemaster's choice). Note that the target who suffers the damaged limb takes the standard damage inflicted by the attack, a Wound if appropriate, *and* suffers an additional effect from damage to the limb.

A damaged limb can be healed in the same manner as a Wound, that is, after a night's sleep, by using a healing potion (see p. 258, **ED**), or by the Heal power of questors of the Passion Garlen.

The gamemaster decides how severely the limb was damaged and the resulting side effects, but we suggest the typical effects given in the table.

Wounds That Bleed

When a character or creature suffers damage in **Earthdawn**, the rules assume that the target has been cut or bruised, and so is bleeding. Even though a target may not suffer a Wound during a fight, he or she may bleed from other injuries.

The game usually ignores the effect of bleeding because most characters tend to their injuries with bandages, Recovery Tests, healing aids, and other first aid immediately after a fight.

However, if gamemasters wish to include in their game the possibility that bleeding can cause additional damage, we offer the following guidelines.

To determine if an attack causes a bleeding Wound, compare the Damage Test result to the target's Wound Threshold in the following manner. Locate the target's Wound Threshold in the Difficulty Number column of the Success Level Table, p. 246, **ED**. Read across that row to the success level the Damage Test result represents. If the Damage Test result is an Excellent success or better, the target character or creature begins to suffer damage from bleeding in addition to the standard damage from the attack, including any Wound. The damage due to bleeding causes an additional effect.

The gamemaster can resolve the effects of bleeding two ways. The character may take 2 points of damage each round until he either falls unconscious or dies, or until he applies bandages or healing aids to his injuries. The gamemaster may instead choose to have the character suffer Step 2 damage each round, again until he either falls unconscious or dies, or until he applies bandages or healing aids to his injuries. A booster potion or a healing potion (see p. 258, **ED**) will also end additional damage from bleeding. Once the character takes a healing aid or applies bandages to his injuries, the effects of bleeding damage end.

DAMAGE TO WEAPONS AND ARMOR

Under the right circumstances, a character's weapons and armor can take damage in combat. Applying the effects of this damage to characters' equipment can add another element of complexity to the game.

Armor and Shields

Because they are designed to withstand tremendous amounts of damage, armor and shields hold up under most combat situations. However, a character attacked by an opponent with an Extraordinary success suffers an Armor-Defeating Hit and damage to his or her armor. When using this optional rule, each time armor takes damage, reduce its Physical and Mystic Armor Ratings by 1 point each. If either of the armor's ratings are reduced to 0, the armor becomes useless. For example, padded cloth armor (Armor Rating 2) can only sustain damage twice before it is ruined. To damage a character's shield, the attacker must make a Called Shot, aiming at the target's shield, and get an Extraordinary success on the Attack Test. Damage affects shields in the same way as armor.

Limb	Effect
	DAMAGED LIMB TABLE
Arm	−1 step to tests which require use of the damaged arm, including both Attack and Damage tests. The character may only Lift/Carry half of his normal capacity.
Leg	Reduce the character's movement rates by half. Subtract −1 step from any tests that require the character to use the damaged leg (i.e., Air Dance, Gliding Stride).
Head	Subtract −1 step from all Perception-based tests and any test requiring sight, including all Attack Tests and any tests made to use talents and skills. The character becomes dizzy from the blow and has trouble concentrating.

Damaged armor and shields can be repaired. Repairs require 1 week for each point of damage done to the armor or shield, and costs approximately one-fourth to one-half the cost of a new set of armor or shield of the same type.

Magical armor and shields attached to threads usually prove more resilient to damage than their mundane counterparts, suffering damage only after 2 or more attacks resulting in Extraordinary success levels. As long as their Physical or Mystic Armor Ratings remain greater than 0, magical armor and shields need not be repaired. In effect, the armor or shield repairs itself. Though the physical form of the armor may be dented or marked, altering its True Pattern, the magic of the armor fully restores its Armor Ratings at the end of a number of weeks equal to the amount by which the armor/shield's Physical and Mystic Armor Ratings were reduced. Magical armor and shields whose Physical or Mystic Armor Ratings have been reduced to 0 cannot be repaired.

Severely damaged armor can hinder the wearer's performance. A large dent in a breastplate can change the way it fits, and a damaged elbow joint can reduce the wearer's mobility. To reflect this effect, gamemasters may choose to apply any of the following penalties to characters wearing damaged armor, or may create his own. Characters wearing damaged armor may subtract 1 step from Initiative, 1 step from all tests, or 1 step from Dexterity for movement. The gamemaster decides when and how damage to armor and shields affects characters' skills, talents, and abilities.
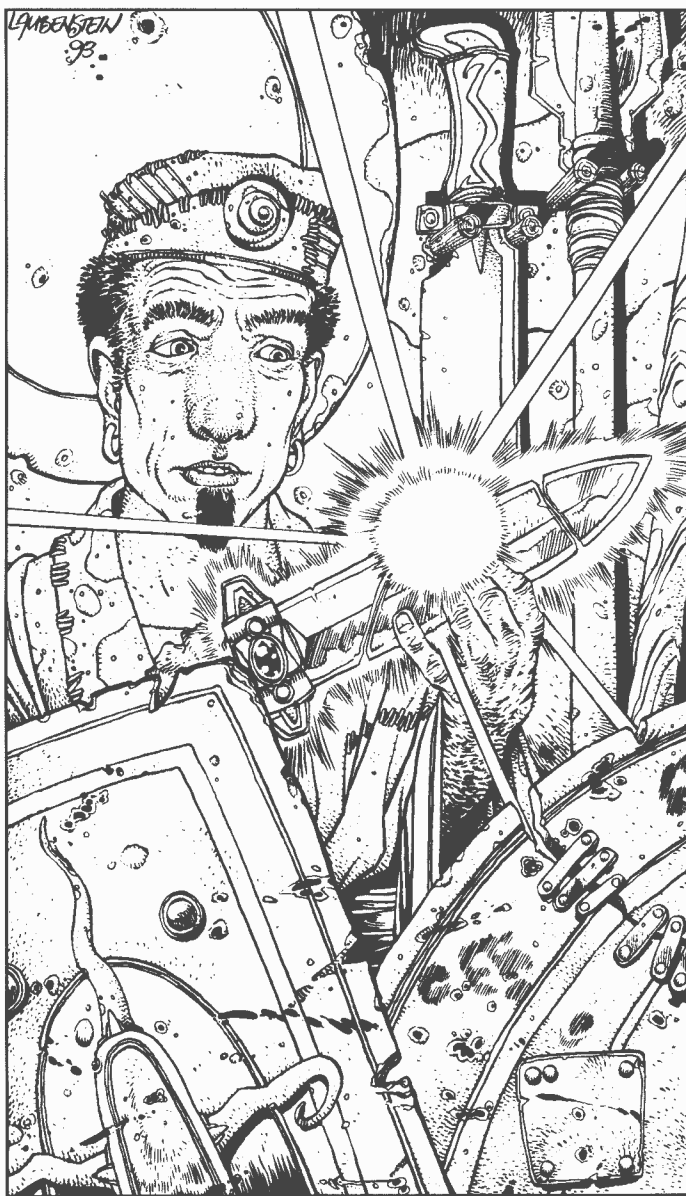
Weapons

Weapons may also suffer damage from combat, usually as a result of an opponent targeting a character's weapon with a successful attack. A character can attempt to damage an opponent's weapon by making a Called Shot against the weapon. If the Attack Test is successful and results in an Armor-Defeating Hit, the targeted weapon sustains damage. Each time a weapon takes damage, reduce its Damage step by 1. When a weapon's Damage step is reduced to 0, the weapon is ruined; some weapons, such as knives, blowguns, darts, and so on, can be destroyed in one blow.

In a variation of the Rule of One, weapons may also suffer damage if the player fails an Attack Test by rolling all 1s. Treat damage inflicted on weapons in this manner in the same way as described above.

Damaged weapons can be repaired. Repairs usually require 1 week per Damage step lost, and cost one-fourth to one-half the weapon's price. Weapons whose Damage steps are reduced to 0 cannot be repaired.

Magical weapons may also take damage, though they are much more resistant to damage than mundane weapons. Magical weapons woven to threads begin to lose Damage steps after being damaged 2 or more times. Magical weapons damaged in combat need not be repaired as long as their Damage step remains above 0. In effect, the weapon repairs itself. Though the physical form of the weapon may be dented or marked, the magic of the weapon restores its full Damage step automatically. Because the weapon's True

Pattern has been altered by the damage, this magical repair takes a number of days equal to the steps by which the weapon's Damage has been reduced. Magical weapons reduced to a Damage step of 0 cannot be repaired.

Seriously damaged weapons or shields may not perform as well as they used to, and can affect the wielder's performance. A large dent in a broadsword may unbalance a weapon, a dulled edge may mean the difference between victory and defeat, and a damaged shield may allow an opponent to make an Armor-Defeating Hit. The gamemaster may assign various penalties to the character's actions resulting from damage to weapons. For example, a character using a damaged weapon may be forced to subtract 1 from his Initiative, –1 step from all tests made using the weapon, or suffer the temporary loss of one of the weapon's thread-rank abilities, usually the highest. Repair restores to a weapon its original powers, Damage step, and so on.

TALENTS AND ABILITIES

Because **Earthdawn** characters' talents and abilities make up a large part of who they are and what they can and will do, how characters use and improve those talents and abilities may seriously affect the feel and balance of the game. The optional Rule of Three suggests a way to limit the number of talents and abilities a character can use for any given action. This section also provides rules for purchasing ranks for talents available at Circles higher than the character's current Circle, and suggests appropriate ceremonies, or rituals for advancement, to be used when a character moves to a new, higher Circle.

RULE OF THREE
Characters in **Earthdawn** draw on a variety of talents and abilities to perform both mundane and impressive feats. To keep those impressive feats from ranging into the fantastic, we suggest a limit to the number of talents or abilities that can be combined for a single action. This limit is called the Rule of Three. Though we include this rule as an optional rule, we recommend it for all **Earthdawn** games because the Rule of Three can help gamemasters control the power of characters' abilities while allowing players to use their characters' talents as they wish.

Every test an **Earthdawn** character makes has a base step number, usually derived from one of the character's Attributes. The Rule of Three means a character may only use up to 3 sources to increase the base step of a test. These sources include:

• The character's skill or talent ranks.
• One of a character's own spells, or another character's spells or talents.
• Magical items.

Unless the rules for a given talent or skill specifically contradict this rule of thumb, apply the Rule of Three to every type of test made in an **Earthdawn** game. For example, a character engaging in combat may use up to three sources to increase his Initiative step, up to three more for his Attack Test, then up to three more to increase his Damage step.

The Rule of Three takes into account long-duration talents and spells. A Strength spell with a duration of seven years would prevent any other Strength-related spells from affecting the character and would count as one source of increase for Strength-based tests. A sword improved by a weaponsmith contains magic from the weaponsmith's talent, and that improvement would count as one source of increase against the Rule of Three for tests made using that sword.

PURCHASING TALENTS
FROM HIGHER CIRCLES
Characters can learn talents from Circles that are 1–5 Circles higher than their current Discipline Circle. For example, a Second Circle swordmaster could purchase talents from the Third to Seventh Circles. However, it is a difficult and costly process. In order to learn a talent from a Circle higher than his current Circle, a character must first find an instructor who follows his Discipline, of a Circle at least equal to the Circle of the talent being sought. For each talent being purchased, the character must train with the instructor for 80 hours within a period of 4 weeks. If the training is not complete within 4 weeks, the benefits of any training completed to that point are lost, and the character must begin his training for the higher-Circle talent all over again.

After completing his training, the character uses Legend Points to purchase Rank 1 in the talent. The cost for the first rank equals the base cost of the talent multiplied by a number based on a relationship between the character's current Circle and the Circle of the talent being purchased, given in the Cost Multiplier Table. The base cost of the talent rank is the same as any talent from that Circle (see the Talent Rank Cost Table, p. 221, **ED**). Using the Cost Multiplier Table on page 120, find the character's current Discipline Circle in the left-hand column, and the Circle of the new talent along the top row. Cross-referring these two numbers provides the multiplier for the base cost to determine the cost of purchasing any higher-Circle talent.

Use the same multiplier when purchasing additional ranks for a higher-Circle talent. As a character advances to higher Discipline Circles, the multiplier for purchasing the higher-Circle talent and additional ranks in that talent will decrease.

•*A Second Circle wizard wants to learn the Hold Thread talent, a Seventh Circle talent for wizards. The wizard researches the possibilities, tracks down a teacher, and trains intensively for two weeks. Now he must spend Legend Points to purchase Rank 1 for the Hold Thread talent. The base cost of Rank 1 in a Seventh Circle talent is 200 Legend Points. The table above shows that a Second Circle character purchasing a Seventh Circle talent multiplies the cost by 11. This means the wizard must pay 2,200 Legend Points for Rank 1 in Hold Thread. If the wizard later decided to increase his Hold Thread talent rank from Rank 1 to Rank 2, the cost would be 4,200 Legend Points.*

•*A Fifth Circle human archer wants to learn the Missile Twister talent, a Ninth Circle warrior talent. To learn a talent from a Discipline other than his own, the character must assign one of his ranks in Versatility to this new talent. The archer walks across town to a tavern known for its warrior clientele and asks around until he meets a Ninth Circle warrior willing to train him. After two weeks of exhaustive training and daily homilies on the basic superiority of those who follow the warrior Discipline, the archer may spend Legend Points to buy Rank 1 in the Missile Twister talent. The base cost of Rank 1 for a Ninth Circle talent is 300 Legend Points. The table above shows that a Fifth Circle character purchasing a Ninth Circle talent multiplies the base cost by 10. This means that the archer must pay a whopping 3,000 Legend Points for Rank 1 in Missile Twister.*

RITUALS OF ADVANCEMENT

The **Earthdawn** game system allows adepts to advance to higher Discipline Circles by spending Legend Points. These improved game statistics can also be reflected in the players' **Earthdawn** campaign and the character's life. Remember that advancement rituals are an optional rule designed to add more depth and complexity to the game. If this rule does not suit your group's style of play, simply ignore it.

Increases in Legend Points over time represent an adept's slow (or meteoric) rise to prominence in Barsaive, and a corresponding increase in respect from others of the same Discipline. As an adept advances from one Circle to the next, an elder, one of a higher Circle in that same Discipline, reviews the character's accomplishments in a brief advancement ritual. The elder accepts the adept's performance in that ritual as proof that the adept has achieved a new, higher Circle.

The advancement ritual changes as the adept rises through the novice (2–4), journeyman (5–8), and warden (9–12) Circles. Adepts who advance to the Circles of mastery (13+) create their own advancement rituals as part of the way they demonstrate, if only to themselves, their growing expertise, skill, and magical abilities.

This section suggests advancement rituals that the gamemaster may use or adapt for his campaign for the original 13 Disciplines described in the **ED** rulebook. The entry for each Discipline suggests typical ceremonies for advancing through the novice, journeyman, and warden Circles, and each Discipline's unique way of summoning a

COST MULTIPLIER TABLE

Current Circle	Talent Circle													
	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	7	8	9	10	11	—	—	—	—	—	—	—	—	—
2	—	7	8	9	10	11	—	—	—	—	—	—	—	—
3	—	—	7	8	9	10	11	—	—	—	—	—	—	—
4	—	—	—	7	8	9	10	11	—	—	—	—	—	—
5	—	—	—	—	7	8	9	10	11	—	—	—	—	—
6	—	—	—	—	—	7	8	9	10	11	—	—	—	—
7	—	—	—	—	—	—	7	8	9	10	11	—	—	—
8	—	—	—	—	—	—	—	7	8	9	10	11	—	—
9	—	—	—	—	—	—	—	—	7	8	9	10	11	—
10	—	—	—	—	—	—	—	—	—	7	8	9	10	11
11	—	—	—	—	—	—	—	—	—	—	7	8	9	10
12	—	—	—	—	—	—	—	—	—	—	—	7	8	9
13	—	—	—	—	—	—	—	—	—	—	—	—	7	8
14	—	—	—	—	—	—	—	—	—	—	—	—	—	7

ghost master (see p. 225, **ED**). The gamemaster and players should feel free to invent rituals for the new Disciplines included in this book (see **Creating New Disciplines**, p. 148).

The description of the advancement ritual for each Discipline begins with the usual way that adepts recruit new members into their Discipline. Use this to flesh out an adept's history or to introduce new characters into the campaign. Suggested rituals for each level of advancement follow. The final entry in each Discipline describes a unique ghost master ritual for that Discipline. (See **Ghost Masters**, p. 225, **ED**, for a complete explanation of the ghost master ritual.)

Use these rituals sparingly. Roleplay a ritual for a different adept each time the whole group gains a Circle. If they take place only rarely, advancement rituals remain extraordinary and interesting, and the players will understand that the rituals represent landmark events in the process of building their characters' legends.

Archer

Adepts of most Disciplines undertake advancement rituals as the formal acceptance of their improved skills, abilities, and understanding. Archers (like swordmasters and warriors) face demanding tests.

Recruitment: Cities and villages occasionally sponsor festivals that feature archery contests. To find potential archer adepts, an archer hides a target in a tree or bush far from the competition targets, then quietly mentions to the more skillful contestants that "a true archer knows the real target." The adept recruits the first contestant to sense and strike the hidden target.

Novice (2–4): The adept must make trick shots of increasing difficulty: at full gallop (Second Circle), hanging upside-down from a tree branch (Third Circle), or using one hand and his or her teeth (Fourth Circle). Other adepts or elders may challenge the novice adept to perform other shots.

Journeyman (5–8): An elder shoots an arrow, and the adept must split it with her own arrow, shot from the same position. Elders pride themselves on challenging journeyman adepts to match amazing, nearly inaccessible shots.

Warden (9–12): The adept devises a test for himself that requires an astonishing command of a difficult talent, then calls together all other adepts in the area to witness the feat.

Ghost Master Ritual: The archer crafts an arrow of black wood fletched with black feathers, then shoots it with all her strength into the night. She meditates as she searches for the arrow. Approximately an hour later, when she finds the arrow, she also finds the ghost master waiting beside it. The ghost master ritual continues as normal.

Beastmaster

Beastmasters do not observe standard rituals. To gain recognition of their advancement to higher Discipline Circles, an adept must display an increasing understanding of the natural world. The adept customarily devises these demonstrations herself.

Recruitment: Adepts recruit new members into this Discipline in a haphazard fashion. For example, ordinary Name-givers in life-or-death situations involving animals (facing a ferocious tiger, stranded with only a dog for a companion) sometimes undergo "spontaneous initiation" into the Discipline as a matter of survival.

Novice (2–4): The adept demonstrates the ability to communicate with a wide variety of creatures.

Journeyman (5–8): The adept successfully calls many creatures to execute a single task. Impractical but dramatic events may enhance the adept's prestige. A legendary example of an advancement ritual describes the ork beastmaster Hulgrin luring a forest full of beasts to Vivane's town square and persuading them to lick the faces of every citizen present.

Warden (9–12): Adepts of these Circles test their own talents to satisfy themselves.

Ghost Master Ritual: The beastmaster must meditate alone in the wilderness at night while sitting in a circle drawn around him. As animals and birds arrive to commune with him, the adept asks them to seek the desired ghost master. They fan out into the wilderness. After an hour, the ghost master appears and the ritual proceeds as normal.

Cavalryman

Many cavalryman adepts belong to companies organized as military units. The company recognizes an adept's advancement in Discipline Circles by rote ceremony and promotion. Player characters and other unaffiliated cavalrymen follow looser guidelines.

Recruitment: When an adept's mount either sires or births a foal, the adept meditates at the birthing, then spends a point of Karma. Within a day someone will arrive to visit the newborn foal. If the foal likes the newcomer, the cavalryman offers to train the animal as a mount and, when the mount grows old enough, recruit the visitor into the Discipline.

Novice (2–4): While mounted, the adept demonstrates a talent of the new Circle for an elder.

Journeyman (5–8): Accompanied by an elder, the adept rides blindfolded to an unknown destination, at least half a day's ride away, then returns to the starting point, still blindfolded. The adept then describes the destination to the elder, as seen through the mount's eyes.

Warden (9–12): A fellow cavalryman rides for one hour in a randomly chosen direction, leading the adept's mount. At the end of the hour, the adept spends a point of Karma then sets out walking with a confident step. When the adept finds the mount, the ritual is complete.

Ghost Master Ritual: The adept rides into the wilderness at night. After an hour she makes a Ritual of the Ghost Master Test. At that moment she sees a dimly lit figure galloping away in the darkness and pursues it. If the Ghost Master Test is successful, she catches the ghost master and the ritual proceeds as normal.

Elementalist

Because most magicians (with the exception of illusionists) prefer to keep the extent of their abilities a secret to all but their most trusted allies, elementalist rituals often involve private displays of spellcasting and thread-weaving prowess.

Recruitment: Elementalists recruit new adepts privately, sometimes secretly. A magician who needs an apprentice watches for likely candidates in his or her everyday travels. When she finds a potential adept, the magician tests him or her in some way suited to the Discipline.

For example, an elementalist may invite the candidate to share the experience of seeing or feeling a natural event; a rainstorm, surging river, forest, or even a campfire. In the course of ordinary conversation, the adept casually asks the candidate to describe what he sees. Candidates who answer with unusual sensitivity undergo more obvious tests; the adept may summon a spirit and ask the candidate to converse with it. If satisfied by the candidate's responses, the adept recruits the candidate to the Discipline.

Novice (2–4): The adept casts a spell of the new Circle in the presence of an elder.

Journeyman (5–8): The adept must cast a spell of the new Circle in the presence of an elder and 5–8 elemental spirits. The higher the Circle of advancement, the more spirits who must attend. The adept must personally locate and persuade the spirits to appear. This may be more difficult than it sounds, because enlisting an elemental's cooperation often requires the adept to fulfill a request or execute a task for the spirit.

Warden (9–12): The adept researches and demonstrates for other elementalists a new spell of the new Circle.

