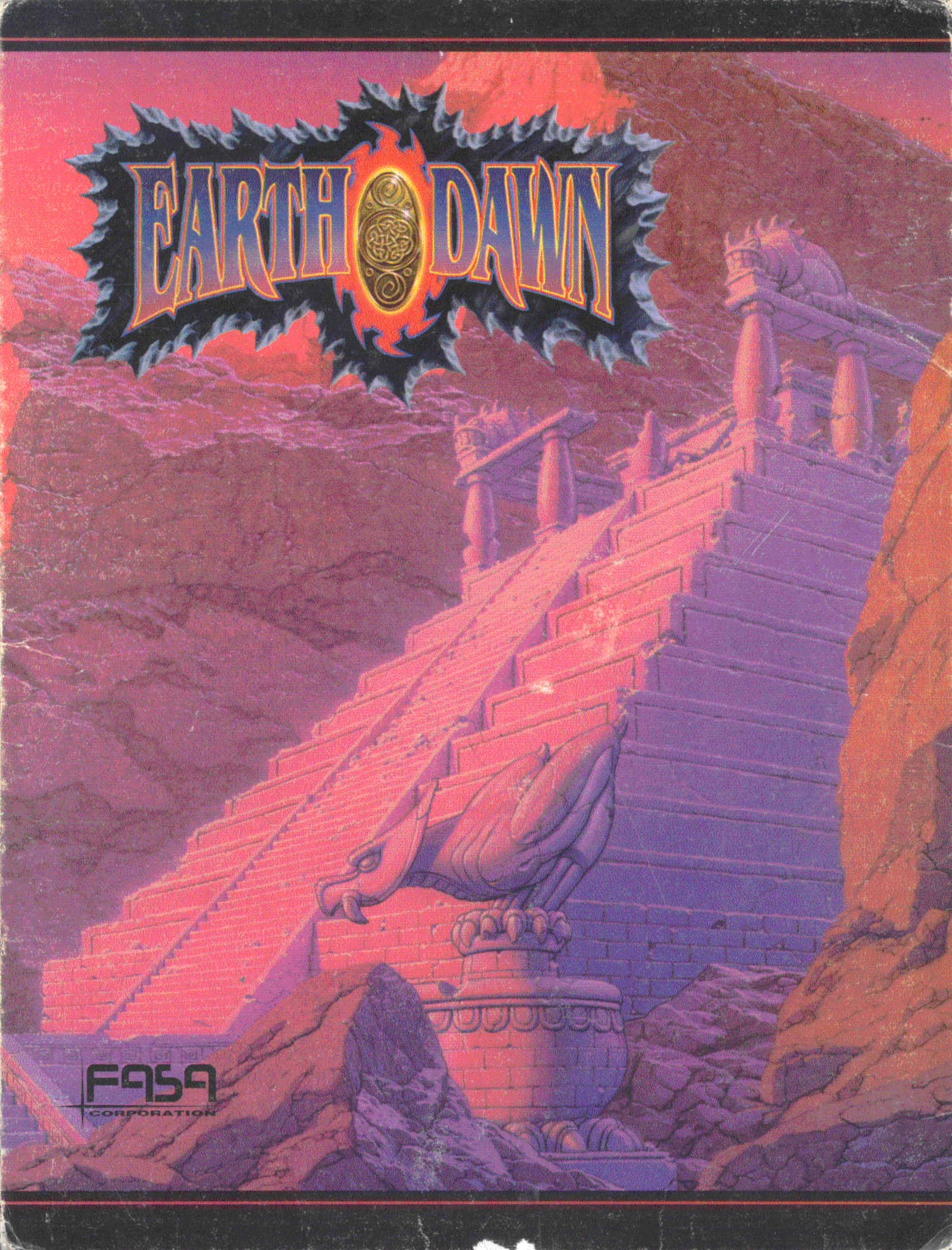

EARTH DAWN
FASA
CORPORATION

SITUATION MODIFIER TABLE

	Attack Test Modifier	Physical Defense Modifier
Blindside	+2 steps	—
Darkness	–3 steps	—
Harried	–2 steps	—
Knocked Down	–3 steps	–3 (also to Spell Defense)
Surprise	No Test Allowed	–3 (also to Spell Defense)

DIFFICULTY NUMBER TABLE

Acting Character	Difficulty of Task: Easy	Average	Hard	Very Hard	Heroic
Ordinary	1–2	3–5	6–9	10–12	13–15
Class 1	1–2	3–7	8–12	13–16	17–20
Class 2	3–6	7–12	13–18	19–22	23–27
Class 3	6–8	12–16	18–24	25–29	30–35
Class 4	8–11	17–20	25–28	29–34	35–41

MAGIC TABLE

Spell Rank	Learn/ Dispel Difficulty	Sensing Difficulty	Disbelief Difficulty
1	7	15	7
2	9	16	8
3	10	18	9
4	12	19	10
5	13	21	11
6	14	22	12
7	15	24	13
8	17	26	14
9	18	27	15
10	20	29	16
11	21	30	17
12	22	32	18
13	24	33	19
14	25	34	20
15	26	35	21

RAW MAGIC TABLE

Region Type	Warping Steps	Damage Steps	Horror Mark Steps **
Safe	Circle*	Circle + 4	1
Open	Circle + 5	Circle + 8	Circle + 2
Tainted	Circle + 10	Circle + 12	Circle + 5
Corrupt	Circle + 15	Circle + 16	Circle + 15

*Circle refers to the Circle of the spell being cast through raw magic.
**Horror mark steps cannot exceed a Horror's steps in spellcasting.

SHEILD TABLE

	Cost	Armor Bonus	Mystic Armor Bonus	Weight	Initiative Penalty	Shatter Threshold (Optional)
Buckler	5	+1	0	5	0	17
Crystal Viking	150	+3	+3	15	2	18
Ferndask	22	+1	2	5	1	16
Footman's	15	+3	0	10	1	19
Knight's	50	+5	0	15	2	21
Rider's	20	+3	0	8	1	19

ARMOR TABLE

	Cost	Armor Rating	Mystic Armor Bonus	Weight	Initiative Penalty
Blood Pebble	300	5	3	NA	1
Chain Mail	180	7	0	40	3
Crystal Plate	12,000	7	7	90	5
Crystal Ringlet	500	4	4	45	2
Hardened Leather	40	5	0	20	1
Fernweave	125	2	3	15	0
Hide Armor	50	5	1	25	1
Leather	10	3	0	15	0
Living Crystal	1,100	6	3	NA	2
Obsidiman Skin	100	3	1	20	0
Padded Cloth	2	2	0	3	0
Padded Leather	20	4	0	20	0
Plate Mail	3,000	9	0	60	4
Ring Mail	110	6	0	30	2

MELEE WEAPONS TABLE

	Cost	Damage Step	Strength Minimum	Weight	Size
Battle-axe	35	6	13	5	4
Broadsword	25	5	9	3	3
Club	2	3	7	3	2
Dagger	8 cp	2	5	1	1
Dwarf Sword	6	3	7	2	2
Flail	35	5	10	8	3
Hand-axe	12	4	10	2	2
Knife	3 cp	1	4	10 oz.	1
Lance	150	5	15	10	6
Mace	20	4	9	5	3
Pole Arms	100–175	8	15	12	6
Pole-axe	150	8	15	12	6
Quarterstaff	5	2	5	4	5
Sap	1	1	2	8 oz.	1
Short Sword	16	4	5	2	2
Spear	3	4	11	4	4
Spiked Mace	40	6	13	8	4
Trispear	25	5	11	7	3
Troll Sword	50	6	13	6	4
Two-handed Sword	125	7	15	7	5
Warhammer	125	7	15	7	5
Whip	10	3	7*	1	3

*Minimum Dexterity of 7 required to use a whip.

Note: In equipment tables, all costs are in silver pieces, unless denoted "cp" (copper pieces). All weights are in pounds unless otherwise noted.

6002

EARTHDAWN™

EARTHDAWN™ and EARTHDAWN GAMEMASTER PACK™ are Trademarks of FASA Corporation.
Entire Contents Copyright © 1993 FASA Corporation.
All Rights Reserved. Printed in the United States of America.

STEP/ACTION DICE TABLE

Step	Action Dice	Attribute Equivalent
1	D4 – 2	—
2	D4 – 1	1–3
3	D4	4–6
4	D6	7–9
5	D8	10–12
6	D10	13–15
7	D12	16–18
8	2D6	19–21
9	D8 + D6	22–24
10	D10 + D6	25–27
11	D10 + D8	28–30
12	2D10	31–33
13	D12 + D10	34–36
14	D20 + D4	37–39
15	D20 + D6	40–42
16	D20 + D8	43–45
17	D20 + D10	46–48
18	D20 + D12	49–51
19	D20 + 2D6	*54
20	D20 + D8 + D6	57
21	D20 + D10 + D6	60
22	D20 + D10 + D8	63
23	D20 + 2D10	66
24	D20 + D12 + D10	69
25	D20 + D10 + D8 + D4	72
26	D20 + D10 + D8 + D6	75
27	D20 + D10 + 2D8	78
28	D20 + 2D10 + D8	81
29	D20 + D12 + D10 + D8	84
30	D20 + D10 +D8 + 2D6	87
31	D20 + D10 + 2D8 + D6	90
32	D20 + 2D10 + D8 + D6	93
33	D20 + 2D10 + 2D8	96
34	D20 + 3D10 + D8	99
35	D20 + D12 + 2D10 + D8	102
36	2D20 + D10 + D8 + D4	105
37	2D20 + D10 + D8 + D6	108
38	2D20 + D10 + 2D8	111
39	2D20 + 2D10 + D8	114
40	2D20 + D12 + D10 + D8	117
41	2D20 + D10 +D8 + 2D6	120
42	2D20 + D10 + 2D8 + D6	123
43	2D20 + 2D10 + D8 + D6	126
44	2D20 + 2D10 + 2D8	129
45	2D20 + 3D10 +D8	132
46	2D20 + D12 + 2D10 +D8	135
47	2D20 + 2D10 + 2D8 + D4	138
48	2D20 + 2D10 + 2D8 + D6	141
49	2D20 + 2D10 + 3D8	144
50	2D20 + 3D10 + 2D8	147

* Attribute Equivalent increases by increments of 3 per each step number increase.

SUCCESS LEVEL TABLE

Difficulty of Task	Easy	Ave.	Hard	Very Hard	Heroic
Level of Success	Poor	Ave.	Good	Excel.	Extraordinary
Difficulty Number					
3	1	3	6	8	10
4	1	4	7	10	12
5	1	5	9	11	14
6	2	6	10	13	17
7	2	7	12	15	19
8	3	8	13	16	20
9	4	9	14	18	22
10	5	10	15	19	24
11	5	11	17	21	25
12	6	12	18	22	27
13	6	13	20	24	29
14	7	14	21	26	32
15	8	15	22	27	33
16	8	16	24	29	35
17	9	17	25	30	37
18	10	18	26	32	38
19	11	19	27	33	39
20	12	20	28	34	41
21	13	21	29	35	42
22	13	22	31	37	44
23	14	23	32	38	45
24	15	24	33	40	47
25	16	25	34	41	48
26	17	26	35	42	49
27	18	27	36	43	51
28	18	28	38	45	52
29	18	29	40	47	56
30	20	30	40	47	55
31	21	31	41	48	56
32	22	32	42	49	58
33	23	33	43	51	59
34	23	34	45	53	62
35	24	35	46	53	62
36	25	36	47	55	64
37	26	37	48	56	65
38	26	38	50	58	67
39	27	39	51	59	68
40	28	40	52	60	70
41	29	41	53	61	71
42	30	42	54	62	72
43	31	43	55	64	73
44	32	44	56	65	75
45	32	45	58	67	78
46	33	46	59	68	78
47	34	47	60	68	79
48	35	48	61	70	80
49	36	49	62	71	81
50	37	50	63	72	83

THROWING WEAPONS TABLE

	Cost	Damage Step	Strength Minimum	Weight	Size	Range (in yards) S	M	L
Bola	10	3	4	1	2	2–15	16–25	26–35
Dagger	8 cp	2	9	1	1	2–5	6–10	11–15
Darts	5 cp	1	5	2 oz.	1	1–3	4–6	6–9
Flight Dagger	25	2	12	12 oz.	1	2–15	16–40	41–75
Hawk Hatchet	125	4	9	2	3	2–25	26–80	81–125
Net	15	NA	9	5	6	1–2	3–4	5–6
Oil, Burning Flask of	6	5*	5	8 oz.	3	2–10	11–20	21–30
Spear	3	4	5	4	4	2–15	16–40	41–100
Throwing Axe	25	3	5	3	3	2–15	16–25	26–40
Throwing Dagger	2	2	12	12 oz.	1	2–10	11–20	21–30
Windling Net	15	NA	4	2	2	1–2	3–4	5–6
Windling Spear	45	2	4	8 oz.	2	2–15	16–40	41–75

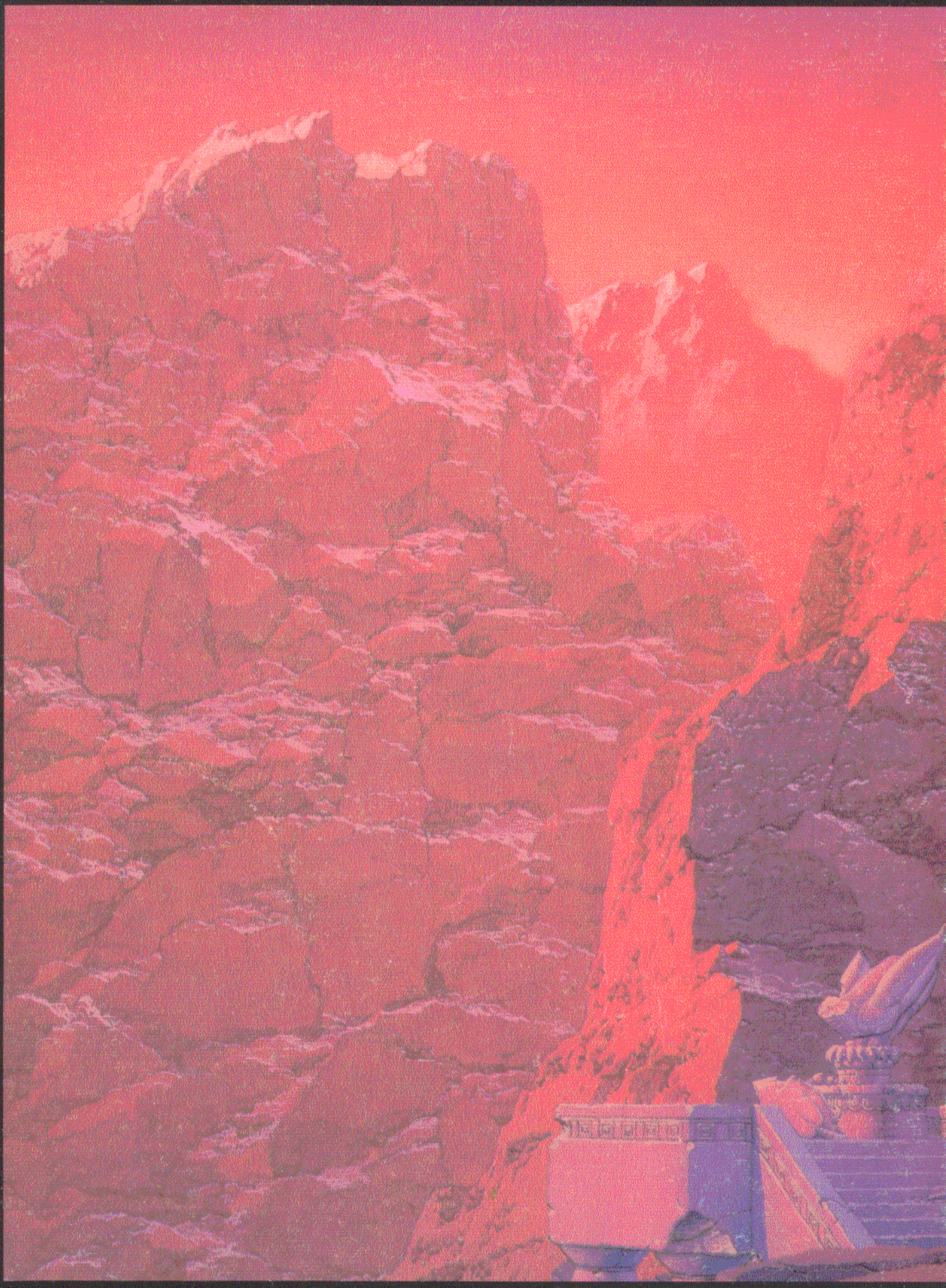
MISSLE WEAPONS TABLE

	Cost	Damage Step	Strength Minimum	Weight	Size	Range (in yards) S	M	L
Blowgun	2	1	1	10 oz.	1	1–2	3–4	5–6
Box of 10 needles	1	—	—	8 oz.	—	—	—	—
Elven Warbow*	200	5	13	4	5	2–40	41–200	201–300
20 Warbow arrows	25	—	—	7	—	—	—	—
Light Crossbow	50	4	10	5	4	2–50	51–125	126–200
15 Light Crossbow bolts	15	—	—	3	—	—	—	—
Longbow	60	4	13	4	5	2–40	41–100	101–220
20 Longbow arrows	10	—	—	7	—	—	—	—
Medium Crossbow	100	5	13	6	5	2–50	51–175	176–275
15 Medium Crossbow bolts	20	—	—	3	—	—	—	—
Quiver	2	—	—	3	—	—	—	—
Short Bow	15	3	10	3	3	2–25	26–80	81–120
20 Short-bow arrows	5	—	—	5	—	—	—	—
Sling	3	2	7	2	2	2–15	16–40	41–100
Troll Sling	15	4	15	3	4	2–25	26–60	61–100
Windling Bow	25	3	5	14 oz.	2	2–25	26–80	81–100
20 Windling arrows	5	—	—	8 oz.	—	—	—	—

*Minimum Dexterity of 15 required to use warbow.

STEP CONVERSION TABLE

Step Number	Attribute Value	Defense Rating	Mystic Armor	Death Rating	Wound Threshold	Uncon. Rating
1	—	—	—	—	—	—
2	1–3	2–3	—	19–22	3–4	10–13
3	4–6	4	—	23–26	5–6	14–17
4	7–9	5–6	—	27–30	6–7	18–21
5	10–12	6–7	0–1	31–34	8–9	22–26
6	13–15	7–8	1–2	35–38	9–10	27–29
7	16–18	9–10	2–3	39–42	11–12	31–34
8	19–21	10–11	3–4	43–46	12–13	35–39
9	22–24	11–12	4–5	47–50	13–14	40–43
10	25–27	13	5–6	51–54	15–16	44–47
11	28–30	14–15	6–7	55–58	16–17	48–51



TALISMAN STATUE

PUPPET FAMILIAR

PURSE EVER BOUNTIFUL

AMULET OF AGAMON

ESPAGRA SADDLE

SPELL SWORD

ORATORY NECKLACE

FAERIE CHAINMAIL

ESPAGRA BOOTS

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

EARTHDAWN is a Trademark of FASA Corporation
Copyright© 1993 FASA Corporation

GAMEMASTERING EARTHDAWN

CONTENTS

INTRODUCTION 4
OPTIONAL RULES 6
- **Combat** 7
  - Damage 7
  - Movement 7
- **Talents and Abilities** 9
  - Rule of Three 9

ADVENTURES AND CAMPAIGNS 10
- **Creating Adventures** 11
  - Atmosphere and Mood 11
  - Conflicts and Challenges 11
  - Theme 12
  - Subplots 13
  - Storytelling 13
- **Creating Campaigns** 15
  - Campaign Elements 16
- **Adventure Ideas** 18
  - Horrors 18
  - Therans 18
  - Passions/Questors 18
  - Exploring Legends 18
  - Exploring Kaers/Citadels 18
  - Mapping Barsaive 18
  - Treasures 18
  - Communities 19
- **Customizing Earthdawn** 19
  - Creatures and Horrors 19
  - Treasure 19
  - Therans 19
  - Tone and Mood 19
  - Blood Magic 20
  - Goods and Services 20
  - Player Ideas 20
  - Keep Notes 20

GAMEMASTER CHARACTERS 21
- **Roles** 22
- **Types** 22
  - Patrons 22
  - Opponents 23
  - Supporters 23
- **Creating Gamemaster Characters** 23
  - Fleshing Out 24
  - Adepts 25
- **Game Balance** 25
  - Determine Opposing Forces 25
  - Determine the Advantage 26
  - Even the Odds 26
- **Gamemaster Character Profiles** 26
  - Elven Sage 27
  - Dwarf Merchant 28
  - Human Tavern Owner 29
  - Dwarf Scribe 30
  - Human Horror-Scarred Madman 31
  - Ork Mercenary 32
  - T'skrang River Pirate 33
  - Blood Elf Elementalist (Adept) 34
  - Windling Theran Spy 35
  - Obisidiman Messenger 36

MAGICAL TREASURE 37
- **Using Treasure Cards** 38
- **Creating Treasures** 38
- **New Treasures** 38
  - Amulet of Agamon 38
  - Espagra Boots 39
  - Espagra Saddle 40
  - Faerie Chainmail 40
  - Oratory Necklace 41
  - Puppet Familiar 41
  - Purse Ever Bountiful 42
  - Spell Sword 42
  - Talisman Statue 43

BLOOD MAGIC 44
- **History** 45
  - The Dissemination 45
  - Research 45
  - Protection 45
- **In Reference to Blood Magic** 46
- **Using Blood Magic** 46
- **Blood Oaths** 47
  - Blood Wounds 47
  - Blood Peace 47
  - Blood Promise 48
  - Blood Sworn 49

ADVENTURING GROUPS 51
- **Adventuring Log** 52
  - Library of Throal 52
  - Players' Role 52
- **Legendary Status** 53

FORMS AND TABLES 54
- **Combat Record Sheet**
- **Adventuring Group Log**
- **Adventure Design Sheet**
- **Creature/Character Record Sheet**
- **Treasure Log**

CREDITS

Design
Greg Gorden
Louis J. Prosperi

Development
Louis J. Prosperi

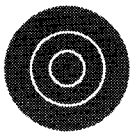
Additional Material
Michael A. Mulvihill

Editorial Staff
Senior Editor
Donna Ippolito
Associate Editor
Sharon Turner Mulvihill
Editorial Assistants
Rob Cruz
Diane Piron

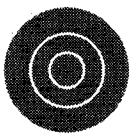
Production Staff
Art Director
Jeff Laubenstein
Project Manager / Graphic Design
Mark Ernst
Game Master Pack Painting
Courtney Studios
Illustations
Paul Jaquays
Jeff Laubenstein
Joel Biske
Robert Nelson
Treasure Card Design
Mike Nielsen
Treasure Card Illustrations
David Martin
Layout
Mark Ernst
Keyline and Pasteup
Ernesto Hernandez

EARTHDAWN™ and EARTHDAWN GAME MASTER PACK™ are Trademarks of FASACorporation.
Copyright © 1993 FASA Corporation.
All Rights Reserved.
Printed in the U.S.A.

Published by
FASA Corporation
1100 W. Cermak Rd.
Chicago, IL 60608



INTRODUCTION



Easy? You think this is easy? Well, my young friend, I'd like to see you juggle five blades while reciting "The Verse of the Scavians"!

