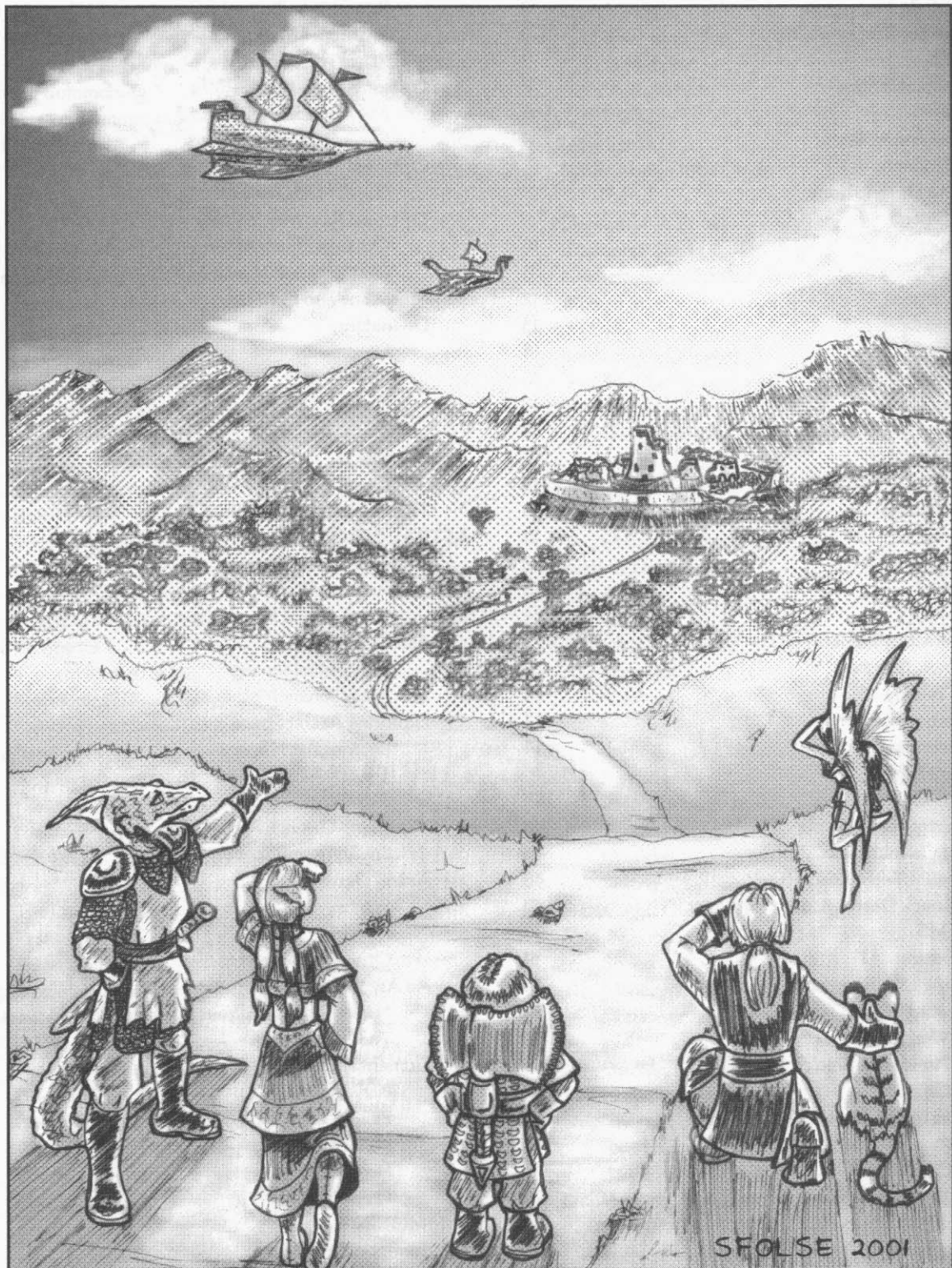


EARTHDAWN COMPANION

SECOND EDITION™



EARTHDAWN COMPANION



SECOND EDITION

LIVING ROOM GAMES

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Writing

Companion First Edition

Greg Gordon, Louis J. Prosperi, Christopher Kubasik, Allen Varney

Magic: A Manual of Mystic Secrets

Loren Coleman, Steve Kenson, Angel Leigh McCoy, Louis J. Prosperi

Arcane Mysteries of Barsaive

Randall N. Bills, Jennifer Brandes, Zach Bush, Kathleen E. Czechowski, Robert Fulford, Keith Graham, Achim Held, Chris Hepler, Michael L. Jacobs, Steve Kenson, Jay Krob, Neal A. Porter, Louis J. Prosperi, Chris Ryan, Richard Tomasso, Daniel Vitti

Companion Second Edition

Joe Chan, Damon Earley, Gary McBride, Chris Palomares, Pat Quarrels, Aaron Robb, F. Bert Sanders, Mike Williams, T.R. Williams

Earthdawn Line Developer

Mike "Woodchuck" Williams

Editorial Staff

Senior Editor

Aaron Johnson

Associate Editor

Scot Greisch

Playtesters

Jeff Bartolin, Dennis Burns, Allwyn Cole, Rafael Diaz, Keith Graham, Kevin Hallock, Attila Hatvagner, Greg Less, John Schloe, Shanna Schmiesing, Mark Spriggs, Ryan Sweeder

Production Department

Art Director

Shirley Soto

Cover Art

Carl McBride

Cover Design

Shirley Soto

Interior Illustrations

Steve Bryant, James "Cheshire" Clayton, Stephanie Folse, Daniel Fu, Denise Jones, Jeff Laubenstein, Mark Mandolia, Jacob Minor, Matthew Minor, Mat Nastos, Robert Nelson, Mike Nielson, Shirley Soto, Inge Vermeylen, Karl Waller

Layout

Marco Soto

Proof Reading

Joe Chan, Joseph Chang, Christy Cooper, Scot Greisch, Aaron Johnson, Jason Middleton, Marco Soto, Shirley Soto

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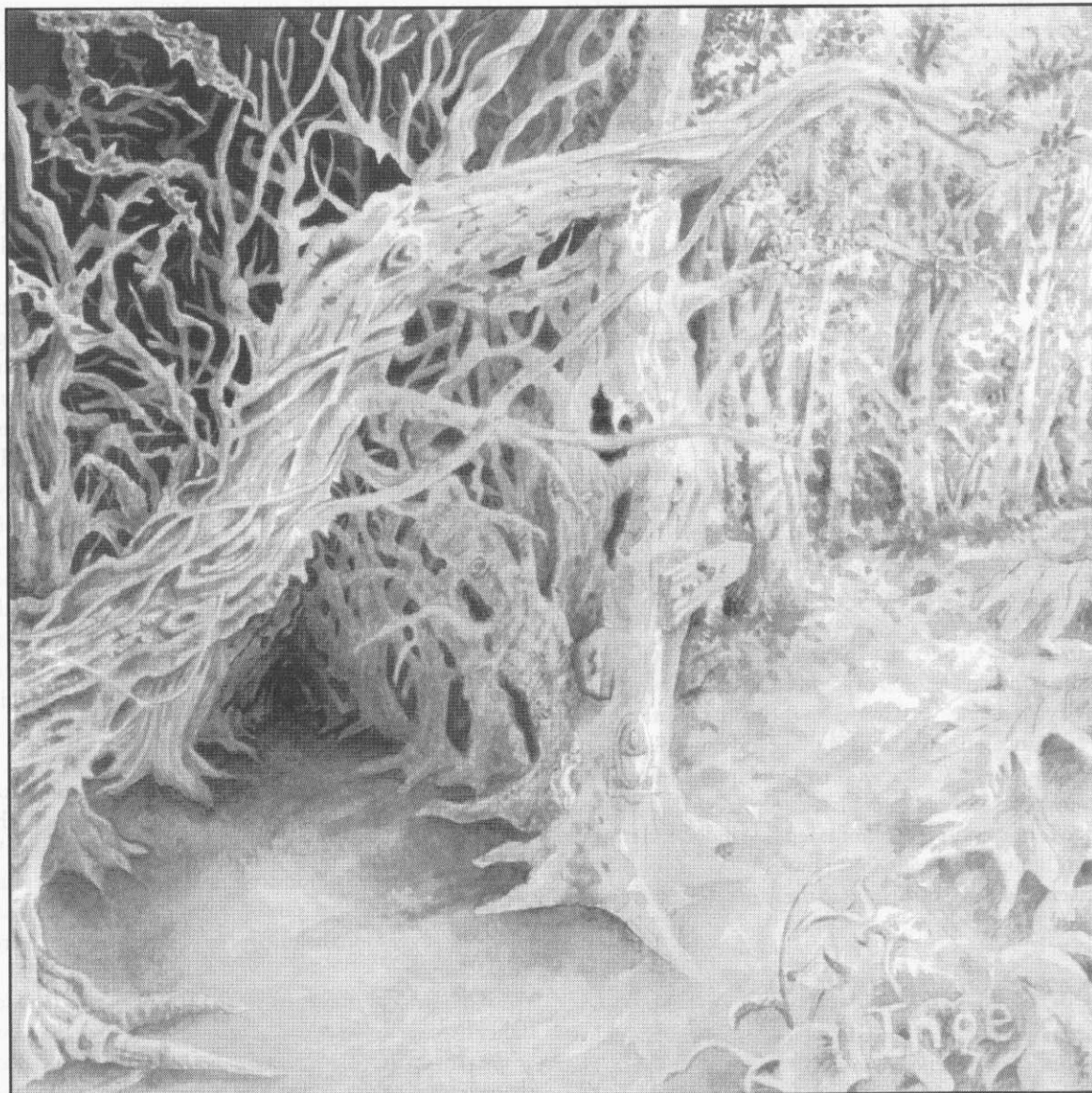
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INTRODUCTION



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

The **Earthdawn Companion** is a rules expansion for the **Earthdawn** game system. The information in this book allows players and gamemasters to make their characters more powerful. Gamemasters and players will need the **Earthdawn Second Edition (ED2)** rulebook in order to use this book. This book was not, however, designed to be a second edition of the **Earthdawn Companion**. Instead, it is the companion to **Earthdawn Second Edition**. While these two ideas are very similar, it is the differences between them that have shaped the finished product of this book.

This book picks up where the **Earthdawn Second Edition** rulebook ended. The **Companion** expands the 15 Disciplines presented in the ED2 rulebook to 15th Circle and provides talents and spells for those Circles. The **Companion** also provides rules for additional uses of magic in your **Earthdawn** game and describes many new types of magical items. Also included in this book are rules for playing questors, people who have devoted their lives to a single Passion. **Large Scale Combat** gives rules for resolving combat between ships and large groups. Also, **Optional Rules**, offers ways for players and gamemasters to tailor **Earthdawn** to better suit their style of play.

CHARACTER POWER

The world of **Earthdawn** is a dangerous and wondrous place where powerful magic abounds. The information in the **Earthdawn Companion** allows **Earthdawn** characters to reach levels of power unattainable in most fantasy role-playing games. The talents and spells that appear in this book show that as characters advance beyond Tenth Circle, they acquire truly staggering powers and abilities. For example, Illusionists can learn to engulf a specific area in darkness for days at a time, Archers can summon the forces of nature to create a bow composed of wind, and Sky Raiders can call storms to their aid. Questors of the Passions can construct buildings from nothing and cause plant life to grow at tremendous rates. Characters of all Disciplines learn to use significant knowledge of people and places to enhance their magical abilities, and to form groups capable of extending individuals' magic beyond known limits. These fabulous powers make it possible for player characters to become, and live up to the name of, Barsaive's next legendary heroes.

GAMEMASTER RESPONSIBILITY

As characters become more powerful, gamemasters face the task of creating adventures difficult enough to challenge the adventurers. The most minor part of this task is creating tough combat situations. The **Earthdawn** rules make it easy for the gamemaster to create or group together sufficient opposing creatures to defeat even the most powerful characters. Some of the creatures in the ED2 rulebook, particularly the dragons and Horrors, are so powerful that it is unlikely that characters of any Circle could defeat them. Verjigorm offers a prime example of a nearly unbeatable monster.

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

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

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

Though powerful characters may feel capable of defeating virtually any opponent they face, other people and groups wielding equivalent power also live in Barsaive. For example, a group of Thirteenth to Fifteenth Circle characters may decide to journey to a Theran-controlled city and rid the area of its oppressors. This may be a completely altruistic action, a sincere effort to help rid Barsaive of the evils of Theran rule. The adventurers may even accomplish their goal. But they would not be able to prevent the Therans from retaliating, and on a grand scale. The Theran Empire could wipe out a group of even the most powerful characters with little effort. A few kilas and vedettes armed with fire cannons, accompanied by a mere thousand troops would reduce the characters to Thirteenth- to Fifteenth-Circle corpses in short order. The Therans may decide simply to ignore the characters and instead decimate a number of small towns, villages, or cities, killing entire populations in payment for the slaughter of their troops. The characters have used their power to create a no-win situation.

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

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

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

DISCIPLINES



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

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

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

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

NEW CHARACTERISTICS BONUSES

Most of the Characteristics Bonuses gained at each new Circle function in the same way as those described on page 53 of the *Earthdawn Second Edition* rulebook. This section offers two new types of Characteristics Bonuses; Discipline abilities, and a variation on the Karma bonus.

DISCIPLINE ABILITIES

Discipline abilities give characters the option to use blood magic to gain abilities based on their Discipline. Available at the various Circles listed in the following Discipline descriptions, Discipline abilities cost

a permanent number of Damage Points. If a player decides to give his character a Discipline ability, lower the character's Death and Unconsciousness Ratings by the stated number of Damage Points. In most cases, as soon as the character takes the damage, he or she can use the ability at any time. Some Discipline abilities provide permanent increases to certain talents or other steps (see individual descriptions).

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

KARMA BONUS

Characters of higher Circles may gain another type of Karma bonus in addition to the Karma bonuses described in the ED2 rulebook. As their characters reach certain Circles, players can increase their character's Maximum Karma Points (p.44, ED2).

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

DISCIPLINE DESCRIPTIONS

The following Discipline descriptions appear in the same format used in the *Disciplines* section of ED2. Certain talents listed as part of these descriptions appeared in the *Earthdawn Second Edition* rulebook, and are not repeated in this book. We provide a page reference from ED2 for those talents.



AIR SAILOR



NINTH CIRCLE

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

Talents

- Endure Cold(D)
- Lion Heart(D)
- Second Attack(D)

TENTH CIRCLE

Karma: The Air Sailor may spend a Karma Point on a Recovery Test.

Recovery Tests: The Air Sailor gains 1 additional Recovery Test per day.

Talents

- Critical Hit(D)
- Shield Beater

ELEVENTH CIRCLE

Spell Defense: Increase the Air Sailor's Spell Defense by 1.

Recovery Tests: The Air Sailor gains 1 additional Recovery Test per day.

Talents

- Defense
- Whirlwind(D)

TWELFTH CIRCLE

Initiative: Increase the Air Sailor's Initiative dice by 2 steps.

Talents

- Matrix Strike
- Vitality(D)

THIRTEENTH CIRCLE

Social Defense: Increase the Air Sailor's Social Defense by 1.

Spell Defense: Increase the Air Sailor's Spell Defense by 2.

Talents

- Second Chance
- Tread Wind(D)

FOURTEENTH CIRCLE

Karma: Increase the Air Sailor's Maximum Karma Points by 25.

Strength of the Sky: For a permanent cost of 2 Damage Points, the Air Sailor gains the Strength of the Sky ability. His Strength Step is permanently increased by 2.

Talents

- Life Check
- Quick Blade

FIFTEENTH CIRCLE

Physical Defense: Increase the Air Sailor's Physical Defense by 2.

Song of Safe Passage: For a cost of 3 Strain Points per use, the Air Sailor may lead his or her crewmates aboard an airship in the Song of Safe Passage, pushing back stormy or rough weather. The Air Sailor makes a Lion Heart Test against a Difficulty of 15. An Average success will open the Safe Passage for D10 minutes. A Good success will open the Safe Passage for D12 x 10 minutes. An Excellent success will open the Safe Passage for D10 hours. An Extraordinary success will open the Safe Passage for D12 + D10 hours. The Song of Safe Passage will work against any normal storm, but an additional 5 points are added to the Difficulty of the Lion Heart Test for any magically based storms.

Talents

- Aid of Ages
- Raise Ship(D)

ARCHER



NINTH CIRCLE

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

Talents

- Dangerous Shot (D)
- Dominate Arrow (D)
- Trace Missile (D)

TENTH CIRCLE

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

Talents

- Counter Missile
- Rushing Attack (D)

ELEVENTH CIRCLE

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

Talents

- Blind Fire
- Quick Shot (D)

TWELFTH CIRCLE

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

Talents

- Armor Piercer
- Create Arrow (D)

THIRTEENTH CIRCLE

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

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

Talents

- Defense
- Screaming Arrow (D)

FOURTEENTH CIRCLE

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

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

Talents

- Arrow Catcher
- Multi-Shot (D)

FIFTEENTH CIRCLE

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

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

Talents

- Ethereal Weapon (D)
- Wind Bow (D)



BEASTMASTER



NINTH CIRCLE

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

Talents

Animal Possession
Howl(D)
Spirit Strike

TENTH CIRCLE

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

Talents

Animal Leadership
Bestial Toughness

ELEVENTH CIRCLE

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

Talents

Develop Animal Sense(D)
Lion Spirit

TWELFTH CIRCLE

Karma: The Beastmaster may spend Karma Points for Actions using Dexterity or Charisma only.

Talents

Bestial Resilience(D)
Chameleon(D)

THIRTEENTH CIRCLE

Death Claw: When using the Claw Shape talent, the Beastmaster may spend up to 3 additional Karma Points for the Damage Test.

Talents

Echolocation(D)
Pin

FOURTEENTH CIRCLE

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

Talents

Shield Beater
Tame Mount(D)

FIFTEENTH CIRCLE

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

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

Talents

Venom(D)
Web Astral(D)

CAVALRYMAN



NINTH CIRCLE

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

Talents

- Down Strike
- Frighten Animal Servants
- Momentum Attack (D)

TENTH CIRCLE

Karma: The Cavalryman may store up to 25 of his Karma Points with his mount. He may use this Karma normally whenever he is in contact with his mount. If the mount dies while carrying stored Karma Points, these points are lost. The Cavalryman may spend a Karma Point on any action using Dexterity only.

Talents

- Heal Animal Servant (D)
- Safe Path

ELEVENTH CIRCLE

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

Talents

- Life Check
- Spot Armor Flaw

TWELFTH CIRCLE

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

Talents

- Call Mount(D)
- Rally(D)

THIRTEENTH CIRCLE

Resurrect Mount: For the permanent cost of 2 points of damage, the Cavalryman may resurrect his mount. The mount must have been dead for 3 or fewer days, and the Cavalryman must physically possess the body of the mount in order for this ability to work.

Talents

- Armor Mount
- Tame Mount(D)

FOURTEENTH CIRCLE

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

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

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

Talents

- Shield Beater(D)
- Trample(D)

FIFTEENTH CIRCLE

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

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

Talents

- Champion Challenge
- Multi-Charge(D)

ELEMENTALIST



NINTH CIRCLE

Karma: The Elementalist can spend a Karma Point on any Recovery Test.

Talents

- Armored Matrix (Elemental Matrix)
- Hold Thread (p. 99, ED2)
- Metal Ward (p. 102, ED2)

TENTH CIRCLE

Fire and Ice: For the cost of 1 Strain Point, the Elementalist can do either of the following:

1. Create a flame the size of a small torch in the palm of his hand. This fire lasts a number of hours equal to the Elementalist's Circle, or until the Elementalist chooses to extinguish it. If used in combat the flame does Step 5 damage.

2. Freeze any water by touching it with her middle three fingers. The Elementalist can freeze 1 quart of water per touch. If used in combat this touch does Step 5 damage.

Talents

- Plant Shelter
- Water Dancing

ELEVENTH CIRCLE

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

Talents

- Animate Object(D)
- Armored Matrix (Elemental Matrix)

TWELFTH CIRCLE

Karma: The Elementalist may spend one Karma Point on any action involving Willpower or Willforce only.

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

Talents

- Matrix Strike
- Summon (D)

THIRTEENTH CIRCLE

Earth and Wind: For the cost of 1 Strain Point, the Elementalist can do either of the following:

1. Create an Earth Circle 10 feet in diameter. Increase the Spell Defense of every character of the Elementalist's choosing in the circle by 1. The circle lasts for 10 minutes, or until the Elementalist chooses to cancel it. A character may only receive the benefits of one Earth Circle at a time.

2. Create a flow of air that circulates through an area no larger than a 10 by 10 by 10 yard cube. This air is not created; it must come from somewhere. The effect lasts for 1 hour or until the Elementalist chooses to cancel it.

Social Defense: Increase the Elementalist's Spell Defense by 1.

Talents

- Moving Earth
- Share Matrix (Elemental Matrix)

FOURTEENTH CIRCLE

Recovery Test: The Elementalist gains one additional Recovery Test per day.

Karma: Increase the Elementalist's maximum Karma Points by 25.

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

Talents

- Earth Armor
- Summoning Circle (D)

FIFTEENTH CIRCLE

Metal Strength: For the permanent cost of 2 Damage Points, the Elementalist gains the Metal Strength ability. Increase the Elementalist's Toughness Attribute and Wound Threshold by 1. For the additional cost of 1 Strain Point per use, the Elementalist may add 5 steps to any Strength Test or any Damage Test based upon Strength.

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

Talents

- Casting Pattern(D)
- Share Matrix (Elemental Matrix)

ILLUSIONIST



NINTH CIRCLE

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

Talents

Armored Matrix (Illusion Matrix)
Orbiting Spy
Memorize Image

TENTH CIRCLE

Karma: The Illusionist may spend a Karma Point on any action involving Willpower or Willforce only.

Talents

Detect Falsehood(D)
Safe Thought(D)

ELEVENTH CIRCLE

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

Talents

Armored Matrix (Illusion Matrix)
Thoughtful Expression

TWELFTH CIRCLE

Hide Matrix: For the cost of 2 Strain Points per use, the Illusionist can make her own Spell Matrices invisible in astral space, even to those with astral sight. To spot a hidden matrix while using an appropriate talent or spell to perceive astral space, use a Difficulty equal to the Illusionist's Thread Weaving Rank + 5 or Spell Defense + 5, whichever is higher. The effect lasts for a number of hours equal to the Illusionist's Circle.

Talents

Armored Matrix (Illusion Matrix)
Matrix Strike

THIRTEENTH CIRCLE

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

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

Talents

Detect Influence(D)
Share Matrix (Illusion Matrix)

FOURTEENTH CIRCLE

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

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

Talents

Multiweaving
Share Matrix (Illusion Matrix)

FIFTEENTH CIRCLE

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

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

Talents

Second Chance(D)
Share Matrix (Illusion Matrix)

NETHERMANCER



NINTH CIRCLE

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

Talents

Arcane Mutterings (p. 88, ED2)
Armored Matrix (Nether Matrix)
Astral Pocket

TENTH CIRCLE

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

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

Talents

Otherworldly Control
Wound Transfer

ELEVENTH CIRCLE

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

Talents

Armored Matrix (Nether Matrix)
Summon (D)

TWELFTH CIRCLE

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

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

Talents

Matrix Strike
Netherwalk

THIRTEENTH CIRCLE

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

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

Talents

Share Matrix (Nether Matrix)
Summoning Circle (D)

FOURTEENTH CIRCLE

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

The Nethermancer may spend a Karma Point on a Recovery Test.

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

Talents

Detect Influence(D)
Share Matrix (Nether Matrix)

FIFTEENTH CIRCLE

Astral Face: For the permanent cost of 2 Damage Points, the Nethermancer gains the Astral Face ability. The Nethermancer's head takes on an altered appearance with smoother features, silvery or black skin, specks of unearthly light in his eyes, and teeth that become dull and unreflective save for narrow runes centered on each tooth. This new face gives the Nethermancer a better sense of astral space; add 1 step to his Spellcasting and Willforce talents.

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

Talents

Share Matrix (Nether Matrix)
Soul Shatter(D)

SCOUT



NINTH CIRCLE

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

Recovery Tests: The Scout gains an additional Recovery Test per day.

Talents

- Cobra Strike
- Detect Weapon(D)
- Disarm Trap(D)

TENTH CIRCLE

Blend: For a cost of 3 Strain Points, the Scout can blend in with his surroundings. This effect is the same as that of the Earth Blend spell (p.156, ED2). Each use of this ability lasts for 10 minutes.

Talents

- Sense Poison(D)
- Temper Self

ELEVENTH CIRCLE

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

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

Talents

- Missile Twister
- Poison Resistance(D)

TWELFTH CIRCLE

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

Recovery Tests: The Scout gains an additional Recovery Test per day.

Talents

- Chameleon
- Trace Missile(D)

THIRTEENTH CIRCLE

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

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

Talents

- Defense
- Quickblade(D)

FOURTEENTH CIRCLE

Karma: Increase the Scout's Maximum Number of Karma Points by 25.

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

Talents

- Echolocation(D)
- Matrix Strike

FIFTEENTH CIRCLE

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

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

Talents

- Aura Armor
- Ethereal Weapon(D)

SKY RAIDER



NINTH CIRCLE

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

Talents

Lion Heart(D)
Second Attack
Spirit Strike

TENTH CIRCLE

Karma: The Sky Raider may spend a Karma Point on a Recovery Test.
Recovery Test: The Sky Raider gains 1 additional Recovery Test per day.

Talents

Critical Hit
Thunder Axe(D)

ELEVENTH CIRCLE

Recovery Test: The Sky Raider gains 1 additional Recovery Test per day.

Spell Defense: Increase the Sky Raider's Spell Defense by 1.

Talents

Shield Beater(D)
Wrath of the Sky(D)

TWELFTH CIRCLE

Initiative: Increase the Sky Raider's Initiative dice by 2 steps.

Talents

Buckle Deck (D)
Matrix Strike

THIRTEENTH CIRCLE

Social Defense: Increase the Sky Raider's Social Defense by 1.

Spell Defense: Increase the Sky Raider's Spell Defense by 2.

Talents

Rally(D)
Weapon Breaker

FOURTEENTH CIRCLE

Karma: Increase the Sky Raider's maximum Karma Points by 25.

Talents

Defense
Tread Wind(D)

FIFTEENTH CIRCLE

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

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

Talents

Aid of Ages(D)
Vitality

SWORDMASTER



NINTH CIRCLE

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

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

Talents

- Cobra Strike
- Impressive Strike(D)
- Spirit Strike

TENTH CIRCLE

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

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

Talents

- Pin(D)
- Whirlwind(D)

ELEVENTH CIRCLE

Form Blade: For 2 Strain plus 1 additional Strain every round, the Swordmaster may form a straight blade from an item such as a stick, cane, or even a flexible item such as a rope or belt. The blade functions as a sword of similar size as far as damage. For instance, a blade formed from an item about the size of a short sword functions as a short sword. An item about the size of a broad sword functions as a broad sword.

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

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

Talents

- Critical Hit(D)
- Quickblade

TWELFTH CIRCLE

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

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

Talents

- Defense
- Life Check

THIRTEENTH CIRCLE

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

Talents

- Multi-Strike
- Shield Beater(D)

FOURTEENTH CIRCLE

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

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

Talents

- Champion Challenge(D)
- Matrix Strike(D)

FIFTEENTH CIRCLE

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

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

Talents

- Ethereal Weapon(D)
- Vital Strike(D)

THIEF



NINTH CIRCLE

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

Lip Reading: For the cost of a point of Strain, the Thief may use Lip Reading to eavesdrop on a conversation. The Thief must be able to see the speaker's lips and understand the language being spoken in order to use Lip Reading. The effect lasts for a number of minutes equal to the Thief's Circle and has a maximum range of 50 yards.

Talents

- Fast Hand(D)
- Gold Sense(D)
- Sense Poison

TENTH CIRCLE

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

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

Talents

- Safe Thought
- True Sight

ELEVENTH CIRCLE

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

Talents

- Detect Falsehood(D)
- Poison Resistance

TWELFTH CIRCLE

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

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

Talents

- Blade Juggle(D)
- Slough Blame (D)

THIRTEENTH CIRCLE

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

Talents

- Chameleon(D)
- Quickblade

FOURTEENTH CIRCLE

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

Talents

- Defense(D)
- Wound Transfer

FIFTEENTH CIRCLE

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

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

Talents

- Gain Surprise(D)
- Second Chance

TROUBADOUR



NINTH CIRCLE

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

Talents

Bardic Lore
Blade Juggle (D)
Diplomacy (D)

TENTH CIRCLE

Recovery Test: The Troubadour gains 1 additional Recover Test per day.

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

Talents

Location Lore
Slough Blame (D)

ELEVENTH CIRCLE

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

Talents

Bardic Voice (D)
Song of Deflection (D)

TWELFTH CIRCLE

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

Talents

Thought Link (D)
Truth Skit

THIRTEENTH CIRCLE

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

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

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

Talents

Blood Guilt Weapon
Detect Influence (D)

FOURTEENTH CIRCLE

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

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

Talents

Aura Armor
Ghost Speak (D)

FIFTEENTH CIRCLE

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

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

Talents

Confront Horror
Tale of the Elements (D)

WARRIOR



NINTH CIRCLE

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

Talents

- Elemental Tongues
- Lizard Leap
- Second Weapon

TENTH CIRCLE

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

Talents

- Missile Twister
- Siege Blow(D)

ELEVENTH CIRCLE

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

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

Talents

- Elemental Hold(D)
- Matrix Strike(D)

TWELFTH CIRCLE

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

Talents

- Unmount(D)
- Vitality

THIRTEENTH CIRCLE

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

Scars of Fate's Denial: The truest form of the Warrior's art is the survival of battle without sacrificing honor. The Scars of Fate's Denial is the Warrior's Karma acting in concert with his spirit to deny death in the accomplishment of his goal. The Warrior can only deny death if he has a clearly defined goal (defeat the Horror, defend the town, etc.), has announced said goal aloud, and does not waver from the goal for the remainder of the combat. By doing so, he denies Death and his fate. This denial bears a heavy price. Each time the power to deny fate is called forth, the Warrior is scarred for a permanent point of damage. In addition, he loses a permanent point of Karma. In exchange, however, he may spend as many Karma Points as he wishes on Life Check Tests. The Warrior must make his choice of how many to spend before rolling the dice, and damage is healed as normal except for the one point that is lost **permanently** each time the denial is invoked (his scar). Life Check Tests made while fighting towards the proclaimed goal will not be limited by the number of Recovery Tests that the Warrior has, although they may be used for other talents or normal healing. Furthermore, the Warrior will not feel the effects of any Wounds received after his declaration. If at any time, the Warrior voluntarily forsakes the goal, he takes all damage previously ignored through Life Check, plus an additional damage step equal the number of Karma Points spent on Life Checks. Death becomes aware of the Warrior's denial of his fate and prevents him from ever using the Scars of Fate's Denial again.

Talents

- Pulse of Battle(D)
- Stone Skin(D)

FOURTEENTH CIRCLE

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

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

Talents

- Chameleon
- Vital strike(D)

FIFTEENTH CIRCLE

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

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

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

Talents

- Aura Armor
- Multi-Strike(D)

WEAPONSMITH



NINTH CIRCLE

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

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

Talents

- Dowse (D)
- Sense Magic Weapon (D)
- Sense Metal

TENTH CIRCLE

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

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

Talents

- Fires of the Forge (D)
- Life Check

ELEVENTH CIRCLE

Blood Edge: For a permanent cost of 2 Damage Points, the Weaponsmith uses blood magic to put a Blood Edge on a weapon. Blood Edge increases the Damage step of the weapon by 2 steps, or 3 steps if the weapon is used to attack an opponent in astral space (see Matrix Strike talent, p. 34).

Talents

- Heat (D)
- Soften Blade

TWELFTH CIRCLE

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

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

Talents

- Improve Armor (D)
- Shield Beater

THIRTEENTH CIRCLE

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

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

Talents

- Critical Hit
- Spirit Weapon (D)

FOURTEENTH CIRCLE

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

Talents

- Elemental Hammer (D)
- First Ring of Perfection

FIFTEENTH CIRCLE

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

Talents

- Elemental Anvil (D)
- Second Chance

WIZARD



NINTH CIRCLE

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

Talents

- Armored Matrix (Wizardry Matrix)
- Life Check (p. 101, ED2)
- True Sight (p. 111, ED2)

TENTH CIRCLE

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

Each use of Matrix Split lasts for 24 hours. A matrix can only be split once. Matrix Split may be used on each of the Wizard's Spell Matrices, providing she can withstand the strain.

Talents

- Matrix Strike
- Range Pattern(D)

ELEVENTH CIRCLE

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

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

Talents

- Armored Matrix (Wizardry Matrix)
- Casting Pattern(D)

TWELFTH CIRCLE

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

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

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

Talents

- Armored Matrix (Wizardry Matrix)
- Wound Transfer

THIRTEENTH CIRCLE

Karma: Increase the Wizard's Maximum Karma Points by 25. The Wizard may spend a Karma Point on any action involving Charisma or Dexterity only.

Talents

- Share Matrix (Wizardry Matrix)
- Void

FOURTEENTH CIRCLE

Casting Triangle: For the permanent cost of 2 Damage Points, the Wizard may gain the Casting Triangle ability. To create the triangle, the Wizard must spend a round conjuring a luminescent triangle around herself, each side no more than a yard long. While in the casting triangle, the Wizard who created it adds 3 steps to her Wizardry and Spellcasting talents. The Casting Triangle lasts until the Wizard leaves the triangle.

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

Talents

- Multiweaving(D)
- Share Matrix (Wizardry Matrix)

FIFTEENTH CIRCLE

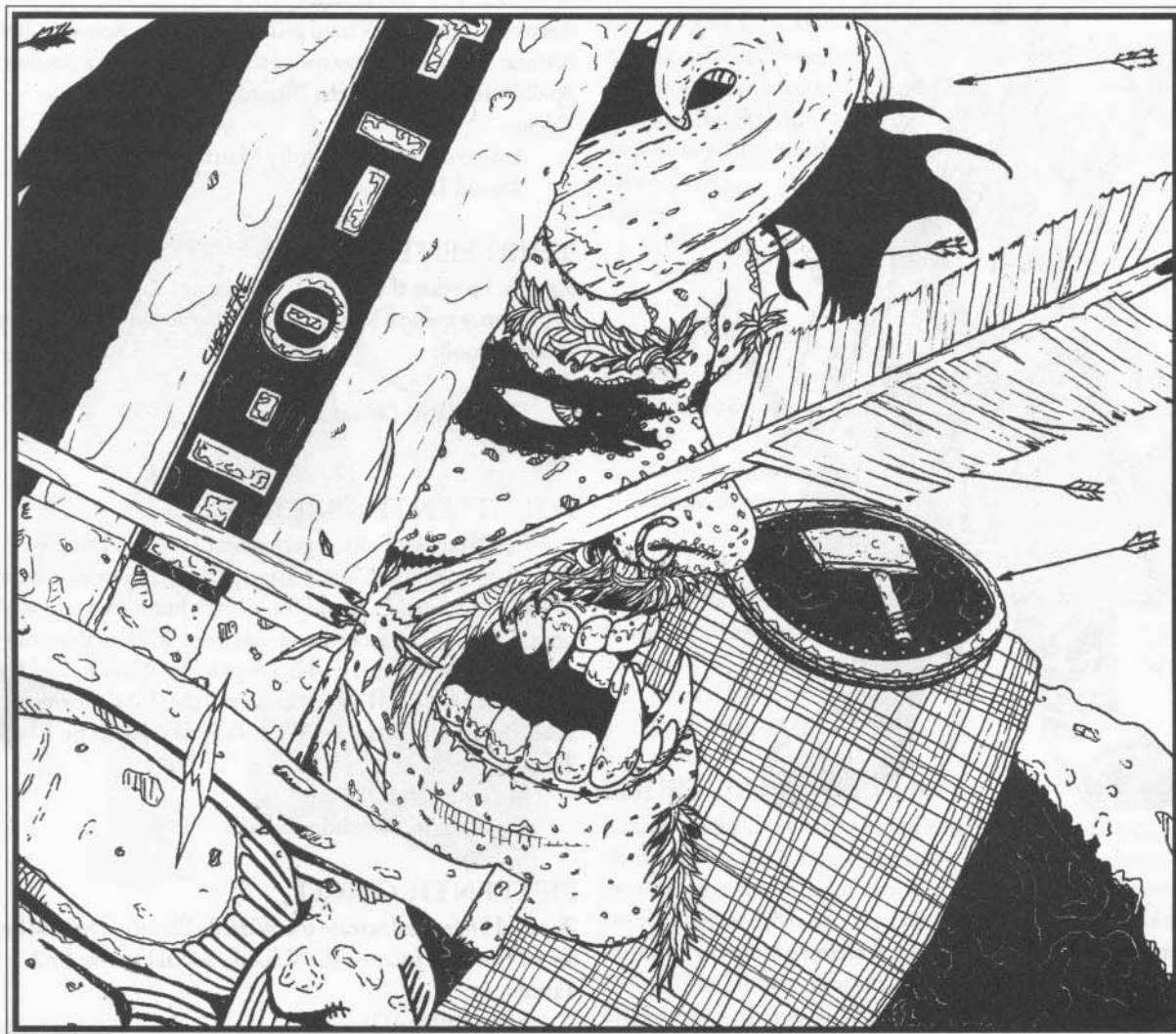
Physical Defense: Increase the Wizard's Physical Defense by 1.

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

Talents

- Effect Pattern(D)
- Share Matrix (Wizardry Matrix)

TALENTS



*Many Adepts boast about their talents as if they were what makes them legends. But it is not the power that creates legends,
it's the people who use that power and how they use it.*

— The dragon, Vasdenjas' last words to King Neden before the battle of Sky Point

The **Talents** section of the **Earthdawn Second Edition** basic rules described all the talents available to Adepts for Discipline Circles 1 through 8. This section lists the new talents for Discipline Circles 9 through 15, described on pp. 9-23 of this book.

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

CONFLICTING TALENT EFFECTS

Some talents, by the nature of their effects, can not be used against the same opponent at the same time. Unless otherwise specified in the talent descriptions, if multiple talents from the following list are used on the same character, all except the talent with the highest effect test will be negated.

Arcane Mutterings	Fearsome Charge
Bardic Voice	Frighten
Battle Bellow	Howl
Battle Shout	Mind Wave
Champion Challenge	Steely Stare
Dangerous Shot	Stopping Aim
Engaging Banter	Taunt

EARTHDAWN TALENTS

All the talents in this section are presented in the same format as that used in the basic **Earthdawn Second Edition** rules, as explained on p. 86 of that book.

AID OF AGES

Step Number: Rank + Willpower

Action: No

Requires Karma: Yes

Strain: None

The Aid of Ages is the culmination of an Air Sailor or Sky Raider's talents, skills, and life. The adept has fought many battles and his legend is so well known that the spirits of his ancestors and those who have fought and died beside him are constantly watching him. The character is under their gaze and, in times of distress, can actually call upon them for aid.

In dire circumstances, when failure is imminent or the character's life is in danger, the spirits may intervene if asked. The character asks for aid consciously or unconsciously at the gamemaster's discretion (the gamemaster will inform the character that an Aid of Ages check is about to be made and give him the option of spending extra Karma). The Difficulty Number of the test is the opponent's vessel's Armor Rating or the opponent's Spell Defense plus his circle, whichever is greater.

The level of success determines the level of aid granted by the spirits. An Extraordinary success results in as much aid as required to swing the advantage back to the character. Such occurrences may include an entire ghost ship of fallen comrades coming to the character's aid or a squad or two of spirit sailors appearing and taking place of the fallen. Such aid disappears when the danger has passed.

A Good success results in as much aid as required to eliminate the immediate danger and give the character a chance to turn the situation

to his favor. This may be a ghostly marine blocking a killing blow, or a phantom pilot taking the tiller of an out-of-control drakkar.

An Average success results in as much aid as is required to stop the character's immediate death, but not necessarily enough to keep the character from all harm. This might include a slowing of a blow to reduce damage, or a rope from the rigging swinging fortuitously within reach.

It is important to note that the Aid of Ages is not to be used frivolously and will raise the ire of the spirits if called on too often. Each successive use of the talent raises the Difficulty Number by 5. Should the character roll a Poor failure on any Aid of Ages Test, the spirits punish the character with a surge of nethermantic energy that deals damage like casting Raw Magic would. Use the **Raw Magic Table** (see p. 151, ED2) to determine the damage, and substitute the rank in the talent for the Circle of the spell.

Taarna Skyfang the Sky Raider is leading her fleet to battle when they are ambushed by a superior force. The cannons of the enemy begin to chew her drakkar to bits before she is able to react. She invokes the name of a fallen comrade as a battle cry and makes her Aid of Ages Test, scoring an Extraordinary success. A phantom ship appears between the fleets and engages the enemy long enough for Taarna to outflank them and gain the upper hand, then the ship fades back into the clouds after the danger to the fleet is over.

ANIMAL LEADERSHIP

Step Number: Rank + Charisma

Action: Yes

Requires Karma: Yes

Strain: None

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

The character needs a Good success or better to effectively use the talent. On a Good success the animals will treat the character as if they were the pack leader for a number of hours equal to the rank in the talent. On an Excellent or better success the length of time is rank of talent x 2. If the character attacks the animals attack, if he runs they run. Note that this talent does not confer ability to speak with the animals and all actions will be done through example.

ANIMATE OBJECT

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No

Strain: None

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

Animated objects use a Death Rating appropriate to the material from which they are made, but have no Wound Threshold or Unconsciousness Rating (see **Barrier Ratings**, p. 235, ED2). The object has a Full Movement of 40 yards per round and Combat Movement of 20 yards per round. The gamemaster must decide what natural armor or weapons, if any, the object possesses.

Following are the Attribute steps of animated objects:

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

As shown on the above list, Rank 4 Animate Object gives an animated object Step 4 Dexterity, Strength, and Toughness. Consulting the Step/Action Dice Table (p. 27, ED2), we find that Step 4 has D6 Action dice. Thus, the player will roll D6 for the animated object whenever making tests for Dexterity, Strength, or Toughness.

To use Animate Object, a character must create a thread for that object. This means that only objects with True Patterns can be animated (see p. 137, ED2 for more on True Patterns and threads). The character makes an Animate Object Test. The result x 10 is the maximum weight in pounds the character can animate. A result of 13, for example, would allow the character to animate an object weighing up to 130 pounds. An object remains animated for a number of days equal to the character's rank in Animate Object. The maximum number of objects the character can animate at one time is also equal to his or her talent rank.

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

ARMOR MOUNT

Step Number: Rank + Toughness

Action: No

Requires Karma: No **Strain:** 1

The Armor Mount talent allows a character to increase the natural armor of his mount. Make an Armor Mount Test against the animal's Spell Defense. A success increases the animal's Physical and Mystic Armor by the character's rank in Armor Mount for a number of minutes also equal to that rank. This talent only increases the rating of a mount's natural armor. It does not increase the defensive properties of armor made specifically for mounts.

ARMOR PIERCER

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No **Strain:** 1

The Armor Piercer talent allows a character to make missile or throwing weapon attacks that bypass his opponent's armor and shield. When using this talent, the character uses the Armor Piercer step instead of the Missile or Throwing Weapons step for the Attack Test. A successful attack automatically bypasses an opponent's shield. The Armor Piercer talent also helps the character defeat his opponent's armor. Reduce the

level of success needed for an Armor-Defeating Hit by one level when the character uses the Armor Piercer talent. For example, armor normally defeated by an Excellent success can be defeated by a Good success when using this talent.

ARMORED MATRIX

Step Number: Rank

Action: NA

Requires Karma: No **Strain:** None

An Armored Matrix is an improved type of Spell Matrix. Magicians learn the Armored Matrix talent to better protect their spells. An Armored Matrix holds the Spell Pattern of a spell and one Spell Thread, just as an Enhanced Matrix (p. 95, ED2), and is the most durable of all Spell Matrix types. The Death Rating of an Armored Matrix is 25. The Armor Rating of the matrix equals the character's rank in Armored Matrix, and is added to the spellcaster's Mystic Armor Rating to determine the total Mystic Armor protecting the Armored Matrix. The matrix armor absorbs damage from attacks directed against the matrix, such as the talent Matrix Strike and the spell Astral Spear. See p. 151, ED2 for rules on damaging a Spell Matrix.

ARROW CATCHER

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No **Strain:** 4

The Arrow Catcher talent allows a character to catch and fire back incoming thrown weapons, arrows and crossbow bolts. The use of this talent must be declared before rolling initiative. If the character chooses to use Arrow Catcher for the turn, she rolls the Arrow Catcher step in place of their normal initiative, with appropriate armor penalties. The character then selects the person to be protected from incoming fire, which can be herself. The Arrow Catcher Test is then rolled and used to replace the Physical Defense of the character being protected versus missile and thrown weapons. For the rest of the round, any incoming missiles aimed at the protected character which miss the result of the Arrow Catcher Test are caught by the character using Arrow Catcher. That character can then fire a number of them back equal to her Arrow Catcher rank using the Arrow Catcher Test in place of Missile or Throwing Weapons, providing they have the means to shoot them back.

ASTRAL POCKET

Step Number: Rank + Perception

Action: No

Requires Karma: No **Strain:** Special (see below)

The Astral Pocket talent allows a character to create an astral pocket in which to store items. The astral pocket can hold a number of pounds equal to the character's Carrying Capacity (see **Attribute Table**, p. 42, ED2). A character with a Strength of 1, for example, can create an astral pocket that holds up to 80 pounds. Equipment and items carried in an astral pocket do not count against the character's own Carrying Capacity.

A character can use this talent to create an astral pocket whenever he wishes, but he cannot have more than one at any one time. The character makes an Astral Pocket Test and records the result. The astral pocket is visible to any being that can see in astral space. To perceive it,

a viewing character makes an Astral Sight or Astral Sense Test against the result of the Astral Pocket Test. When seen, the astral pocket appears as a finely woven net of purple and silver. If not destroyed, it remains in existence for a year and a day from the time it is created.

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

The astral pocket can be attacked in the same manner as a Spell Matrix, having a Death Rating of 20 and an Armor Rating equal to the character's rank in Astral Pocket. In addition the astral pocket may be attacked with the Thread Weaving talent. In order to disrupt an astral pocket, the attacking character must be within one yard of the astral pocket and achieve a Good success or better on a Thread Weaving Test versus the initial Astral Pocket Test result. Any items in an astral pocket at the time it is destroyed are lost in astral space.

AURA ARMOR

Step Number: Rank + Strength

Action: Yes

Requires Karma: No **Strain:** 2

The Aura Armor talent allows a character to magically enhance the rating of either his Mystic Armor or the armor he is wearing. The character makes an Aura Armor Test against his current Armor Rating, either Mystic or Physical. Success increases the appropriate Armor Rating by the character's rank in Aura Armor. Each use of Aura Armor lasts for 10 rounds. A character may not use Aura Armor to increase any natural Physical Armor that he may possess.

BARDIC LORE

Step Number: Rank + Perception

Action: No

Requires Karma: No **Strain:** None

The Bardic Lore talent allows a character to magically and permanently learn new Knowledge Skills. Each rank of the talent allows the character to learn one new Knowledge Skill. If the character has a rank of Bardic Lore available, she can learn the new Knowledge Skill. Once a rank is assigned to a Knowledge Skill, it cannot be used to learn any other Knowledge Skills. To learn the Knowledge Skill, the character must meditate for 8 hours on the knowledge she wishes to acquire. The character uses her Bardic Lore step for the Knowledge Skill Tests. The player should record which lores her character knows on the Character Record Sheet.

BARDIC VOICE

Step Number: Rank + Charisma

Action: Yes

Requires Karma: No **Strain:** 1

The Bardic Voice talent allows a character to use his rich voice and persuasive magic to charm a small group of people. He or she makes a Bardic Voice Test against the highest Social Defense Rating of the target group +1 for each additional person. On an Average success the character impresses the group enough that they listen with some interest

to what he says. They will not follow him, but they may cooperate with his suggestions as long as they do not threaten the group. On a Good success or better, the Troubadour has charmed the group. He may then command the charmed group for a number of minutes equal to his rank in Bardic Voice. He cannot command the group to take any greater risks than he himself is willing to take during the same period, however. For example, a character could not command the group to attack a camp of trolls unless he intended to participate personally in the attack.

BESTIAL RESILIENCE

Step Number: Rank + Toughness + 6

Action: Yes

Requires Karma: No **Strain:** None

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

BESTIAL TOUGHNESS

Step Number: Rank + Toughness

Action: No

Requires Karma: Yes **Strain:** None

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

BLADE JUGGLE

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No **Strain:** 1

The Blade Juggle talent allows a character to create a whirling, flashing barrier of knives, daggers, or other bladed weapons. The character enhances the effect with sparkling illusory lights. Make the Blade Juggle Test against the number of blades being juggled plus the highest Damage step among the blades. The **Goods and Services** section (p. 193, ED2) provides a complete list of bladed weapons. The following list gives the Damage step for the most common ones:

Weapon	Damage Step
Dagger	2
Short Sword	4
Hand Axe	4
Broadsword	5
Battle-Axe	6

A success on the Blade Juggle Test increases the character's Physical Defense by a value equal to the number of blades being juggled. If the character succeeds in juggling 5 blades, for example, he can increase his Physical Defense by 5. If a character fails the Blade Juggle Test, all the blades fall to the ground, scattering 1d6 yards in random directions. Use the scatter diagram on p. 222, ED2, to determine the direction in which each blade scatters.

An attacker whose Attack Test result is equal to or higher than the character's normal Physical Defense, but less than his modified Physical

Defense using this talent, hits one of the spinning weapons. The weapon deflects the attack, and one of the juggled blades spins away from the juggling character to strike the attacker. The juggling character makes a Damage Test using his Strength step + the Damage step of the weapon.

BLIND FIRE

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: Yes

Strain: None

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

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

BLOOD GUILT WEAPON

Step Number: Rank + Perception

Action: Yes

Requires Karma: No

Strain: 5

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

1. The Blood Guilt Weapon Test result equals or exceeds the suspect's Spell Defense.
2. The suspect is guilty of the crime of which they have been accused.

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

BUCKLE DECK

Step Number: Rank + Strength

Action: Yes

Requires Karma: Yes

Strain: 2

The character becomes aware of the inherent weaknesses and stresses put on the deck of a ship. With this knowledge, he is able to strike the deck in such a way as to send a ripple along it, knocking

enemies from their feet. The character makes a test with a Difficulty Number equal to the Armor Rating of the ship. The distance affected is the character's buckle deck step in yards in a 180° arc in front of the character. When the Buckle Deck Test is made, all opponents must make Knockdown Test using the Buckle Deck Test as their Difficulty Number. Warriors with Air Dance are not immune to this effect, due to the rapid changes in the level of the deck. If the Knockdown Test result is a Poor failure, they will be thrown off the surface and may be subject to falling damage.

"Big" Leo the Sky Raider discovers that he is outnumbered and things look bleak. Instead of an attack, he stomps his foot and buckles the deck of the ship. The Armor Rating of a galley is 15, and he rolls a 16 — just succeeding. The deck buckles and ripples outward to a range of 16 yards in a 180° arc. All of the combatants caught in the ripple must make Knockdown Tests against a Difficulty Number of 16 to remain on their feet.

CALL MOUNT

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No

Strain: 1

The Call Mount talent allows a character to magically call his mount to him. The maximum range of the call is equal to the result of the Call Mount Test in miles. A Call Mount result of 8, for example, would permit a character to call his mount from up to 8 miles away. There, of course, will be a delay while the mount travels to where the character is located.

CASTING PATTERN

Step Number: Rank + Perception

Action: Yes

Requires Karma: No

Strain: 1

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

CHAMELEON

Step Number: Rank + Silent Walk Talent Rank + Willpower

Action: No

Requires Karma: No

Strain: 1

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

CHAMPION CHALLENGE

Step Number: Rank + Charisma

Action: Yes

Requires Karma: Yes

Strain: None

The Champion Challenge talent allows a character to call out a challenge to the leader of a group of opponents. Make the Champion Challenge Test against the Social Defense of the leader of the opposing group. On an Average or Good success, the opponent leader becomes confused and must contemplate the challenge. In this state, he is considered Harried (see **Situation Modifiers**, p. 227, ED2) and must modify his tests appropriately for a number of rounds equal to the challenging character's rank in Champion Challenge. On an Excellent success or better, the opponent leader must choose between two options, Flight or Fight.

Flight: The leader understands the challenge and chooses to flee. The leader may not face the character for a number of days equal to the character's rank in Champion Challenge. The rest of his group remains and is Harried for a number of rounds equal to the challenging character's rank in Champion Challenge.

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

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

CONFRONT HORROR

Step Number: Rank + Charisma + 10

Action: Yes

Requires Karma: Yes

Strain: None

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

During the contest, the Horror and the character may use only talents and skills that either work against the Social Defense of the target or that resist such talents. A Horror may also use the Terror or Thought Worm Horror Powers (p. 316 ED2). The first to succeed at 3 actions wins the contest. The character's final action must be use of the Bardic Voice talent, commanding the Horror to leave this plane. The Horror leaves and cannot return unless the character gives it permission to do so. This prohibition lasts only as long as the character lives.

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

This contest only involves the 2 contestants. Other characters may do as they wish. Should anyone not allied with the Horror damage or harm the Horror, however, the magic is broken and the character loses the contest. Unfortunately for the character, harm done to him by

another during the contest does NOT result in the Horror forfeiting the contest.

COUNTER MISSILE

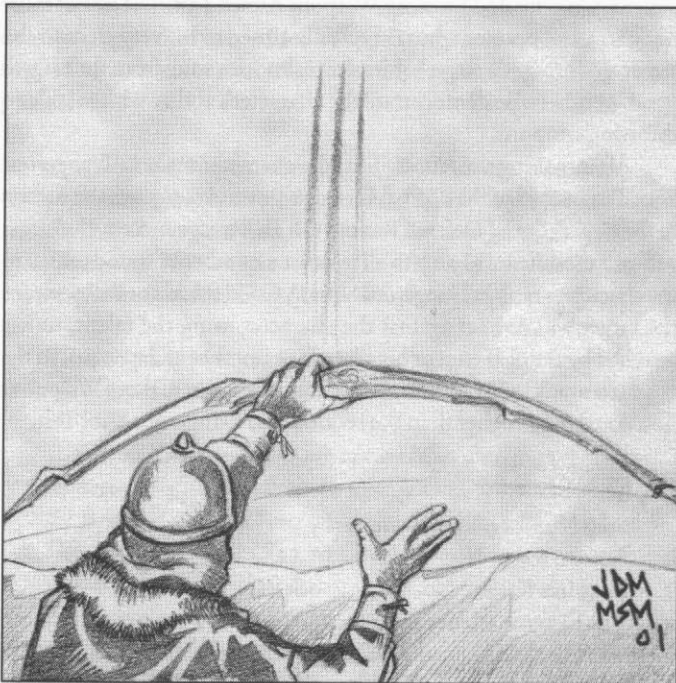
Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No

Strain: 2

The Counter Missile talent allows a character to counter incoming missiles with another missile or throwing weapon. A character may, at any point during the turn, sacrifice their action for that turn to use Counter Missile on any missile aimed against targets within normal range, even if not aimed at the character's allies or the character. Once the character has chosen to counter the incoming missile, they roll their Counter Missile Test. If their roll is equal to or higher than the Attack Test used for the incoming missile, then the character's missile has collided with the incoming missile. If both missiles are something that the character can wield by hand, then the missile is deflected. If the missile to be deflected is larger, such as a ballista bolt or boulder, then it requires an Extraordinary success to deflect. Counter Missile only works against attacks using the Missile or Throwing Weapons talents or skills, and have a physical form to deflect. It does not counter missile-like forces created by spells or fire-cannons. Counter Missile may be used in the place of Second Shot as well, but not with Multi-Shot.



CREATE ARROW

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No

Strain: 2

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

CRITICAL HIT

Step Number: Rank

Action: NA

Requires Karma: No

Strain: None

The Critical Hit talent increases the damage a character inflicts in combat. When he or she gets an Excellent success on an Attack Test against an opponent's Physical Defense, it becomes a Critical Hit. Add a number of steps equal to the character's rank in Critical Hit to the normal Damage step. Critical Hit ranks do not add steps to any Attribute.

Jerall is an elf Weaponsmith with Rank 2 Critical Hit. Jerall rolls an Excellent success in her Attack Test against a jehuthma, thus increasing her normal Damage step by +2.

DANGEROUS SHOT

Step Number: Rank + Charisma

Action: No

Requires Karma: No

Strain: None

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

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

DEFENSE

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No

Strain: 2

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

DETECT FALSEHOOD

Step Number: Rank + Perception

Action: Yes

Requires Karma: No

Strain: 1

The Detect Falsehood talent is a magical form of insight a character can use to detect exaggerations, half-truths, or outright fabrications.

The character makes a Detect Falsehood Test using the target character's Social Defense. On a Good success, the character knows that the target character is lying to some degree. On an Excellent success the character knows what sort of lie (exaggeration, half-truth, omission, complete fabrication, and so on) the target character is telling. On an Extraordinary success or better the character knows not only the type, but has insight as to the underlying nature of the falsehood (attempting to cover for an accomplice, attempting to stall for time, and so on).

DETECT INFLUENCE

Step Number: Rank + Perception

Action: Yes

Requires Karma: Yes

Strain: None

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

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

A Good success reveals whether or not the character is currently possessed by, or is actively under the influence of a Horror.

An Excellent success tells whether or not the character has made a voluntary pact with a Horror. An Excellent success will also reveal if a character is Horror-marked, but not under the active influence of the Horror.

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

DEVELOP ANIMAL SENSE

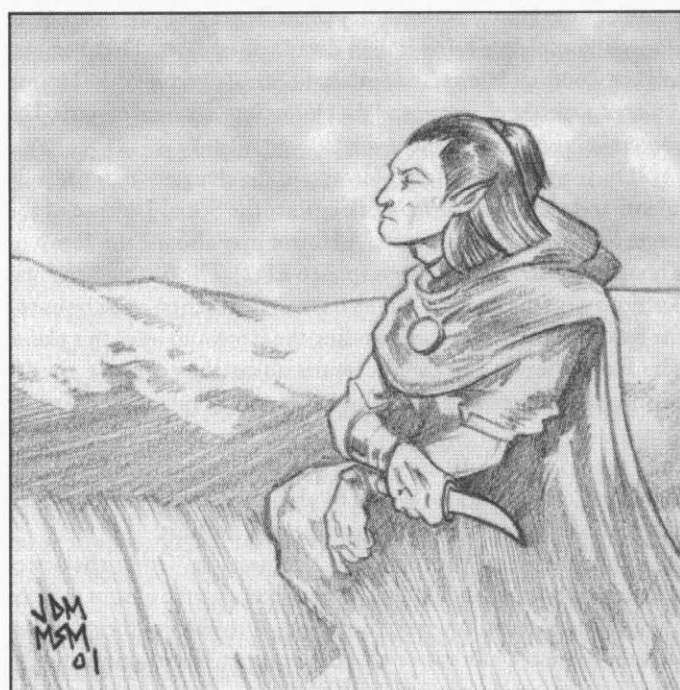
Step Number: Rank + Perception

Action: Yes

Requires Karma: No

Strain: 1

This talent allows a character to acquire an animal's sharper senses. Develop Animal Sense grants the character only one sense from one



animal. A character can learn Develop Animal Sense more than once, choosing a different animal sense each time he or she acquires the talent.

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

Once a character has obtained the sense, he can use it when making Perception Tests that use that sense. In this case, the character makes a Develop Animal Sense Test instead of a normal Perception Test. Characters may use Borrow Sense in addition to their Developed Animal Sense.

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

DIPLOMACY

Step Number: Rank + Charisma

Action: Yes

Requires Karma: No **Strain:** 1

The Diplomacy talent allows a character to use his soothing voice and calming magic to diffuse a volatile situation. The character makes a Diplomacy Test against the highest Social Defense Rating of the target group involved in the dispute, + 1 for each additional person. On an Average success, the character has not diffused the situation, but has the attention of all present, which will allow him to try a different form of persuasion. On a Good success or better, the character has calmed the group, raising the attitude of gamemaster characters one towards Neutral – if they were Unfriendly, they become Neutral, if Hostile, Unfriendly, etc. With an Excellent success, their attitude shifts 2 towards Neutral. The group will then be willing to attempt to solve the dispute though diplomacy, though the actions of the opposing parties may aggravate the situation back up to a volatile one. The character may only use Diplomacy once on any group. An Extraordinary success diffuses the situation, and inclines both parties to agree to the character's suggestions, though with time away from the situation, they may change their attitude again.