Ghost Master Ritual: Elementalists use a slight variant of the nethermancer's Ritual of the Ghost Master (p. 225, **ED**). The elementalist draws a pentagon rather than a circle, its five points representing the five elements. Ambitious elementalists, those who would summon a particularly skillful master, disdain to bring the required orichalcum coin to the ritual. Instead, they collect quantities of all five elements and bring them into the pentagon, during the summoning assembling them into new-made orichalcum. The summoned ghost master accepts the raw orichalcum and, when he or she reappears three nights later, returns it in the form of a pledge coin.

Illusionist

The masters of illusion refuse to subscribe to established rituals. An elder improvises each advancement ritual, and ideally the adept never realizes the ritual has begun until it ends. Typically the elder contrives an elaborate hoax, some sort of pretext for the adept to learn and use a new spell or talent of the appropriate Circle.

Troubadours recite with glee the Twelve Rites of Master Jonwal, whose mentor devised brilliant, devious rituals to test Jonwal as he advanced. He failed to even suspect the tests she set him while advancing through the Twelfth Circle, only recognizing her illusion when he advanced to Thirteenth Circle. This amazing level of deception has never been duplicated. During Jonwal's progress, both mentor and adept suffered several mental breakdowns.

Recruitment: Illusionists recruit new adepts privately by watching for candidates in their everyday travels, then testing likely candidates in some way suited to their Discipline.

Illusionists usually recruit compulsive liars into their Discipline, choosing people whose reputations precede them so far that adepts can easily track them down. An illusionist who decides to recruit a candidate usually approaches his target masked by an rudimentary illusion, then engages the compulsive liar in conversation. If the candidate penetrates the illusion, the illusionist may offer to initiate him or her into the Discipline.

Rituals of Advancement: Illusionists observe no common rituals to mark their advancement through the Circles of their Discipline. At each Circle the adept simply attempts to deceive his or her teacher with ever more elaborate illusions.

Ghost Master Ritual: The illusionist learns and unerringly performs the ghost master ritual of another Discipline. If the Ghost Master Test is successful, the illusionist summons a ghost master of that Discipline. The illusionist gives this ghost master an illusory orichalcum coin and must persuade him or her to bring an illusionist ghost master when he returns in three days. At the next summoning, the illusionist ghost master appears and receives a true orichalcum pledge coin. The illusionist must also somehow pacify the ghost master he deceived.

Nethermancer

Nethermantic rituals involve contact with spirits or, in rare cases, Horror magic. Nethermancers often use their advancement rituals to demonstrate their skill in summoning and controlling various entities.

Recruitment: Nethermancers ask for various spirits' recommendations to help choose suitable apprentices.

Novice (2–4): The adept casts a spell of the new Circle in the presence of a living or deceased elder.

Journeyman (5–8): The adept finds a spirit that can settle the truth of some historically disputed issue. He or she summons the spirit to answer questions related to that dispute for a panel of nethermancers and scholars supporting both sides of the issue.

Warden (9–12): The adept researches and demonstrates for other nethermancers a spell of the new Circle.

Ghost Master Ritual: Nethermancers use the Ritual of the Ghost Master described on page 225 of the **Earthdawn** rulebook.

Sky Raider

Sky raider rituals always involve some type of physical conflict. The adept must acquire some trophy of the battle to prove that he successfully completed the ritual.

Recruitment: Almost all sky raiders enter the Discipline through their trollmoot. Very rarely, newots will be invited to join the Discipline. Other non-trolls must seek out sky raiders for training into that Discipline, because sky raiders never recruit among the other Name-giver races.

Novice (2–4): The adept participates in a raid and secures a trophy that earns admiration from an elder.

Journeyman (5–8): When not actively warring on each other, rival troll clans meet in (theoretically) bloodless competitions, matching their strength in wrestling, stick fighting, footraces, and so on. To gain respect from the elders in such a contest or in an actual war with the rival clan, the adept must compete against opponents of an equal or higher Circle.

Warden (9–12): The adept commands a raid against a worthy and well-defended target.

Ghost Master Ritual: The sky raider draws a circle on the deck of a docked airship. While seated in this circle, she envisions leading a raid against insurmountable opposition. In her imagination she defeats the enemy, or perhaps dies honorably. After an hour of this positive thinking, the desired ghost master appears and applauds. The ritual continues as normal.

Swordmaster

Swordmaster rituals always involve flashy displays of fighting prowess, usually one adept against multiple opponents. These rituals often take the form of loosely organized tournaments or contests.

Recruitment: Known or legendary swordmasters find it a mixed blessing that potential recruits seek them out and challenge them. Of these eager fighters, only those who show unusual skill hear the offer of recruitment into the swordmaster Discipline. Because even the most brilliant candidate quickly finds a sword at his throat when challenging an adept, reaching First Circle can require months of continuous practice.

Novice (2–4): Swordmasters hold frequent tournaments among themselves. All those who demonstrate mastery of talents of the required Circle during the tournament receive official recognition of their advancement at tournament's end, whether or not they won their battles.

Journeyman (5–8): Adepts advancing through these Circles must also participate in a tournament, but now the adept aspiring to a new Circle must defeat several worthy opponents of his or her current Circle. The ritual for advancement through these Circles can depend as much on politics as on skill, and this occasionally produces a high-Circle adept who lacks the skill to perform the talents and abilities available to him.

Warden (9–12): The adept stages an exhibition of skill against an almost-overwhelming number of opponents of equal or lesser skill for other, respected swordmasters.

Ghost Master Ritual: The swordmaster draws a large circle on the ground around himself, then fences with an imaginary opponent. After an hour the mental image materializes as the desired ghost master, who neatly disarms the swordmaster. The ritual continues as normal.

Thief

Thieves, considered to be quintessential loners, do not observe advancement rituals or respect others as elders of their Discipline. Instead, a thief who decides to test another's abilities proposes a task based on the perceived Circle of the advancing thief. For example, an "elder" thief may ask a Third Circle adept to steal a silver spoon from a city councilor's home, but may demand that a Ninth Circle adept steal the left earring from a high-Circle nethermancer—while the magician is wearing it.

Recruitment: Recruitment remains a haphazard, nebulous procedure among thieves. See the first **Earthdawn** novel, **The Longing Ring** by Christopher Kubasik, for an example of the way thieves recruit new adepts to their Discipline. As with beastmasters, ordinary Name-givers who find themselves in extraordinary circumstances sometimes undergo "spontaneous initiation" into the First Circle of thief magic.

Ghost Master Ritual: The thief must steal the orichalcum coin required for the ritual, then infiltrate a forbidden area in which to perform the ritual.

Troubadour

Troubadour rituals always require a performance of some kind, which may include participation in a play, a dramatic reading, singing, or even storytelling.

Recruitment: A troubadour may observe that her performance truly enthralls one observer. After the show the troubadour may engage the observer in conversation, then begin a story or ballad. Breaking off partway through, the troubadour asks, "And what do you suppose happened next?" If the candidate answers entertainingly, the troubadour may offer apprenticeship. After months of training, the troubadour initiates the apprentice into the Discipline's First Circle.

Novice (2–4): The adept helps an elder of Circle 5 or higher to stage a performance, providing accompaniment or moving equipment as asked. During the performance, the elder grants the adept three minutes alone on stage. The adept should spend Karma, then take this opportunity to demonstrate a talent from the new Circle. The elder acknowledges the adept's new Circle following the performance.

Journeyman (5–8): The adept recounts his most recent adventure to a large audience that includes an elder of Circle 9 or higher. The account should include use of appropriate talents and Karma. The elder acknowledges the adept's advancement following the performance.

Warden (9–12): The adept hosts a banquet and invites every troubadour in the area. The adept's performance marks the party's climax. When all troubadours in the audience rise in a standing ovation, the ritual is complete.

Ghost Master Ritual: The adept impersonates the desired ghost master to entertain an audience, performing an hour of the master's repertoire. During the performance, the adept develops a supernatural resemblance to the master. As soon as the audience leaves, the ghost master ritual proceeds as normal.

Warrior

Like cavalrymen, warriors frequently belong to organized orders that offer standard promotions and appropriate ceremonies. Player character warriors generally avoid or eventually leave these orders and develop unique advancement rituals.

Recruitment: Organized warrior groups continuously tour Barsaive, visiting small villages and isolated kaers and painting rosy pictures of the excitement of military life. Their tales and impressive uniforms lure young men and women to enlist in their ranks. (Few orders mix genders in their ranks, though all mix races.) Reaching First Circle can require years of practice and study.

Novice (2–4): Adepts engage in regular contests of skill against their peers. Companies stage these privately, but independent warriors often stage them at public festivals. Elders supervise all contests, and afterward acknowledge those adepts who demonstrated mastery of the talents required to rise to the next Circle, whether or not the adepts won their contests.

Journeyman (5–8): The adept must win a contest of skill against an opponent of equal abilities, fought on unusually demanding terrain. This may include battling atop an array of tall pillars, barefoot amid broken glass, in the deepest reaches of a deserted kaer, and so on. Note: though rituals of advancement should be restricted to the roleplaying of a significant event, the gamemaster may declare that the adept loses the contest and must try again after a week of practice. This may serve many ends in pursuit of a good story.

Warden (9–12): Choosing one or several types of difficult terrain, the adept stages an exhibition of physical skill (either armed or unarmed) against an almost-overwhelming number of opponents of equal or lesser skill. A panel of respected warriors must observe this exhibition.

Ghost Master Ritual: Like a swordmaster, the warrior summons a ghost master by mentally fighting that master within a circle. After an hour of unarmed combat, the mental image materializes as the master, who handily defeats the warrior. The ritual proceeds as normal.

Weaponsmith

Nearly all weaponsmiths belong to loose professional associations called Forges. Like guilds but less restricted, Forges give adepts a forum in which to exchange trade tips, find and take on apprentices, and gossip. Most cities in Barsaive support a Forge, and sometimes two or three engage in cutthroat competition for business and membership.

Recruitment: Weaponsmiths often teach their children their Discipline, but Forges provide standard channels for finding new apprentices.

Novice (2–4): The adept crafts or reworks a weapon and presents it to an elder or a panel of elders for inspection. The weapon's Damage step must exceed the new Circle by at least 4. For example, an adept aspiring to Circle 4 must create or refashion a weapon of Step 8.

Journeyman (5–8): An elder or panel of elders presents to the adept several weapons of obscure origin. The adept may study the weapons for up to a week, then must identify for the panel the weapons' makers, histories, and other distinguishing features. This ritual of advancement may serve as the springboard for an adventure to investigate the clues revealed. Traditionally, the panel offers the adept the first opportunity to pursue the adventure.

Warden (9–12): The adept must find and take possession of a weapon lost before the Scourge, restore it to good condition, then display it to an assembled Forge.

Ghost Master Ritual: The weaponsmith draws the usual circle, then mentally executes all the steps required to create the finest weapon ever made by the ghost master he wishes to summon. After one hour, the ghost master appears and corrects the adept's errors. The ritual continues as normal.

Wizard

Wizard rituals usually consist of brilliant displays of magical skill and ability, especially spellcasting, thread weaving, matrix construction, and spell design.

Recruitment: Wizards recruit new adepts privately. Wizards identify likely candidates, then try to fluster them by reciting a long passage in an obscure language and commanding the candidate to repeat it. Those candidates who succeed in repeating at least part of the passage may be asked to follow the Discipline.

Novice (2–4): The adept casts a spell of the new Circle in the presence of an elder.

Journeyman (5–8): The adept studies the work of a legendary wizard, assesses the merits and drawbacks of the subject's style, discusses mysteries clouding the subject's past, and circulates her conclusions to interested wizards and scholars. A particularly skillful analysis may reveal new clues best investigated by adventuring.

Warden (9–12): The adept researches and demonstrates for other wizards a new spell of the new Circle, then defends her research methods against rigorous peer review.

Ghost Master Ritual: Wizards use a slight variant of the nethermancer's Ritual of the Ghost Master (see p. 225, **ED**). The wizard spends the entire hour of summoning meticulously drawing the circle to the most exacting specifications, at the same time reciting a memorized litany. On completion of the circle, the ghost master appears and the ritual proceeds as normal.

SUPPORTERS

Supporters are gamemaster characters who ally themselves with a player character. In order to be a supporter, a gamemaster character must hold a Neutral or better attitude toward the player character. (See **Gamemaster Characters**, p. 235, **ED**.) Supporters serve many functions. They can act as additional eyes and ears

for a character, keeping tabs on events when the character needs to be somewhere else. They can lend aid to characters, and some supporters may even travel with the character they support from time to time. Supporters may be considered minor characters in a hero's life, the ordinary foil to their extraordinary exploits. They often provide vital clues or aid to help a hero accomplish the task at hand, but the character must perform the legendary deeds.

Legends often say that heroes and their supporters are fated to meet. Other stories describe the bond between supporter and hero as a form of blood magic. These accounts apparently hold some truth, because heroes do gain supporters through effort, destiny, and blood magic.

GAINING A SUPPORTER

A player character can try to enlist a gamemaster character as a supporter as long as the gamemaster character holds a Neutral attitude or better toward the player character. Trying to make a supporter out of an Unfriendly character will always fail.

To gain a supporter, begin by roleplaying the character's interaction with the gamemaster character. The player character cannot use his Charisma, talents, or any spells to convince the gamemaster character to be his supporter.

Though legends describe numerous ceremonies that heroes and their supporters have used to seal their bonds, these rules do not require a formal ritualistic exchange when a gamemaster character agrees to be a supporter. All heroes and their supporters, however, must swear a blood peace oath. (See **Blood Oaths**, p. 47 in **Gamemastering Earthdawn (GM Pack)**.) All gamemaster characters who agree to support a player character must immediately take the oath. Each year, near the anniversary of the first oath, the character must renew the blood peace oath with any characters he wishes to keep as supporters.

•The taciturn dwarf hero Ulka spent six hours watching the human weaponsmith Thrit at work. Ulka sat silently, moving only when he could no longer see Thrit work from where he sat. Thrit worked as if the dwarf were not there. In the late afternoon, Ulka cleared his throat. Thrit immediately stopped hammering.

"Figure I have a spell of fighting coming up," Ulka said.

"I've heard tell," Thrit replied. His hammer remained poised as the weaponsmith waited for Ulka to continue. The dwarf said nothing. Thrit hammered for another hour.

As the sun set, Thrit polished his day's work. Ulka stood. Thrit glanced at him, his face impassive. Dying embers crackled in the stillness of the evening.

"Figure I need some good weapons for the fight—and a weaponsmith I can rely on," Ulka said. Thrit cracked a half-smile that was all but invisible in the fading light.

"You got one, " he said.

The two men swore an oath of blood peace, sealing a relationship that they would forge into friendship.

•Storytellers still recount the feasts and entertainments held when Queen Alachia of the elves became a supporter of the elementalist Kirgravane. For six days the elementalist strove to prove himself worthy of the queen's support by participating in a series of games and dances chosen by Alachia.

On the first day, the queen commanded Kirgravane to join the wrestling competition between the thorn men. The elementalist quickly discovered that much of his magic did not affect his adversaries. Queen Alachia delighted in his immediate dismay, but lowered the barrier she had raised against magic when one of the thorn men grabbed Kirgravane by the throat. Though Kirgravane sensed his spells would now work, he was determined to impress the queen, and so refused to help himself by casting his spells. Instead, he gripped the hand crushing his throat and rolled backward, using the thorn man's extended arm as a lever. The thorn man, bracing himself to ward off a spell from the elementalist, was caught off guard and thrown to the ground. Kirgravane quickly pinned his opponent to win the match and stood, his throat bleeding, to bow low to the queen.

For five more days and five more nights Kirgravane did as the queen commanded. Using skill or wit, the elementalist won each test Alachia devised. And with every trap he avoided, every challenge he overcame, the queen's respect for Kirgravane grew.

On the final night, the queen commanded Kirgravane to join in the Moon's Flight, a dance performed by hundreds of winged fairies who spun and flitted, weaving magic patterns in the air. The patterns bent the moonlight into arcs of cascading sparkles that lifted the dancers from the forest floor. Kirgravane first danced with the ladies of the court. The steps were difficult, and Kirgravane concentrated, lest he lose the rhythm and miss an arc and step unsupported into the cold night air. Soon the arcs spiraled upward, making a misstep that initially would have been a mere embarrassment potentially injurious. As the dancers soared higher, any step he missed would become fatal.

When the moving figures cleared the tops of the trees of Wyrmwood, the ladies left Kirgravane. The

queen commanded him to dance with her, and the elven queen and the elementalist drifted higher into the darkness. What they spoke of, no one admits to knowing. What was promised, and by whom, has not been told. But when the pair descended, Queen Alachia announced her undying support for the hero Kirgravane. The two swore an oath of blood peace before the assembled ladies and lords.

TYPES OF SUPPORTERS

Not all gamemaster characters are created equal, and so the support they can provide may vary greatly. A kindly itinerant peddler, for example, could not hope to equal the support of Queen Alachia. The support of a weaponsmith adept is probably worth more than the peddler's, but less than the queen's.

The blood magic of the blood peace oath is social magic. Because player characters must perform certain actions to maintain supporters' loyalty, the social differences between the characters swearing the oath affects the cost to maintain these supporters.

Supporters are divided into three types, according to their stations in life and abilities. Peddlers, merchants, and others of a similar social stratum are Type 1 supporters. Adepts and persons employed within the lower levels of government are Type 2 supporters. Key members of governments, like Queen Alachia and King Varulus, are Type 3 supporters. Maintaining the support of each type requires different actions.

Maintaining A Supporter

Supporters may aid characters in many ways, and will continue to help their hero's cause in his or her absence. However, a hero cannot endlessly draw support from a character without returning a measure of the respect, trust, and support given him. During a full year of game time, a character must demonstrate his desire to retain his supporters by performing certain actions determined by the type of the supporter. If a character fails to perform these actions, he will probably lose that supporter.

The actions needed to maintain a supporter each year fall into four basic categories.

Swearing an oath of blood peace and renewing it once per year is sufficient to maintain a minor, Type 1 supporter.

Characters may also maintain supporters by performing small favors for them. (See **Favors**, p. 239, **ED**.) Three small favors are adequate to maintain the loyalty of any Type 1 supporter, as long as the supporter wants the favors.

A player's character can maintain a Type 2 supporter by performing one large favor for that supporter each year. Again, the supporter must want the favor.

Performing one dangerous, heroic action per year, such as a blood promise deed, will maintain a Type 3 supporter. The supporter must need or have requested the deed, however.

The gamemaster decides exactly what type of action is required to maintain each type of supporter.

Losing A Supporter

A character can lose a supporter by failing to maintain the supporter, through the death of the supporter, or through the betrayal of a traitorous supporter.

If a character fails to maintain a supporter, when the blood peace oath ends after a year and a day, the character may then heal the 2 Damage Points taken during the oath ceremony. Most supporters resent being "dumped" by heroes, and may renounce the blood peace oath before a year and a day.

When a supporter dies, he automatically releases the player character from the oath of blood peace. The damage caused by the oath is healed, and the character loses the advantage of the extra point to his Death Rating.

A supporter who turns traitor and betrays the character has broken the blood peace oath and suffers the magical Wound. The 2 Damage Points the character suffered by taking the blood peace oath are healed, but the character also loses the advantage of the extra point to his Death Rating.

WHAT SUPPORTERS DO

Over time, supporters willingly perform a large number of small favors for the characters they support, for example, keeping their ears open for interesting rumors. Supporters may also exchange large favors with a character. These large favors exchanged, however, do not include those used to maintain the supporter.

Kirgravane performs two large favors every year for Queen Alachia as part of the cost to maintain her support. The queen sees these as her due and will not perform favors in return. However, Alachia will return the third large favor Kirgravane performs in a given year, and all large favors after that.

A supporter whose attitude is Loyal or Awestruck toward a character may perform a large favor for him or her as a gift each year.

All supporters will take risks for a player character. Those whose attitudes are Neutral will take substantial risks only when they know that failing to do so would allow the character to die.

Friendly supporters will take risks whenever their actions can prevent a character from suffering significant harm, including Wounds or death, imprisonment, and capture. Friendly supporters will take these actions on their own initiative and will also watch for other, minor threats to the character they support.

Loyal or Awestruck supporters always take whatever risks are necessary to help a character, and remain ever vigilant to protect the character's best interests.

WHAT SUPPORTERS WON'T DO

The gamemaster decides the exact actions that a supporter will perform, but he should recognize that supporters will not throw their lives away for a character. This does not mean a supporter will not sacrifice his life if that is the only way to save the hero. At the same time, a supporter will not automatically open suspicious-looking chests just because the character does not want to take the risk himself.

Though supporters are gamemaster characters, they, too, have individual lives in the world of **Earthdawn**. Supporters may not be able to drop whatever they are doing to help a character every time she calls. Friendly supporters accept some demands with grace, and loyal supporters respond to their hero's request every time, but even the most loyal supporter has his limits. A character who willfully and carelessly exceeds those limits may find his or her supporters much less helpful.

SUPPORTERS AND LEGEND POINTS

Though supporters never become the focus of legends, they play vital roles in many adventures recorded in the annals of Barsaive, in their own way becoming as important to that history as the heroes they support. In fact, scholars have long noted that the strong blood magic that ties together a hero and his supporters strengthens both characters, helping to fuel their legendary deeds.

Each time a character renews an oath of blood peace with a supporter, she gains a number of Legend Points, determined by the type of the supporter and the number of times the character has renewed the blood peace oath. To determine the number of Legend Points the character gains, consult the Talent Rank Cost Table in **Building**

Your Legend, p. 221, **ED**. Use the Circle 1–4 column to calculate Legend Points for Type 1 supporters. Use the Circle 5–8 column to calculate the points received for Type 2 supporters, and the Circle 9–12 column for Type 3 supporters. Find the number of times the blood peace oath has been renewed in the Talent Rank column. The result of cross-referring the appropriate Circle and Rank columns is the number of Legend Points the player character earns.