—Hadile, Troubadour of Scavia

Gamemastering a roleplaying game is a difficult task. It requires lots of time, energy, and practice to become a good gamemaster—and more to become a great gamemaster. **Gamemastering Earthdawn** is a supplement to the **Earthdawn** rulebook devoted to providing you, the gamemaster, with additional helpful advice on gamemastering **Earthdawn**.

The **Earthdawn** rulebook (**ED**) included a lot of information about running the game, written in a way that both players and gamemasters could read it without the players discovering the inner mysteries of the game. **Gamemastering Earthdawn** is for the gamemaster's eyes only. This book begins by offering ways to fine-tune the rules for combat and talents laid out in **Earthdawn**, then suggests additional considerations and techniques for creating adventures and campaigns and provides more information on creating and running gamemaster characters. It also describes ten gamemaster-character profiles and nine new treasures, provides a history of and uses for blood magic, and explains one advantage of forming adventuring groups.

The final section reprints the most useful tables from the **Earthdawn** rulebook along with expanded versions of the Step/Action Dice and Success Level tables, and offers two additional tables to help gamemasters create characters on the fly. Several blank forms designed to help the gamemaster run a campaign appear in the back of the book. This product also includes a gamemaster screen reprinting the most useful tables from the rulebook, and nine new Treasure Cards.

This product is intended to put your **Earthdawn** campaign more firmly under your control. Rather than telling you how or how not to run your game, this product offers sensible, helpful suggestions that will further reveal the **Earthdawn** game to you so that, in turn, you can better describe the world of Earthdawn to your players through the adventures you create.

OPTIONAL RULES

At last, the perfect solution! Now all I have to do is make it work more than once ...

—Ardis Foarr, fledgling wizard

No matter how hard a designer, developer, or editor tries, it is simply a fact of life that no game can be 100 percent clear and usable to 100 percent of the people who play it. That means that sometimes you will encounter a question or situation in the game for which the rulebook doesn't have an answer or solution.

As we stated in the **Gamemastering Earthdawn** section of the **Earthdawn** rulebook, we cannot give you answers to every possible situation that may arise when playing the game. But because we wanted to give you as much help as possible in resolving ambiguous situations, in that book we provided guidelines on how to resolve the most common situations likely to come up during a game.

The following optional rules for running combat and for judging how many talents and abilities a character can use at one time serve two functions. These options provide further suggestions for resolving ambiguous rules or situations, and also offer alternative systems that allow gamemasters to better tailor their game to suit their group's style of play.

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.** The rules as written work just fine. Trust us. We playtested them quite a bit. If, during the course of playing **Earthdawn**, you decide that some of the rules as written don't feel right, or don't fit the style of gaming you and your group enjoy, you must then decide exactly how you want to run your game.

We built enough flexibility into **Earthdawn** to accommodate those gamemasters who prefer a certain type of adventure or a different balance between characters and creatures than those we established. These optional rules may be just what those gamemasters need to alter the feel of their game, or may simply serve as a springboard to a completely different interpretation of the situation and/or rules.

COMBAT

To one degree or another, combat plays a part in all roleplaying games. **Earthdawn** is no exception. Characters routinely use combat to resolve situations involving creatures, villains, or even the Horrors. 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 look and feel of combat to better suit their group can use the following guidelines.

DAMAGE

If you look closely at the damage rules, you will notice that those rules make it possible for a dagger-wielding windling with a maximum Strength of 7 to kill a dragon with one attack. Yes, 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.

Did we intend **Earthdawn** combat to work this way? Well, not exactly. Technically, the open-ended dice-rolling system used in **Earthdawn** does allow for such a feat. However, the statistical odds against such an event are astronomical. In fact, we didn't change the rules to make this type of thing impossible simply because we're confident that it will never happen.

However, we know that some gamemasters consider even the *possibility* of such an extraordinary event unacceptable. Other gamemasters believe that limits should exist on how much 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 number 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 Number 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).

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, the character with 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 Rate. We intentionally avoided creating a complex time/movement system; we left the movement rates loose enough to allow the gamemaster and players a certain amount of 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 works especially well for playing **Earthdawn** with miniatures.

Using the optional movement rule, a character no longer moves up to his full Combat Movement on his Initiative. Instead, he moves throughout the round. The distance a character can move before an opposing character can react is based on the difference between their 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 below 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. 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.

INITIATIVE DIFFERENCE TABLE

Initiative Difference	Combat Movement (yards per round) 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, the character may only move up to his maximum Combat Movement of 20.

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 proceeds to whack the orks.

TALENTS AND ABILITIES

Characters in **Earthdawn** act by drawing on a large number of talents and abilities, many of which can be combined to allow characters to perform impressive feats. To keep those feats from ranging into the fantastic, we suggest a limit to the number of talents or abilities that can be combined in a single action. This limit is called the Rule of Three.

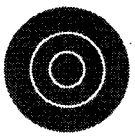
RULE OF THREE

Every test an **Earthdawn** character makes has a base step number, usually derived from an Attribute. The Rule of Three means a character may only use up to three 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 for every type of test made in **Earthdawn**. For example, a character engaging in combat may use up to three sources to increase his Initiative step, then up to three more for his Attack step, then up to three more to increase his Damage step.

The Rule of Three includes long-duration talents and spells. A Strength spell with a duration of seven years would prevent any other Strength-related spells from working on 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 would count as one source of increase against the Rule of Three for tests made using that sword.



ADVENTURES AND CAMPAIGNS

Many gamemasters will play **Earthdawn** by running the adventures FASA publishes as written. Other gamemasters will "tweak" those adventures to suit their group or style of play. Still others will ignore the published adventures completely and create their own. The **Earthdawn** rulebook offered good advice for altering or creating adventures set in the world of **Earthdawn**. This section expands on that advice by providing information that gamemasters with any of the above approaches can use for their adventures. Gamemasters may use themes, subplots, storytelling, roleplaying, and other techniques to create, change, or enhance adventures and campaigns. The techniques defined below provide examples of their use. This section offers suggestions for creating and maintaining an ongoing **Earthdawn** campaign and guidelines for making your **Earthdawn** game unique.

CREATING ADVENTURES

As discussed in the **Earthdawn** rulebook, the three main elements of an adventure include objectives, motivations, and opposition. Though these represent the most important elements of a good story, a good adventure also includes other elements such as atmosphere, mood, conflicts and challenges, themes, subplots, and storytelling.

ATMOSPHERE AND MOOD

The atmosphere of an adventure goes beyond its physical setting to include such elements as the attitudes of unfamiliar gamemaster characters, their actions, and the impression, or "feeling" the characters receive from their environment. The atmosphere of an adventure taking place during the day in a big city should be very different than the atmosphere of an adventure set at night near the Blood Wood or in the Badlands. In a big city during the day, the characters may feel relatively safe from surprise attack by anyone (or anything). Characters in the Blood Wood or the Badlands, on the other hand, can never be too careful.

The way in which the gamemaster describes the setting of an adventure helps establish the atmosphere by giving the characters a specific, powerful impression of their surroundings. A description of the Blood Wood as "a big forest that is almost always dark and gloomy," does not create the same type of atmosphere as, "the dark woods stretch for miles in all directions. Twisted trees and plants create the unsettling illusion that the entire forest is writhing. The corruption that pervades this place goes beyond the mere visual to permeate your every sense." The first description helps create the setting of the adventure, but, unlike the second description, fails to evoke much imagination or feeling. The second description not only provides visual information, but gives the player an idea of how his character feels.

Use descriptions that relate to more than one or two of the characters' senses when describing encounters. Describing the odor of a particular place or the texture of the ground can help convey atmosphere to your players. The skill of imaginatively describing the atmosphere of your adventures is well worth developing. It will enhance the quality of your game and your players will thank you for your time and effort.

In addition to the atmosphere evoked by a particular setting, an adventure should also have an overall "feel," or mood. Is the adventure a lighthearted journey to a big city or a dark, serious tale of evil and corruption? By defining the mood of an adventure, you sum up the overall emotional impression it should leave on the characters. You can establish the mood of an adventure quite easily by creating an atmosphere that conveys the feeling you want. For example, if the adventure is the tale of a village's corruption into sacrificing its own to a Horror, the overall atmosphere should be dark and gloomy with a touch of despair (the mood). Mood also relates closely to an adventure's theme (see below).

CONFLICTS AND CHALLENGES

Good adventures present the characters with conflicts other than combat against opposition. Conflicts can be emotional, intellectual, or moral or ethical. For example, an adventure may revolve around the inevitable conflict of heroes manipulated by a servitor of a Horror. The heroes start out believing that their noble goal is to destroy the evil questor of Vestrial, but when they finally encounter the questor, they discover that, in reality, he has been fighting to prevent a Horror from devastating a nearby town. By the time the characters realize they've been duped by their employer, they must choose between two evils. Using non-combat conflict in your adventures forces your players to think carefully about their characters' actions.

Most conflicts can be resolved. In the above example, the characters can resolve the conflict in at least two ways. If they let the questor live, they allow him to continue his activities in the name of the Mad Passion Vestrial. If they kill the questor, they must deal with the Horror threatening the small town. Conflict resolution represents the wider consequences of an adventure.

Each adventure may offer several conflicts and resolutions. If an adventure takes several game sessions to complete, each session should have a goal (see **Gamemastering Earthdawn**, p. 228 in **ED**), which may be the resolution to one or more conflicts. A conflict need not always have a resolution, though the players and characters may find too many loose ends frustrating. Strike a balance between conflicts that can be resolved, continuing plotlines, and situations that simply offer no satisfactory conclusion.

Good adventures challenge the characters in different ways. Some challenges take the form of an opposing gamemaster character or creature, but some are less direct. Sometimes the greatest challenge in an adventure is the journey across an unexplored area of Barsaive. Successfully completing the adventure may require the characters to solve a puzzle of some sort, presenting an intellectual challenge rather than a physical one. Sometimes, the atmosphere itself can be the adventure's challenge. By virtue of its location, characters will find an adventure set in the Blood Wood more challenging than one set in a mundane forest. After all, most forests do not have patrols of thorn men and blood elves looking for trespassers.

THEME

A theme allows you to focus the details of an adventure around one central idea or concept that describes what the adventure is about. For example, if an adventure centers on the activities of a ring of Theran spies working in the city of Travar, the theme might be intrigue. If the characters become involved in one trollmoot's revenge against a rival moot, the adventure's theme might be vengeance. Of course, not all adventures need themes. The purpose of an adventure may be simply to get the characters from one place to another in an interesting way. For example, the courier job the characters are hired for may actually be a straightforward pickup and delivery, with no betrayal or double-cross awaiting the characters at the end.

Gamemasters can use mood, atmosphere, and conflicts to support the adventure's theme by creating specific elements or events that emphasize in different ways the main thrust of the characters' involvement.

Betrayal, vengeance, intrigue, and heroism all make suitable themes for adventures in **Earthdawn**; every gamemaster is sure to discover many others. As an illustration of one use of a theme, consider the commonly used theme of conflict with the Horrors.

Horror Theme

The word Horror as used here does not refer to the horror genre. It refers to the creatures from astral space that ravaged the world of **Earthdawn** during the Scourge. The Horror theme is FASA's way of describing one of the overriding reasons heroes adventure in **Earthdawn**. These themes are usually complex enough to weave the plot of an adventure or tie together a series of adventures.

In one way, an adventure with a Horror theme may be the best way to initiate the players into the world of **Earthdawn**. Historically, the Horrors affected most of Barsaive in the same way; they ravaged the land and people, forcing all sentient beings to find a way to protect themselves. Even the magics provided by the Therans proved ineffective against some Horrors, and the communities that hid themselves in kaers and citadels found themselves forced to create new forms of protection, either to save themselves or to protect the rest of the world from the threat they faced. These new protections sometimes took forms that required the people to perform actions as bad as or worse than those the Horrors themselves perpetrated; when those communities realized the truth of what they had done, they sought to leave those events in the past or to somehow redeem their actions.

The gamemaster may decide to provide a common history for the player characters by placing them all in the same kaer or citadel, then creating for them or allowing the players to invent the history and events of that hiding place. The adventure would begin as the characters re-emerge into the world, and the theme might revolve around their efforts to cleanse themselves of the actions they took against the Horrors while in the kaer, or, if nothing untoward happened during their time of hiding, to help free other Barsaivians from the influence of the Horrors.

The Horror theme as described above consists of four basic elements.

1. Characters somehow isolate themselves in an effort to protect themselves from the Horrors. This isolation is not always physical. For example, the Ritual of the Thorns used by the elves of Blood Wood to fend off the Horrors is simply another form of isolation. In fact, most uses of blood magic in the days before the Scourge represented similar attempts at isolation.

2. The characters emerge from their self-imposed isolation when certain signs indicate that the Horrors are gone or less powerful than before. In most cases, this meant simply emerging from kaers and citadels. But the isolation sometimes affected a community as deeply as the Horrors themselves, and the physical emergence became only a first step to truly rejoining the world.

3. The characters realize that the isolation they believed would protect them has, in fact, corrupted their community on a deep level. At this point a character may realize that the means did not justify the ends.

4. The characters begin their efforts to recover what they once were, to redeem their actions, to grow beyond the damage done. Success in these efforts may take unexpected forms; redemption may involve more than performing ever-greater heroics.

Adventuring the Horror Theme

Rather than starting the characters at the beginning of the story—inside the kaer or citadel—the gamemaster may decide to begin the adventure when the characters emerge from the kaer, when they recognize the consequences of what they have done, or as they begin their quest for redemption. Rather than creating an elaborate history at this point, the gamemaster may simply give the characters a mission or other compelling reason to leave the kaer, then reveal the story behind their flight bit by bit as the adventure unfolds or allow the players to make up their characters' history. Again, if the group of characters goes through all four stages of the Horror theme, the gamemaster may set up their isolation as another type of protection from a Horror (or other danger) rather than the more common retreat to a kaer or citadel. The characters would still move through the same four stages, isolation, emergence, realization, and redemption; the focus would simply be slightly different.

The Horror Theme can also be used as the overall theme of a campaign, with different adventures dealing with each of the four stages. The Horror theme may also tie together a campaign through a series of subplots woven in and through the main stories and adventures.

SUBPLOTS

Subplots create a second, less important story that serves as a counterpoint or provides subtle emphasis to the main story of the adventure. Subplots can provide comic relief or serve as a device to accomplish something in the main story of the adventure. For example, a subplot could center on a young child who follows a group of heroes around the city during an adventure and always manages to be in the way at inopportune times. The child may have nothing to do with the story at all and may be just a harmless annoyance. Or he may turn out to be the son of the very nethermancer the characters are trying to find.

Subplots can also help establish mood and atmosphere, or emphasize the theme of an adventure. For example, if the adventure's theme is vengeance, then a subplot about a gamemaster character from a past adventure seeking revenge against one of the players' characters would serve to support the overall theme.

STORYTELLING

Roleplaying games are a form of storytelling, the difference between a printed story and a roleplaying adventure being that in roleplaying, the whole group of players tells the story, not just the author.

For example, an author writing a story creates all the characters, the setting of the story, and the plot. He also writes all the characters' dialogue himself. The author knows the way the story will end, and the consequences of the story's final events. This style of storytelling could be called "independent storytelling."

Storytelling in a roleplaying adventure is very different. No one person creates every element of the story; instead, the players create the central characters of the story, the gamemaster decides on the setting, creates the plot, and creates the secondary characters. Both the gamemaster and the players act out the character dialogue. This type of storytelling could be called "interactive storytelling." That is, the story unfolds through interaction between the players and the gamemaster.

This is not to say that no one controls the story. The gamemaster must take charge, controlling the pacing of the story and determining who the players' characters meet. In order to do this successfully, the gamemaster must learn the finer points of storytelling, including creating a good plot, interesting gamemaster characters, and so on. As described in **Gamemastering Earthdawn**, p. 228 in **ED**, a good adventure provides objectives, motivation, and opposition. A good gamemaster also fleshes out his adventures by adding color (using theme, mood, and other elements mentioned above) and secrecy to the story. The gamemaster can synthesize the story elements suggested in this section into storytelling by using roleplaying, pacing, and drama.

Roleplaying

The gamemaster should try to roleplay each gamemaster character as fully as a player would roleplay his or her character. This can mean keeping track of a lot of characters, but the effort is worthwhile. Work up to fully realizing all your gamemaster characters by rounding out just the key characters in the story; for example, the village leader who asks the heroes to protect his village from the Horror that threatens it, or the Theran slaver who captures the characters and plans to sell them as slaves in Sky Point. As soon as you feel comfortable roleplaying the major gamemaster characters, gradually expand your repertoire until you can roleplay all the gamemaster characters as individuals. Because you will almost certainly create too many characters to remember, keep notes about the gamemaster characters that will appear in the adventure. Usually a few lines on each, a description of their prominent personality traits or what they know about the adventure, is enough to jog your memory.

The gamemaster should also create well-rounded recurring gamemaster characters—those characters who appear more than once during a campaign. Recurring characters most often represent friendly or neutral characters like merchants or teachers, though enemies or villains may also make repeat appearances.

Pacing

If you have ever read a story that seemed to drag on with no clear end in sight, or one filled with non-stop action that barely gave you time to catch a breath, you have seen examples of various styles of pacing. You can use any of these styles or many others to pace your stories; the difficult part is judging the best pacing for each adventure and your group.

One way to pace your adventures is to follow your players' lead. In other words, match the pace of the story to the players' mood. Are they bored, or do they need a break in the action? For example, if the group is preparing to make a cross-Barsaive trek and you allow them to spend the first three hours of the game session buying supplies, the players may get restless waiting for something to happen. This is when you should pick up the pace. Invent a minor incident to distract the characters and serve as a transition to their next action. For example, a fight between two farmers would draw the characters out of the various shops they were visiting and into the street. The gamemaster could take that opportunity to announce that all purchases have been made and ask what the characters intend to do next. At the other end of the scale, if your adventure feels like one big fight after another, the players may need a break in the action to let their characters heal some damage or plan their next action.

The pacing of an adventure can also be used to emphasize some of the other elements discussed above. For example, an adventure with a creepy, dark atmosphere works well if run at a slow, steady pace. An adventure whose theme is action or heroism works best when run at a quick and lively pace.

Drama

Drama can be a very effective tool to bring your players into the world of **Earthdawn**. The stories told in roleplaying games tend to be dramatic. Usually somewhat short on humor (though not always), these tales tell of heroes and danger, the very stuff of drama (or even melodrama). Don't be afraid to describe scenes to your players dramatically, or to dramatize when roleplaying your gamemaster characters. When a character you control offers his help to someone in need, don't just say, "I'll help." Instead, have the character declaim, "Fear not, for I shall aid you in this time of need." It may sound corny, but dramatic roleplaying gives your characters personality. **cut a word please**

Remember that as a gamemaster, one of your most important responsibilities is to entertain your players. After all, the first ground rule of roleplaying is Have Fun. One way of accomplishing this is through drama. If all your characters sound the same, then the players will begin to think they are the same.

Storytelling Techniques

The main techniques we recommend for storytelling in **Earthdawn** are dreams, foreshadowing, and the Tale. Most authors use these techniques to accomplish certain things when telling stories and, while common, they are difficult to use effectively, especially the first time. For example, if you try to foreshadow events in your adventure and discover that you've been too subtle or given the story away, don't think that you've failed and refuse to try again. Try to figure out what didn't work and learn from that mistake. You'll be better prepared to try using that technique again in the future.

Dreams: The gamemaster can use dreams to give a character (and player) a hint about something that might occur during the coming adventure. Dreams are a classic storytelling technique, often used in television shows and movies. Dreams can be used as a form of foreshadowing (see below), or to give the characters insight into a current or upcoming situation. Dreams let the player (and character) know that an event or situation is important.

Exactly how you use the dream to present information is another matter. The dream's message may be obvious, such as an accurate enactment of an upcoming event in the adventure. A dream may send a more subtle message, providing obscure clues that hint vaguely at the true situation through a metaphor or by wrapping symbolism around an event in a character's life.

Foreshadowing: In foreshadowing, an event early in the story hints at a similar, more important event later on. For example, the heroes may enter a town at the beginning of an adventure and see a child who has trapped and is torturing a small animal. The child isn't particularly cruel, he just doesn't know any better. It may even occur to the characters that perhaps the child is imitating something he's seen or heard about, or is subconsciously acting out something his conscious mind has suppressed. That event can foreshadow the heart of the adventure, when the heroes discover that a Theran slaver recently raided the town and made off with a few of the townsfolk. When the heroes track down the Theran and break into his stronghold or ship, they find that he is torturing his captives for information about a nearby town. The encounter with the small child foreshadows the heroes discovering the slaver torturing his captives.

The Tale: The world of **Earthdawn** is rich in oral tradition. Many stories and legends were passed down through the generations when Barsaive hid within the kaers and citadels to escape the Scourge. A gamemaster character sharing a tale or story with the player characters is an effective way to involve the characters in the adventure and provide the background for the story at the same time. The tale could be the legend of a long-lost magical treasure, the story of a town ravaged by a Horror

that has yet to be defeated, or any number of other stories. The Tale is a convenient way to tailor an adventure to your group's interests and the player characters' lives.

The players and their characters can also use the Tale. The world's strong oral tradition of tales and legends should encourage adventurers to share the stories of their adventures with the people they meet throughout Barsaive. Characters may tell their stories to prove their credentials, as payment for lodging, food, or other supplies or favors, or simply to entertain the locals. And of course, the more people who know of them, the higher their Legendary Status.

Players may prefer to simply say "We tell our story while we're in town" or something to that effect. The players may also be willing to actually tell the story out loud with the drama appropriate to a heroic saga. As the gamemaster you know what happened in the last (and previous) adventures, but you may never have heard the players' version of events. If they will tell you (the gamemaster characters) the story as they remember it, you learn about events from their perspective and their view of the adventure's outcome (or the version they choose to tell strangers). This can be important if you want to build future adventures on the events of a past adventure. When the player characters tell their Tale, you learn what the characters know (or remember) and can base your adventure on that information. (See **Adventuring Groups**, p. 51, for another source of the characters' Tale.) What the player characters know may not represent the whole truth, of course.

In addition to using a gamemaster character's Tale to draw the player characters into the adventure, you can base adventures on the player characters' own Tale. For example, suppose you create an adventure in which the characters discover a smuggling ring in the city of Jerris. The smuggling ring is actually run by one of the city's rulers, *but the players never discover that fact*. They think they've found the ringleaders and smashed the smuggling operation, but the true powers behind the ring remain free to begin again. Later, you decide to create an adventure linked in some way to the smuggling adventure. The background for this adventure should not reveal the name of that city leader in connection with the ring; the characters didn't know about his involvement before and so should not learn about it now. If the goal of this new adventure is to uncover the city leader's complicity in the smuggling ring, the player characters must discover it through the usual channels.

If the gamemaster keeps careful records of everything that happens during an adventure, he will probably know what information the characters have and what they don't. But by hearing the players tell the Tale of the adventure, you'll find out how they remember the adventure, and that's what's important. This knowledge allows you to build on their perception of the world, which in turn helps you maintain the illusion that the world is real.

CREATING CAMPAIGNS

Gamemasters may want to send their group of player characters through a campaign, a series of linked adventures featuring the same player characters, and usually the same players and gamemaster. Campaigns offer several gaming advantages, and we designed the world of **Earthdawn** to be played in this fashion. A campaign featuring the same characters allows the players and gamemaster to watch the characters grow more capable and powerful, becoming the heroes of legend by recognizing and achieving goals. While many situations in **Earthdawn** work well as individual adventures, many of the underlying political and magical themes in **Earthdawn** lend themselves to use as the backdrop for a longer series of stories. One familiar and pervasive example is the Theran Empire's continuing efforts to regain political control of Barsaive. A story this complex may stretch over many adventures, perhaps spanning years of the characters' lives. One adventure is simply not enough to explore the Theran storyline.