DOMINATE ARROW

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No **Strain:** 1

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

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

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

DOUSE

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No **Strain:** 2

The Douse talent allows a character to magically douse a heated object or flame. The character must be holding the object to be doused by some means, such as tongs, or by hand – in the case of open flame, the character would have his hand in the flames (taking the appropriate damage). Once a grip has been established, the character rolls his Douse Talent Test. In the case of a normal flame, the character would need to defeat the damage step of flames, as listed in the *Adventuring in Earthdawn* section in ED2 (p. 231). If the flame is a magical effect, then the difficulty number would be set by the spell defense of the item or flame, or the effect step of the spell, whichever is greater. If the character is dousing a heated piece of metal, then the difficulty is the damage step of the item, added to the damage step of the heat being applied to it. If successful, the character douses the flames in Rank yards around him.

Jerall the Weaponsmith is attempting to douse a Flameshaw (a flaming chariot) created by a fleeing Elementalist. She has a Rank 3 Douse and rolls her Douse Test and gets a 24. The Elementalist has an effect on his Flameshaw of 21. The spell is snuffed out, and the Elementalist falls flat on his face.

When the Douse talent is used in conjunction with Forge Armor or Forge Armor, it adds +1 step to the final talent tests.

Jerall is dousing a new broadsword that she is forging. The damage step of the broadsword is usually a step 5, but the heat of the forge is a step 8. Therefore, she must defeat a 13 with his Douse Test. She rolls a 15 on her Douse Test, and adds a bonus of +1 step to her Forge Blade Test.

EARTH ARMOR

Step Number: Rank + Willpower + 10

Action: Yes

Requires Karma: Yes **Strain:** None

Earth Armor allows a character to wrap herself in the power of the living earth as a form of protection. The character must use one of her available Recovery Tests to use Earth Armor. The character makes an Earth Armor Test, including Karma dice, and then uses the result to determine how much damage the earth armor can absorb. Whenever she decides to let the earth armor absorb some or all of the damage she has taken, she reduces the amount of damage the earth armor can still absorb by the amount just absorbed. The armor disappears when the

last point is used to absorb damage. Earth armor lasts 1 hour, vanishing at the end of that time, or until voluntarily ended by the wearer.

Earth armor may be repaired. The character must spend 1 round to repair the earth armor. The character makes a second Earth Armor Test, reducing the damage the earth armor has taken by the result. This repair test does not require the use of an additional Recovery Test. The earth armor cannot gain back more damage points than it started with from the initial Earth Armor Test.

ECHOLOCATION

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 1

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

EFFECT PATTERN

Step Number: Rank + Perception

Action: No

Requires Karma: No **Strain:** 1

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

ELEMENTAL ANVIL

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes **Strain:** 5

The Elemental Anvil talent summons forth an anvil of pure elemental earth for the character to forge upon. For the summoning, the character rolls the Elemental Anvil Test against a difficulty of 20. Even if the character only achieves a Poor failure, an anvil is called forth. However, it will fade within an hour with a Poor failure, a day with an Average success, a week with a Good success, and a month with an Excellent success. If the character gets an Extraordinary success, the anvil will remain for a year and a day. While forging on an Elemental Anvil, all of the character's Forging talents are +5 steps. In addition, the use of an Elemental Anvil reduces the normal production time for an object by 25%. The elemental earth from the anvil is not removable, and dissolves when the anvil's time is up, when the character releases it, or upon the character's death. While the anvil remains, the character may not heal back the 5 Strain needed to call the anvil forth.

ELEMENTAL HAMMER

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes **Strain:** 3

The Elemental Hammer talent summons forth a hammer of pure elemental earth for the character to craft with. For the summoning, the character rolls the Elemental Hammer Test against a difficulty of 15. The hammer that is summoned will fade in a day with an Average success, a week with a Good success, a month with an Excellent success, and a year and a day with an Extraordinary success. In addition, when an Elemental Hammer is created with an Extraordinary success, the character may chose to spend a permanent 3 Damage Points to make the Elemental Hammer permanent (in addition to the 3 points of Strain). While forging with an Elemental Hammer, all the character's Forging talents are +3 steps. In addition, when used as a weapon, an Elemental Hammer does STR + 7 damage. The elemental earth from the hammer is not removable, and dissolves when the hammer's time is up, when the character releases it, or upon the character's death. An Elemental Hammer that has been made permanent cannot be released; the damage it caused cannot be healed (although the initial Strain may be), and it will remain even after the character is dead.

ETHEREAL WEAPON

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No **Strain:** 2

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

FIRES OF THE FORGE

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 3

Fires of the Forge gives the character protection from extreme heat and flames for extended periods of time. The character rolls the Fires of the Forge Test against his own Spell Defense. If the character succeeds, they gain their rank in Fires of the Forge in Armor Points against fire damage, and it lasts for their rank in hours. If the character rolls an Excellent success, they may keep the Armor Points for a number of hours equal to their roll. If the character rolls an Extraordinary success, then they may keep a number of Armor Points equal to their roll for the same number of hours.

For example, a Weaponsmith with a Spell Defense of 7 rolls a 21 on his Fires of the Forge Test, which is an Extraordinary success. That Weaponsmith keeps 21 Armor Points against fire damage for 21 hours. Had he rolled an Average success, his Rank 6 Fire of the Forge would give him 6 Armor Points for 6 hours



FIRST RING OF PERFECTION

Step Number: Rank

Action: NA

Requires Karma: Yes

Strain: None

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

To use this talent, the character makes a First Ring of Perfection Test against his Spell Defense. If the test is successful, he adds his rank to the result of any single die rolled in a Talent Test. If the die result + the rank of First Ring of Perfection is equal to or higher than the die's normal maximum, the character gains a bonus die. The Karma Point merely entitles the character to use First Ring of Perfection. Players do not roll Karma dice for this talent.

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

GAIN SURPRISE

Step Number: Rank + Willpower

Action: No

Requires Karma: Yes

Strain: None

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

GHOST SPEAK

Step Number: Rank + Perception

Action: No

Requires Karma: No

Strain: None

The Ghost Speak talent allows a character to talk to spirits and entities who were once Name-givers or have been Named, including those who do not speak his language and those who do not normally or can no longer communicate verbally. This includes Horror Constructs. The character makes a Ghost Speak Test against the Spell Defense of the spirit. A successful result means the character may talk to the spirit. The effect lasts a number of minutes equal to the character's rank in Ghost Talk. This talent does not compel the spirit to talk to the character, but merely makes verbal communication possible.

If the spirit is not present, the character may try to contact and speak with any spirit whose Name is known, even a Ghost master (for purposes other than training). The character still makes one Ghost Speak Test against the Spell Defense of the spirit, but requires a level of success that defeats the spirit's attitude towards the character. Awestruck,

Loyal, Friendly, and Neutral spirits require an Average success. Unfriendly spirits require a Good success; Hostile spirits require an Excellent success; and Enemy spirits require an Extraordinary success.

For the duration of the Ghost Speak talent, no spirits will attack unless attacked physically. Social attacks, such as Taunt, will alter the spirit's attitude, but not instigate an attack during the conversation. Other social talents and skills may be used to try and change the spirit's attitude. Once the talent ends, the spirits may do as they please.

GOLD SENSE

Step Number: Rank + Perception

Action: Yes

Requires Karma: Yes

Strain: None

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

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

HEAT

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No

Strain: 2

The Heat talent allows a character to magically heat an object. The character must be holding the object to be heated by some means, such as tongs, or by hand, and must have total control of it. For example, the sword the character is holding is a viable target, but the armor his opponent is wearing is not. Once a grip has been established, the character rolls his Heat Test versus the Spell Defense of the item. Heating the object takes one round. If the object is held in the hand, the character will take step 7 damage each round, unless they are immune to heat in some way. If a combustible material, such as wood, is heated, it will ignite. If metal is heated in this fashion, it becomes red hot, and pliable. Metal weapons in this state can be used in combat with a 7-step bonus to damage. However, because the weapon is now pliable, another Heat Test must be rolled with each attack. If there is ever a Poor failure, then the weapon bends, warps, or cracks. This damages Pattern Items (see p. 206 for damaging weapons), causes Forged items to lose a Forge step, and destroys regular items. When the Heat talent is used in conjunction with Forge Blade or Forge Armor, it adds +1 step to the final talent tests.

HOWL

Step Number: Rank + Charisma

Action: Yes

Requires Karma: No

Strain: 1

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

IMPRESSIVE STRIKE

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No

Strain: 2

A character can use the Impressive Strike talent to impress onlookers with a dazzling display of melee mastery. The character announces the attack aloud, naming his target and roughly where the attack will strike. The character makes an Impressive Strike Test instead of a standard Attack Test. A successful test means the attack hit in approximately the called spot. Opponents who see this display of skill are suitably impressed. A successful test affects a number of characters equal to the character's Impressive Strike talent, modifying the next test the onlookers make by -2 steps. The character using the talent chooses the characters to be affected. The affected characters must understand the language the character is speaking in order to be affected by a successful Impressive Strike. Impressive Strike not only impresses opponents, but also increases the damage from the attack by the character's rank in Impressive Strike.

IMPROVE ARMOR

Step Number: Rank + Perception

Action: None

Requires Karma: No

Strain: None

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

LION SPIRIT

Step Number: Rank

Action: NA

Requires Karma: No

Strain: None

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

LOCATION LORE

Step Number: Rank + Perception

Action: No

Requires Karma: No

Strain: None

The Location Lore talent allows a character to magically and permanently learn about a new place. Each rank of the talent allows the character to learn a new lore, or Knowledge Skill, about physical locations. If the character has a slot of Location Lore available, he can learn the new lore. Once a rank is assigned to a lore, it cannot be used to learn any other lore. To learn a lore, the character must spend an hour a day for seven days meditating on the nature of the place, or observing it. For observation, traveling counts so long as the character is paying exclusive attention to the land, and not watching for attacks or engaged in conversation or melee with others. Once the character has had the time to meditate, he or she makes a Location Lore Test against the Difficulty Number shown below. A successful test means the character may now add that Location Lore to his list of knowledge skills, using the Location Lore step for that knowledge skill's step. The player should record which lores his character knows on the Character Record Sheet.

Location	Difficulty Number
Heavily populated location	10
Lightly populated location	13
Formerly populated location	16
Wild lands	20

MATRIX STRIKE

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No

Strain: 1

The Matrix Strike talent allows a character to damage a magician's Spell Matrix, and possibly disrupt it. The character makes a Matrix Strike Test against the magician's Spell Defense. On an Average success the attack hits. The attacking character's rank in Thread Weaving should be used to make the Damage Test. Damage steps from weapons are not added to damage for a Matrix Strike. On an Excellent success an Armor-Defeating Hit is made. This bypasses the targeted character's mystic armor, but armor provided by Armored Matrix is still effective. However, on an Extraordinary success even this armor is bypassed, directly damaging the matrix. The range of Matrix Strike is 10 yards per rank in the talent. See p. 151, ED2, for more information in the effects of damage to Spell Matrices.

MEMORIZE IMAGE

Step Number: Rank + Perception Step

Action: No

Requires Karma: Yes

Strain: None

The Memorize Image talent stores an image in a character's mind. The character can later recall the image to form the central image for an illusion. A character memorizes an image while watching a creature, person or event. Increase the Difficulty Number for tests made to disbelieve illusions based on a memorized image by the character's rank in Memorize Image. The number of images a character may memorize at one time is equal to his talent rank.

MISSILE TWISTER

Step Number: Rank + Willpower

Action: No

Requires Karma: Yes **Strain:** None

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

MOVING EARTH

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes **Strain:** None

A character uses Moving Earth to animate a section of earth. To do so, the player makes a Moving Earth Test and records the result. The section of animated earth is 10 feet by 10 feet in size and 1 to 2 feet thick. The character can use the section as a "magic carpet" on which he and other passengers can ride. The carpet has Full Movement of 75 yards per round, Combat Movement of 38 yards per round. It moves overland at the same movement rate as a horse. The moving earth has a carrying capacity in pounds of 250 x the character's rank in Moving Earth. The earth section remains animated for a number of hours equal to the result of the Moving Earth Test.

Moving Earth can also act as a living shield between its riders and attackers. Add the character's rank in Moving Earth to the Mystic Armor of anyone riding on it. Additionally, the Moving Earth counts as partial cover for anyone riding on its surface.

MULTI-CHARGE

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: Yes **Strain:** See below

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

MULTI-SHOT

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No **Strain:** See below

A character uses Multi-Shot to fire a missile weapon at more than 1 target during a single round. A character may use Multi-Shot to attack 1 opponent more than once. The character makes a Multi-Shot Test instead of a normal Missile Weapons Test for each attack made. A

character may take a number of shots up to his rank in Multi-Shot in a round, but each shot costs 1 point of Strain. Unlike Quick Shot, a character may fire all shots allowed by Multi-Shot even if one or more of the shots miss.

MULTI-STRIKE

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: Yes **Strain:** See below

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

MULTIWEAVING

Step Number: Rank + Perception

Action: No

Requires Karma: No **Strain:** 1

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

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

Multiweaving can also be used to weave multiple Spell Threads in a single round, per the rules on p. 149, ED2. Multiweaving and Thread Weaving cannot be used to weave the same Spell Thread in this case.

NETHERWALK

Step Number: Rank + Willpower

Action: NA

Requires Karma: Yes **Strain:** None

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

While in astral space, the character can pass through many physical barriers that exist only in this world. The character can only move at a

rate equal to his Combat Movement. Any attempts to pass through objects that have a Spell Defense require an additional Netherwalk Test. If the test is successful, the character can continue on past the obstacle.

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

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

The pollution in astral space actually has a good side to it, however, in that it obscures the character from the view of the Horrors. This obscuring of the character is also dependent on the classification of the region where the character is located. The pollution in astral space acts as a bonus to the character's Spell Defense. The chart below gives the bonus to a character's Spell Defense, based on the character's astral location. Note that these classifications of Safe, Open, Tainted, and Corrupt are described on p. 152, ED2.

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

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

OTHERWORLDLY CONTROL

Step Number: Rank + Willforce

Action: No

Requires Karma: No **Strain:** See below

Otherworldly Control allows the character to make additional tests when resisting fear or other magic that causes her to lose control of her emotions. For each such failed test during a round, up to her rank in Otherworldly Control, the character can make an additional test to resist, at the cost of 1 Strain Point per attempt. In the case of situations which no opportunity to resist exists, the character, for the cost of 2 Strain Points, can use Otherworldly Control to force the being causing the fear to retest against a Difficulty Number equal to her Social Defense or Spell Defense (whichever is applicable), plus her rank in Otherworldly Control.

PIN

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No **Strain:** None

The Pin talent allows a character to corner an opponent by making a rapid series of whirling unarmed or melee weapon attacks, thus restricting the opponent's movement. The character makes a Pin Test against the target's Physical Defense. If a character wishes to use the Pin talent against more than one character, he makes the test against the highest Physical Defense of any member of the target group +1 for each additional defender. A success means the character pins the target,

who cannot move away from the pinning character. A pinned target may attack only the pinning character, and suffers a step penalty to all tests equal to the attacking character's Pin rank. The effects of Pin last for only 1 round, or until the pinning character next acts, whichever comes first. A Pin attack does no damage.

Dashen Tail-chaser, Swordmaster and windling-about-town, tries to use his Pin talent on two enemy Sky Raiders, one with a Physical Defense of 8, the other with a Physical Defense of 10. This makes Dashen's Difficulty Number an 11 (10 + 1). He makes a Pin Test, succeeding with a roll of 14. The Sky Raiders now cannot move away. Because Dashen has a Rank 4 Pin, the Sky Raiders suffer a -4 to all tests while pinned.

PLANT SHELTER

Step Number: Rank + Charisma + 10

Action: Yes

Requires Karma: No **Strain:** 1

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

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

PULSE OF BATTLE

Step Number: Rank + Perception

Action: No

Requires Karma: No **Strain:** 1

It is said that battles have a beating heart and the pulse of battle can tell an Adept what occurs on the field. The character uses the Pulse of Battle talent to read the True Pattern of a battle and keep abreast of the events around him. During a combat, he can sense the actions around him and how the odds stack up. With this knowledge, he is able to command his units better and give them an advantage against the enemy. The character makes a Pulse of Battle Test against a Difficulty Number equal to the Spell Defense of the leader of the enemy force (or the highest Spell Defense among the enemy if there is no clear-cut leader). The resultant level of success determines how well the character reads the combat's True Pattern.

Poor Failure: There's a battle going on. The character is in the middle of it. Unfortunately, the True Pattern is muddled and difficult to read. Conflicting signals give the character and his forces a -1 step to all tests in the combat.

Average Success: The character gains information on all skirmishes within 20 feet, including the relative strengths of opponents and the general health of his allies. The character and his units gain +1 step to all rolls in the combat.

Good Success: The character gains information on all skirmishes within 100 feet, including all information gained under an Average

success, as well as the general makeup of the enemy force and its resources (Adepts, Forged weapons, magic items, siege weaponry, etc). The character and his units gain +2 steps to all tests made in the combat.

Excellent Success: The character gains information on troop strengths in the combat, including all information gained from a Good success, as well as a general idea of the tactics of the enemy and the specific Disciplines of any Adepts and their roles in the combat, and the power of magic items and spells being used by the enemy. The character and his units gain +3 steps to all tests made in the combat.

Extraordinary Success: The character gains information on the state of the entire battle (provided that the combat is more than a simple skirmish), including all information gained from an Excellent success, as well as specific tactics that would assist the character's forces and the Circle of every Adept in the battle. The character and his units get +4 steps to all tests made in the combat.

Pulse of Battle lasts until the character has been out of combat for more than a minute. If the character reenters combat after this, he must re-roll his Pulse of Battle Test.

QUICK SHOT

Step Number: Rank + Dexterity

Action: No

Requires Karma: No **Strain:** 1

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

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

QUICKBLADE

Step Number: Rank + Dexterity

Action: No

Requires Karma: No **Strain:** 2 (see below)

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

RAISE SHIP

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes **Strain:** 5

The Raise Ship talent allows a character to raise a fallen airship for a limited time. The character must first make a Raise Ship Test against a Difficulty Number equal to the original Armor Rating of the airship.



The character may use Karma if he or she wishes, but may not continue trying after making a successful roll. If successful, the airship will be held together by the will of the character for a number of hours equal to the character's rank in Raise Ship. The airship's stats are as if the ship was undamaged, and the character controls it with his own Air Sailing talent. Fifteen minutes before Raise Ship wears off, the airship will slowly begin to sink and fall apart. The character may then attempt another Raise Ship Test to keep the ship aloft. If the character chooses not to keep the ship raised, it will fall as any dead airship might. Any damage a raised ship takes causes an equal number of points of Strain to the character maintaining the Raise Ship talent.

Since the airship is held together by the character's willpower, should that character die before Raise Ship wears off, it will immediately fall from the sky. See p. 195 for details on damaged airships. Also, the character may not sleep, else the airship will slowly fall from the sky, due to his lack of active control.

RALLY

Step Number: Rank + Charisma

Action: Yes

Requires Karma: Yes **Strain:** None (see below)

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

RANGE PATTERN

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 1

The Range Pattern talent increases the range of a character's spell for 1 casting, though it cannot be used on a spell with a range of 1 yard or less. The player must declare that his character will use the Range Pattern talent before weaving any threads for the spell. Make the Range Pattern Test against the spell's Weaving Difficulty. If the spell has no threads, use a Weaving Difficulty of 5 + the Circle of the spell. Using this talent is like weaving a thread, and is in addition to any threads required by the spell. A successful test increases the range of the spell by the wizard's rank in Range Pattern x 50 yards.

RUSHING ATTACK

Step Number: Rank + Dexterity

Action: No

Requires Karma: No **Strain:** None

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

If the character's rank in Rushing Attack is less than the rank of the talent used for the attack, use the Rushing Attack step instead of the talent step to make the attack. For example, a character with Rank 5 Missile Weapons and Rank 3 Rushing Attack uses the Rushing Attack step for his Attack Test rather than the Missile Weapons step. Also, if the rank in Rushing Attack is less than the talent rank, any rank-based effects use the rank of Rushing Attack. For example, an Archer with Rank 6 Quick Shot and Rank 3 Rushing Attack uses the Rushing Attack step to hit with Quick Shot. Because the Rushing rank is less than the Quick Shot rank, the character may make only 3 additional attacks in a round (see Quick Shot, p. 37). Even when using the Rushing Attack talent for other Talent Tests, the character must pay any Strain or Karma costs associated with the other talents.

SAFE THOUGHT

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes **Strain:** None

The Safe Thought talent hides one specific type of thought or attitude from telepathic probes or other types of divination magic. This talent replaces the true thought or attitude with vague and noncommittal images or sensations in response to the mind probe. The Safe Thought talent can only be used on a voluntary subject, who chooses which thought the talent will hide. Typical thoughts to be hidden might include the location of a newly found kaer, or the fact that your party is about to double-cross the Horror-tainted magistrate.

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

SCREAMING ARROW

Step Number: Rank + Charisma

Action: Yes

Requires Karma: No **Strain:** 1

The Screaming Arrow talent allows a character to intimidate a target by shooting a literally "screaming" arrow at him. A character fires the screaming arrow at 1 target character. The arrow travels in a tight spiral, shrieking toward its target. The character makes a Screaming Arrow Test against the target's Social Defense. On an Average success the target becomes Harried (p. 227, ED2), suffering a -2 step penalty to his or her actions until the end of the following round. A Good success forces the target to flee at full speed for 1 round, an Excellent success forces the target to flee at full speed for 2 rounds. An Extraordinary success forces the target to flee from the character for a number of rounds equal to the character's rank in Screaming Arrow. They may stop fleeing after the second round if they make a Willpower Test with a Difficulty Number equal to the Screaming Arrow Test result. Should the Screaming Arrow Test succeed, the arrow does normal damage to the target, in addition to the other effects.

SECOND CHANCE

Step Number: Rank + Willpower

Action: None

Requires Karma: Yes **Strain:** 1

This talent allows a character to re-attempt any action that he has just failed. Whenever the character fails an action, he may use Second Chance to attempt it again that same round. The character makes a Second Chance Test against the opponent's Spell Defense (or the Spell Defense of an object the character attempted to act against). A success means the character may immediately re-attempt the original action. The Karma Point spent entitles the character to use this talent. The Karma dice are not included when making the Second Chance Test.

SENSE MAGIC WEAPON

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 1

The Sense Magic Weapon talent allows a character to determine if a weapon (or other item) is magical simply by handling it. Of course, this can be dangerous, but without talents such as Abate Curse (p. 86, ED2), he must simply take the risk. Because the character must touch the weapon to use this talent, he or she immediately activates any magical effects triggered by touch, including Horror marks. To use this talent, the character makes a Sense Magic Weapon Test against the weapon's Spell Defense. If successful, the character knows whether or not the weapon is magical. This talent does not provide the character with any information regarding the magical properties of the weapon, just that it is magical.

SENSE METAL

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** None

The Sense Metal talent allows the character to discover a vein of quality ore, or pick out the refined metals from an area. The character must spend five minutes surveying the area, examining the rocks,

walls, or metal that is around. Then the character makes a Sense Metal Test against a Difficulty Number set by the gamemaster. If the character succeeds, they know whether or not there is quality metal in the area they are surveying. With an Excellent success, they can mark off the area where it is located. With an Extraordinary success, they can pinpoint the location of the metal or the vein of ore exactly. The Difficulty Number greatly depends on the area. For example, finding a vein of ore in the middle of the ocean would be legendary, while finding a vein of ore inside an unexplored and never-inhabited cavern would be very easy.

SHARED MATRIX

Step Number: Rank

Action: NA

Requires Karma: No

Strain: None

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

Shared Matrices are armored, just like Armored Matrices, and have a Death Rating of 20. The Armor Rating of the matrix equals the character's rank in Shared Matrix, and is added to the spellcaster's Mystic Armor Rating to determine the total Mystic Armor protecting the Shared Matrix. Unfortunately, Shared Matrices cannot hold a Spell Thread; their design is already quite complex.

SHIELD BEATER

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: No

Strain: 1

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

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

SIEGE BLOW

Step Number: Rank + Strength

Action: Yes (See below)

Requires Karma: Yes

Strain: 3

The Siege Blow talent allows a character to take a very personal part in a siege by becoming a Name-giver battering ram, able to deliver a blow of such power that many inanimate items cannot withstand it. The character uses his full strength to make an attack on a structure of his choice. He must first take 2 rounds to focus his strength while touching the structure with his bare fist. On the third round, he strikes the structure. If the character's Siege Blow Test is greater than the structure's Physical Armor Rating (see ED2, p. 235), then he has knocked a troll sized hole in the structure. Siege Blow does not affect walls or structures thicker than a number of feet equal to the character's

rank in Siege Blow. If the structure is a ship, the character does his Strength plus Siege Blow step in damage. Unlike other character scale damage, this damage is NOT divided by 5 before being applied to the ship. The power released is so immense that this cannot be used with a non-thread weapon without destroying it. However, the character can use Spirit Weapon, Unarmed Combat, or some other talent, or a weapon with a thread woven to it.

SLOUGH BLAME

Step Number: Rank + Charisma

Action: Yes

Requires Karma: Yes

Strain: 2

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

SOFTEN BLADE

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes

Strain: None

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

SONG OF DEFLECTION

Step Number: Rank + Willpower

Action: No

Requires Karma: Yes

Strain: 1

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

A Troubadour is attempting to use Song of Deflection against 3 opponents. The highest Spell Defense among them is 11. That gives the troubadour a Difficulty Number of 13 (11 + 1 + 1) for the Song of Deflection Test.

If the test is successful, the character's Physical Defense is increased by the rank of Song of Deflection. While singing, he may perform another action, but can only choose second actions that do not require

him to speak, which excludes the use of the Encore talent. As soon as he stops singing, the character loses the benefits of Song of Deflection. Each song lasts a number of rounds equal to the result of the Song of Deflection Test or until the character stops singing.

SOUL SHATTER

Step Number: Rank + Willpower + 10

Action: Yes

Requires Karma: No

Strain: 3

Soul Shatter pits the attacking character's spirit against the spirit of the target. Only one may win this contest. The attacking character must have the Spellcasting talent and be within 1 yard of his intended target to use this talent. After engaging the target, the character makes a Spellcasting Test against the target's Spell Defense. If the test is successful, the character makes a Soul Shatter Test as the Damage Test. Mystic Armor provides protection against this damage.

If the target suffers a Wound, his True Pattern begins to break apart, piece by piece. The target takes damage each round, automatically suffering a Wound, plus damage equal to the Soul Shatter rank. This effect lasts for a number of rounds equal to the character's rank in Soul Shatter. Each round the target is entitled to a Willforce or Willpower Test against the character's Spellcasting step. A success ends the effect of Soul Shatter.

If the character rolls a Poor failure on the Spellcasting Test, the attacking character's pattern buckles from the Strain. He immediately suffers a Wound plus the other damage described above, just as if someone had successfully used Soul Shatter against him. The damage follows the rules above, and the character is allowed a chance to resist the effects with his Willpower or Willforce.

SPIRIT WEAPON

Step Number: Rank

Action: No

Requires Karma: Yes

Strain: 4

The Spirit Weapon talent allows a character to summon forth a melee weapon from their own magic. The Spirit Weapon looks like an ethereal swirl of colors, and can take the form of any melee weapon the character chooses. However, the maximum Damage Step the weapon takes on is equal to the Spirit Weapon Rank. The Strength step is added to the total damage as normal. If the character chooses, they can move Rank points from the Damage Step to a bonus to hit. For example, a Weaponsmith with a Spirit Weapon of 8 could summon a dagger with a Damage Step of 8, or a Troll Blade with a Damage Step of 4, and a bonus 4 Steps to hit. The Spirit Weapon lasts for rank rounds.

STONE SKIN

Step Number: Rank + Toughness

Action: Yes

Requires Karma: No

Strain: None

Stone Skin makes a character's skin and portions of his or muscles and ligaments tougher and more resistant to physical damage. The skin's appearance becomes pebbly, sometimes even jagged, and is tough as stone. Stone Skin requires one of the character's Recovery Tests each day the talent is used. The talent is only usable once per day. Stone Skin lasts for a full 24 hours, or until it is discarded by the character.

Stone Skin adds +3 to a character's Armor Rating. The character makes a Stone Skin Test, then adds his Death Rating and his Unconsciousness Rating to the result. He or she can now take more damage before dying or falling unconscious. Stone Skin may be used in the same day as Wood Skin (p. 113, ED2).

SUMMON

Step Number: Rank + Perception + 8

Action: Yes

Requires Karma: No

Strain: 2

A character uses this talent to summon a spirit. The summoner must first weave a thread to the True Pattern of the being to be summoned. See p. 137, ED2, for more on True Patterns and threads.

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

SUMMONING CIRCLE

Step Number: Rank + Perception + 8

Action: Yes

Requires Karma: No

Strain: 2

The Summoning Circle talent creates a protective circle into which a character summons a creature or being. To create the circle, the character must first weave a thread to the True Pattern of the being to be summoned. See p. 137, ED2, for more on True Patterns and threads.

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

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

TALE OF THE ELEMENTS

Step Number: Rank + Charisma

Action: NA

Requires Karma: Yes

Strain: 3 (See below)

The Tale of the Elements is a legendary talent that allows a character to suspend the death of a Name-giver by turning that Name-giver into a form of elemental earth. When a Name-giver is killed, the character with the Tales of the Elements talent has one hour to begin this talent. Once the character starts, he cannot be disturbed or stopped, else the ritual is broken. Once the talent is stopped or fails, it cannot be tried

again. The Tale of the Elements lasts an hour, and the teller does not remember what he says, nor do any listeners. After an hour, the character telling the tale makes a Tale of the Elements Test against the amount of damage the deceased took past his or her Death Rating. If the Name-giver was killed by instant means (for example, poison), then the Difficulty Number is based off the Spell Defense of whatever means was used to kill him or her. If the teller wishes, they may spend a Recovery Test to add their Recovery Test step to their Tale of the Elements step. The telling of the Tale costs the teller 3 Permanent Damage Points. If the character successfully tells the tale, then the dead Name-giver becomes a statue of hardened elemental earth, impervious to damage and unmovable. The character that told the tale may specify any date at which time the Tale will end, releasing the magic. There is no limit to how long the Name-giver can stay in the petrified state. It is not known how to end the Tale of the Elements if the teller dies before specifying a date, or even if it can be ended.

When the tale is ended, the Name-giver that was held in stasis returns to his or her normal state, at 5 Damage Points below their Death Rating and at no Wounds. Any means that could normally bring the Name-giver back can then be employed, such as a Last Chance Salve, or Potion of Life, and should affect the Name-giver as if he or she had just died. Whatever debilitating effects the killing force left on the Name-giver are removed.

The Tale of the Elements is told in a language that sounds similar to obsidian, but no records known have a translation or identify it, and no magic can learn it. The telling leaves a permanent mark on the True Pattern of the teller, and any Name-giver that successfully tells the Tale of the Elements will be recognized as such by obsidimen who make a successful Perception Test against the teller's Spell Defense. If they recognize a teller, most obsidimen immediately consider them honored guests and potential friends.

TAME MOUNT

Step Number: Rank + Charisma

Action: Yes

Requires Karma: Yes

Strain: None

Tame Mount allows a character to tame a mount or creature. The character must touch the beast to be tamed. He or she makes a Tame Mount Test against the creature's Social Defense. If the test is successful, Tame Mount improves the attitude of the creature to Friendly (see p. 330, ED2). Tame Mount may be used only once per day. Once the creature's attitude has been raised to Friendly, the tamer may then ride the mount. A creature affected by this talent retains its normal behavior towards everyone except the character who used Tame Mount.

THOUGHT LINK

Step Number: Rank + Perception

Action: Yes

Requires Karma: No

Strain: 1

Thought Link allows a character to establish a telepathic link between himself and one other person. The character makes a Thought Link Test against the target's Spell Defense. A success establishes a link that permits the characters to communicate telepathically. The communication is silent and requires no more effort than forming the words in one's mind. The recipient of the thought hears and feels the words. Thoughts come across as words and a buzzing, ticklish pressure.

Though the pressure is not painful, it has been known to cause a peculiar expression on the face of someone not expecting it. Each use of Thought Link lasts for a number of minutes equal to the result of the Thought Link Test. Once a link has been established, either character may make silent social attacks against the one they are linked with.

THOUGHTFUL EXPRESSION

Step Number: Rank + Perception

Action: No

Requires Karma: No

Strain: None

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

A success creates a hair-thin illusion of the character's face, superimposing the face over the target's own. The illusionary face moves naturally, can see, smell, talk, listen, and answer questions based on knowledge its creator has. The character has a telepathic link with the illusion created by Thoughtful Expression. This link allows him to be aware of every thing that the illusion says or senses. The range of the link is 250 yards. The illusion continues to work when the character is outside of this range, but the character does not know what it is doing.

The awareness granted by Thoughtful Expression comes at the price of a -1 modifier to all the character's Perception Tests, including all tests for talents that add steps to Perception. This takes effect as soon as the character finishes creating the illusion. The modifier disappears when the thoughtful expression vanishes. Each use of Thoughtful Expression lasts a number of hours equal to the result of the Thoughtful Expression Test, or until the creator chooses to end it. The Disbelief Difficulty Number for Thoughtful Expression is equal to the creator's Perception Step.

THUNDER AXE

Step Number: Rank + Strength

Action: No

Requires Karma: No

Strain: 1

The Thunder Axe talent stuns opponent. A character must be using an axe or warhammer as his weapon to use this talent. After making a successful attack, the character makes a Thunder Axe Test against the target's Spell Defense instead of making a Damage Test. A success stuns the target for 1 round. A stunned target cannot use any talents that require an action (see **Actions**, p. 86 and pp. 217-218, ED2).

TRACE MISSILE

Step Number: Rank + Perception

Action: No

Requires Karma: No

Strain: 1

The Trace Missile talent allows a character to trace the path of a missile weapon that has hit its target simply by looking at the weapon. The character makes a Trace Missile Test against the Spell Defense of the shooter. A success traces the flight path back to the shooter, marking his or her forehead with a symbol similar to the kind created by the

Mystic Aim and Stopping Aim talents (see pp. 103, 108, ED2). This symbol lasts a number of rounds equal to the character's rank in Trace Missile or until the character attacks the shooter. This talent can only be used to trace 1 missile in any given Combat Round.

TRAMPLE

Step Number: Rank + Willpower + 10

Action: No

Requires Karma: No

Strain: 1

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

TREAD WIND

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes

Strain: 1

The Tread Wind talent allows a character to actually walk on the wind itself. The character makes a Tread Wind test against a difficulty of 15 and, on a successful test, will rise about a foot from where he or she is standing into the air. The character may then walk on the actual air currents for 1 minute. The character may continue to Tread Wind for the cost of 1 Strain per minute, moving at their normal movement rate. Characters may not climb a distance greater than their Combat Move per round.

Targ Boneslicer, troll Sky Raider, goes over the side of his airship during combat. The round that he falls, Targ uses his Wind Catcher talent (see p. 112 ED2) to slow his descent. The next round he makes a Tread Wind test and begins his climb back to his airship.

TRUTH SKIT

Step Number: Rank + Perception

Action: Yes

Requires Karma: Yes

Strain: None

With the help of other participants, Truth Skit allows a character to recreate an event from the past. At least one of the participants in Truth Skit must have been part of the original scene.

Truth Skit recreates a scene that occurred no more than 7 years in the past. The character plays the parts of all of the people who were in the original event but who are not present now. Each round of the skit replays 1 round of the original event. For each round replayed, the character makes a Truth Skit Test against the highest Social Defense of any of the participants, excluding himself. A success means the participants must say what they said in the original scene and must mimic the actions they originally took. If the test fails, the participants may say whatever they like or take whatever action they wish. The character chooses the round during which to spend the Karma Point.

The maximum length of the skit is a number of minutes equal to the character's rank in Truth Skit.

UNMOUNT

Step Number: Rank + Strength

Action: No

Requires Karma: No

Strain: None

The Unmount talent magically enhances a character's attack to knock an opponent from his or her mount. Following a successful Attack Test, the character makes an Unmount Test rather than a normal Damage Test. If the test result is equal to or higher than the target's Strength step, the attack knocks the target from his or her mount and the target suffers the effects of Knockdown.

VENOM

Step Number: Rank + Toughness + 5

Action: No

Requires Karma: No

Strain: 2

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

VITAL STRIKE

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: Yes

Strain: None

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

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

VITALITY

Step Number: Rank + Toughness

Action: Yes

Requires Karma: Yes

Strain: None

Vitality allows a character to recover damage more effectively. Each day, Vitality may be used a number of times equal to the character's talent rank. Each use of Vitality counts as an additional Recovery Test. These Recovery Tests may be used to recover damage or as payment for talents such as Life Check (p. 101, ED2) or Wood Skin (p. 113, ED2). If the talent is used as payment, the Karma Point is spent, but no dice is rolled.



VOID

Step Number: Rank + Willforce

Action: Yes

Requires Karma: No **Strain:** 1

Void allows a character to attack any type of summoned creature and attempt to return it forcibly to its point of origin. The character makes a Void Test against a Difficulty Number of the summoned creature's combined Willpower step and Strength Rating (see **Summoning**, p. 106, for more about Strength Ratings). If the Void Test is successful, the creature is banished for at least a year and a day.

WATER DANCING

Step Number: Rank + Charisma

Action: Yes

Requires Karma: Yes **Strain:** None

The Water Dancing talent allows a character to dance on the surface of water. The character makes a Water Dancing Test against the highest Spell Defense among the water creatures that can see or sense him or her (assume a Spell Defense of 2 for the average fish). A success gives a bonus to all the character's tests, increasing the step number by the character's rank in Water Dancing for actions directed against the Social Defense of the affected water creatures. The modifier lasts for 24 hours. Aquatic and enchanted creatures within range are attracted to the character and will approach him while he is using Water Dancing. A character using the Water Dancing talent can move on the surface of the water (up to their Full Movement) for a number of minutes equal to the result of the Water Dancing Test.

WEAPON BREAKER

Step Number: Rank + Willpower + 10

Action: No

Requires Karma: Yes **Strain:** None

Characters use this talent to crack and shatter their opponents' weapons. Weapon Breaker works only on manufactured weapons, not natural weapons such as creature's own fangs or claws. The character makes an Attack Test normally. If successful, he makes a Weapon Breaker Test instead of a normal Damage Test against the Spell Defense of either the weapon or the target, whichever is higher. An Average success knocks the weapon away from the target. A Good success damages the weapon, reducing its Damage step by -1. An Excellent success damages the weapon and sends it flying. An Extraordinary success shatters the weapons into dozens of pieces.

Weapons that have been damaged by this talent can be repaired through the use of the Forge Blade talent (p. 97, ED2). In such cases, the Forge Blade talent repairs the weapon instead of improving it. Weapons shattered by Weapon Breaker cannot be repaired, save by extremely potent or rare magics.

WEB ASTRAL

Step Number: Rank + Strength + 10

Action: No

Requires Karma: No **Strain:** 1

The Web Astral talent allows a character to create a sticky web that can cover a large area equal to the character's talent rank x 100 square feet. The web can be projected a distance of up to rank x 10 feet. The

web extends into astral space and can catch creatures there and in this world. The character makes a Web Astral Test and records the result. The web's Strength step is equal to the Web Astral step.

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

To free himself, a character must either make a successful Strength Test against the Strength step of the web or else the web must be damaged. Once the web has taken damage equal to its rank x 25 it is destroyed. The web lasts for a number of minutes equal to the result of the Web Astral Test.

WHIRLWIND

Step Number: Rank + Dexterity

Action: Yes

Requires Karma: Yes **Strain:** None

The Whirlwind talent allows a character to strike many foes at once. To use this talent, he must declare which targets he is attempting to hit and make a Whirlwind Test, comparing the test result to the Physical Defense of each target attacked. It is possible for a single whirlwind attack to hit some characters and miss others: the character successfully hits every target whose Physical Defense is lower than the result of the Whirlwind Test. Each target successfully attacked reduces the character's Damage step by -1. For example, if a character successfully attacks 4 targets, he reduces his Damage step by -4, then makes a separate Damage Test for each target. A character's Damage step cannot go below zero.

WIND BOW

Step Number: Rank + Strength + 13

Action: No

Requires Karma: No **Strain:** 1

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

WOUND TRANSFER

Step Number: Rank + Willpower

Action: No

Requires Karma: Yes **Strain:** None

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



WRATH OF THE SKY

Step Number: Rank + Strength + 3

Action: Yes

Requires Karma: No

Strain: 2

The character uses the Wrath of the Sky talent to strike down opponents at a distance by calling on the fury and power of the air. The character can take a piece of the sky and use it to smite his enemies, using the Thrown Weapons talent for the Attack Test. In clear weather, he or she pulls a raw piece of air and throws it as if it was a ball. In stormy weather, the missile appears as a piece of cloud, shot through with electricity, and during snowfall, it appears as a huge hailstone. It strikes with the following statistics:

Damage: Rank + Strength + 3

Minimum Range: 4

Short Range: 4-50

Medium Range: 51-160

Long Range: 161-200

SPECIAL TALENTS

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

ATTRIBUTE PATTERN

Step Number: Rank + Perception

Action: Yes

Requires Karma: Yes

Strain: 3

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

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

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

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

LEADERSHIP

Step Number: Rank + Charisma

Action: No

Requires Karma: Yes

Strain: None

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

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

TALENT PATTERN

Step Number: Rank + Perception

Action: Yes

Requires Karma: Yes

Strain: 3

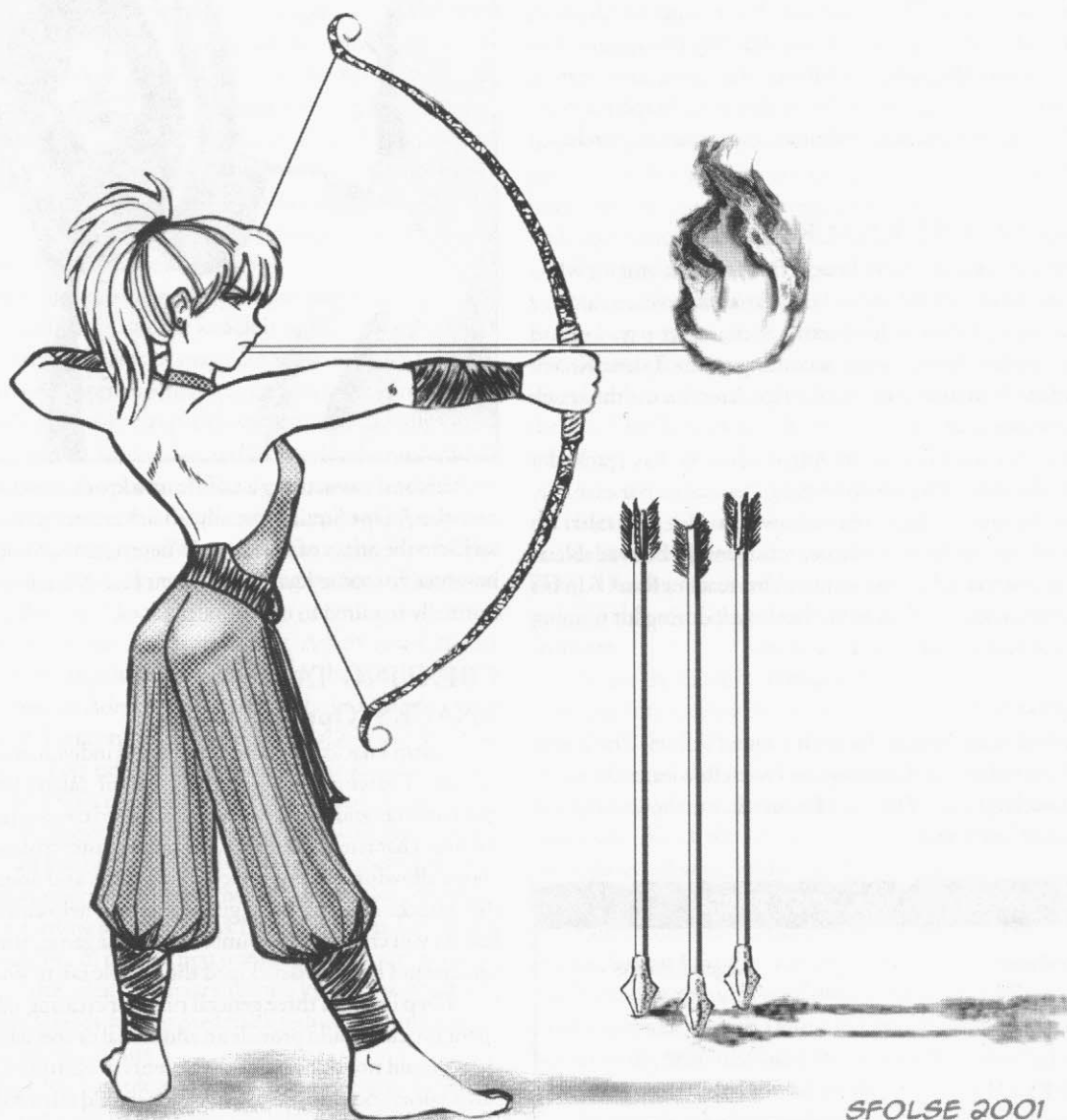
Talent Pattern is a variant of the Thread Weaving talent. A character can use it to weave a temporary thread to one of his talents, providing a temporary boost to the rank of that talent. The character makes a Talent Pattern Test against his Spell Defense. If successful, he has attached a temporary thread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

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

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

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

TALENT KNACKS



Everything grows. Even the mighty oaks that have stood since before the Scourge can still reach higher. Can we Adepts aspire to less?

— Millat, elf Troubadour

Talent knocks are specializations that enable Adepts to use their talents to create specific effects. By widening the scope of what talents allow characters to do, knocks flesh out the types of actions Adepts can perform when using their talents, and create greater opportunity to make each character unique. Adepts learn Talent Knacks that relate directly to how each Discipline uniquely uses a talent. For example, while Warriors and Swordmasters both learn the Throwing Weapons talent, only Swordmasters may learn Weapon Toss.

Most talent knocks are Discipline-specific; in other words, most talents provide different types of knocks for different Disciplines. The following sections provide guidelines for learning, using, and creating talent knocks, and a list of sample knocks for the core Disciplines. Note that human characters cannot learn talent knocks for talents purchased using Versatility.

LEARNING TALENT KNACKS

Characters usually learn talent knocks from their instructor when training to advance to a new Circle. Talent knocks have no ranks; a character either has a knack or he doesn't. A character pays Legend Points to learn the knack only once, according to the **Talent Knack Cost Table**, below. From that point on the character can use the knack whenever he uses the talent.

Knacks become available to an Adept when he has reached a specific rank in the talent determined by the gamemaster. For example, an Elemental Tongues knack that allows the Elementalist to communicate silently with other Elementalist might be available at Rank 6. This means that when the elementalist reaches Rank 6 in his Elemental Tongues talent, he may learn that knack during his training to advance to the next Circle of his Discipline.

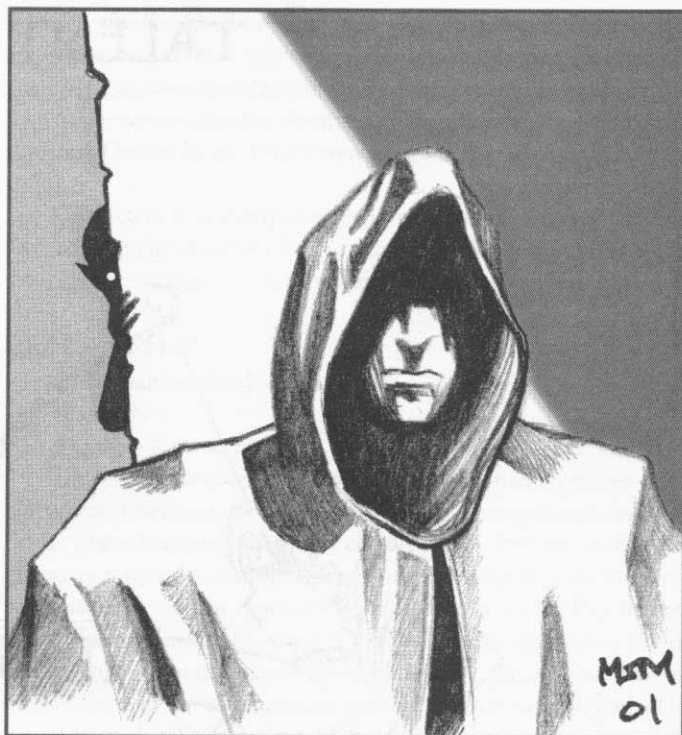
Talent Knack Cost

Talent knocks must be paid for with Legend Points. The cost is based on the Circle at which Adepts of the Discipline learn the talent on which the knack is based. The costs for knocks are shown below in the **Talent Knack Cost Table**.

TALENT KNACK COST TABLE	
Talent Circle	Legend Points
1-4	300
5-8	500
9-12	800
13-15	1100

USING TALENT KNACKS

Once a player has purchased a talent knack for a character, the character may use the knack whenever he uses the talent or makes a test using the talent. The player simply declares that his character is using the talent knack. In combat, players must declare the use of talent knocks during the Declare Actions stage of the combat round, at the same time that players declare the use of Combat Options (pp. 217-218, ED2). For example, a Nethermancer who has learned the Orbiting Watcher knack of Orbiting Spy may use that knack anytime she conjures an Orbiting Spy, but an Archer using Explosive Flame Arrow in combat must declare so during the Declare Actions Stage of a combat round.



In some cases, using a talent and a knack based on that talent both cost the Adept Strain. Usually, the character adds the Strain of the knack to the Strain of the talent. Where noted in the knack descriptions, however, for some knocks the talent knack Strain replaces the Strain normally required to use the talent.

CREATING TALENT KNACKS (Optional Rule)

Talent knocks represent specific and individual uses of a character's talents. Therefore, no definitive list of talent knocks exists, and gamemasters and players should feel free to create unique talent knocks for their characters. As always, the gamemaster makes the final decision about allowing a talent knack in his game and about the specifics of that knack. The following guidelines will help ensure that any talent knocks you create will not unbalance your game, as well as help you to understand how we developed the sample talent knocks.

Keep in mind three general rules for creating talent knocks. First, talent knocks should provide an additional or specialized use of a talent; they should not duplicate other talents or eliminate the need to learn other talents. Second, the talent knack should relate to how the character employs the talent in day-to-day use. An Illusionist who prefers to remain unseen during combat and not directly confront his opponents would not be able to develop a talent knack like Gaping Wound, which allows them to intimidate their opponents, but might be able to develop a talent knack like Reduced Threat, better allowing them to remain unnoticed by their enemy. Third, the Adept must practice at creating the effect for the talent knack and refine the ability.

To create a talent knack, the player needs to decide what effect he wants to create with the knack, at what talent rank the knack becomes available to the character, and if using the knack will cost Strain or simply have a success level requirement. The character can only create knocks for talents within that character's Discipline(s), and may only create their own knocks after they have reached sixth circle.

Suppose that a player wants to create a knack for his Warrior character's Wood Skin talent. He decides that once per day during any 24 hours in which the Wood Skin talent is active, his character should be able to add his rank in Wood Skin to his Wound Threshold. Since the character is not a Beastmaster (who would eventually gain this ability from the Bestial Toughness talent), the gamemaster agrees, but limits the knack by adding that it lasts only a number of minutes equal to the character's rank in Wood Skin. The gamemaster and player must now agree on the rank at which the character can gain this knack. As a general rule, talent knacks should never be available below Rank 3, and only a few should be available below Rank 5. These parameters encourage an Adept to master the basics of a talent before learning knacks based on the talent. If a character wishes to learn a knack for a talent that is not a Discipline Talent, but is still part of their Discipline, then the talent rank must be 5 greater than what it would have to be if the talent was a Discipline Talent. The gamemaster and player decide that the knack for Wood Skin should be available at Rank 5.

Only the Strain cost or success level requirement of the knack remains to be determined. If a talent knack is based on a talent that does not require a test, the character may take Strain in order to use it. For talent knacks based on talents that require tests, the gamemaster may assign either a Strain cost or a specific success level (usually Good or better), or both. Base the Strain costs and success level requirements on the relative usefulness and power of the talent knack. Use the talent knack descriptions provided in this section for examples of appropriate Strain costs and success level requirements. Because the Wood Skin talent does not require a test, the gamemaster assigns a Strain Point cost of 4 for each use of the talent knack.

Once the specifics are determined, the Adept must spend considerable time practicing the talent upon which the knack is based. This practice represents the Adept's effort to create the knack's additional or unusual effect with his talent. Creating a new knack in this way also costs the Adept more Legend Points than under the standard rules. The Legend Point cost for a newly developed talent knack under this optional rule is double the normal cost. Learning a talent knack based on a talent that is a Discipline Talent requires a number of days of practice (at least 8 hours per day) equal to the rank of the talent necessary for the knack x 2. Learning a talent knack based on a non-Discipline Talent requires a number of days of practice (at least 8 hours per day) equal to the rank of the talent necessary for the knack x 4. Studying under a teacher who already knows the knack reduces the amount of time per day necessary to 2 hours.

Once the Adept has completed the necessary practice time and spent the Legend Points, he or she gains the talent knack as normal. Learning a new talent knack that the Adept developed himself does not require that the Adept train to advance in Circle. Once he has learned it, he can teach the knack to other Adepts whom he trains for Circle advancement.

TALENT KNACK DESCRIPTIONS

The talent knacks in this book are described according to Discipline, talent, and rank. The talent knacks are arranged by Discipline in alphabetical order. **Talent** indicates the talent on which the knack is based. **Rank** indicates the minimum rank a character must possess in that talent to learn the knack. Some talent knacks are listed under more than one Discipline. In these cases, Adepts of either listed Discipline

can learn the knack. For definitions of and rules for talents mentioned in the knack descriptions, see **Talents** in the *Earthdawn Second Edition* rulebook.

THREAD WEAVING KNACKS

The following two Thread Weaving Knacks are available to all Disciplines.

Braiding Threads

Talent: Thread Weaving **Rank:** 5

All items that can have magical threads attached to them (for example, thread items such as weapons, armor and jewelry, and magical treasure) may only have a limited number of threads attached at any given time. If a new thread being attached to the item exceeds the limit, the lowest-ranked thread attached to that item is displaced and no longer functions (p. 140, ED2).

The Braiding Threads knack allows Adepts to bypass these limits by "braiding" together several threads that can be attached to an object in the same way as a single thread. If an adventuring group containing two warriors and a swordmaster found a single-thread magical sword, for example, all three Adepts could use the magic of the sword by using the Braiding Threads knack and attaching the resulting thread to the weapon.

To weave a braided thread with the Braiding Thread knack, all of the characters making the attempt must possess the Braiding Threads knack and the appropriate pattern knowledge of the item (p. 138, ED2). The characters need not learn the pattern knowledge as a group; a single character may pass on the pattern knowledge to the other characters.

To use the Braiding Threads knack, each character makes a Thread Weaving Test against the item's Weaving Difficulty Number (see p. 139, ED2). Each character must add 1 to the Difficulty Number for each additional character attempting to braid a thread. For example, 3 Adepts attempting to braid a thread would each add 2 to their Difficulty Numbers. All of the threads must be of the same rank, and each participating character must pay the appropriate cost in Legend Points. Each character also suffers 2 points of Strain.

Once a braided thread has been woven successfully, it functions as a single thread for all practical purposes. It represents only one of the item's maximum number of threads but grants its benefits equally to all of the characters who wove the braided thread. If another thread woven to the item displaces the braided thread, all of the characters who wove the braided thread are disconnected from the item.

To attach a higher-rank braided thread to an item, the same characters who wove the initial thread must weave a new braided thread of the higher rank according to the process described above. If the desired thread rank requires a Deed, all of the characters must complete the Deed (either individually or as a group). If the Deed is accomplished as a group, divide the Legend point award for the Deed among all participating characters.

Braided threads cannot be "untangled" once they have been woven. No additional character can add his own thread to a braided thread that has already been woven, and no character can withdraw his thread from a braided thread. If one of the weavers of a braided thread dies, his thread fades without affecting the other weavers.

Talent Linking

Talent: Thread Weaving **Rank:** 5

The Talent Linking knack allows up to three Adepts of the same Discipline to "link" their talents and so enhance the step number of another Adept of the same Discipline. When using this knack, an Adept weaves a temporary thread to the pattern of another Adept, enhancing one of the target's talent ranks.

To use the Talent Linking knack, the donor Adept makes a Thread Weaving Test against a difficulty number equal to the step number of the target's talent. If the test succeeds, the donor Adept has woven a temporary thread to the target's pattern. Establishing this connections costs the donor Adept 2 Strain Points.

The success level yielded by the test determines the step bonus the target receives. If more than one Adept is using the Talent Linking knack to enhance another Adept's talent, add together the step bonus for each test result. And Average success provides a +1 step bonus to the chosen talent. A Good success provides a +2 step bonus, and so on. The donor Adept may maintain the thread for as long as he wishes, but doing so costs him an additional 1 Strain Point per round.

Using the Talent Linking knack requires a Thread Weaving Test, and so each use of the knack requires an action. A donor Adept must also spend an action for each round he sustains such a thread. No more than three donor Adepts at a time may enhance the abilities of a single target. If more than three attempt to do so, use the three highest results from their Thread Weaving Tests. In addition, all participants must have line of sight to each other.

While in the Liaj Jungle, a group of three Beastmaster Adepts comes across a very hungry skeorx. Knowing the creature's natural resistance to the Dominate Beast talent, they choose to link their talents and boost the Dominate Beast talent of Loak, the most experienced of the group, in the hope he will then be able to control the creature.

The other two Beastmasters make Thread Weaving Tests against Loak's Dominate Beast step number of 12. The first Beastmaster achieves a Good success, while the second achieves an Average success. As a result, Loak adds 3 steps to his Dominate Beast talent step number. Each donor Beastmaster takes 2 Strain Points.

If the donor Beastmasters wish to sustain the threads they have woven to Loak's Dominate Beast talent for another round, they will each have to take 1 additional point of Strain. Maintaining the thread also requires an action, so the Beastmasters will be unable to use any talents that require an action during that round.

The most common use of the Talent Linking knack is by members of Adept guilds (such as Weaponsmith forges) made up of many Adepts of a single Discipline. Adept groups performing ritual magic (see **Ritual Magic**, p. 78) may also use the Talent Linking knack, but using the knack for this purpose requires blood magic. Each donor Adept must take 5 points of Strain damage to create the thread link, and the thread remains connected to the target Adept's pattern for a year and a day, during which time this initial damage cannot be healed. Each Adept must also take an additional 2 points of Strain damage each time the link is used. This damage can be healed normally.

The use of the Talent Linking knack in ritual magic is generally confined to the Theran Empire, though rumors speak of its use among certain Nethermancer guilds and Horror cults in Barsaive.

AIR SAILOR

Air Legs

Talent: Air Sailing **Rank:** 3

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

Assault

Talent: Air Sailing **Rank:** 7

The Assault knack gives the Air Sailor captain of an airship an advantage when attempting the ship assault maneuver (see **Ship Combat**, p. 194). The Air Sailor makes an Air Sailing Test against his airship's Firepower Rating. If the test succeeds, the Air Sailor adds 2 to either the airship's Firepower or Maneuverability Rating to reflect his superior tactics. If the test fails, the Failure Modifier for the ship assault maneuver increases by 2. Each use of this knack costs the Air Sailor 4 Strain Points, and lasts for one Ship Combat Round (see **Ship Combat**, p. 192).

Acrobatic Swing

Talent: Acrobatic Strike **Rank:** 4

The Acrobatic Swing knack allows an Air Sailor to make an Acrobatic Strike attack using some sort of rope, vine, chandelier, or other similar item to swing across an area and attack an opponent in mid-swing. The air sailor makes a normal Acrobatic Strike Test and takes 1 Strain Point in order to use the knack.