> •*Ulka renews his oath of blood peace with Thrit for the first time, equivalent to Rank 1 on the table. Thrit is a Type 2 supporter, placing him in the Circle 5–8 column of the table. Thus, Ulka earns 200 Legend Points for renewing the vow. If Ulka renews it next year, he will gain 300 Legend Points.*
>
> •*Kirgravane renews his oath of blood peace with Queen Alachia for the eighth time. Queen Alachia is a Type 3 supporter, and so Kirgravane earns 8,900 Legend Points. The fifteenth time he renews the oath of blood peace with the elven queen he will earn 258,400 Legend Points!*

Each renewal beyond the fifteenth earns the same number of Legend Points as the fifteenth renewal. If a supporter is an adept, renewing an oath of blood peace earns the supporter half as many Legend Points as the character.

Only heroes who spend most of their time performing legendary deeds can gain Legend Points from their supporters. Heroes who retire to rule a land, found an academy, advise the King of Throal, or simply settle down, do not earn Legend Points from their supporters. However, many retired heroes renew their oaths of blood peace yearly for friendship or loyalty's sake. Many also continue to maintain their supporters just in case their retirement proves to be temporary.

TRAITORS

If a character attempts to gain the support of a gamemaster character whose attitude is Unfriendly or worse, the attempt will fail. However, the gamemaster may lead the player character to believe he has gained a supporter, when he has in fact decided to trust a traitor. The gamemaster can lend credence to this deception by presenting the supporter as a specific type and fleshing out the supporter's role completely. Then, naturally at an inopportune time, the traitor betrays the character.

If a player character feels any doubt about the sincerity of the attitude of a gamemaster character, he should not make that character a supporter. Note: supporters who betray their hero must break their blood peace oath by doing so and will suffer the consequences.

URLOCH THE WARY CONFRONTS AN ENRAGED JEHUTHRA.

by Janet Aulisio
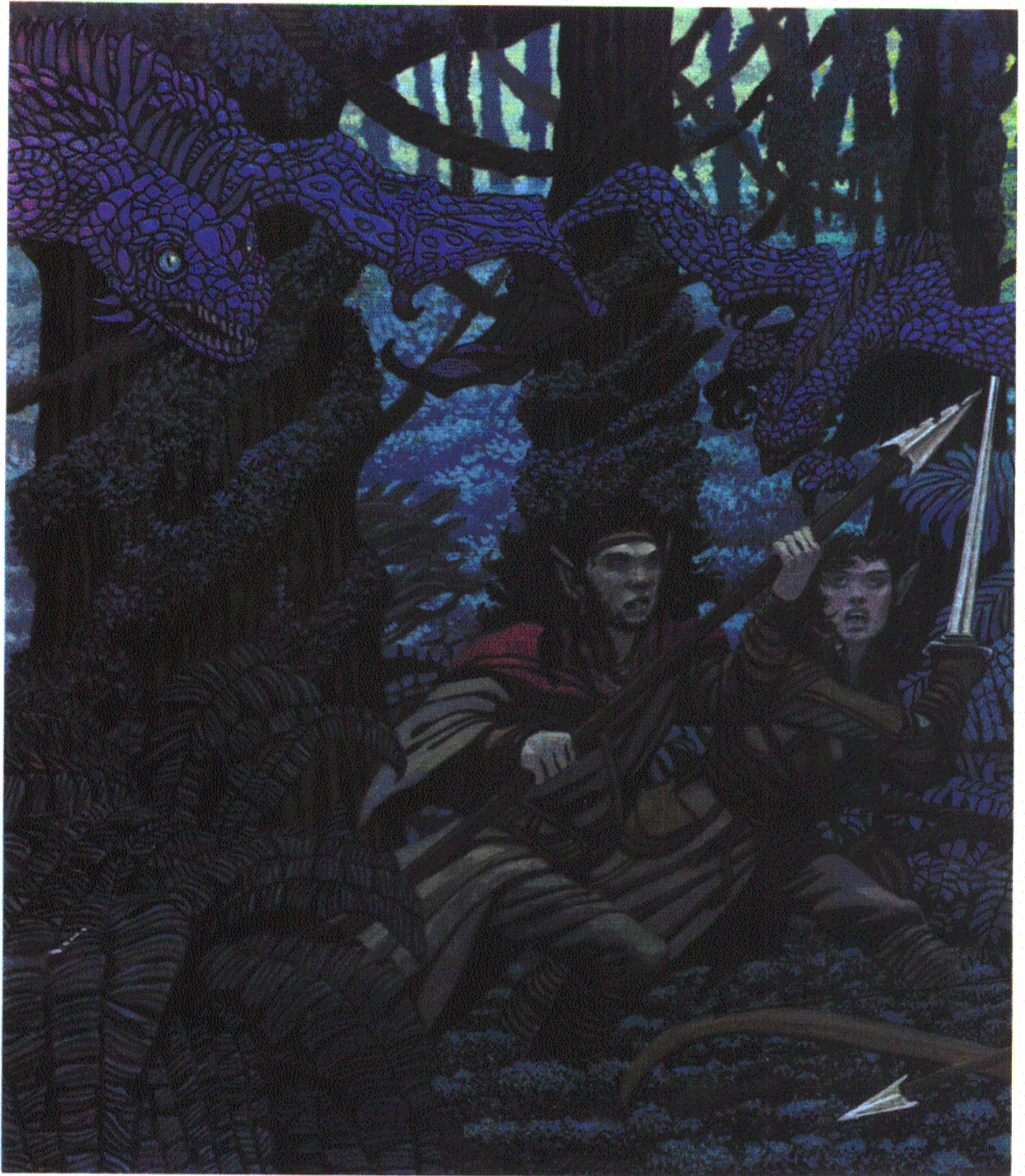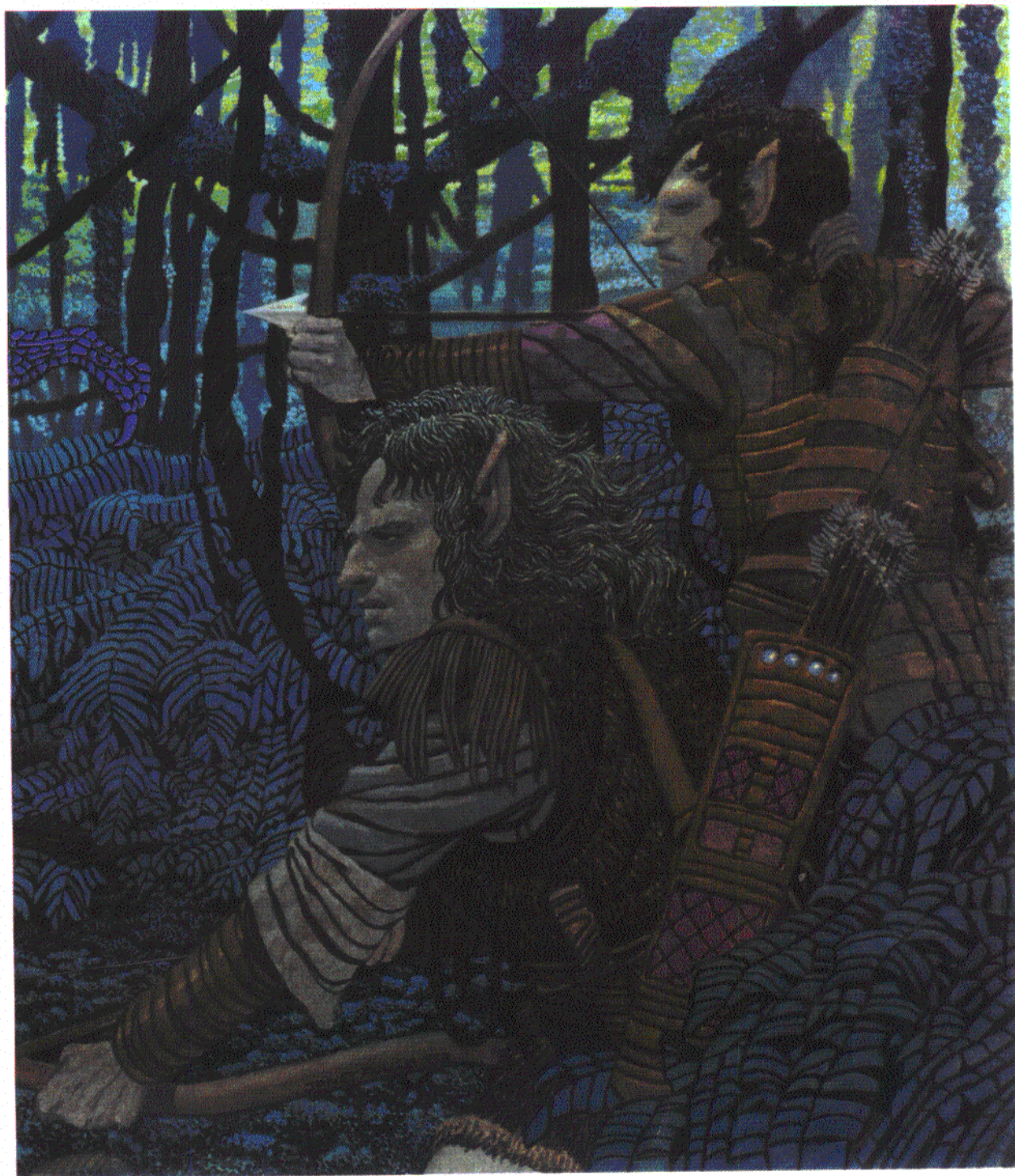
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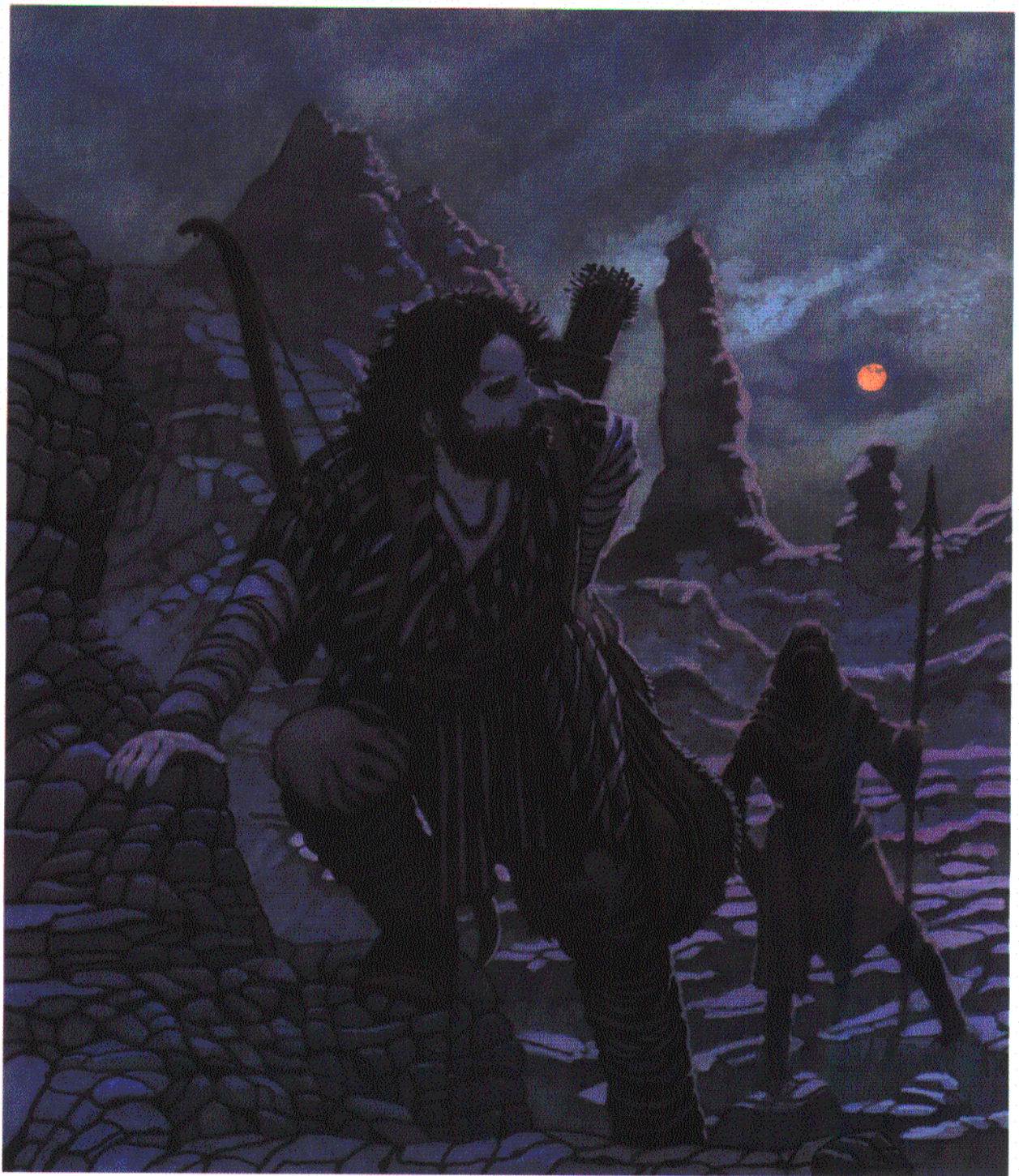
TRAVELLING THE HINTERLANDS OF BARSAIVE

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THE TOWN OF BILLIAM, IN NORTHERN BARSAIVE

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SHIP COMBAT
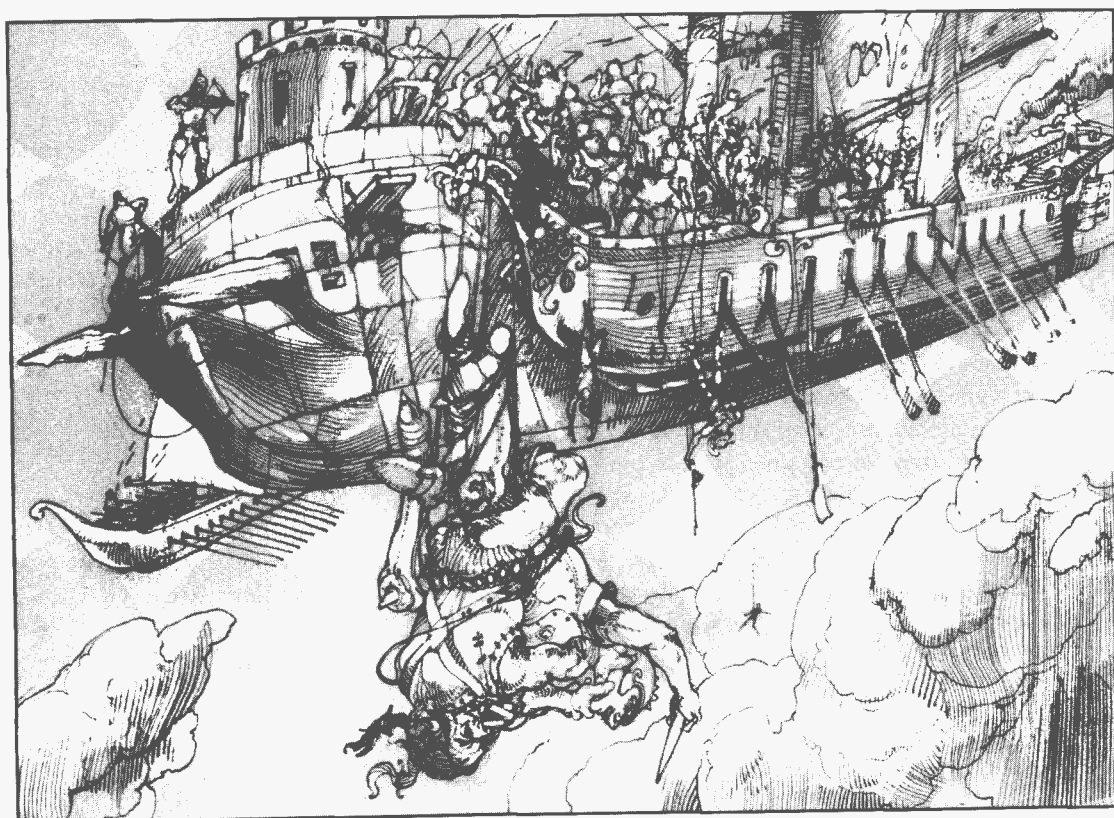
The battle is not ended until the survivor boasts of his victory.
—Captain Patrochian of the *Breeton*

In the **Earthdawn** roleplaying game, the actions of individual characters can, and do, change the world. The individual character should always remain the focus of the game. So, while airships and water ships may play an important part in an **Earthdawn** adventure or campaign by providing transportation, helping the characters complete a quest, serving as a training ground for learning new talents, adding the excitement of a break from the routine or new characters, or acting as a plot device to move the characters from one place to another, it is their pilots who should take center stage in any action.

This being said, players and gamemasters may find that they occasionally or even frequently want to play out fierce battles between t'skrang riverboats, the desperate race of a Theran ship fleeing from crystal-raider drakkars, or the majestic onslaught of air support for grand-scale battles fought by ground troops. This section provides a loose system for resolving combat between ships.

These rules should support the events of a roleplaying adventure. They were not designed to provide a separate tactical game within the adventure, and the system makes several assumptions to reflect this.

First, the rules work best when left abstract. Gamemasters and players do not need to draw maps or determine the precise nature or position of ships involved in combat. More important than tactical precision are the descriptions of the battle at hand: the wind rushing against the sailors' faces, the heat of the fireballs crashing to the deck, the expression on the face of a character's opponent.

Second, the purpose of ship-to-ship combat within the context of a roleplaying adventure is to advance the action and answer the question, What happens next? Will the adventurers be captured by the crystal raiders? Will that delay make them late for the trade conference with the vital information they are carrying? Will they capture the Theran bureaucrat and hold him for ransom? Will their ship sink and its cargo be lost in the Badlands? While each encounter between ships should be exciting, that encounter is not an end unto itself. It is only a link in the chain of the adventure.

Finally, roleplaying games should focus on the specific actions of the player's characters; ship battles invariably involve the abstract activities of many gamemaster characters. It is difficult for the characters to influence such battles directly. Because the characters are the real focus of the story, the gamemaster should avoid putting them into situations in which they have little impact on events.

The rules in this section assume that the goal of any crew is to either board another ship and attack its crew in hand-to-hand combat, or escape an attack. The first goal allows the player characters to directly influence the outcome of an event (the battle) using their own skills, talents, and powers. The second goal allows adventurers to carry on with their business without interruption, which also means that they can directly influence events with their own skills, talents, and powers.

These rules generally serve to move ships farther apart or closer together, either way allowing the player characters to regain the spotlight. If the ships move closer, player characters may engage in combat; if the ships draw apart, either ship may attack and defeat his opponent from a distance, or flee.

SCALE

In keeping with our desire to make this combat system abstract, these rules do not base combat resolutions on the distances between ships. Time is treated equally abstractly, with captains maneuvering their ships in turns of unspecified length. If players want to limit the amount of time allocated to each ship's movement, we suggest that each turn last 1 minute. Remember that as soon as the action moves back to the characters, time is divided into Combat Rounds, as described in the **Combat** section of the **ED** rulebook.

SHIP ATTRIBUTES

All ships have four Attributes: Speed, Maneuverability, Firepower, and Hull. Each ship Attribute is given as a step number, taken from the Step/Action Dice Table provided in the **Earthdawn** rulebook and other **Earthdawn** products.

All ships use three ratings to represent damage: Destroyed Rating, Critical Threshold, and Derelict Rating. These three numbers serve the same function as a character's Death Rating, Wound Threshold, and Unconsciousness Rating, respectively, and are used in the same way.

SPEED

The Speed Attribute dictates how fast a ship may move. This rating appears in step numbers as well as in yards per turn. In general, large ships can move faster than small ships. The Speed step provides the maximum, unenchanted speed at which the ship may travel, though most pilots know several magical means of increasing the speed of a ship beyond its maximum. A ship engaged in battle seldom moves at full speed, instead reducing its speed in order to turn and maneuver around other ships.

MANEUVERABILITY

A ship's Maneuverability Attribute reflects how quickly it can change course, flank opponents, and break

off an attack. In combat, use Maneuverability in place of Speed to determine how quickly the ship moves. In general, large ships are less maneuverable than small ships.

FIREPOWER

Firepower provides an abstract representation of a ship's offensive capabilities. A ship's Firepower step takes into account the number of guns on a ship, their placement, and their range. It does not assume that each cannon fires when the ship attacks a target. A ship's Firepower Attribute is represented by two step numbers separated by a slash. The first number is used to make Ship Assault Tests (see **Ship Maneuvers**, p. 132) and the second is used to make Damage Tests.

HULL

The Hull Attribute measures the durability of a ship. A ship's Hull Attribute represents the actual thickness of the ship's walls, how cleverly the design protects vital areas, and so on. A ship's Hull is rated by two factors, the Armor Rating and the Ramming step. When a Damage Test exceeds a ship's Armor Rating, the ship takes damage and must decrease one or more of its Attributes, including both Hull numbers. When the Armor Rating is reduced to 0, the ship has suffered critical damage and will soon sink.

The Ramming step is used to make Damage Tests when the ship makes a successful ramming maneuver (see **Ship Maneuvers**).

PURSUIT AND ENGAGEMENT

Two ships that can see each other across a distance of air or water may react in two ways: either the ships engage in combat, or they do not. How the ships react is determined by the desires of the ships' captains and the capabilities of the ships.

If the captains of all ships involved decide to engage in combat, the players use the rules below to initiate combat.

If none of the captains wish to engage in combat, then the ships simply go their separate ways.

If some of the captains wish to avoid combat, and others want to engage in combat, those determined to engage begin a pursuit. At the beginning of each round, each ship makes a Speed Test. If the ship is in pursuit, make the Speed Test against the lowest Speed step of the ships it is pursuing. If the ship is being pursued, make the Speed Test against the highest Speed step of the pursuing ships. The ship that makes 3 successful tests first achieves its goal. If, at the start of the pursuit, each ship makes 3 successful tests in a row, the pursuit continues until one ship succeeds at 3 tests and the other fails.