By definition, a campaign may be nothing more than a series of unrelated adventures connected by the fact that the same characters appear in all of them. However, you may find that it's more fun to plot storylines that require several adventures to resolve. For example, suppose you design an adventure in which the characters must seek out and kill a very powerful Horror, a task that can only be accomplished using a special magical weapon. Rather than creating an adventure in which the heroes simply find the weapon and attack the Horror, you can create a campaign made up of several steps, each of which is a separate adventure. For example, the characters learn that the Great Dragon Icewing has the magical weapon they need to kill the Horror. The characters travel to Icewing's lair to ask for the weapon. The dragon agrees, but asks in return that they retrieve a certain

magical treasure for him, said to lie in the Badlands. Before the characters can go to the Badlands, they will need a map of the area. Maps of the Badlands are very hard to find—in fact, they can only be obtained from the Library in the Kingdom of Throal. One adventure expanded into a series of adventures with little difficulty.

CAMPAIGN ELEMENTS

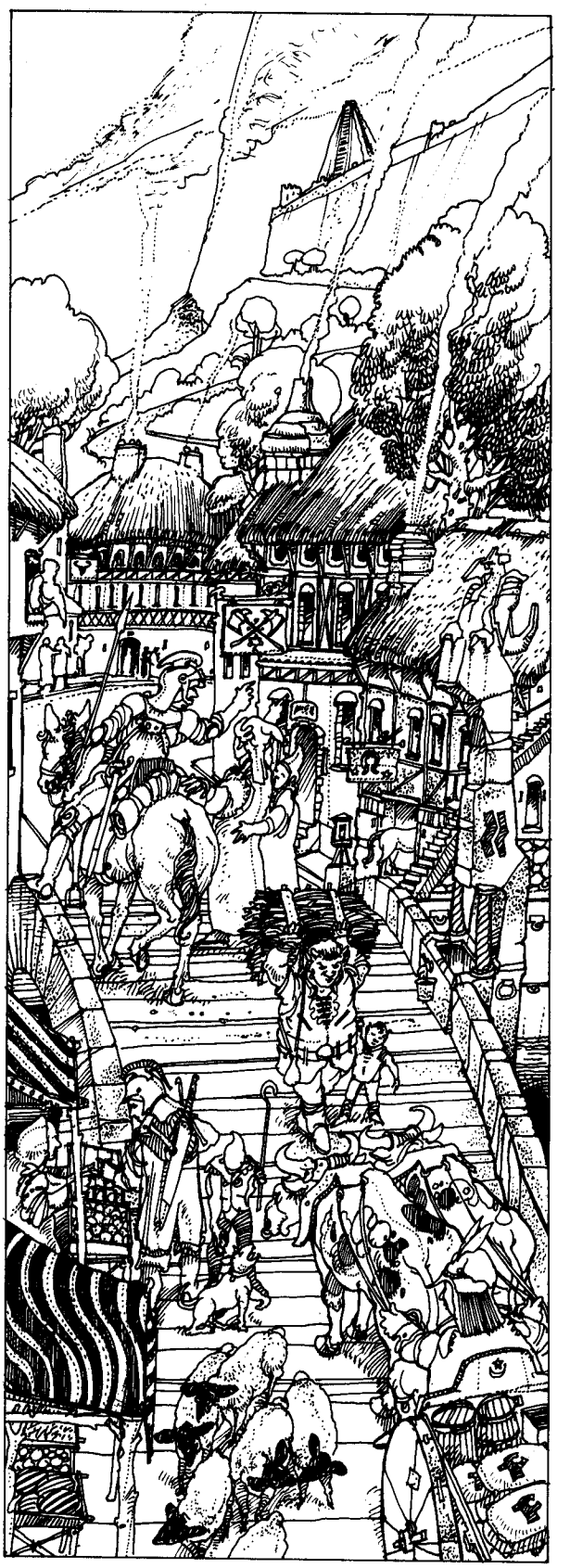
An **Earthdawn** campaign can be a simple matter of running a series of adventures one after another, all featuring the same player characters. However, recurring player or gamemaster characters may not be enough to make an interesting connection between the stories in each adventure. Subplots, motivation, objectives, and opposition all serve as excellent techniques for creating an interesting, engaging campaign.

Subplots

The gamemaster can use subplots to create continuity through several adventures to make a campaign. Secondary to the main story of the adventure, subplots relate the adventures to one another through a minor storyline, character, or series of events. Subplots can hint at upcoming adventures or refer to past events.

For example, you might set the stage for an upcoming adventure by incorporating two or three scenes into the present adventure that relate to future events. When you run the new adventure, the characters (and players) will already have some information about or be familiar with the present situation. In the previous example, instead of simply setting the characters down in the village where the Horror lived, the gamemaster may have begun the campaign by enlisting the characters' help to rid a village of a Horror. In the first adventure of the campaign, the characters travel to that village, staying at more than one inn on the way. At each resting place they hear a tale or a snippet of information about Icewing the dragon. In a later adventure, when they discover that they must deal with Icewing to reach their goal, they realize that they already have some helpful information about this formidable adversary. Icewing has become a subplot of the campaign. Continuity through subplot helps maintain the illusion that the world of the game is a living place that changes over time.

Subplots may also occur in a more haphazard fashion, though this use of the technique requires more complex planning. The gamemaster creates several apparently unrelated and unimportant events that the players and characters either witness or take part in during one or more adventures in a campaign. The end of the adventures fails to reveal whether or not these events held any importance; the players and characters may forget they even happened. In fact, these apparently unrelated and unimportant events form the basis of an



adventure you plan to run in the near future, probably as part of the campaign. When you get ready to run the adventure based on the subplot, review your notes on the events you used to hint at the new adventure and be sure to refer to those events during the adventure. The characters and players will have an Aha! reaction as everything suddenly makes sense, and once again you convince your players that your game world is a real place where people and situations change and grow.

Objectives

Most campaigns benefit from a planned objective. This is certainly true of campaigns built by expanding on one storyline, as in the example above. However, the campaign objective may be more abstract than simply achieving a single goal. For example, a legitimate but more long-term campaign objective may be to explore Barsaive and free it from the remaining Horrors.

As long as each adventure in a campaign has a clear objective, you need not create a campaign objective. But building an objective into your campaign will help focus the campaign and help you create a basis on which to build adventures.

Motivation

Campaigns also benefit from an overriding motivation. The campaign motivation may be the same as the motivation for an individual adventure, but is usually the overall reason that the characters continue their adventures. They may want to free the world from the Horrors, or spread the legends of the heroes of the world, or build their own legends. The motivation for a campaign may also be more practical. The characters may want to track down and rescue a person captured by the Theran slavers or a Horror, seek knowledge of a specific race or place, or be determined to solve the puzzle of a family heirloom. It is important to tie your adventures to the player characters' campaign motivation because it allows the characters to feel as if they are acting on personal motivation.

Opposition

An ongoing campaign also benefits from large-scale or very powerful opposition, usually characterized by an enemy or foe too large to handle in one or two adventures. This opposition may continue to combat the characters over a long period of time; a villain (see **Gamemaster Characters**, p. 21), a powerful Horror that consistently evades destruction, or agents of the Theran Empire.

A long-term campaign centered on a specific opponent also gives the characters an opportunity to find one or more of that opponent's Pattern Items and so become more likely to defeat him (or it). Future **Earthdawn** products will provide more information on thread magic and how characters can use it with people and places.

Continuity and Change

Campaigns should be dynamic; that is, they should change over time. Some changes in a campaign are the direct result of the characters' actions; a gamemaster must be prepared to incorporate these changes into the planned storyline, and must also alter his story to fit the new circumstances. For example, if an important gamemaster character dies unexpectedly in one adventure, he should not show up in a subsequent adventure in the campaign no matter how vital he is to the gamemaster's plan, unless the gamemaster manipulated events so that the characters did not find a body. Dead characters suddenly coming back to life is an extreme example of a lack of continuity, but a common failing. With everything that can occur during a campaign, it is easy to lose track of minor details.

The gamemaster needs to demonstrate to the players and characters that the world of **Earthdawn** continues to change. This can be accomplished many ways. A friendly gamemaster character may grow older, become sick, or gradually experience a change of heart about one or more of the player characters. The gamemaster can also show changes in the game world by allowing gamemaster characters to share stories of the world from places the characters have never been. You could pass on rumors during the adventure, then update them for the characters from time to time. If you offer the characters an adventure that they leave for another set of heroes to complete, reveal the result of their inaction later on. Gamemasters should feel free to invent other ways of demonstrating change in the characters' world.

Because the characters in your campaign will change over time, continually earning Legend Points and gaining different and better abilities, your campaign must change to accommodate this growth. As the characters grow in power and experience, you and the players will become more familiar with the rules of the game, which in turn may impact on how well both the player and gamemaster characters perform in the game. As the gamemaster and players become more familiar with how the rules work, they will make better-informed choices and eventually maximize their characters' potential. Gamemasters will learn how to create campaigns suitable for higher-Circle characters with time and experience, but in early campaigns may have to adjust the planned events and opponents more drastically to account for changes in the characters.

Another important way in which your game may change over time will be a result of the characters (and players) learning more about the world of **Earthdawn** and how that world works. As you create adventures that deal with the various elements of the game, the players and their characters will learn and remember more about

the world, and that knowledge will show in the way they play the game. This particular change is a natural one, and should be welcome; part of the excitement of all roleplaying games, and **Earthdawn** in particular, is discovering a new world. Greater familiarity with the rules of the game and the game world allows both players and gamemaster to use those rules and that knowledge more creatively and with greater complexity.

ADVENTURE IDEAS

The world of **Earthdawn** abounds with adventuring opportunities. Given the size of Barsaive and the conflicts that exist between its citizens, the possibilities for stories appear practically limitless. To keep you from being overwhelmed by the possibilities, we present some of the major elements of **Earthdawn** below and suggest a few adventure ideas for each.

HORRORS

The Horrors represent perhaps the most obvious source of adventures in **Earthdawn**. The characters may battle the Horrors that remain since the Scourge, or fight to right the damage left by the Scourge. Many Horrors still dominate towns and villages, feeding off their captives' fears and other strong emotions. Adventures and campaigns centered on the Horror theme usually fall into this category.

THERANS

Though they no longer wield the powerful presence they once showed in Barsaive, the Theran Empire remains a very real threat. The Therans still control the southeastern corner of Barsaive and support a network of spies scattered throughout the larger province that works to subvert local governments. In this way the Therans hope to pave the way for eventual re-domination. The Therans show particular interest in Parlainth, once the provincial capital of Barsaive. Known Theran spies work in Haven, in the outlying areas of Parlainth, but their identities and agenda remain unknown.

PASSIONS/QUESTORS

The people of Barsaive turn to their Passions, the embodiment of the emotions and feelings of the people, for spiritual support. Because of their central role in peoples' lives, the Passions can serve as inspiration for many adventures. In particular, an examination of how the questors of the Passions interact with the people of Barsaive makes for good stories. Because most questors believe that serving their patron Passion is the only important goal in life, and many would fight to the death to do so, simply imagine the potential clash between questors of the same Passion pursuing similar goals but with different methods of achieving those goals.

The Mad Passions and their questors present the most adventure possibilities. The Mad Passions work individually (so far) to destroy the other Passions, giving no thought to the consequences. The result of a battle between the questors of a Mad Passion and the questors of any other Passion could be devastating.

EXPLORING LEGENDS

Another key element of **Earthdawn** is the legends of that world and time. As the characters adventure across Barsaive, they will learn many legends of heroes, treasure, Horrors, and other monsters. These make ideal sources of adventures for your game. Share legends with the characters that will intrigue them and pique their curiosity, then use these legends to spark new adventures. For example, unfold to the characters the legend of the Crystal Spear, rumored to still lie within a kaer in the Badlands. The legend could serve as the focus of an adventure in which the heroes explore the Badlands and discover what lies within its borders.

EXPLORING KAERS/CITADELS

Kaers and citadels dot the landscape of Barsaive. Most have been abandoned, though some remain inhabited by people still unwilling to believe that the Scourge has ended. Kaers and citadels generally make good adventuring sites, usually to find and use what was left behind. Kaers and citadels also make a good setting for an adventure or campaign with a Horror theme.

MAPPING BARSAIVE

Barsaive changed significantly during the years of the Scourge. Many towns, villages, and cities were completely destroyed and others relocated to escape the Horrors. Most of the natural terrain remains as it was, but even some geographic formations have been transformed.

As a result, few accurate maps of Barsaive exist. As a change of pace from battle, some person or organization may hire the characters to map an area of Barsaive. This task could lead the characters to uncover a city long-forgotten from before the Scourge, or simply afford them the satisfaction of a job well done.

TREASURES

In the same way that adventures that focus on legends are important to the people of Barsaive, adventures based on magical treasure benefit the denizens of **Earthdawn**. The histories of magical items contain the history of the people of Barsaive. Because these items can reveal to characters so much information about the history of Barsaive, they make a practical foundation for adventures and campaigns. In order for the characters to learn an item's past, they must inevitably travel from one end of Barsaive to the other; these travels can lead to any number of adventures.

Because the rules for using magical treasure require that characters seek out an item's Key Knowledges, gamemasters can easily use the task of discovering all the Key Knowledges of an item as the objective or motivation for several adventures or a campaign.

COMMUNITIES

In addition to kaers and citadels, countless cities, towns, and villages also dot the landscape of Barsaive and provide almost endless possibilities for adventures. Adventures set in or near communities can involve thievery, political intrigue, the Horror theme, and so on. Several of the major cities of Barsaive were briefly described in the **Earthdawn** rulebook, but these only represent those known to the Kingdom of Throal. Many communities of various sizes wait to be rediscovered.

CUSTOMIZING EARTHDAWN

Every **Earthdawn** game should be unique. The rules and information about the world that we publish should serve as a starting point: from there, it's up to you to present the world to your players in an interesting and appropriate way. The way the world of **Earthdawn** comes to life for you and your players is up to you.

Take what we've written and change it to make it the game you want to play. We don't intend for you to completely rewrite the rules (unless you REALLY want to), but feel free to tweak them here and there so that the game plays the way you like. We offered some suggestions for tweaking the rules in **Optional Rules**, p. 6, and in the **Earthdawn** rulebook. Suggestions for how to use various other aspects of the world of **Earthdawn** to make it your own appear below.

Before we begin, we offer a word of warning. FASA has a firm idea of how the world of **Earthdawn** will take shape, and will continue to publish **Earthdawn** material according to that vision. Eventually, we will contradict something you've changed or a decision you made. You must decide how to resolve such contradictions, but we consider our version of the universe the correct one for purposes of continuity and other issues.

CREATURES AND HORRORS

If you don't like the creature or Horror descriptions we provide, feel free to change them and their game statistics. Keep in mind, however, that the Legend Point Awards for the creatures are calculated according to a system that takes into account their game stats and abilities. If you change the stats, review the ratio of the creature's power to the size of the Legend Point Award.

The least risky thing to change about creatures and Horrors is their activity cycle and habitats. If it suits your adventure for a wormskull to be found in a wet, marshy swamp, then that's where it should be. We don't mind. Once again, what we publish should serve as the starting point, the base from which the rest of the game grows. It's up to you to aid that growth.

TREASURE

Earthdawn encourages its gamemasters to customize magical treasures. Even the treasures provided in the **Earthdawn** rulebook and in this book present only about half the information you need to use them in your adventure or campaign—you must supply the remainder of the information. This includes the specifics of Key Knowledges known as Research Knowledge. The open-ended system we created for magical treasure allows you to take what we provide and fill in the details in the way best suited to your group and adventure. In this area more than others, **Earthdawn** becomes your game.

THERANS

In our version of **Earthdawn**, the Theran Empire plays an important role in the setting of the game. They present a constant threat looming just to the southwest, constantly plotting and working for the time when they can reclaim their land. They have a network of spies in place across Barsaive to implement their plans and work toward their ends.

If you don't like the idea of the Therans, and political intrigue and scheming is not the type of game you like to run, pretend the Therans don't exist. Ignore them. Remember, it's your game. On the other hand, you may want more information about the Therans NOW, because you want them to play a central role in your very first campaign. In that case, play up their role in Barsaive. We probably won't be addressing the Therans for some time because we have a lot of other ground to cover first, so make up your own version for now.

TONE AND MOOD

As discussed in the beginning of this section, there are many ways to create the right mood for your **Earthdawn** adventures. But the game itself may be played using one of several different moods. **Earthdawn** can be a game of heroic fantasy, where the characters strive to reclaim the world from the evils of the Horrors and the Therans that threaten it. **Earthdawn** can also be a world of discovery and wonder, where the characters are constantly surprised and amazed by each new discovery. This **Earthdawn** is full of unexplored lands and hidden secrets—some of which offer knowledge, others which offer danger. **Earthdawn** may also be a dark, injured world where the characters continually discover the scars the Horrors left on the world through their own efforts and through those corrupted by the Scourge. This dark mood of corruption can be easily related to the Horror

theme (see above), where people use whatever means necessary to protect themselves from the Horrors without regard for the consequences.

Choosing a specific mood and tone for your game is another way to make your **Earthdawn** unique.

BLOOD MAGIC

Blood magic is one of the most disturbing elements of the world of **Earthdawn**. How you decide to use it in your campaign is important. Blood magic is very powerful; the blood charms in the **Earthdawn** rulebook and the blood oaths in this book represent powerful forces in the game. The gamemaster should also recognize that blood magic is one of the aftereffects of the Scourge, and as such is inherently dangerous.

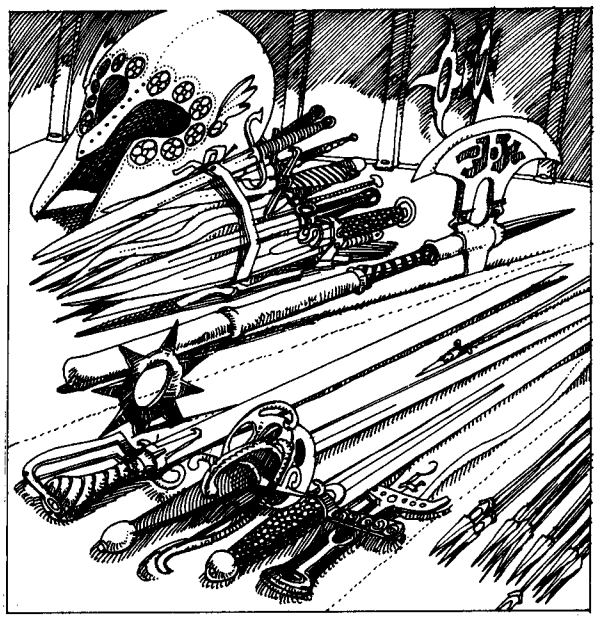
People turned to blood magic in an attempt to protect themselves from the Horrors before the Scourge. Though people have used it less in the years since the Scourge ended, blood magic still has a strong presence in Barsaive. Many people consider blood magic a constant reminder of the days of the Scourge, a time that most people would like to forget, and so the majority of the population shuns these magics. See the **Blood Magic** section of this book for more information.

GOODS AND SERVICES

The **Goods and Services** section of the **Earthdawn** rulebook offered some guidelines for assigning availability to equipment and services in Barsaive. Availability provides another area in which you can customize your game. By making different goods and services more or less easy to obtain, you are altering the world to match your vision. You may decide that blood charms are available, but only on the black market at outrageous prices. Perhaps you think that magical healing aids should be readily available nearly everywhere in Barsaive. Certain weapons and armor may only be available in certain marketplaces, or be sold only by traveling peddlers. These and other choices further define your game and make it different from others.

PLAYER IDEAS

Your best source of ideas for customizing your **Earthdawn** game could be your players. We're confident that they will be able to tell you exactly what they want and don't want in their game, down to specific items, rules, talents, and spells. Asking for this input may result in more information than you actually wanted or needed, but will serve two purposes. It lets you know how they would like to see the game tailored, and lets you know what type of game they want to play. If you create a campaign with a dark, gritty mood, but they tell you they want heroic fantasy, you may want to reevaluate your approach.

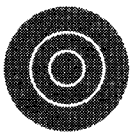


If you give the players what they want, they're likely to stay with your game longer, and everyone will have a better time playing. However, you are the gamemaster, and, ultimately, you decide how your game will be played. We don't suggest that you alienate your players by insisting that everything be done your way, but they should also be willing to compromise and try something different. After all, that's why you picked up a new game in the first place—because it offered something different. But remember, having fun is the reason you chose to play **Earthdawn** in the first place.

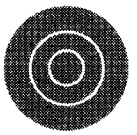
KEEP NOTES

The last piece of advice we have to offer is to make notes about the events of your campaign. By tracking important events, you can make both campaigns and adventures increasingly deep and complex. Because the events of your adventures can and will alter the game world, the more adventures your characters take part in, the more a part of the world they become. The world will be dynamic because of the characters in your group, not simply because FASA publishes a certain sourcebook or adventure.

Another use for campaign notes is to compare what you develop and what FASA publishes. You may develop an area of the world, only to find a sourcebook at your hobby shop the very next week that explores that exact area of Barsaive. By using your notes to review what you created, you can decide which ideas you like from your version and the published information and integrate both worlds into your next unique adventure or campaign. **Earthdawn** will become your own world.



GAMEMASTER CHARACTERS



Follow me, my friends. I know this tavern's owner, and he always keeps a cask of a special brew behind the bar for me . . . Myrthion, my good man, five mugs of the good stuff, please. Zounds—you're not Myrthion!

—Swordmaster Luthan discovers that one more reliable fixture in his life has changed.

The **Earthdawn** rulebook provided rules for using gamemaster characters. This section offers additional guidelines for making gamemaster characters an active and ongoing part of adventures and campaigns. This section also provides 10 gamemaster character profiles who represent a variety of ordinary citizens of Barsaive that adventurers may encounter on a regular basis. You can drop these fully developed characters into your campaigns with very little work. Because the player characters may also meet extraordinary gamemaster characters who are Adepts like themselves, this section provides rules for creating such characters, who are usually equal or superior to the characters controlled by the players. Adept gamemaster characters usually appear as opponents rather than townspeople.

ROLES

Gamemaster characters may fill several roles in an **Earthdawn** game. Player characters may count some gamemaster characters as friends and supporters; some gamemaster characters act as opponents; others function simply as merchants and other neutral characters. All types of gamemaster characters hold various degrees of importance. Many gamemaster characters play small, unimportant roles in an adventure, serving mostly as arrow fodder; for example, the henchmen of the evil wizard or random ork scorchers that roam the countryside. Once they appear, these characters rarely survive to reappear in your campaign. Once revealed, they're dead or gone. Only those with an extraordinary gift for self-preservation make it past the first encounter; the gamemaster may also make an effort to save and reintroduce those with an unusual (and fun) character.

Some gamemaster characters will play a more important role in your campaigns. For example, the characters may come to depend on the merchant from whom they buy their adventuring equipment, the tavern owner who always knows the latest rumors and gossip, and the blacksmith who understands horses better than anyone else. These characters are likely to become permanent fixtures in your campaign, and may become a part of the characters' lives.