Cloud Sailing

Talent: Air Sailing **Rank:** 6

The Cloud Sailing knack grants the Air Sailor piloting an airship the ability to hide within a suitably large cloud formation. On a successful Air Sailing Test, the Air Sailor is able to conceal the airship within the clouds. Perception Tests for detecting the airship as well as Pursuit Tests are modified as follows:

Cloud Cover	Step Modifier
Heavy	-5
Medium	-3
Light	-1

There must be cloud cover in order to use this knack. Using the knack costs the Air Sailor 2 Strain.

Second Weapon Parry

Talent: Second Weapon **Rank:** 6

To use the Second Weapon Parry knack, an Adept must have the Parry talent at Rank 5 or higher, in addition to the prerequisite Second Weapon talent. Second Weapon Parry allows the Adept to parry a second attack during a round by rolling his or her Second Weapon talent. The knack costs the Adept 3 Strain Points in addition to the standard Second Weapon Strain cost. The knack can be used only when the character is wielding two weapons.

Weapon Toss

Talent: Throwing Weapons **Rank:** 4

The Weapon Toss knack allows an Adept to toss their weapon up in the air, freeing their hands for one round. The knack costs 1 Strain Point, after which the Adept makes a Throwing Weapons Test with a Difficulty Number of 11. In the next round, after the Adept has taken their action, the Adept makes another Throwing Weapons Test. Success means that the character has caught the weapon by the grip and may use it again on the next round. Failure on either test means that the weapon has clattered to the ground and must be retrieved. A Poor failure on the second test means that the Adept has caught the weapon by the blade, or dropped it on his foot, or some other painful mishap.

ARCHER

Backbiter

Talent: Bank Shot **Rank:** 5

The Backbiter knack allows an Archer to ricochet an arrow so that it hits a target from behind, bypassing any shield held by the target. To use this knack, an Archer makes a Bank Shot Test with a -2 step penalty. If the test succeeds, the arrow strikes the target in the back (the target does not receive any armor bonus from shields). Using the Backbiter knack costs an archer 2 points of Strain in addition to the Strain cost of using the Bank Shot talent.

Eagle Vision

Talent: Eagle Eye **Rank:** 6

The Eagle Vision knack allows an Archer Adept to add half of their Eagle Eye rank to Perception Tests involving distance. For example, an Archer with a Rank 6 Eagle Eye is leaning on the railing off an airship on its way to Throal. Another ship is approaching from miles away; too far for any body on the ship without a spyglass to see. The Archer adds 3 steps to his Perception Test for a chance to see the incoming ship.



Explosive Flame Arrow

Talent: Flame Arrow **Rank:** 7

The Explosive Flame Arrow knack allows an Archer to create an explosive ball of flame when using the Flame Arrow talent. To use this knack, an Archer takes 4 additional points of Strain and makes his Attack Test. If the test succeeds, the flame arrow bursts on impact and produces a blast radius of a number of yards equal to half the Adept's Flame Arrow rank, rounded down. The archer then makes an Effect Test. All targets within the blast radius whose Spell Defense is less than the Attack Test, take damage equal to the result of the Effect Test.

Extend Range

Talent: Missile Weapons **Rank:** 5

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

Hurdle

Talent: Sprint **Rank:** 4

The Hurdle knack allows an Archer to perform a running leap. When making a Full Movement, the Archer may make a vertical jump within the distance moved equal to half of their Sprint rank in yards. An Archer may make a number of leaps equal to his Sprint rank, and each leap subtracts from the total horizontal distance traveled. For example, an Archer with a Sprint rank of 6 could move their Full Movement, ignoring the 3-yard high wall in the way by leaping right over it. He could do it six times during the round, and each will subtract 3 yards from the total distance traveled (a total of 18 yards, if all leaps are made).

Send Arrow

Talent: Call Arrow **Rank:** 4

The Send Arrow knack allows the Archer to place his bundle of called arrows anywhere he chooses. The character makes a Call Arrow Test at a -2 step penalty. If successful, he can place the arrows in any place he chooses, though if they will not all fit, then they will still overflow the container. If the Archer attempts to dump the arrows onto a person, they roll a Call Arrow Test (including the -2 step penalty) against the target's Physical Defense. If successful, the target suffers a -3 step penalty to further actions for the round. To dump arrows onto a person, the target must be within line of sight and no further distant than 100 yards.

BEASTMASTER

Calm Stampede

Talent: Incite Stampede **Rank:** 8

The Calm Stampede knack enables a Beastmaster to attempt to calm and disperse a stampede. The Beastmaster makes an Incite Stampede Test against the highest Social Defense among the stampede's members. The size of the stampede determines the success level needed; see the Incite Stampede talent description (p. 100, ED2). Using this knack costs the Beastmaster 2 Strain Points.

Cat's Skill

Talent: Cat's Paw **Rank:** 7

The Cat's Skill knack gives a Beastmaster the balance and reflexes of a cat. The Beastmaster can use his Cat's Paw step in place of his Dexterity step when jumping, climbing trees and maintaining his balance. This includes making Knockdown Tests. Each use of this knack costs the Beastmaster 3 Strain Points in addition to the normal Strain cost of the Cat's Paw talent.

Cat's Skill also allows the Beastmaster to land on his feet after falling short distances, taking no falling damage. This use of the knack applies only when the Beastmaster falls distances that are less than a number of yards equal to the Beastmaster's Cat's Paw rank. This use of the knack does not cost Strain Points.

Claw Tool

Talent: Claw Shape **Rank:** 4

The Claw Tool knack allows a Beastmaster to use his Claw Shape talent to cut ropes, carve wood, climb and perform other noncombat tasks. The knack adds 2 steps to the Adept's Strength step number for non-combat tasks requiring Strength, and adds 2 steps to his Climbing Test when the knack is used for climbing. The Adept can revert his hands back to normal at any time when using this knack. An Adept takes 2 points of Strain for each minute he uses the Claw Tool knack.

Creature Remains

Talent: Creature Analysis **Rank:** 5

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

Find Animal Companion

Talent: Animal Bond **Rank:** 5

The Find Animal Companion knack allows a Beastmaster to locate any animal that he is bonded with through the ties of that bond. The Beastmaster must stand still and focus on the bond between him and the animal. After that an Animal Bond Test is made against the Social Defense of the animal. On a Good success, the direction of the companion is determined. On an Excellent success, the distance is determined as well.

Horror Analysis

Talent: Creature Analysis **Rank:** 11

The Horror Analysis knack allows an Adept to use his or her Creature Analysis talent on Horrors, Horror constructs, and the remains of Horrors and their victims. Though Horrors are rarely exactly alike and often capable of elaborate deception, legendary heroes have occasionally found weaknesses to exploit in the physiology or habits of Horrors that they have stalked and watched. To use this knack, the Adept must achieve a Good or better success on a Creature Analysis Test against the Spell Defense of the Horror or construct being analyzed. Characters with ranks in the Horror Lore Knowledge Skill can add those ranks to their Creature Analysis step when using this knack.

Wound Share

Talent: Heal Animal Servant **Rank:** 6

The Wound Share knack enables a Beastmaster Adept to transfer a Wound from an animal servant to himself. Beastmasters cannot transfer Wounds to their animals with this knack, nor can they transfer Wounds to or from other Name-givers. The Beastmaster makes a Heal Animal Servant Test against the animal's Spell Defense. If the test succeeds, the animal's Wound is healed, and the Beastmaster develops a Wound similar to the animal's.

CAVALRYMAN

Talent: Air Lance

Talent: Charge **Rank:** 9

When a Cavalryman with this knack charges, he is able, at the cost of 4 Strain, to summon up a lance out of the air. This weapon will do damage like a normal lance if the Adept does not have a actual lance, or it can be used to add 3 steps to the Damage step of a lance used in the charge. The Strain for this knack must be paid each time the character wishes to use it in a charge.

Air Mount

Talent: Spirit Mount **Rank:** 11

The Air Mount knack grants a Cavalryman's spirit mount the ability to fly through the air while carrying the Cavalryman. The mount travels at the same Movement Rate that it uses on land. Using the Air Mount knack causes an Adept 2 points of Strain per round.

Dismount

Talent: Trick Riding **Rank:** 5

The Dismount knack allows a Cavalryman to quickly dismount from his mount and attack in the same round. This knack cannot be used in the same round as an attack that was made while mounted. The Adept takes 2 points of Strain each time this ability is used.

Locate Mount

Talent: Animal Bond **Rank:** 4

With this knack, the Cavalryman can locate his mount when they are separated. An Animal Bond Test is made against the Social Defense of the mount. On a Good success, the direction of the mount can be determined. On an Excellent success or better, the distance between rider and mount can be determined as well.



Wound Share

Talent: Blood Share **Rank:** 5

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

Water Mount

Talent: Spirit Mount **Rank:** 9

The Water Mount knack enables a Cavalryman's spirit mount to move across a surface of water at the same Movement Rate it uses on land. Using the Water Mount knack causes an Adept 1 point of Strain per round.

ELEMENTALIST

Air Whisper

Talent: Elemental Tongues **Rank:** 6

The Air Whisper knack allows the Elementalist to use his Elemental Tongues talent to communicate unnoticed with another Elementalist who has learned to speak the language of air spirits. The Elementalist makes an Elemental Tongues Test against the Spell Defense of the character with whom he or she wants to speak. If the test succeeds, the Elementalist takes 1 Strain Point per round of use. The range of the Air Whisper knack is a number of yards equal to the Elemental Tongues Test result multiplied by 3.

Compelling Hold

Talent: Elemental Hold **Rank:** 7

Compelling Hold allows the Elementalist to cause an elemental spirit discomfort while in an Elemental Hold. The Elementalist gains an additional step to Binding and Banish Tests made while using the Compelling Hold knack (see **Summoning**, pp. 103-104), however the elemental spirit will be very unfriendly to the Elementalist should it ever break the hold or the Elementalist's control, and almost always will attempt to exact revenge. Each round the Compelling Hold knack is used costs the Elementalist an additional point of Strain.

Halt Disease

Talent: Cold Purify **Rank:** 5

The Halt Disease knack allows an Elementalist to use the Cold Purify talent to affect the progress of diseases. The Elementalist must achieve a Good or better success on a Cold Purify Test against the step number of the targeted disease in order for this knack to work. Using the Halt Disease knack costs the Elementalist 2 points of Strain.

Heal Others

Talent: Fire Heal **Rank:** 7

The Heal Others knack enables an Elementalist to use the Fire Heal talent to gain additional Recovery Tests for another character. The same rules that govern the talent apply to the knack (p. 96, ED2), but the Adept must achieve a Good or better success in the Fire Heal Test. The character that the Elementalist is trying to heal must join him in

the fire, and if the Fire Heal Test fails, the character takes the same damage as the Elementalist. Using the Heal Others knack costs the Elementalist a number of Strain Points equal to the number of additional Recovery Tests desired.

Safer Path

Talent: Safe Path **Rank:** 8

The Safer Path knack allows the Elementalist to choose what type of elemental spirit she converses with using the Safe Path Talent. The Elementalist declares that she is using the Safer Path knack and what type of elemental spirit she wishes to converse with. Each use of this knack costs 2 Strain Points.

Solid Footing

Talent: Unshakable Earth **Rank:** 6

Solid Footing allows an Elementalist to give ground (see **Combat Options**, p. 226, ED2) while using the Unshakable Earth talent. Each use of this knack costs one additional Strain Point on top of the Strain the elementalist spends to give ground.

Temperature Attack

Talent: Temperature **Rank:** 5

This knack allows an Elementalist to make attacks against cold or fire-based creatures (such as fire elementals or ice fliers) using the Temperature talent. The Elementalist makes an Attack Test against the Spell Defense of the creature using his Temperature step, and if he achieves a Good or better success he may then make a Damage Test, again using his Temperature step. Mystic Armor protects against this damage. Each use of this knack costs the Elementalist 2 Strain Points. If the Attack Test succeeds, the creature takes damage for 2 rounds.

Wound Heal

Talent: Fire Heal **Rank:** 5

The Wound Heal knack allows an Elementalist to heal a Wound rather than gain Recovery Tests with his Fire Heal talent. The gamemaster rolls 2D10 to determine the Difficulty Number of the Fire Heal Test. If the test succeeds, the Elementalist heals 1 Wound. If the test fails, the Elementalist suffers the normal consequences of a failed Fire Heal Test. Using this knack costs the Elementalist 2 Strain Points. The Elementalist takes this damage immediately after healing the Wound if her test succeeds, or as part of the damage suffered if the test fails.

ILLUSIONIST

Confuse Writings

Talent: Read and Write Magic **Rank:** 6

The Illusionist can use the Confuse Writings knack any time they make a test to write magical text. This knack increases the success level that a character needs to read such writings by one level. This includes when characters are attempting to learn spells from the Illusionist's grimoire, unless the Illusionist is voluntarily teaching the spell. Many Illusionists have been known to use this knack to leave obscure messages in magical texts and to protect their grimoires from unauthorized perusal. Each use of this knack costs the Illusionist 1 Strain Point.



Engaging Conversation

Talent: Engaging Banter **Rank:** 9

The Engaging Conversation knack affects two targets with the Engaging Banter Talent. The Illusionist may attempt to cause these two to talk to each other while she withdraws from the area. To use this knack roll an Engaging Banter Test against the highest Social Defense of the two targets, which must achieve a Good or better success. If successful, the Illusionist is able to leave the conversation and the two targets will continue to banter back and forth with each other for a number of rounds equal to the Illusionist's rank in Engaging Banter. As with Engaging Banter, any attack that causes a Wound immediately ends the effect. Each use of the Engaging Conversation knack costs 1 Strain Point.

Forgetful Stare

Talent: Mind Wave **Rank:** 10

This knack allows an Illusionist to use the Mind Wave talent against any single character within 100 yards that he can make eye contact with. The Illusionist declares that they are using the Forgetful Stare knack on a particular target, and then rolls for the Mind Wave Test as normal. The Illusionist must maintain eye contact and remain within 100 yards of the effected character for the effect to continue for its full duration. Forgetful Stare costs 1 Strain Point per round it is maintained.

Gaping Wound

Talent: Spellcasting **Rank:** 6

The Gaping Wound knack enables the Illusionist to create the illusion that a Wound is far worse than it truly is. The knack can only be used with spells that damage the target based on the caster's Willforce. To use the Gaping Wound knack, an Adept takes 2 Strain Points and

makes the Spellcasting Test per standard rules. If the spell's target receives a Wound from the spell, the Wound appears to be more severe than it actually is and looks very grotesque. The Adept may make an immediate Intimidation Test (see p. 333, ED2) against the target at a 3 step bonus. If the spell's target takes damage from the spell but does not suffer a Wound, the Illusionist takes the Strain for using the knack, but the knack has no effect.

Multiple Mind Wave

Talent: Mind Wave **Rank:** 10

This knack allows an Illusionist to use the Mind Wave talent against multiple characters. The Illusionist declares that he is using the Multiple Mind Wave knack on a particular group, rolls for the Mind Wave Effect against a Difficulty Number equal to the highest Spell Defense in the group, plus 2 for every additional target, and spends 2 Strain Points for each target attempted. All targets must be within 1 yard of the Illusionist when this knack is used, and the effect lasts for a number of rounds equal to the Illusionist's rank in Mind Wave.

Reduced Threat

Talent: Deadfall **Rank:** 7

The Illusionist may use the Reduced Threat knack to increase the effectiveness of their Deadfall talent. After making a Deadfall Test, the Illusionist may elect to make another Deadfall Test, against the highest Spell Defense of anyone who observed the first test, but with a bonus equal to 1 Step for every 2 Strain Points the Illusionist invests in the effect. If successful, any character that realized the Illusionist was faking death with Deadfall believes that the Illusionist is not dead, but has suffered an incapacitating wound and is out of the fight. The knack costs 1 Strain Point per round to maintain. If the test does not succeed, then the characters still realize that the Illusionist is faking.

Spot Fast Hand

Talent: Fast Hand **Rank:** 8

This knack allows an Illusionist to spot the use of the Fast Hand talent on those in his line of sight. The Illusionist must declare that he is using the Spot Fast Hand knack and spend 1 Strain Point for each minute he does so. A Good success against the Fast Hand result is needed to spot its use. This knack is also useful for spotting pickpockets. Increase the success level by one (Average to Good, Good to Excellent, etc.) needed for a successful pick pockets attempt against a character using Spot Fast Hand.

Jackson, an Illusionist of the Eighth Circle, suspects one of his students is pilfering items from another pupil, using the Fast Hand talent. The student rolls a 12 on his Fast Hand Test. Jackson must now roll an 18 or better to spot the switch.

Sustained Glamour

Talent: Glamour **Rank:** 5

The Illusionist may use the Sustained Glamour knack to prolong the life of his Glamour illusions after he has ceased maintaining them. When he ceases to maintain the glamour, the Illusionist take 2 Strain Points for each additional minute beyond his rank in Glamour that he wishes the glamour to persist.

NETHERMANCER

Aura of Fear

Talent: Frighten

Rank: 8

The Aura of Fear knack allows the Nethermancer to emanate a menacing aura which dissuades characters from attempting social interaction with her. This knack is not usable in combat. When using the Aura of Fear knack, roll a Frighten Test anytime a character approaches within 1 yard of the Nethermancer against that character's Social Defense. A success reduces the effected character's social interaction steps with the Nethermancer by the Nethermancer's rank in Frighten, and gives them the distinct impression their presence is unwanted. They may continue to try and interact with the magician at their peril, but usually when Nethermancers want to be left alone they get their way. Aura of Fear costs 3 Strain Points for every hour it is maintained.

Deathsight

Talent: Lifesight

Rank: 9

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

Orbiting Watcher

Talent: Orbiting Spy

Rank: 7

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



Spirit Conversations

Talent: Spirit Talk **Rank:** 6

The Spirit Conversations knack allows the Nethermancer to use her Spirit Talk talent to communicate unnoticed with another Nethermancer who also knows Spirit Talk. The Nethermancer makes a Spirit Talk Test against the Spell Defense of the character to whom he or she wants to speak. If the test succeeds, the Nethermancer takes 1 Strain Point per round of use. The range of the knack is a number of yards equal to the Spirit Talk Test result multiplied by 4.

Spirit Shield

Talent: Spirit Dodge

Rank: 9

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

Tortured Hold

Talent: Spirit Hold

Rank: 7

Tortured Hold allows the Nethermancer to cause a spirit discomfort while in a Spirit Hold. The Nethermancer gains an additional step to Control and Banishing Tests made while using the Tortured Hold knack, however the spirit will become unfriendly to the Nethermancer should it ever break the hold or the Nethermancer's control, and almost always attempt to exact revenge. Each round the Tortured Hold knack is used costs the Nethermancer one additional point of Strain.

SCOUT

Astral Tracking

Talent: Tracking

Rank: 9

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

Avoid Spell

Talent: Avoid Blow

Rank: 11

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

By the Fingernails

Talent: Climbing **Rank:** 5

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

Lay of the Land

Talent: Tracking **Rank:** 4

The Lay of the Land knack allows the Scout to choose the quickest route through an area he has travelled before. For the cost of one point of Strain, the Scout may cut 10% off of his and his companions' overland travel time for a period of 8 hours. Using this knack daily, a group can travel what would normally be ten days of overland travel in only 9 days.

Safer Path

Talent: Safe Path **Rank:** 8

The Safer Path knack allows the Scout to choose the type of elemental spirit he converses with using the Safe Path talent. The Scout declares that he is using the Safer Path knack and the type of elemental spirit he wishes to converse with. Each use of this knack costs 2 Strain Points.

Uphill Glide

Talent: Gliding Stride **Rank:** 5

When using the Gliding Stride for over two consecutive rounds the Scout gains the momentum to move his Full Movement on an incline even up a sheer 90° surface. On the second round of using Gliding Stride, the Scout can glide up surfaces at the cost of one Strain per 30° Angle of inclination.

SKY RAIDER

Bloody Aura

Talent: Fire Blood **Rank:** 5

With this knack and the expenditure of a Karma Point, triggering Fire Blood will immediately initiate a Battle Shout with a +1 step effect against the opponent that the Sky Raider is currently facing as the Fire Blood takes on an incendiary aura and the hissing becomes like a roaring fire, frightening his opponent. This knack automatically initiates a Battle Shout, even if the Sky Raider has already used one previously in the round. Use of this knack still costs a Recovery Test for the Sky Raider to use, but also heals him.

Buckle Surface

Talent: Buckle Deck **Rank:** 5

With the Buckle Surface knack, the Sky Raider is now able to utilize the Buckle Deck on any surface, whether it is manufactured or not. This allows the Sky Raider to use the talent on ship or on open ground, as he wishes.

Nova Blood

Talent: Fire Blood **Rank:** 9

The triggering of Fire Blood will do an explosive blast striking all within 10 feet of the character with a Damage step equivalent to the

Fire Blood step in fire damage. This costs one Karma Point and a recovery test to activate. Fire Blood heals 4 points of damage less than normal when using the Nova Blood knack.

Shiver Ship

Talent: Buckle Deck **Rank:** 8

With the Shiver Ship knack, the Sky Raider can cause his Buckle Deck result in damage to the hull or surface of the ship or structure he is standing upon or in. This damage should be divided by 5 before being dealt to the ship (see **Ship-to-Ship Combat**, p. 195)

Storm's Wrath

Talent: Wrath of the Sky **Rank:** 5

The Sky Raider becomes adept at the Wrath of the Sky talent and learns to increase its damage by channeling lightning through it during storms. He can increase the Damage step by 10 with electrical damage at the cost of an additional Strain and one Karma Point

Weapon Scream

Talent: Melee Weapons **Rank:** 6

When a Sky Raider uses this knack, his weapon makes a loud screaming sound when he lands an Armor-Defeating Hit in combat. To use the knack, the Sky Raider takes 2 points of Strain and makes his Attack Test as normal. If he achieves an Excellent success or better, he scores an Armor-Defeating Hit and his weapon emits a howling scream. Upon successfully using the Weapon Scream knack, the Sky Raider may immediately make a Battle Shout Test against the target, even if he previously made a Battle Shout or Battle Bellow test in the round.

SWORDMASTER

Dizzying Display

Talent: Pin **Rank:** 5

The Dizzying Display knack allows a Swordmaster to dazzle an opponent with a successful Pin Test. Taking 2 Strain, the Swordmaster makes a Pin test as normal, applying rules for multiple opponents as necessary, only testing against Social Defense instead of Physical Defense. If the test is successful, then the Swordmaster's opponent(s) are dazzled and unable to attack for one round.

The Glow

Talent: Maneuver **Rank:** 5

The Glow knack causes a brilliant glow to shine all over the body of an Swordmaster who has made a successful Maneuver, granting the character a one step bonus to all Social Tests for a number of rounds equal to the character's rank in Maneuver. Using this knack cost an additional point of Strain. Characters can also use the Glow as a source of illumination.

Missile Parry

Talent: Parry **Rank:** 6

The Missile Parry knack allows a Swordmaster to use his Parry talent to deflect missiles such as arrows and thrown knives. Using the knack costs a Swordmaster an additional 1 point of Strain. To deflect thrown weapons requires an Average success. To deflect missile weapons requires a Good success.

Second Riposte

Talent: Second Weapon **Rank:** 7

To use the Second Riposte knack, a Swordmaster must have the Parry and Riposte talent at Rank 7 or higher. Second Riposte allows the Swordmaster to parry and riposte a second attack during a round by rolling his Second Weapon talent. The knack costs the Swordmaster 1 Strain Point in addition to the standard Second Weapon Strain cost. The knack can be used only when the character is wielding two weapons.

Weapon Toss

Talent: Throwing Weapons **Rank:** 4

The Weapon Toss knack allows an Adept to toss their weapon up in the air, freeing their hands for one round. The knack costs 1 Strain Point, after which the Adept makes a Throwing Weapons Test with a Difficulty Number of 11. In the next round, after the Adept has taken their action, the Adept makes another Throwing Weapons Test. Success means that the character has caught the weapon by the grip and may use it again on the next round. Failure on either test means that the weapon has clattered to the ground and must be retrieved. A Poor failure on the second test means that the Adept has caught the weapon by the blade, or dropped it on his foot, or some other painful mishap.

Witty Comeback

Talent: Resist Taunt **Rank:** 5

A Swordmaster may use the Witty Comeback knack to return a Taunt that was made towards him or her. On a Good or better success from a Resist Taunt test, the Swordmaster may, in return, make a Taunt towards the opponent who made the original Taunt without having to spend an action.

THIEF

Avoid Spell

Talent: Avoid Blow **Rank:** 11

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

Create Trap

Talent: Disarm Trap **Rank:** 7

The Create Trap knack enables a Thief to recall the design and construction of any mechanical trap that he or she has successfully disarmed with the Disarm Trap talent and then create a similar trap with the proper tools and material. Using this knack causes the Thief two Strain Points. The Thief makes a Disarm Trap Test against a Difficulty Number equal to the Disarm Difficulty of the trap he or she is attempting to re-create. On a Good or better success, the Thief can construct and arm the trap. Traps created with this knack have a

Detection and Disarm Difficulty equal to the original trap's Detection and Disarm Difficulty, minus two. The Trap Initiative of a re-created trap equals the original trap's Trap Initiative, minus two. The gamemaster must determine the specific materials or tools required to re-create a given trap.

Improvised Missiles

Talent: Thrown Weapons **Rank:** 8

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



Offguard

Talent: Picking Pockets **Rank:** 5

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

Placed Shot

Talent: Throwing Weapons **Rank:** 5

The Placed Shot knack allows a Thief to make the equivalent of an Aggressive Attack (p. 225, ED2) using his Throwing Weapons talent. Using this knack costs the Adept one Strain Point beyond the normal cost of making an Aggressive Attack and limits his movement to three yards. However, attacks made with this knack gain the benefits and penalties of a standard Aggressive Attack.

Spot Fast Hand**Talent:** Fast Hand**Rank:** 8

This knack allows a Thief to spot the use of the Fast Hand talent on those in his line of sight. The Thief must declare that he is using the Spot Fast Hand knack and spend 1 Strain Point for each minute he does so. A Good success against the Fast Hand result is needed to spot its use. This knack is also useful for spotting pickpockets. Increase the success level by one (Average to Good, Good to Excellent, etc.) needed for a successful pick pockets attempt against a character using Spot Fast Hand.

Kedrick the Thief finds himself caught in a crowd in one of the busier districts of Kratas, a city known for its larcenous inhabitants. Paranoid by nature, Kedrick starts using Spot Fast Hand immediately. A pickpocket bumps into him and rolls a 14 on his Pick Pockets Test. Kedrick must roll a 21 or better to spot that his purse is now missing.

TROUBADOUR**Defuse Mob****Talent:** Incite Mob**Rank:** 7

The Defuse Mob knack enables a Troubadour to attempt to calm and disperse a mob. The Troubadour makes an Incite Mob Test against the highest Social Defense among the mob's members. The size of the mob determines the success level needed; see the Incite Mob talent description (pg. 100, ED2). Using this knack costs the Troubadour 2 Strain Points.

Epic**Talent:** Emotion Song**Rank:** 5

The Epic knack allows a Troubadour to use his Emotion Song talent over longer periods of time than normal. Indeed, some epic poems and ballads require the Troubadour to keep an audience enthralled for days. When using the knack, the Troubadour makes his required Emotion Song Test once per hour of performance, rather than once per half hour. At the end of the song or tale, the Troubadour may choose the best result of all the Emotion Song tests to determine the affect of his performance on the audience. Each test costs the Troubadour 1 Strain Point.

Hypnotic Banter**Talent:** Engaging Banter**Rank:** 8

The Hypnotic Banter knack allows a Troubadour to use Engaging Banter on more than one opponent, adding 1 Strain and +1 to the Difficulty Number for each additional target. For example, if the Troubadour were to engage five people in Hypnotic Banter, it would cost him 5 Strain Points, and the Difficulty Number would be equal to the highest Social Defense + 4. The Hypnotic Banter knack can be used along with the Encore talent.

Rapier Wit**Talent:** Resist Taunt**Rank:** 4

The Rapier Wit knack enables a Troubadour to turn the Taunt talent back on an opponent. Whenever the Troubadour is the subject of a successful taunt, he may make a Resist Taunt test and pay 3 additional Strain Points to counter the taunt with a witty retort. If the

result of the Resist Taunt Test exceeds both the original Taunt Test result and the opponent's Social Defense, the opponent suffers the results of the taunt intended for the Troubadour.

Salve**Talent:** Taunt**Rank:** 4

The Salve knack allows a Troubadour to undo the damage done to another character by a social attack. After a character has suffered a penalty from a successful social attack (such as a Taunt or Battle Shout), the Troubadour can attempt to Salve that character by making a Taunt Test. If successful, the Troubadour reduces the character's penalty by as many steps as he or she would normally lose from the Troubadour's Taunt result. Any extra steps past the original penalty are discarded. For example, if a character had lost 3 Steps from a Taunt, and the Troubadour could Salve 4, the extra Step would be lost. This knack can be used with the Encore talent.

Songs of Inspiration**Talent:** Emotion Song**Rank:** 5

The Songs of Inspiration knack allows a Troubadour to use his Emotion Song talent to boost his companions' abilities. The knack can be used at any time, including during combat, and the Troubadour's companions gain its benefits immediately.

To use the knack, the Troubadour must write a number of inspiring songs that he can sing when appropriate. The Troubadour must create a separate song for each type of activity he wishes to enhance. For example, a Troubadour can write songs that boost his companions' abilities for Initiative, Attack, and Damage tests during combat or even their abilities for Recovery Tests. Each separate song is a knack that must be learned individually.

To use the knack, a Troubadour makes an Emotion Song Test against a Difficulty Number equal to the highest Social Defense of the companions he wishes to inspire plus one for every additional companion he wishes to inspire. If the test fails, the knack has no effect. If the test succeeds, all the Troubadour's companions receive a step bonus for the relevant test that is based on how much Strain the Troubadour is willing to take. For each point of Strain the Troubadour takes per round, each inspired companion adds 1 step to the relevant test up to his rank in Emotion Song. Thus, if a Troubadour makes a successful Emotion Song Test and takes 3 points of Strain, each inspired companion receives a +3 step bonus for the relevant test for that round.

WARRIOR**Avoid Spell****Talent:** Avoid Blow**Rank:** 11

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

Bounce

Talent: Avoid Blow **Rank:** 5

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

Siege Fury

Talent: Siege Blow **Rank:** 5

The Siege Fury knack turns the fury of a Siege Blow into a fearsome weapon of intimidation. Upon the striking of a Siege Blow, the shock wave will be so intense that the Warrior can immediately make an Intimidation Test (p. 333 ED2) against people within the structure the character hits with the Siege Blow.

Mighty Throw

Talent: Unarmed Combat **Rank:** 7

Mighty Throw allows a Warrior to grab an opponent and throw him through the air. To use this knack, the Warrior must be able to lift his opponent's weight (see Strength, p. 44, ED2). The Warrior makes an Unarmed Combat Test as normal but must take 2 Strain Points. If the test succeeds, the Warrior has grabbed the target and thrown him a number of feet equal to the test result (in the case of windling opponents, a number of yards equal to the test result). The Warrior can hit another target with the thrown opponent, if the Unarmed Combat Test result is high enough to give him a Good or better success against the second target's Physical Defense. When the thrown opponent lands, he suffers damage using a step number equal to the Warrior's Strength + Rank in Unarmed Combat. Anyone struck by a thrown opponent suffers the same damage.

Thrown opponents are considered Knocked Down when they land, unless they make a successful Knockdown or Wound Balance Test against the Unarmed Combat Test result. Targets hit by thrown opponents add 7 to the Difficulty Numbers of their Knockdown Tests if Wounded by this attack.

Pin Down

Talent: Unarmed Combat **Rank:** 3

The Pin Down knack allows a Warrior to pin down an opponent after knocking him to the ground in combat. The knack can be used only against targets or opponents who have been Knocked Down in a previous round and have not yet gotten up. The Warrior makes an Unarmed Combat Test against the target as normal (apply any appropriate Knockdown penalties that apply to the target). If the test succeeds, the Warrior pins the target. The target can fight free by making a successful Strength or an Unarmed Combat Test against a Difficulty Number equal to the Warrior's test result. The target's test is also subject to standard Knockdown penalties (p. 227, ED2).

The Difficulty Number increases if the Warrior using the knack is especially heavy. If the Warrior weighs more than the pinned character's lifting capacity, add 3 to the Difficulty Number. If the Warrior weighs more than twice the pinned character's lifting capacity, add 6 to the Difficulty (A character's lifting capacity is based on his Strength Attribute, p. 44, ED2).

A character using this knack is considered Knocked Down for purposes of attacks made against him.

Uphill Glide

Talent: Gliding stride **Rank:** 5

When using the Gliding Stride for over two consecutive rounds the Warrior gains the momentum to move his Full Movement on an incline even up a sheer 90° surface. On the second round of using Gliding Stride, the Warrior can glide up surfaces at the cost of one Strain per 30° Angle of inclination.

WEAPONSMITH

Detect Sniper

Talent: Detect Weapon **Rank:** 6

The Detect Sniper knack allows a Weaponsmith's danger sense to find enemies armed with missile weapons positioned to strike at him or his allies. The Weaponsmith makes a Detect Weapon test as normal – if there are no Concealed Weapons to set the Difficulty Number, then it



is determined by the Spell Defense or Silent Walk result (whichever is highest) of the characters targeting the Weaponsmith and his allies. If the Weaponsmith succeeds, he becomes aware of the distant threat, eliminating the surprise attack. However, if there are only enemies armed with missile weapons attacking, the Weaponsmith gains no Initiative bonus if they attack after being detected.

Here's the Deal

Talent: Haggle

Rank: 7

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

Increase Accuracy

Talent: Improve Blade

Rank: 4

The Increase Accuracy knack allows a Weaponsmith to increase the accuracy of a weapon with Improve Blade, instead of increasing the Damage step. To use the knack, the Weaponsmith makes the Improve Blade test as normal; however, instead of increasing the Damage Step, the weapon gains a 1-step bonus to hit, and the Weaponsmith takes a point of Strain.

Remove Curse

Talent: Abate Curse

Rank: 11

The Remove Curse knack provides a Weaponsmith with one chance to permanently remove a curse from weapons and armor. To use this knack, a Weaponsmith makes an Abate Curse Test against the item's Spell Defense or the curse's step number, whichever is higher. If the test yields an Excellent or better success, the curse is permanently removed from the item. Otherwise, the Abate Curse talent affects the curse per standard rules. This knack can be used to remove curses only from weapons and armor, and it costs the Weaponsmith 4 points of Strain in addition to the Strain cost for using Abate Curse.

Sense Curse

Talent: Abate Curse

Rank: 6

The Sense Curse knack allows a Weaponsmith to determine if an item or weapon is cursed without touching it. To use the knack, the Weaponsmith must stand within 3 yards of the item and make an Abate Curse Test as normal. If the test yields a Good or better success, the Weaponsmith detects any curses on the item. If the test fails, the character cannot attempt to use the knack again on that item. Using the Sense Curse knack costs a Weaponsmith 2 additional points of Strain.

Whittle Weapons

Talent: Forge Blade

Rank: 5

The Whittle Weapons knack allows a Weaponsmith to create wooden weapons, such as clubs or staves, in one-third the time it takes to make metal weapons. The Weaponsmith does not need a forge to use this knack, but must have carving tools and a supply of wood on hand. The Difficulty Numbers for creating wooden weapons are the same as for creating metal weapons.

Because wooden weapons are less durable than metal, they are more susceptible to damage in combat. When using the Damage to Weapons optional rule (**Optional Rules**, p. 206), reduce the weapon's Damage Step by 1 whenever the opponent achieves a Good success or better on an Attack Test made to damage the weapon. In addition, a result of all 1s on an Attack Test made for a wooden weapon reduces the weapon's Damage Step by 2. Wooden weapons cost one-third to one-half the price of comparable metal weapons, but wooden weapons cannot be repaired.

WIZARD

Arcane Curses

Talent: Arcane Mutterings

Rank: 6

The Arcane Curses knack enhances the effects of the Arcane Mutterings talent. A Wizard using the knack utters vague but vile curses at the target. If he achieves an Excellent or better success on his Arcane Mutterings Test, the target believes that he or she has been



cursed in addition to the normal effects of Arcane Mutterings. This knack imposes a 2-step penalty to all the target's actions for a number of rounds equal to the Wizard's rank in Arcane Mutterings. This effect continues even after the Wizard stops mumbling.

Diagnose

Talent: Astral Sight **Rank:** 5

The Diagnose knack allows a Wizard to determine if a subject is afflicted with any diseases or internal injuries, and to check the general state of the subject's health. To use this knack, a Wizard makes an Astral Sight Test against the target's Spell Defense. If the test yields a Good or better success, the Wizard can perceive injuries, diseases, poisons, illnesses, or other afflictions affecting the subject. The Wizard gains +1 step to all Physician Skill Tests made on the subject. Using this knack costs one additional Strain Point.

Disarm Thread

Talent: Hold Thread **Rank:** 7

The Disarm Thread knack allows a Wizard to unweave threads that have been tied for a Held spell. This means that the Wizard is no longer required to cast the spell. Only one thread needs to be removed for this to be successful. Roll a Hold Threads Test against a Difficulty Number equal to the Thread Weaving Difficulty Number of the spell, plus 1 for each thread of the spell. On an Average success, the thread is removed and the spell no longer needs to be cast. On a Poor Failure, the spell is automatically cast. Each use of the Disarm Thread knack costs 2 Strain Points.

Hold Multiple Threads

Talent: Hold Threads **Rank:** 8

The Hold Multiple Spells knack enables a Wizard to hold more than 1 spell's worth of threads ready at a time using the Hold Thread talent. After weaving the threads that he or she wishes to hold for the first spell, the Wizard makes a Hold Thread Test against the spell's Weaving Difficulty. If the test succeeds, the Wizard holds the threads as normal for the Hold Thread talent, at the cost of 2 Strain. Thereafter the Wizard can begin holding additional spells in the same manner. Each spell beyond the first costs the Wizard 1 Strain Point per spell being held. If any spell being held reaches its "final round" without being cast and the Wizard wishes to continue to hold the spell he takes Strain equal to twice the number of spells held at the time he makes the new Hold Threads test. The held spells can be released on at a time, all at once, or in whatever combination the Wizard chooses.

Farand the Unweary wants to impress his comrades by single-handedly obliterating the cadaver men he knows that they are about to face. He declares he will use the Hold Multiple Spells knack and weaves the threads for a Razor Orb spell, takes 2 Strain Points, and succeeds at holding it ready to cast. He then weaves threads for another Razor Orb. Taking 4 Strain this time, he again succeeds on his Hold Threads Test. Finally, he weaves threads for a third Razor Orb, takes 6 Strain points, and succeeds on his Hold Threads Test. Unfortunately for Farand, by this time the rest of his party has done away with the cadaver men, and he has nothing to show for his efforts except a lot of Strain.

Penetrating Stare

Talent: Evidence Analysis **Rank:** 6

The Penetrating Stare knack allows a Wizard to determine if a person under examination has been in a specific area where he has performed an Evidence Analysis. The target number for the test is the character's Spell Defense. On a Good success, the Wizard will learn if they were in the area he had examined in the 24 hours prior to his examination. On an Excellent success or better, the Wizard will be able to determine when they were in the area, within 8 hours. Each use of the Penetrating Stare costs 2 Strain Points.

Remember Conversation

Talent: Book Memory **Rank:** 7

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

Sow Confusion

Talent: Arcane Mutterings **Rank:** 8

The Sow Confusion knack allows a Wizard to momentarily befuddle an opponent in combat. To use the Sow Confusion knack, the Wizard must be within 10 yards of the target and make an Arcane Mutterings Test against the target's Social Defense. If the Wizard achieves an Excellent success or better, the target is momentarily lost in a sense of unease and dread, and only able to take defensive actions. This effect lasts for one round, and for the remainder of the combat the target character can no longer be affected by the Sow Confusion Knack. Each use of this knack costs 2 Strain Points.

Signature Spells

Talent: Spellcasting **Rank:** 6

The Signature Spells knack enables a Wizard to alter (but not eliminate) the cosmetic effects of his or her spells, such as color, smell, and sound. For example, it can turn the fiery-red ball of flame from the Doom Missile spell to a bright blue, and superimpose the sound of mocking laughter over the explosion. This knack cannot change a spell's statistics or its required components. Whenever a magician casts a spell using this knack, they take 1 Strain Point.

Subliminal Mutterings

Talent: Arcane Mutterings **Rank:** 7

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

MAGIC ITEMS



"If I ever teach you anything, my son, then know this: magic is alive and ever present through out Barsaive. From the hot pot heating my tea as we speak to my staff that someday you may wield, items of magic are with us every day. Why, even the stones of this land are infused with magic. They are merely waiting for a Name."

— The human Wizard Hadrius

In the world of *Earthdawn*, magic is not scarce. Great magical treasures that can shake mountains or slay dragons or banish the blackest Horror are the stuff of legend. But for every one of those mighty artifacts, there are thousands upon countless thousands of lesser items to be found in Barsaive.

The citizenry takes magic for granted. Their food is often cooked in magical vessels that heat without the need of flame. These are not the superstitious peasants of the Middle Ages. These are people living in an Age of Legend. They would as soon believe that the sky was not blue and that water was not wet, as believe that magic was not real.

That said, just because magic is ubiquitous does not mean that all magical items are created equal. There are two broad categories that magic items fall into: thread items and common items. **Thread items** require that a character weave a magical thread to them in order to tap their magic. This category includes the magical treasures described in the *Earthdawn Second Edition* rulebook as well as more generic magical weapons, armor, jewelry, clothing, and so on.

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

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

THREAD ITEMS

Thread items are objects whose magical properties remain dormant until a character attaches a magical thread to the item's True Pattern. Once a character has done so, the thread activates the item's magical power. To use the magic in a thread item, a character must have the Thread Weaving talent. For more information on Thread Magic and Thread Weaving, see pp. 137-143, ED2.

In many ways, thread items resemble the magical treasure described in the *Earthdawn Second Edition* rulebook. For example, all thread items have a Name, a True Pattern, Key Knowledges, and Pattern Knowledge (see *Magical Treasures*, p. 276, ED2). As with magical treasures, a character must first study the thread item's Pattern Knowledge before he can attach a thread to the item's True Pattern. Unlike magical treasures, however, the True Patterns of the thread items described in this section are so simple that they have only one Key Knowledge instead of several. This Key Knowledge always includes the item's Name, and sometimes includes other information about the item.

Also in contrast to magical treasure, many thread items can be purchased. Expensive, difficult to create, and hard to find, these items are only likely to be available in Barsaive's largest cities and towns. Though thread items are not as rare as magical treasure, they are not common. Using the availability guidelines given on p. 194 of the *Earthdawn Second Edition* rulebook, gamemasters should treat all thread items as Very Rare items.



LEARNING KEY KNOWLEDGE

A character can learn the Name of a thread item upon purchasing one, very often from the merchant selling the item or the craftsman who created it. Even for a thread item whose Name constitutes its entire Key Knowledge, learning the item's Name in this manner does NOT allow the character to understand its True Pattern. To fully understand an item's Pattern Knowledge, a character must make an Item History Test against the item's Spell Defense (see *Learning Key Knowledges*, p. 138, ED2). As with magical treasures, understanding a thread item's Pattern Knowledge allows a character to effectively weave a magical thread to the item and so activate its power.

CREATING MAGICAL TREASURE

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

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

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

Gamemasters, however, are free to alter the nature and powers of

some thread items as they are used by the player characters, but ONLY after truly significant events. Thus, if a Swordmaster uses his thread sword in a deadly battle against a Horror, the sword may perhaps grow in power, gaining a new thread rank that gives the sword the power to do more damage or gaining some other ability that reflects the slaying of the Horror. Again, this should only happen after VERY significant events, and should be a VERY rare occurrence. The following is an example of the kind of situation that might warrant granting new powers to thread items:

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

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

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

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

THREAD WEAPONS

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

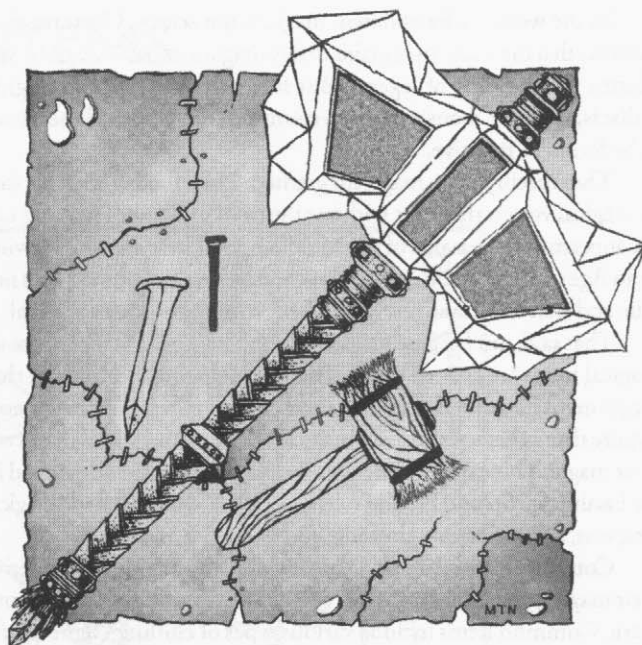
The magical effects of thread weapons usually take the form of improved Damage steps and/or ranges (missile and throwing weapons, for example). All the weapons described below act as normal versions of the weapon until the owner attaches a thread to them.

CRYSTAL BATTLE-AXE

Maximum Threads: 2

Spell Defense: 13

A crystal axe is a battle-axe whose blade is made from crystal and bits of Elemental Earth rather than metal. It almost goes without saying that the finest of these weapons are of troll construction. Finding one of these items for sale at an outpost of non-troll origin likely means the weapon is either stolen or pillaged from a slain troll Warrior.



Young troll warriors deemed worthy are sometimes given newly made crystal axes and are commanded to "find its Name;" in other words, perform some act of valor and prowess that defines the weapon and brings out its magical nature.

Thread Ranks

Rank 1 Cost: 200

Key Knowledge: The wielder must learn the Name of the battle-axe.

Effect: Battle-axe does STR + 7 damage.

Rank 2 Cost: 300

Effect: Battle-axe does STR + 8 damage.

Rank 3 Cost: 500

Effect: Battle-axe does STR + 9 damage.

Rank 4 Cost: 800

Effect: Battle-axe does STR + 10 damage.

CRYSTAL SWORD (TWO-HANDED)

Maximum Threads: 2

Spell Defense: 14

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

Some of the greatest crystal artisans use a secret art to impregnate the heart of the crystalline blades with tiny kernels of Elemental Fire. These blades seem to literally flicker and dance with a crystallized flame. Although this has no effect on the combat worthiness of the blade, these masterpieces of crystal work often fetch outrageous prizes and can be seen on display in the halls of those who wish to emphasize their obvious wealth.

Thread Ranks

- Rank 1** Cost: 200
Key Knowledge: The wielder must learn the Name of the sword.
Effect: Sword does STR + 8 damage.
- Rank 2** Cost: 300
Effect: Sword does STR + 9 damage.
- Rank 3** Cost: 500
Effect: Sword does STR + 10 damage.

KAER SWORD

Maximum Threads: 2
Spell Defense: 15

These broad swords were created by the defenders of kaers in order to fight off Horrors and Horror constructs that might make it past their defenses. Although often used only with limited success, they are still useful tools against the Horrors to this day. Though they otherwise appear as normal swords, these blades often are inscribed with a rune or symbol of their home kaer and religious icons.

Thread Ranks

- Rank 1** Cost: 300
Key Knowledge: The wielder must learn the Name of the sword and the kaer of its origin.
Effect: Swords does STR + 6 damage, or STR + 8 damage versus Horrors and Horror constructs.
- Rank 2** Cost: 500
Effect: Sword does STR + 7 damage, or STR + 9 damage versus Horrors and Horror constructs.
- Rank 3** Cost: 800
Effect: Sword does STR + 8 damage, or STR + 10 damage versus Horrors and Horror constructs.
- Rank 4** Cost: 1300
Effect: Sword does STR + 9 damage, or STR + 11 damage versus Horrors and Horror constructs.

LONGBOW

Maximum Threads: 2
Spell Defense: 13

It should come as no surprise that a great number of the finest bowyers are elves. In fact, a magical longbow is occasionally referred to as an "elven harp." Magic longbows are very rarely decorated in a substantial way. Many bowyers consider such ornamentation as "garish" and "wasteful." A true bow shows its worth, these craftsmen claim, in the pure note that its bowstring sings with when an arrow is released.

Tales still circulate of a Theran slaver party who, during the War, was ambushed by a party of elf Archers with magic longbows. Just before the first volley hit, the commander of the slavers was said to have commented on what sounded like a symphony arising from the forest.

Thread Ranks

- Rank 1** Cost: 200
Key Knowledge: The wielder must learn the Name of the bow.
Effect: Bow does STR + 5 damage.
- Rank 2** Cost: 300
Effect: Bow does STR + 6 damage. Range is 50/125/250.
- Rank 3** Cost: 500
Effect: Bow does STR + 7 damage. Range is 50/175/300.

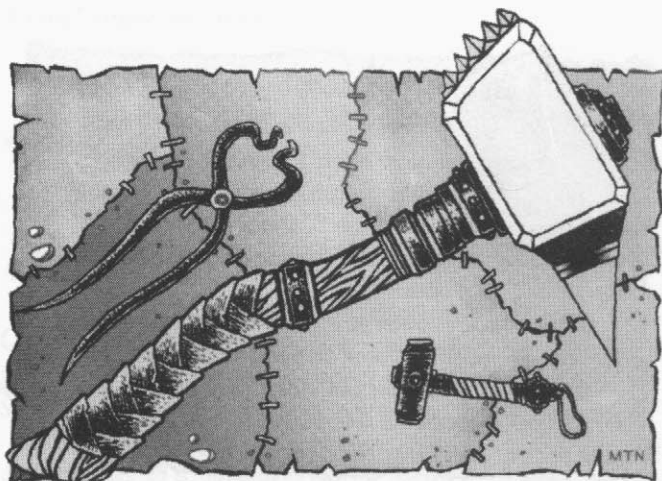
MAUL HAMMER

Maximum Threads: 2
Spell Defense: 9

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

Thread Ranks

- Rank 1** Cost: 100
Key Knowledge: The wielder must learn the Name of the hammer and the Name of the Weaponsmith who forged it.
Effect: Maul hammer does STR + 8 damage.
- Rank 2** Cost: 200
Effect: The maul hammer does STR + 12 damage against an opponent's shield (See **Optional Rules**, p.205).
- Rank 3** Cost: 300
Effect: The maul hammer produces a shock wave upon hitting its target. Reduce the target's Knockdown step by -3.
- Rank 4** Cost: 500
Effect: The maul hammer does STR + 9 damage against opponents; STR + 14 against shields.



PRINCE AXE

Maximum Threads: 2

Spell Defense: 13

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

If one of these items is found for sale outside of a noble household, it has almost undoubtedly been stolen. Those loyal to the noble house of its making, are likely to be upset if they encounter such a weapon and are sure to work towards its immediate return.

Thread Ranks

Rank 1 Cost: 200

Key Knowledge: The wielder must learn the Name of the axe and the Name of the noble whom the wielder is sworn to protect.

Effect: The axe is designed so that its magic only functions when the wielder swears a blood oath to protect the noble from harm. The blood oath inflicts 1 permanent point of damage. The Damage step of the axe is STR + 7. The axe also increases the wielder's Physical Defense by +1.

Rank 2 Cost: 300

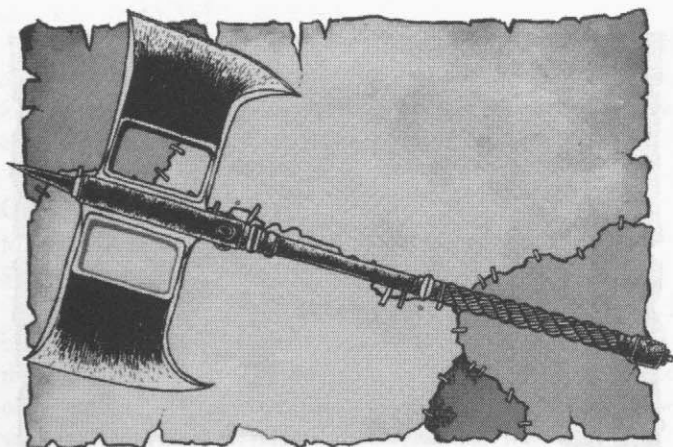
Effect: Axe does STR + 8 damage; +1 to wielder's Spell Defense.

Rank 3 Cost: 500

Effect: Axe does STR + 9 damage.

Rank 4 Cost: 800

Effect: +2 to wielder's Physical Defense; +1 to his Social Defense. Also at this level, should the wielder knowingly try to betray his liege, the weapon will grow white hot so that the wielder will be unable to hold it. Even brief contact does step 6 damage, and holding the weapon for a whole action does step 12 (in addition to any damage or other effects that breaking the blood oath would have). Note, that the blade itself is not intelligent. Rather, it is the wielders own guilt that fuels the fire. The burning continues until the wielder has ceased his traitorous actions.



STONE BROADSWORD

Maximum Threads: 2

Spell Defense: 19

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

Thread Ranks

Rank 1 Cost: 300

Key Knowledge: The wielder must learn the Name of the sword.

Effect: Sword does STR +6 damage.

Rank 2 Cost: 500

Effect: Sword does STR + 8 damage.

Rank 3 Cost: 800

Effect: Sword does STR + 10 damage. Additionally, each stone broadsword is linked to a liferock. At this level, it is said, an obsidiman Adept can hear the whispers of the souls inside that liferock. Although of great spiritual value to the obsidimen, these whisperings rarely give any sort of mundane insight. However, it is has been said that in times of great distress or tribulation a liferock's calls may be heard through these swords.

THREE-AXE

Maximum Threads: 2

Spell Defense: 9

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

Thread Ranks

Rank 1 Cost: 100

Key Knowledge: The wielder must learn the Name of the three-axe.

Effect: Axe does STR + 7 damage.

Rank 2 Cost: 200

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

Rank 3 Cost: 300

Effect: Axe does STR + 8 damage.

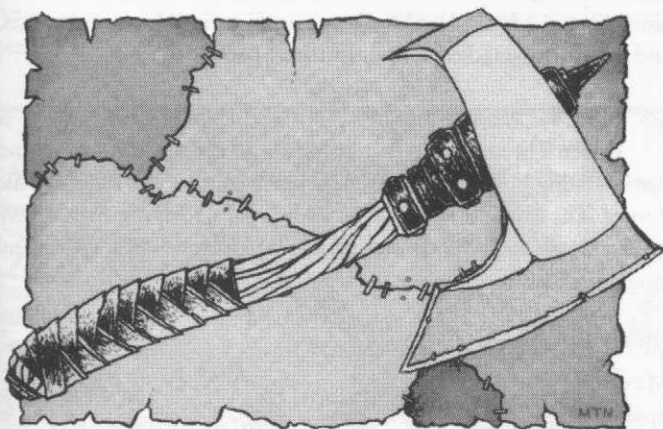
Rank 4 Cost: 500

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

THROWING AXE**Maximum Threads:** 2**Spell Defense:** 13

A magical throwing axe appears little different from a mundane weapon. The most obvious difference to a skilled combatant is that the weapon is perfectly balanced. Those who truly master these weapons claim that not only can be thrown great distances, but they will also return to their master's hand.

Furthermore, at the gamemaster's discretion, some of these axes will return to the master's hand after striking the foe.

Thread Ranks**Rank 1****Cost:** 200**Key Knowledge:** The wielder must learn the Name of the axe.**Effect:** Axe does STR + 4 damage.**Rank 2****Cost:** 300**Effect:** Axe does STR + 4 damage. Range is 20/45/60.**Rank 3****Cost:** 500**Effect:** Axe does STR + 5 damage. Range is 20/45/60.**Rank 4****Cost:** 800**Effect:** Axe does STR + 6 damage. Range is 20/45/60.**WRIST CARVER****Maximum Threads:** 2**Spell Defense:** 9

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

Many Warriors consider a wrist carver to be a dishonorable weapon. Further helping reinforce this stereotype is the existence of a variant of these weapons where the blade can be cunningly folded into the bracer, so it is easily concealable.

Thread Ranks**Rank 1****Cost:** 100

Key Knowledge: The wielder must learn the Name of the wrist carver and the Name of the Weaponsmith who created it.

Effect: Wrist carver does STR + 3 damage.**Rank 2****Cost:** 200

Effect: At a cost of 1 point of Strain, wielder may add +2 to an Attack Test made using the wrist carver.

Rank 3**Cost:** 300

Effect: The Damage step is STR + 4. The wielder may pay 1 point of Strain for the chance to cause a bleeding Wound. He or she takes the Strain before making the Attack Test. If the attack causes a Wound, the Wound bleeds. The victim takes 2 steps of damage every round until he either dies or makes a successful Recovery Test (See **Optional Rules**, p. 205).

Rank 4**Cost:** 500**Effect:** Wrist carvers do STR + 5 damage.**THREAD ARMOR AND SHIELDS**

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

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

CHAIN MAIL**Maximum Threads:** 2**Spell Defense:** 13

This chain mail looks just like normal chain mail, except that it maintains its shine and repels dirt and stains.

Thread Ranks**Rank 1****Cost:** 200**Key Knowledge:** The wielder must learn the Name of the armor.**Effect:** Chain mail has Armor Rating 8.**Rank 2****Cost:** 300

Effect: Chain mail has Armor Rating 8; +1 to its Mystic Armor. Armor Initiative penalty is 2.

Rank 3**Cost:** 500

Effect: Chain mail has Armor Rating 9; +1 to its Mystic Armor. Armor Initiative penalty is 1.

Rank 4**Cost:** 800

Effect: Chain mail has Armor Rating 9; +2 to its Mystic Armor. Armor has no Initiative penalty.

CRYSTAL BUCKLER**Maximum Threads:** 2**Spell Defense:** 19

A crystal buckler shield is usually wielded by a crystal raider, though this type of shield is found in all parts of Barsaive. It is made entirely of crystal that can only be obtained in the Twilight Peaks, and bits of Elemental Earth.

The crystal buckler is often marked with distinctive markings that immediately identify which clan of trolls made the item. Needless to say, trolls of a given clan may take poorly to seeing their comrade's armor in the hands of those they consider unworthy.

Thread Ranks

- Rank 1** **Cost:** 500
Key Knowledge: The wielder must learn the Name of the shield.
Effect: +1 each to shield's Armor Bonus and Mystic Armor.
- Rank 2** **Cost:** 800
Effect: +2 to shield's Armor Bonus; +2 to its Mystic Armor.
- Rank 3** **Cost:** 1300
Effect: +3 each to shield's Armor Bonus and Mystic Armor.
- Rank 4** **Cost:** 2100
Effect: +4 each to shield's Armor Bonus and Mystic Armor.

HARDENED LEATHER

Maximum Threads: 2

Spell Defense: 14

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

Thread Ranks

- Rank 1** **Cost:** 100
Key Knowledge: The wielder must learn the Name of the armor.
Effect: Hardened leather has Armor Rating 6.
- Rank 2** **Cost:** 200
Effect: Hardened leather has Armor Rating 6; +1 to its Mystic Armor.
- Rank 3** **Cost:** 300
Effect: Hardened leather has Armor Rating 7; +1 to its Mystic Armor.
- Rank 4** **Cost:** 500
Effect: Hardened leather has Armor Rating 7; +2 to its Mystic Armor. Armor has no Initiative penalty.

KAER ARMOR

Maximum Threads: 2

Spell Defense: 14

This armor looks just like normal chain mail, although it is clearly old. These suits of armor were created by various kaers in order to equip their guards with armor that could protect them against the Horrors. Although this armor was only marginally effective, it remains a useful tool in the fight against the Horrors.

Thread Ranks

- Rank 1** **Cost:** 300
Key Knowledge: The wielder must learn the Name of the armor and the kaer of its origins.
Effect: The armor has Armor Rating 8 against normal foes and Armor Rating 9 versus Horrors and Horror constructs.
- Rank 2** **Cost:** 500
Effect: The armor has Armor Rating 9 against normal foes and Armor Rating 10 versus Horrors and Horror constructs. The armor also grants +1 Mystic Armor only against Horrors, Horror constructs, and the Horror-marked. Armor Initiative penalty is 2.