For example, if the ship trying to escape makes 3 successful tests first, it moves beyond the pursuing ship's firing range. If the pursuing ship makes 3 successful tests first, it engages the fleeing ship and uses the combat rules below to attack.

A pursuing ship that falls behind a fleeing ship can continue to follow the fleeing ship, and might eventually catch it. If, during the subsequent hour of travel, the pursuing ship gets a Speed Test result higher than the Speed step of the fleeing ship, it can again attempt to engage the fleeing ship by repeating the sequence of play above. As long as the pursuing ship fails to get a Speed Test result higher than the fleeing ship's Speed step, it can continue to follow but will not catch the fleeing ship.

COMBAT

All types of ship-to-ship combat, including airship to airship, water vessel to water vessel, or airship against water vessel can be conducted according to a standard, three-step procedure consisting of Declaration, Initiative, and Resolve Actions. Various maneuvers that can be used during the combat sequence appear at the end of this section.

The following steps for ship combat are explained in more detail below.

1. Declaration: The captain of each ship chooses one of the ship's available maneuvers.

2. Initiative: The captain of each ship makes an Initiative Test.

3. Resolve Actions: In descending order of Initiative, each captain resolves the maneuver chosen in the Declaration phase.

DECLARATION

Before any actions are taken in a round, the captain of each ship declares that his or her ship will perform a specific maneuver.

This phase allows the players to create a strategy. Captains can change their choice of maneuver for the round after they hear the captains of other ships declare their maneuvers. Each captain can continue to alter his strategy in response to other captains' strategies until everyone has a plan they are willing to implement. The Initiative Test determines the order of the actions, and so the captain's Initiative Test result determines the outcome of the round.

The gamemaster should allow the players to control any ship that the characters are on but do not control (they are passengers or crew, rather than the captain). By allowing the players to control the captain, the

gamemaster keeps the characters involved in the game during the ship battle.

INITIATIVE

Each captain makes an Initiative Test using the ship's Maneuverability step (see the **Combat** rules, p. 192, **ED**). If the players are controlling the ship for a gamemaster character captain, they should make the Initiative Test.

RESOLVE ACTIONS

Resolve each ship's maneuver in descending order of Initiative. Each ship makes a test for each maneuver, as described in **Ship Maneuvers**, below. As soon as a ship succeeds at its declared maneuver, no other ship can complete a maneuver against that ship.

•The Ponkaraa, *a t'skrang riverboat, gains the Initiative over the* Vespoora, *another riverboat. The* Ponkaraa's *captain intends to board the* Vespoora, *while the* Vespoora's *captain decides to assault the* Ponkaraa *with his cannons. The* Ponkaraa *makes a successful Boarding Test. It moves alongside the* Vespoora *and the boarding begins. The sailors of the* Vespoora *quickly leave their fire cannons and prepare for hand-to-hand combat. The* Vespoora *attack is aborted.*

•A Theran vedette comes under attack by two crystal raider drakkars. The captains of the two drakkars declare that they will close and attempt to board the vedette. The vedette's captain declares that it will attempt to ram the second drakkar.

The captains make their Initiative Tests. The first drakkar goes first, the vedette goes second, and the second drakkar goes last.

The first drakkar makes a Boarding Test to board the vedette and succeeds. It rushes up to the vedette and its crew begins swinging across to the enemy decks, even as the vedette builds up speed and attempts to ram the second drakkar. (If the vedette's captain had decided to ram the first drakkar, the ramming maneuver would be aborted because the first drakkar made a successful maneuver.) The gamemaster makes a Ram Test for the captain of the vedette and successfully rams the second drakkar. The second drakkar takes damage and may not make its attempt to board the vedette. If the vedette failed to ram the second drakkar, however, it would mean the second drakkar had successfully maneuvered around the ramming attempt and could make a Boarding Test to board the vedette.

SHIP MANEUVERS

Airships and water ships can make 5 different maneuvers during combat. The following information appears for each maneuver. The name of the maneuver and the type of ship that can use that maneuver (airship, water ship, or both) appears first, followed by a description of the maneuver. The description lists the combat effects of the maneuver, the type of test required, and the Difficulty Number for the test.

All maneuvers have a Failure Modifier. This modifier is a number of steps that all opposing captains add to all Maneuver Tests made against a ship after it fails its declared maneuver in a given round. Ships with the highest Initiative never gain this bonus. Though moving first offers many advantages, a ship that moves first and fails its Maneuver Test may suffer serious consequences.

The captain of a drakkar declares she will make a boarding maneuver against a Theran vedette. The vedette's captain declares it will attack the drakkar with its fire cannons. The gamemaster, playing the drakkar captain, makes a Boarding Test and fails. The player makes the vedette's Ship Assault Test against the drakkar and adds +4 steps to the test, because the drakkar failed its maneuver.

Boarding
(Airship/Water Ship)

A successful boarding maneuver brings a ship alongside another ship through the use of ropes and hooks arranged specifically to pull the two ships together. Once pulled alongside, the ropes stabilize the two ships long enough for the crew of the first ship to board the second. In the round following a successful boarding maneuver, all combat uses the standard combat rules, p. 190, **ED**.

To attempt a boarding maneuver, the ship's captain makes a Maneuverability Test against the Maneuverability step of the ship he wishes to board. **Failure Modifier:** +4 steps

Break Off
(Airship/Water Ship)

A ship can attempt to break off from a battle and retreat. To break off, the captain makes a Speed Test against the highest Maneuverability step of all the ships in the battle. If the captain can make 3 successful attempts to break off in 3 consecutive rounds, the ship escapes the conflict. As long as the escaping ship moves at a faster Speed than any pursuing ships, it is safe. If faster ships pursue a ship that breaks off, use the **Pursuit and Engagement** rules, p. 131.

If the test fails, the enemy captain saw the path the escaping ship had chosen, and managed to cut off that line of retreat.

Failure Modifier: +2 steps

Ground Assault
(Airship)

An airship may swoop low and use its weapons against a grounded ship. This tactic makes a ship quite vulnerable if the maneuver fails.

To make a ground assault, the airship's captain makes a Maneuverability Test against a Difficulty Number of 8. If the test is successful, the ship swoops down low over the ground, fires its weapons, and rushes back up into the sky. If the test fails, the ship approached the ground at an awkward angle and could not make the assault.

Failure Modifier: +4 steps

Ramming
(Airship/Water Ship)

A ship can attempt to ram an enemy ship. A successful attempt causes damage.

To attempt a ramming maneuver, the captain of the ship makes a Speed Test against the Maneuverability step of the ship he wishes to ram. If the test is successful, the ramming ship crashes into the target ship.

To determine damage, the ramming ship makes a Damage Test using the Ramming step. The result is the damage caused to the target ship. The target ship's Hull Armor Rating protects against this damage.

Failure Modifier: +6 steps

Ship Assault
(Airship/Water Ship)

Ships can make long-distance attacks by firing their weapons at each other. The captain must decide how many ships she wishes to attack, and how to divide the ship's Firepower step between those targets. For example, a ship with Firepower 15 could divide its attack among three ships in the following ways:

Attack one ship using Step 15

Attack two ships, one using Step 10, another using Step 5

Attack all three ships, one using Step 3, the other two using Step 6 each.

To attack, the captain makes a Firepower Test against the Maneuverability of each ship, using the Firepower step allocated to each attack. If the test is successful, make a Damage Test for each target. The target ship's Hull Armor Rating protects against this damage. Apply damage to ships as described below.

Failure Modifier: +0 steps if attacking one ship/+1 step per each additional ship attacked
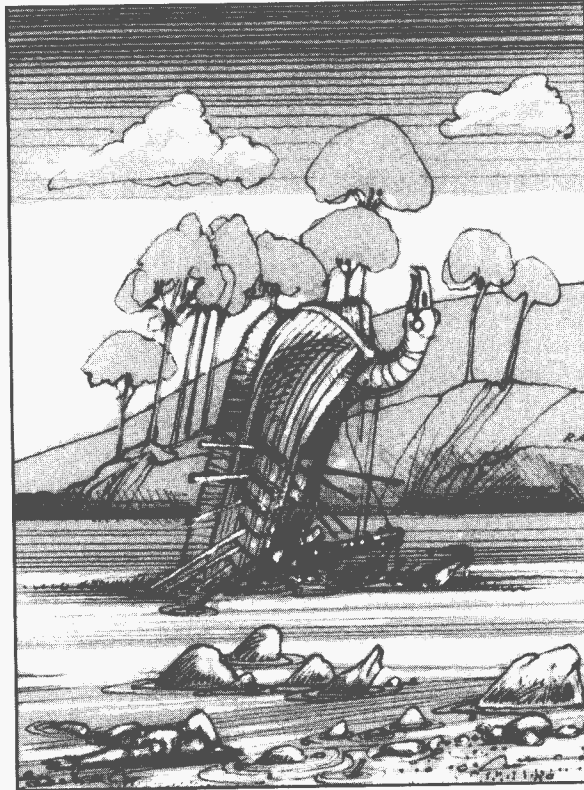
DAMAGE

Ships can take damage from two sources, Firepower and ramming. Players determine damage the same way for each type of attack, which is by making the Damage Test described in each maneuver. The Hull Armor Rating of the target ship always protects against damage inflicted on the ship.

Cumulative damage eventually has serious effects on a ship's performance. Ships may take critical hits, become derelict, or be destroyed.

Critical Threshold: If the damage inflicted on a ship from a single attack equals or exceeds the ship's Critical Threshold, it has taken a critical hit, just as characters receive Wounds. For each critical hit starting with the first, the player subtracts 1 step from all the ship's Attributes. Each critical hit also indicates that 10 percent of the ship's remaining crew and passengers are Wounded or killed.

Derelict Rating: If a ship's total damage equals or exceeds the Derelict Rating, the ship has sustained enough damage to render it inoperable. It cannot fire or move according to the crew's will. If on water, the ship floats where the current carries it. If in the air, the ship floats with the air currents, or moves on a straight path.

Destroyed Rating: If a ship's total damage equals or exceeds the Destroyed Rating, the ship sinks, either falling to the ground or sinking under the water. Destroyed ships cannot be salvaged except under extraordinary circumstances and according to the gamemaster's whim.

EFFECTS OF DAMAGE

Critical hits decrease the step number of all four ship Attributes. As soon as an Attribute step drops to 0, the ship is considered Derelict or Destroyed, which decreases all ship Attributes to 0. Each critical hit has the following effect on Speed, Maneuverability, Firepower, and Hull.

Speed

As a ship's Speed step is reduced, it moves more slowly. If the Speed step reaches 0, the ship no longer moves. This means that the oars are all broken, the masts have collapsed, the fire engine is destroyed, and so on.

Each step of Speed lost to damage takes one week to repair and costs 200 silver pieces.

Maneuverability

Damage to a ship's Maneuverability increases the time required to respond to changing circumstances. Because it responds less quickly, it may suffer even more damage. Damage to Maneuverability means that the rudder is ruined, the controls are damaged, the sail masts are damaged and cannot function properly, and so on.

Each step of Maneuverability lost to damage takes one week to repair and costs 300 silver pieces.

Firepower

When a ship loses Firepower, it means one or more of its fire cannons have been destroyed. Each critical hit reduces both the Ship Assault step and the Damage step by 1. When either value reaches 0, the ship has no fire cannons left.

Each point of Firepower costs 15,000 silver pieces to repair.

Hull

Damage to the hull compromises the structural integrity of the ship, reducing the Armor Rating and the Ramming step. If the ship's Hull step reaches zero, the ship sinks.

The cost and time needed to repair a ship's hull depends on the percent of damage done to the ship.

•If the ship suffered total damage of 25 percent or less of its Destroyed Rating: for wooden ships, 200 silver pieces per step lost and 2 weeks' work; for stone ships, 400 silver pieces per step lost and 3 weeks' work.

•If the ship suffered total damage of 26–75 percent of its Destroyed Rating: for wooden ships, 800 silver pieces per step lost and one month's work; for stone ships, 15,000 silver pieces per step lost and 2 months' work.

•If the ship suffers total damage of more than 75 percent of its Destroyed Rating, the cost to repair is two-thirds of the ship's original cost and six months' work.

GROUNDED SHIPS

The larger Theran airships may land on the ground and take up a position as a castle. If a ship wants to land, it simply does so, at that point abandoning the ship combat rules. Attacking airships may make ground assault maneuvers against it. Add 2 steps to any Maneuver Tests made against a grounded ship. The grounded ship receives no bonus against other ships whether the attackers fail their maneuver or not—the grounded ship cannot outmaneuver attacking ships.

SHIP DESCRIPTIONS

The following ships represent the standard designs floating and flying across Barsaive. Airships may be either stone or wooden. Stone airships are used almost exclusively by the Therans, while wooden airships are common among the rest of Barsaive's population. These descriptions present the stone airships first in descending order of size, followed by wooden airships, also in descending order of size. The final section describes the two most common water ships; the riverboats used by the t'skrang and ocean-going galleys.

Note that the Firepower assigned to these ships represents the maximum Firepower available for ships of standard design. These craft simply do not offer enough room for additional cannon to be used without accident.

AIRSHIPS

Airships still resemble the waterborne vessels that served as their models, though each generation of stone ships strays further from those standard designs. Airships require tremendous and carefully crafted magic to float through the sky, and each ship and its crew represents a valuable commodity.

Behemoth

Behemoths are the massive floating Theran cities. These immense stone structures measure hundreds of yards to a side, each of which mounts several fire cannon. The ship can only face one side to an enemy ship at any time, and its Firepower reflects this slight disadvantage. Behemoths can carry up to several hundred troops, made up mostly of air sailor or warrior/swordmaster adepts.

No sightings of Theran behemoths have been reported in Barsaive since the Scourge.

Speed: 10 (480 yards/turn)
Maneuverability: 7
Firepower: 25/30

Hull
Armor Rating: 25
Ramming: 35
Damage
Critical: 23
Derelict: 93
Destroyed: 100

Kila

The Theran Empire uses the huge floating fortresses known as kilas as battle platforms. The size of large castles, these stone ships serve the Therans as portable bases. These ships mount many fire cannon, but their large size limits kilas to facing only one side to an enemy ship at any time. The Firepower of a kila reflects this disadvantage. Whatever they may lack in Firepower flexibility, kilas make up for in ramming ability. Three kilas currently patrol from the Theran outpost at Sky Point.

Speed: 8 (300 yards/turn)
Maneuverability: 9
Firepower: 25/25
Hull
Armor Rating: 20
Ramming: 35
Damage
Critical: 21
Derelict: 78
Destroyed: 85

Vedette

The Theran Empire uses their small stone vedettes as mining barges, attack ships, cargo carriers, and troop transports, as well as for other tasks. While very maneuverable, vedettes cannot support the massive fire cannon of the larger stone ships, and so mount considerably less Firepower. Theran vedettes used for escort duty use the Firepower listed. Vedettes used as mining ships may use Firepower of 8/10, if at all.

Speed: 7 (240 yards/turn)
Maneuverability: 10
Firepower: 16/16
Hull
Armor Rating: 20
Ramming: 25
Damage
Critical: 18
Derelict: 63
Destroyed: 70

Galleon

Galleons are the largest of the wooden airships. These massive vessels reach lengths of up to 150 yards, and widths of more than 35 yards. Unfortunately, no Barsaivian organization fields any galleons in their fleets. These ships have joined the realm of rumor and tales, but troubadours keep these ships' legendary potential vividly alive by relating such stories as the one that tells of a group of galleons lost in the Throal Mountains.

Speed: 9 (390 yards/turn)
Maneuverability: 8
Firepower: 25/25
Hull
Armor Rating: 27
Ramming: 30
Damage
Critical: 20
Derelict: 71
Destroyed: 76

Galley

City fleets and trading companies commonly use galleys as large cargo/transport ships. These ships measure 100 yards long and more than 20 yards wide and can carry up to three hundred passengers or troops. Galleys mount considerable numbers of fire cannon, and are fairly maneuverable for their size.

Speed: 8 (300 yards/turn)
Maneuverability: 9
Firepower: 20/20
Hull
Armor Rating: 15
Ramming: 25
Damage
Critical: 18
Derelict: 63
Destroyed: 70

Drakkar

The smallest wooden airship, drakkars measure just over 60 yards long and 10 to 15 yards wide. The crystal raiders commonly use these sleek ships, and governments and industries field them as escort ships and mining ships. While most wooden ships use masts and sails for propulsion, drakkars use oars. This gives the commander of the ship direct control over speed and maneuverability, making drakkars very effective in ship combat. Drakkars can carry up to thirty passengers or troops.
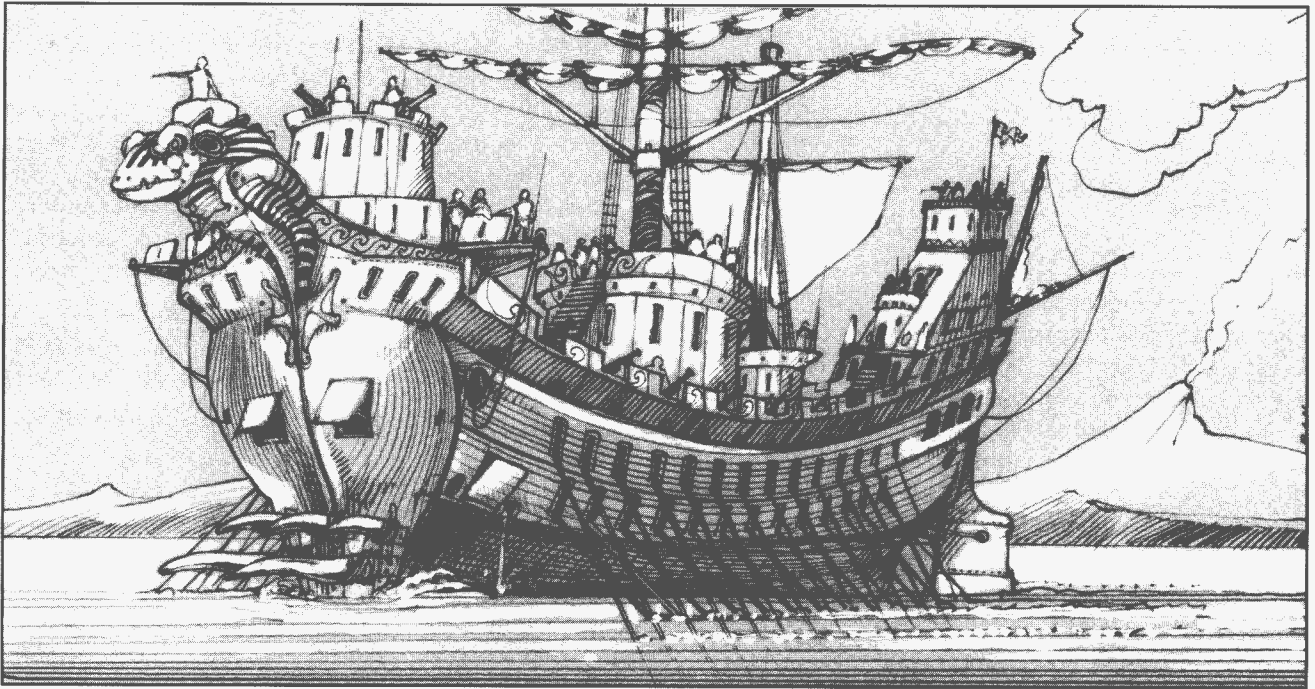
Drakkar-size ships carry a maximum of 2 fire cannons. Drakkars used by crystal raiders do not carry fire cannons.

Speed: 8 (300 yards/turn)
Maneuverability: 10
Firepower: 10/13
Hull
Armor Rating: 12
Ramming: 20
Damage
Critical: 17
Derelict: 54
Destroyed: 61

WATER SHIPS

While many types of waterborne vessels ply the rivers and seas of Barsaive, only two types are designed to engage in and survive ship combat; the riverboats of the t'skrang, and ocean-going galleys.

T'skrang Riverboats

Only the t'skrang of the Serpent River use riverboats. Built specifically for river travel, these boats range from 50 to 100 yards long, and 40 to 50 yards wide. T'skrang riverboats carry large crews, up to 75 or 100 members, mount multiple fire cannons, and are remarkably maneuverable.

Speed: 7 (240 yards/turn)
Maneuverability: 7

Firepower: 17/17
Hull
Armor Rating: 15
Ramming: 25
Damage
Critical: 18
Derelict: 63
Destroyed: 70

Galley

These ocean-bound equivalents of the galley airships are built to be used in water, which gives them a slightly higher Armor Rating, but lower ramming power (these ships are tougher, but move slower). Galleys mount considerable fire power and are fairly maneuverable. Tales tell of galleys constructed to move through both water and air, but the unique demands of each type of vessel suggest that these tales are tall indeed.

Speed: 5 (162 yards/turn)
Maneuverability: 6
Firepower: 20/20
Hull
Armor Rating: 20
Ramming: 20
Damage
Critical: 18
Derelict: 63
Destroyed: 70

CREATING NEW DISCIPLINES

I'm no raider, sir. I follow the Discipline of the air sailor—a finer, nobler, and very distant cousin of that barbaric ideal followed by the trolls of the Twilight Peaks!
—Jendar For, Theran air sailor

The thirteen Disciplines provided in the **Earthdawn** rulebook represent the Disciplines followed by the majority of adepts in Barsaive. Adepts can and do follow other Disciplines, however. Many of these alternative Disciplines belong only to a single Name-giver race, and most have so few followers that the adventurers may never encounter more than one of the Disciplines' adepts. One disadvantage of following such an alternative Discipline is that these adepts often live in isolated areas, which can make finding a teacher to aid a character in progressing from Circle to Circle nearly impossible.