The gamemaster characters who play the most significant roles in adventures or campaigns are those who will help unfold the story of **Earthdawn**, legendary characters such as King Varulus III, Queen Alachia, and Mountainshadow the dragon. These characters can become allies, employers, and opponents. Because FASA understands how useful this type of gamemaster character can be in a campaign or other long-term setting, certain characters may reappear from time to time in our published products. Their stories will provide examples for how to use similar characters of your own creation. For example, Garlthik One-Eye, ruler of Kratas, may be the mastermind behind the scheme of an adventure or a novel, or may marshal his forces to oppose the mastermind who hired the player characters. The plainly dressed storyteller in the local tavern may turn out to be the famed elven troubadour Millat.

Of course, we fully expect that you will decide to incorporate some of these same people into your campaigns as gamemaster characters. If the stories we create around these characters do not match the stories you tell about them, just remember that these are legends of **Earthdawn**; they live richly varied lives, and not everything said about them is true.

TYPES

Though many different types of gamemaster characters appear in **Earthdawn** adventures and campaigns, the three types who have the most impact on the player characters are patrons, opponents, and supporters. Each type of gamemaster character can serve one specific or several different purposes in an adventure or campaign.

PATRONS

Patrons are essentially gamemaster characters who help the players' characters on an ongoing basis. Though similar to supporters (see below), patrons perform a slightly different function: while supporters only help characters, patrons may also hire the characters to perform missions or to undertake quests or journeys.

For example, characters could enjoy the patronage of an important person such as the head librarian of the Library of Throal. In exchange for providing them assistance whenever the characters are in Throal, the librarian might trade favors (see **Gamemastering Earthdawn**, p. 228 in **ED**) by asking the characters to journey to the rumored location of a forgotten kaer to search for historically important records. The librarian might also take advantage of the group's experience and status and ask them to transport important documents from Throal to Jerris, or Travar, or some other important city in Barsaive.

The gamemaster can use patrons as a springboard for adventures, a technique especially useful for those times when you have to nudge your players a bit to get them into an adventure. By establishing a patron, you essentially keep the characters on retainer; they are available to be hired on short notice because they feel a loyalty to and may "owe" their patron.

A word of warning, however; avoid using the patron to draw the characters into the adventure too often. The characters may begin to act as if every adventure must be predetermined, and the players may feel that they have no control over which adventures their characters participate in. This will take the fun out of the game for everyone.

Patrons also provide a logical and convenient way to begin an **Earthdawn** game by giving individual characters a common purpose and goal. By the time they've journeyed together on an adventure or two, the characters may decide to stay together for reasons unrelated to their patron. For example, the characters may find a magical treasure while fulfilling a mission for their patron, then decide to continue to adventure as a group in order to learn the history of the item and unlock its magical abilities.

The patron's mission can also serve as a device to get the characters to the "real adventure." For example, the patron may ask the characters to carry an item or scroll

from Throal to the Dragon Mountains. On the way there, or enroute to their next destination, the characters discover a deserted kaer. This is the heart of the adventure; the journey served to get the characters to that location so that they could uncover the lair of the Horror that has been feeding on the nearby locals since the end of the Scourge.

Patrons come from all walks of life. Some are sages, others are questors of the Passions, still others hold posts in town or city government. The patrons in your game can be any of these types or any other person you may imagine.

OPPONENTS

Gamemaster character opponents are, simply put, the bad guys in an **Earthdawn** adventure. They are the evil nethermancer who uses the population of a town for his experiments with the denizens of the netherworlds; Theran slavers, constantly on the lookout for towns and villages to raid for ever more slaves; the questors of the Mad Passions, those who work to destroy the power of the other Passions and increase the power of their own.

Opponents represent the most common type of gamemaster characters you will use in your adventures. Good stories usually center around strong characters; the best stories have good opponents, fully realized characters with complex personalities, a variety of quirks, and everything else that makes up a real person. Make the opponents of your adventures as real as possible by giving them unique characteristics and goals. Give their actions a reason—don't create an evil wizard who acts that way "just because he's evil." Figure out his motivation. Maybe he is evil because his desire to attain power overwhelms all else. Reaching his goal justifies the consequences of his actions, and he lets no one stand in his way.

One way to create well-rounded opponents for your adventures is to use the character creation system provided in the **Earthdawn** rulebook. Put as much thought into your opponent character as the players give to their characters; after all, gamemaster characters are your vehicle for creative expression in the game. Answer the questions in **Flesh Out Your Character**, p. 58, **ED**, for each opponent you create. This will help prevent your opponents from becoming dime-a-dozen throw-away bad guys. You can also tailor one of the archetypes from the **Earthdawn** rulebook to meet your needs. Another option is to create gamemaster character Adepts using the rules given below. These rules allow you to create a high-Circle Adept opponent in a relatively short time and provide powerful opposition for your characters.

Most importantly, good opponents should live through more than one adventure. Make every effort to keep good opponents alive to plague the characters over and over again. If the characters face the same opponent several times over time, they are likely to feel more heroic when they finally defeat him for good than if they just beat the most recent in a long line of one-time opponents.

SUPPORTERS

Supporters are gamemaster characters who are allied with the players' characters and hold Neutral or better attitudes toward the characters. Supporters serve many functions; they act as additional eyes and ears for the character, keeping tabs on events in the character's absence. They can lend aid to the character, and some supporters may even travel with the character from time to time. Supporters serve as supporting players to the character. They often provide vital clues or other assistance, but the character has to provide the heroic deeds.

Many legends describe heroes as being fated to meet their supporters. Other stories describe the bond between supporter and hero as a form of blood magic. Both accounts apparently carry some truth, because heroes are known to gain supporters through effort, destiny, and blood magic.

Rules for using supporters in your **Earthdawn** campaign appear in forthcoming **Earthdawn** products.

CREATING GAMEMASTER CHARACTERS

Because we designed **Earthdawn** as a gamemaster-driven game, our products will provide only an abbreviated version of the game statistics for minor gamemaster characters. This format allows gamemasters to use a minimal approach to these minor characters when appropriate, but also provides enough information so that the gamemaster can round out the character more fully. We provide major gamemaster characters with all necessary stats, spells, and equipment. The abbreviated format includes the following information.

Name: This is the name of the character.

Rank and Discipline (if Adept): This provides the Discipline and appropriate rank of Adept characters.

Occupation (if not Adept): Every character who is not an Adept must have an occupation.

Attributes: These entries provide the character's Attribute Step Numbers and always appear as follows:

DEX:	**STR:**	**TOU:**
PER:	**WIL:**	**CHA:**

This information serves as the basis for fleshing out the character as the gamemaster sees fit; for example, making the character more or less powerful, depending on the situation. The abbreviated stats give you the basic character information, but the rest is up to you.

FLESHING OUT

We suggest two ways to flesh out these abbreviated stats. The first is to consult the Step/Action Dice Table on p. 50 in **ED** to find the Attribute Values associated with each Step Number given. Using the Attribute Values, find the appropriate characteristics in the Attribute Table, p. 52 in **ED**. This method serves as a shortcut through the character creation process.

One alternative, an even more quick-and-dirty way to generate the values needed to play a character, uses the table below, which summarizes the Attribute Table based on step numbers rather than Attribute Values. A gamemaster in need of a specific number to resolve a situation involving his character simply checks the step numbers provided and consults the Step Conversion Table to find a range of appropriate values.

The table provides values for the most often used game statistics.

Attribute Value: This represents a range of Attribute Values for the given step number. Attributes represent a character's natural abilities.

Defense Ratings: This column represents a range of values for Physical Defense, Spell Defense, and Social Defense. Defense Ratings determine how well characters avoid certain types of attacks.

Mystic Armor: This provides a range of Mystic Armor Ratings. Mystic Armor helps protect the character from magical attacks.

Death Rating: This column provides an appropriate range of Death Ratings. The Death Rating represents how much damage a character can take before dying.

Wound Threshold: This represents an appropriate range of Wound Threshold values. Any single attack that inflicts a number of points of damage equal to or exceeding the Wound Threshold causes a Wound.

Uncon. Rating: This column provides a range of Unconsciousness Ratings. This number represents the amount of cumulative damage it takes to knock a character unconscious.

Using The Conversion Table

The Step Conversion Table allows the gamemaster to derive values for the most commonly used characteristics directly from the step numbers given in the statistics for gamemaster characters. To use the table, find the step number in the left-hand column, then read across that line to find the required characteristic values. The table lists a range of values for each of the characteristics. The range provided allows you to make your gamemaster characters more or less powerful than average by choos-

STEP CONVERSION TABLE

Step Number	Attribute Value	Defense Rating	Mystic Armor	Death Rating	Wound Threshold	Uncon. Rating
1	—	—	—	—	—	—
2	1–3	2–3	—	19–22	3–4	10–13
3	4–6	4	—	23–26	5–6	14–17
4	7–9	5–6	—	27–30	6–7	18–21
5	10–12	6–7	0–1	31–34	8–9	22–26
6	13–15	7–8	1–2	35–38	9–10	27–29
7	16–18	9–10	2–3	39–42	11–12	31–34
8	19–21	10–11	3–4	43–46	12–13	35–39
9	22–24	11–12	4–5	47–50	13–14	40–43
10	25–27	13	5–6	51–54	15–	44–47
11	28–30	14–15	6–7	55–58	16–17	48–51

ing a number from the lower or upper end of the range. Choosing from a range also allows you to create gamemaster characters that better resemble player characters (with a more varied scope of characteristic values) by choosing high numbers for some characteristics and low numbers for others.

By cross-referring the Step Conversion Table to the Step/Action Dice Table and the Attribute Table, pp. 50 and 52 in **ED**, gamemasters can convert the step numbers for gamemaster characters into accurate Attribute Values and so determine the exact value of all of the character's characteristics.

ADEPTS

Gamemasters who want to create more powerful and complex gamemaster characters can create Adepts. Adept gamemaster characters can be supporters, opponents, or patrons. For example, the characters might find a unique tavernkeeper and retired adventurer to act as their patron; a casual acquaintance often met in the same weapon shop could become a supporter. To create a gamemaster character Adept, generate a character according to the **Creating A Character** rules, p. 44 in the **Earthdawn** rulebook, or choose one of the Discipline archetypes from **ED**, pp. 69 - 91.

If the gamemaster character Adept will be First Circle, the archetypes can be used as is. If you want to play a higher-Circle Adept, choose the character's Circle and then find the minimum number of talents and their minimum ranks for Adepts of that Circle on the **Circle Advancement Table**, p. 223 in **ED**. Select a number of additional talents from the **Discipline** section, pp. 62 –91 in **ED**, to bring the character's total talents to the minimum for Adepts of the chosen Circle. Assign each of the talents the minimum rank for Adepts of that Circle, then adjust the character's characteristics according to his Circle and note any special abilities.

This system of generating Adepts produces characters that meet the minimum requirements of the chosen Circle. If you want to give your character more than the minimum, simply choose an additional 2 to 4 talents and assign each a Rank of 2 or 3. Feel free to further tailor the archetype by increasing the ranks of the character's other talents as well.

As you create your gamemaster characters, particularly those who will last longer than one encounter or adventure, fill out either a Character Record Sheet (provided in the **Earthdawn** rulebook) or a Creature/Character Record Sheet (see p. 62).

GAME BALANCE

One of the hardest tasks a gamemaster faces in nearly all roleplaying games is creating a fair but challenging match between opponents and the player characters. This holds true for **Earthdawn**. It is impossible to create a hard-and-fast rule for judging levels of opposition; every group of characters is different from every other, and opposition that proves too powerful for one group might be a pushover for another. With that in mind, we offer the following suggestions to help you balance combat situations. (Of course, we don't believe that every fight should be fair. Sometimes the players draw an easy target; sometimes the odds of survival are overwhelmingly against them.)

Note: These suggestions provide a system for determining approximate numbers to create game balance. This system can help you create a fair match, but requires a certain amount of work. You may decide to use this method or create one of your own.

DETERMINE OPPOSING FORCES

To determine what forces each side brings to a battle, compare the abilities of the players' characters to the abilities of the opposing gamemaster characters. The two parameters used to compare abilities are the capability to attack successfully and the damage potential of a successful attack.

Attack Potential

To judge each side's ability to successfully attack, first determine the average Defense Ratings of the players' characters by separately adding up the ratings for each type of Defense (Physical, Spell, and Social) and dividing each total by the number of player characters, rounding fractions up. Compare the result to the opposition's attack step number. The attack step number could be an Attack or Spellcasting step for creatures or a talent step number for gamemaster character Adepts. If the step number is equal to the appropriate average Defense Rating (Physical, Spell, or Social), then the opponent holds an even chance of attacking the characters successfully. If the step number is lower or higher than the average Defense Rating, the opponent has a less than or greater than even chance of attacking successfully.

To determine the player characters' potential for making a successful attack, compare the player characters' attack step numbers to the average Defense Ratings of the opposition (as above). After you determine the chances of a successful attack for both sides, compare the information for a rough idea of how often the characters and their opponents could successfully attack each other. By next determining and comparing the damage potential of each side, you will see how well- or ill-matched the opponents are.

Damage Potential

To determine each side's damage potential, compare the average Damage step number of each side to the average Toughness step number of the opposition. This comparison will show if one side has an advantage over the other.

To use an alternative method for judging damage potential, take the average Damage step number of the opponents and subtract the average Armor Rating of the player characters, then divide the result into the average Unconsciousness and Death Ratings of the player characters. The final numbers provide an average of how many successful attacks are needed to render one of the player characters unconscious or dead (respectively). Apply this same formula to the player characters to determine how many successful attacks they need to make to render an opponent unconscious or dead.

DETERMINE THE ADVANTAGE

By knowing how the player characters' strengths and potential damage compares to that of your gamemaster characters', you can create more balanced fights for your adventures and campaigns.

Gamemasters can compare characters and opponents to determine which side holds an advantage using four basic parameters.

1. Characters' Attack vs. Opponents' Defense
2. Opponents' Attack vs. Characters' Defense
3. Characters' Damage Potential vs. Opponents' Damage Resistance
4. Opponents' Damage Potential vs. Characters' Damage Resistance

To use these comparisons to balance an encounter, first determine which side has the advantage in each comparison, if one exists. For example, if the player characters have higher attack step numbers than their opponents' Defense Ratings, the characters have the advantage.

To determine which side has the overall advantage, simply add up the number of parameters that give each side an advantage and compare the totals. The side with more advantages has the overall advantage.

EVEN THE ODDS

To balance fights between unevenly matched groups of characters and opponents, simply adjust the number of opponents to more closely match the number of characters. For example, a group of Fifth Circle Adepts would have to fight more than double their number in skeletons in order for the fight to be fair. If the difference in power, abilities, and numbers between the characters and opponents is relatively minor; increase or decrease (as appropriate) the number of opponents by a smaller margin, usually 1 to 3.

GAMEMASTER CHARACTER PROFILES

The following profiles describe typical gamemaster characters for use as supporters, guards, opponents, and so on. Feel free to alter these profiles to suit your game.

Note: General skills marked with an asterisk are talents being used as skills. See the description of the individual talent and **Using Talents as Skills**, pp. 92–120 and 124 in the **Earthdawn** rulebook.

The Death Rating value in parentheses represents the Death Rating minus any permanent damage caused by using blood magic. See the descriptions of blood charms in **ED**, and the **Blood Magic** section of this book.

ELVEN SAGE

"So you need to know if that old sword you acquired is the Great Blade of Sanquadra or just a lump of forged metal? You have come to the right place, friend. All heroes need magic, and I can tell you if you are holding it in your hands."

Quotes

"Remove this junk from my sight."

"Runic carvings? Hmmm, very interesting. Hand me that book."

"Power? You don't know the meaning of power until you've held in your hands the Ruby Scimitar of Daeth!"

Commentary

Both a historian and a source of magical information, the elven sage links the arcane past with the magical present. Magic and knowledge represent power throughout the land, and the elven sage can provide access to both.

Attributes

Dexterity (11): 5/D8
Strength (9): 4/D6
Toughness (7): 4/D6
Perception (13): 6/D10
Willpower (12): 5/D8
Charisma (10): 5/D8

Skills

Artisan
- Embroidery (2): 7/D12

Knowledge
- Legends and Heroes (1): 7/D12
- Magical Lore (1): 7/D12

General
- Read and Write Language (4):10/D10 + D6
  - Human
  - Ork
  - Sperethiel
  - Troll
- Read and Write Magic (2): 8/2D6
- Speak Languages (2): 8/2D6
  - Human
  - Ork

Damage

Death Rating: 27
Wound Threshold: 6
Unconsciousness Rating: 18
Recovery Dice: D6
Recovery Tests Per Day: 1

Combat

Physical Defense: 7
Spell Defense: 4
Social Defense: 6
Armor: 0
Mystic Armor: 1

Equipment

Arcane tomes
Dagger
Quills and ink
Scrolls

DWARF MERCHANT

"Welcome, welcome. Please take your time and browse. You'll find everything you want or need. If it's not here, it doesn't exist. You say your friend only speaks troll? Not to worry. I speak all the languages of the land fluently—just another service that I am happy to provide. Oh, you would like to trade? Please step into my office."

Quotes

"It is a well-known fact that the legendary hero Thom Hammerblade bought 50 feet of rope from this length right here."

"Windling spears, windling spears—let me think. Ah yes, I stock them near the toothpicks."

"I'm very sorry, but I do not have the item you seek at the moment. It seems my supplier angered some river pirates. We hope to find his body soon."

Commentary

"Anything and Everything" is the dwarf merchant's motto. His shop is full to bursting with supplies from all over Barsaive and select items from Thera. The merchandise ranges from the mundane to the exotic: elven-made clothes, Theran tomes, t'skrang spices, dwarf tools, windling weapons. The merchant considers no item too bizarre to stock in his emporium, and sees every person who steps into his shop as a potential sale. On rare occasions he may offer a guarantee on his product after the transaction is complete.

Attributes
Dexterity (10): 5/D8
Strength (13): 6/D10
Toughness (13): 6/D10
Perception (12): 5/D8
Willpower (10): 5/D8
Charisma (9): 4/D6

Skills
Artisan
Carving (1): 5/D8
Knowledge
Appraising Gems (2): 7/D12
Dwarf Trade Routes (2): 7/D12
Haggle (2): 6/D10
General
Conversation (3): 7/D12
Speak Languages (6): 11/D10 + D8
Human
Obsidiman
Ork
Troll
T'skrang
Windling
Trading (5): 9/D8 + D6

Equipment
Dagger
Dwarf sword
Leather armor

Damage
Death Rating: 35
Wound Threshold: 9
Unconsciousness Rating: 27
Recovery Dice: D10
Recovery Tests Per Day: 2

Combat
Physical Defense: 6
Spell Defense: 7
Social Defense: 6
Armor: 4
Mystic Armor: 0

HUMAN TAVERN OWNER

"Sit down and have an ale. The meat is roasting and should be ready in a moment. You're new to this area, aren't you? Looking to forge a legend of your own, I'll wager. Well, rumor has it..."

Quotes

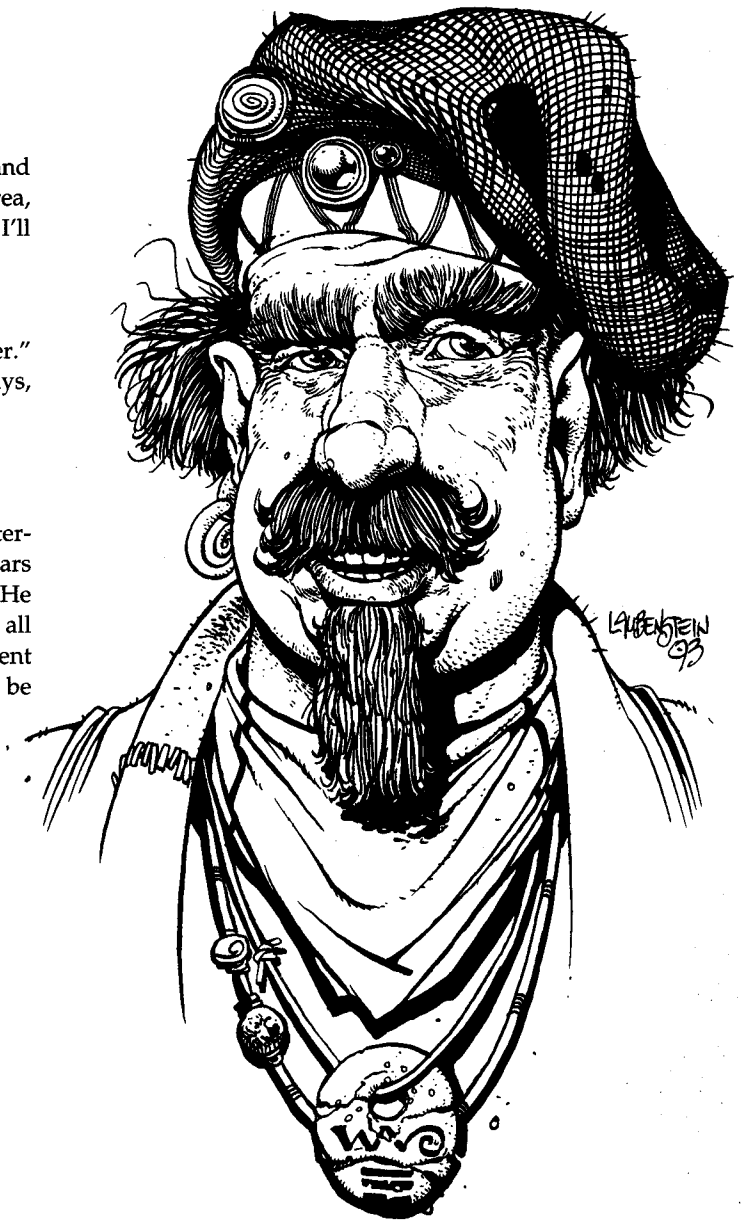
"Rumors are free. Facts, now that's another matter."

"Bitter?! That ale has aged for well over three days, Sir Connoisseur!"

"Hey! Keep your dirty hands off the servers!"

Commentary

People come to the tavern to eat, drink, be entertained, and to meet other people. The tavern owner wears many hats—bartender, entertainer, rumormonger. He watches and remembers the comings and goings of all characters who pass through his humble establishment and, with the help of some silver pieces, may to be persuaded to share this information.



Attributes

Dexterity (9): 4/D6
Strength (9): 4/D6
Toughness (10): 5/D8
Perception (12): 5/D8
Willpower (9): 4/D6
Charisma (10): 5/D8

Skills

Artisan
- Music [Flute] (1): 6/D10

Knowledge
- Legends and Heroes (2): 7/D12
- Local Lore (3): 8/2D6
- Unarmed Combat (2): 6/D10

General
- Conversation (4): 9/D8 + D6
- Speak Languages (6): 10/D10 + D6
  - Obsidiman
  - Ork
  - Sperethiel
  - Troll
  - T'skrang
  - Windling

Combat

Physical Defense: 6
Spell Defense: 7
Social Defense: 6
Armor: 0
Mystic Armor: 0

Damage

Death Rating: 31
Wound Threshold: 8
Unconsciousness Rating: 22
Recovery Dice: D8
Recovery Tests Per Day: 2

Equipment

Club
Dog
Knife

DWARF SCRIBE

"Please speak slowly and clearly. Remember, this will be stored in the Great Library of Throal. Your stories will be repeated throughout the land, and young and old alike will revere you for your deeds for generations to come."

Quotes

"Of course my name goes at the top of the page. I'm doing all the writing, am I not?"