- Rank 3** **Cost:** 800
Effect: The armor has Armor Rating 10 against normal foes and Armor Rating 11 versus Horrors and Horror Constructs. The armor also grants +1 Mystic Armor only against Horrors, Horror constructs, and the Horror-marked. Armor Initiative penalty is 1.

- Rank 4** **Cost:** 1300
Effect: The armor has Armor Rating 10 against normal foes and Armor Rating 11 versus Horrors and Horror constructs; +1 to its Mystic Armor. The armor also grants an additional +1 Mystic Armor only against Horrors, Horror constructs, and the Horror-marked. Armor no longer has Initiative penalty.

LEATHER

Maximum Threads: 2

Spell Defense: 9

Magical leather armor is most often worn by members of the Force of the Eye, the organization that runs Kratas, the legendary City of Thieves. It is light enough to allow for fast and stealthy movement, while still providing protection against a knife in the back.

Thread Ranks

- Rank 1** **Cost:** 100
Key Knowledge: The wielder must learn the Name of the armor.
Effect: Leather has Armor Rating 4.
- Rank 2** **Cost:** 200
Effect: Leather has Armor Rating 4; +1 to its Mystic Armor.
- Rank 3** **Cost:** 300
Effect: Leather has Armor Rating 5; +2 to its Mystic Armor.
- Rank 4** **Cost:** 500
Effect: Leather has Armor Rating 5; +3 to its Mystic Armor.

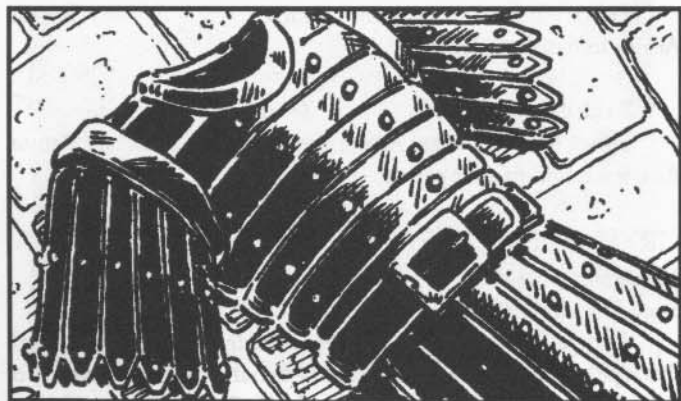


PLATE MAIL**Maximum Threads:** 2**Spell Defense:** 25

Magical plate mail is usually very ornate and made with a specific purpose in mind. Often suits of this mail were made for Warriors in a crusade or for a king's private guards. Or perhaps they were crafted for a band of would-be dragon slayers. Whatever the case, the plate mail is almost always a work of art unto itself and very distinctive.

Thread Ranks**Rank 1** **Cost:** 500**Key Knowledge:** The wielder must learn the Name of the armor.

Effect: Plate mail has Armor Rating 10; +1 to its Mystic Armor. Armor Initiative penalty is 3.

Rank 2 **Cost:** 800

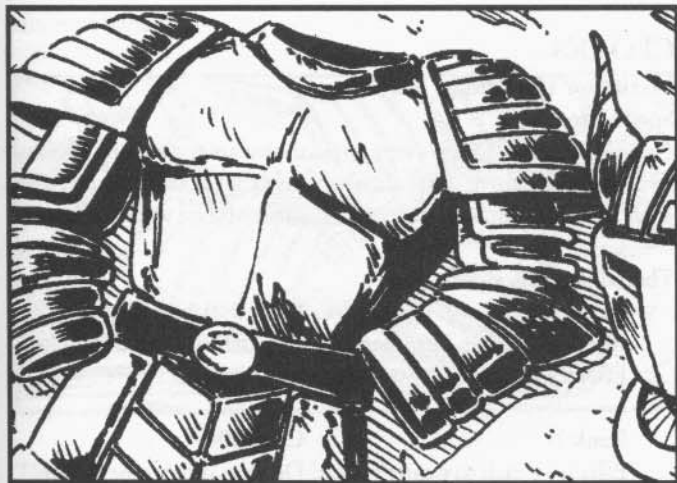
Effect: Plate mail has Armor Rating 11; +2 to its Mystic Armor. Armor Initiative penalty is 2.

Rank 3 **Cost:** 1300

Effect: Plate mail has Armor Rating 12; +3 to its Mystic Armor. Armor Initiative penalty is 1.

Rank 4 **Cost:** 2100

Effect: Plate mail has Armor Rating 12; +4 to its Mystic Armor. Armor grants +2 steps Knockdown Tests. Armor no longer has Initiative penalty.

**SENTRY'S SHIELD****Maximum Threads:** 2**Spell Defense:** 18

These shields not only protect the bearer, but also have a magical effect infused into them that keeps the bearer awake and alert. These shields are often created for elite guards who must stay at their post faithfully for hours on end.

Thread Ranks**Rank 1** **Cost:** 300**Key Knowledge:** The wielder must learn the Name of the shield.

Effect: +2 to the shield's Armor Rating; Bearer gains +1 to Perception.

The shield provides a stimulating effect to reduce fatigue suffered by the bearer. Normally, 12 hours of activity or 8 hours of steady overland travel is the maximum amount of time that a Name-giver can exert himself without risking fatigue. For every two hours beyond that, he must roll his Toughness dice and beat a Difficulty Number equal to his own Toughness step. If he fails, he takes a -1 step cumulative penalty to all rolls (including future Fatigue Tests). For each point of Strain spent, the bearer can reduce his penalty by 1, making the character more alert and awake. This magic stimulates without side effects, and the bearer may rest whenever he wishes.

Rank 2 **Cost:** 500

Effect: +2 to the shield's Armor Rating; Bearer gains +2 to Perception.

Rank 3 **Cost:** 800

Effect: +3 to the shield's Armor Rating; Bearer gains +2 to Perception; +1 step to initiative.

THREAD OBJECTS

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

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

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

AMULET**Maximum Threads:** 2**Spell Defense:** 13

Magical amulets are badges of office, worn by magistrates and other governors, as often as they are jewelry for sale. It is a common tradition for such office holders to detach their thread from the amulet if they ever have to step down, but there have been underhanded politicians who surreptitiously continue to remain linked to them.

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

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

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

BOOTS

Maximum Threads: 2

Spell Defense: 12

Magic boots are often worn by members of His Majesty's Exploratory Force of Throal, as well as other professional travelers. Such nomadic souls find them very useful in the untamed wilderness between civilized lands.



Thread Ranks

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

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

Rank 3 **Cost: 300**
Effect: +2 to wearer's Physical Defense; +1 step to his Climbing talent. If wearer has no Climbing talent, he may add +1 step to his Dexterity when making Climbing Tests (see p.230, ED2).

Rank 4 **Cost: 500**
Effect: +3 to wearer's Physical Defense; +1 step to his Climbing talent. If wearer has no Climbing talent, he may add +1 steps to his Dexterity when making Climbing Tests (See p.230, ED2).

BRACERS

Maximum Threads: 2

Spell Defense: 14

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

Thread Ranks

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

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

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

BROOCHES

Maximum Threads: 2

Spell Defense: 12

Magical brooches can be worn as ornamental pins or as clasps for cloaks. The very rich occasionally have more than one magical brooch, and some use them as the clasps for magical cloaks.

Thread Ranks

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

Rank 2 **Cost: 200**
Effect: +1 each to wearer's Social Defense and Charisma.

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

CLOAKS

Maximum Threads: 2

Spell Defense: 13

The magical cloak is a very popular item among all sorts of Name-givers, primarily for its dual enhancements to Social Defense and Armor. They are also resistant to tears and stains, and shed water well.

Thread Ranks

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

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

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

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

CRYSTAL BOXES

Maximum Threads: 2

Spell Defense: 18

Crystal boxes are small boxes (4 inches by 6 inches) made of crystal. The edges and seams of the box are usually made of metal,

sometimes even orichalcum. These boxes are created for a variety of purposes. Some are storage boxes for fragile items, some can preserve food for prolonged periods of time, while others can conceal the magical aura of items placed in them.

Thread Ranks

Rank 1 **Cost: 300**

Key Knowledge: The wielder must learn the Name of the box and the source of the crystal used in its creation.

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

Rank 2 **Cost: 500**

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

Rank 3 **Cost: 800**

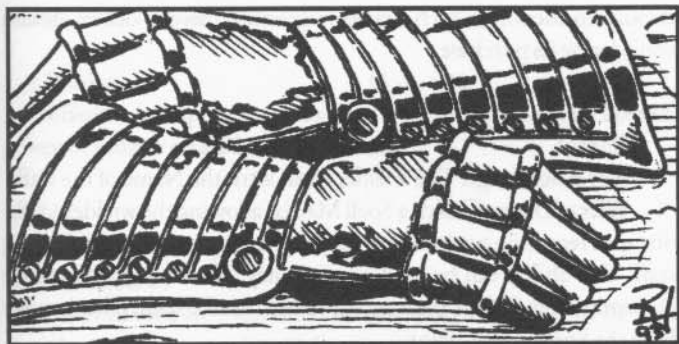
Effect: The box dampens and/or hides the astral images of items placed within it. Add +4 to the Spell Defense of all items placed in box. Non-living things placed inside the box do not rot, rust, decay or otherwise suffer the ravages of time.

GAUNTLETS

Maximum Threads: 2

Spell Defense: 13

While some suits of armor provide gauntlets to protect the hands, these magical gauntlets increase the damage done by the wearer in combat. They are sometimes worn by Warriors and Archers in the armies of Barsaive.



Thread Ranks

Rank 1 **Cost: 200**

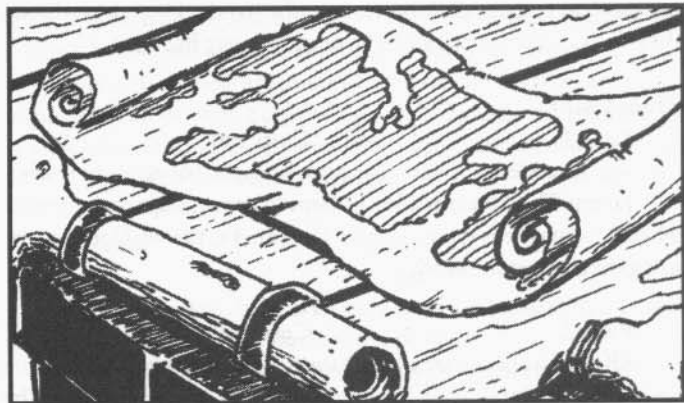
Key Knowledge: The wearer must learn the Name of the gauntlets.
Effect: +1 step to wearer's Damage Tests.

Rank 2 **Cost: 300**

Effect: +2 steps to wearer's Damage Tests.

Rank 3 **Cost: 500**

Effect: +3 steps to wearer's Damage Tests.



MAP OF LOCATION

Maximum Threads: 2

Spell Defense: 25

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

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

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

Thread Ranks

Rank 1 **Cost: 500**

Key Knowledge: The owner must learn the Name of the map and the Name of the person who first drew it.

Effect: In order to use the map's powers, the owner must make a Thread Weaving Test against the map's Spell Defense. A success will show the character's current position on the map, indicated by a faint glow.

Rank 2 **Cost: 800**

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

Rank 3 **Cost: 1300**

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

MERCHANT'S SCALES

Maximum Threads: 2

Spell Defense: 12

This item is actually a group of items, a finely balanced set of scales and a precisely graduated set of weights, usually contained in an attractively and richly decorated box. They are capable of precise weight measurement — useful for a merchant who must traffic in the often-

inconsistent coinage of Barsaive and other lands. They also enhance the owner's ability to tell when he or she is being lied to.

Thread Ranks

Rank 1 **Cost:** 300

Key Knowledge: The owner must learn the Name of the scales.

Effect: The possessor adds +2 steps to any attempt to determine whether someone is lying. To gain the benefit, the wielder must be using the scales at the time.

Rank 2 **Cost:** 500

Effect: The possessor adds +3 steps to any attempt to determine whether someone is lying. To gain the benefit, the wielder must be using the scales at the time.

Rank 3 **Cost:** 800

Effect: The possessor adds +4 steps to any attempt to determine whether someone is lying. To gain the benefit, the wielder must be using the scales at the time.

POUCHES

Maximum Threads: 2

Spell Defense: 13

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

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wielder must learn the Name of the pouch.

Effect: The pouch holds 50 pounds, but weighs as if it was empty.

Rank 2 **Cost:** 300

Effect: The pouch holds 75 pounds, but weighs as if it was empty.

Rank 3 **Cost:** 500

Effect: The pouch holds 100 pounds, but weighs as if it was empty.

Rank 4 **Cost:** 800

Effect: The pouch holds 200 pounds, but weighs as if it was empty.



RING OF ACCURACY

Maximum Threads: 2

Spell Defense: 18

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

Thread Ranks

Rank 1 **Cost:** 300

Key Knowledge: The wearer must learn the Name of the ring.

Effect: +1 to Attack Tests made with wearer's weapon hand.

Rank 2 **Cost:** 500

Effect: +2 to Attack Tests made with wearer's weapon hand.

Rank 3 **Cost:** 800

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

Rank 4 **Cost:** 1,300

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

SPELL MATRIX STAFF

Maximum Threads: 2

Spell Defense: 15

These staves are particularly prized by magicians of all varieties. As a result, it is very rare to see one for sale. And if a spellcaster is fortunate enough to encounter such a rarity, rest assured several others are also considering its purchase.

Thread Ranks

Rank 1 **Cost:** 200

Key Knowledge: The wielder must learn the Name of the staff.

Effect: The staff holds a Spell Matrix, allowing the wielder to cast one spell requiring no thread. A magician must place this spell into the staff. This ability can be used once per day. The wielder can use his Perception step for the Spellcasting Test to cast the spell, if he does not have the Spellcasting talent.

Rank 2 **Cost:** 300

Effect: The staff holds a Spell Matrix, allowing the wielder to cast one spell requiring no thread. A magician must place this spell into the staff. This ability can be used twice per day. The wielder can use his Perception step for the Spellcasting Test to cast the spell, if he does not have the Spellcasting talent.

Rank 3 **Cost:** 500

Effect: The staff holds two Spell Matrices, allowing the wielder to cast two spells requiring no thread. A magician must place the spells into the staff. This ability can be used once per day per spell. The wielder can use his Perception step for the Spellcasting Test to cast the spell, if he does not have the Spellcasting talent.

Rank 4**Cost: 800**

Effect: The staff holds two Spell Matrices, allowing the wielder to cast two spells requiring no thread. A magician must place the spells into the staff. This ability can be used twice per day per spell. The wielder can use his Perception step for the Spellcasting Test to cast the spell, if he does not have the Spellcasting talent.

TALISMAN OF THE KAER**Maximum Threads: 2****Spell Defense: 20**

These talismans are often inscribed with many charms and magical symbols in the hope of keeping away the Horrors and their minions. Originally manufactured by the inhabitants of kaers, these charms have spread across the land. The streets of many towns in Barsaive swarm with hawkers peddling charms claiming to protect against the Horrors. Some of them even work.

Thread Ranks**Rank 1****Cost: 200**

Key Knowledge: The wielder must learn the name of the talisman and its kaer of origin.

Effect: +1 to Spell Defense versus any Horror-cast spell, Horror power, or Horror construct magic effect.

Rank 2**Cost: 300**

Effect: +2 to Spell Defense versus any Horror-cast spell, Horror power, or Horror construct magic effect.

Rank 3**Cost: 500**

Effect: +3 to Spell Defense versus any Horror-cast spell, Horror power, or Horror construct magic effect.

Rank 4**Cost: 800**

Effect: +4 to Spell Defense versus any Horror-cast spell, Horror power, or Horror construct magic effect.

VIALS**Maximum Threads: 2****Spell Defense: 21**

Magical vials are most often created in such a way as to create a special type of potion or liquid. Some of these simply produce water,

while others may produce healing aids or poison antidotes, like the example below. Still others may produce a variety of liquids.

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

Thread Ranks**Rank 1****Cost: 300**

Key Knowledge: The wielder must learn the Name of the vial and the exact type of potion or liquid it can produce.

Effect: The vial produces the equivalent of a minor Booster Potion. This potion adds +4 steps to Recovery Tests. The vial can only be used in this way once per day.

Rank 2**Cost: 500**

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

Rank 3**Cost: 800**

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

Rank 4**Cost: 1300**

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

WANDS**Maximum Threads: 2****Spell Defense: 19**

Wands are created by magicians for all types of uses. Some store Spell Matrices (in a similar fashion to the Spell Matrix Staff, above), some increase the effectiveness of spells cast. Wands are typically made of wood, but can also be made of stone or metal. Magical wands are also often made to work only with one type of spell (Elementalist, Illusionist, Nethermancer, or Wizard).

Thread Ranks**Rank 1****Cost: 300**

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

Rank 2**Cost: 500**

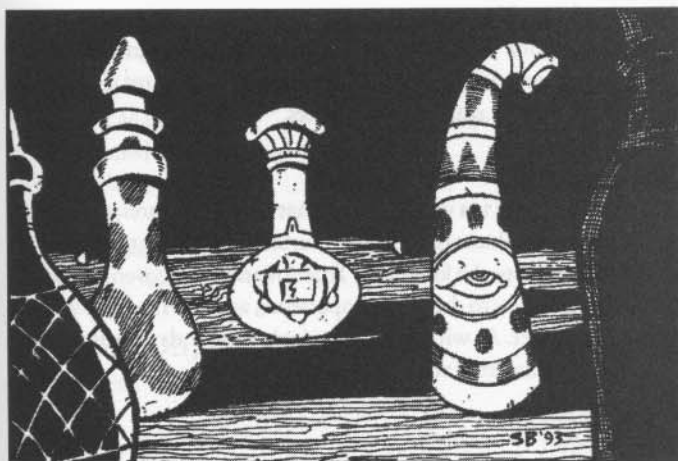
Effect: +2 to wielder's Spellcasting Tests. This bonus only works for one type of spell (gamemaster's discretion).

Rank 3**Cost: 800**

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

Rank 4**Cost: 1300**

Effect: +2 to wielder's Spell Defense; +2 to Spellcasting Tests. This



bonus only works for one type of spell (gamemaster discretion). +1 to wielder's Willforce (or Willpower) when making Effect Tests for spells cast with the wand.

COMMON MAGIC ITEMS

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

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

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

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

TYPICAL ITEMS

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

Cold Flasks

The small metal flasks are imbedded with kernels of True Water and Air harnessed to keep the flask and a gallon of liquid ice cold. This is extremely useful for travelers moving across hot and arid landscapes such as deserts. Although small flasks are the most common shape this item takes, there are also cold boxes, cold pouches and almost any container imaginable made in this manner used for both chilling liquid and preserving foodstuffs.

Dry Boots

Dry boots are leather boots able to repel water to keep the wearer's feet dry. Kernels of True Water are woven into the boots, in essence

"sealing" the boots against outside moisture. This ability is constantly working, but has an unfortunate side effect. Because of its sealing nature, the True Water will keep moisture inside the boot as effectively as it keeps it from entering. This means that the boots will take a very long time to dry out should water or liquid get inside.

Ephemeral Pigments

These pigments come in every imaginable color and to appear at a casual glance to be just normal paint or ink. But unlike normal paint, this stains much deeper and appears to be much more permanent. However, all such pigments are sold with a neutralizer powder or paste, and even the slightest amount of that immediately and cleanly remove the coloration. Supposedly, these pigments are actually some sort of minor illusion. Additionally, there is a variation on this theme that needs no neutralizer and instead disappears by itself over a period of hours, days, or weeks. These pigments have seen use in several scams where signatures suddenly and conveniently disappeared from contracts.

Everclean Cloaks

An everclean cloak is one that repels dirt and stains to stay clean for extended periods. The kernels of True Water and Air woven into the cloak repel dirt and oils that might cause stains. Eventually, after many months of use, these cloaks do become stained, and must be cleaned like any other clothes. Though many types of garments are made in this fashion, the everclean cloak is the most common.

Fire Starters

A fire starter is a small, short wand that will produce a small flame at one end. This flame can be used to start larger fires. Fire starters have a kernel of True Fire woven into them. The flame they produce is activated by a spoken command word. Fire starters are very common in most households in Barsaive.

Hot Pots

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

Kernels of True Elements

A kernel of a True Element is about the size of a human fist and is a necessary component for many common magic items. Kernels are normally carried in small, warded boxes.

Warm Cloak

A warm cloak is a woolen cloak that keeps its wearer warm when temperatures outdoors drop below a certain point. The magic of these cloaks comes from the kernels of True Air and Fire woven into them. The True Air reacts to drops in temperature, and the True Fire serves to warm the wearer. As with everclean cloaks, all kinds of garments are made in the manner of warm cloaks.

PRICE LIST



THREAD WEAPONS

	Cost
Crystal Battle Axe	3500
Crystal Sword	2100
Kaer Sword	3500
Longbow	1900
Maul Hammer	2200
Prince Axe	2100
Stone Broadsword	4500
Three Axe	2100
Throwing Axe	1300
Wrist Carver	2000

THREAD ARMOR

	Cost
Crystal Buckler	3400
Chain Mail	3200
Hardened Leather	1600
Kaer Armor	3400
Leather	1400
Plate Mail	12500
Sentry's Shield	2300

THREAD OBJECTS

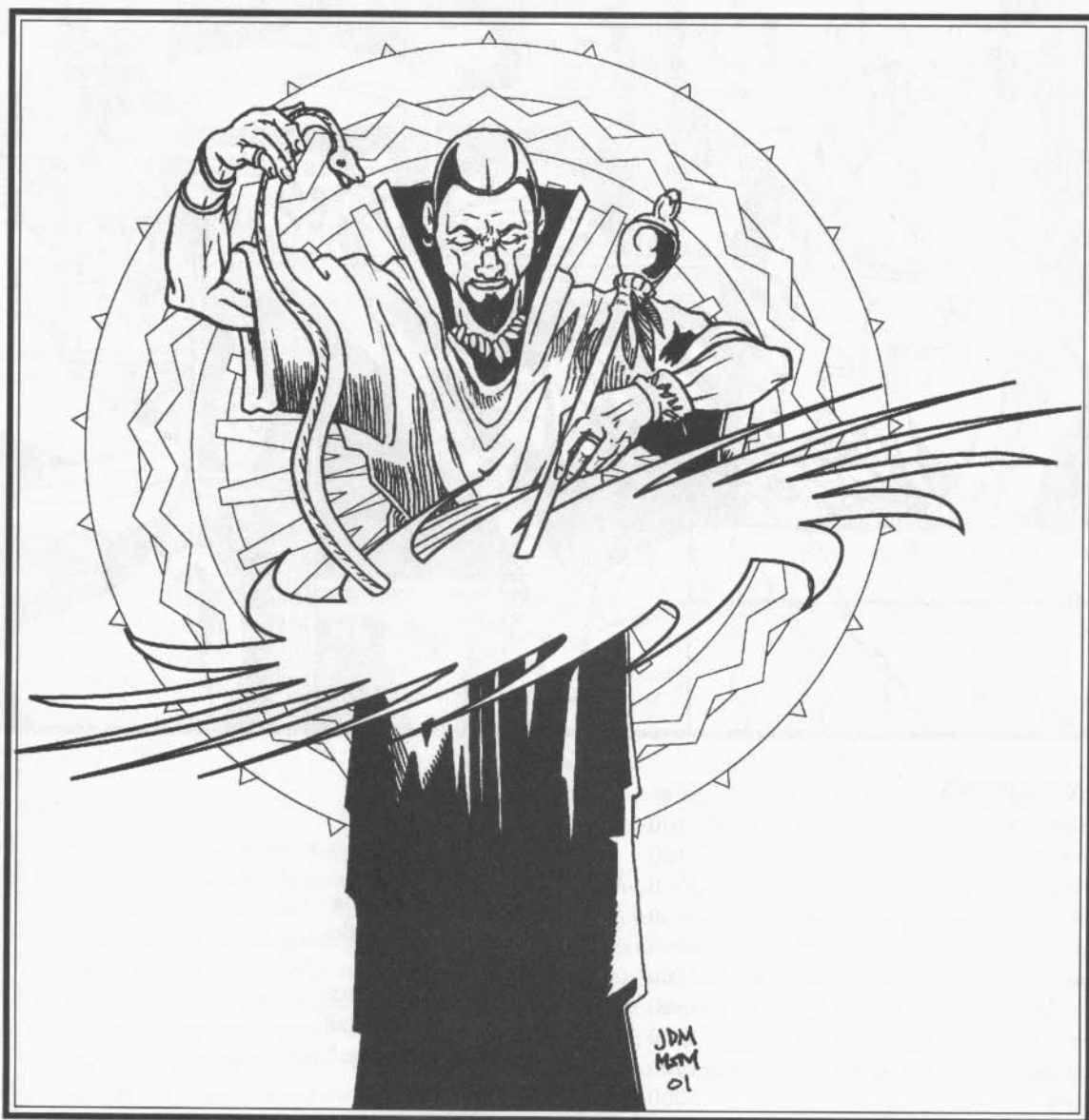
	Cost
Amulet	1000
Boots	1800
Bracers	1100

Broach	1000
Cloak	1750
Crystal Box	3000
Gauntlets	2000
Map of Location	4000
Merchant's Scales	2000
Pouch	1800
Ring of Accuracy	1500
Spell Matrix Staff	2000
Talisman of the Kaer	1500
Vials	2000
Wands	2100

COMMON MAGIC ITEMS

	Cost
Cold Flasks	100
Dry Boots	250
Everclean Cloak	275
Fire Starter	100
Hot Pot	100
Kernel of True Element	
Air	80
Earth	80
Fire	100 - 150
Water	100
Wood	200
Warm Cloak	300

ADVANCED MAGIC USE



Some Name-givers think that magic is the solution to everything, and powerful magics even more so.

As we have seen, though, powerful magic comes with a great deal of responsibility.

Used indiscriminately and without forethought, it can bring great destruction and loss.

— Adjmar the Admirable, discussing the destruction of the city of Vivane

Earthdawn Second Edition covers the art and science of magic as it is known to any spellcaster that lives in Barsaive and other nations. However, as a magician becomes more experienced, he or she will find that there are permutations to the basic rules of magic that may boost his or her power beyond imagination. The rules for the advanced manipulations of magic are found here. The rules in this chapter should not be readily available to low-Circle spellcasters, since their teachers will only instruct them in these techniques when they believe that they are ready to handle the advanced concepts.

MULTI-DISCIPLINE SPELLS

The vast majority of spells in **Earthdawn** are created for single-Discipline magicians. As a natural outgrowth of this practice, spells are generally grouped by type: Wizard spells, Nethermancer spells, Illusionist spells, and Elementalist spells. The different magician Disciplines might draw inspiration and ideas from the others' work, but the types of spells they create remain distinct.

The traditional way, however, is not the only way available. Adepts who follow more than one magician Discipline and human magicians (who naturally possess the Versatility talent) may learn the Thread Weaving talents of more than one magician Discipline. This knowledge enables these magicians to use spells from multiple Disciplines, and to create multi-Discipline spells.

Multi-Discipline spells combine effects common to two or more magician Disciplines in a single spell. For example, a magician who follows both the Nethermancer and Illusionist Disciplines may create a spell of illusory summoning by integrating the effects common to Illusionist spells and the summoning effects common to Nethermancer spells. While single-Discipline magicians can design spells using effects most commonly used by other Disciplines, doing so makes these spells very complex and unusually difficult to create. A multi-Disciplined magician can design a multi-Discipline spell with an identical effect more easily and with a better chance of success.

To cast a multi-Discipline spell, a magician must weave a thread using the Thread Weaving talent of each of the Disciplines combined in the spell. He may then use his Spellcasting talent to cast the spell per standard rules. Multi-Discipline spells always require at least one thread of each Discipline, so the spellcaster must make at least two Thread Weaving Tests.

The complexity of multi-Discipline spells makes them tricky to create and quite rare, but the nearly limitless possibilities for unique effects encourages many multi-Disciplined magicians to spend the time and effort needed to design them.

SPELL MATRICES AND MULTI-DISCIPLINE MAGICIANS

In **Earthdawn**, magician characters may learn additional magician Disciplines. However, a magician learning additional Disciplines cannot learn the Spell Matrix talents of the new Disciplines. The magician must use the Spell Matrix talents from his original magician Discipline when storing spells from all of his magician Disciplines. This restriction applies to the Spell Matrix talent only.

The magician may learn the Enhanced Matrix, Armored Matrix and Share Matrix Talents in any one of his magician Disciplines. The rules of each Discipline determine the Circle at which he can learn these matrix talents, as well as the number of each specific matrix type

he may possess. For example, an Elementalist/Illusionist character can learn the Enhanced Matrix talent when he reaches either Seventh Circle as an Elementalist or Sixth Circle as an Illusionist. Both Disciplines grant only two Enhanced Matrices, so the character may only ever possess two such matrices, regardless of the Discipline in which he learns the talent.

HUMANS, VERSATILITY AND SPELLCASTING

The human racial talent of Versatility enables human magicians to learn the Thread Weaving talents of magician Disciplines other than their own. This allows human magicians to cast spells of several Disciplines, though the range of spells a magician may cast in this manner is limited.

When casting spells using a Spell Matrix, a magician generally can only cast spells of his current Circle or less. A human magician using a matrix to cast spells of Disciplines other than his own, however, may only cast spells of Circles equal to his current Circle or his rank in the appropriate Thread Weaving talent, whichever is lower. For example, a Fifth Circle human Nethermancer uses his Versatility to purchase Rank 4 in Elementalism (the Elementalist form of the Thread Weaving talent). This magician may cast Nethermancer spells of Circle 5 and lower, but his Elementalist spells are restricted to Circle 4 and lower. This restriction does not apply to magicians casting from a grimoire or casting raw magic.

Human magicians attempting to learn spells of other magician Disciplines may also have problems finding willing teachers, because most Barsaivan magicians are reluctant to teach the spells of their Discipline to an Adept of a different Discipline. Indeed, many magicians would feel it a betrayal of the traditions and customs of their Discipline to do so. Therefore, such teachers may demand a payment in silver (perhaps equal to the equivalent training cost, based on the Circle of the spells desired), or may require the potential pupil to perform some sort of task or deed for the teacher, perhaps even swearing a blood oath of some sort. This restriction enables gamemasters to prevent human magicians from becoming overly powerful.

NAMED SPELLS

One of the first truths that an apprentice magician learns from his master is that the power of Spell Magic is transient. Spells enable a magician to draw energy from astral space and shape it to suit his will, but the effects of even the most powerful spells rarely last more than a short time. Generally, spells create no more than a tiny, brief change in the fabric of the universe before the universe inevitably reverts to its natural state. Blood Magic can often prolong the duration of magical effects, but even a few years represent no more than a fleeting moment in the life span of the universe.

By Naming a spell, however, a magician can give the spell a true pattern and make its effects permanent and self-sustaining. Chiefly, Naming a spell allows a magician to cast lasting curses and blessings, and design unique, high-powered spells.

Only spells with a duration of greater than 1 round can be Named. Such spells that destroy or consume their targets, such as Razor Orb or Pain, cannot be Named because their effects are temporary by definition – these spells end after they have destroyed their targets. Magicians may, however, Name warding or defensive spells such as Lightning

Shield or Pass Ward because destroying a target is not the primary function of these spells. Using these guidelines, each gamemaster should determine which spells can be Named in his game.

CASTING PERMANENT NAMED SPELLS

To make a spell's effects permanent, the spellcaster must first give the spell a Name. A spell's Name is usually something associated with the circumstances under which the caster wishes to make the spell permanent. If the spell is targeted against a person, the Name may indicate the caster or the target, and the circumstances of the casting. For example, Enitharmon the Illusionist casts an Eyes Have It spell on an opponent and decides to make the spell permanent. He chooses to Name the spell Enitharmon's Curse of Blindness. Every permanent spell's Name must be unique; the spellcaster cannot use the same Name more than once.

To cast a Named spell, a magician makes a Spellcasting Test per standard rules. If that test succeeds, the magician must make a second Spellcasting Test against the original Casting Difficulty of the spell and take a number of Strain Points equal to the spell's Circle. This damage is taken all at once and can cause a Wound if the damage exceeds the spellcaster's Wound Threshold. As long as the Strain does not kill the magician, the spellcasting attempt may succeed, even if the Strain renders the magician unconscious. The magician takes this Strain whether the test succeeds or not. If the test fails, the spell is cast but cannot be made permanent.

If the second Spellcasting Test produces a Good or better level of success (and the magician survives the Strain), the magician can make the spell permanent by spending a number of Legend Points equal to 100 times the spell's Circle. If the caster does not have sufficient Legend Points, which provide the magical energy needed to create a True Pattern for the spell, he cannot make the spell permanent. In addition, the castor takes 1 point of permanent damage.

Before attempting to cast a permanent spell, a magician must declare his intention to do so and must accept whatever results the Spellcasting and Effect Tests produce. The magician may decide not to make the spell permanent after the first Spellcasting Test. In this case, he still takes the Strain described above but need not spend Legend Points.

Once a magician makes a spell permanent, the spell becomes an independent astral entity outside the spellcaster's control. Thus, even the magician who created a Named spell must destroy the Named spell he wants to cancel — he cannot simply cancel it at will. The effects of certain spells, such as Monstrous Mantle and Shield Mist, may prove inconvenient if made permanent, but if characters insist on Naming such spells anyway, gamemasters should enforce any potential problems they cause.

A permanent spell cannot be dispelled. They may, however, be attacked in Astral Combat and destroyed. Attacking a permanent spell is like attacking a barrier or structure (p. 235, ED2) that only exists in Astral Space (p. 133 ED2). The Armor and Defense Ratings of the permanent spell are equal to what its dispelling difficulty would normally be, and its Damage Rating is equal to the circle of the magician who cast the spell x 5.

Attacking a permanent spell is not without dangers. Any character who attacks a permanent spell will suffer backlash equivalent to the warping and Damage Tests as if they had cast raw magic (p. 151, ED2). Use the circle of the Named spell for determining the warping and damage. While there is no inherent danger of receiving a Horror Mark by attacking a permanent spell, the levels of magic often necessary to destroy a permanent spell have been known to attract Horrors.

HIGH-CIRCLE SPELLS

Unlike the formulaic lower-Circle spells, spells of Circle 13 and greater are unique and special enchantments. These extremely powerful rituals are designed to create specific effects of great scope and importance, and they often provide the basis of Barsaivan legends.

Though all spells of Circle 13 and greater are different, they all possess three characteristics. All are unique, Named, ritual spells, are difficult to learn and difficult to cast.

Each of these spells has a specific purpose and intent and may only be used for that purpose. For example, there is no such thing as a Circle 13 attack spell that can be used to destroy any target the spellcaster chooses. However, a magician may create a Circle 13 spell intended to visit a terrible plague on the entirety of a specific city. Because every high-Circle spell has a unique effect and a unique target, Gamemasters and players should view their use as events — significant events that can easily alter the course of a campaign.

All high-Circle spells have Names, which give them true patterns. The spell's Name defines its purpose and limits its use to that purpose. For example, the Ritual of the Thorns is the enchantment that created the Blood Elves. Its creation and use was a specific event in the history of the Wyrn Wood. The Ritual probably will never be used again, but if it is, that use will be an equally significant event in the history of Barsaive.

Magicians need to consider two important factors when designing spells of Circle 13 and higher. First, the design must reflect the spell's unique purpose. The magician must define the spell's effect more specifically than he would define the effect of a lower-Circle spell. The effect of a Circle 13 or greater spell must be defined as causing a specific effect against a specific target. For example, such spells might include a ritual that causes all the adult males in the city of Travar to fall ill and die, or a spell that would transform Lake Ban into ice. Though the effects of higher-Circle spells are not as flexible as those of lower-Circle spells, they can and should produce far-reaching effects. High-Circle



spells may produce more than one effect, reach long distances and cover large areas of effect.

Second, high-Circle spells must be designed as ritual spells (see **Other Types of Magic**, p. 79). Generally, rituals require the abilities of several magicians uniting their powers. The Ritual of the Thorns, which required all the magicians of the Blood Wood, is one example of such cooperative effort.

Because high-Circle spells are so powerful, they should be difficult to learn and cast. This implies a complexity that would give only the most highly skilled and talented magicians even a hope of designing and executing such spells. High-Circle spells represent magical secrets of the highest order, and only years of devoted work enable magicians to successfully create them. These spells are as carefully guarded as the most valuable of magical treasures, and they are not shared or used lightly. Circle 13 and greater spells especially contain enough power to alter the course of an **Earthdawn** campaign with only one use, and so every gamemaster should carefully consider the implications of these spells before allowing their use in campaigns.

SPELL MATRIX OBJECTS

Originally, magicians worked their spells with raw magic, channeling astral energy directly through their own patterns and shaping that energy into spells. In the years immediately preceding the Scourge, however, magicians discovered that these traditional techniques of spellcasting created flares in astral space, flares that often attracted the attentions of nearby Horrors. As a result, the very spells which magicians used to defend themselves and others often brought about their destruction. Many magicians died terrible deaths before the phenomenon was understood and some kind of countermeasure devised.

Magicians needed a means to conceal the flares caused by forming spells from raw magic. They also required a means to filter the increasingly corrupted astral energy to protect themselves from exposure to polluted astral space and ensure that their spells would function properly. Magicians reasoned that this filter would need to be a magical pattern that came between the magician and astral space, providing concealment and protection.

Eventually, several magicians discovered they could produce such filters by using their Thread Weaving talents to alter the patterns of material objects. Magicians most commonly used items that they normally carried at all times, such as staves, rings, wands and their ever-present robes. By "reweaving" these items with magical spell patterns, these items could be used to hold the essential "matrix" of one or more spells. The magician could then use the item to cast the spell without fearing the attention of the Horrors or risking harm from polluted astral energies. This system worked well enough, but if such Spell Matrix objects were lost or destroyed, a magician could be left with no safe means of casting spells.

Not long after the end of the Scourge, however, Nethermancer Adepts discovered a way to create a filter purely from magical threads woven to the magician's true pattern. The magician could then use his Thread Weaving talent to "align" the filter to mimic the pattern of any spell he wished to store. This technique eventually developed into the Spell Matrix talent now used by magicians all over Barsaive and the Theran Empire. With these ultimately portable, personal, and flexible

matrices, the use of "magician's robes" and other matrix items began to fall into disuse.

Magicians in Barsaive and elsewhere still make occasional use of Spell Matrix objects. Despite their limits, these items still allow magicians to maintain a greater variety of spells "on hand." In fact, many traditional Wizards continue the practice of wearing robes that contain Spell Matrices, represented by various colorful and intricately embroidered designs.

USING SPELL MATRIX OBJECTS

To use any Spell Matrix object, a magician must first attach a thread to the item. Matrix objects can only have one thread attached at any one time. If a character attaches a thread to a matrix object belonging to someone else, the original thread is displaced and any matrices contained in the item are wiped clean. Unlike most thread items, matrix objects require no Key Knowledges. However, magicians can weave threads of various ranks to a spell matrix object.

The rank of the thread woven to the Spell Matrix object determines the Circle of spells it can hold. For example, a matrix object with a Rank 3 thread attached can hold spells of Circle 3 or less. If desired, the owner of a Spell Matrix object can "split" the rating of the attached thread, giving the item several matrices of lesser rank. Using the same example, the matrix object could hold 3 Circle 1 spells. Any splits are permanent, however, and the object's owner must choose which matrix will be affected by any increases in the thread rank.

Capcorol the Illusionist has a Rank 6 thread woven to his matrix object wand. He chooses to split the thread into a Rank 3, a Rank 2 and a Rank 1 matrix. From that point on, the wand will always have at least three matrices. If Capcorol increases his thread to Rank 7, he must choose which matrix's rating increases or create a new Rank 1 matrix.

To attach threads to a matrix object, a magician must make a successful Thread Weaving Test against the appropriate Weaving Difficulty Number (see p. 139, ED2). The magician must also pay a Legend Point cost for each thread he weaves. Attaching a Rank 1 thread costs 100 Legend Points. Additional thread ranks cost the same as increasing First Circle talent ranks (p. 245, ED2). Note that



possessing a Spell Matrix object is not considered a talent for the purposes of Circle advancement, and the thread woven to the item counts against the maximum number of active threads the character can maintain.

Spell Matrices contained in matrix objects are used like standard Spell Matrices (p. 150, ED2). Spell Matrix objects cannot contain Armored, Enhanced or Share Matrices, because these talents developed after the widespread use of matrix items was abandoned.

To cast a spell stored in a matrix object, a magician must be touching or wearing the object. If the magician loses physical contact with the matrix object while in the process of spellcasting (if it is snatched away or dropped, for example), the spellcasting is disrupted and the spell fails. A magician who loses contact with a matrix item still has the option of finishing the spell using raw magic.

Matrices contained in Spell Matrix objects may be attacked and damaged in astral space like other matrices (p. 151, ED2). If a Spell Matrix object is "killed" in astral combat, it is physically destroyed as well and the item's enchantment is ruined. Likewise, if a matrix object is physically destroyed, the matrix stored within it is lost. Minor physical damage to Spell Matrix objects can be repaired, however, and matrices merely damaged in astral combat can be healed through application of the magician's Willpower (p. 151, ED2).

RITUAL MAGIC

Whenever two or more Adepts work together to perform magic they are performing Ritual Magic. They may be performing Spell or Thread Magic, or summoning a spirit – the specific form of magic they use does not matter. As long as two or more are working together to perform a single act of magic, they are using Ritual Magic.

Most acts of Ritual Magic are more powerful and significant than standard uses of magic. Often, they are elaborate, complex spells that require the combined efforts of a number of magicians. This section describes the basic rules that govern Ritual Magic, as well as a number of ways to use Ritual Magic in *Earthdawn*.

Gamemasters should exercise caution when allowing characters to use Ritual Magic in their *Earthdawn* games. Ritual Magic enables characters to perform acts of magic well beyond their normal capabilities, and it can easily destroy the balance of a game. Ritual Magic should be rare in most *Earthdawn* campaigns and most often employed by gamemaster characters rather than player characters, as it makes an excellent dramatic device.

RITUAL MAGIC BASICS

The basic characteristic shared by all forms of Ritual Magic is that it is a time-consuming, complex process. Most magic rituals involve a number of steps that must be performed in a certain order. In the case of ritual spells, for example, these steps might include weaving each thread, making a Spellcasting Test, and making an Effect Test. Each step of a magic ritual requires a specific amount of time that cannot be reduced in any way and that may range from an hour to a year and a day. Most of the time involved in Ritual Magic must be devoted to preparation: the last step of any ritual is the talent or ability test that the Adept makes to perform the magic, such as the Spellcasting Test, or the Summoning Test.

Beyond the single common factor of time, Ritual Magic can be defined differently according to each type of magic. In general, however, most uses of Ritual Magic require two or more participants, a ritual

leader, and some method of pooling the abilities of the participants to increase the power of the magic being performed.

Nearly all uses of Ritual Magic involve a group of two or more Adepts working together to perform an act of magic. Though the exact number is not important, practical considerations may limit the number of Adepts who can participate in a single ritual. Any Adept of any Discipline may participate in the ritual, provided they have talents that can assist in the casting of the ritual spell.

One member of the group must act as the ritual leader. This character makes the appropriate tests for the ritual. Usually, the ritual leader is the most experienced Adept participating in the ritual, but in some cases a less-experienced or lower-Circle character may lead a ritual, especially if the ritual holds special significance for him. The remainders of the participants are considered ritual supporters. These supporters aid the leader when he makes the necessary tests for the ritual.

To offer any boost to the ritual leader's magical abilities, the supporters must first establish a magical link to him. They may do this in two ways. First, they may use the Talent Linking knack (see *Thread Weaving Knacks*, p. 48), though this method has some limits. All the supporters must be followers of the same Discipline as the ritual leader, all the supporters must possess the talent they want to enhance, and only three supporters may link themselves to the leader at any one time. Supporters can use a form of "pyramid" support to get around this second limit, though. To form a pyramid, three supporters use the Talent Linking knack to boost another supporter, who in turn joins with two other supporters to boost another, and so on up to the ritual leader. The number of Adepts available limits the maximum number of Adepts that may join a pyramid and the amount of Strain they can sustain. The Talent Linking knack cannot be used to enhance an Adept's use of Half-Magic (see p. 79).

Supporters may also use Blood Magic to magically link themselves with a ritual leader. In this method, each supporter inflicts a Wound on himself by cutting himself and taking a number of Damage Points equal to his Wound Threshold (such Wounds cannot be healed for a year and a day). Then, each supporter makes a Willpower Test against the ritual leader's Spell Defense (ritual leaders may voluntarily lower their Spell Defense for these tests). If the test succeeds, a link is established between the supporter and the leader. Each link grants the ritual leader a +1 step bonus to the ability he is using for the ritual.

When using Blood Magic for ritual spellcasting, the supporter may choose to enhance either the leader's Thread Weaving, Spellcasting or Willforce talent. Any number of supporters may link themselves in this way, and they need not be of the same Discipline as the ritual leader or even Adepts. The Blood Magic method is not without drawbacks. Maintaining the link costs a supporter 1 point of Strain per round. Additionally, the ritual leader suffers Strain based on the number of supporters who aid him. For every 5 supporters, the ritual leader takes 1 point of Strain. The leader takes this damage all at once, immediately before he makes the necessary tests for the ritual.

Blood Magic links can also be used to enhance Half-Magic Tests used for summoning and other such activities. However, the Talent Linking knack and Blood Magic cannot be used during the same magical ritual.

RITUAL SPELL MAGIC

The most common use of Ritual Magic is for Spell Magic. In fact, all Circle 13 through 15 spells are cast as ritual spells because these

Named spells can create significant and permanent changes in the world (see **High-Circle Spells**, p. 76). Examples of Named spells include the Ritual of the Thorns that corrupted the Elven Court and the spell that transported Parlath into astral space before the Scourge (a ritual whose Name has been lost to the ages). Ritual Spell Magic can also be used to cast spells of Circles 1 through 12, which allows the casting Adept to produce dramatically powerful effects for even the most minor spells.

There are certain spells described as Ritual Magic in previous **Earthdawn** products that do not require the use of the Ritual Magic rules as described here. Spells such as Create Life or Alter Life may be cast by a single magician (rather than a group), and require significantly more casting time than standard spells. It is for this reason that these spells are known as ritual spells. Though a single magician may cast such spells, groups of magicians may join together and cast them as Ritual Magic. To do so, supporters simply use the Talent Linking knack or Blood Magic to enhance any Spellcasting and Thread Weaving Tests the spellcaster makes to cast the spell.

RITUAL THREAD MAGIC

Ritual Magic may also be used with Thread Magic. Most commonly, it is used during the ritual formation of Group True Patterns, a use of Ritual Magic that does not require a designated ritual leader. Additionally, groups of magicians may use the Braiding Thread talent knack (p. 47) to combine their abilities, and supporters may use the Talent Linking knack to boost the Thread Weaving Test of a ritual leader.

OPTIONAL HALF-MAGIC RULES

The **Earthdawn Second Edition** rulebook provides a skill system to account for knowledge a character might learn outside of their Discipline's training, but does not address knowledge that an Adept learns which is integral to the mastery of their Discipline. Nor do talents reflect this knowledge effectively. What both the skill system and talents also fail to accommodate is the differing levels of knowledge two characters of the same Discipline, but different Circles, might possess. The Half-Magic rule addresses that shortcoming. The Half-Magic rule covers areas of knowledge such as the principles of weapon making for Weaponsmiths, wilderness survival for Scouts, and the legends and lore of a Discipline. For example, Adepts of all Disciplines learn of the lives and deeds of other Adepts who have followed their Disciplines, such as the heroes Nioku the Archer, Venna the Warrior, and any other heroes the gamemaster chooses to add to his **Earthdawn** world.

The Half-Magic system also offers a yardstick for determining an Adept's success or failure in performing tasks requiring more practical skills. For example, an Elemental character may possess the knowledge skills of Horror Lore and Pre-Scourge History, but he should also know a great deal about plants, weather, rock formations, tides and other subjects related to the five elements. Furthermore, his knowledge of these topics would increase with time and experience. Because this knowledge is closely related to the Elemental's Discipline but not specifically covered by the Discipline Talents, it falls into the realm of Half-Magic. For example, if the Elemental attempts to identify a plant, the gamemaster may ask the player to make a Half-Magic Test.

MAKING HALF-MAGIC TESTS

When a player makes a Half-Magic Test, the gamemaster first determines the Half-Magic step, which is equal to the character's Circle divided by 2, rounded up. For example, First and Second Circle characters have a Half-Magic step of 1, Third and Fourth Circle characters have a Half-Magic step of 2 and so on. Then the gamemaster determines the Attribute most appropriate for the action the character wishes to accomplish. The player may suggest what he considers to be an appropriate Attribute, but the gamemaster has the final say. The sum of the Half-Magic step and the Attribute step is the step number for the Half-Magic Test.

Half-Magic Tests should fill the gaps between the Talents and skills an Adept learns as part of his or her Discipline and in the realm of common knowledge; they should NOT replace any previously learned talents or skills. Therefore, a character can NEVER use a Half-Magic Test in place of a Talent Test. Also, characters may spend only 1 Karma Point when making Half-Magic Tests. Because an character's Half-Magic knowledge is based on his Discipline Circle, as the Adept advances in Circle, his range and proficiency at Half-Magic increases.

SPECIAL USES OF HALF-MAGIC

Adepts of certain Disciplines may learn abilities that are not covered by specific Talents or game skills, but which are also considered uses of Half-Magic. The most common of these special skills is the ability to summon spirits. Magician Adepts learn this type of Half-Magic when they reach a specific Circle in their Discipline, which is different for each Discipline. The **Summoning** chapter describes this special use of Half-Magic in detail.

OPTIONAL TALENT CRISIS RULES

Because an Adept's power depends upon him acting in accordance with his mystical world view, mentally straying too far from that world view causes the Adept to lose his usual complete control of his talents. This phenomenon, known as a talent crisis, usually occurs when an Adept knowingly and freely behaves in a manner contrary to his personal vision of his Discipline. In the wake of such actions, Adepts often feel that their talents are slipping away. Sometimes they simply feel as if they have lost their edge; on occasion, any attempt to use their talents fails outright. Gamemasters using the talent crisis rules should make sure that characters' personal visions include prohibitions that will make a difference in play. Keep in mind that a personal vision is an Adept's core belief, not just a list of minor habits. A Warrior who vows never to harm a helpless foe is taking on a real restriction; a Wizard who has sworn never to eat carrots is obviously the creation of a player seeking to avoid any serious limitations.

When the gamemaster feels that a player character has violated his or her personal vision or the basic tenets of his Discipline, the gamemaster may apply a step penalty to all talents bestowed by the Discipline in question. The gamemaster must determine the severity of the violation, and should tell the player that the penalty is in force; Adepts always recognize a talent crisis. A talent crisis does not begin immediately after the violation, but manifests the next time the character tries to use a talent of the violated Discipline. However, because Adepts instinctively know when they have violated their personal visions, they

immediately become anxious, feel guilty, suffer slight nausea, and so on. If players do not acknowledge that their characters have violated their personal visions, the gamemaster should take the initiative and state that the characters are experiencing feelings of this kind.

The duration and step reduction of the talent crisis depend on the severity of the violation. If the gamemaster wishes, he or she may randomly add or subtract time from the duration of a talent crisis to keep such an event unpredictable. Use the **Talent Crisis Table** as a guideline.

The intent of the talent crisis rule is to add depth to the world of **Earthdawn**, not to serve as a mechanism for gamemasters to impose their idea of roleplaying on players. In keeping with the spirit of the rule, gamemasters should not penalize player characters for Trivial violations such as making a statement contrary to the character's personal vision. Also, if a character has little or no choice but to violate his or her vision, the gamemaster should reduce the step penalty accordingly.

Somok Nightsails, a Sky Raider, mumbles an apology to someone he bumps into on the street, thus committing a Trivial violation of his personal vision. Later, he bumps into a known enemy while wearing a disguise; he again mutters an apology, committing a Mild violation. The memory of the incident rankles for a while, dulling his overall performance. Some days later, he steals something by stealth, seriously violating his personal vision of his Discipline. Nightsails now begins to feel a gnawing sensation of guilt, dulling his performance further.

DEEDS OF ATONEMENT

If a character commits a Heinous violation of a personal vision, the resulting talent crisis remains in effect until the Adept makes a successful attempt to redeem his or her mistake through a Deed of Atonement. The deed should involve inconvenience, embarrassment, and risk appropriate to the violation. The player should create an appropriate Deed of Atonement for his character's violation, and the gamemaster must decide if the chosen deed is sufficient to end the talent crisis.

To make up for backing down from his sworn foe, Somok Nightsails' Deed of Atonement requires him to seek out his enemy and confront him in a fight to the death.

When characters with multiple Disciplines violate one of their personal visions, the step penalty only applies to the talents of the Discipline pertaining to that vision, and to talents learned as part of an unaffected Discipline that also count toward advancement in the violated Discipline.

OPTIONAL RAW MAGIC RULES

Raw magic is the most dangerous and least used method of casting spells. The rules in the **Earthdawn Second Edition** rulebook describe the most common effects of raw magic on a magician, specifically damage from astral warping and Horror Marks. The following optional rules expand the effects of these phenomena. These rules may have considerable impact on a group's game, so gamemasters should carefully consider the full implications of these rules before introducing them into their campaigns.

TALENT CRISIS TABLE

Severity	Step Reduction	Duration of Crisis
Trivial	None	Not applicable
Mild	1	10 rounds
Serious	2	1 hour
Severe	3	1 day
Heinous	4	Until Deed of Atonement is accomplished

OPTIONAL EFFECTS OF WARPING

Whenever a magician uses raw magic, the caster makes a Warping Test against his Spell Defense to determine if he suffers damage from the pollution of astral space (p. 152, ED2). If desired, a successful Warping Test may produce other effects as well, such as corrupting the spell itself and producing unexpected results. For example, a spell that heals a target may do harm instead, or a spell that improves some aspect of an object or target character, such as **Combat Fury**, may damage the object or character. Alternatively, a spell may simply affect the wrong target. For example, a **Bone Shatter** spell aimed at an enemy may strike a companion instead.

RAW MAGIC AND HORROR-MARKS

In addition to taking Warping damage, a magician who casts raw magic may find himself Horror-marked (p. 152, ED2).

If the character gained the Horror Mark without premeditation (and the gamemaster did not manipulate the character into accepting the mark), the gamemaster may take advantage of the occasion to create a Horror that subsequently can be introduced into the campaign to torment the unfortunate magician. The gamemaster can also link the marking to an upcoming adventure that features a specific Horror. Alternatively, the gamemaster can attribute the mark to a Horror already involved in the game or use the occasion to introduce a Horror he had planned to use.

In any case, the adventure may culminate with the death of the Horror, which frees the victim from its dreadful intentions. Or the Horror may survive the adventure and present no end of challenges in subsequent adventures.

Gamemasters who wish to introduce a Horror into a campaign through the use of a Horror Mark may use the following optional Horror Mark rule. This option greatly increases the likelihood that a magician casting raw magic will be Horror-marked because it assumes that a Horror is lurking nearby in astral space, has already targeted the magician and is simply waiting for the best opportunity to mark him.

The standard rules base the step number for a raw magic Horror Mark Test on the Circle of the spell cast and the type of region in which the magician cast it. Under the optional rule, the Circle of the spell and the type of region determine a bonus that is added to the step number of the Horror's Horror Mark power. For the appropriate bonus, consult the **Raw Magic Horror Mark Table**, p. 81.

MAGICIANS AND GRIMOIRES

Why should magicians keep grimoires? There are several reasons for doing so, some of which relate to training and teaching. A grimoire

RAW MAGIC HORROR-MARK TABLE

Region Type	Bonus to Horror Mark Step
Safe	None
Open	Circle
Tainted	Circle + 3
Corrupt	Circle + 5

is more than simply a collection of the spells a magician has learned. It is a record of a magician's growth in his Discipline, from novice (First through Fourth Circle) to journeyman (Fifth through Ninth Circle) to master (Thirteenth Circle plus). Often, magicians use their grimoires to record other information as well, such as spell research and runic carvings for later study. As magicians advance to higher Circles, they learn methods for incorporating various effects into new spells they design. This information must be written into their grimoire in order for them to learn it. When a magician learns a spell with the Read and Write Magic Talent, he writes the spell formula in his grimoire and locks the spell in his memory (p. 147, ED2).

When considering new students, many magicians want to review a candidate's grimoire. This enables the potential teacher to examine the student's past experiences and gauge his knowledge of his Discipline's spells. In fact, some magicians refuse to instruct Adepts who do not maintain grimoires, because they believe such students lack respect for the traditions of their Discipline and the craft of spellcasting. Grimoires also enable magicians to share spells with other Adepts of their Discipline. An Adept learning a spell must be able to copy the spell from a written document, so any magician who wishes to share or sell spells or take on students must keep a grimoire.

A magician's grimoire almost always becomes one of his pattern items. Though grimoires begin as Minor Pattern Items, many eventually become Major or even Core Pattern Items. By keeping his grimoire in his possession at all times, a magician can ensure that at least one of his pattern items cannot be used against him. The grimoire can be any object that the magician can scribe upon to record deeds, research, and spells. Each entry is always written in a magic script, generally unique to the magician and his grimoire. This allows for objects as large as the walls of a building or as small as necklace beads to be used as "pages" of a grimoire. Some say that the script also reflects the magician's personality in the way the symbols flow through the grimoire.

Finally, if a magician loses his grimoire he will begin to lose his spells at a rate of one per week starting with the highest circle spells (see p. 147, ED2).

DIVINATION

There once lived in the kingdom of Throal a dwarf Named Eddrynn the Wise, a great seer whom the Passions had gifted with the ability to know the future. A human nobleman, Henrik Ardis, doubted Eddrynn's foresight and wanted to see proof of his ability. On three nights he visited the seer, each time wearing a different disguise and asking Eddrynn how he would die. On the first night, the seer told his visitor that he would die in a fall from a horse. On the second night, the dwarf said that his visitor would be hanged. On the third night, he told the noble that he would drown.

And so on that final night, Henrik left Eddrynn's humble hut with a grin of satisfaction, knowing that he could ride home and tell everyone that he had proved the old dwarf a fake. While crossing the bridge over the Iron River, however, an owl spooked Henrik's horse. The nobleman fell from the saddle, became entangled in the reins and hung upside down in the water until he drowned.

— From A History of Divination in Barsaive, by the Wizard Ylar Kellin of Travar

For hundreds of years, magicians and scholars throughout the world of **Earthdawn** have developed and investigated numerous magical techniques in a quest to foretell the future. Though this search has failed to produce a truly reliable and effective method of predicting future events, it has created a legacy of divination methods as varied as the Name-givers of **Earthdawn** themselves. Gamemasters can use the divination techniques described in this section to add flavor to their games.

BIBLIOMANCY

Bibliomancy is a divination technique favored by Wizards. To use the technique, the seeker simply meditates on the question he would like answered and randomly selects pages or passages from various books. He then interprets the various passages, which together provide an answer to his question.

BONE CASTING

Some Nethermancers claim they can predict the future by bone casting. In this method, the Nethermancer holds several small bones inscribed with magical symbols and ponders the situation or subject whose future he wants to predict. He casts the bones on the ground, and then interprets the positions of the bones and their symbols to form a prediction. Some ork magicians cast the bones of their slain enemies in a similar technique.

ELEMENT READING

Elementalists use this common divinatory technique, which involves interpreting portents contained in cloud formations, fire, crystal, still pools and the pattern of rings and whorls in wood. Some Elementalists combine the various elements in different ways to achieve more complex and detailed readings.

METAL READING

Weaponsmiths and some Elementalists claim to divine the future by reading the shapes that molten metal takes when it is poured into cold water. Some Adepts believe that True Earth and Water should be used for the best results, but others select different types of metal depending on the subject they want to divine.

VISIONS

All of the Name-givers of Barsaive honor the power of the Passions, and many people have experienced visions or waking dreams while in the grip of an especially powerful Passion. Many believe that the Passions use such visions to show their followers the future. However, some scholars suggest that these visions reveal the futures that the individual Passions favor.

FATE AND DESTINY IN EARTHDAWN

Many tales in the Age of Legend reveal a belief in the inescapable power of fate. Such tales tell of legendary heroes who are fated to carry out some great deed or fulfill some ancient prophecy, or they may tell of vile villains who shudder in fear at curses or prophecies that preordain their defeats or destruction. In all of these tales, the complex weavings of destiny play an important role in creating a story of legendary proportions.