This section describes the Disciplines of the Air Sailor and the Scout, two of the most common alternative Disciplines. Complete descriptions of these Disciplines appear on pp. 148–51, following. This section also provides a detailed game system that players and gamemasters can use to create their own unique Disciplines for use in **Earthdawn** campaigns.

The amount of effort required to create a new Discipline should discourage all but the most ambitious players from seeking to add these new, potentially disruptive elements to the game. The gamemaster should keep firmly in mind that it is his right to reject any new Discipline or aspect of one that he fears will unbalance his game. New Disciplines should allow players to express a unique vision of **Earthdawn**, not simply provide a way to garner more power than any other player or gamemaster character.

IDEAS FOR NEW DISCIPLINES

Many types of new Disciplines can be created using the system presented here. For example, one simple approach would be to combine the talents and abilities of two or more existing Disciplines into one new one; perhaps a spellcaster/warrior whose talents are a combination of a wizard's (or other magician's) talents and those of a warrior or swordmaster. Another new Discipline might create a magician skilled in two or more schools of spellcasting, for example, a nethermancer/wizard.

All existing Disciplines were built around a theme; swordmaster, warrior, weaponsmith, and so on. This approach can be applied in other ways as well. For example, an elemental warrior's abilities may be a combination of combative abilities and talents related to the five true elements. A scholar Discipline may concentrate on talents that aid in the acquisition of knowledge (Item/Weapon History, Creature Analysis, and so on). Again, a spirit warrior's abilities might combine those of the warrior and the spirit-based talents of a nethermancer.

USING THE SYSTEM

The system for designing new Disciplines described in the following pages is intended for both players and gamemasters. Players can use it to create new Disciplines for their characters, and gamemasters can use it to create new opponents. In addition to creating new Disciplines, players can use the system to create alternative versions of the Disciplines provided in the **Earthdawn** rulebook. Such use is not recommended, however, because creation of variants on the existing Disciplines can unbalance the game.

Both players and gamemasters should add new Disciplines to the game cautiously, falling back to this choice only when the pre-existing Disciplines do not satisfy the players' and/or gamemaster's needs. Keep in mind that creating new Disciplines and playing adepts of those Disciplines poses more than a few challenges. The guidelines below outline a few of those challenges. Keep in mind that in some cases, the challenges and problems described below will not apply, and that the gamemaster need not always abide by these guidelines. As with every FASA product, this game belongs to you. Once you have bought it, it is yours to do with as you please.

Remember that new or alternate Disciplines are very rare in Barsaive. The thirteen Disciplines described in the **Earthdawn** rulebook plus the Air Sailor and Scout Disciplines are the Disciplines most commonly encountered in Barsaive. Finding teachers for other Disciplines often proves both difficult and costly. Training costs for adepts of alternative Disciplines are frequently double or even triple the costs for advancing through the Circles of standard Disciplines (see p. 223, **ED**).

Keep in mind that the fifteen common Disciplines are the ones best known to the people of Barsaive. Local legends describe most of these Disciplines to ordinary folk and reveal the strange and wonderful ways that adepts use magic to power the abilities that correspond to those Disciplines. In stark contrast, adepts of new Disciplines use magic in a new and unknown way, combining known and unfamiliar talents and abilities and creating a unique world view. To many Barsaivians, afflicted as they are with an instinctive mistrust of the different and unknown as a result of the Scourge, these often startling new Disciplines may hint at Horror magic, or more likely, Theran magic. The people of Barsaive know that the Therans are masters of magic, and assume that their former overlords have many more Disciplines than those known in Barsaive. Ordinary citizens who encounter an adept who behaves like a cross between a warrior and a nethermancer, for example, may reasonably assume the

adept is a Theran spy or slaver. Given Barsaive's history of oppression at Theran hands, being taken for a Theran will surely have unpleasant consequences for an unlucky character.

Creating and using new Disciplines can also pose problems for game balance and focus. Because no system for creating any new game element is perfect, a player could theoretically create a new Discipline powerful enough to threaten the balance of the game. A player may instead put himself at a disadvantage by creating a new Discipline with a focus so narrow that he cannot use it in certain types of adventures. The 15 common Disciplines provided were carefully designed so that an adept character can use his or her Discipline's talents and abilities in a variety of settings or locales. For example, though many of the thief's abilities lend themselves to urban adventuring, such a character can also use them in wilderness settings or when exploring abandoned kaers and citadels. When designing a new Discipline, however, a player or gamemaster may deliberately or inadvertently select talents and abilities that make adepts of that Discipline less able to act in certain adventure settings. Because adventures in **Earthdawn** tend to take characters to a variety of locations, more adaptable **Earthdawn** characters will fare better than those who are less flexible.

DESIGNING A DISCIPLINE

Both players and gamemasters should use the following series of six steps when creating a new Discipline. Each step is described briefly to demonstrate the general process of creating a new Discipline, and described in detail below.

1. Define the Discipline's Purpose: The first step in creating a new Discipline is to define its purpose and the specific role it plays in the world of **Earthdawn**.

2. Determine Racial Restrictions: Decide which races can or cannot select this new Discipline, and explain why.

3. Determine Important Attributes and Artisan Skills: Determine which Attributes and Artisan Skills are important to adepts of this Discipline (see p. 64, **ED** rulebook).

4. Select Talents: Choose the talents available to adepts of the new Discipline, and determine which talents belong to each Circle.

5. Determine Special Abilities: Create or select appropriate Characteristics Bonuses (see p. 65, **ED** rulebook) and Discipline Abilities (see **Disciplines**, p. 8), and assign certain special abilities to each Circle.

6. Describe Discipline in Writing: Write the complete description of the Discipline, including each Circle's abilities and talents. The gamemaster must approve the Discipline in order for a player to use it.
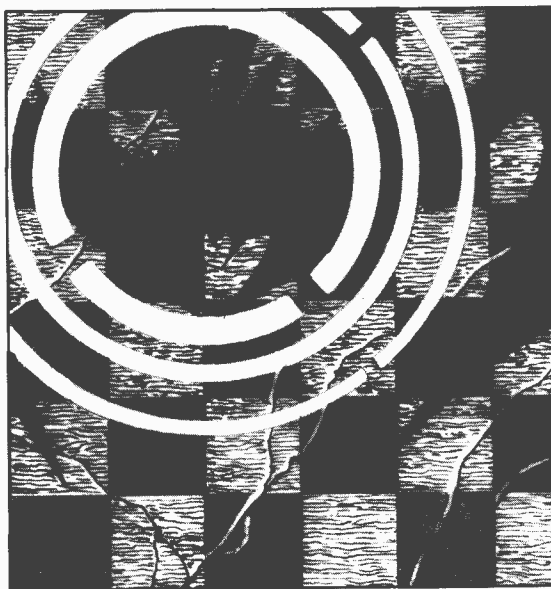
DISCIPLINE DESIGN SYSTEM

This section offers in-depth explanations of the steps for creating a new Discipline. At each step of the process, players should work with the gamemaster to ensure that their new Discipline fits into the gamemaster's view of the **Earthdawn** world and game. The gamemaster makes the final decision on whether or not a new Discipline may be added to his game.

Use a copy of the Discipline Creation worksheet on p. 166 of this book as a guideline to follow the step-by-step process of creating a new Discipline. When you have finished designing your new Discipline, you can use the worksheet to create a written description of the Discipline for the gamemaster.

DEFINE DISCIPLINE'S PURPOSE

Start by explaining the new Discipline's intended purpose to the gamemaster. What role do you want your Discipline to play in the game? Why do you need this specific Discipline? What does it allow your character to do that no other Discipline can accomplish? Is it unique, or simply a variation of an existing Discipline?

Keep in mind that all **Earthdawn** Disciplines have been in existence for several hundred years. Only the effects of generations of adepts following in the footsteps of their predecessors can determine a Discipline's progression, and define the talents and abilities available at each Circle. Disciplines do not simply spring into exis-

tence overnight. The years required for this process explain why new Disciplines are so rare in Barsaive.

DETERMINE RACIAL RESTRICTIONS

Can all races adopt this Discipline? Which ones cannot? Why not? For example, is the Discipline contrary in nature to the world view of elves? Is it a Discipline that only obsidimen follow because only they can understand it? Though you should consider the reasons for a Discipline's racial restrictions when you decide its purpose, this step requires you to define precisely which races can and cannot follow the new Discipline.

DETERMINE IMPORTANT ATTRIBUTES AND ARTISAN SKILLS

Adepts who follow the new Discipline will find certain Attributes more important than others. Do adepts of this Discipline need quick reflexes and great physical strength? Do they need extraordinary perception, or above-average charisma? Though not a critical decision in terms of the **Earthdawn** rules, this step helps to define the type of character best suited to become an adept of the new Discipline. As a rule of thumb, each new Discipline should have two or three important Attributes.

As noted in the **Disciplines** section of the **Earthdawn** rulebook (p. 65), each Discipline lends itself to certain artisan skills that relate in some way to the tools or purpose of that Discipline. For example, swordmasters often practice the artisan skill of runic carving by etching runes into their swords. This increases the weapon's value as a work of craftsmanship, and proves that the wielder is free of Horror-taint. Magicians of all Disciplines have a longstanding tradition of practicing the artisan skill of embroidery. In the days just prior to and just after the Scourge, magicians stored spell matrices in their robes. Though this is no longer true, over time embroidering intricate patterns and designs into the robe came to represent the weaving of the matrices into the fabric. When creating a new Discipline, try to match its nature

and purpose with an artisan skill that somehow relates to the Discipline.

SELECT TALENTS

Once the player defines the Discipline's purpose and determines its racial restrictions and important Attributes, he must choose the 36 talents available to adepts of the new Discipline. This step requires players to consider two points. Each talent is available at a certain Circle in a range of Circles, and can be acquired by the character at various points in his or her progress through a Discipline. These minimum Circle requirements appear on the Talent Availability Table, p. 141. Also, each range of Discipline Circles must be assigned a certain number of talents, as shown in the tables.

Within these ranges, each Circle must be assigned a certain number of the talents available for those Circles. For example, of the 13 talents assigned to Circles 1–4 of the new Discipline, at least 6 must be available at Circle 1, at least 3 must be available at Circle 2 or lower, at least 2 must be available at Circle 3 or lower, and at least 2 must be available at Circle 4 or lower. The required number of talents at each Circle appears on the Talents per Circle Table below.

We did not find a fast, foolproof way to assign talents to Circles. Players must use the parameters described above, but beyond those guidelines it is a matter of trial and error. One consideration that may affect players' decisions is that the higher the Circle a talent is assigned to, the more Legend Points it costs to increase its rank.

For example, the Melee Weapons talent is a basic talent, but possessing it may make the difference between surviving an attack and dying. This talent is available at the minimum Circles of 1, 7, 9, and 13, and so a character can acquire it at several points in his progress through his Discipline. However, Rank 1 in this talent costs only 100 Legend Points if purchased at Circles 1–4, but costs 300 Legend Points if purchased at Circles 9–12. As a rule of thumb, players should purchase talents at the lowest Legend Point cost possible.

TALENTS PER CIRCLE RANGE

Range of Circles	Number of Talents
1–4	13
5–8	8
9–12	9
13–15	6

TALENTS PER CIRCLE

Circle	Number of Talents
1	6
2	3
3–8	2 at each Circle
9	3
10–15	2 at each Circle

TALENT AVAILABILITY TABLE

Talent Name	Circles 1–4 (13 talents)	Circles 5–8 (8 talents)	Circles 9–12 (9 talents)	Circles 13+ (6 talents)
Abate Curse	3	5	9	13
Acrobatic Strike	1	5	9	13
Air Dance	1	5	9	13
Air Sailing	1	5	9	13
Air Speaking	3	5	9	13
Animal Bond	1	5	9	13
Animal Leadership	—	—	10	13
Animal Possession	—	5	9	13
Animal Training	2	5	9	13
Animate Object	—	—	10	13
Anticipate Blow	2	5	9	13
Arcane Mutterings	4	8	9	13
Armor Mount	—	—	10	13
Armored Matrix	—	—	9	14
Astral Pocket	—	—	9	13
Astral Sight	1	8	12	13
Aura Armor	—	—	—	15
Avoid Blow	1	5	9	13
Bank Shot	—	6	11	13
Bardic Voice	—	—	9	13
Bargain with Summoned Creature	—	—	11	13
Battle Bellow	—	5	9	13
Battle Shout	1	5	9	13
Bestial Resilience	—	—	12	13
Bestial Toughness	—	—	9	13
Blade Juggle	—	—	9	13
Blind Fire	—	—	11	13
Blood Guilt Weapon	—	—	—	13
Blood Share	2	5	9	13
Body Blade	—	—	10	13
Book Memory	3	5	9	13
Book Recall	3	5	9	13
Borrow Sense	3	5	9	13
Call Arrow	—	7	9	13
Call Mount	—	—	9	13
Called Shot	—	8	9	13
Casting Pattern	—	—	11	13
Cat's Paw	3	8	9	13
Chameleon	—	—	12	13
Champion Challenge	—	—	10	13
Charge	1	5	9	13
Claw Frenzy	—	7	9	13
Claw Shape	1	5	9	13
Climbing	1	5	9	13
Cobra Strike	—	8	9	13

Talent Name	Circles 1–4 (13 talents)	Circles 5–8 (8 talents)	Circles 9–12 (9 talents)	Circles 13+ (6 talents)
Cold Purify	—	5	9	13
Conceal Weapon	—	6	9	13
Confront Horror	—	—	—	15
Create Arrow	—	—	12	13
Creature Analysis	2	5	9	13
Critical Hit	—	—	9	13
Crushing Blow	—	8	9	13
Dead Fall	3	5	9	13
Defense	—	—	11	13
Detect Falsehood	—	—	9	13
Detect Influence	—	—	—	13
Detect Trap	—	5	9	13
Detect Weapon	3	7	9	13
Develop Animal Sense	—	—	11	13
Direction Arrow	1	5	9	13
Disarm	—	6	9	13
Disarm Magical Trap	—	—	10	13
Disarm Mechanical Trap	—	5	9	13
Disguise	—	6	9	13
Disguise Self	2	5	9	13
Dominate Arrow	—	—	10	13
Dominate Beast	1	6	9	13
Down Strike	4	8	9	13
Durability	2	5	9	13
Durability (Mount)	—	6	9	13
Eagle Eye	—	8	9	13
Earth Armor	—	—	—	14
Earth Skin	—	7	9	13
Echo Location	—	—	—	14
Effect Pattern	—	—	—	15
Elemental Hold	4	8	12	14
Elemental Tongues	3	8	11	13
Emotion Song	1	5	9	13
Empathic Command	2	5	9	13
Empathic Sense	3	5	9	13
Endure Cold	—	6	10	13
Engaging Banter	—	5	9	13
Enhanced Matrix	—	6	12	13
Ethereal Weapon	—	—	—	14
Evidence Analysis	2	5	9	13
False Sight	4	5	9	13
Fast Hand	—	6	9	13
Fearsome Charge	—	8	9	13
Fence	3	5	9	13
Fireblood	1	8	10	13
Fire Heal	2	5	9	13
First Impression	1	5	9	13
First Ring of Perfection	—	—	—	14

Talent Name	Circles 1–4 (13 talents)	Circles 5–8 (8 talents)	Circles 9–12 (9 talents)	Circles 13+ (6 talents)
Flame Arrow	3	5	9	13
Forge Armor	—	—	11	13
Forge Blade	1	5	9	13
Frighten	2	5	9	13
Frighten Animal Servants	4	8	12	13
Gain Surprise	—	—	—	15
Gliding Stride	—	5	9	13
Gold Sense	—	—	9	13
Graceful Exit	—	8	9	13
Great Leap	2	5	9	13
Haggle	2	6	9	13
Heal Animal Servant	—	5	11	13
Heartening Laugh	3	5	9	13
Hold Thread	—	7	12	15
Howl	—	—	9	13
Hypnotize	—	8	9	13
Impressive Shot	—	—	9	13
Improve Armor	—	—	—	13
Improve Blade	—	8	9	13
Incite Mob	—	7	9	13
Incite Stampede	—	5	9	13
Item History	2	5	9	13
Karma Ritual	1	NA	NA	NA
Lasting Impression	—	7	9	13
Life Check	—	6	10	14
Lifesight	—	7	9	13
Lion Heart	—	8	9	13
Lion Spirit	—	—	10	13
Lip Reading	—	5	9	13
Lizard Leap	—	6	9	13
Lock Pick	1	5	9	13
Lock Sense	2	5	9	13
Maneuver	1	5	9	13
Matrix Strike	—	—	9	13
Melee Weapons	1	7	9	13
Memorize Image	—	—	9	13
Metal Ward	—	8	9	13
Mimic Voice	1	5	9	13
Mind Wave	—	8	9	13
Missile Twister	—	—	9	13
Missile Weapons	1	6	10	13
Momentum Attack	—	6	12	13
Mount Attack	—	8	9	13
Moving Earth	—	—	—	13
Multi-Charge	—	—	—	15
Multi-Shot	—	—	—	14
Multi-Strike	—	—	—	14

Talent Name	Circles 1–4 (13 talents)	Circles 5–8 (8 talents)	Circles 9–12 (9 talents)	Circles 13+ (6 talents)
Multi-Tongue	—	—	10	13
Multiweaving	—	—	—	14
Mystic Aim	1	8	12	13
Netherwalk	—	—	12	13
Orbiting Spy	—	8	9	13
Pin	—	—	9	13
Picking Pockets	1	5	9	13
Plant Shelter	—	—	10	13
Poison Resistance	—	8	9	13
Quick Shot	—	—	11	13
Quickblade	—	—	9	14
Rally	—	—	9	13
Range Pattern	—	—	9	13
Read and Write Language	1	5	9	13
Read and Write Magic	1	8	9	13
Reshape Object	—	7	9	13
Resist Taunt	4	6	12	13
Riposte	2	5	9	13
Rushing Attack	—	—	10	13
Safe Path	—	8	12	13
Safe Thought	—	—	10	13
Screaming Arrow	—	—	—	13
Second Attack	—	7	12	14
Second Chance	—	—	—	15
Second Weapon	—	5	9	13
Sense Magic Weapon	—	—	9	13
Sense Poison	—	7	12	13
Share Matrix	—	—	—	13
Shield Beater	—	—	10	13
Shield Charge	2	5	9	13
Show Armor Flaw	—	—	9	13
Silent Walk	1	8	9	13
Slough Blame	—	—	10	13
Soften Blade	—	—	12	13
Song of Deflection	—	—	11	13
Soul Shatter	—	—	—	15
Speak Language	2	6	9	13
Spellcasting	1	8	10	13
Spell Crystal Lock	—	—	—	13
Spell Matrix	1	5	9	13
Spirit Dodge	—	7	9	13
Spirit Hold	—	5	9	13
Spirit Mount	3	5	9	13
Spirit Strike	—	8	10	13
Spirit Talk	—	6	12	14
Spot Armor Flaw	—	6	12	14
Sprint	2	8	11	13
Steel Thought	1	5	9	13

Talent Name	Circles 1–4 (13 talents)	Circles 5–8 (8 talents)	Circles 9–12 (9 talents)	Circles 13+ (6 talents)
Steely Stare	—	6	9	13
Stone Skin	—	—	—	13
Stopping Aim	—	5	9	13
Summon	—	—	10	13
Summoning Circle	—	—	10	13
Suremount	—	5	9	13
Surprise Strike	1	5	9	13
Swift Kick	3	5	9	13
Tame Mount	—	—	11	13
Taunt	1	5	9	13
Temper Other	—	7	9	13
Temper Self	—	5	9	13
Temperature	—	5	9	13
Thread Weaving	1 (Magicians only. All others 4)			
Thought Link	—	—	12	13
Thoughtful Expression	—	—	11	13
Throwing Weapons	1	5	9	13
Thunder Axe	—	—	9	13
Tiger Spring	3	5	9	13
Trace Missile	—	—	9	13
Tracking	1	5	9	13
Trample	—	—	—	14
Trap Initiative	4	5	9	13
Trick Riding	1	5	9	13
True Sight	—	8	12	13
True Shot	1	8	12	15
Truth Skit	—	—	12	13
Unarmed Combat	1	8	9	13
Unmount	—	—	12	13
Unshakable Earth	—	6	9	13
Venom	—	—	—	15
Versatility	NA	NA	NA	NA
Vital Strike	—	—	—	14
Vitality	—	—	11	13
Warp Missile	—	5	9	13
Water Dancing	—	—	9	13
Weapon Breaker	—	—	11	13
Weapon History·	1	5	9	13
Web Astral	—	—	—	15
Wheeling Attack	3	5	9	13
Wheeling Defense	—	5	9	13
Whirlwind	—	—	10	13
Willforce	4	5	9	13
Wind Bow	—	—	—	15
Wind Catcher	3	5	9	13
Winning Smile	2	5	9	13
Wood Skin	1	5	9	13
Wound Balance	1	8	9	13
Wound Transfer	—	—	12	13

Special Talents

All Disciplines should offer the Durability, Karma Ritual, and Thread Weaving talents as described below. This section also suggests a rule of thumb for choosing Discipline talents.

Durability: All Disciplines have the Durability talent available at Second Circle. We recommend that new Disciplines offer Durability, but leave it to the player's and gamemaster's discretion. Durability for new Disciplines uses the same rules described for that talent on page 103 of **ED**, using the following numbers. If the new Discipline offers the Spellcasting talent at Circles 1–8, add +4 to the character's Death Rating and +3 to his Unconsciousness Rating for each rank in Durability. If the Discipline does not offer the Spellcasting talent, or offers it at Circles 9–15, add +6 to the character's Death Rating and +5 to his Unconsciousness Rating for each rank in Durability.

Karma Ritual: All Disciplines have the Karma Ritual talent available at First Circle. This talent is important because it allows adepts to purchase Karma Points with Legend Points. You should create the new Discipline's specific Karma ritual when you describe the Discipline in writing. Though the Karma ritual has no effect in the game, it helps flesh out the concept of the Discipline and makes it easier to role-play.