"If you kill a dragon in the deepest woods but no one was there to write it down, did it really happen?"

"I would prefer you pay me in advance, good sir, *before* you fight the Horror."

Commentary

The dwarf scribe is your ticket to immortality. He can transform a humiliating drubbing at the hands of a group of gargoyles into an epic battle between good and evil. He rarely involves himself personally in adventures, preferring to live vicariously through his employers' adventures. If a story is boring, he can make it interesting. And if a tale is interesting, he can make it legendary.

Attributes

Dexterity (8): 4/D6
Strength (10): 5/D8
Toughness (10): 5/D8
Perception (16): 7/D12
Willpower (12): 5/D8
Charisma (10): 5/D8

Skills

Artisan
- Poetry (3): 8/2D6

Knowledge
- Dwarf History (3): 10/D10 + D6
- Kaer Lore (3): 10/D10 + D6
- Legends and Heroes (4):11/D10 + D8

General
- Read and Write Languages (7): 14/D20 + D4
  - Human
  - Obsidiman
  - Ork
  - Sperethiel
  - Troll
  - T'skrang
  - Windling
- Speak Languages (3): 10/D10 + D6
  - Human
  - Troll
  - T'skrang

Damage

Death Rating: 31
Wound Threshold: 8
Unconsciousness Rating: 22
Recovery Dice: D10
Recovery Tests Per Day: 2

Combat

Physical Defense: 5
Spell Defense: 9
Social Defense: 6
Armor: 0
Mystic Armor: 1

Equipment

Arcane tomes
Knife
Quills and inks
Scrolls

HUMAN HORROR-SCARRED MADMAN

"The Horror lived in my brain, right here above my eye. Well, actually closer to my ear, but near the top of my skull. HEY! WHAT ARE *YOU* LOOKING AT! You know, the Horror looked at me the same way. Did I tell you he was in my brain?"

Quotes

"Don't touch my rock. "

"The Horror was in my friend Neville's brain, too. But that was before he exploded."

Commentary

Spared by a Horror (and no one knows exactly why), this poor fool was left part idiot and part genius. If you can listen to his bewildering train of thought for any length of time, you may learn more factual information about the Horrors than you believed was possible for any one person to know. Of course, you may also learn the history of his rock, and his string, and his stick.

Attributes

Dexterity (8): 4/D6
Strength (7): 4/D6
Toughness (7): 4/D6
Perception (19): 8/2D6
Willpower (8): 4/D6
Charisma (7): 4/D6

Skills

Artisan

Body Painting (1): 5/D8

Knowledge

Horror Lore (10):18/D20 + D12

Damage

Death Rating: 27
Wound Threshold: 6
Unconsciousness Rating: 17
Recovery Dice: D6
Recovery Tests Per Day: 1

Combat

Physical Defense: 5
Spell Defense: 10
Social Defense: 15 (Magically Enhanced)
Armor: 0
Mystic Armor: 0

Equipment

Ball of string
Rock
Stick

ORK MERCENARY

"I fight for a living. It's never a pretty job and you only get paid if you survive, but I do it because I'm good at it. If you need an experienced fighter, I'm your man. I don't do work that requires me to think much, I don't look after mewling babes, and I don't fight for the Therans. Now, show me your silver and we'll hammer out the terms."

Quotes

"I have scars older than you, lad."

"Sharpen your blades, here come the Therans."

"Flank, shmank—just hit that fiend swinging the big axe. Yes, the one in front of you trying to take off your head."

Commentary

The ork mercenary knows only one thing, but he knows it well—how to fight. Highly opinionated and disdainful of anyone he considers incompetent, most employers value his skills enough to overlook his often abrasive personality. The ork mercenary is no fool, and always demands handsome compensation for high-risk tasks.

Attributes

Dexterity (13): 6/D10
Strength (15): 6/D10
Toughness (12): 5/D8
Perception (10): 5/D8
Willpower (9): 4/D6
Charisma (6) : 3/D4

Skills

Artisan
- Runic Carving (1): 4/D6

Knowledge
- *Weapons Lore (1): 6/D10

General
- *Maneuver (2): 8/2D6
- *Melee Weapons (5): 11/D10 + D8
- *Second Attack (1): 7/D12
- Tactics (1): 6/D10
- *Wound Balance (1): 7/D12

Damage

Death Rating: 34 (31)
Wound Threshold: 9
Unconsciousness Rating: 26
Recovery Dice: D8
Recovery Tests Per Day: 2

Combat

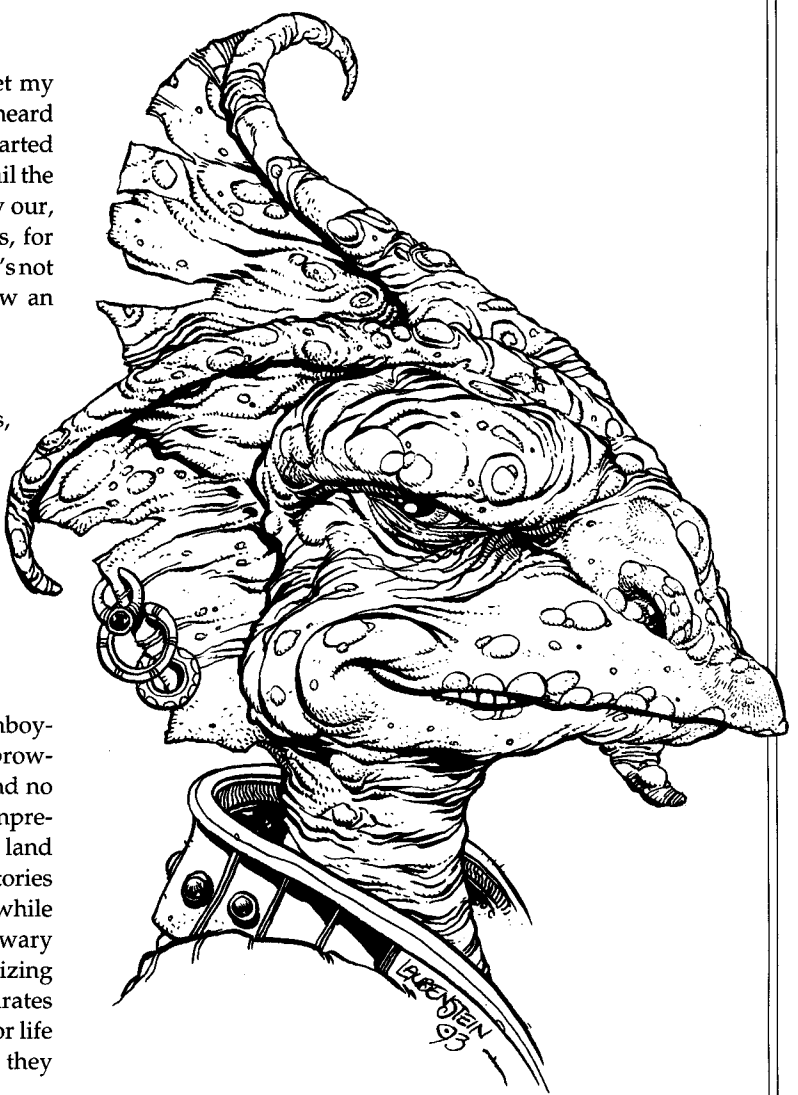
Physical Defense: 7
Spell Defense: 6
Social Defense: 4
Armor: 7
Mystic Armor: 4

Equipment

Backpack
Blood charm (Death Cheat)
2 Booster potions
Crystal ringlet armor
2 Daggers
Dwarf winternight cloak
Footman's shield
50-foot rope
Short sword
Spiked mace
Tent
1 Week worth of trail rations
Traveler's garb
Waterskin

T'SKRANG RIVER PIRATE

"Greetings and salutations, friends. Do not let my appearance deceive you. The stories you have heard about the t'skrang are most untrue. The dwarves started those vicious lies because they envy our ability to sail the river. They accuse us of stealing because they envy our, ah, *resourcefulness*. Take these elegant elven cloaks, for instance. I found them aboard an abandoned ship. It's not my fault the elves are so irresponsible as to allow an unmanned ship to float down the Serpent River."



Quotes

"We will board your ship, take all of your goods, and if you cooperate, we won't turn the Serpent River red with your blood."

"Stealing is such a strong word. I prefer to think of your contribution as a toll for using our section of the river."

"I threaten you not. Only question, good sir. Can you swim to shore from here?"

Commentary

The t'skrang river pirate's charismatic and flamboyant personality disguises her formidable fighting prowess. She operates under her own code of ethics, and no ship is safe from this scoundrel. On the whole an unpredictable lot, many pirate tales circulate through the land from the elven court to Throal and Thera. Some stories recount tales of vile torture and ruthless cruelty, while others describe practical jokes perpetrated on unwary travelers sailing the Serpent River. Though generalizing about such individualists is dangerous, most pirates harbor a strong sense of loyalty and will befriend for life someone who does them right. On the other hand, they show double-crossers no mercy.

Skills

Artisan
- Music [Singing] (2): 7/D12

Knowledge
- Serpent River Lore (3): 8/2D6
- T'skrang Lore and History (2): 7/D12

General
- Acrobatics (2): 10/D10 + D6
- Bribery (2): 7/D12
- *Engaging Banter (2): 7/D12
- *Fence (4): 9/D8 + D6
- Fishing (1): 6/D10
- Navigation (1): 6/D10
- *Riposte (1): 11/D10 + D8

Attributes
Dexterity (19): 8/2D6
Strength (13): 6/D10
Toughness (12): 5/D8
Perception (10): 5/D8
Willpower (10) 5/D8
Charisma (11): 5/D8

Damage
Death Rating: 34
Wound Threshold: 9
Unconsciousness Rating: 26
Recovery Dice: D8
Recovery Tests Per Day: 2

Combat
Physical Defense: 10
Spell Defense: 6
Social Defense: 5
Armor: 5
Mystic Armor: 0

Equipment
Broadsword
Buckler
Cloaksense brooch
2 Daggers
Espagra-scale cloak
Traveler's garb

BLOOD ELF ELEMENTALIST (ADEPT)

"A stranger to the ways of the Elven Court, are you? Well tread carefully, gentle lady. The magic that you outsiders wield is nothing compared to the dark forces *we* control. All that surrounds you breathes with life and keeps constant vigil."

Quotes

"Pain you know not."
"I do not cast my magic for the likes of you."
"The Queen alone commands my obedience."

Commentary

Dark and brooding, the elven blood elementalist may aid you if it will gain him favor with the Queen. But if he perceives you as a threat, he will hunt you like an animal. Factions and politics breed in the Blood Wood like nowhere else in Barsaive, and so think hard before seeking the elementalist's aid. Alliances shift like the wind and woe betide the unlucky soul who suddenly finds himself backing the wrong faction.

Attributes

Dexterity (15): 6/D10
Strength (11): 5/D8
Toughness (7): 4/D6
Perception (12): 5/D8
Willpower (15): 6/D10
Charisma (16): 7/D12

Talents

Durability (2)
Fire Heal (1): 7/D12
Karma Ritual (1)
Read and Write Language (1): 6/D10
Sperethiel
Read and Write Magic (3): 8/2D6
Spellcasting (3): 8/2D6
Spell Matrix (3)
Spell Matrix (2)
Spell Matrix (2)
Thread Weaving [Elementalism] (1): 6/D10

Spells

5 Circle 1 spells
2 Circle 2 spells
1 Circle 3 spell

Skills

Artisan
Robe Embroidery (2): 9/D8 + D6
Knowledge
Blood Wood Lore (4): 7/D12
Elven Court History (2): 7/D12
Magical Lore (4): 9/D8 + D6
General
*Arcane Mutterings (1): 7/D12
*Throwing Weapons (1): 7/D12

Karma

Dice: D6
Points: 20

Damage

Death Rating: 35 (32)
Wound Threshold: 6
Unconsciousness Rating: 24
Recovery Dice: D6
Recovery Tests Per Day: 1

Combat

Physical Defense: 8
Spell Defense: 7
Social Defense: 9
Armor: 2
Mystic Armor: 5

Equipment

Blood charm (Desperate Spell)
Elfweave robe
Fernweave armor
Grimoire
2 Flight daggers
4 Throwing daggers
Traveler's garb

WINDLING THERAN SPY

"Information can make you rich. Any information, no matter how trivial it might seem, is worth something to someone. Now, the Therans reward loyalty very handsomely, so when you hear something, tell only me. I would truly grieve if compelled to visit you in the dark of night. Hearing of a hero who dies in her sleep always saddens my heart—such a waste of potential."

Quotes

"If they catch us, remember—you don't know me and I don't know you."

"We are only criminals if our side loses."

"You must be mistaking me for another windling. We all look the same to you, you know."

Commentary

The windling Theran spy is a master of stealth and cunning. Privy to some of the most closely guarded secrets in Barsaive, he plays an essential part in the political ambitions of many Therans. A ruthless and deadly character, many look at his unimposing appearance and judge him insignificant and harmless. Do not make this misjudgment. Many heroes have paid for it with their lives.

Attributes

Dexterity (15): 6/D10
Strength (4): 3/D4
Toughness (7): 4/D6
Perception (16): 7/D12
Willpower (11): 5/D8
Charisma (17): 7/D12

Skills

Artisan
- Actor (2): 9/D8 + D6

Knowledge
- Local Lore (3): 10/D10 + D6
- Theran Politics (2): 9/D8 + D6

General
- Bribery (2): 9/D8 + D6
- *Conceal Weapon (2): 9/D8 + D6
- *Disarm Mechanical Trap (2): 8/2D6
- Disguise (1): 8/2D6
- *Fasthand (1): 8/2D6
- Forgery (1): 8/2D6
- *Lip Reading (2): 9/D8 + D6
- Lock Picking (2): 8/2D6
- *Picking Pockets (3): 9/D8 + D6
- Streetwise (3): 10/D10 + D6
- *Surprise Strike (2): 8/2D6
- *Throwing Weapons (2): 8/2D6

Damage

Death Rating: 27
Wound Threshold: 6
Unconsciousness Rating: 18
Recovery Dice: D6
Recovery Tests Per Day: 1

Combat

Physical Defense: 10
Spell Defense: 9
Social Defense: 9
Armor: 4
Mystic Armor: 1

Equipment

Blood charm (Targeting Eye)
Cloaksense brooch
Dagger
2 Doses of Kelia's Antidote
Leather armor
2 Vials of poison
Windling spear
Wool cloak

OBSIDIMAN MESSENGER

"Trustworthy, honest, and reliable—it's not just a motto, it's a way of life. Some messages I carry are inane, some are matters of life and death. I don't care, I get them through all the same. Don't try and stop me. I can fight if need be."

Quotes

"I regret the damage to the guards, but I carry a message addressed to you."

"I am merely the messenger."

"Greetings. I carry a message from the city of Iopos. The missive is from Lady Nessel to one Sir Flower-of-My-Heart."

Commentary

A strange single-mindedness seems to possess the obsidiman messenger when he carries a missive. These individuals consider their tasks a sacred duty and perform them with unflagging dedication, regardless of the message's content. As a result of their impeccable reputation and personal integrity, people throughout Barsaive accord them great respect and so keep their services in great demand. Many obsidiman messengers have reached legendary status by overcoming tremendous obstacles to deliver messages.

Attributes

Dexterity (8): 4/D6
Strength (19): 8/2D6
Toughness (20): 8/2D6
Perception (8): 4/D6
Willpower (10): 5/D8
Charisma (10) : 5/D8

Skills

Artisan
- Carving Crystal (2): 7/D12

Knowledge
- Barsaive Politics (3): 7/D12
- Throal Politics (2): 6/D10

General
- Conversation (3): 8/2D6
- *Detect Trap (1): 5/D8
- *Detect Weapon (2): 6/D10
- Etiquette (3): 8/D6
- *First Impression (2): 7/D12
- *Graceful Exit (2): 7/D12
- *Melee Weapons (1): 5/D8
- *Missile Weapons (1): 5/D8
- *Unarmed Combat (1): 5/D8

Damage

Death Rating: 44 (43)
Wound Threshold: 16
Unconsciousness Rating: 36
Recovery Dice: 2D6
Recovery Tests Per Day: 4

Combat

Physical Defense: 5
Spell Defense: 5
Social Defense: 5
Armor: 9
Mystic Armor: 3

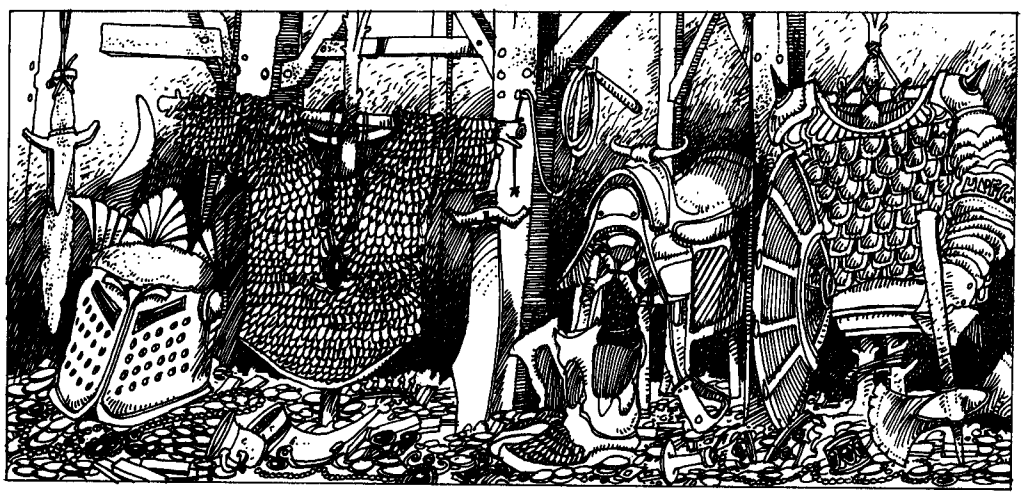
Equipment

Backpack
Blood charm (Death Cheat)
Crystal armor
2 Daggers
Pouch
15 Stones
Traveler's garb
Troll sling
Walking stick
War hammer

MAGICAL TREASURE

I applaud the noble purpose of your quests and adventures. But when you return, bring me something I can use.

—King Varulus III of Throal



The world of **Earthdawn** offers numerous and varied magical treasures to those with the courage to seek them out. The **Earthdawn** rulebook provides 18 magical treasures and rules for using them in the game. This book provides nine new treasures, additional information on how to use the treasure cards, and hints for creating your own **Earthdawn** treasures.

USING TREASURE CARDS

The gamemaster can present the treasures we provide in the **Earthdawn** rulebook and this book to the player characters in one of two ways. The first is to give the players the treasure card as soon as the characters find the magical item. This approach means the players learn the Name of the item as soon as the characters pick it up, making the first Key Knowledge redundant. If the players are good roleplayers, however, they can act as if their characters don't know that information. As the characters learn about the item, the players can write what they learn on the back of the card.

In the second approach, the gamemaster simply describes the magical item to the players. When the characters learn the item's Name (part of its first Key Knowledge), they receive the treasure card. You could also show the players the illustration on the card but hide the name.

The longer you play **Earthdawn**, the more treasures your group will collect, and keeping track of exactly what a specific sword or other item does (or allows a character to do) may become a Herculean task. The solution we offer for this potential problem is to number the treasure cards to correspond to a Treasure Log Sheet. Each of the cards provides a space for the gamemaster to write in an assigned ID number. The Treasure Log Sheet provides a matching space for an ID number, allowing you to match your treasure cards to your Treasure Log Sheets. This technique allows you to track each treasure in your campaign.

CREATING TREASURES

We don't intend for the treasure descriptions we provide to restrict your game. Feel free to create entirely new treasure descriptions to match the illustration on the treasure cards. If you like the look of an item but not the description, adjust it to fit your idea, or rewrite it completely. If and when you decide to customize the published treasure cards, take care to not make the item too powerful. The **Magical Treasure** section of the **Earthdawn** rulebook, p. 268, provided guidelines for customizing treasures for your campaigns and adventures. For best results, review these guidelines before changing an item's description.

We create our magical treasures with an eye to game balance. Even if an item's description or powers changes, the numbers (cost and Legend Points) should remain the same. When you decide to create your own magical treasure, use a published item as a guide. Working within such a guideline increases your chances of creating a treasure that maintains game balance.

The Treasure Log Sheet also can be used as a blank "treasure design form" to help you create magical treasure and keep track of an item's Key Knowledges, powers, and abilities.

NEW TREASURES

This section describes nine new magical treasures that your players may encounter in the world of **Earthdawn**. Page 273 of the **Earthdawn** rulebook provides explanations of the game information provided. Full-color illustrations of these treasures appear on the treasure cards included in this book. The information on these cards appears in the same format as the information on the cards provided in the **Earthdawn** rulebook.

AMULET OF AGAMON

Maximum Threads: 2
Spell Defense: 24

This amulet consists of a ruby gem fastened into a gold setting fashioned in the shape of a scarab. The amulet's red cord boasts a number of smaller gems, all in settings similar to that framing the large gem. The amulet's settings are made of a gold/orichalcum alloy that gives the jewelry an unusual luster and means that the metal never needs polishing and cannot be scratched.

Thread Ranks

Rank 1 **Cost:** 500
Key Knowledge: The character must learn the Name of the amulet.

This rare treasure is one of relatively few magical items created since the Scourge. The magician Agamon hailed from a citadel nestled in the Thunder Mountains. He led a party of heroes out into Barsaive shortly after the end of the Scourge. He created this amulet during his travels as a means of storing additional spell matrices, but the amulet gained additional defensive power as his journeys continued.
Effect: Add +1 to the character's Mystic Armor and Spell Defense ratings.

Rank 2 **Cost:** 800
Effect: Add +1 to the character's Spell Defense Rating and +2 to his Mystic Armor.

Rank 3 **Cost:** 1,300
Key Knowledge: The character must learn the Name of the place where Agamon created the amulet.
Effect: Mystic Armor +2, Spell Defense +2.

Rank 4 **Cost:** 2,100
Effect: The amulet holds 1 spell matrix. The rank of the matrix equals the rank of the thread attached to the amulet.

Rank 5 **Cost:** 3,400
Key Knowledge: Legends say that Agamon enchanted the gems in the amulet with a special, high-Circle spell. The character must learn the Name of the spell used to enchant the gem in the amulet.
Effect: Social Defense +1.

Rank 6 **Cost:** 5,500
Deed: Agamon successfully confronted many hostile creatures and Horrors during his adventures, but one such encounter ended in tragedy for him and his companions. The traveling group found a band of escaped Theran slaves desperately in need of aid. Agamon led the slaves to a nearby town for shelter and assistance. Once they received assurances that the slaves would be well cared for, Agamon and his companions left the town and continued their quest to restore Barsaive to its people. Unfortunately for the town, one of the slaves was possessed by a Horror and brought the Horror into the town after Agamon left. The Horror killed most of the townsfolk outright, keeping only a few alive to further torture and terrorize.

When Agamon's group returned to the town, they discovered the awful truth of their effort to help those in need. Determined to undo the damage, the heroes confronted the Horror in an attempt to destroy it. Despite their best efforts, the Horror proved too powerful for Agamon's heroes, and slayed them all. The amulet was eventually recovered from the abandoned town, and has passed through generations of Barsaivians since Agamon's death.

The character must find the town from the legend and confront and destroy the Horror that killed Agamon. This deed is worth 8,900 Legend Points.
Effect: The amulet now holds 2 spell matrices of equal rank to the thread.