In their *Earthdawn* campaigns, however, gamemasters should exercise a certain amount of caution in the way they use the concept of fate or destiny. Players usually prefer to control the destinies of their characters rather than be constrained by specific prophecies that dictate future events. For this reason, gamemasters should give players freedom to control the actions and determine the futures of their characters; otherwise, they risk their players losing interest in the game.

In general, gamemasters should consider any divination, prophecy or foretelling of the future in *Earthdawn* as a possible future that can be influenced or changed by the actions of player characters. As a rule, most major events will be heralded by many conflicting omens created or interpreted by different individuals and factions attempting to ensure that their version of the future comes to pass. Gamemasters may also want to ensure that prophecies and divinations remain vague by couching such messages in cryptic, mysterious riddles and metaphors. This flexibility allows player characters to fulfill prophecies in unexpected ways.

THE PASSIONS AND MAGIC

According to legend, the Passions bestowed the gift of magic on Name-givers. They taught the first masters of the Disciplines how to

call on the magic of the universe, and they opened the eyes of Name-givers to the power of magic all around them. Additionally, the Passions themselves are believed to possess magical power unbound by the limitations of mortality and virtually limitless within the Passions' own purview.

While the truth of such legends may be questionable, no one can dispute the power of the Passions to inspire intense feelings among Name-givers. And when a Name-giver feels something most strongly, whether it is joy, freedom, hatred or despair, his feeling calls out to the universe and invokes its magic. In this sense, the Passions play an important role in Name-givers' use of magic.

For most practitioners of magic, however, the Passions serve only a minor, background role. Most Adepts devote such thought, time and energy to the practice of their Disciplines that they have little opportunity to devote much attention to the Passions. Most Adepts also believe that the practice of their Discipline demonstrates their respect for the Passions, and so very few of them take the time to become questors of the Passions.

More cerebral Adepts such as Wizards and other magicians often view the Passions in a more abstract light. These Adepts often apply the Wizardly concept of Ideas to the Passions. To these individuals, the Passions embody the great Ideas. As a result, a magician might use the symbols of a particular Passion to enhance a Ritual Magic associated with the Idea embodied by the Passion.

In game terms, Passions grant magical abilities to their loyal questors (p. 174). Thus, a questor's devotion to his chosen Passion provides him with magical abilities in the same way that an Adept's devotion to his chosen Discipline provides him with magical abilities. Questor abilities interact with other magic much like talents and their effects.





ASTRAL SPACE



*Beneath the world we live in exists a dangerous land filled with strange and dangerous monsters.
However, this land is, at the same time, wondrous and beautiful and we are both cursed and blessed by it's existence.*

— Del Ricka, dwarf Wizard

Beyond the physical world is another realm, which lies just beyond the perception of most Adepts. This place is a source of endless speculation, conjecture, and wonder; the font from which all magic springs, home to countless spirits, and the birthplace of the Horrors – this is astral space.

To help promote an understanding of this enigmatic domain, this section is devoted to quantifying astral space. It will describe the nature of astral space, its interaction with the physical world, how exploration of astral space can be accomplished, and the impact of the Horrors' presence as well as the aftermath of the latest Barsaivan war on activities within it. The section also provides a small sampling of the inhabitants of astral space and describes a number of different Named locations within it and several of the netherworlds. Lastly, the section will also present a discussion of various forms of astral sensing, a practice that enables Adepts in the physical world to view astral space and study magical patterns.

DEFINING ASTRAL SPACE

Astral space is a limitless region that coexists with countless other realms, including that of the physical world. Though each realm exists on a different plane, the astral world is intricately connected and interdependent with each of them; neither can exist without the other. While the dimension of astral space mirrors that of the other worlds, the astral realm functions as a world unto itself, subject to its own laws of reality. As a result of its paradoxical nature, astral space remains the source of much conjecture and speculation among even the most knowledgeable scholars and magicians across Barsaive and the Theran Empire. To illustrate this duality, it has been said that the physical realm represents a literal interpretation of a pattern, whereas astral space represents a figurative interpretation of the same.

Astral space also serves as a gateway between all the worlds that connect to it, including the physical world and the netherworlds. It is like a fabric that binds together all worlds, the medium through which astral entities and magical energies travel. In fact, it is through astral space that Adepts draw on the magic that powers their abilities. Whether astral space is the actual source of that power or simply a conduit for the magical energy is only one of the countless mysteries that the astral realm continues to hold.

Recently, astral space has become even more corrupted than in years past; most say that this is a direct result of the events at Sky Point and Vivane at the end of the Barsaivan War. This corruption is most evident both in direct sensing of astral space, and in various forms of magic. A phenomenon, which scholars are calling Astral Clouding, has forced magicians to moderate their spellcasting. Healing magics seem to be considerably less effective. Depatternization due to Blood Magic is becoming more and more of a real threat. All denizens of Barsaive should take note; things aren't the way they used to be.

ASTRAL AND PHYSICAL FORMS

All Name-givers, creatures, and even inanimate objects exist in either astral or physical form. The only exceptions to this are the dual-natured Horrors, which can exist in both physical and astral forms simultaneously. In fact, the physical and astral bodies of a Horror can work independently of one another, though most are connected in some way. This dual nature makes such entities extremely powerful and especially difficult to kill, because it enables most of them to forge

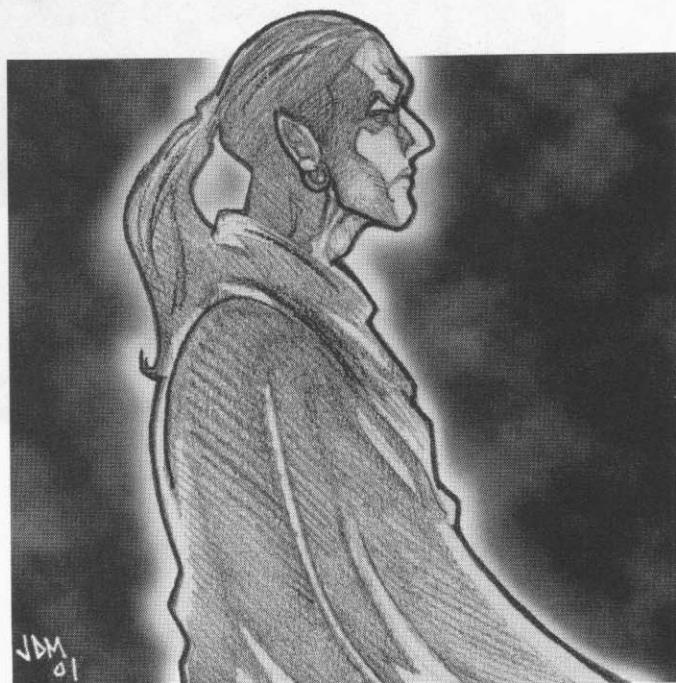
new physical bodies when one is destroyed, or create a new astral form by simply entering astral space.

A specific subject's plane of origin (physical world or astral plane) most often determines whether it possesses a physical or an astral form. Spells and other magical abilities may also determine a subject's form. Most abilities used by Name-givers to enter astral space actually change the subject's form from astral to physical or vice versa. The forms of creatures and objects can also be changed in this way. For example, when a character from the physical world enters astral space, his physical form merges with his astral imprint (see **Living Astral Imprints** below) to create an astral form. When this character returns to the physical world, he reverts to his physical form, which is again mirrored by his astral imprint. Physical objects can be taken into astral space, just as creatures from astral space can enter the physical world. This also means that physical objects and beings can be left in astral space (which is perhaps the perfect hiding place), and astral objects and beings can be trapped in the physical world.

Because Name-givers rarely enter astral space, almost everything that characters will encounter in **Earthdawn** possess physical forms. This means that most everything and everyone can be affected by other physical beings. Normally, physical beings cannot directly affect or interact with objects or beings in astral space, though there are some spells and certain Horror powers that allow physical beings to do so (see **Spells in Astral Space**, p. 93). Likewise, astral beings exist in astral space and can be affected by other astral beings, but they cannot normally interact with objects or beings in the physical world, though certain spells and powers may enable them to do so.

Living Astral Imprints

The astral imprints of all living things, such as plants, animals and Name-givers, exhibit two distinguishing characteristics. The most apparent is the aura that a living astral imprint displays. These auras exude an ethereal glow, which can give living imprints a vivid appearance. The imprints of Name-givers display particularly strong auras because of the intricate details of their True Patterns. The imprint



of the earth produces an aura as well, leading scholars to speculate that the world itself is a living entity. The aura of the earth's imprint provides a constant glow in astral space that resembles twilight, which provides light in almost all areas of astral space, except for those areas enclosed by the astral imprints of inanimate matter.

The second characteristic is that the imprints of living things possess substance. While not an astral form, they are still "solid." Astral beings cannot pass through, manipulate or directly affect them. This characteristic prevents astral beings from penetrating through the ground in astral space. They may pass through the imprints of freestanding rocks or cobblestone roads, but not through the imprint of the earth beneath them. This was one of the main reasons that so many Name-givers built their kaers below ground, where the surrounding earth could create a solid imprint that served as a barrier in astral space. The earth, bolstered with the protection of wards and elemental earth, created astral barriers that saved hundreds of thousands of Name-givers from the Horrors during the worst of the Scourge. Along the same vein, the obsidimen were protected from the Scourge inside their liferocks, living stones that also reflect a living astral imprint.

Oddly enough, all magical and pattern items, as well as all spells, produce living astral imprints as well. Magical items are created by infusing them with magical energy, which creates astral imprints with substance and auras. For the same reason, spells also possess astral imprints with auras and substance. Most spell imprints take on shapes that reflect their functions. Pattern items possess living imprints this way as well, but also because they contain parts of True Patterns.

The complexity of a living astral pattern offers some clues to the nature of the subject. For example, the astral imprint of a farmer who regularly uses half-magic to increase his yields and care for his land will be more complex than the imprint of a merchant who uses no magic at all. The True Pattern of a multiple-Discipline Adept will show greater interweaving and denser latticework effects than the astral imprint of a single-Discipline Adept's pattern. The more magic a person uses, the more complex his pattern becomes.

True to Form

Because an astral imprint reflects an object's pattern, the astral imprint naturally resembles that object's truest form. Most illusion spells only mask the physical form, but have no affect on the pattern; therefore, a glimpse of the astral imprint will reveal its true form. Only specialized illusion spells can mask an astral imprint.

Generally, only two situations produce discrepancies between the true physical appearance and the astral imprint of an object. The first is a radical change in the physical form, such as the loss of a limb in a living being. In such cases, the astral imprint will simultaneously reflect the change and the object's original appearance. In this example, the being's imprint might retain a shimmering, ghostlike vestige of the amputated limb. Another example is where an old building in a small village burns down. The astral imprint may show a faint image of the building still standing, amidst the imprint of the surrounding rubble.

The second situation occurs when an object's pattern is directly altered. In this case, the subject's astral imprint and its physical appearance would reflect the change in its pattern, but the object's astral imprint becomes a blurred combination of both the altered and original imprint, forcing any viewer to focus on one or the other. Altering the pattern of a living thing requires extremely powerful magic. Recently, however, depatternization has become more prevalent in

Barsaive. No one is sure what even triggered this epidemic, but the results are devastating when the depatternization takes place. Minor physical changes take place due to the destabilization of the victim's pattern, which reflects on the astral imprint in the same way as above. However, the astral imprint also begins showing signs of unraveling and deterioration, which is not necessarily visible on the physical body.

In all these cases, time becomes the original pattern's ultimate undoing. As time passes, the original astral imprint fades away, leaving only the imprint of the altered pattern. Living beings are able to maintain the integrity of the original imprint for a longer period of time through force of will. A Name-giver who loses an arm may either choose to accept the loss and continue with life, hence allowing the original imprint to fade away, or choose to live life as if the arm were never lost, therefore keeping the integrity of the imprint.

Patterns in Astral Space

When viewed astrally, the pattern of any subject – Adept, creature, magical item or non-Adept Name-giver – appears in roughly the same form as the subject's astral imprint (see *Living Astral Imprints* above). The imprint is about the same size and shape as the subject, but shows little else. A subject's pattern, however is much more complex and provides much more information about the subject.

For example, an Adept's astral imprint might be the same size and shape as the Adept, and has a glowing aura that swirls around the imprint. It provides no other information about the Adept, however. On the other hand, the Adept's pattern might show the Adept's Discipline, any threads woven to the Adept's pattern, and signs of injury or Blood Magic use. The gamemaster determines the specific details of a subject's pattern, based on the subject's nature.

Note that studying a pattern with astral sensing is different from studying it to learn Key Knowledges. Adepts must use the Item History talent, as well as applicable research and knacks to learn a pattern's Key Knowledges.

While patterns of most Name-givers and creatures (with the exception of Horrors) occupy the entire astral imprints of their subjects, the pattern of a magical item may occupy only a small portion of the item's imprint. For example, the astral imprint of a magical sword is shaped like a sword, but its pattern may occupy only the hilt of the imprint.

Types of Magical Patterns

Adepts may encounter several types of magical patterns during their adventures. Living creatures such as Name-givers and Horrors, magical items, and spells and other magical abilities (including dragon or Horror powers) all possess different types of patterns. Each type of pattern appears slightly different from the others, just as each individual pattern differs from others of the same type.

Spells and other magical abilities produce the most unusual type of patterns (As it is used here, the term "magical abilities" includes talents, dragon and Horror powers, and unusual magical effects in nature, such as the corruption of the Blood Wood and the existence of life within the Poison Forest). Patterns produced by these magical abilities most often resemble clouds of magical energy that encompass the spell/ability's area of effect and represent its effect. For example, the pattern of a *Chilling Circle* spell would appear as a cloud of shimmering astral energy that radiates out 5 yards from the Nethermancer who cast the spell. The pattern of a *Mind Dagger* spell might appear as a spike of

astral energy that flies from the caster to the target.

Astral sensing enables Adepts to view the patterns of spells during combat, but most Adepts use it to detect and study the patterns of extended-duration spell effects, such as those produced by magical traps or wards. Usually, the patterns of these magical effects appear as small pockets of astral energy. Close examination of such a pattern may reveal its effects, such the type of spell, its Circle, or even clues about the magician who cast the spell.

When using an astral sensing ability to study the pattern of a spell, an Adept makes his Astral Sensing Test against the spell's Spell Defense. The spell's Spell Defense is the result of the test used to cast the spell. For example, the Spell Defense of a spell cast as a Named spell would be the result of the Spellcasting Test made to cast the spell.

GEOGRAPHY OF ASTRAL SPACE

Astral space has no native landscape of its own. By itself, it has no ground or sky, and no source of illumination such as the sun. Without its ties to the physical world and the netherworlds, astral space would appear as a limitless void of inky black. It would contain nothing to see, nothing to hear, nothing to feel. Any being appearing within this void would be lost in an ocean of darkness.

However, the interdependence of the astral and physical worlds provides the astral realm with features that mirror the features of the physical realm. Every location in astral space directly corresponds with some physical location, because everything in the physical world possesses an astral imprint that reflects the physical object's pattern. In other words, astral space is like a giant mirror held up to the physical world. And just as patterns define the existence and properties of anything within known reality, they also define astral impressions. Though astral space does contain some apparently featureless areas where the void — known as the deep astral or high astral — seems to exist, these areas are simply the astral imprints of extremely bleak physical locations.

Still other areas — specifically the various realms and planes known collectively as the netherworlds — seem to exist outside the "standard" astral/physical continuum and contain features that have no counterparts in the physical world. For further information on the netherworlds, see page 96.

Every living thing and inanimate object that exists within physical reality possesses an astral counterpart. In addition, astral space contains objects and living things that exist only within astral space itself, with no physical representations.

Under most normal conditions (depending on what is normal for astral space), the astral plane is imbued with magical energy that appears as misty, swirling streams of energy, similar to wisps of smoke. The Scourge polluted that magical energy, poisoning the very fabric of astral space itself. The view of the astral is now obscured by black, inky swirls, a residue of the Horrors' corruptive influence. This pollution can cause serious damage to magicians and Adepts unless they use magical energies with great care. This pollution makes casting raw magic (see *Raw Magic*, p. 151, ED2) unpredictable and dangerous.

The Astral Landscape

Upon entering or viewing astral space, an Adept sees the astral imprints of all the people, physical objects and creatures that lie within his sight. In addition, the Adept can also see astral creatures such as spirits and Horrors, and any astral patterns. These astral imprints,

creatures and patterns comprise the astral landscape.

Living beings and magical items and inanimate objects produce two distinct types of astral imprints. The life energies of living beings and the magic energies of magical items provide their astral imprints with considerably more substance than inanimate imprints. Typically, inanimate astral imprints possess form but no true substance. For example, the astral imprints of walls or dead trees or any non-magical objects created by Name-givers appear nearly identical to their physical counterparts. The astral imprint of a book can be seen, but the pages of the imprint cannot be turned. An Adept may look through the astral imprint of a window, but not the imprints of opaque physical objects. Though the astral imprints resemble the physical objects that produce them, many astral imprints appear nearly colorless and tend to blend into a dull mass when viewed by a casual observer.

Because the astral imprints of inanimate physical objects are insubstantial, astral beings (including Name-givers in astral space) can pass through most of them. However, the sensation of passing through the astral imprint of solid matter (or at least what a character recognizes as solid matter) is very disconcerting and confusing to most Name-givers. To reflect this disorientation, any Name-giver who passes through an astral imprint of solid matter suffers a -2 step penalty to all tests he makes within two minutes of passing through the imprint. For this reason, most Name-givers in astral space prefer to walk around imprints of solid obstacles rather than through them. Note that spirits, Horrors and other astral entities do not suffer this penalty.

The nature of the astral landscape also precludes physical beings (including Name-givers) from using their senses of smell, taste and touch.

Other features of the astral landscape include the ever-present tufts and swirls of astral energy and the areas of magical corruption left by the Horrors. Astral energy only rarely impedes a character's movement or perception. Usually, it appears as lightly shimmering wisps eddying in and around everything. Occasionally, a bit of energy swirls together, forms a Spell Pattern, and it is unleashed moments later. This phenomenon is created when magicians cast spells (for more information, see *Spells in Astral Space*, p. 93).

In contrast, the magical corruption present in astral space, one of the more devastating aftereffects of the Scourge, may seriously affect astral explorers. This pollution may obscure a Name-giver's vision and perception, cause him damage and impede his magical abilities. For rules on these effects, see *Astral Regions*, p. 91.

ASTRAL SENSING

Astral sensing allows characters to, at the very least, possess a way to become aware of astral space, as in the case with astral perception, or to observe astral space directly. Most Adepts in *Earthdawn* use the Astral Sight talent, which often provides them with their first glance into astral space.

Astral sensing can be performed using one of five distinct methods: magically sensitive astral perception; natural astral-sensitive sight, such as that of a windling; the Astral Sight talent; the Astral Sense spell; and thread sight, which is a limited form of astral sight granted by the Thread Weaving talent. Each of these methods provides a varying degree of detail when dealing with astral space, and requires various levels of difficulty as well. Rules for using each method are provided in the *Astral Sensing Methods* section below.



Average Success against the box's Spell Defense Rating of 10. As a result, she can see the pattern of the magical seal on the chest. She also sees the astral imprint of a small, amulet-shaped object inside the chest. If she had achieved an Excellent or better success on her Astral Sensing Test against the brooch's Spell Defense of 11, she could have seen the pattern of the magical brooch in the chest as well.

After an Adept detects the pattern of an object, he can make additional Astral Sensing Tests to examine it more closely. The specific astral sensing ability the Adept is using determines the type of test. See the appropriate section in **Astral Sensing Methods** below for rules for these tests. The gamemaster determines the exact information an Adept may obtain by studying a pattern in this manner.

Astral sensing, especially astral-sensitive sight, has been theorized to have been the reason behind several windlings that reportedly went mad during and after the Battle of Sky Point. A few other Name-givers of various races and Disciplines also grew mad during that time, but no one has been able to deduce the reason behind the insanity. Many simply have assumed it to be battle fatigue and the aftereffects of war.

USING ASTRAL SENSING

Adepts primarily use astral sensing to detect the magical patterns of spell effects, wards, astral creatures and magical items. Additionally, astral sensing enables an Adept to determine if a given object is magical, and may enable an Adept to discover information about the nature of a subject by studying its magical pattern.

To detect a magical pattern in astral space, an Adept makes an Astral Sensing Test. The specific astral sensing ability the Adept is using determines the type of Test. Each astral sensing ability has a specific effective range and effect. A successful Astral Sensing Test can enable an Adept to detect even the patterns of subjects hidden behind doors or inside chests, providing they are within range. However, astral sensing abilities do not normally enable an Adept to detect the patterns of subjects hidden behind other magical objects, such as enchanted chests.

To detect a subject hidden in this manner, an Adept must achieve an Excellent or better success on an Astral Sensing Test against the Spell Defense Rating of the subject. Lower successes may enable Adepts to detect the size and shape of the hidden subject's astral imprint, but they do not enable him to identify the subject. This rule does not apply for Astral Perception.

While searching through the ruins of Sky Point, the windling Wizard, Zielark, finds a small chest. Zielark has already encountered a few wards and traps left over from the War while exploring this area, so she decides to use astral sensing to check for any magical traps protecting the lock. She makes an Astral Sight Test with a result of 13. She senses no traps in the astral space around the chest, but she does detect the pattern of a significant magical presence within it.

After opening the lid, Zielark discovers a small, oiled cloth wrapped around a jewel box, which she concludes is the source of the magical presence. She picks up the box and hears something small shift about inside, suggesting that the box holds something valuable and perhaps even magical inside. Unfortunately, the box is magically sealed, so Zielark decides to attempt a second Astral Sensing Test to see what is inside. The test yields a 12, an

ASTRAL SENSING METHODS

To illustrate the differences between the five astral sensing methods, each of the following sections expands on the earlier example of Zielark, with her using one of the methods to locate and examine the same magical item, an enchanted brooch that contains a small sliver of crystal embedded within the central gem. This crystal sliver was stolen from Travar long ago, a fragment of an amulet that once belonged to a young Swordmaster named Raelin. This tiny sliver possesses great magical power, which empowers the amulet, but it also contains traces of a corruptive influence, that of a Horror that once ravaged Elaer Runespeaker. Each of the Difficulty numbers have 5 added to them, because of the Tainted astral region where this takes place.

Astral Perception

All Adepts have always been able to perceive certain qualities about the region of astral space mirroring the physical area they are in. This is due to their inherent affinity to the magical energies drawn from astral space whenever they use their talents. In the past, this ability was limited to the Adepts being able to detect and draw out the magic necessary to power their talents. Scholars theorize that because of the recent incredibly high levels of magical and astral corruption brought about by the last Barsaivan war, Astral Perception has become more sensitive to magical emanations within astral space.

Astral Perception is the weakest form of astral sensing, providing an Adept with only a vague impression of the quality of astral space that they are in. They are able to determine, to a certain degree, whether they are in a safe, open, tainted or corrupted region. An Adept may also be able to detect an area that is very high in magic, whether it is simply the nature of the area, or if it is a residual left from recent events. For example, the magic within the lair of a Great Dragon or in the area around the remains of Sky Point can be felt.

The other fundamental difference of Astral Perception versus the other forms of Astral Sensing is that while the other forms of sensing require conscious effort, Astral Perception is passive in its usage. Instead of receiving images, what best describes how an Adept detects significant

changes in an astral region is a *feeling*. This feeling can be anywhere from a warm, fuzzy sensation while in a Safe region, to having chills run up one's spine in a Corrupted region, and anything in between. There is no physical quality to the sensing, just an awareness. This is an important distinction, especially for Adepts that possess no other method of astral sensing.

Generally, Astral Perception is triggered when an Adept travels between regions of differing levels of astral corruption or entering a very magically active area. It is a straight Perception Test against a Difficulty of 8 to get a reliably accurate feeling for the quality of astral space in the area. Characters who can spend Karma on Perception may do so. Characters who have the Astral Sight Talent, because of their experience with viewing astral space gain a bonus step to their Test. Windlings gain an additional step to reflect their natural affinity with astral space. It has a range of 10 times the Adept's Circle in yards.

Sometimes, it is a specific object that creates the magical emanations that characters detect with their astral perception. It is very rare for an Adept to simply be able to detect this object, though if the Test result achieves an Excellent Success against a Difficulty Number of 8 + the Spell Defense of that object, the character is aware of its existence and the approximate distance and direction of the subject. However, that is all that any Adept can glean without further investigation.

Zielark is flitting about through one of the more unstable areas within the ruins of Sky Point. Earlier, as she approached the ruins, she rolled a 6 on her Astral Perception Test, which was bolstered by her experience with Astral Sight and by her natural windling abilities. She doesn't feel anything in particular about the area, but she's heard enough legend and rumor to know that the astral space in the area has been severely corrupted. While local Horror activity has increased exponentially, there have also been plenty of adventurers searching for riches in the area to take care of them. As she comes across a doorway covered by rubble in her explorations, she rolls another Astral Perception Test, and this time luck is on her side as she achieves an astounding score of 51! This is an Excellent Success against the combined Difficulty of 24 for the amulet resting within the room. A tingle runs up one arm and down the other. Her intuition tells her that there must be something of importance in the room just beyond that doorway. She quickly sets about clearing out enough of the stones to squeeze through the opening.

Astral-Sensitive Sight (p. 45, ED2)

Astral-sensitive sight allows windlings (as well as dragons and Horrors) to peek into astral space from the physical world to study the astral imprints of any nearby subjects. The ability also enables windlings to view astral patterns with great precision, which gives these Name-givers a significant advantage over non-windling magicians and scholars, who must resort to more traditional techniques for studying astral space.

Astral-sensitive sight is limited by the Adept's Perception step. If the Adept's Discipline allows it, he may use Karma to enhance his Perception Test when using the astral-sensitive sight ability. Adepts cannot augment their use of astral-sensitive sight by any other means. As a result, detecting subjects with especially high Spell Defense Ratings (including many spirits) may be impossible with astral-sensitive sight. Astral-sensitive sight has a maximum range of 10 yards.

The precision and clarity of astral-sensitive sight offers ample compensation for its limited range and power. Other astral sensing abilities may enable an Adept to detect and observe subjects with higher Spell Defense Ratings, but astral-sensitive sight is more responsive and will most always reveal more of the pattern. For example, a pattern whose detection might require an Excellent or better success for an Adept using the Astral Sight talent might be visible to a windling with only an Average or Good success. The gamemaster determines the exact manner in which the superior precision of astral-sensitive sight comes into play, based on the needs of the game.

To detect astral presences with astral-sensitive sight, a windling Adept makes a Perception Test and compares the result to the Spell Defense Ratings of any living creatures or magical patterns that lie within the windling's line of vision, up to 10 yards away. The windling detects the patterns of any objects, creatures or magical effects whose Spell Defense is equal to or less than the Perception Test result.

Once a character has detected a magical pattern, he can make subsequent Perception Tests to see more detail in the pattern. Each test must yield a higher result than the previous test to provide more detail. If a test yields an equal or lower success level than the previous test, the character learns nothing new from the pattern. If any such test fails to equal or exceed the subject's Spell Defense, the character loses all sight of the pattern and must redetect the pattern before he can study it.

After managing to enter the room, Zielark, always the sort to take chances, decides to use her astral-sensitive sight to scan the room for traps, wards, and for anything out of the ordinary. She makes a Perception Test, which yields a result of 17. Her study of the room reveals no traps or wards that she can find, but she does manage to catch a glimpse of the chest's pattern, and the intermingled patterns of the objects within it, tucked into a corner under a pile of rubble and mortar, as she achieved an Average Success against it, and they were barely within her line of vision. She decides to go closer to take a look, and she rolls a 19 on her next perception test. She can now clearly see the shape and condition of the chest under the rubble, and she knows that the contents inside it are still intact. There are no traps protecting the chest (Other than the danger of the place collapsing at any moment), and it in fact, appears to be very normal. However, the objects inside the chest glow with a faint aura. She attempts to find out some more information, and rolls an 8 on her next Perception Test. She can still see the chest, but she has lost sight of the objects inside of it. She knows she's on to something now, and she begins digging the chest out.

Astral Sense Spell (p. 185, ED2)

The Astral Sense spell enables an Adept to detect and study magical presences in astral space. The spell has an adequate range of 60 yards and duration of 10+ minutes, but the view of the subject's pattern the spell provides is not as effective for studying patterns as either astral-sensitive sight or the Astral Sight talent. While Adepts using astral-sensitive sight and the Astral Sight talent actually see the item's astral imprint and pattern, those using the Astral Sense spell simply receive an image of the imprint and pattern in their minds. Because the information is essentially secondhand, like seeing a photograph rather than the object itself, certain details simply cannot be discerned.

To detect astral patterns with the Astral Sense spell, an Adept makes a Spellcasting Test. To see into astral space, the Adept must achieve a result of at least 6, the Spell Defense of astral space. If the test succeeds, the Adept then makes an Effect Test. The Adept detects the pattern of one creature, object or magical effect whose Spell Defense is less than or equal to the test result. Only one pattern may be detected per Effect Test, which means that Adept may have to make several Effect Tests to detect all the patterns within the range of the spell.

Once a character has detected a pattern, he can make subsequent Effect Tests to see more detail in the pattern. Each test must yield a higher result than the previous test to provide more detail. If a test yields an equal or lower success level than the previous test, the character learns nothing new from the pattern. If any of these tests fails to equal or exceed the subject's Spell Defense, the character loses all sight of the pattern and must re-cast the Astral Sense Spell to redetect the pattern before he can study it.

After managing to extract the chest from the rubble, Zielark pulls it into the center of the room where she can study it better. She decides to use the Astral Sense spell, because she can. After Zielark successfully casts the spell, she makes an Effect Test, which yields a result of 18. She can see in her mind now that there are no traps or locks on the chest itself, and that it is safe to open. She also catches a glimpse of the objects inside, taking note of the aura around one particular object, a small amulet within another box. While her spell is still active, she opens the chest, and finds within it an oiled cloth wrapped carefully around an exquisitely ornate jewel box. She rolls an Effect test again, and achieves a result of 22. Studying the jewel box, she can see that it has been sealed magically. The magical lock appears as a pair of intertwined links of iron in the image that the spell ingrain in her mind. A simple lock, really, one that she is confident she can dispel. She tries to find if there is anything else, and rolls a 16 on her Effect Test. She does not detect anything else, and is certain that there is nothing else to find out about the box. What she is most interested in is the ghostly after-image of an amulet within the box. Anxious to study further, she sets about dispelling the lock as the Astral Sense spell fades away.

Astral Sight Talent (p. 88, ED2)

Like astral-sensitive sight, the Astral Sight talent enables characters to look into astral space and directly view astral imprints and patterns. Though not as precise as astral-sensitive sight, the Astral Sight talent is perhaps the best overall method of astral sensing available in *Earthdawn*. The talent enables Adepts to view the patterns of subjects with high Spell Defense Ratings and still be able to detect considerable detail in a pattern. And because Astral Sight is a talent, a character may improve his Astral Sight rank over time, which allows him to detect more obscure magical patterns.

Of course, the Astral Sight talent is not without its drawbacks. First, an Adept must take 1 point of Strain each time he uses the talent. Additionally, the effect of the talent lasts only for a number of combat rounds equal to the character's Astral Sight rank. As a result, using the talent for extended examinations of magical patterns can be quite taxing.

To detect astral patterns with the Astral Sight talent, an Adept makes an Astral Sight Test. To see into astral space, the Adept must achieve a result of at least 6, the Spell Defense of astral space. In addition,

the Adept detects the pattern of any creature, object or magical effect whose Spell Defense is less than or equal to the test result.

After detecting a pattern, an Adept can make subsequent Astral Sight Tests to see more details in the pattern. These tests do not cause the character additional Strain, however. Also, each test must yield a higher result than the previous test to provide more detail. If a test yields an equal or lower success level than the previous test, the character learns nothing new from the pattern. If any of these tests fails to equal or exceed the subject's Spell Defense, the character loses all sight of the pattern and must make an Astral Sight Test to redetect the pattern before he can study it (The Adept must take 1 point of Strain when attempting to redetect the pattern).

Zielark has successfully opened the jewel box, and is now staring into the depths of a large tiger's eye gem set into a silvered holder fashioned in the shape of a pair of non-humanoid hands, with claws grasping the gem from either side. Set in the heart of the gem is a narrow sliver of crystal, which seems to shimmer with life, making the gem as a whole seem like it is pulsing with an ethereal light. Zielark doesn't believe in overkill; she relishes it. With glee, she focuses her Astral Sight at the gem, and soon, she is staring deep into the heart of its astral pattern. She makes an Astral Sight Test, and yields a result of 19, a Good success against the gem's Spell Defense of 11, plus 5 for being within a tainted region. She sees the crystal sliver set within the gem glowing with an unnatural aura, and a ghostly afterimage of a whole crystal around it, which vanishes into the pattern of the tiger's eye gem. Also from the sliver, she sees thin, tendril-like filaments extend into the gem, these entangling into the gem's pattern and infusing with it. She recognizes at once that the tiny crystal is the source of the power.

She stares deeper into the gem, trying to find out more, and rolls 24 on her next Astral Sight test, which is not quite as exhausting as the first attempt. She begins to make out a clearer image of the crystal — An elongated, milky-white crystal with uneven sides, glowing bright as day in spite of a swirling darkness that threatens to consume it. The longer ends come to a sharp point, and at each tip hovers a single drop of blood — one drop bright red, the other dark black — on the verge of slipping off and falling into the inky black of corrupt astral space. Appearing in each of the facets of the crystal at random intervals is a twisted visage of an unnatural creature, howling with rage while trying to escape its confines and failing. Zielark is certain that the amulet is harmless, and even beneficial in its use, but she must remain careful in its use. She discontinues her Astral Sight to think of what to try next.

Thread Sight

Adepts receive thread sight along with the Thread Weaving talent. Generally, characters use thread sight to see the patterns of items in order to weave threads to them. Like the Astral Sense spell, thread sight gives the user a mental picture of the pattern, but with only a narrow area, which is only useful for a very specific target. Thread sight also allows an Adept to see detail in and glean information from a pattern, enough to weave threads to it. It has a very limited range of 5 yards, and it only senses objects within a one-foot wide cylinder, which is not unlike looking into a tube. As such, thread sight cannot be used as a

reliable method to scan an area of astral space, like the other methods. It is best used focused on a specific object that is known to be within that tiny area of effect. For a single point of strain, an Adept may use Thread Sight to scan for an astral pattern within astral space, which lasts for one round per level of the Adept's Thread Weaving Rank.

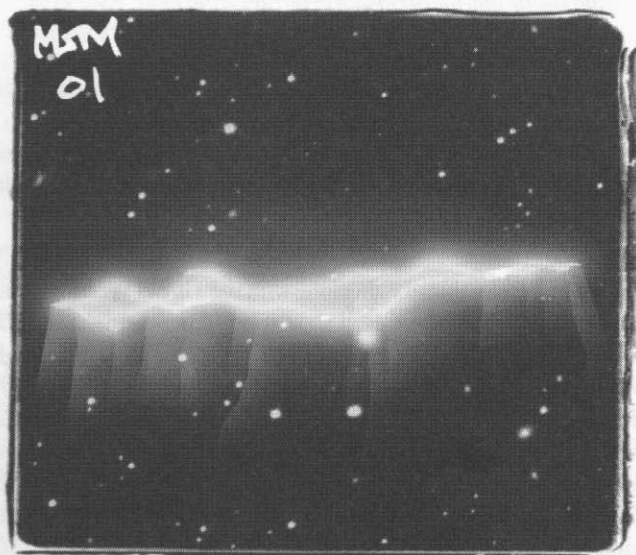
One thing to note is that when using thread sight to examine an object, because it is the Adept's pattern that is interacting with the item's pattern, this leaves the Adept vulnerable to dangers such as magic wards, Horror taint, and other deadly possibilities. The Adept should take care when using this ability.

Viewing Threads in Astral Space

How threads appear in astral space depends on who (or what) wove the thread. Most threads can be said to resemble bits of gossamer filament extending around and through the pattern of whoever wove it. Other characteristics of the thread, such as color and shape, vary widely according to the nature of the thread weaver. For example, when examined carefully, threads woven by a dragon may appear to adapt reptilian characteristics – revealing the scaly texture of an ethereal claw grasping onto the pattern in some way – though threads rarely identify their weaver so obviously. Players may determine the unique characteristics of the permanent pattern threads their characters weave.

We offer the possibility that characters can be identified by the unique characteristics of the permanent pattern threads they weave mainly as a device for the gamemaster. Such individuality allows the gamemaster to incorporate pattern threads into his campaigns and adventures as clues to send the player characters in the desired direction either on or off the right track as hints to further the plot. A character's ability to gain information from a permanent pattern thread about the weaver should not be used to identify other Adepts, unless the gamemaster considers such a development appropriate to advancing the story.

Keep in mind that threads do not establish astral "lines" between the weaver and the target of the thread. When a thread is woven, the weaver attaches a bit of his own astral energy to the target's pattern, but the connection between an Adept's pattern and his threads cannot be seen in astral space. The astral appearance of the Adept's pattern and the appearance of his threads in astral space, however, often share characteristics, especially when the threads are active.



Gamemasters determine the appearance of threads woven by gamemaster characters, and can use the visual characteristics of threads as clues to the nature of the thread weaver. For example, a deep green thread with a rough, scaly texture may indicate that a Beastmaster, a dragon, or even a reptilian Horror wove the thread. This type of clue works particularly well if the characters recognize characteristics of the thread as being reminiscent of someone or something they already know. Finding a strange thread or threads also might be the warning sign of some important person or group that the characters will soon meet.

Characters make Astral Sensing Tests to study threads, and the success level of these tests determines how much detail an Adept sees in a thread. For example, an Average success might reveal a thread's color but not its texture. An Extraordinary success might reveal color, texture, size and shape. The gamemaster decides how much information each success level of the Astral Sensing Test reveals, based on the needs of his campaign and story.

EXPLORING ASTRAL SPACE

Perhaps because it is so mysterious and dangerous, the vast, uncharted frontier of astral space appeals to countless Adepts intent on exploring its reaches. This section provides rules on entering, acting in and moving around astral space, descriptions of beings that astral explorers are likely to encounter, and descriptions of the potential hazards of astral exploration.

Once an Adept takes on an astral form, he becomes subject to the laws of all astral beings. For example, the Adept may be summoned as if he were a Named spirit, provided the summoner knows the Adept is in astral space and can meet the requirements of the summoning (p. 100).

ENTERING ASTRAL SPACE

Beings may enter astral space using natural abilities, magical means or astral projection, though traveling between the physical world and astral space is not an easy or safe task. More often than not, cataclysmic events brought about by Horrors or perverted uses of powerful magic create the rare natural gateways that connect the two realms. Those gates that the Horrors generate, they often guard, and most gateways lie in the bleakest, most inhospitable areas of Barsaive.

Entering Via Natural Ability

Certain Horrors and spirits seem to exhibit a natural ability to enter and leave astral space. Some single-natured Horrors show an aptitude for entering and exiting astral space, but these entities do not appear to display any common characteristic that might explain this ability.

The capability of certain Horrors to move between the astral and physical worlds seems to come from their natures, rather than from magical spells or powers.

Entering Via Magical Means

Name-givers may enter astral space using magical means such as the Spirit Portal spell or the Astral Portal spirit power.

The Spirit Portal spell (p. 183, ED2) is probably the safest method of entering astral space, though what constitutes safety in astral space is open to much interpretation. The spell enables a Name-giver to create

a portal between the physical and astral worlds. When a subject passes through the portal, the gateway alters the subject's form from physical to astral or vice versa. When an Adept uses a portal to pass from the physical to the astral plane, for example, the portal melds the Adept's body with its astral imprint to create an astral form. The effects of the spell are not permanent, but they do last long enough for a Name-giver to enter and exit the portal multiple times.

The innate spirit power called Astral Portal (see p. 107) functions in the same manner as the Spirit Portal spell. Using this power, a spirit can create a portal that enables Name-givers to enter and exit astral space. In fact, many Name-giver magicians summon spirits for the sole purpose of having the spirit create such portals.

Astral Projection

Astral projection is a limited form of astral travel that enables a Name-giver to send his spirit into astral space while his body remains in the physical world. The primary form of astral projection is the Nethermancer talent Netherwalk (p. 35). This talent provides an Adept with near-perfect control of his astral imprint, though the duration of the talent effect is limited.

Like other methods of entering astral space, astral projection entails certain risks, including damage based on the types of region of astral space the Adept travels through. See the Netherwalk talent description and **Astral Regions** (p. 91) for more information about the hazards of astral travel.

TRAVEL IN ASTRAL SPACE

Generally, travel in astral space differs little from travel in the physical world. Character and creature Movement Rates remain unchanged in astral space. Few Adepts other than Cavalrymen bring mounts into astral space because the bizarre appearance of astral space spooks most animals. Because travel on foot is fairly slow, Adepts usually enter astral space as close to their destination as possible — assuming, of course, that the Adept knows the location of his destination.

Other methods of travel are possible in astral space, but these usually require special conditions of some sort. For example, flying is possible, but only through means of spells, magical items or flying mounts.

The key difference of travel in astral space, however, is the ability of astral beings to move through the astral imprints of non-magical objects. Theoretically, this ability enables astral travelers to simply walk through many obstacles, but doing so significantly disorients most astral travelers (see **The Astral Landscape**, p. 86).

Spirits, Horrors and other astral denizens are not bound by the same restraints as Name-givers while in astral space and can fly about and move through non-magical objects without penalty.

ASTRAL REGIONS

The corruption of astral space significantly handicaps magicians and astral travelers. Magicians who cast raw magic in corrupted regions of astral space risk injury or even death, fates that also threaten astral travelers and beings that move through such areas. This danger has increased ten-fold in recent times, with the intense amounts of magical corruption that has plagued astral space since the last Barsaive War. Astral Clouding, as scholars call this phenomenon, proves to be a danger even to those that would normally be otherwise protected.

The mere sight of these corrupted areas proves blood curdling to most Name-givers because looking at these Horror-tainted regions is tantamount to gazing into madness. The astral landscape of these regions appears physically warped — stretched and smeared as if reality were no more than a delicate painting that a Horror could transform with the swipe of a bloody hand.

In game terms, astral regions fall into four classifications: Safe, Open, Tainted and Corrupt.

Safe

Safe regions are areas of astral space untouched by Horrors. Only areas surrounding unbreached kaers are considered Safe. Astral beings that pass through Safe areas suffer no ill effects. There is generally no danger of Astral Clouding in these areas. Additionally, Horrors tend to avoid Safe regions; a phenomenon that suggests the powers of Horrors may be significantly weaker in these areas.

Open

Open regions correspond to areas in the physical world where Horrors simply passed through or performed minor magics. The scant attention these Horrors paid to the area or the small amount of torment they caused only slightly warped the astral landscape in these regions. Typically, the astral landscapes of Open regions appear creased and wrinkled, like a sketch crumpled and only partially smoothed out. Most of astral space is comprised of Open regions.

Add 2 to the Difficulty Numbers of any Perception Tests made in Open regions of astral space. This penalty also applies to Astral Sensing Tests made in corresponding areas of the physical world (see **Astral Sensing**, p. 86). In addition, any Adept who travels through an Open region of astral space suffers Step 4 damage for each minute he remains in the region. Mystic Armor protects against this damage. Astral Clouding is a problem to contend with in these areas.

Tainted

Tainted regions correspond to places where the Horrors caused great suffering and torment. As a result, large clouds of poisoned astral energies pollute these regions, and the landscapes are twisted and warped almost beyond recognition.

Add 5 to the Difficulty Numbers of any Perception Tests made in Tainted regions of astral space. This penalty also applies to Astral Sensing Tests made while in corresponding areas of the physical world (see **Astral Sensing**, p. 86). In addition, any Adept who travels through a Tainted region suffers Step 8 damage each minute he remains in the region. Mystic Armor protects against this damage. Astral clouding is a serious danger in these regions.

Corrupt

Corrupt regions are the most dangerous regions of astral space. These areas correspond to the places where Horrors committed terrible atrocities, possibly scarring the astral landscape forever. Dark and violent emotions emanate from these areas in overwhelming surges.

Add 12 to the Difficulty Numbers of any Perception Tests made in Corrupt regions of astral space. This penalty also applies to Astral Sensing Tests made in corresponding areas of the physical world (see **Astral Sensing**, p. 86). In addition, any Adept traveling through a Corrupt region suffers Step 12 damage for each minute he remains in the region. Mystic Armor protects against this damage.

The foul energies in Corrupt regions may also corrupt any use of magic by an Adept. Spells may affect characters other than their targets, the spellcaster may suffer Warping damage, and so on. The gamemaster determines the exact effect of magical corruption, which occurs whenever an Adept achieves an Average or lower success on a Magic Test in a Corrupt region.

The mad Warrior Dalusan is wandering through the astral space corresponding to Vivane (most definitely a Corrupt region) when he encounters a Horror. He decides that he can handle this minor threat, and attempts to smite it using his Swift Kick talent. Dalusan makes his Swift Kick Test against the Horror's Physical Defense Rating of 12 and achieves a result of 14 — an Average success. The attack hits the Horror, but Dalusan suffers Warping damage, which, when added to the other damage he's taken during his time traveling in Corrupt space, kills him. If Dalusan's Swift Kick Test had yielded a Good or better success, he would have avoided any negative effects of using his magically powered talent in the Corrupt region.

For more information about the risks of casting raw magic in Corrupt regions, see **Optional Raw Magic Rules**, p. 80.

Finally, a Corrupt region almost invariably indicates the presence of a Horror lurking nearby that is likely to notice any use of magic in the area. If the gamemaster chooses, whenever an Adept uses a talent or magical ability (including spending Karma Points) in a Corrupt region of astral space, the gamemaster may make a Perception Test for any nearby Horrors against the Adept's Spell Defense + 12 (to reflect the corruption). If the test succeeds, the Horror notices the use of magic and investigates.

ASTRAL SPACE REGION TABLE

Region Type	Perception Test Modifier	Damage per Minute
Safe	NA	NA
Open	+2	Step 4
Tainted	+5	Step 8
Corrupt	+12	Step 12

NAME-GIVERS IN ASTRAL SPACE

To enter astral space, an Adept must transform from a physical being into an astral being. Most often, Adepts accomplish this transformation by using the Spirit Portal spell or Astral Portal spirit power, but certain legendary artifacts are said to create similar effects. During the transformation, an Adept actually refocuses his pattern, removing his body from the physical world and converting it to astral energy. Then he joins this astral energy with his astral imprint to create an astral form for himself.

The Adept's life essence provides his astral form with definition, and because the Adept's mind and consciousness enter the astral form during the transformation as well, the Adept can control the form as he would control his physical body. Like astral imprints, an astral form resembles its subject's true nature. Only the most powerful disguises or illusions can alter the appearance of an Adept's true form. Radical alterations to an Adept's pattern will produce a blurred, double-image

astral form, but other characters will be able to discern the two images in the form.

Note that an Adept's astral form is NOT the same as his True Pattern. A True Pattern represents its subject, while the astral form IS the subject — when in astral form, the subject is alive, and "solid" and can interact with other astral forms.

Name-givers may also transport inanimate objects or matter into astral space. In such cases, the object or matter ceases to exist in the physical world and takes on an astral form. Any astral being can pick up the astral form by making a conscious effort and may then carry the item with no further thought.

Astral Attributes, Abilities and Possessions

The values and functions of an Adept's Attributes, talents, and most other characteristics remain unchanged when the Adept assumes astral form. All of the character's skills, aside from knowledge skills, have no effect in astral space, however, because general skills are in no way magical.

Aside from general skills, all characteristics work the same way in astral space as they do in the physical world. A character's Physical Defense is the Difficulty Number for resolving physical attacks in astral space, his Spell Defense is used for attacks made with spells and magical abilities, and so on. Characters suffer damage from attacks in astral space the same as they do in the physical world, and their Damage Ratings are used in the same manner. Likewise, characters in astral form use their standard Movement Rates and abilities.

Physical objects worn or carried by an Adept when he assumes astral form are transformed as well. However, non-magical objects do not take on substance in astral form and remain much like their astral imprints. Such objects can be carried, dropped, picked up, and the like, but they have no substance and therefore no effect on astral beings (Items dropped in astral space remain there unless the character retrieves them before returning to the physical world). For example, a non-magical sword transported into astral space can be swung and thrust, but it cannot do damage to an astral being. Magical items, in contrast, take on solid astral forms and may be used normally. Such items include magical weapons and armor, blood charms, and even potions.

Combat in Astral Space

Combat in astral space is resolved in the same manner as combat in the physical world. Initiative is determined as normal, except that non-magical armor does not impose Initiative penalties, nor does it grant any Physical Defense bonuses. Initiative penalties and Physical Defense bonuses from magical armor still apply. Physical attacks are resolved as normal, using the target's Physical Defense as the Difficulty Number. Likewise, attacks made with spells or other magical abilities are made against the target's Spell Defense, and Social Talent Tests are made against a target's Social Defense.

Generally, attacks made with non-magical weapons in astral space cannot cause damage to a target. Such weapons may cause damage if an Adept makes his attack using a talent that causes an increase of damage, because the talent's magical nature energizes even common weapons. In these cases, add the talent rank, instead of the weapon's Damage step, to the character's Strength when resolving Damage Tests. Magical weapons possess substance in astral space, so use standard rules when determining damage from magical weapons.

Though Attack Tests are resolved as normal, armor works a bit differently in astral space. Non-magical armor offers no protection against physical attacks in astral space. Magical armor, such as living crystal and blood-pebble armor, provides its normal protection against physical attacks and imposes its standard Initiative penalty. Mystic Armor protects against *both* physical and magical attacks. Combine the Adept's Mystic Armor and magical armor ratings to determine the Adept's total Armor Rating against physical attacks in astral space. Include the Mystic Armor bonus of magical armor in this calculation. For example, a Warrior with a Mystic Armor Rating 4 and crystal ringlet armor would have an Armor Rating of 12 (4 for his natural Mystic Armor, 4 for the Armor Rating of the magical armor, and 4 for the magical armor's Mystic Armor bonus).

Damage in astral combat is resolved as normal and may render a character unconscious or dead. Additionally, characters suffer Wounds as normal and combatants must make Knockdown Tests as normal. Damage is healed per standard rules.

Like most other activities, spellcasting in astral space follows standard rules. However, he risks of casting raw magic are greater for astral beings so add 3 steps to the Warping, Damage, and Horror Mark Tests for any character casting with raw magic (For more information on casting raw magic, see p. 151, ED2, or p. 80 of this book).

Blood Magic in Astral Space

Because Adepts become astral beings when in astral space, their use of Blood Magic becomes more effective. This benefit applies in two ways. First, it reduces by 1 the Strain an Adept suffers when using a talent or ability such as a talent knack. This bonus may not reduce the Strain below 1 point, however. For example, using the Flame Arrow talent normally causes an Adept 2 points of Strain. In astral space, using the talent causes only 1 point of Strain.

The second benefit applies when characters push their talents or abilities (see **Blood Magic**, p. 120). In these cases, increase the Step Bonus to the Adept's talent or ability by 1. For example, an Archer normally may add a +1 Step Bonus to his Missile Weapons talent by taking a number of Strain Points equal to his Wound Threshold. In astral space, the Archer would receive a +2 step bonus. The same bonus applies to Adepts who push a talent or ability by physically wounding themselves. Instead of the normal +3 step bonus, such Adepts receive a +4 step bonus.

Depatternization is still a threat in astral space, however, the damage that is done to the pattern becomes much more visible. Gamemasters should adjust depatternization damage effects as they see fit to reflect the vividness of the results. The risk of depatternization is no different than it is in the physical world, however.

SPELLS IN ASTRAL SPACE

Once cast, all spells, even those with a physical form, travel through astral space. The magical energy gathered by the magician leaps like a spark of electricity through astral space to the spell's target. It could also be said that when a magician casts a spell, he uses his strength of will and awareness of astral space to gather the subtle energies found there and weave them into a predetermined form, or pattern, for a particular spell. The spell takes the form of a delicate complex of energy on the astral plane, held by the force of the magician's will like an arrow notched and drawn back, full of potential. When it is released, it rushes toward its predetermined target, flying through astral space like an

arrow loosed through the air. Unlike an arrow, however, few physical concerns will impede the flight of a spell toward its target.

An observer in the material world simply sees a spellcasting magician concentrate, speak a few words and make some simple gestures to cast a spell. An observer in astral space, however, sees the Spell Pattern form around the magician as he gathers threads of magical energy from astral space and weaves them into the spell's pattern. The patterns of some simple spells form and execute their effects almost instantly. Other spells require many threads, and astral observers can see the magical energy building up around the Spell Pattern as they are woven.

A character with astral-sensitive sight or the Astral Sight talent who is observing a spellcasting magician can see this build-up of magical energy around the magician. If the character is familiar with the spell being cast (knowing it himself or having seen it cast before), he may recognize it by making a successful Perception or Astral Sight Test against the spell's Learning Difficulty (p. 148, ED2). Such observations may provide some warning of a magician's intentions, but generally they do not give an observer enough time to prevent a magician from casting a spell.

When a spell leaps through astral space toward its target, it moves very rapidly — usually too rapidly for characters to interfere with it. However, Horrors can use abilities such as Disrupt Magic to counter the spell. Material objects between the spellcaster and the target will not prevent most spells from striking true, provided the objects do not block the spellcaster's line of sight.

Astral Targeting

Most spells can only be directed at targets that the spellcasting magician can see (p. 149, ED2). This means that magicians must possess an astral sight ability or be present in astral space themselves to cast spells at astral targets.

If a magician possesses some form of astral sight ability (excluding the Astral Sense spell), he may target such beings with any spell that affects astral beings. For example, a Wizard using Astral Sight could cast a Mind Dagger spell at a spirit hovering nearby in astral space. But he could not cast a Flame Flash spell on the same spirit, because the effect of the Flame Flash spell is purely physical — it would not affect the immaterial astral spirit.

Magicians in astral space can cast spells against astral targets as if both the spellcaster and the target existed in the physical world. For example, if a Wizard passed through a Spirit Portal and entered astral space, he would be able to cast a Flame Flash spell against an astral target. However, magicians in astral space cannot cast spells at targets in the physical world.

ASTRAL DENIZENS

Various forms of astral beings reside in astral space, ranging from spirits to Horrors to other more unusual denizens. Most reside in the netherworlds of astral space, but many of them venture into areas of astral space where astral travelers are likely to encounter these unpredictable entities.

SPIRITS

Astral space is home to all manner of spirits, including spirits of the elemental planes, the spirits of deceased Name-givers, and spirits that inhabit the more unusual netherworlds. With the exception of

those who are summoned, elemental spirits are rarely encountered outside their native planes. On very rare occasions, elemental spirits roam other areas of astral space, most often near sites that resemble or evoke their native planes. For example, fire spirits are likely to roam astral space near the Death's Sea, while water spirits might be encountered in astral space along the Serpent River. Wood spirits might be found in one or more of Barsaive's jungles or perhaps even in astral space near the Blood Wood. Elemental spirits usually avoid Name-givers and will flee back to their home planes upon meeting such an astral presence.

Ally spirits from the netherworlds possess a natural curiosity, which sometimes inspires them to travel through astral space to observe the physical world or to seek out Name-givers in astral space. These spirits exhibit a mischievous streak as well, which can prove dangerous to astral travelers. Numerous legends tell of ally spirits that led Adepts into dangerous or precarious predicaments so that the spirits could observe the Adepts' attempts to save themselves. Their unpredictable nature makes ally spirits nearly as dangerous as Horrors in their own way.

Name-giver spirits are by far the most easily identifiable spirits that astral travelers are likely to encounter. Most Name-giver spirits retain forms that are very similar to the physical forms they possessed in life, but this is not always the case. Because characters sometimes hide their true natures, a Name-giver spirit might possess a form that is larger, smaller, more grotesque or more beautiful than its physical body. The spirits of questors commonly show such radical differences because of the narrow mental and emotional focus they achieved, as do the spirits of Adepts who stressed a single side of their natures to the exclusion of all else. The behavior and attitudes of a Name-giver spirit may also vary greatly from the behavior and attitudes the Name-giver exhibited in life. Such changes may result from the traumatic transition from a physical to an astral existence, or from the spirit's interaction with the powerful magical energies of astral space. Interacting with the purer energies of the astral realm may foster purity of thought in the spirit, along with a desire to battle the astral corruption brought forth by the Horrors. On the other hand, interacting with corrupted energies may twist a spirit into a monstrous apparition bent on inflicting as much pain and suffering as the Horrors themselves. Such spirits may attack astral travelers without provocation. Most spirits, however, fall somewhere between these extremes.

For more information about spirits, including their abilities and powers, see **Summoning**, p. 104.

HORRORS

The most sinister and abhorrent creatures known to exist, Horrors prove especially dangerous in astral space, where they may take on a wide variety of forms. The more powerful Horrors can alter their astral forms at will, making it extremely difficult for astral travelers to recognize the true nature of these foul entities, or to recognize the same Horror twice.

Countless minor Horrors roam astral space and, in some instances, the netherworlds, searching for ways to defile the physical world. Fortunately for astral beings, this search consumes most Horrors beyond their ability to pursue any other goal, and so they devote little time or attention to seeking out astral explorers.

Most of the powerful Horrors that remain in or near Barsaive, especially Named Horrors, appear to follow private agendas consisting

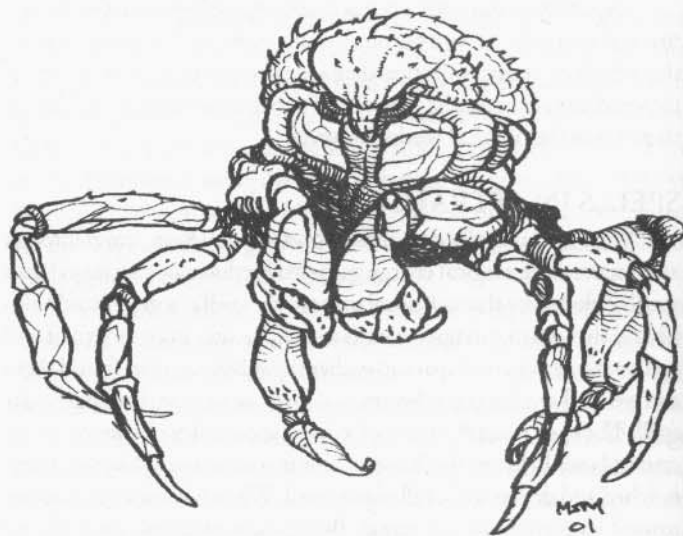
largely of devious and corrupt plans. These Horrors rarely roam astral space without purpose, and so the likelihood of astral travelers encountering such a Horror by chance remains slim. However, these Horrors frequent certain places in astral space that eventually take on their own taint. Nethermancers call these locations astral lairs. An astral lair is an area of astral space that a Horror has corrupted by its own deeds and presence, creating for itself a sort of astral haven. Horrors may create astral lairs by committing their foul deeds in astral space or in the physical world. These areas of astral space then become Tainted or Corrupt (see **Astral Regions**, p. 91), much like the Well of Souls (see p. 95), an astral formation surrounding the fallen kaer of Mesa'loc that ranks among the best-known and most widely feared astral lairs. Though Named Horrors such as Verjigorm and Taint surely must maintain lairs of far more terrifying intensity, no Name-giver has ever reported encountering these astral lairs.

Regarding Named Horrors

... Each of these immensely powerful Horrors is unique, different from every other in appearance, activities, abilities and methods. These Named Horrors run the gamut from Artificer, a Horror that forges ingenious and diabolical traps with which to capture and torment its victims, to Verjigorm, the Hunter of Great Dragons....

The distinction between Named Horrors and those without Names is a critical one, and not simply because the Named Horrors are unique (though the world should surely be thankful that there exists only one Hunter of Great Dragons; were there more than one, we would surely not have survived the Scourge). Any Horror that has a Name also has a True Pattern, and is therefore subject to the same laws of magic that we Name-givers know. Of course, using thread magic against these Horrors, while certainly possible, is extremely difficult, not least because the hero who would boldly attack one must first learn his enemy's True Name.... And as every Barsaivan knows, to learn the True Name of a Horror is often as dangerous as directly confronting one. We must, however, strive to meet this challenge—for it may be that only through thread magic will we have any chance of driving the Horrors from our world.