Thread Weaving: All Disciplines offer the Thread Weaving talent. Disciplines which allow Spellcasting at First Circle have this talent available at First Circle. All other Disciplines offer this talent at Fourth Circle or higher. The new Discipline should offer a specific variant of Thread Weaving, as does each existing Discipline (see p. 118, **ED**).

Discipline Talents: When choosing talents for the new Discipline, choose up to 10 as Discipline talents. These ten can be available at any Circle and will allow adepts in the new Discipline to use Karma when making tests using those talents (see p. 95, **ED**). The gamemaster must approve these choices.

DETERMINE
SPECIAL ABILITIES

The next step in creating a new Discipline is to determine the special abilities it gives the character. Special abilities consist of Characteristics Bonuses and Discipline Abilities. Characteristics Bonuses are explained on page 65 of the **Earthdawn** rules. Discipline abilities are unique powers or abilities that only adepts of a particular Discipline can gain.

Each special ability costs 1 point, and each new Discipline can have 19 points worth of special abilities. These points must be assigned to Discipline Circles in the manner described below.

Characteristics Bonuses

Characteristics Bonuses may be applied to a character's Defense Ratings (Physical, Spell, and Social), Initiative Dice, Karma, and Recovery Tests.

Defense Ratings: Bonuses to a character's Defense Ratings are permanent increases to Physical, Spell, or Social Defense. These increases can be made in increments of +1, +2, or +3. Each +1 increase costs 1 point. A Discipline can have a maximum of 10 points worth of Defense Rating bonuses.

Initiative: Bonuses to a character's Initiative Dice are permanent increases to the Initiative step number. These increases can be made in increments of +1 or +2. Each +1 increase costs 1 point. A Discipline can have a maximum of 2 points worth of Initiative bonuses.

Karma: Characters can gain two types of Karma bonuses. The first allows a character to use Karma for specific types of tests, such as Attribute Tests, Recovery Tests, or Damage Tests. The second type of Karma bonus permanently increases the character's Maximum Karma Points (see p. 53, **ED**). Each type of Karma bonus costs 1 point. A Discipline can have a maximum of 5 points worth of Karma bonuses.

Recovery Tests: Characters can gain two types of Recovery Test bonuses. The first increases the number of Recovery Tests a character may make in one day. The second increases the step number used for Recovery Tests. Each additional Recovery Test, or each +1 increase to the Recovery Test step number, costs 1 point. A Discipline can have a maximum of 3 points worth of Recovery Test bonuses.

Discipline Abilities

Discipline abilities are unique abilities or powers granted by the Passions to adepts of their Discipline. (For example, see The Kiss, p. 84, **ED**; Lightning Song, p. 15, and Create Orichalcum, p. 20.) The effectiveness and power of a Discipline ability is based on the Circle at which it is available. For example, a Thirteenth Circle Discipline ability should be considerably more powerful than one available at Fourth Circle.

To create a Discipline ability, first review the existing abilities provided in the **Discipline** sections of the **Earthdawn** rulebook and this book. Use these as a general measure for determining the limits of the power these

abilities should offer an adept. Remember that these abilities can cause permanent damage when initially used or "activated," and, while taking that damage then gives the adept additional power, it also lowers the character's Death and Unconsciousness Ratings by points of permanent damage. (See **New Characteristics Bonuses**, p. 8.) Rather than causing permanent damage, Discipline abilities may cause Strain every time they are used.

One way to create new Discipline abilities is to review the talents currently available in **Earthdawn**, then, using those as inspiration, give characters who cannot use certain talents Discipline abilities that offer effects similar to those talents. Players may also decide that a talent as described in the FASA product fails to live up to its potential, and create a Discipline ability based on what they think it should do. Players may also make up Discipline abilities completely from scratch.

Assigning Special Abilities

Each Discipline offers the same number of special abilities for Circles 4–15. Each Discipline ability costs 1 point.

Circle 4: A character gains 1 point worth of special abilities at Fourth Circle. This may be a 1-point Characteristics Bonus, or a Discipline ability.

Circles 5–8: A character gains 4 points worth of special abilities from Circles 5 through 8, 1 point at each Circle. This may be a 1-point Characteristics Bonus or a Discipline ability. Characters can add only 1 Discipline ability within this range of Circles.

Circles 9–12: A character gains 7 points worth of special abilities from Circles 9 through 12, up to 2 points at each Circle. These may be 1 and/or 2-point Characteristics Bonuses, or a Discipline ability. Characters can add only 1

Discipline Ability within this range of Circles.

Circles 13–15: A character gains 7 points worth of special abilities from Circles 13 through 15, up to 3 points at each Circle. These may be 1 or 2 special abilities, made up of either 1, 2, and 3-point Characteristics Bonuses, or a 1 or 2-point Characteristics Bonus and 1 Discipline ability. Characters can add up to 2 Discipline abilities within this range of Circles.

DESCRIBE DISCIPLINE IN WRITING

Though the final step in creating a new Discipline is to present a written description to the gamemaster for his approval, players should consult with the gamemaster at each step of the process and make changes the gamemaster requests. By making the process of creating a new Discipline a cooperative effort, the player helps ensure that the gamemaster will accept the new Discipline that he labored long and hard to create.

New Disciplines should provide power and abilities roughly equivalent to existing Disciplines. The gamemaster should scrutinize each new Discipline carefully to ensure that they do not unbalance the game.

NEW DISCIPLINES

The two new Disciplines that follow were created using the system described in this section. The air sailor and the scout are fairly common in Barsaive. Adepts of these Disciplines use the training costs and advancement guidelines provided in the **ED** rulebook. An asterisk denotes a Discipline talent.

AIR SAILOR

The air sailor Discipline is a variation of the sky raider Discipline. Air sailors learn slightly different talents and abilities, but basically consider themselves a less violent, less barbaric version of the stereotypical sky raiders. Many trading companies use air sailors as crew on their airships, as do the Therans.

Important Attributes: Dexterity and Strength
Racial Restrictions: Obsidiman
Karma Ritual: To begin his Karma ritual, an air sailor must sit alone under the open sky in silent meditation for several minutes, picturing in his mind's eye his ship sailing through the clouds at the start of a long journey. The air sailor envisions a journey he hopes one day to make, for 30 minutes imagining scenes of this journey, including the risks and perils, and how his training and skill might help make the journey a safe one. The ritual is complete when the imagined journey ends.
Artisan Skills: Embroidery (Sails), Runic Carving

FIRST CIRCLE
Talents
Acrobatic Strike*
Air Sailing*
Avoid Blow*
Karma Ritual
Melee Weapons
Unarmed Combat

SECOND CIRCLE
Talents
Durability
Great Leap*
Maneuver

THIRD CIRCLE
Talents
Riposte
Wind Catcher*
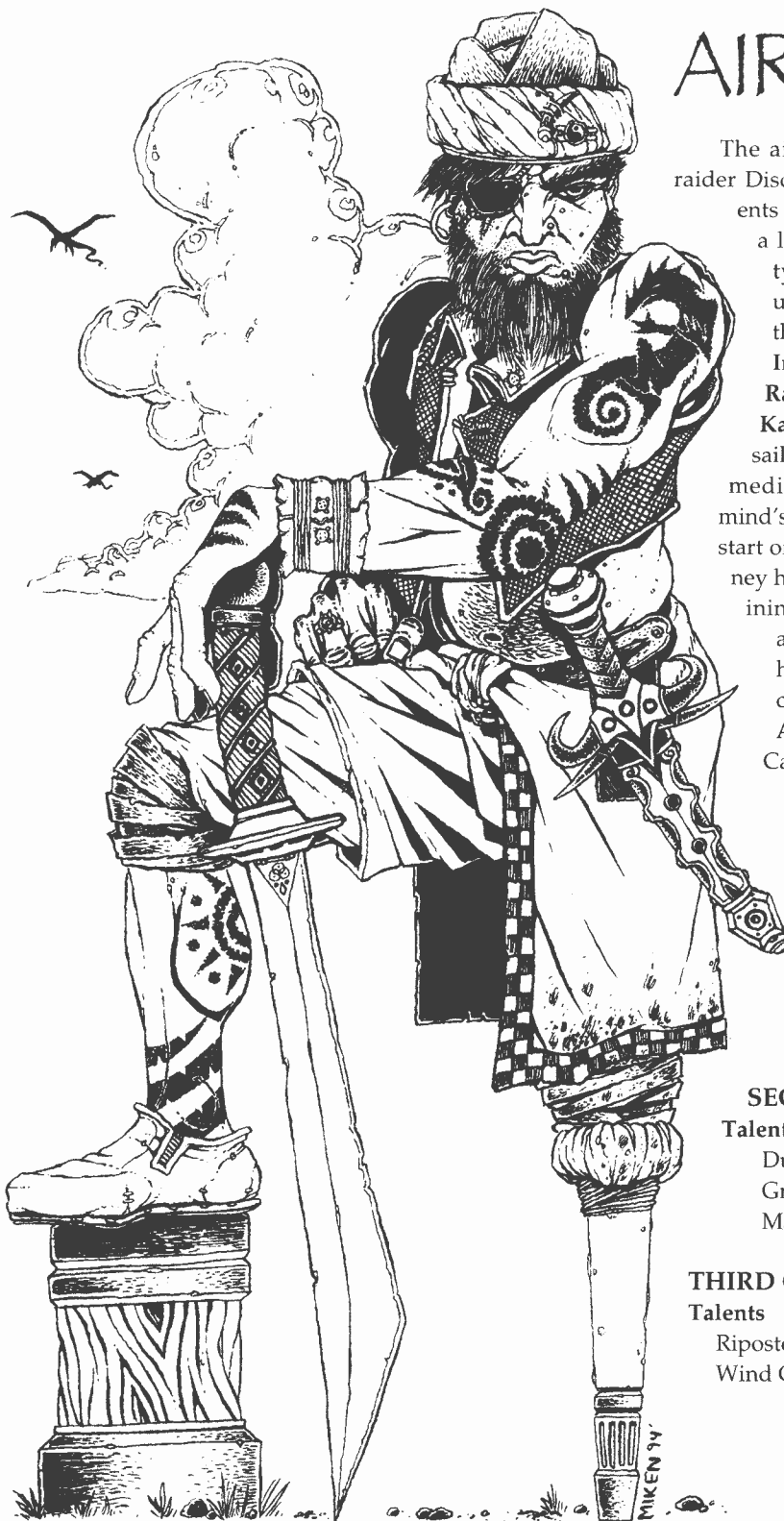
FOURTH CIRCLE

Karma: The air sailor may spend a Karma Point on any action using Dexterity only.

Talents
Thread Weaving (Sky Weaving)*
Throwing Weapons

FIFTH CIRCLE

Physical Defense: Increase the air sailor's Physical Defense by 1.

Talents
Air Dance*
Second Weapon*

SIXTH CIRCLE

Spell Defense: Increase the air sailor's Spell Defense by 1.

Talents
Momentum Attack
Taunt

SEVENTH CIRCLE

Karma: The air sailor may spend a Karma Point to increase the damage of any attack made with a melee weapon.

Talents
Missile Weapons
Speak Language

EIGHTH CIRCLE

Social Defense: Increase the air sailor's Social Defense by 1.

Talents
Anticipate Blow
Crushing Blow

NINTH CIRCLE

Karma: The air sailor may spend a Karma Point on any action using Charisma or Willpower only.

Talents
Critical Hit
Lion Heart
Wound Balance*

TENTH CIRCLE

Karma: The air sailor may spend a Karma Point on a Recovery Test.

Recovery Tests: The air sailor gains an additional Recovery Test per day.

Talents
Endure Cold*
Shield Beater

ELEVENTH CIRCLE

Spell Defense: Increase the air sailor's Spell Defense by 1.

Recovery Tests: The air sailor gains an additional Recovery Test per day.

Talents
Defense
Weapon Breaker

TWELFTH CIRCLE

Initiative: Increase the air sailor's Initiative Dice by 2 steps.

Talents
Resist Taunt
Vitality

THIRTEENTH CIRCLE

Social Defense: Increase the air sailor's Social Defense by 1.
Spell Defense: Increase the air sailor's Spell Defense by 2.

Talents
Matrix Strike
Second Chance

FOURTEENTH CIRCLE

Karma: Increase the air sailor's Maximum Karma Points by 25.

Strength of the Sky: For a permanent cost of 2 Damage Points, the air sailor gains the Strength of the Sky ability. His Strength step number is permanently increased by 2.

Talents
Quickblade
Second Attack

FIFTEENTH CIRCLE

Physical Defense: Increase the air sailor's Physical Defense by 2.

Talents
Life Check
True Shot

SCOUT

Scouts fill a unique roll in adventuring groups in Barsaive. They represent a mix of the warrior and thief Disciplines, and often serve as both. They learn abilities similar to thieves, but they work well with companions. Scouts often accept employment as travel guides in many large cities, working for individuals as well as trading companies.

Important Attributes: Dexterity and Perception
Racial Restrictions: Obsidiman, Troll
Karma Ritual: To begin his Karma ritual, a scout allows his companions to lead him, blindfolded, deep into the forest, about one-half hour's walk. The scout then meditates for 10 to 15 minutes as he visualizes the route back to where he began. When he walks back and finds his starting point, the ritual is completed.
Artisan Skills: Runic Carving, Wood Carving

FIRST CIRCLE
Talents
  Avoid Blow*
  Climbing*
  Karma Ritual
  Melee Weapons
  Silent Walk*
  Tracking*

SECOND CIRCLE
Talents
  Durability (6/5)
  Maneuver
  Read and Write Language

THIRD CIRCLE
Talents
  Astral Sight*
  Sprint

FOURTH CIRCLE
Enhance Senses: For the cost of 2 Strain Points, the scout can enhance one of his natural senses, adding +2 steps to his Perception when making Perception Tests based on the enhanced sense.
Talents
  Riposte
  Thread Weaving (Scout Weaving)*

FIFTH CIRCLE

Karma: The scout may spend a Karma Point on any action using Dexterity or Perception only, including the Discipline ability Enhance Senses.

Talents
Lock Sense
Trap Initiative*

SIXTH CIRCLE

Physical Defense: Increase the scout's Physical Defense by 1.

Talents
Borrow Sense
Great Leap

SEVENTH CIRCLE

Spell Defense: Increase the scout's Spell Defense by 1.

Talents
Detect Trap*
Endure Cold

EIGHTH CIRCLE

Initiative: Increase the scout's Initiative dice by 1 step.

Talents
Gliding Stride
Missile Weapons

NINTH CIRCLE

Physical Defense: Increase the scout's Physical Defense by 1.
Recovery Tests: The scout gains an additional Recovery Test per day.

Talents
Anticipate Blow
Creature Analysis*
Detect Weapon

TENTH CIRCLE

Blend: For a cost of 3 Strain Points, the scout can blend in with his surroundings. This effect is the same as that of the Earth Blend spell (p. 158, **ED**). Each use of this ability lasts for 10 minutes.

Talents
Missile Twister
Trace Missile

ELEVENTH CIRCLE

Spell Defense: Increase the scout's Spell Defense by 1.
Social Defense: Increase the scout's Social Defense by 1.

Talents
Cat's Paw
Wound Balance

TWELFTH CIRCLE

Karma: The scout may spend a Karma Point on a Recovery Test.
Recovery Tests: The scout gains an additional Recovery Test per day.

Talents
Defense
Quickblade

THIRTEENTH CIRCLE

Spell Defense: Increase the scout's Spell Defense by 1.
Physical Defense: Increase the scout's Physical Defense by 2.

Talents
Momentum Attack
Safe Path*

FOURTEENTH CIRCLE

Karma: Increase the scout's Maximum Number of Karma Points by 25.
Initiative: Increase the scout's Initiative dice by 1 step.

Talents
Matrix Strike
Poison Resistance

FIFTEENTH CIRCLE

Physical Defense: Increase the scout's Physical Defense by 1.
Social Defense: Increase the scout's Social Defense by 1.

Talents
Echo Location
Ethereal Weapon

CREATING NEW CREATURES
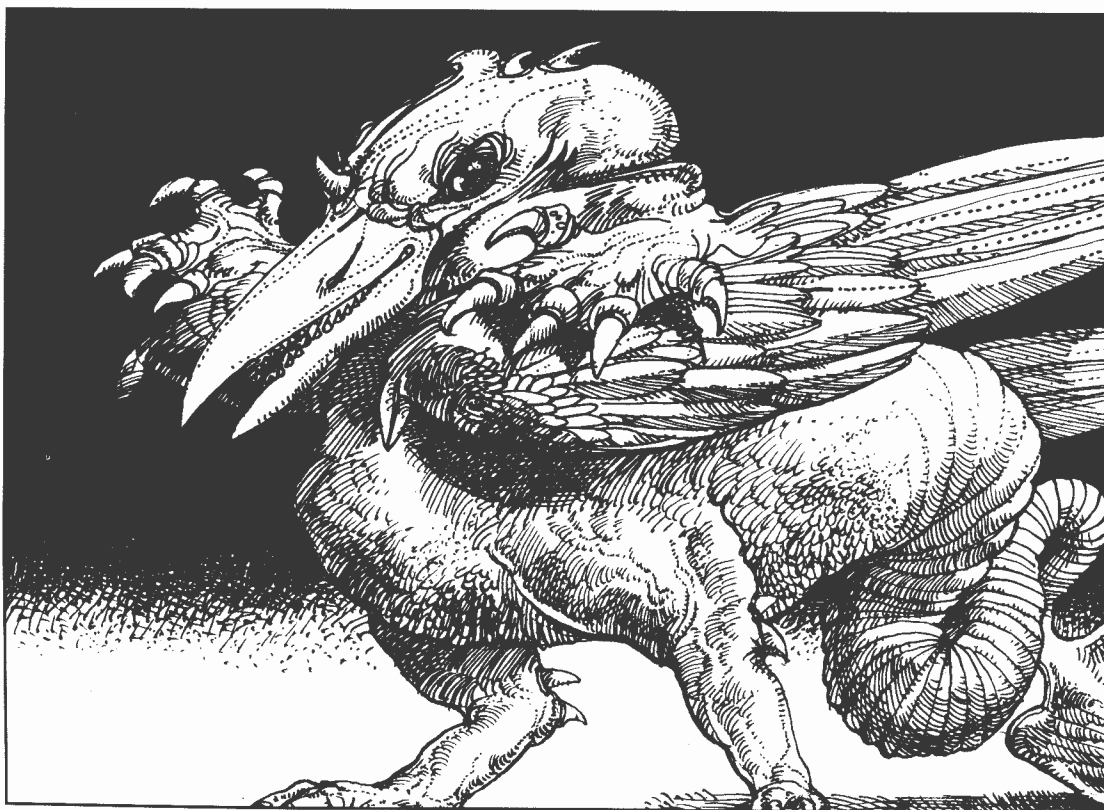
If it looks like a brithan, smells like a brithan
and acts like a brithan—it may be something entirely different.
—Cnut One-Arm, legendary adventuring troubadour

The **Earthdawn** rulebook and the **Gamemaster's Book** of the Barsaive box set together provided more than 40 creatures that may appear in any **Earthdawn** campaign or adventure. Eventually, however, player characters may become familiar with these creatures' powers and abilities, and may no longer be surprised by their sudden appearances or overwhelmed by their attacks. This section provides guidelines to help gamemasters create, and assign Legend Points to, their own creatures.

CREATURE STATISTICS

To create new creatures, begin by reviewing the section in the **Earthdawn** rulebook that explains Attributes and Characteristics (p. 49–53), and the opening of the Creatures section (p. 286). Using that information, and keeping in mind the specific considerations described below, visualize the creature, decide on its powers and abilities, and think about its impact on its environment and the player characters who encounter it. Once the creature has been assigned all the appropriate Attributes, characteristics, and other important statistics, use the tables at the end of this section to assign Legend Points.

The following information offers special considerations that gamemasters should take into account when assigning Attribute steps, characteristics, Defense Ratings, and so on to new creatures. Only those statistics whose use in creature creation differs significantly from their use in character creation are discussed here.

ATTRIBUTES

All creature Attributes are expressed in step numbers, rather than Attribute Values.

Dexterity: The smaller the creature, the more nimble it is (a mouse can react much more quickly than an elephant). The higher the creature's Dexterity, the faster it can move.

Strength: The larger the creature, the stronger it will be. The strength of a creature also depends on its natural environment; avians and water-bound creatures will be weak for their size, while land creatures will have average strength for their size.

Because Strength determines how much a creature can lift and carry, this becomes a particularly important Attribute for animals that could be used as pack animals.

Perception: Perception relates to a creature's innate intelligence. This value does not reflect its sentience or lack thereof, but simply means that it is well-adapted and highly effective at identifying food or enemies. A creature with high Perception also uses any innate magical abilities effectively.

Willpower: Do not confuse Willpower with Toughness. A very tough creature with a low Willpower step may wilt at the first sign of danger, but take a very long time to die (whimpering and crying all the while). A creature with high Willpower appears fearless and is less likely to believe illusions.

Charisma: This Attribute has very little relevance for non-sentient creatures—it is difficult to fast-talk something that doesn't understand a word you're saying.

CHARACTERISTICS

Creature characteristics function exactly like character characteristics except where noted.

Number of Attacks: The Number of Attacks statistic represents how many parts of its body a creature may use when attacking a target. Most four-legged creatures cannot attack with their rear legs, leaving only their forelegs and jaws as viable weapons. Of those creatures, some cannot use both to attack in the same round. For example, a saber-tooth tiger can either attack with its devastating bite or use its claws to slash at the enemy. Other creatures can attack with limbs and jaw in the same Combat Round.

A simple rule of thumb for deciding how many attacks a creature can make in a round is to divide the creature's Dexterity Attribute value by 5 (rounding all fractions up) and use the result as the number of attacks. If the creature has a high Dexterity Attribute, it is probably coor-

dinated enough to direct many different limbs simultaneously.

Attack: Use the Attack step number to make the creature's Attack Tests. As a rule of thumb, the Attack step equals the Dexterity step plus 1 or 2 steps.