Rank 7 **Cost:** 8,900
Key Knowledge: Since the death of Agamon, many heroes have wielded this amulet. The character must learn the Name of the last hero to wield the amulet.
Effect: Social Defense +2.

Rank 8 **Cost:** 14,400
Key Knowledge: Legends and stories of Agamon often portray the magician as following one of several Disciplines. Some say the legendary figure was a wizard, while others insist that he followed the Discipline of the nethermancer. The character must learn which Discipline of spellcasting Agamon followed.
Effect: Spell Defense +3; Social Defense +3; Mystic Armor +3.

ESPAGRA BOOTS

Maximum Threads: 2
Spell Defense: 19

These fine boots are made from the hides of espagra, dragonlike, flying predators. Because of their origin, espagra boots are usually bright blue, interwoven with brown leather. The espagra scales also give the boots a brilliant luster, a trademark of espagra-skin products. Similar in appearance to espagra saddles, these boots are often worn by those whose work requires stealth, secrecy, or great agility.

Thread Ranks

Rank 1 **Cost:** 300
Key Knowledge: The character must learn the Name of the boots.

In present times worn mostly by thieves and rogues seeking an advantage of stealth and secrecy, legends tell that Theran soldiers and mercenaries wore this type of boots in the years before the Scourge. These legends contradict those stories that say these boots were first made in the city of Kratas, commissioned by the legendary ork thief Garlthik One-Eye.
Effect: Add +1 rank to the character's Avoid Blow talent. If the character does not have this talent, add +1 step to his Dexterity step (*i.e.*, use the Avoid Blow talent with a Default Attribute).

Rank 2 **Cost:** 500
Key Knowledge: The characters must learn the Name of the person who created the boots.
Effect: Add +2 ranks to the character's Avoid Blow talent. If he does not have this talent, add +2 steps to his Dexterity step (*i.e.*, use the Avoid Blow talent with a Default Attribute).

Rank 3 **Cost:** 800
Key Knowledge: The character must learn the Name of the first thief to wear the boots.
Effect: The character gains the Silent Walk talent at Rank 1. If the character already has this talent, add +1 rank to Silent Walk.

Rank 4 **Cost:** 1,300
Effect: The character gains the Silent Walk talent at Rank 2. If the character already has this talent, add +2 ranks to Silent Walk.

Rank 5 **Cost:** 2,100
Key Knowledge: The character must learn the number of espagra hides used to create the boots.
Effect: The character gains +3 ranks to his Avoid Blow talent. If he does not have this talent, add +3 steps to his Dexterity step (*i.e.*, use the Avoid Blow talent with a

Default Attribute). The character gains the Silent Walk talent at Rank 3. If the character already has this talent, add +3 ranks to Silent Walk.

Rank 6 **Cost:** 3,400
Key Knowledge: The character must learn the Name of the place where the espagra whose hide was used for the boots originally made its home.
Effect: By taking 3 points of Strain, the character gains the ability to fly. For every 3 points of Strain the character takes, he can fly 100 feet. This ability can only be used once per day.

ESPAGRA SADDLE

Maximum Threads: 2
Spell Defense: 12

These horse saddles are constructed using a combination of the hide and scales of the flying, dragonlike predators known as espagra. The shimmering blue espagra scales give these saddles a beautiful luster that makes them immediately recognizable. The hanging flaps of an espagra saddle are made entirely of the creature's hide.

Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The character must learn the Name of the saddle.

Cavalrymen and others who depend upon their mounts covet these saddles. Legend says that Guyak Jorann used the first espagra saddle, but these saddles were probably being stitched and enchanted centuries before the ork hero was born.
Effect: Increase the mount's Combat Movement by 15 yards and its Full Movement by 30 yards.

Rank 2 **Cost:** 300
Effect: Add +1 to the mount's Armor Rating.

Rank 3 **Cost:** 500
Key Knowledge: The wielder must learn how many espagra hides the maker used to create the saddle. One saddle typically requires three to seven hides.
Effect: Increase the mount's Combat Movement by 25 yards and its Full Movement by 50 yards.

Rank 4 **Cost:** 800
Effect: Add +2 to the mount's Armor Rating; +1 to the rider's Armor Rating. Increase the mount's Physical Defense by +1.

Rank 5 **Cost:** 1,300
Key Knowledge: The character must learn the Name of the person who built the saddle.
Effect: The mount may run through the air as if it were running on solid ground. Use the mount's base Movement rates for moving through the air; the mount no longer benefits from the speed increases the saddle provides.

Rank 6 **Cost:** 2,100
Effect: The rider and mount each receive an additional Recovery Test per day.

Rank 7 **Cost:** 3,400
Key Knowledge: The character must learn the Name of the last person to use the saddle.
Effect: The saddle allows the mount to run through the air at increased speed. Increase the mount's Combat Movement by 50 yards and its Full Movement by 100 yards. Add +1 step to the tests for all actions the rider takes while in the saddle. Add +5 to the mount's Armor Rating.

Rank 8 **Cost:** 5,500
Effect: Increase the Physical, Social, and Spell Defense Ratings of the rider and mount by +2.

Rank 9 **Cost:** 8,900
Key Knowledge: The character must discover the Name of the place where the saddle's last owner died.
Effect: Add +3 to the rider's Armor Rating and +3 steps to all actions taken while in the saddle.

FAERIE CHAINMAIL

Maximum Threads: 2
Spell Defense: 13

Faerie chainmail is very high-quality armor made of fine links. Because the links of this armor may be as small as one-half the size of normal chainmail, suits of faerie chainmail fit the wearers better. Faerie chainmail varies in color: most are the steel-gray of typical armor, but some suits have a bronze color or a color similar to that of orichalcum.

Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The character must learn the Name of the suit of armor.

Faerie chainmail is made from iron rings tempered in a mixture of water, elemental water, and faerie blood. The tempering process makes the rings tougher, lighter, and better able to contain magical energy.
Effect: Armor Rating 8.

Rank 2 **Cost:** 300
Effect: Remove the armor penalty to the Initiative step.

Rank 3 **Cost:** 500
Key Knowledge: The character must find out what type of faerie creature or enchanted beast gave its blood for the armor.
Effect: An opponent must achieve an Extraordinary success on the Attack Test to make an Armor-Defeating Hit against this armor.

Rank 4 **Cost:** 800
Effect: Armor Rating 9. Add +1 to the armor's Mystic Armor Rating.

Rank 5 **Cost:** 1,300
Key Knowledge: The character must learn the Name of the magician/smith who created the armor.
Effect: Armor Rating 10. Magic from armor enhances the wearer's movements, adding 1 step to his Initiative step.

Rank 6 **Cost:** 2,100
Effect: Add +3 to the Mystic Armor Rating.

ORATORY NECKLACE

Maximum Threads: 5
Spell Defense: 8

Oratory necklaces are strings of eight to twelve semiprecious stones such as turquoise or tourmaline. The stones measure roughly one-half inch in diameter. The stones of most oratory necklaces vary widely in color, making each necklace unique.

Thread Ranks

Rank 1 **Cost:** 100
Key Knowledge: The wielder must learn the Name of the necklace.

The creator of an oratory necklace usually uses silver and semiprecious stones to make this magical item, though only five of the stones are magically active. The wielder must attach his thread to one of those five stones.
Effect: Charisma + 1.

Rank 2 **Cost:** 200
Effect: Social Defense +1.

Rank 3 **Cost:** 300
Key Knowledge: The wielder must learn the Name of the magician who created the necklace.
Effect: Charisma + 2.

Rank 4 **Cost:** 500
Effect: The necklace allows the wearer to spend 2 Karma Points on any Charisma-based Interaction Test.

Rank 5 **Cost:** 800
Deed: One of the first recorded uses of an oratory necklace was by the troubadour Eustacia. Disguising herself as a dwarf, she whipped a placid gathering of dwarfs into a howling mob demanding rough justice for their overlord. The exact nature of the injustices the overlord supposedly perpetrated were never recorded. Eustacia fell behind as the vengeful crowd moved on the overlord's manor. The mob caught the household unprepared and quickly carved their way through the manor's defenses. As they dragged the overlord out to hang him, Eustacia dropped her disguise and appeared as herself. Masterfully playing on the crowd's emotions, her speech calmed the crowd and saved the beleaguered overlord, who made Eustacia his most trusted advisor, as she "really knew how to handle people."

To complete the deed, the character wearing the necklace must convince a group of at least 20 people to take a certain action. As they go about the first action, the character must convince the same group to take a different action. The deed is worth 3,400 Legend Points.
Effect: Crowds react as if their attitude were one degree more favorable toward the wearer.

Rank 6 **Cost:** 1,300
Effect: Charisma + 3, Social Defense +2.

Rank 7 **Cost:** 2,100
Key Knowledge: The wearer must learn the Name of the last owner of the necklace.
Effect: Charisma + 4.

Rank 8 **Cost:** 3,400
Effect: Social Defense +3.

PUPPET FAMILIAR

Maximum Threads: 2
Spell Defense: 13

Puppet familiars consist of small puppets formed in the shape of one of the Name-giver races. The puppets usually measure only one to one and a half feet tall. The faces of puppet familiars usually express an exaggerated emotion ranging from astonishment to fear to joy and so on.

Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The character must learn the Name of the puppet familiar.
Effect: The puppet familiar is an inanimate puppet whose enchanted wood has been shaped to hold a spell matrix. A magician may place a spell in her puppet familiar and then cast that spell as if casting from a spell matrix.

Rank 2 **Cost:** 300
Effect: The familiar now contains two spell matrices of a

rank equal to the rank of the thread attached to the puppet familiar. The spell matrix rank increases with the thread rank.

Rank 3 **Cost:** 500
Effect: One of the puppet familiar's spell matrices is improved. The familiar now holds 1 spell matrix and 1 enhanced matrix.

Rank 4 **Cost:** 800
Key Knowledge: The character must learn the Name of the person who created the puppet familiar and the Name of the last person to have a thread attached to the puppet familiar.
Deed: The character can reName the puppet familiar. This blood magic ritual animates the puppet for a year and a day. The owner Names the puppet, and sacrifices six drops of blood (one point of permanent damage) to give it life. The puppet comes to life, but has no talents other than its spell matrices. Its Attribute steps are 2 less than the owner's corresponding steps (*i.e.*, if the owner has Step 6 Strength, the puppet has Step 4 Strength). The puppet has the same Death Rating and Wound Threshold as its owner and must share its owner's Recovery Tests. The puppet is completely loyal to its owner, and usually possesses all of its owner's annoying personality traits. This deed is worth 2,100 Legend Points.
Effect: None. Isn't that enough?

Rank 5 **Cost:** 1,300
Effect: The puppet familiar now holds 2 enhanced matrices.

Rank 6 **Cost:** 2,100
Key Knowledge: Puppet familiars are made from enchanted wood. The character must learn what type of wood was used and the Name of the forest or woods where the wood originated.
Effect: The puppet familiar now holds 3 enhanced matrices.

Rank 7 **Cost:** 3,400
Effect: The puppet familiar now holds 4 enhanced matrices.

PURSE EVER BOUNTIFUL

Maximum Threads: 5
Spell Defense: 14

These small, leather purses close with a drawstring. These purses look very ordinary and in no way reveal their magical properties.

Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The wielder must learn the Name of the purse.

Elementalists first created these purses some 5,200 years ago. For unexplained reasons, purses ever bountiful created near the peak of the magic cycle are more powerful than those created a century or more after the peak. Characters may only weave Rank 3 threads to less powerful purses.

To use the purse, a character places a coin in an inside pocket of the purse. The player makes a Willforce or Willpower Test. The result is the number of coins the purse creates from that coin. Creating the coins causes 2 points of Strain to the wielder. The steps indicated below are added to the Willforce or Willpower step only when creating coins with the purse.
Effect: The purse duplicates only copper coins.

Rank 2 **Cost:** 300
Effect: Willforce + 1.

Rank 3 **Cost:** 500
Key Knowledge: The wielder must learn the Name of the elementalist who created the purse.
Effect: Willforce + 2. The purse also duplicates silver coins.

Rank 4 **Cost:** 800
Key Knowledge: The wielder must learn the type of coin that the purse first duplicated.
Deed: Obtain one of those coins minted in the same era and of the same denomination, and duplicate it. The deed is worth 2,100 Legend Points.
Effect: Willforce + 4.

Rank 5 **Cost:** 1,300
Effect: Willforce + 6.

Rank 6 **Cost:** 2,100
Key Knowledge: The wielder must learn the Name of the last person to own the purse.
Effect: Willforce + 6. The purse also duplicates gold coins.

SPELL SWORD

Maximum Threads: 3
Spell Defense: 13

Spell swords come in differing styles and sizes, though most are broadswords. The elemental earth and air used to forge these swords mark the flat sides of their blades with an unusual swirled appearance.

Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The wielder must learn the Name of the sword.

The people of Barsaive no longer possess the art of making spell swords, though rumors say that the Therans have revived the art. These broadswords are created from a delicate mix of forged steel, elemental earth, and elemental air, usually in the following percentages: steel, 40 percent; elemental earth, 40 percent; and elemental air, 20 percent. These percentages can vary by plus or minus 5 percentage points each.
Effect: The damage of the sword is STR + 6 steps. The sword also holds a spell matrix of a rank equal to the rank of the thread attached to the sword. Any magician may place a spell in the matrix. The wielder of the sword may then cast the spell, using her own Spellcasting talent (or Perception step, if she does not have Spellcasting). The wielder uses her own Thread Weaving talent and Willforce (or Willpower) when casting the spell.

Rank 2 **Cost:** 300
Effect: Damage = STR + 7. Spell Defense +1.

Rank 3 **Cost:** 500
Key Knowledge: The wielder must learn the Name of the last person to wield the sword and the greatest deed that person performed with the sword. The character must inscribe the Name and the deed along the blade.
Effect: The sword now holds a second spell matrix. The rank of each spell matrix equals the rank of the thread attached to the sword.

Rank 4 **Cost:** 800
Deed: The wielder must decide upon a deed to perform using the blade and then publicly declare his intention of doing the deed. Once the character accomplishes the deed, he gains a Legend Point bonus equal to the Legend Point worth of the deed. If he defeats a creature, he gains a Legend Point award equal to the creature's Legend Point award, in effect gaining a double award. A deed need not involve slaying a monster. For example, while mediating between two warring ork tribes, the hero Guyak Fairtongue swore not to draw his sword on either ork faction as long as a chance of peace still existed. He kept his word, refusing to draw his sword even after being struck by one side's ork champion. Fairtongue eventually worked out an acceptable peace.
Effect: Damage = STR + 8.

Rank 5 **Cost:** 1,300
Effect: Physical Defense +1; Spell Defense +2.

Rank 6 **Cost:** 2,100
Key Knowledge: The wielder must determine the exact percentages of the magical elements used to create the sword. When he is confident that he knows the percentages and chooses to weave the thread, he must spend the required Legend Points. If he chooses the wrong percentages, the threadweaving will fail. The Legend Points are lost, and the character must spend more points when he next attempts to weave a thread to the sword.
Effect: Damage = STR + 10. The sword now holds 3 spell matrices. The rank of each matrix equals the rank of the thread attached to the sword.

TALISMAN STATUE

Maximum Threads: 2
Spell Defense: 13

Talisman statues are small statuettes, usually 3 to 4 inches tall, fashioned from stone, wood, or clay. Some rare statues measure up to 7 inches tall. Their creators usually carve intricate runes into talisman statues; some creators make their statues even rarer by imbedding small gems into the statuette's eyes.

Thread Ranks

Rank 1 **Cost:** 200
Key Knowledge: The character must learn the Name of the talisman statue.

Talisman statues can enhance the magical abilities of spellcasters. According to legend, each statue is made to complement only one form of spell magic, though half-remembered stories dispute these legends.
Effect: Add +1 rank to the character's Spellcasting or Thread Weaving talent.

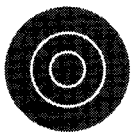
Rank 2 **Cost:** 300
Effect: Add +2 ranks to the character's Spellcasting or Thread Weaving talent, or +1 rank to both talents.

Rank 3 **Cost:** 500
Key Knowledge: The wielder must learn the Name of the wizard who created the talisman statue.
Effect: Spell Defense +1.

Rank 4 **Cost:** 800
Effect: Spell Defense +2.

Rank 5 **Cost:** 1,300
Key Knowledge: The character must learn the Name of the mountain/mine/forest from which the material used to create the talisman statue originated.
Effect: Spell Defense +2; add +1 to the character's Mystic Armor Rating.

Rank 6 **Cost:** 2,100
Key Knowledge: The character must learn the Name, race, and Discipline of the last person to use the talisman statue before the Scourge.
Effect: By taking 1 point of permanent damage, the character adds +1 step to his Karma step when using Karma to enhance Spellcasting/Thread Weaving tests.



BLOOD MAGIC

Many say that slavery is the worst thing the Therans brought to Barsaive. I, for one, disagree. The worst they have done still remains among us. It is the use of our own blood in our magic . . .

—Vercian, Throalic wizard, author of *Thoughts Concordia*

As introduced in the **Earthdawn** rulebook, one of the three forms of magic used in the world of **Earthdawn** is blood magic, along with spell and thread magic. Blood magic is powerful, but that power demands a price. In order to use blood magic, a magician must sacrifice some of his own blood. Though usually only a drop or two, the fact remains that the magician is using his own blood to power his magic—in essence, drawing on his own life energy.

Because blood magic offers a vivid reminder of the torments people inflicted on themselves in the days before and during the Scourge, those who continue to use it are often viewed with suspicion by the ordinary citizen. The majority of Barsaivians are working to put the devastation of the Horrors behind them or out of their minds completely, and choose to ignore everything that blood magic represents, even its potential for helping those still battling the remnants of the Horrors. Those who are willing to accept the necessary means to achieve the greater good of destroying the Horrors now choose to refer to the practices of blood magic as "life magic," hoping by stressing the positive aspect of this magic to cultivate tolerance among the mainstream for those who use this magic.

HISTORY

The following is excerpted from Thoughts Concordia *by Vercian, 1460 TH.*

Blood magic is now, and, regrettably, will forever be a part of our world. People learned of the power that living energy gives to magic in our world and embraced that power. It aided our recovery from life within the kaers and helped us successfully battle the Theran Empire. But at what cost?

In order that we and our descendants may learn from our mistakes, what follows is a brief history of the development and uses of blood magic in the province of Barsaive. May future generations understand its lesson.

Blood magic originated in the magical laboratories and experiment chambers of those men and women who would one day found the Theran Empire.

When the population of Nehr'esham (the "center of the mind," which would become the Eternal Library at Thera) threatened to grow beyond their control, its leaders chose to impose rites of initiation upon those who wished to join the Great Project. One of these rites evolved as a blood oath sworn between the initiate and the leaders of Nehr'esham. With this oath, initiates dedicated their lives to the Great Project and to the completion of the Eternal Library.

The oath made with blood quickly became a tradition among the scholars at Nehr'esham, and they soon began to use it to swear oaths for other purposes as well. Former enemies used blood oaths to swear everlasting peace, and marriages were often sealed with blood oaths. But as happens in our world of magical thought, as we do, so do we create. The magical energies of the world began to pattern themselves after the practices of the people and eventually imbued blood oaths with magic power. Where once one who violated a blood oath was only shunned by those around him, now the magic inherent in the blood oath physically marked the violator. Runic scars would appear on the oath-breaker's body where the blood for the oath was drawn. These scars resisted all healing, including magical healing.

DISSEMINATION

The leaders of Nehr'esham sent adventurers out into the world to collect works for the Eternal Library, and those adventurers spread the ideas and practices of blood oaths as they traveled. Adventurers for the Library used blood oaths to seal trade agreements, pledges of loyalty and friendship, and for other important events and promises. The use of blood magic spread throughout the known world, and as the frequency of its use increased, so did the strength of its bond to the magic of the world. And as happens in the cycle of our world, as the bond between magic and the use of blood magic increased, so too did the use of blood magic increase.

RESEARCH

Other uses of blood magic evolved from this prosaic beginning. Wizards and nethermancers witnessed the power of blood magic and sought to better understand it. They reasoned that if blood magic could so powerfully seal oaths and promises, then it might have other magical uses. They began to experiment with incorporating the use of blood sacrifice into powering magical items. They met with limited success using blood magic to power existing items, but did discover methods of creating magical items powered solely by blood magic. This research resulted in what are now known as blood charms: magical charms that offer their user very powerful benefits when imbued with blood magic.

During the years when research was producing blood charms, adventurers also found (some say formed) another type of blood magic. Heroes found that sacrificing their own blood allowed them to improve their talents and magical abilities beyond physical and mental limits. Magicians used blood magic to increase the duration of spells, while other Disciplines used it to enhance the effects of their magical talents. In a familiar cycle, the widespread use of blood magic strengthened its power and caused it to manifest in still other forms. Unfortunately, this increased access to blood magic came at a time when the people of Barsaive were becoming desperate, aware that the Scourge would soon overtake them.

PROTECTION

Before the Therans refined the Rites of Protection and Passage and offered them to the people of Barsaive during the days of the Orichalcum Wars, people sought to create individual methods of protection against the coming Scourge. Many of those people experimented with blood magic, the results of which often proved as horrible as or worse than the effects of the Scourge itself. These experiments continued even as people shut themselves into the kaers and citadels. Having heard of and seen the Horrors' terrible power, Barsaivians feared that even the Theran methods of protection would fail and so embraced blood magic rituals to provide additional safeguards. The proven powers of blood magic led people to believe that if used properly, blood magic would protect them even from those Horrors strong enough to break through the Theran defenses.

The most horrifying legends describe communities sacrificing peoples' lives to power their blood magic rituals, thereby hoping to protect their descendants against the centuries-long Scourge. Some communities even used lotteries to select the victims of the blood magic. These victims were forced to accept their fate or be banished to the outside.

These were extreme examples. Most Barsaivians refused to embrace the power of blood magic so profoundly. A majority continued to use the power of blood magic only as it was taught through the centuries: to swear oaths and promises, and occasionally to create blood charms and provide magical enhancement.

The end of the Scourge and the Opening of the kaers and citadels marked a decline in the use of blood magic in Barsaive. Though this decline may be a result of many things, I believe that the prime motivation is the effects of blood magic on the elves of the Elven Court at Wyrm Wood. Too proud to accept the Theran protection against the Horrors, the elves turned to blood magic when their own methods of magical protection failed. The most extreme form of blood magic lives on in the elves of what is now called Blood Wood. The world has seen the effects of blood magic used in desperation, and they recoil in fear and disgust from those who accepted these methods.

The history of blood magic should serve as a lesson for all who contemplate its use. The power of blood magic is to be feared, not embraced.

IN REFERENCE TO BLOOD MAGIC

Update to the Thoughts Concordia *by Anselm of Throal, 1505 TH.*

The use of blood magic has splintered into two distinct practices since Vercian wrote the above text. Most adepts and magicians practice a type of blood magic whose power comes from small personal sacrifices of one's own life energy. This type of blood magic has come to be known as life magic. Though all uses of blood magic permanently mark the user in ways both physical and mental, this first use of blood magic can be considered relatively safe.

The term blood magic now refers almost exclusively to magic that draws its power not from self-sacrifice of personal life energy, but from the sacrifice of unwilling victims. Only the Therans are said to practice this type of blood magic, but only rumors say so, not facts. Other tales suggest that the Therans' ages-long dominance over magic comes from practicing sacrificial blood magic. Even rumor does not suggest that this type of blood magic has been used in Barsaive since the Time of Hiding.