—Adesian Skoln, Throalic Scholar



OTHER ASTRAL DENIZENS

In addition to spirits and Horrors, Adepts in astral space may encounter creatures that defy easy classification. Usually, such creatures frequent the netherworlds, but some have been known to venture into other areas of astral space as well. These creatures include highly magical beings restricted to the astral plane, and a seemingly endless variety of astral forms that appear to reflect physical creatures belonging to the infinite number of unidentified netherworlds also connected to astral space.

AN ASTRAL SPACE GAZETTEER

Traveling through astral space offers Adepts a chance to visit dark and dismal locations, places of hauntingly beautiful landscapes, and forbidden regions where only Horrors stalk. This section describes a number of different astral locations, including specific sites in Barsaive, as well as some of the mysterious locales known as the netherworlds.

NAMED ASTRAL LOCATIONS

Just as sites in the physical world can be Named, sites in astral space may become Named by a significant event or overwhelming emotion. Naming imparts True Patterns to these places, which allows magic to interact with them through pattern items and threads. Just as Adepts can travel to Named places in Barsaive, they can also journey to Named areas in astral space. The Well of Souls, the Idyllic Gardens, and Willow's Grove represent three of the best-known Named astral sites corresponding to sites in Barsaive.

Well of Souls

Of all the Corrupt regions of astral space, the site known as the Well of Souls is probably the darkest. The Well of Souls corresponds with the physical location of Mesa'loc Kaer, in the present-day Poison Forest. During the early years of the Scourge, the kaer was breached by a powerful Horror that fed off the pain and anguish of the kaer's residents, then bound their spirits to the ruined kaer's pattern so that it could continue to feed on their tortured souls even after their deaths.

The severe corruption of the Well of Souls manifests as swirling patterns of black and violent reds that cascade in a turbulent wash of pain and anguish. This intense flood of feelings has been known to strike uncontrollable terror into the souls of Adepts, and the warped nature of the landscape threatens the sanity of any who behold it. Indeed, only the bravest and most powerful Adepts dare penetrate very far into the Well of Souls, as the entire surrounding area is a Corrupt region as well.

On rare occasions, magicians successfully summon Name-giver spirits from the Well. Invariably, such spirits prove eager to serve their summoners in return for a few hours of freedom from torment. Unfortunately, none of these spirits has ever been permanently freed. They must always return to their astral hell, which indicates that the legendary Horror still resides in its astral lair, hidden deep within the center of the Well of Souls, or perhaps in the ruins of Mesa'loc Kaer itself.

Idyllic Gardens

Memories of the Scourge do not haunt all Named astral locations. As the power of the Horrors has diminished in recent years, some magicians have been able to employ protection wards similar to those

used during the Scourge to create sites that remain entirely free of the Horrors' taint. Generally, magicians use these locations as magical laboratories, where they may study and work, free from the threat of Horrors. Still other magicians, such as the windling Elementalists Named Llythia Silkenwings, have used protection wards to create inspiring enclaves that celebrate and encourage the restoration of life in the Horror-ravaged lands of Barsaive.

It was during her earliest travels across the devastated lands of Barsaive that Llythia discovered a pristine forest glade along the northern edge of the Delaris Mountains. Intrigued by the small patch of land that had escaped the destruction of the surrounding areas, Llythia examined the glade's counterpart in astral space and discovered a Safe region. Immediately she began work to expand the Safe region and find ways to protect it. She eventually chose Blood Magic as the most efficient and effective method of protection and used her own life force to power a complex set of wards to safeguard the physical and astral locations of the glade. In later years, several other windlings joined Llythia and founded a community dedicated to nurturing the land.

Today, the Idyllic Gardens draw pilgrims from all across Barsaive. A beautiful sight to behold, the refreshing glade is rumored to possess special powers that heal and restore the health of any who tread its shaded paths. When entered from astral space, the Gardens offer a wondrous, truly overwhelming experience of peace and tranquility that many visitors contemplate for days or even weeks. The questors of several Passions, most notably those of Jasprey and Garlen, routinely visit the Idyllic Gardens, and many Adepts use the Gardens as an oasis for rest and relaxation. All visitors are welcome, provided they treat the Gardens with care and respect.

According to legend, Llythia still resides in the glade - she cannot leave or the wards will fail. It is said that several Horrors have discovered her work, but none have successfully challenged the wards she constructed to protect the glade.

Willow Grove

Unlike most other Tainted and Corrupted regions, Willow Grove's dark and depressing atmosphere was created mostly in part by the actions of Name-givers rather than the Horrors. Willow Grove was at one time an unremarkable landscape of tall, majestic trees that grew in an area just west of the Ayodhya Liferock. In the last Barsaivan War, just after the combined forces of Barsaive successfully laid siege to the city of Triumph, a number of Name-givers were slaughtered needlessly there (*Barsaive at War*, p. 88). As a result, the True Pattern of Willow Grove changed dramatically.

Willow Grove does not present a foreboding aura. Rather, there is an overbearing sense of sadness and depression within the area. Especially empathic Name-givers have been known to suddenly break down and cry for no apparent reason. Even the trees and grass here lilt and sag as if they grieve. When the wind blows through the foliage, an ominous wail echoes through the grove.

The astral space of Willow Grove is filled with varying shades of gray and dark blue. The grass has a very distinct reddish tint to its living imprint aura. A faint howl constantly permeates across the landscape, with no apparent source. It is rumored that a number of Horrors that relish in the despair of Name-givers have taken up residence here. No one has encountered any, as such, but then again, the Horrors do not even have to actively induce pain and sorrow; the pattern of the grove does that quite nicely on its own.

THE NETHERWORLDS

The netherworlds are the collection of alternate physical realities connected to astral space in the same way that the world of **Earthdawn** is connected to astral space. They coexist with the physical world of **Earthdawn** through astral space, and serve as the source of spirits, True elements and the Horrors. At present, Name-givers have explored only a handful of these countless worlds.

Each netherworld is unique, with its own natural laws. Some netherworlds support complete realities, much like the physical world known to Barsaivans, while others are little more than single chains of limited events that continually repeat themselves. Most netherworlds combine these two models, giving the appearance of complete worlds but existing only as chains of events and important locations. Scholars do not know whether these fragmented realities are the natural states of the netherworlds, the result of Horror intervention, or simply a false impression created by Name-givers' limited astral travel abilities.

The landscape of a netherworld can be chaotic or stable. At least one netherworld, known as Sylvar, seems completely stable though it comprises little more than wide expanses of barren, Horror-ravaged ground. Other charted netherworlds possess geographic features that rival or exceed the conflagration that is the Death's Sea, the most tranquil of forests, or landscapes roiling with tainted magical energy.

The age-old quest for knowledge and power draws many Name-givers to the netherworlds, for a journey to these places may yield invaluable experience and insight into astral space and magic. Fortune draws others, who seek more direct access to True Elements or hope to find unusual artifacts. And a few brave souls roam the netherworlds in search of Horrors to destroy.

The following sections describe gateways to the netherworlds a few of the netherworlds known to astral travelers, including elemental planes. These netherworld descriptions illustrate only a few of the possible types of netherworlds characters can explore. Use them as models when creating your own netherworlds.

Gateways to the Netherworlds

Like the physical world of **Earthdawn**, each of the netherworlds creates an imprint in astral space. To travel to a netherworld, an Adept must first locate the astral imprint of the netherworld. To locate a netherworld's astral imprint, an Adept must locate a gateway that connects the netherworld's imprint with that of the physical world.

Most often, gateways to the netherworlds appear as portals much like those established by the Spirit Portal spell. Like much of astral space and its inhabitants, the appearances, locations and workings of these gateways follow no rhyme or reason. One gateway might appear as a doorway, while another might take the form of the mouth of a Horror or other hideous creature in which case an Adept must be swallowed by the Horror or creature to pass through the gateway.

Most gateways can be opened only with the use of specific types of spells or with the help of spirits, or under unusual or extreme conditions. For example, a gateway to the netherworld known as Cadence (p. 97) might be accessible only when the moon is full and after an Adept performs a ritual of some sort. The gamemaster should feel free to invent any type of requirements for accessing the netherworlds.

As an Adept passes through a gateway, he enters the astral imprint of the netherworld. The Adept may then pass from the netherworld's astral imprint to the netherworld itself using an appropriate ability or spell, such as a spirit's Astral Portal power. The Adept may return to the physical world by simply reversing the process. Because the first step of that process is to locate the portal back into astral space, and because astral travelers may forget the location of a netherworld gateway or become lost in the netherworld itself, returning rarely proves easy. For these reasons, Adepts often employ spirits as guides when journeying to the netherworlds, because a spirit can always locate a gateway that it has passed through without any test and without error (Nethermancers and other astral explorers rely heavily on this little-known spirit ability).

In some instances, the locations of netherworld gateways correspond to the astral locations of corrupted sites in the physical world, such as specific spots in the Badlands, deep within the Blood Wood, or other areas the Horrors overran. For example, in Haven, rumors abound of a gateway whose location corresponds to the exact astral location of the Map Wall. This gateway supposedly leads to one of the most dangerous and corrupt netherworlds — one that few Name-givers have seen and survived. Adepts seeking this gate in astral space would see the astral imprint of the Map Wall and the surrounding area, as well as the gateway directly in front of the wall.

Some scholars believe that other netherworld gateways exist in deep or high astral zones that correspond to physical areas beyond the reach of all but the most intrepid Name-givers. In fact, some believe the legendary airship *Earthdawn*, which disappeared just at the end of



the Scourge, passed through such a gateway and became trapped in one of the netherworlds, where it remained until its return during the Battle of Sky Point.

Sylvar

The netherworld known as Sylvar tends to draw only the most daring of astral explorers. Sylvar might once have been a beautiful place, but the depredations of the Horrors have left it a world of wind-blasted rock formations, scorched earth and poisoned waters. Though choked with the scent of ash, Sylvar's air remains breathable. The astral space adjacent to Sylvar is a Tainted region, and most of the gateways to Sylvar also lie in Tainted regions.

Only a few minor Horrors remain in Sylvar, apparently glorying in its devastation or guarding it for reasons unknown. Though these entities are dangerous, those Adepts experienced enough to travel astrally can likely defeat them with relative ease.

Numerous deposits of rare minerals lie close to Sylvar's razed surface, a powerful incentive that attracts Adepts searching for precious metals and True Elements. Others visit Sylvar in search of clues to the nature of the Horrors. During the Scourge, Sylvar suffered from the depredations of the Horrors in much the same way as Barsaive, which has led many magicians to speculate that valuable knowledge in the struggle against the remaining Horrors might be gained by studying that netherworld. Some Adepts also believe that pattern items for one or more Named Horrors may remain on Sylvar – items that would be of great value to adventurers battling the Horrors in Barsaive.

Cadence

Cadence is perhaps the most chaotic of the netherworlds known to Barsaivans. This world consists of a string of pocket realities, each vastly different from the one before. As a result, an astral traveler in the Cadencian landscape can move from an area resembling the Elemental Plane of Fire to a mountaintop retreat in a single step.

Because the landscape of Cadence offers such a variety of realities, many Nethermancers believe that Cadence may hold the key to better understanding the secrets of the netherworlds. As a result, Cadence is a common destination for experienced astral explorers, especially Nethermancers seeking information on cosmology and other dimensions. Learning this information, however, requires significant effort on the part of the Adept.

To find a specific piece of information in Cadence, an Adept enters the gateway to the netherworld. He will immediately find himself in a location that presents one or more challenges he must defeat. Once he defeats the required challenges, the Adept will find himself transported back to the astral gateway to Cadence. Again he must enter the gateway, but this time he will find himself in another location with new challenges he must defeat. If he succeeds, he will again find himself at the netherworld's astral gateway. The Adept must continue to repeat this process until he arrives in the location that contains the information he seeks. The order in which the Adept defeats each location's challenges, and the manner in which he does so, partially determines the next location into which he passes. If the Adept leaves the netherworld and travels back to astral space before defeating a location's challenges, he loses all progress toward his final destination and must begin the process again. As a result of Cadence's strange geography, locating the answer to a quest may take days, even weeks.

Throne

Throne consists of nothing more than a palace and the grounds on which it sits. From atop the high wall surrounding the grounds, an Adept can view an entire kingdom. However, any Adept who ventures past the walls is simply thrown back into astral space with a violent shock. The palace and estates are filled with nobles, common officials, supplicants, assassins, advisors and military people of all types.

Throne can provide any knowledge an Adept might seek-providing the Adept is up to the task. Knowledge that cannot be found elsewhere can always be found in Throne. To pass through the gateway to Throne, an Adept must first know the nature of the knowledge he seeks – a Nethermancer who travels to Throne to learn a Key Knowledge for an item must know the specific information he seeks: the item's Name, the Name of the person who created the item, the target of the item's Empowering Deed and so on.

Once in Throne, the visitor must accept a role in a "game." For example, an Adept might find himself in a grand ballroom at a royal masquerade ball, in the middle of a series of battles on the palace grounds, or even thrust into a bizarre game of court intrigue in which he must use his charisma and leadership skills to win the palace throne by popular acclamation. By winning this game, he receives the knowledge he seeks. As suggested by the example, succeeding will be no easy task, and the Adept will probably have to unseat several other astral travelers attempting the same feat to gain the information they seek.

An Adept may visit Throne repeatedly, though the specifics of the game he must play during each visit will change and always demand a new solution. As part of this netherworld's challenge, locating the gateway to Throne becomes more difficult each time an Adept attempts to do so, as does winning the game.

Tekk'sint

Very few Adepts who set out to find Tekk'sint ever return, for the high magic levels make this a veritable Horror haven. In this netherworld, various types of Horrors exist as the dominant life form and live according to the laws of survival of the fittest. The strongest mark large areas as their own; those who fail to submit to their dominance are simply devoured.

The astral space that corresponds to this netherworld is a Corrupt region, and all gateways to Tekk'sint lie in Corrupt regions. These conditions make Tekk'sint one of the most inaccessible of the charted netherworlds, though particularly skilled Adepts travel here to hone those talents most suited for killing Horrors.

ELEMENTAL PLANES

Each of the elemental planes embodies a single element in its purest form: fire, water, air, earth and wood. Despite the obvious hazards of going to a place consisting of nothing but a single element, Adepts can and do travel to the elemental planes, usually in an attempt to harvest True Elements or contact elemental spirits. Though conditions in the elemental planes make it extremely dangerous for Adepts to linger there more than a few minutes, attempts to gather True Elements by traveling to the elemental planes generally yield more, and more potent kernels than any other method of gathering True Elements.

Areas of the physical world that possess features similar to a specific elemental plane are often the gateways necessary to enter the elemental

planes. These fissures between the physical world and the elemental plane also occasionally allow the most potent kernels of True Elements to escape into the physical world. For example, one such crack connecting the physical world to the Elemental Plane of Fire exists near the center of the Death's Sea.

Like any of the other netherworlds, Adepts can reach the elemental planes through astral space. The process is slightly different in that an Adept who enters a portal in order to reach one of the elemental planes leaves the physical world, takes on astral form, and steps directly into the elemental plane while in astral form. Generally speaking, the nature of magic should make it possible for Adepts to protect their astral forms in the elemental planes through the use of magical items, spells and talents. Players and gamemasters should work together to determine how such protection could be fashioned in their game.

Though the elemental planes show no physical signs of damage from the Horrors, the fact that many of the astral gateways to the elemental planes lie in Tainted or Corrupt astral space strongly implies that those entities affected the elemental planes during the Scourge. Exactly why this is so remains a mystery to most magicians, but some Elementalists believe the close link between the physical world and the elemental planes, and the wide variety of the powers and natures of the Horrors, may explain how this was possible.

PLANE OF AIR

Generally, astral gateways to the Plane of Air are located within Safe regions, as the Horrors apparently found little they could corrupt in this plane. The buoyancy of True Air supports any traveler to the Plane of Air. All travelers to this plane may also breathe True Air regardless of their physical nature. Adepts often become giddy when breathing the pure element, however, and doing so for more than a few minutes without taking suitable precautions may render the Adept's lungs incapable of breathing normal air again.



PLANE OF EARTH

Of all the elemental planes, the Plane of Earth draws more Adepts than any other. Numerous pockets of True Air and True Water manage to also exist in this plane, but passing between them is impossible for any being unable to move through solid earth. Adepts who make the journey in order to contact elemental spirits and who survive the plane's harsh conditions will find the spirits that inhabit the Plane of Earth to be quite cooperative.

The Plane of Earth suffered the most of all the elemental planes during the Scourge, and all its gateways appear in Tainted or Corrupt regions of astral space.

PLANE OF FIRE

The Plane of Fire is the most hostile of the elemental planes. Most everything that enters this plane — be it Name-giver, spirit (save for fire spirits), even small amounts of True Water — is immediately consumed by the True Fire of the plane. Any character foolish enough to enter the Plane of Fire without suitable protection would be incinerated almost instantly. Some talents and magic can offer some protection. For example, Nethermancers using the Netherwalk Talent to astrally project may safely enter the Plane of Fire and contact its elemental spirits.

The plane is also home to several Horrors that apparently relish the painful burning sensation of its True Fire. Other Horrors find pleasure in transporting hapless Adepts to the Plane of Fire and feeding off the brief moment of terrible anguish and pain these Name-givers suffer before dying.

Astral space surrounding gateways to the Plane of Fire is generally an Open region that is occasionally polluted by Tainted astral space.

PLANE OF WATER

As with any underwater travel, moving through the Plane of Water offers many challenges, not the least of which is breathing. Elementalists can use the Gills spell to stay alive in this elemental plane, but only for two or three minutes at most — True Water does not offer a great deal of oxygen to extract. Bubbles of True Air large enough to sustain a single Name-giver, probably created by kernels of True Fire colliding with the True Water, occasionally drift through the Plane of Water, and while Adepts fortunate enough to find one of these bubbles may stay in the elemental plane for several minutes, they risk the same dangers of staying too long on the Plane of Air.

The Horrors apparently found no easy way to corrupt the Plane of Water, for gateways to this plane are located in a Safe region of astral space.

PLANE OF WOOD

Because no Adept has ever traveled to the Plane of Wood and returned, only the existence of True Wood and wood and plant spirits supports the theory that this elemental plane exists.



SUMMONING



After I died, I thought I'd get a rest. That's what everyone always talks about, eternal rest. But no, I get every snot-nosed kid wanting to be a great Warrior bringing me back just so I can teach them how to 'beat people up.'

— Gra' Tok, former 10th circle Warrior

Summoning is the act of calling upon and attracting spirits and creatures to perform some sort of service. Because Adepts should know what they might summon before doing so, the section on summoning spirits will include a discussion of the different types of spirits and their powers, rules for summoning using spells, talents and Half-Magic, explanations of the summoning process, the use of Blood Magic in summoning, banishing, and a description of the dangers of summoning.

SUMMONING SPIRITS

Traditionally, there are four distinct parts to the summoning process: calling, binding, service, and release. Most Adepts will tend to follow this school of thought, as it is much safer than haphazard summoning, and its structured form makes it easier to perform formal ritual summons. That is not to say there aren't those who do not follow this stricture, however, those Adepts are usually either very powerful, or end up being very dead. With the massive fluctuations in magic levels in recent times, summoning has become increasingly difficult. Many theorize that this is because spirits are more reluctant to travel through the astral plane when called, and many creatures are too frightened, and are therefore more resistant to summoning. No one knows for certain what the cause is. However, the results are obvious.

Calling: Classified as the first phase of summoning, the calling of the spirit or creature is generally what most non-magically inclined Name-givers consider to be the whole of the summoning process. This is the act of attracting the attention of a spirit or a creature, and drawing it towards the summoner. Adepts generally summon spirits in one of three ways—with spells, talents or Half-Magic. Regardless of the method used, the test made to call on a spirit is the first Summoning Test. When summoning with a spell, the Spellcasting Test is the Summoning Test. When using a talent, the Talent Test becomes the Summoning Test. When using Half-Magic, the Half-Magic Test is the Summoning Test.

Generally speaking, summoning is a blind process. In most cases, the summoner does not know specifically what he is calling. By choosing a specific environment from which to summon a spirit or creature narrows down what is summoned. The maximum strength of the creature or spirit that is summoned is determined by the results of the Summoning Test. There are three cases in which the summoner has more control over what is summoned: the summoner is using a specifically designed summoning spell or Talent; the summoner is calling a Named spirit; or the summoner is calling a creature or spirit that they have worked with before in the past.

Binding: The second part of summoning is the binding. This is the process of exerting force of will to restrain and/or control the summoned creature or spirit. The procedure can be anything from a physical act, such as training and harnessing a horse or drawing a ritual summoning circle, to offering to swear a blood oath or blood promise, to a Contest of Wills. Without this step, a summoned creature or spirit may ignore the summoner's request for service, and may go as far as consciously betraying the summoner or even rampaging around the area. The binding can be accomplished through spell, talent, Half-Magic, or Blood Magic. As with the calling, the method used in the binding determines the step used for the second Summoning Test. A successful binding effectively saps the will of the summoned creature or spirit, making it less likely to fight against the control of the summoner, while making it more difficult for another Adept to banish.

There may be situations where binding is used out of turn from the traditional summoning process to restrain a spirit or creature, as some spells and talents are designed to do. This can be used to control a creature that has beaten an Adept in a Contest of Wills, or one that was too powerful for the summoning Adept to win over. Creatures that are bound in this way cannot be pressed into service and, usually, the only thing that can be done is to banish them.

There are some circumstances where preparations for binding are performed well in advance of the calling. This is especially the case for designing protective wards or summoning circles. The preparations for this are done as normal, however the second Summoning Test used for the binding is still not done until after the first test is successful. Binding is not necessarily an instantaneous process either. The binding of a familiar may involve several weeks of training, or the binding of an elemental spirit may require several minutes in a silent Contest of Wills. Regardless the length of time, only a single roll for the Summoning Test is required. The length of time that the binding will be in effect is dependant on the second Summoning Test. More details will follow in the sections detailing summoning methods, spirits and familiars.

Service: The third step of summoning is the service, where the summoner defines the reason that the creature or spirit was called. The type of service requested can be anything—from something as simple as asking for an answer to a question, to the more permanent service of a familiar or ally spirit. It is important that the summoned creature be able to understand the Adept that is asking for the service in some way: an Elementalist must be able to speak the tongue of the summoned elemental; a familiar needs to have been trained enough to respond to the Adept's commands; a Named spirit needs to speak the language of the Adept. Once the service is accepted, the summoned creature performs the duty.

The Adept makes a third Summoning Test, using the talent, spell, skill, or Half-Magic ability used to communicate with the creature or spirit as its basis; Elemental Tongues, Animal Training, and Plant Talk are examples of applicable abilities. Should the service ever present significant danger to the summoned creature, it may perform a Willpower Test against the summoner's Charisma step to ignore the request of service, and it may threaten to break free of its binding.



The complexity, type and quality of service performed are dependent on the success level of the third Summoning Test. More detail about the specifics to this will be outlined in the sections for summoning methods of spirits and familiars.

Release: The last step in summoning is the release. While this is not actually reflective of the act of summoning, it is an important part to the process as a whole. There are four ways a creature or spirit can be released from service: expiration of the term of service as agreed upon, the summoner willingly releasing the creature or spirit from service, the Adept losing a Contest of Wills, and banishment.

No effort is needed to release the creature through the first two methods. Spirits released in this way leave peacefully, and are generally amiable toward the summoner, increasing the chances for a successful summoning in the future. Creatures often develop a bond of trust, and may choose to remain with the Adept even after their release.

A creature or spirit fighting against the Adept and its binding may defeat the Adept in a Contest of Wills. In this case, all control of the creature is lost, and those that don't leave willfully must be destroyed or banished. A banished creature or spirit is forced to either leave the physical plane, as is the case for spirits, or to abandon the area, as in the case with most creatures.

Because of the nature of binding, it is more difficult to banish a bound creature, as opposed to a free spirit or creature. When attempting to banish a bound spirit or creature, add the controlling Adept's Charisma Step to the Difficulty Number. Banishment is considered the fourth Summoning Test, even though it is not necessarily performed by the summoner.

SUMMONING BY SPELL

Earthdawn contains a number of spells designed specifically to summon tasked spirits, such as Pocket Guardian, Porter, Pack Bags and others. Any Adept may summon spirits with these spells, provided the appropriate spell is available to his Discipline. Generally, the spells incorporate all four steps for summoning in their design.

When summoning using spells, the Spellcasting Test is generally considered as the Summoning Test for all four parts. If the spell requires a Willforce Test as well, the Willforce Test is used for the second Summoning Test. A failure on either test may trigger the effects described in **Dangers of Summoning**, p. 105. Specifics to the effects are outlined in the spell descriptions.

In addition to spells used to summon tasked spirits, **Earthdawn** also contains a number of related spells used in one or more steps in the summoning process, or are used to directly affect the summoned spirit in some way.

Horror Call (p. 184, ED2) is a Nethermancer summoning spell that only works on Horrors. To use the spell, a Nethermancer must know the Horror's Name. The spell summons the Horror into a protective circle. The Spellcasting Test for Horror Call only applies to the calling and the binding phases.

Plant Talk (p. 157, ED2) enables Elementalists to communicate with plant and wood spirits. The Plant Talk spell does not work with other types of elementals or spirits. This spell incorporates all four steps to summoning.

Restrain Entity (p. 183, ED2) enables Nethermancers to restrain undead beings, Horrors and Horror constructs. The spell also works against physically manifested spirits. The Restrain Entity spell makes a

good backup for Nethermancers summoning Named spirits with the Summon and Summoning Circle talents (p. 40). This spell only incorporates the step for binding.

Restrain Horror (p. 184, ED2) enables Nethermancers to restrain Horrors. This spell is only applicable for the second step in summoning, binding.

SUMMONING BY TALENT

In addition to spells, **Earthdawn** contains a number of talents used to summon spirits. These talents include the Orbiting Spy, Spirit Dodge and Spirit Mount talents, all of which are described in the **Earthdawn Second Edition** rulebook. The magic of these talents usually incorporates many of the four steps of summoning. When summoning with talents, the Talent Test is the Summoning Test, and failed Talent Tests may trigger the effects described in **Dangers of Summoning**, p. 105.

Other talents – Summon and Summoning Circle – may be used by Nethermancers and Elementalists to summon Named ally and elemental spirits. Summon incorporates the first Summoning Test, calling, and Summoning Circle applies to the second step, binding.

The Summon talent enables Nethermancers and Elementalists to summon Named ally and elemental spirits. To use this talent, the Adept must first acquire a pattern item of the spirit and weave a thread to the item. These tasks alone may be extremely difficult, as many Named spirits exist only in astral space and have few or no pattern items.

The Summoning Circle talent enables an Adept to create a protective circle to contain a summoned spirit. To use this talent, the Adept must first acquire a pattern item of the spirit and weave a thread to the item.

For complete rules on using the Summon and Summoning Circle talents, see p. 40.

Earthdawn also contains a number of related talents that enable Adepts to bargain and communicate with, contain and strike at spirits.

Spirit Talk (p. 108, ED2) is a Nethermancer talent that allows an Adept to talk with spirits. The talent works on spirits that are summoned or detected using other means. For summoned spirits, this may be used in the service portion of the summoning process.

The Elemental Tongues talent (p. 93, ED2) enables Elementalists to speak with any air, earth, fire or water elemental spirit. To speak with wood or plant spirits, however, an Elementalist must use the Plant Talk spell (p. 157, ED2). If the spirit was summoned, the Elementalist may use this talent for the service portion of the summoning process.

Spirit Hold (p. 107, ED2) allows a Nethermancer to restrain any spirit, astral entity, undead creature or Horror construct. When restrained with this talent, a target cannot take any action other than to communicate. This talent works equally well against astral or physically manifested. Most spirits resent being restrained by this spell, however, and they will initiate a Contest of Wills (p. 104) against Adepts who attempt to use it. This talent may be used in the binding process of summoning.

Elemental Hold (p. 93, ED2) enables Elementalists to restrain elemental spirits and elementals and works in the same way as Spirit Hold.

Spirit Strike (p. 108, ED2) allows an Adept on the physical plane to strike at opponents in astral space, including spirits. This talent is especially effective when combined with talents such as Spirit

Hold or Elemental Hold. Spirits that are unable to attack physical targets generally retreat when confronted by an Adept using this talent, but such spirits often seek revenge in other ways.

Netherwalk (p. 35) enables a Nethermancer to send his own spirit into astral space. The Nethermancer's spirit takes on the properties of a typical spirit in astral space, but retains all of the Nethermancer's talents and spells. While in astral space, the Nethermancer's spirit may interact with spirits and other entities, but is also susceptible to being summoned as a Named spirit.

SUMMONING BY WILLFORCE

Any Adept, not just Elementalists and Nethermancers, may wish to call upon the services of a spirit at some point. Once an Adept has reached Ninth Circle, they may attempt any phase in the Summoning process using their Willforce Step as their Summoning Tests. Those Adepts without the Willforce talent must use their Willpower Step.

Because of their lack of formal training and experience in this area, Adepts that attempt to summon in this way are subject to penalties. Add 5 to any Difficulty Number that applies when summoning using raw Willforce alone.

SUMMONING BY HALF-MAGIC

Though **Earthdawn** contains many different summoning-related spells and talents, these spells and talents summon only specific types of spirits. The Half-Magic Summoning ability gives Nethermancers and Elementalists an advantage by allowing them to summon a much broader range of spirits with some bonuses granted through Half-Magic. For example, when using this ability, Nethermancers have an opportunity to summon an ally spirit and Elementalists may use it to summon any elemental spirit.

Unlike most uses of Half-Magic, the Half-Magic Summoning ability is actually learned as a specific ability. Both Nethermancers and Elementalists learn the ability at Fifth Circle. The step number for each of the Summoning Tests equals the magician's Willforce Step plus his Half-Magic Step (divide the character's Circle by 2 and round up), against normal Summoning Test Difficulty Numbers.

Half-Magic may not be used to summon Named spirits, but Nethermancers and Elementalists may use it when banishing spirits (see **Release**, p. 103).

BLOOD MAGIC AND SUMMONING

Like other uses of magic, summoning can be augmented by the use of Blood Magic. In the case of summoning by spells or talents, Blood Magic can be used to augment Spellcasting and Talent Tests (see **Pushing Talents and Abilities**, p. 120). An Adept may also use Blood Magic to increase his Half-Magic Summoning step number in the same way as for a talent.

Using Blood Magic during summoning does entail additional risks, however. If a Blood Magic-assisted Summoning Test yields a result of all 1's, the summoning Adept suffers more severe consequences than normal, at the gamemaster's discretion (see **Dangers of Summoning**, p. 105).

Adepts may also use Blood Magic to extend the duration of Half-Magic summonings of elemental spirits and ally spirits.

RITUAL SUMMONING

Both Elementalist and Nethermancer guilds frequently use Ritual Magic to summon and banish Great Form elementals and Named ally spirits.

When a group uses Ritual Magic to summon spirits, the ritual leader makes all Summoning Tests, whether they are for Banishing Tests or Contests of Wills. Supporters can enhance the ritual leader's abilities during any of these tests.

When the ritual leader is summoning or banishing using a talent, supporters can use the Talent Linking knack (see p. 48) if they possess the talent the ritual leader is using. Otherwise, they must use Blood Magic in order to enhance the ritual leader's abilities.

When a ritual leader is using Half-Magic for summoning and banishing, supporters must use Blood Magic to enhance his tests.

If the ritual leader is using Willforce, supporters with the Willforce talent can use the Talent Linking knack to enhance the leader's tests. If the leader performs these tests without Willforce (i.e., the leader is using raw Willpower), supporters must use Blood Magic to aid him.

Any use of Ritual Magic establishes a magical link between a ritual leader and his supporters. Therefore, any adverse effects caused by a failed Ritual Magic summoning (see **Dangers of Summoning**, p. 105) affect both the ritual leader and all supporters participating in the ritual.



SUMMONING TESTS

Calling

When attempting to call upon a spirit, the Adept performs a Summoning Test against a default Difficulty Number of the spirit's Spell Defense, unless otherwise specified by a particular talent or spell. The maximum Spirit Strength Rating of a spirit summoned with Half-Magic is 10. With an Average success, the Adept successfully summons a spirit with a Spirit Strength Rating up to 1 step greater than the Adept's Circle. With a Good success, the Adept successfully summons a spirit with a Spirit Strength Rating up to 2 steps greater than the Adept's Circle, with a +1 step bonus to all further Summoning Tests concerning the spirit summoned. With an Excellent success or better, the Adept successfully summons a spirit with a Spirit Strength Rating up to 4 steps greater than the Adept's Circle, with a +2 step bonus to all further Summoning Tests concerning this particular spirit. The actual Spirit Strength Rating of the spirit being summoned is the player's choice.

Level of Success	Range of Strength Greater Than Adept's Circle	Bonus Steps to Further Summoning
Average	1	+0
Good	2	+1
Excellent +	4	+2

A failure means that a spirit is not summoned, and nothing obviously bad has occurred. A Poor failure means that something has gone terribly wrong with the summoning. Refer to **Dangers of Summoning** for examples of what happens in this case (p 105).

Binding

To determine how long a called spirit remains, if not already specified by a talent or spell being used, the summoner makes an appropriate Talent, Spell or Willforce Test against the spirit's combined Willpower Step and Spirit Strength Rating. This is performed during the binding phase in the summoning. A successful result (Average success or better) equals the number of minutes the spirit remains.

The summoner may increase this duration by using Blood Magic. By taking a number of Strain Points equal to his Wound Threshold, the summoner can increase the duration to a number of hours equal to the Willforce result. If the summoner physically inflicts a Wound on himself, the duration is increased to a number of days equal to the Willforce result, though the Wound cannot be healed for a year and a day.

A failed result means that the summoned spirit is out of control. A failure results in the spirit leaving the premises. A Poor failure results in the spirit rampaging and attacking the summoning Adept. Further attempts to bind and control the spirits are permitted, but these spirits must be banished after any failed attempt to bind them.

Service

To find the number of services the summoned spirit is willing to perform for the summoning Adept, unless specified by a talent or spell, the Adept must successfully communicate with the spirit. Ally spirits and Named spirits speak the tongue that they spoke when they were alive. Elemental spirits must be spoken to using the appropriate

Elemental Tongue. Roll the appropriate dice for the Summoning Test against the spirit's combined Charisma Step and Spirit Strength Rating.

An Average success means that the spirit will perform up to three services for the Adept with an instruction length of three words or less (see below for examples), or until the binding period runs out, whichever comes first. A Good success allows the spirit to perform up to five services with an instruction length of five words or less, or until the binding period runs out, whichever comes first. An Excellent success means that the spirit will perform up to ten services, with an instruction length of ten words or less, or until the binding period runs out, whichever comes first. With an Extraordinary success, the spirit will continue performing any number of services of any instruction length, until the binding period runs out. A spirit may also be inclined to reveal its true Name to the Adept with an Excellent success or better. An Adept may perform a Contest of Wills to force a spirit to continue services, even after its term of service is completed.

Valid examples of a three word or less instruction include:

"Protect me."
 "Guard this road."
 "Carry this package."

The gamemaster may interpret these instructions in whatever way she feels fit, so long as it still follows the general idea of the instruction.

Level of Success	Number of Services	Instruction Word Count
Average	up to 3	3 or less
Good	up to 5	5 or less
Excellent	up to 10	10 or less
Extraordinary	Unlimited	Unlimited

At any point that the service requested intentionally puts the spirit in any significant danger (instructions to guard someone is not considered putting the spirit in danger; asking a fire elemental to save someone from drowning in rough waters during a rainstorm is), the spirit is entitled to a Willpower Test against the summoning Adept's Charisma Step. If the spirit is successful, it may ignore the request, and it is counted against the Adept's total number of requests. The Adept may perform a Contest of Wills at this point to force the spirit to perform the task, though this will count as a separate service. If the spirit gets an Excellent success or better, then it has rebelled against the Adept. The Adept must then perform a Contest of Wills to keep the spirit under control, or else the spirit will be considered to have broken free of its binding.

A failure to properly communicate with the spirit will default in the spirit performing a single service – protecting the Adept from a single instance of danger – after which the spirit will leave. A Poor failure will result in a total misinterpretation of the Adept's instructions. The gamemaster is free to be as cruel and creative as she wishes in the misinterpretation. The spirit will leave once this service is performed.

Release

No tests are necessary if the Adept willingly releases a spirit prior to the completion of the term of service, or if the spirit leaves after its

services are complete. A test is necessary to banish spirits, however. If a specific talent or skill is not used, the Adept may attempt to use their Willforce against the spirit. A successfully banished spirit will immediately return to their normal plane of existence.

If an Adept attempting to banish a spirit successfully binds the spirit first, that Adept has a 3-step bonus to their Banishing Test. If an Adept attempts to banish a spirit that is bound by another Adept, he has a penalty equal to the opposing Adept's Charisma step.

A failure to banish a spirit means that the spirit is still free to roam the physical plane. A Poor failure enrages the spirit, causing it to rampage if it was not already doing so, and forcing it to attack the Adept attempting to banish it. Any further attempt to banish a spirit after a Poor failure also becomes more difficult—add 1 to all further Difficulty Numbers concerning this particular spirit.

Tasked Spirits can be banished with the Dispel Magic spell (p. 186, ED2), Half-Magic, or force of Willpower. For tasked spirits summoned by spells, the Dispel Difficulty is based on the spell's Circle plus the spirit's Spell Defense; for spirits summoned by talents, the Dispel Difficulty is based on the Talent Rank plus the spirit's Spell Defense (see *Dispel Magic*, p. 186, ED2).

Elemental, ally and Named spirits can be banished only by using Half-Magic or force of Willpower. When using this method, an Adept makes a Willforce-based Half-Magic Test against a Difficulty Number equal to the spirit's combined Willpower and Spirit Strength Rating.

Elementalists must achieve Excellent or better successes to banish ally spirits, and Nethermancers must achieve Excellent or better successes to banish elemental spirits. When attempting to banish their affiliated spirits (ally spirits for Nethermancers, elemental spirits for Elementalists), they only require Average successes. Named spirits are banished in the same manner as elemental and ally spirits without Names, but an Excellent success is required, no matter what type of spirit or spellcaster.

Note that these banishing methods do not work on Horrors or Horror constructs.



SPIRITS

THE SPIRIT'S FORM

When summoned, spirits usually arrive in their astral forms. They remain in astral space near the summoner, who may call on them for services for the duration of the summoning. Some tasked spirits manifest automatically when summoned, but generally most summoned spirits must be coerced before they will assume physical form.

SPIRIT SERVICES

Spirit services may include anything from helping the summoner perform a task to enhancing the summoner's abilities. **Spirit Powers** (p. 106) lists a number of typical abilities that spirits may use when providing services.

A summoned spirit will perform services only for the duration of the summoning. If the summoner does not use all the spirit's services before the summoning duration expires, those services are lost.

Spirits normally perform the services demanded by their summoners with little or no resistance. Some spirits may argue or debate the merits of some services, but rarely do they outright refuse. In some instances, however, spirits may refuse to perform services that pose a threat to them. For example, a fire elemental may refuse to manifest inside a boat on a lake. In these instances, the spirit has a chance of breaking free of its binds. See **Summoning Tests** (p. 103) for more information.

CONTEST OF WILLS

Occasionally summoners need to coerce summoned spirits to perform services. Such instances include coercing additional services from a summoned spirit or forcing a spirit to perform services against its will. In these cases, the summoner may impose his will on the spirit by defeating the spirit in a Contest of Wills.

In a Contest of Wills, the summoner and the spirit both make Willpower Tests (spirits add their Spirit Strength Rating to their Willpower and summoners can use Willforce for this test). Whoever achieves the highest result wins the contest. Both spirits and summoners can use Karma on this test. If the summoner prevails, the spirit must comply with his wishes. If the spirit wins, it may refuse the summoner's request.

Any spirit that defeats a summoner in a Contest of Wills may break free of the summoner's control. It may simply return to its astral home, or it may exact revenge from (or perhaps just cause mischief for) the summoner. The gamemaster determines the response of a freed spirit, based on the spirit's personality, the summoner's treatment of it and any past dealings it has had with the summoner.

Any time an Adept performs a Contest of Wills against a spirit damages his relationship with that spirit. Each time a Contest of Wills is used adds 1 to the Difficulty Number to all future tests where this particular spirit is involved.

A FRIENDLIER APPROACH

Summoners may also attempt to persuade reluctant spirits to perform services. In general, persuading a spirit to do the summoner's bidding is more difficult than defeating a spirit in a Contest of Wills, but a successful attempt at persuasion is less likely to anger the spirit in question.

An Adept who wishes to persuade a spirit makes a Charisma-based Half-Magic Test against the spirit's Social Defense. If the test succeeds, the spirit grants the Adept's request.

Adepts can also use other social talents against spirits, but because these talents are intended for use against Name-givers, their effectiveness against spirits is somewhat limited. For this reason, any Haggle or other Social Talent Test made to persuade a spirit requires a Good or better success against the spirit's Social Defense.

REPEAT SUMMONING

Normally, standard summoning methods do not allow an Adept to choose the individual spirit a summoning will produce (except in the case of Named spirits). But an Adept can summon a spirit he has summoned previously. To do so, the Adept must make the first Summoning Test (calling) against a Difficulty Number equal to the spirit's Spell Defense plus 1. This Difficulty Number increase is cumulative, so an Adept summoning a specific spirit for a third time would make the test against the spirit's Spell Defense plus 2; a fourth summoning attempt would be made against the spirit's Spell Defense plus 3, and so on (for this purpose, players and gamemasters should keep track of the number of times each player summons a specific spirit).

If the Summoning Test is successful, the desired spirit appears. On an Average or Good success, the Spirit Strength Rating does not increase. However, on an Excellent success or better, the Spirit Strength Rating increases by 1. This means the spirit will be more powerful and also harder to summon in the future. By carefully treading that thin line between failure and success, Adepts can avoid releasing too much power that the spirits can absorb to become more powerful.

DANGERS OF SUMMONING

Any time an Adept attempts to summon or banish a spirit, he exposes himself to the hazards of astral space. Generally, the spells, talents and Half-Magic process used for summoning protect the Adept from these hazards, but only when they work as designed. Any failed Summoning Test or banishing attempt may cause an Adept damage or worse.

Summoning and Banishing Test failures fall into two groups: failures and Poor failures. A failure occurs when an Adept's Summoning or Banishing Test does not yield an Average success or higher. A Poor failure occurs when a Summoning or Banishing Test dice roll equals a Poor failure result on the **Success Level Table** (see p. 340, ED2).

Common effects of both types of failures were described in the previous sections (see **Summoning Tests**, p 103). However, gamemasters should feel free to create new and nasty effects, based on the specific summoning failure.

Most commonly, failures when summoning spirits create an astral beacon of sorts that may pique the interest of nearby astral entities, in addition to the listed effects. The type of astral region in which the failed summoning attempt took place can influence the type of astral entity that is attracted. In a Safe region of astral space, nothing may be attracted, while in a Corrupt region, a major Horror may approach.

Alternatively, a failure may cause the Adept to receive a minor curse (see **Curses**, p. 233, ED2). The Adept automatically receives the curse (no test is needed), and the gamemaster determines the curse's effects. Possible curse effects include increased difficulty when

summoning spirits or casting spells associated with the type of spirit and increased difficulty when using a specific type of magic.

Poor failures may result in the Adept receiving a major curse or even a Horror curse, in addition to the effects already listed. The gamemaster determines the effects of the curse, based on the type of spirit the Adept attempted to summon. Alternatively, the summoning attempt may produce a spirit the Adept was not trying to summon, or even one that is much too powerful for the Adept to control. Such spirits are not bound to perform services or obey the summoner, and they may even attack the summoner and any nearby companions.

The Poor failure may also summon a Horror, which may launch a direct attack against the Adept and his companions or use one or more of its powers, such as Horror Mark. The gamemaster determines the nature and power of the Horror, based on the maximum Spirit Strength Rating of the spirit the Adept could potentially summon (Adept's Circle + 5). For example, a failed attempt to summon a Strength 1 air spirit might summon a kreesca or crystal entity. A failed attempt to summon a Strength 7 ally spirit, on the other hand, might arouse the attention of a Named Horror such as Taint or Ysrthgrathe.

DEFINING SPIRITS

Spirits are entities that exist solely in the various realms in and around astral space. Scholars and magicians agree that these varied and unique entities inhabit the netherworlds, elemental planes and other various astral regions. Beyond that, little is known about the true nature of spirits, though years of study have yielded some useful information on these beings.

Most spirits prefer to remain in astral space and only manifest in the physical world when forced to do so by their summoner. Once a spirit has manifested physically, it can affect physical objects and characters in the same way as any other physical being.

More often than not, spirits possess thoughts, feelings, likes, dislikes and memories, and Adepts should regard all spirits with caution and respect – spirits usually find a way to punish those who treat them with insufficient respect. But perhaps more importantly, spirits exhibit an impressive capacity to learn. As a result, some of them possess great wisdom, while others have become quite cunning and treacherous. Still others have learned to cast spells, and some carry the knowledge of all those who have summoned them, making them a valuable asset to any magician.

Magicians recognize four major categories of spirits: tasked spirits, elemental spirits, ally spirits and Named spirits. The melding of a deceased Name-giver's astral form with a minor spirit of the netherworlds is theorized to create Named Spirits. The origins of tasked, elemental and ally spirits remain a mystery (full descriptions of the four spirit types appear later in this chapter).

MOTIVATIONS, ATTITUDES AND PERSONALITY

Like Name-givers, spirits have unique motivations and attitudes. Like the motivations and attitudes of Horrors, those of spirits seem bizarre and alien to Name-givers. The very nature of spirits precludes Name-givers from truly understanding the workings of the spirit mind.

Despite their mysterious behavior, spirits do seem to possess personalities as distinct as any Name-giver. Each individual spirit is a unique creature with a unique outlook. A rare few spirits enjoy being

summoned and put to use, while the great majority strongly resent being disturbed by Name-givers too ineffectual to solve their own problems. Many spirits consider themselves so superior to Name-givers that they feel insulted when a Name-giver summons them; a few others relish the idea of exploring a bit of the physical world every now and again. Any spirit may be summoned – even those with the most abrasive personalities – but Adepts usually choose to summon spirits with reasonable personalities. Of course, until an Adept has summoned one such spirit, he must take what he gets.

SPIRIT STRENGTH RATINGS

Not all spirits are equally powerful. Spirit Strength Rating is a rough measure of its power level in relation to other spirits. The higher the Spirit Strength Rating, the more powerful the spirit, both in its base statistics and in the powers at its disposal. Note that the Spirit Strength Rating of a spirit is different from its Strength attribute.

Each increase of the Spirit Strength Rating enhances the spirit's attributes and characteristics and grants it additional powers and abilities. Each point of Spirit Strength Rating grants a spirit the following:

Spirit Strength Rating Increase Chart

- +1 to Spell Defense, Social Defense AND Physical Defense
- +1 Mystic Armor OR Creature Durability Rating
- +1 to Perception OR Willpower Step
- +1 to Strength OR Toughness Step
- +1 to Dexterity OR Charisma Step
- +1 to Karma Step OR + 10 Karma Points
- 1 additional spirit power, if allowed (see **Spirit Powers**, below)

Note that any time a spirit's Attribute step numbers increase, any corresponding characteristics also increase. For example, if a spirit's Strength Step increases, his Damage Step and Knockdown Step increase accordingly. Likewise, each increase in a spirit's Perception also increases the spirit's Spellcasting Step. Defense Ratings (Physical, Spell and Social) are an exception to this rule, because they gain direct increases for each increase in the Spirit Strength Rating.

In addition, specific types of spirits gain additional powers as their Spirit Strength Rating increases. These additional powers are listed in each spirit type description in this section. Because the Spirit Strength Rating of a spirit can affect its Willpower and Spell Defense, summoning spirits of significant Spirit Strength Ratings can become extremely difficult.

Increasing Spirit Strength Ratings

Spirit Strength Rating can increase in three ways. First, the rating grows as the spirit ages. Second, repeated summonings can increase the rating. Third, if the summoning Adept uses Blood Magic in any portion of the summoning process, the summoned spirit can increase its Spirit Strength Rating.

Increases due to age accumulate slowly and account for very little growth in Spirit Strength Rating. Generally, Spirit Strength Rating is related to its age – the older the spirit, the higher its Spirit Strength Rating. However, the two factors are not always so directly proportional. A 100-year-old spirit may have a Spirit Strength Rating of only 1 or 2, while a 500-year-old spirit may have a Spirit Strength Rating higher

than 10. A general practice is to assume that the Spirit Strength Rating is a spirit's age divided by 100 rounded down. The gamemaster can determine this value.

The primary way Spirit Strength Rating increases is through repeated summonings. Whenever a spirit is summoned, the summoner uses magical energy to reach out to the spirit's pattern and draw it toward the summoner. As is the case with most magic use, under ordinary circumstances the magical energy dissipates once the spirit has been summoned. When a specific spirit is summoned repeatedly, however, the spirit learns to recognize that it is being summoned and to absorb a little of the magical energy used in the summoning before the energy dissipates. The vast majorities do this to increase their Spirit Strength Rating in an attempt to eventually become too powerful to be summoned.

Summoners recognize that this phenomenon increases Spirit Strength Rating and have found a way to avoid it, because a spirit becomes harder to control as its Spirit Strength Rating increases. **Repeat Summonings**, page 105, provides a special procedure summoners may use to repeatedly summon a spirit without adding to its Spirit Strength Rating.

A spirit can also benefit from any Blood Magic used in the summoning process. With a successful Perception Test against the Adept's Spell Defense, the spirit may absorb the power unleashed by any Blood Magic used in the summoning process to grow.

Note that a spirit can never grow beyond a Spirit Strength Rating of 15. Once it reaches this point, it is considered a Great Form. It can, however, continue to increase its attributes through any of the above methods. When a Great Form spirit achieves an opportunity to grow, it may choose ONE of the bonuses it gains from the **Spirit Strength Rating Increase Chart**, p 106. For example, an Adept uses Blood Magic to summon a Great Form spirit, and it succeeds its Perception Test against the Adept's Spell Defense. It then chooses to increase its Perception by one step.

SPIRIT POWERS

Ally, elemental and Named spirits may possess a number of special powers, much like the powers of dragons and Horrors. The following list describes some of the spirit powers common to these different spirits. As they increase in strength, spirits may gain new powers as well, as noted in **Spirit Strength Ratings**. Unless a spirit power description states otherwise, ally, elemental and Named spirits may possess that power.

As with dragon and Horror powers, spirits must use a step number to make tests with their powers. Most of these step numbers are based on one of the spirit's Attributes, usually Willpower, and the Spirit Strength Rating, so any increases in the Spirit Strength Rating also increases the step number it uses to make tests. If the power description does not provide a step number formula, the power has a specific effect that does not require a test.

The following list of spirit powers is not meant to be comprehensive. Gamemasters should feel free to create additional powers for their games.

Aid Summoner

The Aid Summoner power allows a spirit to enhance its summoner's magical abilities. To use this power, the spirit's summoner

takes a number of Strain Points equal to the Spirit Strength Rating. He takes this Strain all at once, even if it causes a Wound.

After taking this Strain, the summoner can add a number of steps equal to the Spirit Strength Rating to any of his magical ability steps for making tests. Eligible magical abilities include talents such as Spellcasting and Willforce. For the duration of this bonus, it may be applied to different abilities. For example, in one round the summoner may boost his Spellcasting Talent and in the next he may boost his Willforce Talent. However, each time the summoner uses the step bonus he must take 2 additional Strain Points.

Each use of the Aid Summoner power lasts for a number of minutes equal to the Spirit Strength Rating.

Astral Portal

The Astral Portal power is available only to ally spirits with a Spirit Strength Rating of 8 or higher. This power enables a spirit to create a portal through which Name-givers can enter astral space. The spirit must spend a simple action to use the power, and the portal lasts for a number of minutes equal to the Spirit Strength Rating multiplied by 10.

Astral Sight

Step Number: Perception Step + Spirit Strength Rating

The Astral Sight power works the same as the talent of the same name (p. 88, ED2).

Confusion

Step Number: Willpower + Spirit Strength Rating

The Confusion power is only available to ally spirits. This power enables a spirit to temporarily confuse a target by passing some of its own energy through the target. To use the Confusion power, a spirit makes a Confusion Test against the target's Spell Defense. If the test succeeds, reduce the target's Perception and Willpower Step numbers according to the following formula: -1 for an Average success, -2 for a Good success, -3 for an Excellent success, -4 for an Extraordinary success. These reductions also affect all talents based on the reduced Attributes.

The effect lasts for a number of minutes equal to the Spirit Strength Rating.

Detect True Element

The Detect True Element power is available to elemental spirits only. This power enables an elemental spirit to detect the presence of its own True Element. For example, an air spirit can detect only True Air with this power.

Because elemental spirits represent a manifestation of the elemental planes, and because Elementals generally use this power to locate True Elements for their own use, these spirits do not like to use the Detect True Element power for their summoners. Coercing an elemental spirit to do so requires a Contest of Wills (p. 104). If the summoner wins the Contest of Wills, the spirit leads the summoner to any source of its True Element within a number of miles equal to the Spirit Strength Rating. A spirit cannot detect the presence of its True Element beyond this range.

Elemental spirits will never aid a summoner in gathering True Elements. Even losing a Contest of Wills cannot coerce a spirit to violate this principle.

Detect Trap

Step Number: Perception Step + Spirit Strength Rating

The Detect Trap power is available to ally spirits only. This power works in the same manner as the talent of the same name (p. 91, ED2).

Detect Weapon

Step Number: Perception Step + Spirit Strength Rating

The Detect Weapon power is only available to ally spirits and earth spirits. This power works in the same manner as the talent of the same name (p. 92, ED2). The Detect Weapon power also enables a spirit to describe the general size, shape and location of the weapon.

Disguise Self

Step Number: Perception Step + Spirit Strength Rating

The Disguise Self power is only available to ally spirits. This power works in the same manner as the talent of the same name (p. 92, ED2) and allows the spirit to physically manifest in the form of any Name-giver the spirit has seen.

Empathic Sense

Step Number: Charisma Step + Spirit Strength Rating

The Empathic Sense power is only available to ally spirits. The power enables a spirit to retain an empathic connection with its summoner, in much the same manner as the Empathic Sense talent (p. 94, ED2).

Engulf

Step Number: Willpower Step + Spirit Strength Rating

The Engulf power is available to physically manifested elemental spirits. This power enables an elemental spirit to engulf a victim in its element, causing the victim damage each round. To use the power, an elemental must make a Spellcasting Test against the target's Spell Defense. If the test succeeds, the target is completely engulfed by the appropriate element and takes damage for a number of rounds equal to the Spirit Strength Rating.

Each round the victim is engulfed, the spirit makes a Damage Test using its Engulf Step.

Enrage Element

Step Number: Willpower Step + Spirit Strength Rating

The Enrage Element power is only available to elemental spirits. This power enables an elemental to create a tumultuous whirlwind of its element, or some similarly potent effect. For example, earth elementals may cause the ground to heave violently; air elementals may create gale-force winds; wood elementals, storms of spinning twigs; fire elementals, showering sparks; and water elementals, tremendous crashing waves of water. The power affects all targets within a radius of a number of yards equal to the Spirit Strength Rating. The power's effects last for a number of rounds equal to the Spirit Strength Rating.

Make a Damage Test with the spirit's Enrage Element Step to determine the damage the target(s) takes. In addition, any target within the area of effect is considered Harried. The elemental spirit does not need to be within range of its natural element to produce these effects.

Evil Eye

Step Number: Willpower Step + Spirit Strength Rating

The curse-like Evil Eye power is available to ally spirits only. To use the power, a spirit makes an Evil Eye Test against the target's Spell Defense. If the test succeeds, reduce one of the target's Attribute step numbers by 2 steps for a number of hours equal to the Spirit Strength Rating. The spirit or its summoner chooses the affected Attribute. A single target can be subjected to only one use of this power at a time.

Find

Step Number: Perception Step + Spirit Strength Rating

The Find power enables a spirit to trace an item to its origin. For example, if a spirit has a lock of hair, it can locate the hair's owner. If it has a piece of a wall, it can locate the building from which the piece came. To use this power, the spirit makes a Find Test against the subject's Spell Defense. If the test succeeds, the spirit has located the subject.

Haggle

Step Number: Charisma Step + Spirit Strength Rating

The Haggle power works in the same way as the Haggle talent (p. 99, ED2), except spirits may use the power only when bargaining with a summoner.

Karma

Like dragons and Horrors, spirits can spend 1 Karma Point on any test. Most spirits have a relatively low Karma Step, but the step number increases as the Spirit Strength Rating increases.

Lifesease

Step Number: Perception Step + Spirit Strength Rating

Similar to the Lifesight talent (p. 101, ED2), this power allows a spirit to sense the strength and composition of a character's life force.

Manifest

The Manifest power enables a spirit to manifest in the physical plane. The duration of the manifestation is limited to a number of minutes equal to the Spirit Strength Rating.

Physically manifested ally spirits appear as ghosts or apparitions and remain insubstantial enough to pass through solid objects, including walls, doors and rock. If the object is thicker than 1 yard, however, the spirit becomes lost in the object and requires an extra round per yard to find its way back out.

Physically manifested elemental spirits are called elementals. Rules for these spirit forms are provided in **Elemental Spirits and Elementals**, p. 110.

Manipulate Element

The Manipulate Element power is only available to elemental spirits. This power enables a spirit to change the basic structure of any object composed of the spirit's native element. The area of effect cannot exceed 1 yard in diameter.

For example, an earth elemental can use the Manipulate Element power to turn an area of solid earth into mud or quicksand. An air elemental could make the air in a certain area toxic or fresh as it wished. A water elemental could turn a pool into solid ice, and a wood elemental could twist a tree into a cage. A fire elemental could make a dying

ember burn white-hot or even explode. The gamemaster determines the specific effects of each use of the Manipulate Element power.

The effects of this power last for a number of minutes equal to the Spirit Strength Rating.

Possession

Step Number: Willpower Step + Spirit Strength Rating

The Possession power is available only to ally spirits with a Spirit Strength Rating 8 or higher. This power allows a spirit to temporarily possess and take control of a target's physical body. To use the power, a spirit makes a Possession Test against the victim's Spell Defense. If the test succeeds, the spirit possesses the victim for a number of minutes equal to the Spirit Strength Rating. During this time, the target is aware of his body's actions but cannot control them.

Possessed targets may force the spirit out by making a successful Willpower Test against the spirit's Spell Defense.

Remove Element

Step Number: Willpower Step + Spirit Strength Rating

The Remove Element power is only available to elemental spirits. This power enables a spirit to remove any trace of its native element from an area no larger than 1 yard in diameter. An earth spirit could use the power to damage a building by removing the dirt around one or more of the building's supporting walls, for example, or a water spirit could remove all the water from a character's body.

To use the power, a spirit makes a Remove Element Test against the target's Spell Defense. When using the power against a Name-giver, a spirit must achieve an Excellent success or better on the test. Any time a spirit successfully uses this power to remove the water or air from a Name-giver's body, the character suffers damage with a step number equal to the Spirit Strength Rating x 4. Armor does not reduce this damage.

Share Knowledge

The Share Knowledge power is only available to elemental spirits. This power allows a spirit to learn general information about any recent activity in, on, or near its native element. For example, an earth spirit may learn that two horses recently passed along a dirt road, a breeze may carry snippets of conversation to an air spirit, or a water spirit may learn that a boat recently passed along a river. The power enables spirits to learn only of events that occurred within a number of hours equal to the Spirit Strength Rating.

The gamemaster determines exactly how much information the elemental learns.

Soothe

Step Number: Charisma Step + Spirit Strength Rating

The Soothe power is only available to elemental spirits. This power enables a spirit to produce soothing sounds or smells that cause its target to relax. Sounds and smells might include a cool breeze, the sound of a softly gurgling brook, the smell of fresh dirt, the sound of leaves rustling in the wind, or the sound of a crackling fire. To use this power, a spirit makes a Soothe Test against the target's Spell Defense. If the test succeeds, the character rests more comfortably. Add 1 step to the target's next Recovery Test.

Spear

Step Number: Strength Step + Spirit Strength Rating

The Spear power is only available to elemental spirits. This power allows a physically manifested spirit to form a spear from its elemental essence and throw it at a target. In the case of a water elemental, the spear might take the form of an icicle. For a fire elemental, it might be a flame bolt. An air elemental's spear might appear as a barely visible shimmering haze that cuts through the air on its way to the target.