Damage: Each type of attack may have a separate Damage step number. In general, a bite attack does more damage than a claw attack, and a claw attack does more damage than a tail attack. As a rule of thumb, add 3–7 steps to the Strength step to determine the Damage step.

Number of Spells: If the creature has magic abilities, assign it a number of spells equal to its Perception Attribute value divided by 5, rounding all fractions up.

Spellcasting: Add 2–5 steps to the Perception step to determine a creature's Spellcasting step.

Physical Defense: Adjust the Physical Defense Rating to reflect a creature's special abilities. For example, if a creature is more spirit than substance, a higher Physical Defense Rating would reflect the fact that it should avoid physical attacks easily.

Social Defense: A non-sentient being should have a high Social Defense—again, it is difficult to influence a creature who does not understand language.

Armor: A creature's Armor Rating reflects the protection its own natural fur, shell, or scales provides. The higher the number, the less damage the creature takes from attacks. However, a creature with a high Armor Rating generally moves fairly slowly and relies on this protection rather than speed to avoid injury. Feathers or an unusually tough skin provide several points of armor; scales or thick fur provide even more; armored plates offer the most protection of all.

Unconsciousness Rating: Some creatures cannot fall unconsciousness and must be killed to be defeated.

SPECIAL ABILITIES

A creature's special abilities are limited only by the gamemaster's imagination. A quick review of the FASA-created creatures reveals a wide range of magical and mundane abilities, from camouflaging to poison and more. The gamemaster can use these existing abilities as is for his new creatures, or alter them just enough to keep the player characters on their toes. Certain creatures, like Horror constructs, may have powers similar to those wielded by dragons and Horrors (see pp. 291–92, 297–99, **ED**), but the gamemaster should use these carefully, as they could unbalance the game.

Whatever type of special ability the gamemaster creates, he must consider how it will affect the creature's Attributes and characteristics, how it will be used, and the effect on its target. An ability that affects a target in a manner similar to a spell should require the creature to make a Spellcasting Test. For an ability that is used offensively, the gamemaster must determine what type of damage the ability does to a target, and if the target can protect against that damage.

CREATURE DESCRIPTION

Once the gamemaster chooses the creature's game statistics, he must determine the creature's physical description, common habitats, and other, similar characteristics. The decisions required to define the creature's statistics should give the gamemaster a fairly clear idea of what the creature looks like and eats, where it hunts and lives, and so on. The gamemaster can also ask himself the following questions to help flesh out the creature.

What does it look like? How does it mate? Is it a pack animal? What does it eat? How well does it get along with

other creatures? What does it fear? When does it hunt and when does it sleep? Can it be trained? Where can it normally be found? How does it relate to the other creatures in its ecosystem?

This step also requires the gamemaster to decide what, if any, equipment the creature may use. Most animals and non-sentient creatures do not use equipment, but a race of subterranean creatures might use stone spears and knives.

Finally, decide if the creature collects loot. If the creature is sentient, it may be guarding a cache of money and weapons of previous victims. If the creature is a popular target of adventuring groups, its loot may consist of the belongings of many previous challengers. Many creatures with magical abilities hoard magical treasure, including horns, feathers, teeth, or blood. Decide what type of treasure a creature possesses, and its worth in silver pieces and Legend Points.

ASSIGNING LEGEND POINTS

The final step in creating a new creature is to assign it an appropriate number of Legend Points. This creature creation system generates Legend Awards by assigning Legend Points to several of the creature's characteristics. These numbers appear in the following tables. Add the Legend Points indicated in each table to a running total to generate a grand Legend Award total.

DEFENSE RATINGS

Use the following table to assign Legend Points to the new creature for each Defense Rating. Find each of the creature's defense ratings in the Defense Ratings column, then add the corresponding num-

ber from the Legend Points column to the running Legend Award total.

DEFENSE RATINGS TABLE	
Defense Rating	Legend Points
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	15
9	20
10	30
11	40
12	60
13	90
14	150
15	400
16	500
17	650
18	1,000
19	2,500
20	4,400
21	7,000
22	9,000
23	11,000
24	14,000
25	18,000
26	28,000
27	38,000
28	48,000
29	54,000
30	60,000
31	75,000
32	87,000
33	100,000
34	125,000
35	150,000
36	175,000
37	200,000
38	225,000
39	250,000
40	275,000

ATTACK/ SPELLCASTING STEPS

Use the first column of the Creature Legend Point Table, p. 157, to determine the Legend Point award for the creature's Attack and Spellcasting steps. Find each assigned step number in the first column, then add the corresponding number from the Legend Points column to the creature's running Legend Award total.

In addition, use the first column to determine the Legend Points to be added to represent any other special attacks or abilities, including dragon or Horror powers, and the effect of any spells or spell-like abilities the creature may possess. Find the step number for these special attacks or abilities, then add the number from the Legend Points column to the Legend Award total. If the creature uses Karma (per dragons and Horrors), use this column to determine Legend Point awards for that ability, also.

Multiple Attacks/Spells

If a creature may make multiple attacks or can cast multiple spells (or use multiple powers) in a single Combat Round, add the number of Legend Points the attack step number (or spellcasting, and so on) is worth to the creature's Legend Award for *each* attack or spell. For example, a griffin can make 2 attacks per Combat Round. The griffin's Attack step number of 8 is worth 12 Legend Points. This means that the griffin's Attack Legend Point award is 24.
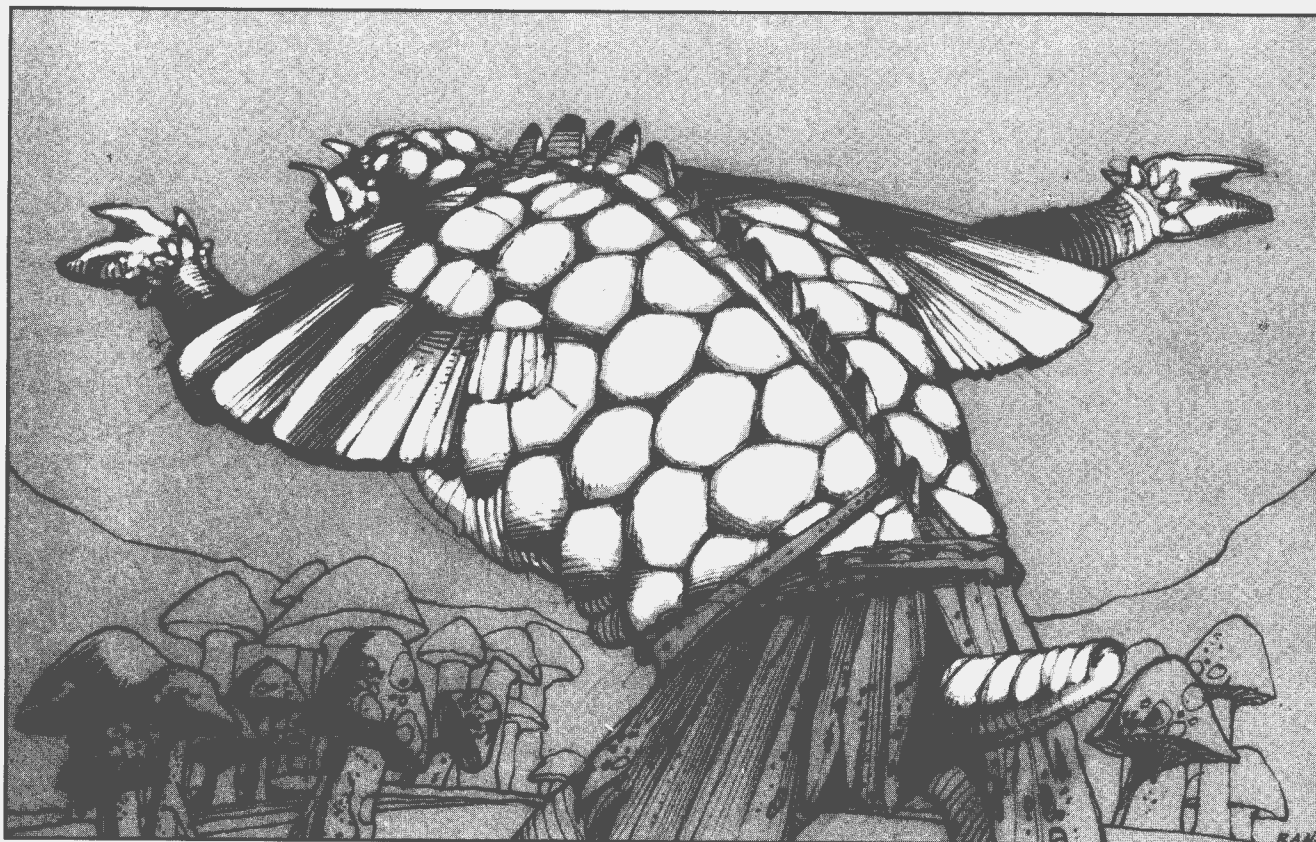
ARMOR/MYSTIC ARMOR

Use the first column of the Creature Legend Points Table to add Legend Points for the creature's Armor/Mystic Armor Ratings. Add the corresponding number in the Legend Points column for each rating to the creature's running Legend Award total.

DAMAGE STEP

Use the second column of the Creature Legend Points Table to add Legend Points for the creature's Damage step. Add the corresponding number in the Legend Points column to the creature's running Legend Award total. If a creature has multiple attack forms, with more than one Damage step number, use the larger of the two.

DEATH RATING

Find the creature's Death Rating in the Death Rating column of the Creature Legend Points Table and add the corresponding number in the Legend Points column to the creature's running Legend Award total.

ADJUST THE TOTAL

Round off the total Legend Award to the nearest increment of 5, rounding up. Adjust that final total to fit your game, taking into account the intended role of the creature in the game. The number generated from the above guidelines should be considered a benchmark figure. The final award for the creature should be based on its abilities, but, more importantly, should reflect how the gamemaster wants the creature to affect his game.

This system was not designed as a foolproof method for generating perfectly balanced creatures that fit flawlessly into an existing adventure or campaign. The creature creation system simply demonstrates to gamemasters the elements and considerations required to create new **Earthdawn** creatures. If you follow all the steps and the new creature still doesn't seem to fit into your game, adjust it so that it does. Take care that the Legend Award for the new creature does not unbalance the game, either by providing too many Legend Points or too few.

To most accurately adjust a total Legend Award, ask, Is the total Legend Point award a sufficient reward for defeating this creature? For example, if a creature's Legend Award is relatively low based on its characteristic ratings, but it has a fatally poisonous bite, adjust the award up to reflect that danger.

CREATURE LEGEND POINT TABLE

Attack/Spellcasting/ Armor Ratings	Damage Step	Death Rating	Legend Points
1	6	5	1
2	7	10	2
3	8	12	3
4	9	15	4
5	10	20	6
6	11	25	8
7	12	30	10
8	13	35	12
9	14	40	15
10	15	45	17
11	16	50	20
12	17	55	30
13	18	60	45
14	19	65	75
15	20	70	200
16	21	80	250
17	22	90	325
18	23	100	500
19	24	110	1,250
20	25	120	2,200
21	26	130	3,500
22	27	140	4,500
23	28	150	5,500
24	29	160	7,000
25	30	180	9,000
26	31	200	14,000
27	32	220	19,000
28	33	240	24,000
29	34	260	27,000
30	35	280	30,000
31	36	300	37,500
32	37	320	43,500
33	38	340	50,000
34	39	360	62,500
35	40	380	75,000
36	41	400	87,500
37	42	420	100,000
38	43	440	112,500
39	44	460	125,000
40	45	480	137,500

EARTHDAWN SPELL TABLE

The following table lists Circle 1 through Circle 10 spells, arranged by Discipline. "See text" directions in the table for Circles 1–8 refer to **Spell Magic**, p. 148, **ED**. "See text" directions in the table for Circles 9 and 10 refer to the **Spell Magic** section in this book, p. 74, Both sections provide detailed explanations of the spells and their uses.

ELEMENTALIST SPELLS

	Circle	Threads	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Air Blast	4	1	60 yards	Willforce + 9	2	10/16	1 round
Air Fortress	10	Variable	Touch	Willforce + 12	2	17/23	Rank x 10 hours
Behind Eye	3	2	Touch	Step 4 Perception to rear	Target's Spell Defense	6/16	30 + Rank minutes
Blade Fury	8	2	Touch	Willforce + 10	Target's Spell Defense	13/20	3 + Rank rounds
Blizzard Sphere	4	2	100 yards	Willforce + 8	Target's Spell Defense	10/17	3 + Rank rounds
Boil Water	2	2	Touch	Boils 1 quart of water	2	7/13	3 + Rank minutes
Calm Water	7	4	500 yards	Willforce + 9	6 or more (see text)	8/19	1 + Rank hours
Cloud Banish	9	3	1 mile	Willforce + 8	8 or more (see text)	15/20	1 + Rank hours
Cloud Summon	7	3	1 mile	Willforce + 7	8 or more (see text)	12/20	1 + Rank hours
Crunch Climb	1	1	Touch	+3 steps to Climbing Tests	Target's Spell Defense	6/14	5 + Rank minutes
Death Rain	7	1	75 yards	Willforce + 5 (see text)	Target's Spell Defense (see text)	15/18	12 + Rank rounds
Dragon's Breath	9	3	50 yards	Willforce + 12	Target's Spell Defense	15/20	1 round
Drastic Temperature	6	2	100 yards	Willforce + 3	2	11/19	3 + Rank minutes
Earth and Air	10	3	120 yards	Willforce + 10	2 or more (see text)	16/20	1 + Rank hours
Earth Blend	1	None	Touch	Willforce + 7	Target's Spell Defense	NA/7	Rank + 5 minutes
Earth Darts	1	1	30 yards	Willforce + 6	Target's Spell Defense	5/12	1 round
Earth Staff	5	1	Touch	Strength + 10	2	11/18	5 + Rank minutes
Earth Wall	8	3	50 yards	Willforce + 12	2	12/20	1 + Rank hours
Ease Passage	6	1	Touch	Willforce + 10	Target's Spell Defense	11/17	6 + Rank hours
Elemental Merchant	10	3	50 yards	Willforce + 5	10 (Spell Defense of the spirit)	15/19	1 + Rank days
Fire and Water	10	3	120 yards	Willforce + 9	2 or more (see text)	17/20	1 + Rank hours
Fire Wall	9	4	50 yards	Willforce +10	2	14/20	1 + Rank hours
Fireball	5	1	100 yards	Willforce + 8	Target's Spell Defense (see text)	12/20	1 round
Flameweapon	1	2	10 yards	+D4 to weapon's Damage step	Target weapon's Spell Defense	5/14	10 + Rank rounds
Flameshaw	6	4	100 yards	Willforce + 7	2 (see text)	10/17	1 + Rank hours
Gills	2	2	Touch	Allows breathing underwater	Target's Spell Defense	4/13	10 + Rank minutes
Heat Food	1	1	Touch	Heat rejuvenating food	2	5/7	10 + Rank minutes
Ice Mace and Chain	3	None	40 yards	Willforce + 5	Target's Spell Defense	NA/15	2 rounds
Ice Spear	2	1	120 yards	Willforce + 3	Target's Spell Defense	7/14	1 round

	Circle	Threads	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Icy Surface	2	None	Touch	Creates a slippery, icy surface	2	NA/8	3 + Rank minutes
Lighten Load	4	1	10 yards	Willforce + 3	Target's Spell Defense	9/16	7 + Rank hours
Lightning Shield	4	None	Touch	Willforce + 3	Target's Spell Defense (see text)	NA/16	7 + Rank rounds
Metal Scream	5	1	100 yards	Willforce + 5	Target's Spell Defense (see text)	11/17	1 + Rank rounds
Metal Wings	5	2	Touch	Flight, + 5 steps to lifting Strength	Target's Spell Defense	8/18	20 + Rank minutes
Moon Shadow	9	5	100 yards	Willforce +10	Target's Spell Defense	16/22	1 month
Path Home	2	2	60 yards	Shows a path home	5	7/14	20 + Rank minutes
Perimeter Alarm	8	3	Rank yards	Willforce + 12	2	10/20	4 + Rank hours
Plant Feast	3	3	25 yards	Willforce + 8	2	6/16	1 + Rank hours
Plant Talk	1	None	Self	Converse with plant spirits	2	NA/7	10 + Rank minutes
Porter	3	2	15 yards	Willforce	2	9/15	Rank days
Puddle Deep	3	1	15 yards	Willforce	2	7/15	3 + Rank minutes
Purify Water	1	1	Touch	Purifies Willforce + 8 quarts of liquid	2 or more (see text)	5/13	1 round
Repair	3	1	Touch	Willforce + 5	2	9/16	3 + Rank months
Resist Cold	1	None	Touch	+3 Armor Points against cold damage	Target's Spell Defense	NA/7	6 + Rank minutes
Resist Fire	1	None	Touch	+3 Armor Points against fire damage	Target's Spell Defense	NA/7	6 + Rank minutes
Ricochet Attack	6	Variable	75 yards	Willforce + 12	Target's Spell Defense	12/19	1 round
Silence Metal	8	3	Touch	Willforce + 7	Target's Spell Defense	13/20	1 + Rank hours
Silver Shadow	8	3	100 yards	Willforce + 3	Target's Spell Defense	12/19	1 + Rank hours
Sky Lattice	3	3	120 yards	Willforce + 3	2	8/17	10 + Rank minutes
Slow Metal Weapon	2	1	60 yards	–3 steps to damage	Target's Spell Defense (see text)	9/13	8 + Rank rounds
Sterilize Object	2	1	10 yards	Willforce + 7	2	5/14	1 round
Stick Together	2	1	25 yards	Willforce + 7	Target's Spell Defense (see text)	5/13	3 + Rank minutes
Stone Cage	5	1	60 yards	Willforce + 5	Target's Spell Defense	11/19	10 + Rank rounds
Storm Manacles	7	2	60 yards	Willforce + 5	Target's Spell Defense	12/18	12 + Rank rounds
Suffocating Paste	4	2	25 yards	Suffocates and blinds target	Target's Spell Defense	9/18	Willforce rounds
Throne of Air	3	2	Self	Willforce + 7	2	8/17	10 + Rank minutes
Tossing Earth	6	3	100 yards	Willforce + 1	2	11/17	1 + Rank hours
Uneven Ground	4	1	25 yards	Penalty to enemy character actions	Target's Spell Defense (see text)	11/18	4 + Rank rounds
Water Wall	9	4	50 yards	Willforce + 10	2	14/20	1 + Rank hours

	Circle	Threads	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Weapon Back	4	2	40 yards	Willforce + 6	Target's Spell Defense (see text)	5/16	3 + Rank rounds
Weather Change	10	5	10 miles	Willforce + 8	2	13/20	10 + Rank hours
Whirlwind	7	2	60 yards	Willforce + 9	2/Target's Spell Defense (see text)	12/18	6 + Rank rounds

ILLUSIONIST SPELLS

	Circle	Thread Number	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Afterlife	10	5	25 yards	Willforce + 14	Target's Spell Defense	16/21	Rank minutes
Alarm	3	1	50 yards	Willforce + 4	Target's Spell Defense	8/17	6 + Rank minutes
Assuring Touch	1	None	Touch	+3 steps against fear-causing attacks	Target's Spell Defense	NA/7	12 + Rank rounds
Astral Materialization	10	4	25 yards	Willforce + 13	Target's Spell Defense	15/22	1 round
Astral Nightmare	8	4	25 yards	Willforce + 10	Target's Spell Defense	12/21	3 + Rank minutes
Best Face	1	2	Touch	Charisma + 5	Target's Spell Defense	5/14	8 + Rank minutes
Bouncing Blaster	6	4	Touch	Willforce + 8	Target's Spell Defense (see text)	9/20	3 + Rank days
Chosen Path	6	3	60 yards	Willforce + 8	2	10/18	3 + Rank hours
Circle of Well Being	4	3	Touch	Willforce	2	8/17	Rank x 10 minutes
Clarion Call	4	1	100 yards	Willforce + 4	Target's Spell Defense (see text)	8/17	12 + Rank rounds
Crafty Thought	2	1	2 yards	Willforce + 5	Target's Spell Defense	6/14	Rank minutes
Dampen Karma	3	1	60 yards	–4 to target's Karma dice	Target's Spell Defense	8/17	6 + Rank rounds
Dancing Disks	6	3	75 yards	Willforce + 6	Target's Spell Defense (see text)	7/19	7 + Rank rounds
Disguise Metal	1	1	Touch	Changes appearance of metal	Target's Spell Defense	7/14	Willforce Test + 7 minutes
Displace Image	1	1	Touch	Projects image 3 yards away	Target's Spell Defense	7/15	7 + Rank rounds
Eclipse	10	6	NA	Willforce + 8	2	15/21	Rank days
Ephemeral Bolt	2	None	60 yards	Willforce + 7	Target's Spell Defense	NA/9	1 round
Eternal Day	10	5	NA	Willforce + 8	2	18/21	Rank days
Eyes Have It	4	3	60 yards	Willforce + 4	2	7/17	1 + Rank minutes
False Enchantment	7	5	Touch	+D8 Sensing Difficulty	2 (see text)	8/20	7 + Rank days
False Floor	3	2	Touch	Willforce + 3	2	7/17	1 + Rank hours
Flying Carpet	5	3	Touch	Willforce + 5	7	10/18	1 + Rank hours
Form Exchange	8	4	25 yards	Willforce + 10	Target's Spell Defense	11/21	7 + Rank minutes
Grim Reaper	9	5	Touch	Willforce + 13	Target's Spell Defense	13/21	Rank x 10 minutes
Haunted House	10	5	75 yards	Willforce + 11	2	15/20	Rank days
Illusory Missiles	6	2	120 yards	Willforce + 11	Target's Spell Defense	12/15	1 round