The original writings of Vercian sparked an ongoing debate among magical scholars about the uses of blood magic. One faction believes that in its original form, as used for oaths, charms, and so on, blood magic poses no hazard to its users. They propose that blood magic is simply an extension of our basic understanding of magic, and that its use is no more dangerous to Adepts than the use of patterns and threads.

Others claim that blood magic in any form is surely a result of corruption by the Horrors. They insist that blood magic originated with the Horrors and that using it only draws one closer to the Horrors.

The scholarly world does not fall strictly into these two camps. Those learned men and women who spent the early years of their lives traveling for the Library and seeking lost knowledge during their adventures have seen blood magic used for both good and evil. Though they have seen Blood Wood, the ever-present example of blood magic gone horribly wrong, many have also benefited from what is now called life magic and suffered no ill effects. These men and women share Vercian's hope that the knowledge of past abuses of blood magic will serve as a lesson to those who choose to use blood magic in this age. All agree that blood magic offers great power, and with that power comes equal responsibility.

USING BLOOD MAGIC

As the gamemaster, you determine what part blood magic will play in your **Earthdawn** game. Will it be a positive source of magic, or will it be used only by evil beings and people? Will blood oaths be a way of life, or cause for shunning? Are blood charms available in most cities and towns in Barsaive, or are they only available on the black market? Perhaps your campaign will not include blood magic at all. Perhaps in your world of **Earthdawn**, all uses of blood magic were forbidden at the end of the Scourge. If this is the game you choose to play, simply ignore all references to blood magic in the **Earthdawn** rulebook. Your decision about the role of blood magic will affect the way you run your campaign.

The material FASA publishes for **Earthdawn** will view blood magic much as Anselm describes it in the Update to *Thoughts Concordia*. That is, blood magic exists in both forms: positive blood magic, the only type of blood magic player characters can use, which is also known as life magic; and evil blood magic, practiced by those corrupted by the Horrors and other evil gamemaster characters. We chose this view because we believe this dichotomy will inspire interesting characters and stories. But again, you must decide how you will run your **Earthdawn** game. Please note that as stated above, player characters may only practice life magic. FASA products will only provide rules for using this positive type of blood magic. At the gamemaster's discretion, evil and misguided gamemaster characters may practice evil blood magic to achieve their ends, but FASA will not publish rules for doing so.

We offer the following considerations to help you decide the role of blood magic in your game.

1. Blood magic is a powerful force and can serve as an important element in the mood or atmosphere of an

adventure. At the same time, positive blood magic can allow player characters to become very powerful.

2. If you use blood magic in your campaign, ask the players to keep track of any blood magic damage their characters take in the appropriate space on the Character Record Sheet. This will help them distinguish between temporary damage as a result of combat and "permanent" damage from using blood magic.

The damage caused by using blood magic varies in duration. Most damage from blood magic is permanent, but some lasts only until the specific use of blood magic has expired. For example, if a magician uses blood magic to increase the duration of a spell, the damage can be healed only after the spell expires.

The damage from using blood charms is permanent until the charm is used, or until a year and a day pass.

3. If you decide to use blood magic in your game, make it one of the more disturbing elements of **Earthdawn**. Blood magic should serve as a reminder of the atrocities the people of Barsaive inflicted on themselves in an attempt to protect themselves from the Scourge. Blood magic is one of the scars the Scourge left on this world, one created not by the Horrors, but by man.

When the player characters use blood magic, they should feel uneasy about doing so. Even their choice to use life magic and what that choice requires them to do to themselves should disturb the player characters. Though the world of **Earthdawn** is trying to recover from a great physical disaster, its people are also trying to redeem themselves for the actions they took to fend off the Scourge and the Horrors. Even in pursuit of this noble goal, the ends may not justify the means, and the player characters should recognize that possibility. See **Adventures and Campaigns**, p. 10, for more about using this theme in the game.

BLOOD OATHS

Blood magic has three main functions in **Earthdawn**: to magically enhance talents, power blood charms, and seal blood oaths. The **Earthdawn** rulebook provides information and rules for the first two uses of blood magic. This section explores the three types of blood oaths: blood peace, blood promise, and blood sworn.

Blood magic oaths represent one of the most significant uses of blood magic in **Earthdawn**, allowing characters to use blood magic as a form of social magic. In a blood magic oath, blood magic seals an oath made between two characters. Your character may swear a blood magic oath with any gamemaster character who holds an attitude of Unfriendly or better toward the character. While most blood magic oaths are sworn between player and gamemaster characters, two player characters can swear a blood magic oath with the gamemaster's permission.

Blood oaths can only be sworn between two characters at a time. If two characters wish to swear a blood oath with three dwarfs, for example, each character would have to complete the oath three times, once with each dwarf.

Blood oaths must be sworn voluntarily. However, a character who swears a blood oath while under the influence of magical charms or spells is considered to have done so voluntarily. Folklore also tells tales of heroes who swore blood oaths while blind drunk and then regretted the promises they made.

The intent of a blood oath is to pledge an even exchange of abilities, deeds, promises, and so on. Though legends speak of unscrupulous bargainers who somehow deceived others into advantageous blood oaths, these deceivers fared badly as a result. Blood magic always punishes the unjust user.

As do most other uses of blood magic, blood oaths last for a year and a day. When that time expires, a blood oath can be renewed for another year and a day.

BLOOD WOUNDS

All uses of blood magic cause permanent damage, though a character may heal that damage after a year and a day. A character who swears a blood oath takes points of permanent damage when he makes the vow, but he may also suffer more serious consequences if he knowingly or unknowingly breaks his oath. A character who breaks a blood oath takes a Wound that can only be healed using a magical healing potion.

Unlike their effect on non-magical Wounds, a healing potion does not automatically heal blood Wounds. The character must drink the potion, then the player makes a Recovery Test, adding 8 steps to the character's Toughness step, against a Spell Defense of 24. If the test is successful, the Wound heals, leaving a runic scar, but the character does not recover any Damage Points. If the test is unsuccessful, the Wound remains, but the character heals a number of Damage Points equal to the result of the Recovery Test.

A character can only heal a Wound caused by violating a blood oath after all other Wounds (for example, those inflicted in combat) have been healed. A healing potion only heals one Wound.

Legends say that questors can heal Wounds caused by violating blood oaths, but no recent evidence can substantiate these legends.

BLOOD PEACE

A blood peace oath seals a truce between two characters. Any two living characters of Name-giving races may swear a blood peace oath.

To swear blood peace, the characters each draw blood from their own dominant weapon arm (t'skrang

draw blood from their tails). This causes 2 Damage Points to each character, which players record on their Character Record Sheets. This damage cannot be healed as long the blood peace remains in effect, and becomes permanent if a character violates a blood peace oath.

Each character then presses his weapon into the other character's blood. As the blood dries on the weapon, the characters swear the oath. The oath varies across Barsaive and among races, but all include the same elements as the following example.

> "As the sun shines upon the earth, so shall light illuminate my deeds. All people shall see that I mean no harm to [other character's name]. I shall take no action to bring harm to him or those of his blood, or by inaction allow harm to befall [other character's name] or those of his blood.
>
> "As the moon shines upon the earth, so shall light illuminate my intent. All people shall see that I honor my promise."

By swearing a blood peace oath, two characters promise that they will never harm one another or allow harm to come to the other through inaction. This promise is binding; a character who swears a blood peace oath with another can never intentionally harm or allow the other character to suffer harm if he can prevent it. A character who knowingly or unknowingly violates a blood peace oath releases the other from the vow.

A character who violates a blood peace manifests a magical Wound in the place from which he drew blood for the oath. This Wound lasts for a year and a day from the time it is received. If a character violates a blood peace during the first week of the oath, the Wound lasts a year and a day from that time. If the characters break the oath on the final day of the blood peace, the Wound lasts another year and a day. A Wound created by violating a blood peace does not heal naturally during this time.

A character may attempt to heal the Wound using a healing potion according to the rule on p. 47. If the result is successful, the Wound heals, but leaves a runic scar. Magicians using the Read and Write Magic talent will recognize the runic scar as the name of the character harmed by the violator of the blood peace. Such scars permanently mark the character as a blood peace betrayer, though characters may hide them with costumes, make-up, or illusions.

If both characters keep their vow for a year and a day, the place on their body from which they drew blood becomes the color of gold, silver, rubies, or emeralds. When the duration of the oath expires, the Damage Points taken by swearing the blood peace can be healed as for normal damage. Each character's Death Rating also increases by 1 for as long as both characters maintain their vow of peace. Characters are not required to renew their oath. Either character may renounce the vow any time after a year and a day, but when a completed oath is broken, both characters lose the extra point from their Death Rating.

Your character may swear a new blood peace with the same character when an existing blood peace oath with that character expires. Renewing blood peace does not cause additional points of damage, but also does not grant an additional point to the characters' Death Ratings. Characters may continue to renew blood peaces indefinitely. The character suffers the same Wound effects if he breaks any subsequent blood peace oath after the initial oath.

Your character may swear a blood peace oath with as many characters as you wish, limited only by the number of points of permanent damage your character must take for each oath.

BLOOD PROMISE

Characters who swear a blood promise pledge to perform certain deeds. Any two living characters of the Name-giving races whose attitudes are Unfriendly or better toward each other may swear a blood promise. Blood promises must be made only by those vowing to perform dangerous or heroic deeds. Two characters could not, for example, make a blood promise for one to cook and the other to clean the dishes.

To swear a blood promise, the characters first cut in their foreheads and their chests over their hearts, drawing blood. Each character takes 4 Damage Points by drawing blood for the oath. This damage cannot be healed for a year and a day after the blood promise is made or until both parties fulfill their promises. The damage becomes permanent for characters who do not fulfill their sworn promise.

Each character then wipes the blood from his forehead with his left hand and the blood from his chest with his right hand. The characters face each other and press their hands together, making sure the blood mixes. As the blood dries on their hands, the characters state their names and recite their promises to each other. Both promises should be stated in as similar terms as possible and should describe the pledged deed precisely. The oath must also state how long the character has to perform the deed, which can be any length of time up to a year and a day. During the oath, each character must describe a talent or skill he will use while accomplishing the deed, and both characters must agree to meet after fulfilling their promises, within a year and a day after they make the blood promise.

Delthrien, the elven archer, finds himself negotiating with Filtch, a windling thief of poor reputation. Delthrien needs Winter Fury, a magical arrow hidden somewhere in the caverns of the dragon Icewing. Filtch needs bits of three magical plants for an unsavory reason of his own—Olis Eye, Moonreed, and Floating Palm, all rumored to grow in the Mist Swamps. Filtch knows the secrets of Icewing's caverns, but he refuses to sell his knowledge or lead a team. He also does not want to go mucking about in a marsh, so Filtch and Delthrien strike a deal. They agree to swear a blood promise and make the following oaths:

"I, Delthrien, elven archer, promise to travel to the Mist Swamps. There I shall obtain leaves from three magical plants: Olis Eye, Moonreed, and Floating Palm. I shall be diligent in my efforts in the swamps. I shall slay the dangerous beasts that dwell there with my True Shot. I shall not tarry nor accept any other deed until I have secured the leaves. I shall find these before the start of winter season. I shall then return to this tavern and deliver the leaves to Filtch the thief. With Filtch I mix my blood in promise."

"I, Filtch, windling thief, promise to travel to the caverns of the dragon Icewing. I shall use my Silent Walk to tread through his caverns more softly than snow falling on a quiet night, and there I shall obtain the arrow Winter Fury. I shall be diligent in my efforts. I shall not tarry nor accept any other deed until I have secured Winter Fury. I shall find the arrow before the start of winter season. I shall then return to this tavern and deliver Winter Fury to Delthrien the archer. With Delthrien I mix my blood in promise."

Blood magic increases the talent or skill named in the blood promise by 1 step. In the example above, Delthrien would add 1 step to his True Shot talent, while Filtch would add 1 step to his Silent Walk talent. The step increase lasts until the promise is broken or for a year and a day. The character applies this increase whenever he uses the talent for the duration of the oath, whether the character uses it to fulfill the promise or for some other purpose. The characters must fulfill the promise within the agreed time or the oath is violated.

A character who violates a blood promise oath manifests two magical Wounds, one on the forehead, the other on the chest. These Wounds last for a year and a day from the time the blood promise is broken, and will not heal naturally during this time.

A character may attempt to heal the Wound using a healing potion for each Wound according to the rule on p. 47. If the result is successful, the Wound heals, but leaves a runic scar. Magicians using the Read and Write Magic talent will recognize the runic scars as the name of the individual the character betrayed. These scars permanently mark the character as a blood promise betrayer, though they can be hidden with costumes, make-up, or illusions.

If both characters keep their promise, a small patch of hair (or scales or rock, as appropriate for the race) on each character becomes the color of topaz, rubies, sapphires, or emeralds. When they meet after fulfilling the promise, the characters may immediately regain the 4 Damage Points that making the promise cost them. If they choose to heal this damage, they lose the step increases to the talents used to fulfill the blood promise. The characters may also agree to heal only 2 Damage Points each and make permanent the step increases to those talents used in their blood promise. The remaining 2 Damage Points are lost forever, the price of the blood magic. Because the characters can never regain those Damage Points, reduce their respective Death and Unconsciousness Ratings by 2 points each.

Characters may only swear one blood promise at a time.

BLOOD SWORN

The most potent blood magic oath is the blood-sworn oath. Only characters who hold Loyal attitudes toward each other may take the oath of the blood sworn. Each character must previously have demonstrated the depth of his loyalty to the other at least three times, usually by taking considerable risks for the benefit of the other character or otherwise behaving in a manner generally recognized as loyal. (See also the discussion on attitudes in **Gamemastering Earthdawn**, p. 228 in **ED**.) At least three years of loyal behavior must pass between the first loyal action and the time the characters become blood sworn. Characters may be blood sworn to only one other character.

The characters begin the blood-sworn ritual by cutting their foreheads and their chests over their hearts, drawing blood. This causes 4 points of permanent damage that can never be healed. Each character lowers his Death and Unconsciousness Ratings by 4 points each.

One character then wipes the blood from his forehead with his left hand and presses his blood-smeared hand onto the forehead cut of the other character, reciting the first part of the oath as he does so. The other character then repeats this gesture. The first character then wipes the blood from his chest with his right hand and gently presses that hand against the cut in the other character's chest, reciting the second part of the oath as he does so. The second character repeats the gesture.

The blood-sworn oath varies according to area and race, but all include the same elements as the following example.

First Oath

"As the sun rises each day, I shall think of you. As the stars shine each night, so shall you be constantly in my thoughts. As night follows day, so closely shall we share our separate thoughts. I shall know you as completely as you shall know me. This I swear to you."

Second Oath

"As the blood of my heart touches yours, so shall I touch your feelings. As your heart beats against my hand, so shall your feelings touch mine. My loyalty shall be yours. My courage shall be yours. The strength of my heart shall flow through your veins. When there is need, I shall be strong for both of us. This I swear to you. We are blood sworn."

Blood magic sustains the oath of the blood sworn for a lifetime. Blood-sworn characters must be loyal to each other, protect each other, and serve each other for the rest of their lives. The gamemaster determines whether the characters fulfill their oath. A blood-sworn character who violates his oath receives seven Wounds, struck by blood magic, that last for three years and three days from the day the oath is broken. After three years and three days, 6 of the Wounds can be healed naturally. One Wound, usually over the heart, remains unhealed. No known magic can heal this final Wound.

The character may attempt to heal the other six Wounds using healing potions according to the rule on p. 47. If the result is successful, the Wound heals but leaves a runic scar. Magicians using the Read and Write Magic talent will recognize the runic scar as the name of the character to whom the violator was blood-sworn. The scars permanently mark the character as a blood-sworn betrayer, though they can be hidden with costume, make-up, or illusions.

Blood-sworn characters who remain loyal friends gain several advantages for the duration of their friendship.

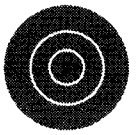
First, each character increases one Attribute Value by 2 points and a second Attribute Value by 1 point. This increase cannot be applied to Toughness. Second, each character gains one rank in the Blood Share talent (see **Talents**, p. 99 of **ED**), even if the character is not an Adept. Blood-sworn characters use the Blood Share talent to transfer damage between themselves, rather than between a character and a mount. If a character already possesses the Blood Share talent, she gains it again as a separate talent. Characters can purchase ranks for this talent, but these ranks do not count toward the requirements for Circle advancement (see **Building Your Legend**, p. 218 in **ED**).

Blood Share between two blood-sworn characters provides more power than the ordinary talent by enabling a blood-sworn character to raise his friend from the dead. In order to raise a blood-sworn character from the dead, a character's rank in the blood-sworn Blood Share talent must equal or exceed the number of days her friend has been dead. One use of Blood Share must reduce the damage to the deceased to less than his Death Rating. The character cannot try again. Using this talent to raise a dead friend permanently reduces both characters' Death Ratings by 1 point.

Blood-sworn characters also add 1 rank to their Thought Link talent (see **Talents**, p. 92 **ED**) when using the talent with each other. For blood-sworn characters, the range of Thought Link is 100 meters.

Each blood-sworn character also adds 1 rank to their Empathic Sense talent. To calculate the range in miles of the Empathic Sense talent when used between two blood-sworn characters, add 3 to the talent rank.

ADVENTURING GROUPS



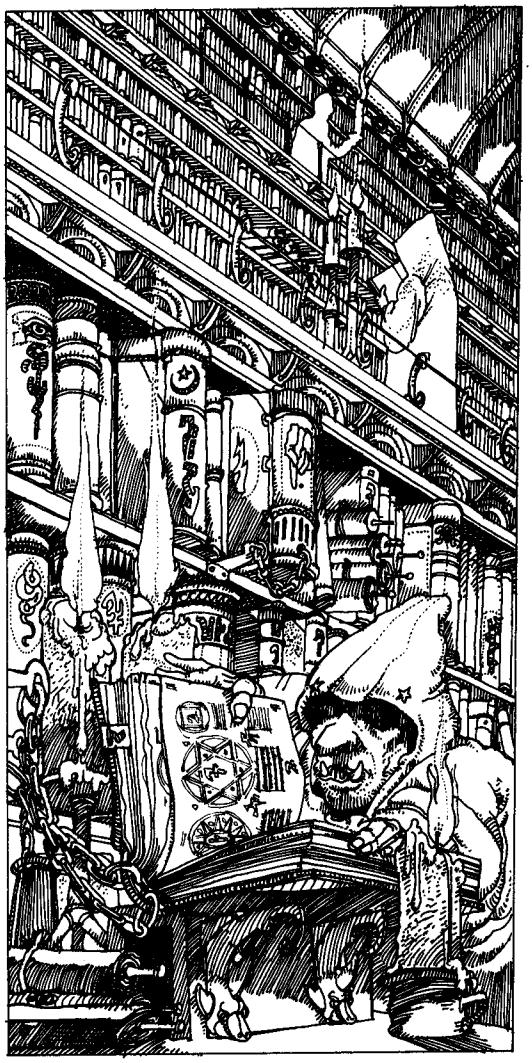
Welcome to our tavern, my friends. Come, share the tales of your adventures with us, for we are ever eager to hear more of the heroes of our days . . .

—Finthal Doran, innkeeper of the Silver Slipper in Jerris

The world of **Earthdawn** encourages groups of player characters to work together to solve problems. The player characters in your gaming group may come together through an outside force at first, formed into a group and forced to work together for a specific purpose. Once that purpose is accomplished, they may decide to continue to travel together for other reasons. At this point, the characters have become an adventuring group.

Traveling with an adventuring group offers many advantages over solo exploring. The most obvious is survival. By working together, the characters will have a better chance of living longer, healthier lives. Forming adventuring groups also gives the characters access to a powerful and unique magic; by forming and Naming an adventuring group, the characters in the group can use thread magic to improve their abilities, become more powerful, and take on more dangerous challenges. This advantage will be discussed in a future **Earthdawn** product.

As adventuring groups travel the land, tales of their exploits precede and follow them, told both by the members of the group and by those who see and hear of the group's deeds. As the characters seek out new adventures, stories of the group spread throughout the land, and given time, the members of the group will take their place among the legends of **Earthdawn**. But the legends of adventuring groups do not simply filter into the Barsaivian collective unconscious. The characters in the group must build their legend by seeking adventure and keeping a record of their travels, battles, victories, defeats, discoveries, and so on.



The people of Barsaive look to heroes for inspiration, protection, and, most importantly, for the hope that their world shall endure. Fortunately for those characters who seek to become heroes of the people, **Earthdawn** offers adventure opportunities galore. From battling the remaining Horrors left on this world, to fighting against the Theran Empire, to re-exploring the land; countless adventures await those courageous enough to face danger in search of glory.

Characters can add to the legends created by their adventures by keeping a journal of their group's exploits. This journal is called a Group Adventuring Log.

ADVENTURING LOG

Group adventuring logs serve several purposes. A journal provides a record of the history of the group, both personnel and events. It also records any discoveries made by the group, and as such can serve as a source of stories and legends. An adventure log might provide a rudimentary sketch of an unmapped region, confirm or disprove popularly held beliefs about a people or place, or record the fate of a missing person.

While this type of information may be invaluable to interested parties, adventuring logs serve an even more important function for the ordinary citizen. The stories in an adventuring group's journal are tales of heroism and tragedy, the types of stories the people of Barsaive need to hear. By sharing their adventures with the people of Barsaive, an adventuring group brings hope to a re-emerging world and so are hailed as heroes.

Aside from these loftier reasons to record their tales of heroism, an adventuring log can also make the characters money and earn them Legend Points.

LIBRARY OF THROAL

The great Library of Throal is tasked with recording the history of Barsaive, including the tales of its heroes. One of the most efficient ways it does this is by collecting the stories of adventuring groups. Once a year, the Kingdom of Throal invites all adventuring groups to bring their journals to the Library and share their stories with Throalic historians. The Kingdom of Throal pays well for these stories, because adventurers' tales contain the history and describe the present of Barsaive. How much a group receives for the stories in their log depends on the legendary status of the group. Fledgling adventurers earn a modest sum, while great heroes of legend can earn a king's ransom.

PLAYERS' ROLE

Though the adventuring log is something the characters create, **the players must actually write it**. Two considerations should encourage players to physically record their adventures. First, if the players don't keep a written journal of their groups' adventures, their characters cannot earn any money from the Library of Throal and will not earn the available Legend Points. Even if the characters state at the end of every session, "We're keeping a journal," if the players themselves don't write it out, it doesn't count. If you want to make the big bucks, you've got to earn it.

The second consideration helps both the players and the gamemaster. Because the adventuring log provides a record of all the group's adventures, the players will not have to ask the gamemaster to repeat the events of a specific encounter, adventure, or campaign. The journal also gives the gamemaster a quick reference guide to

characters would not possess to their advantage. Finally, the adventure log makes it easier for players to roleplay their characters more consistently and generally makes the game run more smoothly.

The players can record their adventures any way they choose. We provide a blank Group Adventuring Log form at the back of this book that players can photocopy to create the group's adventuring log, but this journal can take any form. The players may decide to purchase a blank or lined journal, use a three-ring binder and notepaper, or even create a computer database.

Every player should take a turn recording the group's adventures so that no one gets the job every session. The Group Adventuring Log provides a template for the type of information that should be included in the journal: the names of the members of the group, the name of the group, a sketch of the group's symbol, and an outline of the events of an adventure. The players can decide how much detail to include in their account. The bottom of the log provides a space to record pertinent game information, including the Legend Point Awards for each player.