To use the power, a spirit makes a Spellcasting Test against the target's Spell Defense. Make a Damage Test using the spirit's Spear Step to determine any damage a target takes.

Spells

The Spell power enables spirits to cast spells using raw magic. The Spirit Strength Rating determines the Circle of spells it may cast. For example, a Strength 6 ally spirit may cast up to Circle 6 spells. Elemental spirits may only cast spells that deal with their native elements. Generally, ally spirits can cast spells of only one Discipline, though some powerful ally spirits can cast spells of several Disciplines. In the latter case, the spirit must possess a different Spell power for each different Discipline spell type.

When casting spells with this power, spirits are vulnerable to the same Warping and Damage effects as Name-giver magicians, and they run the same risk of becoming Horror-marked. For these reasons, spirits rarely use this power unless a summoner forces them to do so (see *Contest of Wills*, p. 104).

Spirit Durability

Like the Durability talent, Spirit Durability is the power that makes spirits tougher by increasing their Death and Unconsciousness Ratings.

Spirits are given a rating for their Spirit Durability, indicating the different increases to these statistics depending on the type of spirit. A spirit's rank in Spirit Durability increases with its Spirit Strength Rating.

Talents

The Talents power is actually a range of possible powers based on Adept Talents as described in the *Earthdawn Second Edition* rulebook and *Earthdawn Second Edition Companion*. The gamemaster determines whether a talent makes a logical spirit power, based on the type of spirit involved and its Spirit Strength Rating. Use the talent-based spirit powers described in this section, such as Taunt, as guidelines when creating talents powers.

Taunt

Step Number: Charisma Step + Spirit Strength Rating

The Taunt power works in the same way as the Taunt talent (p. 109, ED2), except spirits use it only when bargaining with a summoner.

Temperature

The Temperature power is only available to ally spirits. This power enables spirits to alter the temperature of an area up to 5 yards in diameter. The spirit raises or lowers the temperature enough to disconcert or discomfit characters within the area of effect, but not enough to endanger the characters. Characters or creatures within the area of

effect experience difficulty concentrating and suffer a 1-step penalty to any Perception and Willpower Tests. The effects of the Temperature power last for a number of minutes equal to the Spirit Strength Rating.

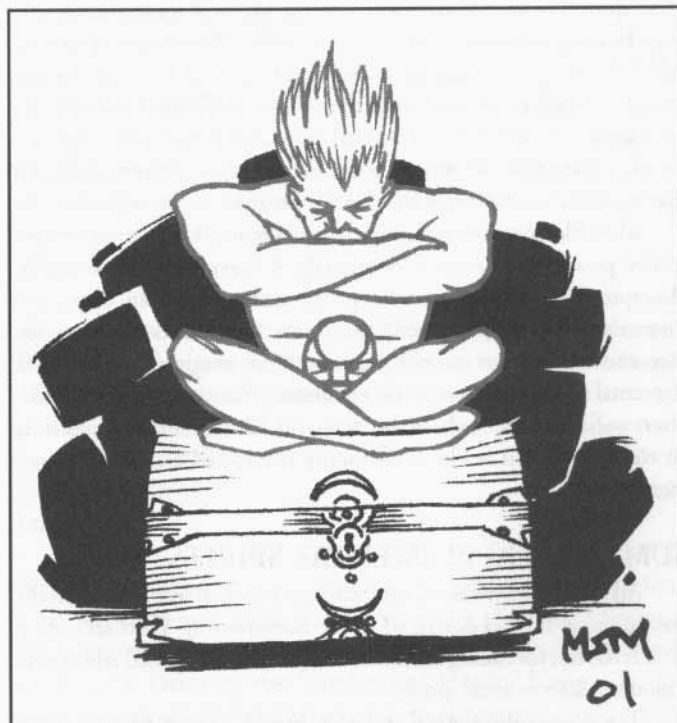
TASKED SPIRITS

Tasked spirits are the most common and least dangerous type of spirit encountered in *Earthdawn*. These spirits exist solely to provide specific services for their summoners. They may perform any number of duties, such as dusting, guarding a valuable item, scouting for danger or annoying a specified target. Unlike other types of spirits, tasked spirits commonly manifest in physical form. Most of the time, a tasked spirit's physical appearance is related to the task it performs. For example, tasked spirits may manifest as brooms, mice, shadows or any other form that suits the gamemaster's imagination.

These spirits are summoned by specific spells and/or talents for specific tasks. Examples of tasked spirits include the spirits summoned by the Pocket Guardian spell, the Orbiting Spy talent, and the Spirit Dodge talent. Any Adept with the appropriate spell or talent may summon a tasked spirit.

Of all the types of spirits, tasked spirits are the least powerful and easiest to summon. All tasked spirits have a Spirit Strength Rating of 1, and their Spirit Strength Ratings almost never increase except under very unusual circumstances (gamemaster's discretion). Tasked spirits cannot refuse to obey a summoner and may only provide the services described by the spell or talent used to summon them. Tasked spirits can be banished like any other spirit (see *Release*, p. 103).

Tasked spirits can be summoned using an appropriate spell or talent but they cannot be summoned with Half-Magic. The Spirit Strength Ratings of tasked spirits do not increase when the spirits are summoned repeatedly. Otherwise, all rules applied to summoning tasked spirits are the same as summoning any other type of spirit.



Strength 1 Tasked Spirit

DEX: 4 STR: 5 TOU: 4
PER: 3 WIL: 4 CHA: 3

Initiative: 5 Physical Defense: 8
Number of Attacks: 1 Spell Defense: 8
Attack: 5 Social Defense: 6
 Damage: 5 Armor: 5
Number of Spells: 0 Mystic Armor: 5
Spellcasting: N/A Knockdown: 8
 Effect: N/A Recovery Tests per Day: 1
Durability: 0 (5/4)

Death Rating: 25 Combat Movement: 25
Wound Threshold: 6 Full Movement: 50
Unconsciousness Rating: 20

Karma Points: 5 Karma Step: 3
Powers: N/A

Legend Points: 10
Equipment: None
Loot: None

ELEMENTAL SPIRITS AND ELEMENTALS

Elemental spirits are the astral forms of spirits from the elemental planes of astral space. Five known types of elemental spirits exist, one for each True Element: air, earth, fire, water and wood. Elemental spirits may switch between their astral and physical forms at will, though these spirits are very reluctant to assume physical form and usually must be coerced to do so. Physically manifested elemental spirits are called elementals. For example, an elemental air spirit in astral form would be called an air spirit; in its physical form, the same spirit would be called an air elemental. Elementals appear in a multitude of guises, based on the elements they embody. For example, a water elemental may appear as a soft mist, a whirlwind of water, or a quiet pool.

Most Elementalists summon elemental spirits to make use of these spirits' powers. Summoned elementals, however, also serve well as champions for magicians who prefer not to fight an opponent themselves. Most Elementalists summon these spirits with extreme care and the utmost respect, because these magicians believe the elemental spirits have lived in the elemental planes since before Name-givers walked on the earth. In the view of an Elementalist, summoning an elemental spirit is like summoning the sacred elemental planes themselves.

SUMMONING ELEMENTAL SPIRITS

An Adept that wishes to summon an elemental spirit performs the Summoning Tests as described in the **Summoning Tests** section, p 103. If the test for calling succeeds, the spirit is summoned and arrives a moment later in astral space.

The Adept must use either the Elemental Tongues talent or Plant Talk spell to communicate with the summoned spirit.

ELEMENTAL SPIRITS AND NAMES

All elemental spirits have True Names by which they are known by in their elemental tongue. Adepts often give an elemental spirit a name of their own design when they do not know an elemental spirit's True Name. A spirit cannot be summoned from that given name, however. They can only be summoned using their True Name. Elemental spirits need not be summoned as Named spirits, however, and cannot be forced to reveal their Names.

Summoning an elemental spirit as a Named spirit provides the summoner with greater control and power over the spirit, a benefit most Elementalists feel is worth the extra difficulties the method presents. See **Summoning by Talent**, page 101, for more information.

AIR ELEMENTAL SPIRIT

Air spirits embody the nature of air. Air spirits tend to be extremely perceptive and possess better social skills than any other type of elemental spirit. Most are good-natured as well, but can quickly turn from happy-go-lucky breezes to killer tornadoes when displeased. Most air spirits accept being summoned without complaint or struggle, and a few occasionally bargain with the summoner to stay longer or to be summoned again. Air spirits prefer to be near the flow of air at all times and become uncomfortable in enclosed spaces.

Air spirits may take many physical forms. Air elementals have been known to manifest as whirlwinds, soft breezes, or the sound of breathing. Air elementals often assume humanoid faces that appear as wispy, changing visages floating in the midst of their bodies.

Because air can rarely be seen, air elementals may become invisible at will. To use this ability, the air spirit makes a Spellcasting Test. The test result is the Difficulty Number for any character to see the elemental.

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

Initiative: 12 Physical Defense: 15 (20)*
Number of Attacks: 2 Spell Defense: 10
Attack: 12 Social Defense: 12
 Damage: 10 Armor: 7
Number of Spells: 2 Mystic Armor: 8
Spellcasting: 9 Knockdown: 8
 Effect: See below Recovery Tests per Day: 4

Death Rating: 46 Combat Movement: 150
Wound Threshold: 13 Full Movement: 300
Unconsciousness Rating: 39
Durability: 0 (6/5)

Karma Points: 10 Karma Step: 4
Powers: Aid Summoner, Astral Sight, Detect True Element, Engulf, Manifest, Manipulate Element, Share Knowledge, Spear

Legend Points: 300
Equipment: None
Loot: None

Notes: *The number in parentheses refers to the spirit's Physical Defense when physically manifested. All statistics are for a Strength 1 air spirit.

Each 1-point increase in the Spirit Strength Rating of an air spirit increases its Dexterity Step and Physical Defense by 1, in addition to all other Spirit Strength Rating increases. Air spirits also gain 1 additional attack and 1 additional spell for every 2-point increase in their Spirit Strength Ratings, up to a maximum of 10 attacks and 5 spells.

EARTH ELEMENTAL SPIRIT

Earth spirits embody the nature of True Earth, the element from which all physical objects arise and to which they return. An earth spirit's nature makes it more attuned to the physical world than any other type of elemental spirit.

Earth spirits tend to be patient and calm. They speak slowly, take their time when thinking through an idea or making a decision, and they perform tasks with diligence and patience. An earth elemental can be unpredictable when angered, but even when in the grip of rage the spirit remains outwardly unemotional, a characteristic that often frustrates a summoner attempting to gauge a spirit's emotional state.

Earth elementals require the presence of earth to manifest. This requirement only presents a problem when the elemental attempts to manifest aboard an airship, on the upper floor of a wooden building, or under other special circumstances. Earth elementals may manifest as pools of mud, large rocks, or clods of dirt among other forms. Often, these elementals shape themselves into humanoid forms.

While the living manifestation of their element fascinates earth elementals, most of these spirits prefer to remain in the Plane of Earth, surrounded by True Earth. They especially dislike being summoned in water or in the air. They will first attempt to manifest in an outcropping of rock or in dirt, or in a clay pot if no other earthen material is available.

DEX: 8 STR: 10 TOU: 10
PER: 5 WIL: 7 CHA: 5

Initiative: 9 Physical Defense: 15
Number of Attacks: 1 Spell Defense: 10
Attack: 10 Social Defense: 10
Damage: 14 Armor: 10
Number of Spells: 2 Mystic Armor: 5

Spellcasting: 8 Knockdown: 10
Effect: See below Recovery Tests per Day: 4

Death Rating: 51 Combat Movement: 120
Wound Threshold: 15 Full Movement: 240
Unconsciousness Rating: 44
Durability: 0 (9/8)

Karma Points: 15
Karma Step: 4
Powers: Aid Summoner, Astral Sight, Detect True Element, Engulf, Manifest, Manipulate Element, Share Knowledge, Spear

Legend Points: 300
Equipment: None
Loot: None

Notes: All statistics are for a Strength 1 earth spirit. Earth spirits gain 1 additional attack and 1 additional spell for every 2-point increase in their Spirit Strength Ratings, up to a maximum of 10 attacks and 5 spells in addition to all other Spirit Strength Rating-related increases.

FIRE ELEMENTAL SPIRIT

Fire is the great destroyer, an element that clears away the old to make room for new growth. While fire is a vital part of the world's natural order, it remains hazardous, unpredictable and often uncontrollable. All of these traits characterize fire spirits and elementals.

Fire spirits have vivid imaginations and are quick to anger. They experience extreme, rapidly changing emotions. Whether a fire spirit is expressing anger, fear, love, hate, disgust, or friendship it does so loudly and forcefully.

Fire elementals can only manifest from a source of fire. The size of the source determines the Spirit Strength Rating of the elemental that can manifest. Torches and other small flames may spawn fire elementals of Spirit Strength Ratings 1-3. Only campfires and larger sources can produce a fire elemental of Spirit Strength Rating 5 or higher.

When they manifest, fire elementals arise from the fire source and assume a roughly humanoid form. An elemental's appearance changes to match its current emotions. Cozy, crackling flames may form the body of a calm elemental, while an angry elemental may become a blazing inferno. Unlike other elementals, fire elementals do not generally care where they manifest, as long as a source of fire is present.

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

Initiative: 10 Physical Defense: 12 (15)*
Number of Attacks: 2 Spell Defense: 10
Attack: 11 Social Defense: 10
Damage: 12 Armor: 8
Number of Spells: 2 Mystic Armor: 5
Spellcasting: 8 Knockdown: 9
Effect: See below Recovery Tests per Day: 4

Death Rating: 50 Combat Movement: 130
Wound Threshold: 14 Full Movement: 260
Unconsciousness Rating: 43
Durability: 0 (7/6)

Karma Points: 15 Karma Step: 4
Powers: Aid Summoner, Astral Sight, Detect True Element, Engulf, Manifest, Manipulate Element, Share Knowledge, Spear

Legend Points: 300
Equipment: None
Loot: None

Notes: * The number in parentheses is the spirit's Physical Defense when physically manifested. All statistics are for a Strength 1 fire spirit. Each 1-point increase to the Spirit Strength Rating of the fire spirit increases its Dexterity step number and Physical Defense by 1 in addition to all other Spirit Strength Rating-related increases. Fire spirits also gain 1 additional attack and 1 additional spell for every 2-point

Spirit Strength Rating increase, up to a maximum of 10 attacks and 5 spells.

WATER ELEMENTAL SPIRIT

Water is ever-changing, fluid, perpetually moving. Water spirits exhibit these characteristics as well, quickly moving from experience to experience with a curiosity and excitement shown by no other type of elemental spirit. Many magicians attribute this curiosity to the broad range of incarnations experienced by water spirits, from the slow, waiting time of ice to the fast-flowing movement of water to the floating airiness of mist.

Water elementals can only manifest from a source of water. The size of the water source has no bearing on the Spirit Strength Rating of the water elemental that may manifest from it. Even a drop of water is sufficient to spawn the mightiest of water spirits.

Often, water elementals change their appearance several times while they are physically manifested. An elemental may first appear as a large bubble of water floating in midair, then disperse into a fog and finally coalesce into a block of ice. Generally, water elementals do not mind being summoned to the physical plane; they are generally curious beings, as their shifting nature implies.

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

Initiative: 12 Physical Defense: 13
Number of Attacks: 2 Spell Defense: 10
Attack: 11 Social Defense: 10
Damage: 12 Armor: 8
Number of Spells: 2 Mystic Armor: 6
Spellcasting: 10 Knockdown: 8
Effect: See below Recovery Tests per Day: 4

Death Rating: 46 Combat Movement: 125
Wound Threshold: 13 Full Movement: 250
Unconsciousness Rating: 39
Durability: 0 (6/5)

Karma Points: 15 Karma Step: 4
Powers: Aid Summoner, Astral Sight, Detect True Element, Engulf, Manifest, Manipulate Element, Share Knowledge, Spear

Legend Points: 300
Equipment: None
Loot: None

Notes: All statistics are for a Strength 1 water spirit. Each 1-point increase in the Spirit Strength Rating increases its Dexterity step number and Physical Defense by 1. Water spirits also gain 1 additional attack and 1 additional spell for every 2-point increase in their Spirit Strength Ratings, up to a maximum of 10 attacks and 5 spells. All standard Spirit Strength Rating-related increases apply as well.

WOOD ELEMENTAL SPIRIT

Wood spirits serve a special purpose in the grand scheme of things, because the element of wood holds all the other elements together.

Wood sends its roots deep into earth. It draws water through itself. It pulls air in through its pores. It provides fuel for fire, which clears the way for new wood to grow and continue the cycle. Without wood, the harmonious balance of the elements could not exist.

Many magicians find that wood spirits show a high level of self-confidence and wisdom. They attribute these characteristics to wood's ability to store knowledge. They point out that trees collect information through their roots and pores, channel it through their veins and store it in their rings. The wise sayings of wood spirits, though often vague, verge on prophecy.

Wood spirits do not appreciate being forced to manifest. The weakest of the elemental spirits, they prefer to stay in their elemental plane among their own kind, sorting and considering the information they receive from the outside world. They object to being summoned under water or in any other environment where another element shuts them off from the flow of information, and so wood spirits must be coerced to appear by the summoner making a successful Contest of Wills (p. 104).

Wood elementals manifest within trees and plants, usually altering the shape of the tree or plant into a humanoid form with bark skin and leafy appendages. Once an elemental manifests, the tree or plant begins to crumble to dust. For this reason, most Elementarists choose relatively young plants into which to summon wood elementals.

The stats given below are for a standard Strength 1 wood elemental spirit. Because of the varying nature of plants, gamemasters should take into account the fact that these stats should change accordingly, to reflect the type of plant that the wood elemental manifests from. A wood elemental from a tree should generally have higher Strength and Toughness attributes, while a wood elemental from a rose might have a higher Charisma value. Using the same total step values (i.e. 46 points for Strength 1) recalculate the attributes to reflect these changes for a physically manifested elemental.

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

Initiative: 8 Physical Defense: 12
Number of Attacks: 2 Spell Defense: 10
Attack: 9 Social Defense: 10
Damage: 10 Armor: 10
Number of Spells: 2 Mystic Armor: 5
Spellcasting: 10 Knockdown: 8
Effect: See below Recovery Tests per Day: 4

Death Rating: 46 Combat Movement: 120
Wound Threshold: 13 Full Movement: 240
Unconsciousness Rating: 39
Durability: 0 (7/6)

Karma Points: 10 Karma Step: 4

Powers: Aid Summoner, Astral Sight, Detect True Element, Engulf, Manifest, Manipulate Element, Share Knowledge, Spear

Legend Points: 300
Equipment: None
Loot: None

Notes: All statistics are for a Strength 1 wood spirit in astral form. Wood spirits gain 1 additional attack and 1 additional spell for every 2-point increase in their Spirit Strength Ratings, up to a maximum of 10 attacks and 5 spells. All standard Spirit Strength Rating-related increases apply as well. Statistics for wood elementals vary, as noted in the previous description.

GREAT FORM SPIRITS

Elemental spirits with Spirit Strength Ratings of 15 are considered Great Form elemental spirits, and are always Named. The difficulties of summoning and controlling such powerful spirits prevent most Adepts from ever attempting the feat. When magicians do try to summon such spirits, they usually use Ritual Magic, because few Adepts possess enough power to summon and control a Great Form spirit by themselves. Typically, summoners employ the Summon and Summoning Circle talents (see **Summoning by Talent**, p. 101) when calling up Great Form spirits. These spirits may also be summoned with the use of Half-Magic.

Any Great Form elemental spirit that breaks free from its summoner by winning a Contest of Wills is very likely to wreak havoc in order to express its displeasure at being summoned before returning to its native astral habitat.

ALLY SPIRITS

Nethermancers summon ally spirits when they need an astral ally or servant. In this respect, ally spirits resemble tasked spirits, but allies are much more powerful and versatile because their existence is not tied to the completion of a specific task. Ally spirits may assume astral or physical forms, but generally prefer to remain in their astral incarnations. When they do physically manifest, ally spirits appear as ghosts or apparitions. They never take on truly solid physical forms, but they can attack and be attacked by physical beings.

Individual ally spirits may vary widely. Some are astral denizens of the netherworlds, while others are the spirits of deceased Name-givers. A Nethermancer never knows which type of ally spirit will arrive when he summons one, and most ally spirits prefer to reveal as little about themselves as possible.

The gamemaster determines the exact powers and abilities that a summoned ally spirit possesses, though Nethermancers may specify services they want an ally to perform as part of the first Summoning Test. In these cases, the spirit's powers and abilities generally reflect the type of service. For example, a spirit that is summoned to meld with a Name-giver will have the Possession power. An ally spirit summoned to aid a Nethermancer in combat will have relatively high physical statistics, or perhaps specific combat-related abilities. A spirit summoned to aid a Nethermancer in Ritual Magic or spellcasting will likely have relatively high Perception and Willpower step numbers.

SUMMONING ALLY SPIRITS

When summoning an ally spirit, a Nethermancer first decides the type of service he wants it to perform. Then he makes the first Summoning Test to attempt to attract an appropriate spirit. If the test succeeds, the spirit arrives a moment later in astral space. The Nethermancer must use the Spirit Talk talent to communicate with the

spirit. Alternatively, the spirit summoned will likely speak one of the Name-giver tongues (gamemaster's discretion or random), and the Nethermancer must be able to speak that language to communicate with the spirit.

If the Nethermancer decides to request specific powers or abilities for the ally spirit, increase the test Difficulty Number by the number of requested powers or abilities. For example, if a Nethermancer wants to summon a spirit with a Spellcasting step of at least 13, then the 1 (for the specific power requested) is added to the Difficulty Number.

ALLY SPIRITS AND NAMES

Most ally spirits have Names, but they cannot be forced to reveal them.

Summoning an ally spirit as a Named spirit provides the summoner with greater control and power over the spirit. See **Summoning by Talent**, p. 101, for more information.

STRENGTH 1 ALLY SPIRIT

These statistics represent a Strength 1 ally spirit summoned to provide a variety of services. The spirit possesses powers common to all ally spirits. Note that this is only one possible configuration of a Strength 1 ally spirit. Gamemasters should feel free to determine the powers of ally spirits to suit their games and campaign.

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

Initiative: 9
Number of Attacks: 1
Attack: 9
Damage: 10
Number of Spells: 2
Spellcasting: 10
Effect: See below

Death Rating: 46
Wound Threshold: 13
Unconsciousness Rating: 39
Durability: 0 (6/5)

Karma Points: 10

Powers: Aid Summoner, Astral Sight, Empathic Sense, Lifesense, Manifest

Legend Points: 300
Equipment: None
Loot: None

Physical Defense: 12 (15)*
Spell Defense: 10
Social Defense: 10
Armor: 10
Mystic Armor: 5
Knockdown: 8
Recovery Tests per Day: 4

Combat Movement: 120
Full Movement: 240

Karma Step: 4

Notes: *The number in parentheses refers to the spirit's Physical Defense when physically manifested. Ally spirits gain 1 additional spell and 1 additional attack for every 2-point increase in their Spirit Strength Ratings, up to a maximum of 5 attacks and 5 spells. All standard Spirit Strength Rating-related increases apply as well.

ALLY SPIRIT POWERS TABLE

Spirit Strength Rating	Powers
2 - 4	Confusion, Detect Trap, Detect Weapon, Disguise Self, Spells
5 - 6	Astral Portal, Find, Possession, Taunt, Temperature
7 +	Evil Eye

ASSIGNING ALLY SPIRIT POWERS

Ally spirits do not gain powers in any specific order or priority. Gamemasters may, however, use the suggested guidelines in the **Ally Spirit Powers Table** when assigning powers to allies as their Spirit Strength Ratings increase. Note that these suggestions apply to ally spirits only.

NAMED SPIRITS

Often the target of summoning, Named spirits can be important sources of knowledge of past myths, tales and legends. Though not the most powerful of spirits, Named spirits can only be summoned if an Adept knows the spirit's True Name.

Like Name-givers, Named spirits have True Patterns, and an Adept must acquire and weave a thread to one of a spirit's pattern items to summon a Named spirit. Obtaining a Named spirit's pattern items is a difficult and involved process that may require journeys into astral space and the netherworlds. Because of these potential difficulties, Adepts usually only summon a Named spirit when no other spirit will fit their needs. For example, a powerful Named spell (see **Advanced Magic Use**, p. 75) might require the presence of a specific Named spirit. Adepts also may summon Named spirits in order to use the spirit's powers or abilities. For example, a Nethermancer studying an ancient ork weapon may attempt to summon the spirit of the legendary ork Weaponsmith Rugaah Glok to aid his research.

TYPES OF NAMED SPIRITS

Both ally and elemental spirits can be Named, though tasked spirits are never Named. Named ally spirits are almost always the spirits of deceased Name-giver Adepts, sometimes referred to as Name-giver spirits. On very rare occasions, a Nethermancer may learn the Name of and obtain a pattern item belonging to a spirit native to the netherworlds.

Nethermancers most often summon Name-giver spirits. Usually, these spirits are Adepts with knowledge and experience that can greatly help their summoners. If summoned for a sufficient amount of time, Name-giver spirits can serve as instructors for their summoners and help them advance in their Disciplines. This use of Name-giver spirits is similar to the use of Ghost Masters (p. 248, ED2). Training in a Discipline requires at least 40 hours of time, so Named spirits used in this way must remain in service for at least that long. Ideally, the spirit would remain in service for at least 3 days, however, because Discipline training is most effective when the student rests at least 8 hours a day. It is possible to summon a Named spirit for such extended periods of time, but doing so requires the use of Blood Magic (see **Blood Magic and Summoning**, p. 102).

Summoning Named elemental spirits remains an extremely difficult proposition for most Elementalists, mainly because obtaining a pattern item of such a spirit is nearly impossible. According to legends, Barsaivans frequently encountered Named elementals before the Scourge, and some tales even speak of small cities summoning such elemental spirits to help build their kaers and citadels. If such tales are true, recovering pattern items of these elemental spirits and then summoning them seems possible.

SUMMONING NAMED SPIRITS

Named spirits can be summoned using any of the aforementioned methods, but the summoner must know the spirit's True Name, and they must have a pattern item of the spirit, and have a thread tied to it. Repeated summonings of a particular Named spirit may increase the Spirit Strength Rating just as with any other spirit (see **Increasing Spirit Strength Ratings**, p. 106).

If the same Named spirit is summoned more than once during a term of service, the two (or more) summoning Adepts must make a contested Willforce check. The winner of this test will be the one whom the Named spirit is called to. Of course, this is an easy way to make powerful enemies, not to mention, it annoys the spirit greatly to be summoned in that manner.

Named Spirit Powers and Strength

The powers of specific Named spirits are determined by the spirit's type (ally or elemental) and Spirit Strength Rating. Most Named spirits have several of the powers available to spirits of their type and possess Spirit Strength Ratings of 8 or higher. The Spirit Strength Rating of a Name-giver spirit always equals or exceeds the Circle of the Name-giver from whom the spirit descends. Most Named elemental spirits



summoned are Great Form elemental spirits—they have Spirit Strength Ratings of 15.

Ghost Masters

While most Adepts train with living tutors, some Adepts—usually Nethermancers—seek Discipline training from a unique form of Named spirits known as Ghost Masters. Ghost Masters are the spirits of deceased Name-givers who achieved mastery of their Discipline before dying. When summoned via the Ritual of the Ghost Master (p. 248, ED2), these spirits can help Adepts advance in their Disciplines by providing training and instruction in the same way as living instructors.

Adepts may also summon Ghost Masters as Named ally spirits per standard rules. When summoned as a Named spirit, a Ghost Master can use any of its powers and abilities.

CONTROLLING A NAMED SPIRIT

Though difficult to summon, Named spirits are sometimes easier to control than other powerful spirits because the summoner possesses at least one of the spirit's pattern items and has woven a thread to the item. Add the rank of this thread to the summoner's Willpower (or Willforce) step number for any Contest of Wills he makes against the spirit. Apply the same bonus to the step number of the summoner's Charisma, Bargain with Summoned Creature talent or other talent he uses when bargaining with the spirit (see *A Friendlier Approach*, p. 104).

A Nethermancer has obtained a pattern item of a Strength 8 Named ally spirit, and the Adept has woven a Rank 4 thread to the pattern item. The Nethermancer summons the spirit and orders it to open a portal into astral space. The spirit, a native to astral space and the netherworlds, refuses to comply with its summoner's orders. The Nethermancer decides to challenge the spirit to a Contest of Wills to force it to do as he wishes. The Rank 4 thread he has woven to the spirit's pattern item gives the Nethermancer a +4 step bonus to his Willforce when making the test for the contest.

Name-givers as Named Spirits

When Name-givers enter astral space, they become subject to the same laws as other residents of astral space. This means that a Name-giver traveling in astral space may be summoned. To do so, an Adept must use the Summon talent to summon the Name-giver's spirit as though it were a Named spirit. A summoned Name-giver appears in astral space near the summoner and is bound to serve the summoner as any other summoned spirit. For more information about Name-givers in astral space, see *Astral Space*, p. 92.

FAMILIARS

Many legends describe various creatures and spirits that serve Adepts. Known as familiars, these companions most commonly serve magician Adepts, but Adepts of any Discipline may acquire a familiar. For example, Beastmasters often acquire animal familiars from among the creatures loyal to them, and many Cavalrymen perform a familiar ritual with their mounts that strengthens the bond between mount and rider.

Almost any non-Name-giver creature or spirit can become a familiar, provided that the creature or spirit is well disposed toward the character. Note that Named spirits and sapient creatures such as dragons cannot become familiars. Some rumors claim that mad and corrupt magicians have chosen unintelligent Horrors as familiars, but no evidence supports such claims.

Over time, an Adept's animal companion becomes a part of his True Pattern and Legend. In essence, the animal begins to pick up Legend Points of its own, and as a special creature, it can also gain Durability Ranks.

ACQUIRING FAMILIARS

To acquire a familiar, an Adept first must choose a creature or spirit that will become the familiar. The creature/spirit must be well disposed toward the Adept and willing to undergo the familiar ritual. In game terms, the creature or spirit must have the equivalent of a Loyal attitude toward the character. Adepts can use the Animal Bond talent (p. 87, ED2) to train an appropriate animal. A spirit may only become a familiar if the Adept who chose it has established a working relationship with the spirit through repeated summoning, and has treated the spirit with respect in all instances. An Adept cannot choose as a familiar any spirit with whom he has engaged in a Contest of Wills.

After choosing the creature or spirit, the Adept swears a blood oath to declare his intent to take the creature/spirit as a familiar. The Adept formally Names the familiar or simply states the creature/spirit's Name if it already has one. The Adept inflicts a shallow cut on himself and takes 3 points of permanent damage that cannot be healed as long as the familiar bond continues. The Adept then swears an oath to protect and care for the familiar in exchange for the familiar's aid and service. Oaths vary according to the Adept's Discipline and training, but most include the following elements:

*I (Adept's name), take you (familiar's Name), to be my companion.
As I now offer my blood, so do I swear to give my aid and protection.
My loyalty and patronage shall be yours.
Our strength and our thoughts will be as one.
This I do swear, now and forever.*

An Adept may bond to only one familiar at any time. The magic of the familiar bond lasts until the Adept or familiar breaks the blood oath or dies. An Adept may break the blood oath by allowing the familiar to come to harm or by failing to take proper care of the familiar (in the gamemaster's opinion). Any Adept who breaks a familiar blood oath suffers 3 Wounds that cannot be healed for a year and a day. If the Adept makes sufficient reparation for his mistake, he may re-establish the familiar bond with a new blood oath at the gamemaster's discretion. However, a familiar will never return to a master who deliberately abused or mistreated it. An Adept cannot bond with a new familiar until he has healed any Wounds caused by breaking a previous familiar blood oath. Once made into a familiar, the Adept no longer needs to worry about Summoning Tests or binding times.

FAMILIAR EXPERIENCE

As a result of the bond between the Adept and a familiar, the familiar becomes a part of the Adept's True Pattern, as well as his Legend.

As the Adept gains in Legend Points, the familiar also begins to gain some as well, separately. For every 10 Legend Points that the Adept gains, the familiar gains 1 Legend Point. Hence, if a character is awarded 459 Legend Points at the end of a session, his familiar gets 45 Legend Points towards its own Circle.

Mundane creatures that serve an Adept as a familiar are granted the status of a magical creature, due to the nature of the blood oath bond. As a result, they gain Creature Durability. They effectively start at Rank 0, but the Adept may spend 100 Legend Points of his own to bring the creature to Rank 1. This is the ONLY time that the Adept may spend his own Legend Points on behalf of a familiar.

Magical creatures that become familiars start at a Circle equal to their Creature Durability Rank.

As creatures gain in Circle as a familiar, they become more formidable. For each increase in Circle, add the following bonuses to the creature's statistics:

Circle Increase Chart

- +1 to Spell Defense, Social Defense OR Physical Defense
- +1 to Creature Durability Rating
- +1 to Perception, Willpower OR Charisma step number
- +1 to Strength, Toughness OR Dexterity step number
- +1 to Physical Armor OR Mystic Armor

Spirits that serve as a familiar start a Circle that is equal to their Spirit Strength Rating. Each subsequent increase in Circle is the equivalent of gaining in Spirit Strength Rating. Refer to **Spirit Strength Ratings** (p. 106) for the bonuses gained per Circle increase.

The rate at which the familiar gains Circles is outlined below:

Total Legend Points	Familiar Circle
100	1
300	2
600	3
1100	4
1900	5
3200	6
5300	7
8700	8
14200	9
23100	10
37500	11
60800	12
98500	13
159500	14
258200	15

FAMILIAR BENEFITS

The familiar bond grants the character and the familiar several benefits. First, it enables the familiar and its master to use a version of the Blood Share talent (p. 89, ED2). The master gains this ability as a talent at Rank 1, which does not count for Discipline advancement. He can increase his rank as if it were a Fifth Circle talent. If an Adept uses this ability to transfer an amount of damage that exceeds the familiar's Death Rating, he automatically breaks the familiar blood oath and suffers the standard consequences when the familiar dies.

Magicians with spirit familiars can also use this ability, but the spirit must be in manifest form and touching the Adept. Spirit familiars unable to assume a manifest form cannot offer this ability to their masters. The Blood Share talent functions between the familiar and its master only, not with any other character, creature or spirit.

The familiar bond also creates a thought link between master and familiar. This ability uses the same rules as the Thought Link talent (p. 41). The Adept acquires the ability at Rank 1 and can increase it in the same way as a First Circle talent, but this ability does not count for Circle advancement. The ability enables both master and familiar to sense the general feelings and location of the other. Each knows instantly if the other is in danger. More detailed information can be gained with a successful Thought Link Test. Like Blood Share, the Thought Link ability works between the familiar and its master only.

In addition to the Blood Share and Thought Link abilities, characters with familiars may purchase other "bonus" talents for use with their familiars. These talents are purchased like normal talents but do not count toward Circle advancement.

Masters can purchase the Animal Possession talent for use with the familiar only as an additional First Circle talent. The talent allows the master's spirit to possess the familiar and use its senses (see p. 87, ED2, for more information). The Animal Possession talent has no effect on spirits.

A magician may use his familiar as an additional matrix for storing spells by purchasing an additional Spell Matrix talent at the normal cost for a First Circle talent. To use the spell stored in the familiar's matrix, the familiar must be within 6 feet of the magician. The familiar's Spell Matrix possesses all of the usual Spell Matrix powers and limitations (For more information on the Spell Matrix talent, see p. 107, ED2).

Additionally, the familiar blood oath forms a link between the patterns of the familiar and master and makes each a Minor Pattern Item for the other. This link enables the master to weave threads to his familiar to improve the familiar's abilities and his own. The master is considered a Minor Pattern Item for his familiar, which limits these threads to Rank 5.

The pattern link between masters and familiars may also be a drawback, however. Anyone who gains access to a character's familiar can use it to weave threads to that character's pattern. The familiar is a pattern item only while it lives, but familiars remain pattern items for their masters even after the blood oath uniting the two has expired.





BLOOD MAGIC



He ... he just melted. Bones, muscles, everything that he was dissolved into a puddle right in front of me!
— Witness to a depaternization

The *Earthdawn Second Edition* rulebook describes Blood Magic as one of several forms of magic used in the world of *Earthdawn*. To gain access to the power offered by the use of Blood Magic, a magician must sacrifice his own blood. This sacrifice usually requires only a drop or two of blood, but the fact remains that the magician is drawing on his own life energy to power his magic.

Because Blood Magic offers a vivid reminder of the torments people inflicted on themselves in the days before and during the Scourge, as well as the machinations of the Theran armies, ordinary citizens of Barsaive usually are suspicious of Adepts who use the exotic Blood Magics – anything outside of blood oaths and talents. Some Barsaivans work hard at putting the devastation of the Horrors behind them or out of their minds completely, and choose to reject everything that Blood Magic represents – even its potential for helping those still battling the remaining Horrors. As a result, those who do accept Blood Magic as a necessary means to achieve the greater good of destroying the Horrors now refer to this practice as “life magic” in an attempt to stress the positive aspect of this magic and cultivate tolerance among the mainstream for those Adepts who use it.

This section discusses the history and spread of Blood Magic throughout Barsaive, the nature of Blood Magic, and its uses in Barsaive and the Theran Empire. Lastly, this section provides guidelines for different ways players and gamemasters can use Blood Magic in their *Earthdawn* games.

HISTORY

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 its leaders' control, they 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.

This 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. 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 a man 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.

THE 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

world's magic. And as the bond of power between magical energy and Blood Magic rituals increased, so did the use of Blood Magic.

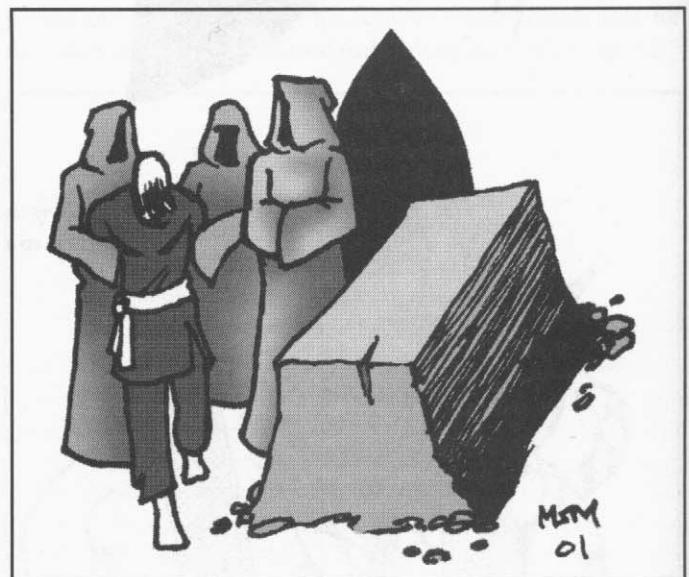
RESEARCH

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 blood sacrifices to power magical items. They met with limited success using Blood Magic to power existing items, but also discovered methods of creating magical items powered solely by Blood Magic. This research resulted in what are now known as blood charms and living armor – magical charms and armor that offer their users powerful benefits or protection 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 discovered that sacrificing their own blood allowed them to improve their talents and magical abilities beyond their races' physical and mental limits. Magicians used Blood Magic to increase the duration of spells, while the followers of 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 people experimented with Blood Magic, but often obtained results that 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, Barsaivans feared that even the Theran methods of protection would fail, and so they 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 Therans' 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 are extreme examples, however. Most Barsaivans refused to accept 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, it is most likely a reaction to the effects of Blood Magic as used by the elves of the Elven Court at Wyrn Wood. Too proud to accept 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. Barsaivans have seen the effects of Blood Magic used in desperation, and they recoil in fear and disgust from those who accepted these extreme methods.

TYPES OF BLOOD MAGIC

The use of Blood Magic has evolved into two distinct practices. 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 both physically and mentally, the practice of life magic is considered relatively safe.

The term "Blood Magic" now refers almost exclusively to magic that draws its power not from the self-sacrifice of personal life energy, but from the sacrifice of unwilling victims. Though it is no longer practiced in Barsaive, rumors say the Therans still use this type of Blood Magic. Indeed, many attribute the Therans' ages-long pre-eminence in the magical arts to their continued practice of sacrificial Blood Magic.

One faction of magical scholars believes that Blood Magic poses no hazard to its users when employed in its original form – for oaths, charms and so on. These scholars propose that Blood Magic serves simply as an extension of the basic tenets of magic, and that its use poses no more danger to Adepts than the use of patterns and threads.

Other scholars claim that Blood Magic originated with the Horrors. These scholars insist that any use of Blood Magic draws the user closer to the Horrors and that those who practice Blood Magic must themselves be corrupted.

The scholarly world does not fall strictly into these two camps, however. A third faction has seen Blood Magic used for both good and evil. Though the Blood Wood offers an ever-present example of Blood Magic gone horribly wrong, others have benefited from life magic and suffered no ill effects. These individuals agree that Blood Magic offers great power, but also stress that such power demands great responsibility of those who would use it.

NATURE AND USES OF BLOOD MAGIC

Earthdawn characters may use Blood Magic in a variety of ways. Most commonly, characters may use Blood Magic to power certain talents, spells, talent knacks, blood charms, and living armor. Characters may also use Blood Magic to enhance their talents or abilities, to swear blood oaths and perform Blood Magic rituals. Every use of Blood Magic requires a character to make a sacrifice, which may take the form of Strain, permanent damage, or Wounds. Unless otherwise noted, a character taking a Wound as required by certain uses of Blood Magic need not make a Knockdown Test for that Wound. These sacrifices appear in the descriptions of specific Blood Magic uses in this section.

Before introducing Blood Magic in a game, however, gamemasters should carefully consider the following points.



GAMEMASTER CONSIDERATIONS

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 only evil beings and people use it? 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 **Earthdawn** products.

This material will view Blood Magic as it was described in the history section. That is, Blood Magic exists in two forms: positive Blood Magic or life magic, and evil Blood Magic, or death magic. Life magic is the only type of Blood Magic player characters can use. This practice allows the character to power his magic using his own blood. The sole exception to this is ritual Blood Magic, in which a donor voluntarily provides blood for the magic (see **Ritual Blood Magic**, below). Gamemaster characters corrupted by the Horrors and other evil gamemaster characters may perform evil Blood Magic (see **Death Magic**, p. 126). 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** world.

We offer the following considerations to help you determine 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, life magic can allow player characters to become very powerful.

2. If you use Blood Magic in your campaign, your players should track any life magic damage their characters take in the appropriate space on the Character Record Sheet. This will help them distinguish between temporary damage received in combat and "permanent" damage from using Blood Magic.

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

The damage from using blood charms lasts 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 attempts 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.

Whenever player characters use life magic, aside from talents and talent knacks, they should understand the implications of 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.

POWERING TALENTS, SPELLS, AND KNACKS

Many **Earthdawn** talents and spells require Blood Magic in their use. Specific requirements are noted in the description of such talents and spells. Many Discipline abilities, such as The Kiss (Troubadour, Seventh Circle) or Blood Edge (Weaponsmith, Eleventh Circle), and talent knacks require Blood Magic as well.

Generally, a character uses the form of life magic known as Strain – damage caused by a slight loss of life energy – to power talents, spells and knacks. Strain may be healed in the same fashion as damage taken in combat.

POWERING BLOOD CHARMS AND LIVING ARMOR

Blood Magic is also used to power blood charms and certain types of living armor. Usually, these applications of Blood Magic cause the user permanent damage that cannot be healed until the item is either used or removed (see p. 143, ED2, for rules).

RITUAL BLOOD MAGIC

In ritual Blood Magic, a character draws magical power from a donor's blood. In this rarely used form of Blood Magic, the power derived from the donor's blood is used to create specific effects, rather than enhancing other uses of magic. Examples of ritual Blood Magic include the Nethermancer spells Create Falselife and Alter Life.

PUSHING TALENTS AND ABILITIES

Adepts in Barsaive are often called on to perform acts of heroism beyond even their extraordinary abilities. In such instances, an Adept may use Blood Magic to tap into the power of his own life force and temporarily enhance, or "push," one of his talents or abilities.

A character may gain a +3 step bonus to any talent or ability by taking a number of Strain Points equal to his Wound Threshold. The character does not need to make a Knockdown Test for taking the Strain, and the bonus applies for only a single test. The character may heal the Strain damage and the resulting Wound normally.

A character may gain a +5 step bonus to any talent or ability by inflicting a physical wound on himself and drawing blood (for example, slicing his hand with a knife). The bonus applies for only a single test. Any damage resulting from a self-inflicted Wound may be healed normally, but the Wound cannot be healed for a month and a day and leaves a noticeable scar. For example, a Sky Raider chooses to use this form of Blood Magic and cuts himself with a large knife. The Sky Raider has a Wound Threshold of 12, so he takes 12 points of damage and a Wound. The Sky Raider can heal the 12 points of damage normally, but the Wound cannot be healed for a year and a day. Such Wounds do not prevent characters from increasing their talent ranks or advancing to new Circles. These Wounds can be healed in the same manner as blood oath Wounds (see p. 121).

When using this form of Blood Magic, a character takes damage immediately after performing the test for which he temporarily enhanced a talent or ability. Apply any damage resulting from the test at the same time. This rule makes it possible for a character to suffer several Wounds or even die from pushing himself too hard.

Once a character has pushed a talent or ability, he cannot push that talent or ability again until he heals all damage resulting from that Blood Magic push (but not the Wound caused by the push). Pushing your talents and abilities increases your DR by 1 (p. 144 ED2).

BLOOD OATHS

Blood oaths represent one of the most significant uses of Blood Magic in **Earthdawn**. When swearing a blood oath, characters use Blood Magic to seal a promise. A character may swear a blood oath with any gamemaster character who holds an attitude of Unfriendly or better toward the character. With the gamemaster's permission, two player characters may swear a blood oath between themselves.

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. In the only exception to this rule, a group of Adepts can swear an oath of blood peace to their group as a whole as part of the ceremony to create a Group Pattern (see p. 123 for more information about Group Patterns).

Blood oaths must be sworn voluntarily. A character who swears a blood oath while under the influence of magical charms, spells or

drugs (including strong drink) is considered to have done so voluntarily. Blood oaths possess great power – regardless of intent or circumstance, magic binds those who swear such pledges.

Characters who swear a blood oath generally promise to perform an even exchange of abilities or deeds, agree to abide by equally binding vows, or offer unceasing and active loyalty to one another, though blood oaths may also be used to strike other important bargains. Legends speak of scoundrels who somehow deceived others into swearing unevenly advantageous blood oaths, but these bounders always fared badly as a result. Blood oaths always punish the unjust user.

Blood oaths last for a year and a day. At the end of that time, a blood oath can be renewed for another year and a day.

BLOOD OATH WOUNDS

All types of blood oaths – blood peace oaths, blood promise oaths, and blood sworn oaths – cause damage that a character may heal only after a year and a day, with the amount of damage depending on the type of blood oath. In addition to this damage, a character that knowingly or unknowingly breaks his oath takes a Wound that can be healed only by use of a magical Healing Potion. Breaking a blood oath increases a character's DR by 1 (p. 144 ED2).

Healing Potions do not automatically repair blood Wounds, however. In addition to drinking the potion, the player must make a Recovery Test against a Spell Defense of 24. Add 8 to the player's Toughness step for the test. If the test succeeds, the Wound heals but leaves a runic scar. Any magician with the Read and Write Magic talent recognizes the scar as the name of the character that the player character betrayed. A successful Recovery Test also does not heal damage caused by the player's failure to keep his oath (described for each type of oath). If the player's Recovery Test fails, the Wound remains, but the player 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 he has healed all other Wounds (for example, those inflicted in combat). A single dose of Healing Potion heals only one Wound.

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



BLOOD PEACE

A blood peace oath seals a truce between two characters. Any two living characters of Name-giver 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). Each character suffers 2 points of damage, which the players record on their character record sheets under Blood Magic. This damage cannot be healed as long as the blood peace remains in effect, and becomes permanent if a character violates the 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 versions include the elements contained in 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. A character that knowingly or unknowingly violates a blood peace oath releases the other from the vow. In addition, the character receives 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 appears. A Wound created by violating a blood peace oath does not heal naturally during this time, but the character may attempt to heal the Wound by using a Healing Potion (see **Blood Oath Wounds**, above). Any Wound healed in this manner leaves a runic scar that permanently marks the character as a blood peace betrayer, though characters may hide such scars with costumes, make-up or illusions.

If both characters keep their vow for a year and a day, the place on each character's body from which he drew blood becomes the color of gold, silver, rubies or emeralds. The Damage Points taken for swearing the blood peace can now be healed as normal damage. The character gains a +1 step to Interaction Tests that would benefit from the character being trustworthy.

Each character's Death Rating increases by 1 if both characters maintain their vow of peace after this time. The characters lose this Death Rating bonus if either breaks the vow, but neither suffers any damage for breaking the blood peace.

Alternatively, characters may swear a new blood peace oath after a year and a day. Renewing a blood peace oath in this manner does not cause additional points of damage, but the characters do not receive any Death Rating bonuses. Though simply maintaining the blood peace may seem more advantageous than re-swearing the oath, re-swearing the oath represents a stronger commitment between the characters and therefore offers stronger magic. Characters may continue to renew blood peace oaths indefinitely.

A player's character may swear separate blood peace oaths with as many characters as the player wishes, limited only by the number of points of damage the character must take for each oath.

BLOOD PROMISE

Characters who swear a blood promise oath pledge to perform certain dangerous or heroic deeds. Any two living Name-giver characters whose attitudes are Unfriendly or better toward each other may swear a blood promise oath.

To swear a blood promise, characters first cut their chests over their hearts and their foreheads, drawing blood. Each character takes 4 points of damage, which cannot be healed for a year and a day or until both parties fulfill their promises. The damage becomes permanent for characters that 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. The characters should state their promises as similarly as possible and describe the pledged deeds precisely. The characters must also state the time period within which they must perform their deeds. The time period may not exceed a year and a day. Each character must agree to meet after fulfilling their promises, within a year and a day of the blood promise.

Delthrien, the elf Archer, finds himself negotiating with Filch, a windling Thief of poor reputation. Delthrien needs Winter Fury, a magical arrow hidden somewhere in the caverns belonging to the dragon Icewing. Filch needs bits of three magical plants – olis eye, moon reed and floating palm, all rumored to grow in the Mist Swamps. Filch 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 Filch and Delthrien strike a deal. They agree to swear a blood promise and make the following oaths:

"I, Delthrien, elf Archer, promise to travel to the Mist Swamps. There I shall obtain leaves from three magical plants: olis eye, moon reed 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 Filch the thief. With Filch I mix my blood in promise."

"I, Filch, 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 Filch 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 is using the talent 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 that 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 (see **Blood Oath Wounds**, p. 121). Scars left by such Wounds 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 skin (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 heal 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. As the price of the Blood Magic, the remaining 2 Damage Points can never be healed. 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 that hold Loyal attitudes toward each other may take the oath of the blood sworn. Each character must have previously demonstrated the depth of his loyalty to the other at least three times, usually accomplished 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. 330, in ED2). At least three years of loyal behavior must pass between the first loyal action and when 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 chests over their hearts and their foreheads, 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 and the oath. 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 and the oath.

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

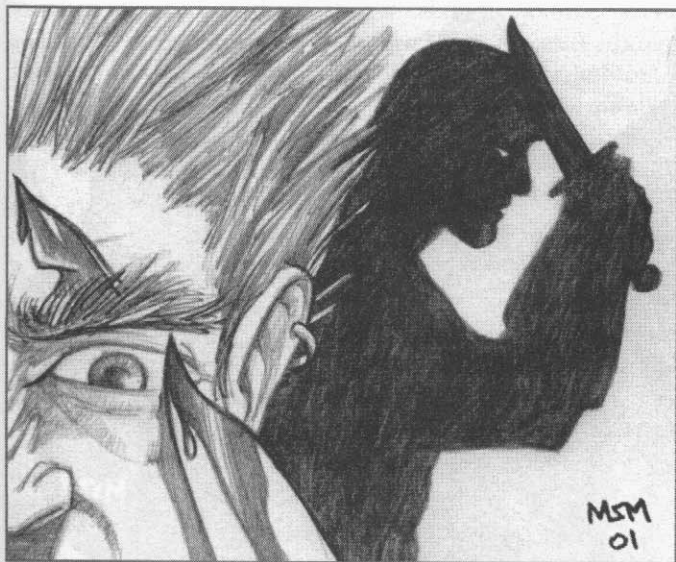
First Oath

"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 lives. 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, six of the Wounds can be healed normally. 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 (see **Blood Oath Wounds**, p. 121). Scars from such Wounds permanently mark the character as a blood sworn betrayer, though they can be hidden with costumes, 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 (p. 89, ED2), 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 version of the Blood Share talent, but these ranks do not count toward the requirements for Circle advancement (see **Building Your Legend**, p. 247, ED2).

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 version of the Blood Share talent must equal or exceed the number of days his 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 causes 1 point of permanent damage.

Blood sworn characters also add 1 rank to their Thought Link talent (p. 41) when using the talent to communicate with each other. For blood sworn characters, the range of Thought Link is 100 meters.

Each blood sworn character also adds 1 rank to his 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.

If the characters do not possess the Thought Link and Empathic Sense talents, they gain them at Rank 1, but cannot increase the rank of these talents unless they later gain them as part of their Discipline, and may only use them to communicate with the person to whom they are blood sworn.

GROUP TRUE PATTERNS AND THREAD MAGIC

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

CREATING A GROUP TRUE PATTERN

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

1. The group must choose a Name for itself. The Name must represent the past, present, and future of the group.
2. Once the group has chosen a Name, its members must also create a symbol for the group. This symbol can be anything that represents the group and its history.
3. Each of the members of the group must create a Minor Pattern Item that represents not only himself or herself, but also the group and that character's role in the group.
4. The group must be Named via a specific Naming ritual. This begins to form the group's True Pattern.
5. All the members must agree to perform an oath of blood peace (see p. 121). This last act is what concludes the formation of the Group True Pattern.

Each of these conditions is described below in greater detail.

Group Name

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

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

Group Symbol

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

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

Pattern Items

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

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

The above example is just one possibility of a character/group Pattern Item. Players are encouraged to use their imagination when creating these Pattern Items. Though almost any item is viable, the gamemaster is the final arbiter of whether it is an acceptable Pattern Item.

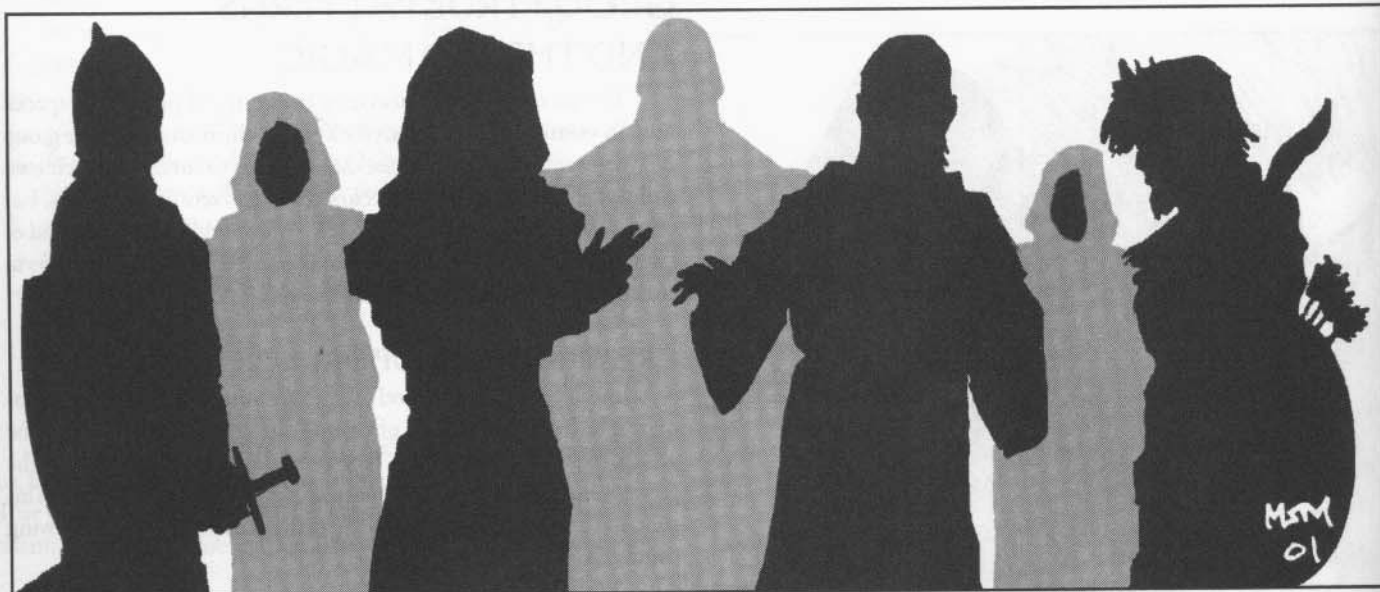
The Naming Ritual

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

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

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

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



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

Blood Peace

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

Unlike other oaths of blood peace, a group blood peace must be renewed at the end of its duration by all the members of the group. If the oath is not renewed by all the members of the group, the Group True Pattern dissolves, and any threads attached to it (see below) are destroyed. Because the oath is renewed and the damage from the oath is sustained, characters who have sworn a group oath of blood peace do NOT gain the additional point to their Death Rating, and can never heal the lost Damage Points (see p. 121).

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

CHARACTER DEATH OR SEPARATION

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

ADDING NEW MEMBERS

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

KEY KNOWLEDGES OF GROUP PATTERN ITEMS

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

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

Key Knowledge held by a Group Pattern Item always contains the following:

1. The Name of the group
2. The Names of each of the group's members
3. The Name of the character who created the Pattern Item

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

WEAVING THREADS TO GROUP TRUE PATTERNS

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

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

SPENDING LEGEND POINTS

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

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

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

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

WEAVING THREADS

Weaving threads to Group True Patterns is done in exactly the same way as weaving threads to other True Patterns. The Difficulty Number is determined by the rank of the thread that must be woven (see **Thread Weaving Difficulty Table**, p. 139, ED2). If the Thread Weaving Test succeeds, the thread is attached; if the test fails, the character must gain a new rank in the Thread Weaving talent before he can try again.

Group True Pattern Thread Limits

Though thread magic usually has a limit of one thread per Pattern Item, this limit does not apply when weaving threads to a Group True Pattern. A character can have a maximum of five threads woven from a

Group True Pattern to his own. If a character attempts to weave additional threads after his fifth, the attempt fails.

Like normal thread magic, threads woven to a character's abilities via a Group True Pattern do not count toward the limit set by the Rule of Three (see p. 206).

DEATH MAGIC

Only gamemaster characters can use the form of Blood Magic known as death magic. Gamemaster characters who use death magic draw on the life force of other Name-givers to power acts of magic. Because of its strong association with the painful, horrifying memories of the Scourge, Throal and nearly every city in Barsaive forbid the use of death magic and exact extremely serious penalties for its practice. Death magic often attracts the attentions of the Horrors, and so most Barsaivan practitioners of death magic take care to conceal their activities from others.

The magicians of Thera still practice death magic, usually using slaves as sacrificial victims, and this practice serves as another reason for Throal's opposition to Theran rule of Barsaive. The Therans continue to use death magic solely to gain the power it provides, but even Theran magicians work very hard to avoid attracting the attention of Horrors when performing death magic.

RAW MAGIC FILTER

Theran magicians commonly use death magic to create raw magic filters. The magician uses a victim's living pattern to filter the astral energies tapped for raw magic in much the same way that a Spell Matrix filters polluted astral energies. The energy is "purified" by passing through the victim's pattern and can be used by the magician without any risk of harm.

To make use of a victim in this way, the magician must first establish and maintain physical contact with the victim. The victim must not be able to physically resist or struggle against the magician, so magicians performing death magic usually drug or bind their victims with restraints or spells. Next, the magician must "attune" the victim's pattern by making a Thread Weaving Test against the victim's Spell Defense. If the test succeeds, the magician may use the victim as a raw magic filter. The victim's pattern remains attuned for a number of minutes equal to the magician's Thread Weaving Rank, provided the magician maintains physical contact with the victim.