	Circle	Threads	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Impossible Lock	3	2	Touch	+D6 to Sensing Difficulty	2	7/15	1 + Rank hours
Improve Karma	5	3	Touch	+5 steps to Karma dice	Target's Spell Defense	8/18	6 + Rank rounds
Improved Alarm	4	3	120 yards	Willforce + 5	Target's Spell Defense	8/19	1 + Rank hours
Innocent Activity	2	1	Touch	Covers up true activity	Target's Spell Defense	6/14	12 + Rank rounds
Leaping Lizards	8	3	150 yards	Willforce + 7	2	9/21	Rank minutes
Light	1	1	10 yards	Summons light	2 (see text)	6/14	Willpower Test + 5 minutes
Massive Missiles	8	4	250 yards	Willforce + 12	Target's Spell Defense	12/21	3 + Rank rounds
Mind Fog	3	1	60 yards	Willforce + 6	Target's Spell Defense	8/15	Rank rounds
Monstrous Mantle	2	2	Touch	Increases combat prowess	Target's Spell Defense	8/13	Willforce Test + 5 rounds
Multi-Missile	4	2	Touch	+4 missiles	Target's Spell Defense (see text)	8/17	Rank rounds (1 missile)
Noble Manner	5	None	Touch	+5 steps to Charisma Tests	Target's Spell Defense	NA/10	3 + Rank minutes
Nobody Here	3	1	10 yards	Willforce + 8	Target's Spell Defense (see text)	10/18	8 + Rank minutes
One of the Crowd	9	5	15 yards	Willforce + 10	Target's Spell Defense	14/21	1 + Rank hours
Other Place	8	3	1 mile	Links two doorways	Target's Spell Defense	9/21	3 + Rank hours
Pauper's Purse	1	None	Touch	Willforce + 4	Target's Spell Defense	NA/ 7	1 + Rank minutes
Pleasant Visions	5	1	60 yards	Pleasant visions prevent action	Target's Spell Defense (see text)	9/18	3 + Rank minutes
Rebel Limb	7	1	60 yards	Willforce + 4	Target's Spell Defense	16/18	10 + Rank rounds
Revulsion	9	4	Touch	Willforce + 13	Target's Spell Defense	15/21	1 + Rank minutes
Rope Guide	1	None	25 yards	Willforce + 4	Target's Spell Defense (usually 2)	NA/ 7	3 + Rank rounds
Shift Walls	9	5	15 yards	Willforce + 9	Target's Spell Defense	15/21	3 + Rank hours
Spotlight	6	2	100 yards	Willforce + 8	Target's Spell Defense (see text)	11/20	7 + Rank rounds
Stop Right There	4	None	60 yards	Willforce + 3	Target's Spell Defense	NA/9	Rank rounds
Suffocation	3	3	120 yards	Willforce + 8	Target's Spell Defense (see text)	7/18	3 + Rank rounds
Tailor	2	2	Touch	Willforce + 4	Target's Spell Defense	6/7	Rank x 10 minutes
Thundering Walls	9	3	75 yards	Willforce + 9	2	15/21	7 + Rank rounds
True Ephemeral Bolt	2	None	60 yards	Willforce + 3	Target's Spell Defense	NA/8	1 round
Twisted Tongues	7	1	60 yards	Jumbles speech	Target's Spell Defense (see text)	14/18	3 + Rank minutes
Unseen Voices	1	None	40 yards	Creates up to rank illusory voices	Target's Spell Defense	NA/7	15 + Rank rounds
Vertigo	7	3	75 yards	Cancels up to D10 Action dice	Target's Spell Defense	12/16	7 + Rank rounds
Walk Through	7	1	Touch	Creates temporary pathway	Target's Spell Defense	13/17	6 + Rank rounds

	Circle	Threads	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Wall of Unfire	5	3	60 yards	Willforce + 8	2 (see text)	7/15	3 + Rank minutes
Weather Cloak	2	1	Touch	Willforce + 3	Target's Spell Defense	6/9	Rank x 10 minutes

NETHERMANCER SPELLS

	Circle	Thread Number	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Animate Skeleton	4	2	100 yards	Animates skeletons	5	7/18	8 + Rank minutes
Animate Spirit Object	5	3	25 yards	Willforce + 5	Target's Spell Defense (9)	10/19	Rank x 10 minutes
Astral Flare	4	2	25 yards	Willforce + 6	2	7/17	5 + Rank rounds
Astral Horror	5	3	120 yards	Willforce + 6	Target's Spell Defense (12)	9/19	1 + Rank minutes
Blessed Light	6	1	15 yards	Willforce + 4	3	8/18	15 + Rank minutes
Bone Circle	2	3	5 yards	Willforce + 5	9	6/17	3 + Rank months
Bone Dance	1	1	25 yards	Willforce + 4	Target's Spell Defense	7/15	3 + Rank rounds
Bone Shatter	6	2	60 yards	Willforce + 8	Target's Spell Defense	12/20	1 round
Chilling Circle	1	2	Touch	Step 4 Damage when in circle	Target's Spell Defense	6/15	6 + Rank minutes
Circle of Astral Protection	5	3	Touch	Willforce + 8	Target's Spell Defense	11/19	1 + Rank minutes
Command Nightflyer	1	1	120 yards	Willforce + 2	Target's Spell Defense	5/13	3 + Rank minutes
Constrict Heart	7	None	25 yards	Willforce + 6	Target's Spell Defense	NA/18	3 + Rank rounds
Control Being	8	3	25 yards	Willforce + 6	Target's Spell Defense	14/20	10 + Rank minutes
Create Life	9	Variable	Touch	Creates a life form	Target's Spell Defense	21/26	7 + Rank years
Damage Transfer	10	3	100 yards	Willforce + 10	Target's Spell Defense (see text)	14/19	1 round
Dark Sword	9	6	Touch	Willforce + 8	Target's Spell Defense (see text)	15/19	Rank days
Death's Head	3	None	Self	Willforce + 5	Target's Spell Defense	NA/9	5 + Rank rounds
Detect Undead	1	None	25 yards	Willforce + 5	Target's Spell Defense	NA/7	3 + Rank minutes
Dry and Wet	1	1	15 yards	Willforce + 4	Target's Spell Defense	7/8	1 round
Ethereal Darkness	2	1	Touch	Darkness, Spell Defense 12	2	8/16	Willpower + D10 rounds
Evil Eye	4	2	25 yards	–5 steps to all tests	Target's Spell Defense	7/17	10 + Rank rounds
Experience Death	1	1	20 yards	Willforce + 5	Target's Spell Defense	6/12	3 + Rank rounds
Fatal Food	4	3	10 yards	Willforce + 6	Target's Spell Defense	9/17	10 + Rank minutes
Fog Ghost	2	2	25 yards	Summons fog ghost	8	6/15	3 + Rank rounds
Fog of Fear	3	2	60 yards	Willforce + 5	2 (see text)	8/18	6 + Rank rounds
Foul Vapors	6	1	25 yards	Willforce + 5	2	11/19	6 + Rank rounds
Fragile Pattern	10	7	100 yards	Willforce + 12	Target's Spell Defense	14/23	1 round
Friendly Darkness	6	3	15 yards	+4 steps to rank characters	2	9/20	1 round
Gateway	10	5	5,000 miles	Willforce + 10	Target's Spell Defense (see text)	12/19	Rank rounds

	Circle	Threads	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Grave Message	3	4	100 miles	Sends message to nethermancer	See text	7/19	Rank days
Horror Call	8	6	10 yards	Willforce + 16	Target's Spell Defense	13/22	Rank hours
Insect Repellent	1	1	Touch	Willforce + 5	2	6/7	3 + Rank minutes
Life Circle of One	2	2	Touch	Willforce + 5	2 (see text)	6/15	3 + Rank minutes
Pack Bags	3	1	5 yards	Willforce – 1	2	7/11	1 round
Pain	3	None	10 yards	Step 4 damage, immobilization	Target's Spell Defense	NA/11	3 + Rank rounds
Pass Ward	5	5 (6,7)	Touch	Willforce + 12	2	13/21	Rank weeks (up to Rank years)
Pocket Guardian	2	3	Self	Summons pocket guardian	7	7/13	1 + Rank days
Putrefy	1	None	25 yards	Putrefies food	2 (see text)	NA/9	1 round
Recovery	6	3	Touch	Willforce + 15	Target's Spell Defense	9/20	1 round
Repel Animal	2	2	5 yards	Willforce + 6	2	6/13	1 + Rank hours
Restrain Entity	7	2	25 yards	Willforce + 12	Target's Spell Defense	14/20	3 + Rank minutes
Restrain Horror	8	1	25 yards	Willforce + 16	Target's Spell Defense	13/19	Rank rounds
Reverse Withering	7	3	Touch	Willforce + 7	2	11/18	3 + Rank rounds
Shadow Tether	8	2	50 yards	Willforce + 7	Target's Spell Defense	16/19	10 + Rank minutes
Shield Mist	2	1	Self	Willforce + 6	Target's Spell Defense	6/13	3 + Rank rounds
Shift Skin	9	2	Touch	Willforce + 4	Target's Spell Defense	17/18	Rank rounds
Soul Armor	6	1	Touch	+D8 to Mystic Armor	Target's Spell Defense	7/17	15 + Rank minutes
Spirit Double	3	1	Touch	Creates spirit double of nethermancer	10	11/19	10 + Rank rounds
Spirit Grip	1	None	Touch	Willforce + 6	Target's Spell Defense	NA/7	1 round
Spirit Portal	7	4	Touch	Willforce + 10	2	14/19	Rank x 10 minutes
Spirit Servant	4	3	Touch	Summons spirit servant	9	8/20	3 + Rank days
Strong Pattern	10	6	Touch	Willforce + 12	Target's Spell Defense	18/23	7 + Rank years
Talent Shredder	9	1	100 yards	Willforce	Target's Spell Defense	17/19	1 round
Tap Horror Karma	10	2	50 yards	Willforce + 10	Target's Spell Defense	18/20	1 round
Target Portal	5	4	1,000 yards	Willforce + 7	Target's Spell Defense	10/19	Rank minutes
Translator Spirit	8	4	10 yards	Willforce + 5	2	11/19	Rank x 10 minutes
Undead Struggle	1	None	10 yards	Willforce + 4	Target's Spell Defense	NA/7	3 + Rank rounds
Viewpoint	4	1	Touch	Willpower + 9	2	9/17	6 + Rank minutes
Visions of Death	4	1	100 yards	Immobilizes character in horror and fear	Target's Spell Defense	9/17	6 + Rank rounds
Walking Dead	9	4	Touch	Willforce	Target's Spell Defense (see text)	13/19	Rank days
Wit Friend	7	2	Touch	Willforce + 5	Target's Spell Defense	8/19	10 + Rank minutes
Wither Limb	5	3	60 yards	Willforce + 8	Target's Spell Defense	8/19	1 round

WIZARD SPELLS

	Thread				Casting	Weaving	
	Circle	Number	Range	Effect	Difficulty	Difficulty	Duration
Absorbing Sphere	9	3	60 yards	Willforce + 8	Target's Spell Defense	13/19	12 + Rank rounds
And His Money	2	1	10 yards	−4 to target's Social Defense	Target's Spell Defense	7/16	3 + Rank minutes
Astral Sense	1	2	60 yards	Willforce + 6	6 (see text)	5/15	10 + Rank minutes
Astral Shield	2	None	Touch	+3 to Spell Defense	Target's Spell Defense	NA/7	7 + Rank rounds
Ball of String	4	3	Variable	Willforce + 6	2	10/15	3 + Rank hours
Blood Boil	7	3	60 yards	Willforce + 9	Target's Spell Defense	12/17	4 rounds
Cat's Cradle	8	4	25 yards	Shared spellcasting	Target's Spell Defense	12/20	Rank minutes
Clean	2	2	Touch	Willforce + 4	Target's Spell Defense	5/13	1 minute
Combat Fury	3	1	Touch	+4 steps to Attack and Damage Tests	Target's Spell Defense	9/16	7 + Rank rounds
Compression Bubble	8	3	75 yards	Willforce + 10	Target's Spell Defense	15/22	7 + Rank rounds
Confusing Weave	7	1	60 yards	Willforce + 3	Target's Spell Defense (see text)	13/20	1 round
Counterspell	5	None	15 yards	Willforce + 5	Target's Spell Defense	NA/11	10 + Rank rounds
Crushing Will	1	1	120 yards	Willforce + 5	Target's Spell Defense	8/16	1 round
Death Vow	10	3	Touch	Willforce + 10	Target's Spell Defense	13/22	Rank weeks
Delay Blow	8	2	Touch	Willforce + 15	Target's Spell Defense (see text)	14/20	10 + Rank rounds (until used)
Dispel Magic	1	1	60 yards	Willforce	2	6/13	1 round
Displace Self	6	2	Self	Willforce + 7	Target's Spell Defense	9/16	5 + Rank rounds
Divine Aura	1	1	25 yards	Willforce + 5	Target's Spell Defense	6/14	5 + Rank minutes
Dodge Boost	2	None	Self	+3 steps to Avoid Blow	Target's Spell Defense	NA/8	5 + Rank rounds
Doom Missile	6	3	100 yards	Willforce + 5	Target's Spell Defense	10/21	Rank rounds
Draining Eye	9	4	60 yards	Willforce + 10	Target's Spell Defense	14/15	Rank minutes
Dust Devil	4	2	80 yards	−2 steps to actions requiring sight, hearing, or smell	Target's Spell Defense	9/13	5 + Rank rounds
Flame Flash	1	1	25 yards	Willforce + 4	Target's Spell Defense	7/15	1 round
Hold Pattern	10	6	Touch	Willforce + 8	2	14/23	Rank days
Ignite	1	None	5 yards	Ignites flammable objects	Target's Spell Defense	NA/11	1 round
Inventory	4	4	25 yards	Willforce + 8	Target's Spell Defense	9/18	1 minute
Invigorate	5	2	Touch	+5 steps to Recovery Tests	Target's Spell Defense	9/17	1 + Rank hours
Iron Hand	1	1	Touch	+3 steps to Melee Weapons damage	Target's Spell Defense	5/13	10 + Rank rounds
Journey to Life	10	7	Touch	Willpower + 15	Target's Spell Defense (see text)	14/15	Rank days
Karma Cancel	6	2	100 yards	Prevents Karma use	Target's Spell Defense	11/18	8 + Rank rounds
Leaps and Bounds	3	None	Touch	Target's Willforce + 7	Target's Spell Defense	NA/9	5 + Rank rounds
Levitate	3	1	100 yards	Levitate up to 2,000 pounds	Target's Spell Defense (see text)	8/18	5 + Rank minutes

	Circle	Threads	Range	Effect	Casting Difficulty	Weaving Difficulty	Duration
Lightning Cloud	7	4	120 yards	Willforce + 10	Target's Spell Defense (see text)	12/18	5 + Rank rounds
Mage Armor	5	1	Touch	+4 to Physical Armor Rating	Target's Spell Defense	12/16	7 + Rank minutes
Makeshift Missile	5	1	Touch	Willforce + 6	See text	9/15	2 + Rank rounds
Makeshift Weapon	6	1	Touch	Willforce + 8	Target's Spell Defense	10/15	5 + Rank rounds
Mind Dagger	1	None	40 yards	Willforce + 2	Target's Spell Defense	NA/7	1 round
Move On Through	7	None	120 yards	Willforce + 4	Target's Spell Defense	NA/17	1 round
Notice Not	3	1	Touch	+3 to tests for stealthy actions	Target's Spell Defense	7/15	1 + Rank minutes
Observe Event	9	5	5 yards	Willforce + 3	Target's Spell Defense	14/15	Variable
Onion Blood	10	4	100 yards	Willforce + 6	Target's Spell Defense	16/19	Rank rounds
Quicken Pace	3	2	Touch	Willforce + 4	Target's Spell Defense	10/13	4 + Rank hours
Razor Orb	6	2	100 yards	Willforce + 15	Target's Spell Defense	11/19	1 round
Reattach Limb	9	6	Touch	Willforce	Target's Spell Defense	15/15	1 round
Relax	4	3	Touch	Willforce + 2	Target's Spell Defense	9/13	1 round
Rope Ladder	2	2	50 yards	Create ladder from rope	2	6/14	Rank minutes
Safe Opening	8	2	5 yards	Willforce + 8	Target's Spell Defense	12/19	5 + Rank rounds
Seeking Sight	3	1	Touch	+3 steps to missile weapon attacks	Target's Spell Defense	7/15	1 + Rank minutes
Shatter Lock	3	2	5 yards	Willforce + 8	Target's Spell Defense	6/13	1 round
Sleep	6	2	60 yards	Puts rank characters asleep	Target's Spell Defense (see text)	9/17	10 + Rank rounds
Slow	5	2	Touch	Movement halved, –5 steps to Dexterity Tests	Target's Spell Defense	7/15	5 + Rank rounds
Solo Flight	5	2	Self	Grants power of flight	Target's Spell Defense	7/18	15 + Rank minutes
Spell Cage	7	3	100 yards	–5 steps to all Spellcasting Tests	Target's Spell Defense	11/19	8 + Rank rounds
Tell Tale	9	3	Touch	Gain answer from object	Target's Spell Defense	12/15	1 minute
Thorny Retreat	4	1	Touch	Willforce + 2	2	11/13	7 + Rank rounds
Trust	4	1	50 yards	Willforce + 3	Target's Spell Defense	13/17	Rank minutes
Vines	2	1	50 yards	Willforce + 4	Target's Spell Defense	6/15	3 + Rank rounds
Wake-Up Call	2	4	Touch	Sets alarm to go off at specified time	Target's Spell Defense	6/15	Up to 24 hours
Wall Walker	1	1	Touch	Target's Willforce + 5	Target's Spell Defense	6/14	10 + Rank rounds
Warp Astral Space	10	3	50 yards	–8 to Spellcasting step	15	17/23	5 + Rank rounds
Wound Mask	8	3	Touch	Willforce + 10	Target's Spell Defense	13/15	5 + Rank rounds

EARTHDAWN
DISCIPLINE CREATION WORKSHEET

Talents	Circle Availability	Special Abilities
1. _____	_____	4th Circle
2. _____	_____	_____
3. _____	_____	5th Circle
4. _____	_____	_____
5. _____	_____	6th Circle
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	7th Circle
9. _____	_____	_____
10. _____	_____	_____
11. _____	_____	8th Circle
12. _____	_____	_____
13. _____	_____	_____
14. _____	_____	9th Circle
15. _____	_____	_____
16. _____	_____	_____
17. _____	_____	10th Circle
18. _____	_____	_____
19. _____	_____	_____
20. _____	_____	11th Circle
21. _____	_____	_____
22. _____	_____	_____
23. _____	_____	_____
24. _____	_____	12th Circle
25. _____	_____	_____
26. _____	_____	_____
27. _____	_____	13th Circle
28. _____	_____	_____
29. _____	_____	_____
30. _____	_____	_____
31. _____	_____	14th Circle
32. _____	_____	_____
33. _____	_____	_____
34. _____	_____	15th Circle
35. _____	_____	_____
36. _____	_____	_____

EARTHDAWN

PLAYER _____

CHARACTER NAME

DISCIPLINE: _____
CIRCLE: _____
RACE: _____
AGE: _____ HAIR: _____ EYES: _____
HEIGHT: _____ WEIGHT: _____ SEX: _____

ATTRIBUTES

	Value	Step	Action dice
DEXTERITY	( )	____	_____
STRENGTH	( )	____	_____
TOUGHNESS	( )	____	_____
PERCEPTION	( )	____	_____
WILLPOWER	( )	____	_____
CHARISMA	( )	____	_____

CHARACTERISTICS

DEFENSE   ARMOR

Physical   Spell   Social   Physical   Mystic
  ◯   ◯   ◯   ◯   ◯

INITIATIVE   MOVEMENT
Dex. step: ____   Full ____ Combat _____
Armor mod: ____   STRENGTH
Final step/   Carry ____ Lift _____
Action dice: ___/___

KARMA

CURRENT	MAXIMUM	COST	ACTION DIE
			_____

TALENTS

	Rank	+	Attr. step	=	Talent step	Action dice	Disc.	Action	Karma	Strain
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	____
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	
_____	____	+	____	=	____	_____	Y/N	Y/N	Y/N	

STEP/ACTION DICE

STEP	DICE
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	D10+D6
11	D10+D8
12	2D10
13	D12+D10
14	D20+D4
15	D20+D6
16	D20+D8
17	D20+D10
18	D20+D12
19	D20+2D6
20	D20+D8+D6

WEAPONS

	Damage step	Damage dice	Range (S/M/L)
_____	_____	_____	___/___/___
_____	_____	_____	___/___/___
_____	_____	_____	___/___/___
_____	_____	_____	___/___/___

DAMAGE

Current damage [ ]   Wounds [ ]   Blood magic ◯

Death rating _____
Wound threshold _____   Recovery tests _____
Unconsciousness rating _____   Recovery dice _____

equipment

_____
_____
_____
_____
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_____
_____
_____

legend points

Current: _____
Total: _____
Legendary status: _____

racial abilities

_____
_____
_____
_____
_____

wealth

Gold:

Silver:

Copper

magical treasure

Notes

1. _____
2. _____
3. _____
4. _____

_____
_____
_____
_____

spells

	Threads	Weaving difficulty	Range	Duration	Effect
1.					
2.					
3.					
4.					
5.					
6.					
7.					
Notes:					

background notes

_____
_____
_____
_____
_____
_____

For hundreds of years the Horrors ravaged the world unchecked.

Only magical traditions passed down from generation to generation enabled us to face these evil entities with any hope of victory. Our knowledge of the Disciplines has grown with the passing of years, and now we can infuse our swords and spells with powers we once only dreamed of. But others, too, have grown stronger...

The Earthdawn Companion provides rules for advancing characters far beyond the limits set in the Earthdawn rulebook: expanding the existing Disciplines to Fifteenth Circle; offering new talents and spells; and providing rules for expanding characters' use of thread magic. The Companion also supplies rules for playing questors and Lightbearers, rules for ship combat, and guidelines for creating new Disciplines and creatures.

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