Log Payment

Each time your adventuring group shares its journal with the Library of Throal, it earns 10 percent of its Legend Point Total in silver pieces. For example, a group with a Legend Point Total of 1,000 would earn 100 silver pieces. Determine your group Legend Point Total by adding together the characters' Total Legend Points and dividing the result by the number of characters in the group. For more information regarding characters' Legend Point Totals, see **Building Your Legend**, p. 218 of the **Earthdawn** rulebook.

Log Legend Points

Adventuring groups who share tales of their exploits with the historians and scholars of Throal also earn a Legend Point bonus. Each time a group shares its adventure log with the Library of Throal, each member of the group earns a number of Legend Points equal to one half the amount of silver received for the log. Add these points to the characters' Current and Total Legend Points. These bonus Legend Points can be used to increase abilities, purchase Karma Points, advance Circles, and so on. In the above example, each character in the group would gain 50 Legend Points.

LEGENDARY STATUS

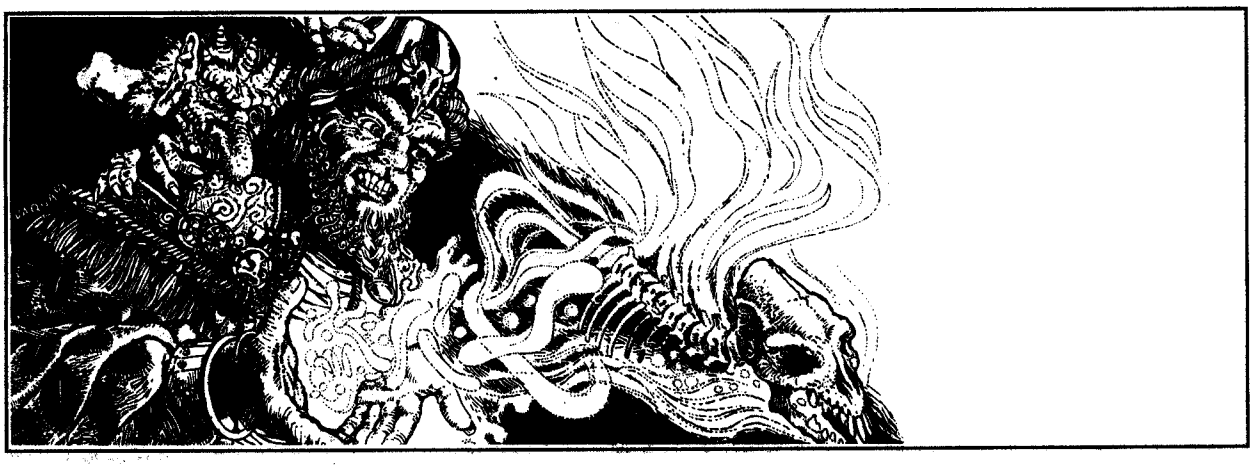
Much like individual characters, adventuring groups can earn Legendary Status. The Legendary Status of an adventuring group is determined by its Group Legend Point Total. Calculate this number by adding together the Total Legend Points of all the members of the group and dividing the result by the number of members in the group. For example, Thom Hammerblade and his companions comprise six members with a Group Legend Point Total of 1,200,000. That total divided by 6 equals 200,000 Legend Points. The group Thom's Adventurers has a Group Legend Point Total of 200,000 points, placing the group firmly at Legendary Status Level 3.

Legendary groups receive the same benefits as legendary characters, but suffer the same drawbacks of fame. For more on Legendary Status, see **Building Your Legend**, p. 226 in **ED**.

FORMS AND TABLES

This section provides several blank forms designed to help the gamemaster run **Earthdawn**. This section also provides the Adventuring Group Log for the players' use as described in **Adventuring Groups,** p. 51.

This section also includes expanded versions of the Step/Action Dice and Success Level tables presented in the **Earthdawn** rulebook. As another quick reference guide for the gamemasters, we have created two new tables, the Average Racial Step Table and the Average Attribute Value Table. The Average Racial Step Table provides the average Attribute step numbers and special racial abilities for each race. The Average Attribute Value Table provides the average values for each Attribute according to race. The gamemaster can use these tables to create "quickie" characters as needed during the course of a gaming session. This section also contains reprints of several tables from the **ED** rulebook. Directions for using these tables appear in that product.



COMBAT RECORD SHEET

The gamemaster can use the Combat Record Sheet, p. 60, to record the player and gamemaster character vital statistics, including Defense and Damage Ratings and Attribute step numbers. This form keeps the important information about all characters in front of the gamemaster for easy reference during play. This information also allows the gamemaster to make dice rolls for the players' characters in those situations that warrant secrecy.

ADVENTURING GROUP LOG

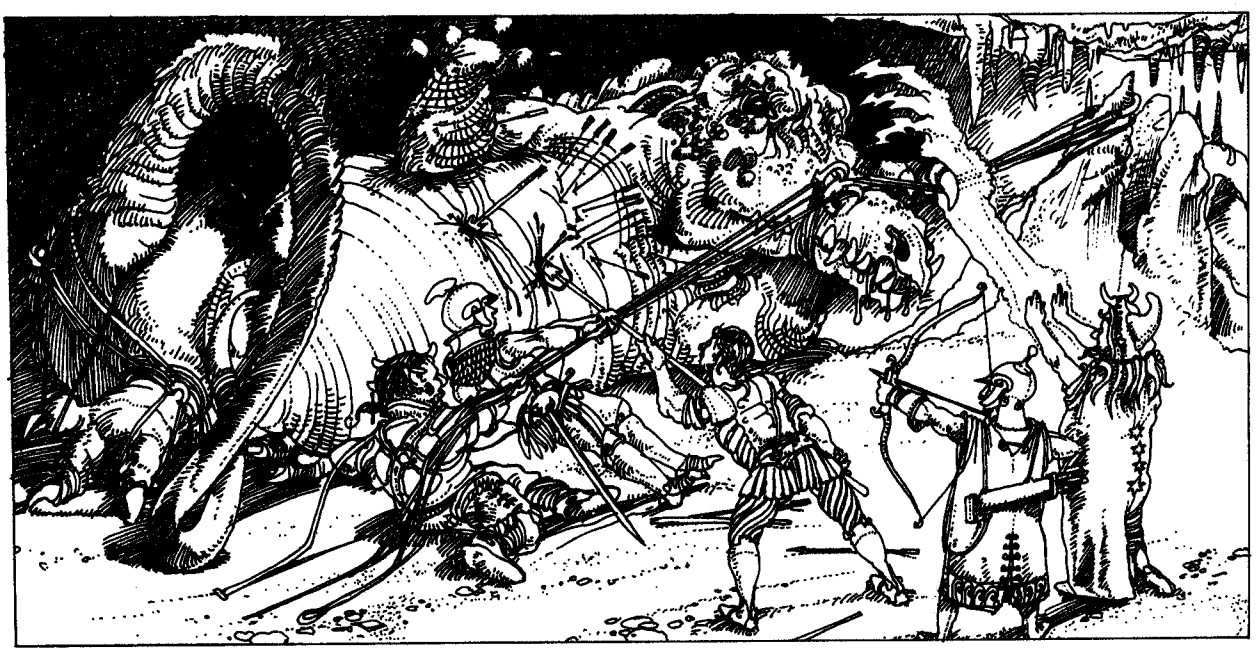
The players use this log, p. 61, to keep a record of their adventuring group's exploits. See **Adventuring Groups**, p. 51, for more information.

TREASURE LOG

To keep track of the treasures in his game, the gamemaster can fill out a Treasure Log, p. 62, for each individual treasure. The form provides space to record the treasure's name, an ID number, all its Key Knowledges and abilities, and other game information. The Treasure Log also allows the gamemaster to track the player characters' efforts to obtain each Key Knowledge.

CREATURE/CHARACTER RECORD SHEET

The gamemaster can use the Creature/Character Record Sheet, p. 63, as a shorthand record of creature and character stats for easier reference during the game. Noting the Action Dice for a creature's or character's step numbers here may be convenient The form can also serve as a template for creating new creatures and characters.



AVERAGE RACIAL STEP TABLE

Name	Dex	Str	Tou	Per	Wil	Cha	Notes
Dwarf	5	6	6	5	5	4	Heat Sight
Elf	6	5	4	5	5	5	Low Light Vision
Human	5	5	5	5	5	5	
Obsidimen	4	7	7	4	5	4	
Ork	5	6	5	5	4	4	Low Light Vision
Troll	5	7	6	4	5	5	Heat Sight
T'skrang	6	5	5	5	5	4	Tail Attack
Windling	5	2	4	6	5	6	Astral Sight, Flight

MAGIC TABLE

Spell Rank	Learn/ Dispel Difficulty	Sensing Difficulty	Disbelief Difficulty
1	7	15	7
2	9	16	8
3	10	18	9
4	12	19	10
5	13	21	11
6	14	22	12
7	15	24	13
8	17	26	14
9	18	27	15
10	20	29	16
11	21	30	17
12	22	32	18
13	24	33	19
14	25	34	20
15	26	35	21

RAW MAGIC TABLE

Region Type	Warping Steps	Damage Steps	Horror Mark Steps **
Safe	Circle*	Circle + 4	1
Open	Circle + 5	Circle + 8	Circle + 2
Tainted	Circle + 10	Circle + 12	Circle + 5
Corrupt	Circle + 15	Circle + 16	Circle + 15

*Circle refers to the Circle of the spell being cast through raw magic.
**Horror mark steps cannot exceed a Horror's steps in spellcasting.

AVERAGE ATTRIBUTE VALUE TABLE

Name	Dex	Str	Tou	Per	Wil	Cha
Dwarf	10	13	13	10	10	7
Elf	13	10	7	10	10	10
Human	10	10	10	10	10	10
Obsidimen	7	16	16	7	10	7
Ork	10	13	10	10	7	7
Troll	10	16	13	7	10	10
T'skrang	13	10	10	10	10	7
Windling	10	4	7	13	10	13

DIFFICULTY NUMBER TABLE

Acting Character	Difficulty of Task: Easy	Avg.	Hard	Very Hard	Heroic
Ordinary	1–2	3–5	6–9	10–12	13–15
Class 1	1–2	3–7	8–12	13–16	17–20
Class 2	3–6	7–12	13–18	19–22	23–27
Class 3	6–8	12–16	18–24	25–29	30–35
Class 4	8–11	17–20	25–28	29–34	35–41

PERCEPTION DIFFICULTY TABLE

Situation	Typical Difficulty Number
Target hidden	Target's Dexterity step
Locating traps	Detection Difficulty of the trap
Spotting secret doors	8+
Noticing clues	5+
Noticing anything unusual about surroundings	6

SITUATION MODIFIER TABLE

	Attack Test Modifier	Physical Defense Modifier
Blindside	+2 steps	—
Darkness	–3 steps	—
Harried	–2 steps	—
Knocked Down	–3 steps	–3 (also to Spell Defense)
Surprise	No Test Allowed	–3 (also to Spell Defense)

STEP/ACTION DICE TABLE

Step	Action Dice	Attribute Equivalent
1	D4 –2	—
2	D4–1	1–3
3	D4	4 –6
4	D6	7–9
5	D8	10–12
6	D10	13–15
7	D12	16–18
8	2D6	19–21
9	D8 + D6	22–24
10	D10 + D6	25–27
11	D10 + D8	28–30
12	2D10	31–33
13	D12 + D10	34–36
14	D20 + D4	37–39
15	D20 + D6	40–42
16	D20 + D8	43–45
17	D20 + D10	46–48
18	D20 + D12	49–51
19	D20 + 2D6	*
20	D20 + D8 + D6	
21	D20 + D10 + D6	
22	D20 + D10 + D8	
23	D20 + 2D10	
24	D20 + D12 + D10	
25	D20 + D10 + D8 + D4	
26	D20 + D10 + D8 + D6	
27	D20 + D10 + 2D8	
28	D20 + 2D10 + D8	
29	D20 + D12 + D10 + D8	
30	D20 + D10 +D8 + 2D6	
31	D20 + D10 + 2D8 + D6	
32	D20 + 2D10 + D8 + D6	
33	D20 + 2D10 + 2D8	
34	D20 + 3D10 + D8	
35	D20 + D12 + 2D10 + D8	
36	2D20 + D10 + D8 + D4	
37	2D20 + D10 + D8 + D6	
38	2D20 + D10 + 2D8	
39	2D20 + 2D10 + D8	
40	2D20 + D12 + D10 + D8	
41	2D20 + D10 +D8 + 2D6	
42	2D20 + D10 + 2D8 + D6	
43	2D20 + 2D10 + D8 + D6	
44	2D20 + 2D10 + 2D8	
45	2D20 + 3D10 +D8	
46	2D20 + D12 + 2D10 +D8	
47	2D20 + 2D10 + 2D8 + D	
48	2D20 + 2D10 + 2D8 + D6	
49	2D20 + 2D10 + 3D8	
50	2D20 + 3D10 + 2D8	
51	2D20 + D12 + 2D10 + 2D8	*
52	2D20 + 2D10 +2D8 + 2D6	
53	2D20 + 2D10 + 3D8 + D6	
54	2D20 + 3D10 + 2D8 + D6	
55	2D20 + 3D10 + 3D8	
56	2D20 + 4D10 + 2D8	
57	2D20 + D12 + 3D10 + 2D8	
58	3D20 + 2D10 + 2D8 + D4	
59	3D20 + 2D10 + 2D8 + D6	
60	3D20 + 2D10 + 3D8	
61	3D20 + 3D10 + 2D8	
62	3D20 + D12 + 2D10 + 2D8	
63	3D20 + 2D10 +2D8 + 2D6	
64	3D20 + 2D10 + 3D8 + D6	
65	3D20 + 3D10 + 2D8 + D6	
66	3D20 + 3D10 + 3D8	
67	3D20 + 4D10 + 2D8	
68	3D20 + D12 + 3D10 + 2D8	
69	3D20 + 3D10 + 3D8 + D4	
70	3D20 + 3D10 + 3D8 + D6	
71	3D20 + 3D10 + 4D8	
72	3D20 + 4D10 + 3D8	
73	3D20 + D12 + 3D10 + 3D8	
74	3D20 + 3D10 + 3D8 + 2D6	
75	3D20 + 3D10 + 4D8 + D6	
76	3D20 + 4D10 + 3D8 + D6	
77	3D20 + 4D10 + 4D8	
78	3D20 + 5D10 + 3D8	
79	3D20 + D12 + 4D10 + 3D8	
80	4D20 + 3D10 + 3D8 + D4	
81	4D20 + 3D10 + 3D8 + D6	
82	4D20 + 3D10 + 4D8	
83	4D20 + 4D10 + 3D8	
84	4D20 + D12 + 3D10 + 3D8	
85	4D20 + 3D10 + 3D8 + 2D6	
86	4D20 + 3D10 + 4D8 + D6	
87	4D20 + 4D10 + 3D8 + D6	
88	4D20 + 4D10 + 4D8	
89	4D20 + 5D10 + 3D8	
90	4D20 + D12 + 4D10 + 3D8	
91	4D20 + 4D10 + 4D8 + D4	
92	4D20 + 4D10 + 4D8 + D6	
93	4D20 + 4D10 + 5D8	
94	4D20 + 5D10 + 4D8	
95	4D20 + D12 + 4D10 + 4D8	
96	4D20 + 4D10 + 4D8 + 2D6	
97	4D20 + 4D10 + 5D8 + D6	
98	4D20 + 5D10 + 4D8 + D6	
99	4D20 + 5D10 + 5D8	
100	4D20 + 6D10 + 4D8	

* Attribute equivalent increases by increments of 3 per each step number increase.

SUCCESS LEVEL TABLE

Difficulty of Task	Easy	Average	Hard	Very Hard	Heroic
Level of Sucess	**Poor**	**Average**	**Good**	**Excellent**	**Extraordinary**
Difficulty Number					
3	1	3	6	8	10
4	1	4	7	10	12
5	1	5	9	11	14
6	2	6	10	13	17
7	2	7	12	15	19
8	3	8	13	16	20
9	4	9	14	18	22
10	5	10	15	19	24
11	5	11	17	21	2
12	6	12	18	22	27
13	6	13	20	24	29
14	7	14	21	26	32
15	8	15	22	27	33
16	8	16	24	29	35
17	9	17	25	30	37
18	10	18	26	32	38
19	11	19	27	33	39
20	12	20	28	34	41
21	13	21	29	35	42
22	13	22	31	37	44
23	14	23	32	38	45
24	15	24	33	40	47
25	16	25	34	41	48
26	17	26	35	42	49
27	18	27	36	43	51
28	18	28	38	45	52
29	18	29	40	47	56
30	20	30	40	47	55
31	21	31	41	48	56
32	22	32	42	49	58
33	23	33	43	51	59
34	23	34	45	53	62
35	24	35	46	53	62
36	25	36	47	55	64
37	26	37	48	56	65
38	26	38	50	58	67
39	27	39	51	59	68
40	28	40	52	60	70
41	29	41	53	61	71
42	30	42	54	62	72
43	31	43	55	64	73
44	32	44	56	65	75
45	32	45	58	67	78
46	33	46	59	68	78
47	34	47	60	68	79
48	35	48	61	70	80
49	36	49	62	71	81
50	37	50	63	72	83

SUCCESS LEVEL TABLE

Difficulty of Task	Easy	Average	Hard	Very Hard	Heroic
Level of Sucess	**Poor**	**Average**	**Good**	**Excellent**	**Extraordinary**
Difficulty Number					
51	38	51	64	74	84
52	39	52	65	74	85
53	40	53	66	76	86
54	41	54	67	77	88
55	41	55	69	78	89
56	42	56	70	79	90
57	43	57	71	81	92
58	44	58	72	82	94
59	45	59	73	83	95
60	46	60	74	85	96
61	46	61	76	86	97
62	47	62	77	87	99
63	48	63	78	88	100
64	49	64	79	89	101
65	50	65	80	90	102
66	51	66	81	92	104
67	52	67	82	93	105
68	53	68	83	94	106
69	54	69	84	95	107
70	55	70	85	96	109
71	55	71	87	97	110
72	56	72	88	99	111
73	57	73	89	100	113
74	58	74	90	101	113
75	59	75	91	102	115
76	60	76	92	103	116
77	61	77	93	104	117
78	62	78	94	106	119
79	63	79	95	107	120
80	63	80	97	108	122
81	64	81	98	109	123
82	65	82	99	111	124
83	66	83	100	112	125
84	67	84	101	113	127
85	68	85	102	114	128
86	69	86	103	115	129
87	70	87	104	116	130
88	71	88	105	118	132
89	71	89	107	119	133
90	72	90	108	120	134
91	73	91	109	121	135
92	74	92	110	122	136
93	75	93	111	123	138
94	76	94	112	124	139
95	77	95	113	126	140
96	78	96	114	127	141
97	79	97	115	128	142
98	80	98	116	129	144
99	81	99	117	130	145
100	82	100	118	131	146

GAMEMASTER COMBAT SHEET

PLAYER CHARACTERS	DEFENSE RATINGS (Phys./Spell/Social)	DAMAGE RATINGS (Death/Wnd./Uncon.)	ATTRIBUTE STEP NUMBERS (Dex/Str/Tou/Per/Wil/Cha)

ADVENTURING GROUP LOG

GROUP SYMBOL

GROUP NAME: _____

GROUP MEMBERS / CIRCLE

_____ _____

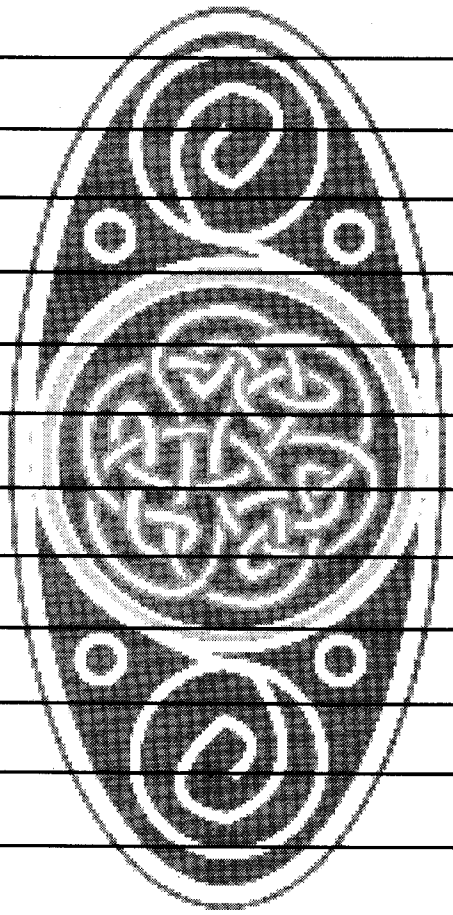
_____ _____

_____ _____

_____ _____

_____ _____

ADVENTURE LOG



GAME INFORMATION

LEGEND POINT AWARDS PER CHARACTER

LOOT AND TREASURE

Permission given to photocopy. EARTHDAWN is a Trademark of FASA Corporation. © 1993 FASA Corporation

GAMEMASTER TREASURE LOG

GAMEMASTER: _____

TREASURE NAME: _____

TREASURE CARD NUMBER: _____

THREAD RANK	KEY KNOWLEDGES	TREASURE ABILITIES

Creature/Character Log Sheet

Name:_____

Attributes
DEX: STR: TOU:
PER: WIL: CHA:

Initiative: Physical Defense:
Number of Attacks: Spell Defense:
Attack: Social Defense:
Damage: Armor:
Number of Spells: Mystic Armor:
Spellcasting: Knockdown:
Effect:

Death Rating: Combat Movement:
Wound Threshold: Full Movement:
Unconscious Rating:

Legend Points:
Equipment:
Loot:

Name:_____

Attributes
DEX: STR: TOU:
PER: WIL: CHA:

Initiative: Physical Defense:
Number of Attacks: Spell Defense:
Attack: Social Defense:
Damage: Armor:
Number of Spells: Mystic Armor:
Spellcasting: Knockdown:
Effect:

Death Rating: Combat Movement:
Wound Threshold: Full Movement:
Unconscious Rating:

Legend Points:
Equipment:
Loot:

Name:_____

Attributes
DEX: STR: TOU:
PER: WIL: CHA:

Initiative: Physical Defense:
Number of Attacks: Spell Defense:
Attack: Social Defense:
Damage: Armor:
Number of Spells: Mystic Armor:
Spellcasting: Knockdown:
Effect:

Death Rating: Combat Movement:
Wound Threshold: Full Movement:
Unconscious Rating:

Legend Points:
Equipment:
Loot:

Name:_____

Attributes
DEX: STR: TOU:
PER: WIL: CHA:

Initiative: Physical Defense:
Number of Attacks: Spell Defense:
Attack: Social Defense:
Damage: Armor:
Number of Spells: Mystic Armor:
Spellcasting: Knockdown:
Effect:

Death Rating: Combat Movement:
Wound Threshold: Full Movement:
Unconscious Rating:

Legend Points:
Equipment:
Loot:

Permission given to photocopy. EARTHDAWN is a Trademark of FASA Corporation. © 1993 FASA Corporation.

EARTHDAWN™

EARTHDAWM™ and EARTHDAWN Gamemaster Pack™ are trademarks of FASA Corporation. Copyright© 1993 FASA Corporation. All Rights Reserved. Printed in the USA.

6002