The magician then casts his raw magic spell per standard rules, but the results of the Warping Test (p. 152, ED2) apply to the victim

rather than the magician. As with all forms of death magic, Horrors find this technique particularly noticeable, and so using it adds 3 steps to the Horror Mark Test. Use the victim's Spell Defense as the Difficulty Number. If the Horror Mark Test is successful, the Horror marks the victim, and may choose to manipulate its new pawn against the magician who used the unfortunate Name-giver's pattern as a raw magic filter.

KARMA BOOST

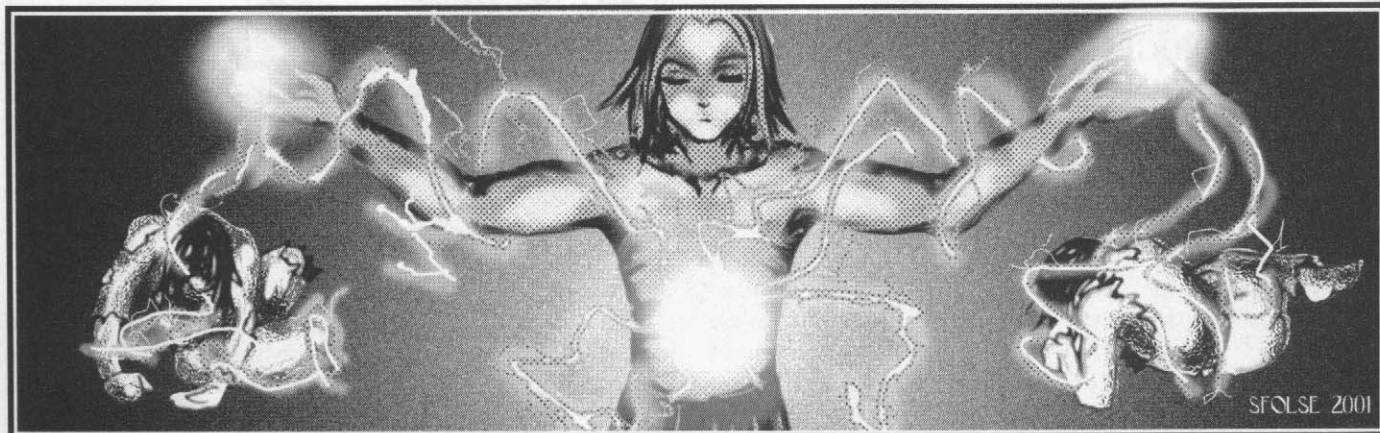
Gamemaster magicians may also use death magic to drain a character's life force and boost their own Karma. This use of death magic mimics a Horror power, and many scholars believe that the first magicians to use the technique learned it from Horrors or developed it in an effort to imitate their abilities.

To use death magic as a way to boost his own Karma, the magician must be no farther than an arm's length away from the victim. The magician must first attune the victim's pattern by making a successful Thread Weaving Test against the victim's Spell Defense. The victim's pattern remains attuned for a number of minutes equal to the magician's Thread Weaving Rank. Next, the magician inflicts damage on the victim using a weapon or spell, gaining 1 Karma Point for each attack (The magician character need not make any type of test to successfully damage his victim. Because only gamemaster characters can perform this type of magic, and for dramatic effect, this rule assumes that the magician will automatically inflict a Wound on his victim for each attack made to perform Karma boost magic). The magician may damage the victim multiple times, until the magician reaches his Maximum Karma Points.

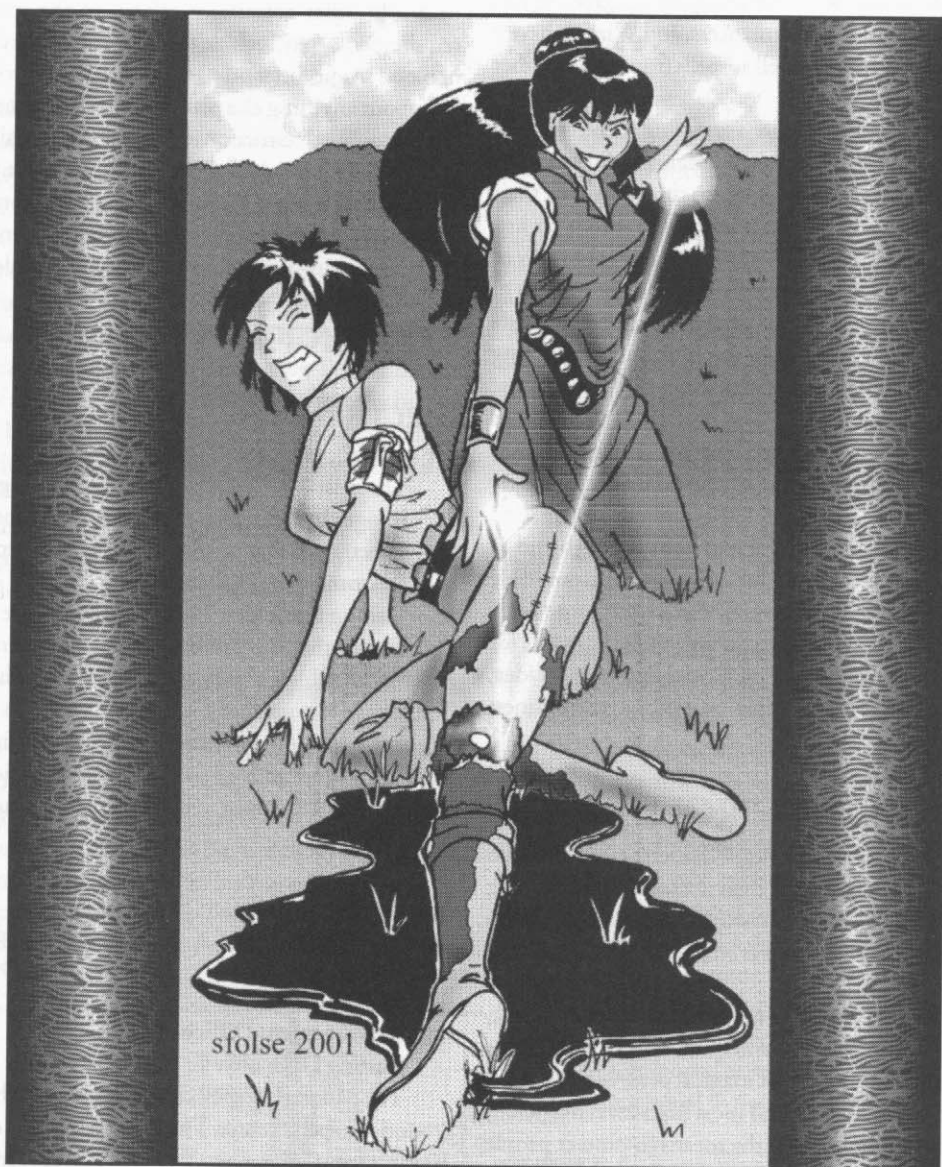
The magician may use this Karma per standard rules.

DAMAGE SHIFT

Gamemaster character magicians may use death magic to supply the necessary life force to perform substantial acts of Blood Magic, such as powerful Ritual Magic. To accomplish damage shift magic, the gamemaster magician must first attune the victim's pattern by making a successful Thread Weaving Test against the victim's Spell Defense. The victim's pattern remains attuned for a number of minutes equal to the magician's Thread Weaving Rank. As long as the victim's pattern remains attuned, the magician may draw Damage Points from the victim to fulfill any damage requirements (i.e., Strain or Wounds) of the Blood Magic rituals or other acts of magic that he is performing. The magician takes no damage himself.



SPELL MAGIC



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

NEW SPELLS

The **Earthdawn Second Edition** rulebook provided descriptions for dozens of common spells for all four types of magicians. Those spells ranged from Circle 1 to Circle 8, somewhat limiting the scope of spells magicians were able to cast. With the new spells described in this section Elementalists, Illusionists, Nethermancers, and Wizards have a wider variety of spells to choose from, as well as spells from much higher Circles.

The Circle 1-8 spells included here are a sampling of the less well-known magics in Barsaive. While many Nethermancers, for example, have sought out the Astral Spear spell in order to directly attack their enemies' spell matrices, most who obtain it jealously guard it for just that reason. Other spells, such as the Wizard's Bedazzling Display of Logical Analysis, were created by researchers at particular schools of magic in order to bolster their reputations and have only slowly made it into common usage. Finally, spells like the Illusionist's Clothing Gone, seem to be created by individuals with a somewhat vexing sense of humor and have been traded slowly across Barsaive as trade routes expand. Using these new spells, spellcasters have a vast array of effects from which they can draw as they work to become the next legendary magicians of Barsaive.

Spells from the 9th and 10th Circles represent the high end of magical power all but the most legendary (or unfortunate) are unlikely to see in their lifetimes. These potent spells can create some truly impressive effects. Illusionists can darken an area miles in radius for days at a time, Nethermancers can summon Horrors (not a great idea, but...), Elementalists can control the weather, and Wizards can witness events from years in the past.

SPELLS ABOVE 10TH CIRCLE

Once there were large groups of high-Circle spellcasters who studied their individual arts, expanding their arcane lore. Now, with the ebbing of the power of Magic in the world and the decimation wrought by the Horrors few remain. Fewer still are able to create new high-Circle spells.

Because spells of Circle 11 or higher represent such potent magic, they can only be created during periods when the world's magic cycle is at or near its peak. As we know, the last magical peak witnessed the invasion of the world by the Horrors, and most high-level magicians spent their greatest efforts searching for the means to protect people from the Horrors, instead of spell research.

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

FORMAT

The spells included here follow the same format as those presented in the Spell Magic section of the **Earthdawn Second Edition** rulebook. The definitions of Threads, Range, Effect, Casting Difficulty, Weaving

Difficulty, Reattunement Difficulty, and Duration appear on pp. 153-154 of that section.

The descriptions of the high-Circle spells in the following pages provide only the most basic requirements for casting. A magician wishing to cast one of these spells, however, must often meet other requirements or satisfy other conditions related to the spell in question. These requirements may include the need for a target's pattern item, the use of blood magic, brief preparatory rituals involving the spell's target, or just about anything else plausible that the gamemaster can dream up. Such additional restrictions and requirements allow the gamemaster to control how and when players may use these powerful spells in her campaign. When a magician character learns one these spells, he learns all of the additional requirements and conditions (if any) in addition to the basic casting procedure given in the spell description.

ELEMENTALIST SPELLS

CIRCLE 1

Air Armor

Threads: 0
Range: 1 yard
Effect: +3 to Physical Armor Rating, +3 steps to resist heat exposure
Reattunement Difficulty: 10
Casting Difficulty: Target's Spell Defense

To cast the Air Armor spell, the Elementalist must blow on the parts of the subject's body to be covered and then make a Spellcasting Test. If the test succeeds, a rush of air shoots in under the subject's clothing, pushing outward and providing padding as well as ventilation. This "air armor" adds +3 to the subject's Physical Armor Rating. This spell is especially popular with Elemental Fire mining crews near Death's Sea.

Moonglow

Threads: 0
Range: 10 yards
Effect: Creates light
Reattunement Difficulty: 10
Casting Difficulty: 4

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

Purify Earth

Threads: 1
Range: 10 yards
Effect: Purifies earth and soil
Reattunement Difficulty: 12
Casting Difficulty: 5 or higher; see text

The Purify Earth spell removes impurities and foreign materials that prevent soil from supporting plant life. The spell can be cast on any 100 square foot patch of soil. Small traces and impurities simply vanish; larger ones come to the surface, where they can be removed by hand. To purify earth that has been poisoned or otherwise contaminated,

the result of the casting Elementalists' Spellcasting Test must equal or exceed the Spell Defense of the opposing material or the creature or Horror that contaminated the soil, whichever is greater.

CIRCLE 2

Air Mattress

Threads: 1
Range: 1 yard
Effect: Creates air cushion
Reattunement Difficulty: 17
Casting Difficulty: 6

Weaving Difficulty: 7
Duration: 10 hours

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

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

Billowing Cloak

Threads: 1
Range: 1 yard
Effect: Willforce + 5
Reattunement Difficulty: 14
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 6
Duration: 3 + Rank rounds

To cast the Billowing Cloak spell, the Elementalists must have the subject of the spell pull the hood of their cloak over their head. The Elementalists then makes a Spellcasting Test. If the test succeeds, Billowing Cloak animates the air behind the spell's subject, billowing

his or her cloak out behind the subject. This effect allows the subject to use the spell's Effect Step when making Intimidation Tests (p. 333, ED2). Billowing Cloak can only be cast on someone who is wearing a cloak.

Hunter's Sense

Threads: 0
Range: 25 yards
Effect: Willforce + 5
Reattunement Difficulty: 14
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: NA
Duration: 3 + Rank minutes

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

Small Slayer

Threads: 1
Range: 10 yards
Effect: Summons a poisonous creature
Reattunement Difficulty: 14
Casting Difficulty: 6

Weaving Difficulty: 6
Duration: 3 + Rank rounds

With a low croon and slow, sinuous hand movements, the Elementalists casting a Small Slayer spell can summon a tiny, poisonous creature such as a spider, snake or scorpion to attack the spell's intended target. If the Spellcasting Test succeeds, the creature appears. Regardless of its species, the creature has an effective Attack and Damage Step of 8; its venom has a Step Number and Spell Defense of 8, with an instant onset time and a duration of 4 rounds. The creature's attack does not penetrate armor; however, the creature attempts to strike unarmored areas on the target's body until the spell expires. The summoned creature disappears at that point, or once it has attacked the target. The summoned creature has a Physical Defense of 8, a Spell and Social Defense equal to the Elementalists', and a Death Rating of 10.

CIRCLE 3

Fingers of Wind

Threads: 1
Range: 20 yards
Effect: Willforce
Reattunement Difficulty: 15
Casting Difficulty: 6

Weaving Difficulty: 7
Duration: 5 + Rank minutes

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



Fuel Flame

Threads: 0
Range: 10 yards
Effect: Willforce + 3
Reattunement Difficulty: 15
Casting Difficulty: 4

Weaving Difficulty: NA
Duration: Rank rounds

The Fuel Flame spell creates a momentary rift into the Elemental Plane of Fire and enables the Elementalist to increase the intensity of any fire source within the spell's range. If the Spellcasting Test succeeds, the Elementalist makes an Effect Test and compares the result to the fire's Damage Step (see the **Fire Damage Table**, p. 231, ED2) on the **Success Level Table** (p. 340, ED2). Each success level increases the Damage Step of the fire by 2, up to +8 steps for an Extraordinary Success. The fire burns hotter and consumes fuel more quickly while the spell lasts but will still go out when it exhausts available fuel.

Grounding

Threads: 2
Range: 1 yard
Effect: +12 armor vs. electrical attacks, anchors target
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 4
Duration: Rank minutes

Both the Elementalist and the subject of the Grounding spell must be standing on the earth when the spell is cast. The Elementalist shoves the subject down and makes him tense his muscles, then makes a Spellcasting Test. If the test succeeds, the subject's Physical and Mystic Armor Rating is increased by 12 against any type of electrical effect (such as the Twin Bolts power of lightning lizards, p. 303, ED2). The subject cannot break contact with the ground, which reduces his Full and Combat Movement rates to one-half normal. If the target leaves the ground the spell effects end.

As a side effect, this spell prevents the recipient from being lifted off the ground. This grants the target a +6 step bonus to Knockdown Tests. Even if the Knockdown Test is failed, part of the target remains in contact with the ground at all times. Those using talents or spells intended to move or lift the target must achieve a Good or better success on the appropriate test to succeed.

Rust

Threads: 0
Range: 30 yards
Effect: See text
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: NA
Duration: Permanent

The caster flings a handful of water at an object made of iron or steel as he casts the Rust spell. If the Spellcasting Test equals or exceeds the object's or its bearer's Spell Defense (whichever is higher), the spell causes the item to rust. This imposes a 2-step penalty to the item's Damage Step if it is a weapon; if used against metal armor, the spell reduces the Physical Armor Rating by 2. If the Damage Step or Physical Armor Rating is reduced to 0, the item crumbles to dust. If the item remains intact, it can be repaired by a competent smith. Successful repair requires a Good or better success against a Difficulty Number equal to the item's normal Damage Step or Armor Rating. The Rust spell has no effect on thread or pattern items.

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

Smoke Cloud

Threads: 1
Range: 10 yards
Effect: -5 steps to all actions
Reattunement Difficulty: 15
Casting Difficulty: 6

Weaving Difficulty: 10
Duration: 8 + Rank rounds

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

Snuff

Threads: 2
Range: 1 yard
Effect: Willforce + 5
Reattunement Difficulty: 15
Casting Difficulty: Spell Defense of the fire or its creator

Weaving Difficulty: 7
Duration: Instant

The Snuff spell allows the Elementalist to extinguish fires within a 10-foot by 10-foot area. The Elementalist thrusts his hand into a fire and exhales sharply through his nose, then makes a Spellcasting Test against the Spell Defense of the fire to be snuffed (usually 2) or that of the fire's creator in case of magical fires (whichever is greater). For fires created indirectly by magic, such as buildings set on fire by a gout of dragon's breath, use the creator's Spell Defense. If the Spellcasting Test succeeds, the Elementalist makes an Effect Test and compares the result to the Damage Step of the fire (see **Fire**, p. 231, ED2) on the **Success Level Table** (p. 340, ED2). Each level of success achieved reduces the fire's Damage Step by 2 steps. If the fire is not completely extinguished, it's Damage Step increases by 1 step per minute until fully restored, unless this spell is cast again or some other method of extinguishing the fire is employed. If the Spellcasting Test fails, the Elementalist takes damage from the fire as normal. This spell causes its Effect Test in damage if used as a combat spell against creatures of elemental fire. The librarians of the Great Library of Throal are rumored to keep crystal spell boxes containing this spell in numerous places throughout the library.

Sunlight

Threads: 2
Range: 10 yards
Effect: Creates bright light
Reattunement Difficulty: 15
Casting Difficulty: 6

Weaving Difficulty: 10
Duration: 5 + Rank minutes

The Sunlight spell creates light as bright as normal daylight, for a radius of up to 10 feet from the caster. Treat this light as natural sunlight,

even if the spell is cast at night or indoors; any magical creature affected by natural sunlight is similarly affected by this spell. The light does not provide any protection from Horrors or other creatures not normally affected by sunlight.

CIRCLE 4

Falcon's Cloak

Threads: 2
Range: Self
Effect: Turns caster into falcon
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

The Falcon's Cloak spell requires a falcon's tail or wing feather. If the Spellcasting Test succeeds, the spell temporarily transforms the Elementalist into a falcon or eagle (p. 313, ED2), with all of the bird's normal physical abilities but the caster's mental abilities. The caster can fly at the bird's normal movement rate and also use its senses and methods of attack. The caster's equipment and clothing disappears when the spell is cast and reappears when it expires. While in bird form, the Elementalist can only cast spells that do not require speech or gestures.

Fire Whip

Threads: 1
Range: 3 yards
Effect: Willforce + 6
Reattunement Difficulty: 20
Casting Difficulty: 4

Using a pliable strip of cloth, leather or even plant material at least a yard long, the Elementalist creates a magical whip of fire three times the cloth's length. The Elementalist, or another subject chosen as the spell is cast, can wield this fiery whip as a weapon, using the Melee Weapons talent or skill. The Fire Whip has a Damage Step equal to the Effect Step of the spell. The strike of a Fire Whip may also set flammable targets such as dry straw or cloth ablaze, doing normal fire damage (p. 231, ED2).

Great Sticky Vines

Threads: 2
Range: 25 yards
Effect: Binds target
Reattunement Difficulty: 20
Casting Difficulty: 2, then Target's Spell Defense; see text

To cast the Great Sticky Vines spell, the Elementalist must rub plant juice or sap on both wrists. The Elementalist then makes a Spellcasting Test against a Casting Difficulty of 2. If this test succeeds, he or she can shoot and retract enormous, sticky vines from his or her hands. Once the spell has been cast, the Elementalist can attempt to ensnare targets by making a Spellcasting Test against a target's Spell Defense. A successful test means that the Elementalist has thrown a vine around the target. If the Elementalist successfully throws three or more vines around the same target, the target is considered grappled (p. 223, ED2). Escaping from the vines requires a successful Strength or Dexterity Test against a difficulty equal to the Elementalist's Willpower Step.

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

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

Lightning Step

Threads: 3
Range: Self
Effect: Willforce + 2
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

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

The Elementalist then makes an Effect Test. The result replaces his or her Dexterity Attribute Value for purposes of movement (to a maximum of 30). Use the **Attribute Table** (p. 42, ED2) to determine the Elementalist's new movement rate based on the result of the Effect Test. Racial movement modifiers do not apply; Elementalists of different races with the same Effect Test result move at the same rate. In addition, the Elementalist uses the spell's Effect Step for his Initiative Step when in combat.

Lodestone's Touch

Threads: 2
Range: 10 yards
Effect: Willforce + 3
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

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

Root Trap

Threads: 0
Range: 10 yards
Effect: Willforce + 2
Reattunement Difficulty: 20
Casting Difficulty: 4

The Root Trap spell enables the Elementalist to create a living trap from the roots of any tree that is at least 10 feet tall. If the Spellcasting Test succeeds, the tree roots attempt to grapple any target within 10 feet of the tree. For the duration of the spell, make an Attack Test against the Physical Defense of any target that moves. The step number for this test is the Effect Step of the spell. If the test succeeds, the tree roots grapple the target (p. 223, ED2). A grappled character can break free by achieving a Good or better success on a Strength or Unarmed Combat Test against the result of the initial Attack Test.



Shield of Warping

Threads: 1
Range: 1 yard
Effect: Willforce + 6
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

The Elementalist ties a strip of bark, grass or other plant material to the target of the spell and makes a Spellcasting Test against the target's Spell Defense. If successful, the target is surrounded for the duration of the spell with a magical field that causes wooden or wooden hafted weapons to bend and warp radically when they strike at him or her. The target may make an Effect Test against the Spell Defense of any wooden weapon used to strike at her or him; if the test succeeds, the spell deflects the attack in a similar manner to the Avoid Blow talent. If the subject achieves an Extraordinary success on the Effect Test (see the **Success Level Table**, p. 340, ED2), the weapon is degraded one level (see **Damage to Weapons**, p. 206); otherwise, the warping only lasts long enough to deflect a single attack. This spell can only be used once in a single Combat Round.

Element Spear

Threads: 0
Range: 40 yards
Effect: Willforce + 6
Reattunement Difficulty: 14
Casting Difficulty: Target's Spell Defense

The Element Spear spell enables the Elementalist to form a spear from one of the five elements and use it to strike opponents. The Elementalist must be touching the element he wishes to use. To make a wooden spear, the Elementalist must touch a live plant or elemental wood, not dead wood. Making a fire spear requires the Elementalist to touch open flames or glowing coals, and he or she will take damage based on the size of the flames (see **Fire**, p. 231, ED2).

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

This spell is the equivalent of the Spear spirit power described on p. 109. Each of the five different versions of this spell, one for each element, must be learned separately.

Spirits of Death's Sea

Threads: 3
Range: 1 yard
Effect: Willforce + 2
Reattunement Difficulty: 17
Casting Difficulty: 10

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

Swallowing the liquid requires a Toughness Test against a Difficulty Number of 7; if the test fails, the subject suffers Step 3 damage. If the Toughness Test succeeds, the subject is energized and invigorated, much like sailors who sail over Death's Sea. When resisting fear-inducing spells, talents, or abilities, substitute the Effect Step of this spell for the subject's normal Willpower Step.

CIRCLE 5

Elemental Astral Sense

Threads: 2
Range: 60 yards
Effect: Willforce + 6
Reattunement Difficulty: 15
Casting Difficulty: 6; see text

The Elemental Astral Sense spell enables Elementalists to sense presences in astral space. The spell works in the same manner as the Astral Sense spell (p. 185, ED2). It takes most Elementalists years to master the intricacies of this spell, especially in understanding astral forms from outside their Discipline.

Inflame Self

Threads: 3
Range: 1 yard
Effect: Willforce + 8
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 8
Duration: 1 + Rank rounds

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

An Elementalist who uses this spell for extended periods risks taking damage. Every other round of the spell's duration, starting on the third round, the Elementalist must make a Willforce Test against a Difficulty Number equal to the spell's Effect Step. If the test succeeds, the Elementalist remains unharmed. If the test fails, the Elementalist suffers Step 4 damage from the flames. Armor does not protect against this damage, however the Resist Fire spell (p. 157, ED2) does.

Ironwood

Threads: 3
Range: 1 yard
Effect: Transforms wood
Reattunement Difficulty: 18
Casting Difficulty: 6

Weaving Difficulty: 11
Duration: Rank hours

The Ironwood spell makes ordinary wood as strong and workable as metal. The spell affects living wood or wooden items up to 10 feet by 10 feet in size. The Elementalist taps the wood with a piece of iron or steel nine times; the last tap gives off a metallic ringing sound. If the Spellcasting Test succeeds, the tapped wood becomes as strong as metal for the spell's duration, able to withstand greater stress and pressure than ordinary wood. Wooden weapons and shields treated with this spell become as strong as their metal equivalents but retain their normal weight (and Initiative penalty, in the case of armor). Wooden walls or doors enhanced with this spell have their Physical Armor Rating doubled and Damage Rating tripled (see **Barriers and Structures**, p. 235, ED2). When used on living wood, this spell does not interfere with the plant's biological processes and also doubles the Physical Armor Rating and triples the Damage Rating of the living wood. This spell cannot be used on characters using the Woodskin talent.

Nutritious Earth

Threads: 4
Range: 1 yard
Effect: Makes land fertile
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 8
Duration: One year and one day

The Nutritious Earth spell enhances the rate at which an area of land grows food. As the Elementalist weaves the threads for the spell, he pricks his hand with a sharp object and lets a drop of blood fall on the earth, taking 1 point of damage which can not be healed for a year and a day (regardless of whether the spell succeeds or not). The Elementalist then makes a Spellcasting Test against the land's Spell

Defense. This number is usually 2 but can be much higher in blighted places such as the Badlands or the Wastes. If the Spellcasting Test succeeds, the spell enriches an area of soil up to 100 yards by 100 yards, making the land especially fertile for a year and a day. For the duration of the spell, plants grow on this land at roughly double their normal rate. The precise effects of this accelerated growth are up to the gamemaster.

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

Resist Poison

Threads: 2
Range: 1 yard
Effect: +8 steps to resist poison
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 11
Duration: Rank hours

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

Shattering Stone

Threads: 1
Range: 25 yards
Effect: Willforce + 6
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 11
Duration: 1 round

The Elementalist weaves the thread for the Shattering Stone spell to a fist sized stone, which she throws at the target area or object. If the Spellcasting Test succeeds the stone explodes into fragments that scatter in all directions. The Elementalist compares the result of the Spellcasting Test to the Spell Defense of any and all objects (friend, foe, or neutral) within 10 feet of the stone. Any target whose Spell Defense is equal to or less than the test result takes damage based on the spell's Effect Step. Physical Armor protects against this damage.

CIRCLE 6

Living Wall

Threads: 2
Range: 15 yards
Effect: Willforce + 3
Reattunement Difficulty: 22
Casting Difficulty: 6

Weaving Difficulty: 12
Duration: 3 + Rank minutes

The Elementalist cuts a line in the earth while weaving the threads for the Living Wall spell. If the Spellcasting Test succeeds, a wall of plants and thorny vines springs up from the line, up to 5 yards high and 20 yards wide, in whatever shape the caster has drawn. The Elementalist then makes an Effect Test and records the result; this number becomes the plant wall's Death Rating. The plant wall prevents physical and astral passage and has a Physical Defense of 5, a Spell Defense equal to the Elementalist's, and an Armor Rating equal to the

Elementalist's Spellcasting Rank. Additionally, any character trying to hack at or push his way through the wall suffers Step 4 damage each round from the sharp thorns and branches.

Stone Rain

Threads: 2
Range: 30 yards
Effect: Willforce + 4
Reattunement Difficulty: 22
Casting Difficulty: Target's Spell Defense

The Stone Rain spell causes a shower of fist-sized stones to fall from a clear sky. The stones fall within a circle 10 feet in diameter, at any place designated by the caster within the spell's range. Once the spell is cast, its area of effect may not be moved. The Elementalist makes a Spellcasting Test and compares the result to the Spell Defense of any object within the spell's area of effect. If the Spellcasting Test equals or exceeds the target's Spell Defense, that target takes damage equal to the result of an Effect Test from the falling stones. Physical Armor protects against this damage. The victims continue to take damage for each round that the spell remains active, as long as they remain in the area of effect.

Tree Merge

Threads: 3
Range: Self
Effect: See text
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

The Tree Merge spell enables an Elementalist to hide from view by merging his body with any tree larger than himself. The Elementalist makes the Spellcasting Test against his own Spell Defense; if it succeeds his body melds into the target tree's trunk. The Elementalist is completely hidden from physical view. To detect the Elementalist in astral space an observer must achieve a Good or better success on an Astral Sensing Test against the Elementalist's Spell Defense. In addition the Elementalist can communicate with the target tree's spirit as if he had cast the Plant Talk spell (p. 157, ED2).

CIRCLE 7

Beastform

Threads: 2
Range: Self
Effect: Transforms caster into an animal
Reattunement Difficulty: 23
Casting Difficulty: Caster's Spell Defense

Beastform spell allows the Elementalist to assume the form of a non-magical animal, including those listed on p. 313 of the *Earthdawn Second Edition* rulebook. The transformed Elementalist gains all of the chosen beast's normal physical Attributes and abilities but retains his or her own mental Attributes and talents. The Elementalist must have at hand a small part of the desired animal (a tuft of hair, a feather, and so on) to cast this spell. The Elementalist's clothing and equipment disappear when he assumes the animal form and reappear when the spell expires. None of the caster's equipment functions while he is in animal form, but any threads the Elementalist has woven to magical or pattern items remain effective.

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

Cloud Banish

Threads: 3
Range: 1 mile
Effect: Willforce + 8
Reattunement Difficulty: 20
Casting Difficulty: 8 or more; see text

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

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

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

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

Earth Wave

Threads: 4
Range: 1 yard
Effect: Creates earth wave
Reattunement Difficulty: 22
Casting Difficulty: 6

The Earth Wave spell allows the Elementalist to create a wave of earth that greatly increases her movement rate. The spell can be cast only on earth or rock. While weaving the necessary threads, the Elementalist kneels down and moves her hands over the ground as if simulating waves. Then she makes a Spellcasting Test. If the test succeeds, a 10-foot by 5-foot area of the earth becomes a wave of soil on which the Elementalist can ride. The wave has a Combat Movement of 100 yards and a Full Movement of 200 yards. The Elementalist can grant a number of persons up to her Spellcasting rank safe passage on the wave; anyone else who attempts to ride the wave must make a Knockdown Test against a Difficulty Number 10. If the test fails, that character is knocked down and takes Step 5 damage. The Elementalist need not concentrate on the spell to control the wave. However, the Elementalist must make a Spellcasting Test against a Difficulty Number



10 to change the direction of the wave. If the wave hits a solid obstacle such as a large tree or rock, the spell expires immediately and all travelers on the wave take Step 10 Damage. Physical Armor protects against this damage.

Element Engulf

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

The Element Engulf spell allows the Elemental Mage to engulf a target in one of the five elements, smothering her. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test each round for the duration of the spell. Armor does not protect against this damage. This spell is equivalent to the Engulf spirit power (see p. 107). Each of the five different versions of this spell, one for each element, must be learned separately.

Fire Hounds

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

The Elemental Mage weaves the threads for the Fire Hounds spell to a fire source of campfire-size or larger. If the Spellcasting Test succeeds, two large hounds formed of flames leap from the fire and obey their summoner's commands. The Elemental Mage can summon more hounds by weaving additional threads. Each additional thread (up to a maximum of 6) summons one hound. However, if the Elemental Mage fails a Thread Weaving Test to summon more fire hounds, a number of hounds equal

to the number of threads woven up to that point appear and immediately attack the Elemental Mage. Fire hounds conjured by this spell cannot be dispelled; however, they disappear if they are killed or when the spell expires. Like all tasked spirits they can be banished (p. 104). Fire hounds suffer double damage from all water and ice based spell effects. They are immune to fire based attacks.

FIRE HOUND

Attributes

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

Initiative: 8 **Physical Defense:** 9
Number of attacks: 2 **Spell Defense:** 8
Attack: 9 **Social Defense:** 13
Damage: 10 **Armor:** 5
Number of Spells: NA **Mystic Armor:** 3
Spellcasting: NA **Knockdown:** 9
Effect: NA **Recovery Tests:** 3

Death Rating: 60 **Combat Movement:** 55
Wound Threshold: 8 **Full Movement:** 110
Unconsciousness Rating: None (fight until dead/banished).

Legend Points: 230

Equipment: None

Loot: None

Flame Darts

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

The Flame Darts spell enables the Elemental Mage to attack several targets within a 10-foot by 10-foot area by hurling dozens of flame darts at them. The Elemental Mage makes a Spellcasting Test and compares the result to the Spell Defense of all the characters or creatures he wishes to target within the target area. If a target's Spell Defense is equal to or less than the Spellcasting Test result, that target takes damage equal to the result of the Effect Test. Physical Armor protects against this damage.

Grasping Hand of Earth

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

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

Thunderclap

Threads: 3
Range: 60 yards
Effect: -8 steps to all actions, deafness
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 13
Duration: 1 round

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

CIRCLE 8

Crushing Hand of Earth

Threads: 4
Range: 60 yards
Effect: Willforce + 6
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 14
Duration: 3 + Rank rounds

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

Waterspout

Threads: 2
Range: 1 mile
Effect: Willforce + 15
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense; see text

Weaving Difficulty: 14
Duration: 1 round

The Waterspout spell allows the Elementalist to create an enormous waterspout that he can use to attack such large waterborne targets as riverboats, sailing ships and creatures such as dragons or leviathans. The Elementalist must be within 20 feet of a large body of water, such as a river, lake or sea, to cast this spell. When attacking a ship, the Elementalist makes a Spellcasting Test as if attacking with Fire Cannon. If the test succeeds, the target suffers damage equal to the result of the Effect Test. A ship's Armor Rating protects against this damage.

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

CIRCLE 9

Burning Water

Threads: 5
Range: 20 yards
Effect: See text
Reattunement Difficulty: 25
Casting Difficulty: 6

Weaving Difficulty: 15
Duration: Rank minutes

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

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

Cold Embers

Threads: 4
Range: 60 yards
Effect: Extinguishes open flames
Reattunement Difficulty: 25
Casting Difficulty: 4

Weaving Difficulty: 18
Duration: 1 round

This large-scale version of the Snuff spell (p. 130) enables the Elementalist to extinguish large fires such as forest fires. If the Spellcasting Test succeeds, the Cold Embers spell extinguishes a targeted area of fire up to 100 yards by 100 yards. The spell also makes whatever was burning completely cool to the touch. This spell does not guarantee that the fire will not start up again.

Dragon's Breath

Threads: 3
Range: 50 yards
Effect: Willforce + 12
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 15
Duration: 1 round

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

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

Firewall

Threads: 4
Range: 50 yards
Effect: Willforce + 10
Reattunement Difficulty: 20
Casting Difficulty: 2

Weaving Difficulty: 14
Duration: 1 + Rank hours

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

Each wall section has the following Attributes:

Physical Defense: 17
Armor: 5
Death Rating: 50

Spell Defense: 15
Mystic Armor: 7

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

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

Waterwall

Threads: 4
Range: 50 yards
Effect: Willforce + 10
Reattunement Difficulty: 20
Casting Difficulty: 2

Weaving Difficulty: 14
Duration: 1 + Rank hours

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

Each wall section has the following Attributes:

Physical Defense: 12
Armor: 10
Death Rating: 60

Spell Defense: 10
Mystic Armor: 12

A character that fails an Attack Test against the Water Wall strikes the wall, but the blow has absolutely no effect on the wall. Only an Extraordinary success can defeat the armor of a Water Wall. When the spell ends, the water reverts to its original volume. If the walls are cast on a stream (or other flow of water) or on a body of water larger than themselves, they can recover damage taken. The Elementalist makes an Effect Test to recover damage each round after the wall has taken damage.

CIRCLE 10

Air Fortress

Threads: Variable
Range: 1 yard
Effect: Willforce + 12
Reattunement Difficulty: 23
Casting Difficulty: 2

Weaving Difficulty: 17
Duration: Rank x 10 hours

If the Air Fortress Spellcasting Test is successful, the Elementalist creates a translucent fortress from elemental air. The fortress may be tinted if the Elementalist so chooses. Each spell thread woven creates 400 square feet of floor space (a 20-foot by 20-foot section or the equivalent) and a 10-foot high wall surrounding the floor space. The maximum floor space possible is 10,000 square feet. The same spell thread can be used to create smaller interior walls and ceilings to divide the space.

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

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

The fortress may be raised and lowered at a rate of 100 feet per minute. It may travel over the countryside at the same speed as a horse and rider.

Blood magic is often used to extend the duration of an air fortress. For one point of damage per 400 square feet of floor space, the duration is extended by a year and a day. The damage cannot be healed until the entire duration of the spell passes.

Earth and Air/Fire and Water

Threads: 3
Range: 120 yards
Effect: Willforce + 10
Reattunement Difficulty: 20
Casting Difficulty: 2 or more; see text

Weaving Difficulty: 16
Duration: 1 + Rank hours

The Elementalist must focus entirely on casting this spell. No movement, speech, or other action is possible. The Elementalist brings to mind the essence of earth and air or fire and water, and then imagines reversing the two. The Difficulty Number for the Spellcasting Test is the Spell Defense of the material to be converted (usually 2). For True Elements, however, it can be the Spell Defense of the Elementalist who created the enchantment they are woven into, whichever is higher.

The two versions of the spell must be learned separately. Earth and Air converts either earth to air or air to earth. Fire and Water converts either fire to water or water to fire. The Elementalist chooses which conversion to perform. If the Spellcasting Test is successful, the Elementalist rolls the Effect dice to determine the radius of the sphere of material converted, in yards. The converted volume can be any shape the Elementalist chooses. A result of 18, for example, would indicate a sphere with a radius of 18 yards. When the duration expires, the material reverts to its original form. This spell would allow the Elementalist to create raging fires in the middle of a sea; the fire will not burn out until the spell duration ends or it is dispelled.

Frozen Harbor

Threads: 5
Range: 30 yards
Effect: Freezes an expanse of water
Reattunement Difficulty: 29
Casting Difficulty: 9

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

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

Petrify

Threads: 4
Range: 20 yards
Effect: Willforce + 5
Reattunement Difficulty: 26
Casting Difficulty: Target's Spell Defense

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

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

Weather Change

Threads: 5
Range: 10 miles
Effect: Willforce + 8
Reattunement Difficulty: 20
Casting Difficulty: 2

The Elementalist softly calls the names of the winds and the rains as he casts this spell. If the Spellcasting Test is successful, this spell will permit him to change the weather incrementally over a period of time. Each hour the Elementalist may:

- Raise or lower the temperature by 5 degrees Fahrenheit.
- Increase or decrease the winds by 5 miles per hour.
- Increase the possibility of a change in precipitation by 10 percent.

If it is raining, the change stops the rain. If it is currently dry, the change starts the precipitation.

Weaving Difficulty: 16
Duration: 1 round

After making a successful Spellcasting Test, the Elementalist makes an Effect Test. The first time he tries to change the weather, the Difficulty Number is 5. If he wishes to attempt additional changes after the first, the Difficulty Number is 5 plus the number of changes the Elementalist has already made. If, for example, the Elementalist has already increased the temperature by 15 degrees, raised the winds by 10 miles per hour, and increased the chance of precipitation by 30 percent (a total of 8 changes), the Difficulty of the next change is 13.

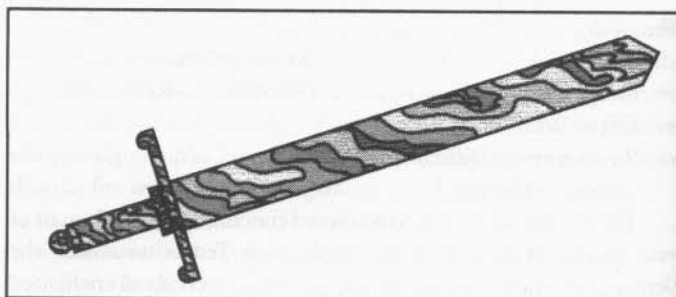
Each change takes place within 1 minute after the Elementalist makes a successful Weather Change Effect Test. The gamemaster determines if there is a change in precipitation after each change.

CIRCLE 11

Wood Blade

Threads: 4
Range: Touch
Effect: Willforce + 16
Reattunement Difficulty: 28
Casting Difficulty: 4

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



CIRCLE 12

Crop Blight

Threads: 8
Range: 1 yard
Effect: Destroys crops and other plants
Reattunement Difficulty: 26
Casting Difficulty: 5

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

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

CIRCLE 14

Council of the Forest

Threads: 9

Range: 1 mile radius

Effect: Summons plant spirits

Reattunement Difficulty: 32

Casting Difficulty: 10

Weaving Difficulty: 18

Duration: 1 day

The powerful Council of the Forest spell awakens all tree and plant spirits within a mile of the caster and calls them to attend him or her. The most powerful spirits move to the caster's location; others remain where they are. The spell allows the Elementalist to bring one matter before this Forest Council and ask its judgment on it but does not force the spirits to obey the Elementalist or judge in his favor. The matter brought up can be anything of concern to the spirits: the fate of the forest, the threat of invaders, punishment for a transgression, a quest for lost treasure, and so on. The council weighs whatever the Elementalist has to say and then offers its advice. These spirits can be powerful allies if they choose to help the Elementalist: they know everything about their forest domain and all are powerful plant spirits (p. 112). The gamemaster determines the spirits' reaction based on two factors: the Elementalist's case and how much respect he or she has shown for the element of wood.

CIRCLE 15

Call Forth the Maelstrom

Threads: 6

Range: 101 miles

Effect: Creates a natural disaster

Reattunement Difficulty: 33

Casting Difficulty: 10

Weaving Difficulty: 25

Duration: Rank hours

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

Purify Forest

Threads: 12

Range: 10 yards

Effect: See text

Reattunement Difficulty: 33

Casting Difficulty: Target's Spell Defense; see text

Weaving Difficulty: 28

Duration: 1 round

The Purify Forest ritual spell allows the Elementalist to purify the astral space corresponding to an area of forest or jungle up to 100

square miles in size. Created to counter the corrupting influences of Horrors on astral space, the spell is cast only on Corrupt astral regions (see **Casting Raw Magic**, p. 151, ED2).

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

ILLUSIONIST SPELLS

CIRCLE 1

Bellow of the Thundras

Threads: 0

Range: 60 yards

Effect: See text

Reattunement Difficulty: 15

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: NA

Duration: 5 + Rank minutes

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

Blazing Fists of Rage

Threads: 0

Range: 1 yard

Effect: Willforce + 5

Reattunement Difficulty: 16

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: NA

Duration: 4 + Rank rounds

Illusion

The Blazing Fists of Rage spell engulfs the subject's hands (or feet) in illusory flames that augment the damage she can do when making unarmed combat attacks. If the Spellcasting Test succeeds, the subject's hands (or feet, or other areas of the body used in Unarmed Combat) glow cherry red and a slow fading afterimage begins to trail behind her body. The subject's body hums with power. When she strikes an opponent with an unarmed combat attack, brilliant red sparks fly with an explosive sound effect. Any successful Unarmed Combat attacks made by the subject use the spell's Effect Step for Damage Tests. Mystic Armor protects against this damage. If the victim of such an attack takes a Wound, his Knockdown Test acts as a Disbelief Test, but at no Strain cost. Once disbelieved the spell can no longer affect the victim at all, although the visual effects remain faintly visible to them for the duration of the spell.

Catseyes

Threads: 1
Range: 1
Effect: Grants low-light vision
Reattunement Difficulty: 10
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 5
Duration: 3 + Rank minutes

The Catseyes spell grants its subject the ability to see in near-darkness, like an elf or an ork. To cast the spell, the Illusionist touches the subject lightly on his or her eyelids as he makes his Spellcasting Test. If the test succeeds, the subject's pupils become vertical slits, like a cat's, for the duration of the spell. This grants the target the equivalent of the racial ability low-light vision (p. 46, ED2) for the duration of the spell. The subject's eyes also reflect incoming light and therefore seem to glow in the dark. If used on a target that already has low-light vision, such as an ork or elf, this spell has no effect.

True Blazing Fists of Rage

Threads: 0
Range: 1 yard
Effect: Willforce + 2
Reattunement Difficulty: 16
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: NA
Duration: 4 + Rank rounds

This spell is not an illusion. It looks and acts exactly like Blazing Fists of Rage but is slightly less powerful than its illusory twin. Anyone attempting to disbelieve True Blazing Fists of Rage automatically suffers a Mystic Armor-Defeating Hit in addition to the normal consequences of "false disbelief".

CIRCLE 2

Disaster

Threads: 1
Range: 10 yards
Effect: Willforce + 6
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense; see text

Weaving Difficulty: 9
Duration: 5 + Rank rounds
Illusion

The Disaster spell creates the illusion of a disaster happening just beyond the range of normal sight. The Illusionist must glance casually around and then stop and stare hard at a fixed place on the horizon, saying something like "Oh, Passions, look over there," or "What in the world can that be?" as he casts the spell. The Illusionist makes a Spellcasting Test against the highest Spell Defense of any target within the spell's range. If the test succeeds, the spell creates illusory evidence of a disaster of the Illusionist's choosing: a plume of smoke rising from the roofs of a village, the sounds of people screaming, or some other minor distracting effect. The Illusionist then makes an Effect Test and compares the result to the Social Defenses of the targeted characters. If this test succeeds, the spell distracts the affected characters by drawing their attention to the supposed disaster. This distraction is enough to allow a blindside attack (p. 227, ED2) against targets of the spell.

This spell can target a number of people equal to the Illusionist's Spellcasting Rank but cannot be cast inside small, closed environments such as rooms with no windows. If used against people engaged in combat or other distracting activity, increase the Social Defense of the targets by 4 for the Effect Test. In addition, a Good or better success is needed to distract targets that are engaged in combat.

Encrypt

Threads: 0
Range: 20 yards
Effect: Willforce + 4
Reattunement Difficulty: 11
Casting Difficulty: Target's Spell Defense; see text

Weaving Difficulty: NA
Duration: Rank hours
Illusion

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

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

Fun with Doors

Threads: 2
Range: 20 yards
Effect: See text
Reattunement Difficulty: 10

Weaving Difficulty: 5
Duration: 1 + Rank minutes
Illusion

Casting Difficulty: Spell Defense of target door

To cast Fun with Doors, the Illusionist must be able to see a door, trap door, or archway. The Illusionist makes a Spellcasting Test against the targeted door's Spell Defense — usually 2, but possibly much higher in the case of doors that have been magically strengthened or sealed. If the test succeeds, the Illusionist may create a variety of illusions involving the targeted door. For example, he can make a door look like a wall as people run for the exit, apparently move the door up to 10 feet in any direction, make an illusion of the door opening or shutting as pursuers come around a corner, or alter the door's physical appearance (wooden doors appearing to be metal and vice versa for example). Treat any action involved in touching or trying to open the door as a Disbelief Test against a Target Number of 10 with no Strain cost. Illusory doors created with this spell may be no larger than 10 feet by 10 feet. Characters cannot pass through illusory doors.

Impossible Knot

Threads: 2
Range: 1 yard
Effect: Willforce + 4
Reattunement Difficulty: 14
Casting Difficulty: 4

Weaving Difficulty: 6
Duration: 1 + Rank days
Illusion

The Illusionist weaves the threads of the Impossible Knot spell while tying a knot in a rope or cord. If the Spellcasting Test succeeds, the knot will not come loose on its own and is extremely difficult to untie or break. The Illusionist then makes an Effect Test; the result is the Difficulty Number for tests made to untie the knot and also the knot's effective Armor Rating against attempts to cut or break it. Treat any test made to cut or untie the knot as a Disbelief Test. The Illusionist can cancel the spell at any time by touching the knot and willing the spell to end.

Remove Shadow

Threads: 1
Range: 1 yard
Effect: See text
Reattunement Difficulty: 14
Casting Difficulty: Target's Spell Defense

The Illusionist touches the subject of the Remove Shadow spell and pulls away a fine veil of silky, gray material that seems to fold in on itself and vanish as the spell is cast. If the Spellcasting Test succeeds, the subject casts no shadow even in strong light and shows no reflection in mirrors or other reflective surfaces. This effect adds 1 step to any tests the subject makes to remain unseen or to hide and also makes the subject immune to spells and powers that affect someone's shadow or reflection, such as Shadow Tether (p. 184, ED2). Unfortunately, characters without shadows or reflections are believed to be Horror touched in many areas of Barsaive, and risk being treated as such. Treat any Perception Test to spot the character as Disbelief Tests. The target number to disbelieve this illusion is 12.

CIRCLE 3

And Then I Woke Up

Threads: 1
Range: Self
Effect: +8 steps to Perception
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

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

Blinding Glare

Threads: 1
Range: 30 yards
Effect: Willforce + 6
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

The Blinding Glare spell creates a blinding flash of light at a spot of the caster's choice within the spell's range. The Illusionist makes a Spellcasting Test against the highest Spell Defense of any target within 10 feet of the flash. If the test succeeds, the Illusionist makes an Effect Test and compares the result to the Perception Step of all affected targets, then consults the Success Level Table (p. 340, ED2). For each level of success achieved, the target is blinded for 1 Combat Round. This spell is not an illusion, so targets cannot disbelieve its effects.

Phantom Warrior

Threads: 1
Range: 10 yards
Effect: Willforce (see below)
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 6
Duration: 5 + Rank minutes

Weaving Difficulty: 7
Duration: Rank + 3 rounds
Illusion

The Phantom Warrior spell enables the Illusionist to form three phantom images of the target, making him or her more difficult to hit in combat. The Illusionist moves his hands in slow, abstract movements while weaving the thread to this spell. He then points at the intended target and makes the Spellcasting Test. If the test succeeds, three images identical to the subject appear. These images remain within 1 yard of the subject at all times, occasionally overlapping with him or her. The images do not move in sync with the subject; one image may swing a sword high while another swings low and the third thrusts home, while the subject adopts a defensive stance. The images confuse opponents and give the subject a +3 bonus to his or her Physical Defense. Attacks made by the subject are also more difficult for opponents to avoid or parry; apply a +3 penalty to the Difficulty Number of any Avoid Blow, Parry or other similar Talent Test made in response to the subject's attack. Any type of test made against the subject is considered a Disbelief Test, but at the cost of no Strain.

Each image must be disbelieved separately at a Difficulty Number equal to the Effect Test. For each image disbelieved subtract 1 from the bonus to Physical Defense and the penalty to defensive talents.

See the Unseen

Threads: 1
Range: 1 yard
Effect: +8 steps to Perception Tests
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

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

Soothe the Savage Beast

Threads: 1
Range: 10 yards
Effect: Hypnotizes a single animal
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

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

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

You Got Me

Threads: 1
Range: Self
Effect: +6 to Charisma
Reattunement Difficulty: 14
Casting Difficulty: 6

Weaving Difficulty: 6
Duration: 6 + Rank minutes
Illusion

The You Got Me spell must be accompanied by a ripping motion, as if the Illusionist was peeling a mask off his face or clothing off his body. If the Spellcasting Test succeeds, the illusion changes the Illusionist's appearance (including clothing and equipment) and voice as desired. The spell adds 6 steps to the Illusionist's Charisma Step when trying to convince others of his false identity and/or attempting to persuade them to act according to that misperception. If the Illusionist is mimicking an individual, he or she must have previously seen that individual. This spell can change the Illusionist's apparent size, making him as large as a troll or as small as a windling. It is similar to Best Face (p. 165, ED2), but changes the Illusionist's entire appearance. Any Interaction Tests made against an Illusionist sustaining this spell act as Disbelief Tests but without the usual Strain costs. The target number for Disbelief Tests is equal to the caster's new Charisma Step.

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

CIRCLE 4

Aura

Threads: 1
Range: 10 yards
Effect: Willforce + 2
Reattunement Difficulty: 16
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10
Duration: 3 + Rank rounds

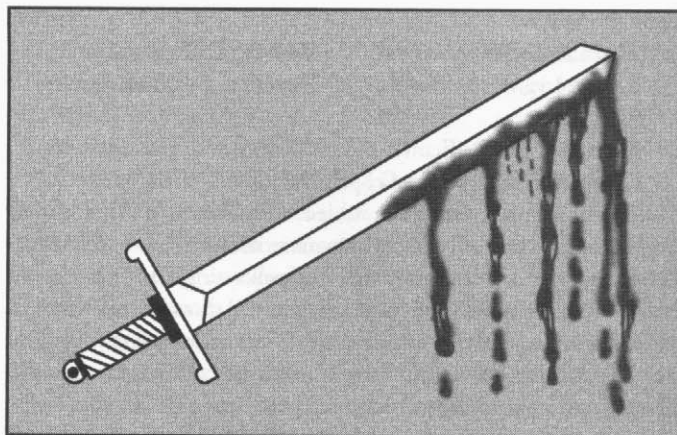
The Aura spell makes the target's astral aura physically visible as a glowing halo of colors and shapes around his body. If the Spellcasting Test succeeds the Illusionist makes an Effect Test against the target's Spell Defense. An Average success makes the target's aura visible and allows any character with astral sensing abilities to glean information from the aura without Strain or the dangers of viewing astral space (see p. 87). This effect also gives a +2 step bonus to any talents or spells designed to gather information about the target, but not to skills. An Excellent success on the Effect Test adds this bonus to astral sensing tests as well, and an Extraordinary success applies a +4 bonus to both.

Bleeding Edge

Threads: 1
Range: 1 yard
Effect: +5 to weapon Damage Step
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10
Duration: 1 round

The Bleeding Edge spell is not an illusion, and the Illusionist can cast it on any type of weapon or object used as a weapon. The caster makes the Spellcasting Test against the Spell Defense of the last wielder who spilled blood with the weapon. If the test succeeds, and the weapon has shed blood within the night and day prior to the casting,



a trickle of blood forms along the weapon's edge or striking surface. If the weapon strikes its original wielder during the round that it bleeds it does an additional 8 steps of damage.

Conceal Tracks

Threads: 2
Range: 1 yard
Effect: Conceals tracks
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10
Duration: Rank hours

The Illusionist touches one of the targets of the Conceal Tracks spell and makes a Spellcasting Test against the highest Spell Defense of the intended targets. If the test succeeds the targets' tracks are magically concealed against attempts to follow them using the Tracking talent or similar talents or skills. Add the caster's Thread Weaving Rank to the target number of anyone trying to follow or locate the concealed tracks. The Illusionist can conceal a number of creatures (Name-givers, mounts, and other animals) up to his or her Rank in Spellcasting. The Illusionist may also conceal the tracks of a number of wagons, carts, or other inanimate objects up to half his Rank in Spellcasting. The Spell Effect result serves as the target number for any attempts to disbelieve the spell.

Hunger

Threads: 3
Range: 1
Effect: See text
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10
Duration: Rank days
Illusion

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

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

If the Illusionist mimes vomiting, the target ceases feeling hungry, and does not feel hungry again until the spell expires or he successfully disbelieves the illusion. If the target eats while the spell is in effect he becomes nauseous and cannot hold down the food. If the target goes

longer than a day without eating he grows weary and suffers a 1-step penalty to all actions. For each following day without food, this penalty increases by -1 step (for example, it is -2 steps on the third day, -3 on the fourth day, and so on). Additionally, the gamemaster makes a daily Damage Test using the total number of days the character has gone without food as the step number. This damage never causes Wounds, regardless of the test results.

Memory Blank

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

The caster of the Memory Blank spell looks at her target and says, "What was that?" and then makes a Spellcasting Test. If the test succeeds, the Illusionist makes an Effect Test and compares the result to the target's Willforce (or Willpower) Step, then consults the **Success Level Table** (p. 340, ED2). For each level of success achieved, the target forgets one minute of time. This spell can affect a target even in the middle of a sentence or action, in which case the target likely forgets what he or she was doing and why. The spell's effects are illusory and can be overcome with a successful Disbelief Test. When the spell expires, the target recalls everything that he or she forgot. The Illusionist can use Blood magic to extend the duration of this spell to a year and a day by taking 2 points of damage which can not be healed until the end of the year and a day, regardless of whether the target makes a Disbelief Test or not. If the Illusionist extends this spell with blood magic the target is limited to a number of Disbelief Tests per day equal to his or her Recovery Tests per day.

Nightmare of Foreboding

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

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

When the target wakes, his Wound Threshold is reduced by 8 (to a minimum of 2), for the duration of the spell. This spell is most often used as a death threat or to cause convenient "accidents." Rumor has it that this spell was first created and used by members of the Hand of Corruption, and those who use it are often suspected of working with the group.

Unmask

Threads: 1 **Weaving Difficulty:** 10
Range: 20 yards **Duration:** 3 + Rank minutes
Effect: Willforce + 6
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

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

CIRCLE 5

Awaken

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

The Awaken spell enables the Illusionist to awaken unconscious subjects. The caster of the spell claps his hands together three times, lightly touches the subject and makes a Spellcasting Test. If the test succeeds, the Illusionist makes an Effect Test against the Dispel Difficulty of any spell or magical ability that is keeping the subject unconscious, asleep, drugged or otherwise unaware. If this test succeeds, the subject is freed from his unconscious state. If a subject has exceeded his Unconsciousness Rating, the spell gives him an immediate Recovery Test with a 6-step bonus.

Bond of Silence

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

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

Clothing Gone

Threads: 3 **Weaving Difficulty:** 11
Range: 60 yards **Duration:** 5 rounds
Effect: Penalty to all actions **Illusion**
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

The Clothing Gone spell causes the target to believe that his clothes and armor (if any) have been completely destroyed, leaving him naked and unprotected. If the Spellcasting Test succeeds, the character is so distracted (and perhaps embarrassed) that he suffers a penalty equal to a number of steps equivalent to half his Armor Rating to all his actions for the duration of the spell. If the character is hit in combat they receive an immediate Disbelief Test (for no Strain cost). It is considered very gauche to use this spell at parties, although it is always sure to draw a few laughs from the lowbrow crowd. The target number to disbelieve this illusion is 13.

Enter and Exit

Threads: 3
Range: 60 yards
Effect: See text
Reattunement Difficulty: 21
Casting Difficulty: 6

The Enter and Exit spell shows the caster the quickest and safest way in and out of any location within the spell's range. If the Spellcasting Test succeeds, the Illusionist can unerringly find the most direct route in or out of the target location. The route revealed is always one the Illusionist can traverse (in the gamemaster's judgment); however, the route is not always easy. The spell does not reveal the locations of traps or guards, nor does it provide passwords or other means of entry or exit, but if a route that avoids those things exists, the spell shows it. The spell also reveals hidden passages that the Illusionist might not otherwise have noticed.

Eye of Truth

Threads: 1
Range: Self
Effect: +10 to Perception step
Reattunement Difficulty: 18
Casting Difficulty: Target's Spell Defense

The caster must rub clean, clear water over his or her eyes while casting the Eye of Truth spell. If the Spellcasting Test succeeds, the Illusionist gains +10 steps to all Disbelief Tests made against illusions for the duration of the spell.

Flesh Eater

Threads: 2
Range: 1 yard
Effect: -2 steps to all actions
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

The Flesh Eater spell makes the target's flesh look as if it is rotting and falling off his body. If the Spellcasting Test succeeds, the target character goes into mild shock, resulting in a 2-step penalty to all his step numbers for the duration of the spell. The character also takes Step 4 damage each round they are affected by the spell. Armor does not reduce this damage. Each time the character takes damage they are entitled to a Disbelief Test with a target number of 16 at no Strain cost.

Phantom Fireball

Threads: 1
Range: 100 yards
Effect: Willforce + 8
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

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

Switch

Threads: 0
Range: 10 yards
Effect: See text
Reattunement Difficulty: 18
Casting Difficulty: Target's Spell Defense

The Switch spell allows the Illusionist to switch his own appearance with that of a willing target. If the Spellcasting Test succeeds, the spell makes the Illusionist look like the target, and vice versa. Note that the target cannot voluntarily lower his Spell Defense when the spell is cast. Most Illusionists use this spell to lose pursuers in crowded areas, such as marketplaces or bazaars. Any type of test made against the target or the Illusionist while either of them is under this spell is considered a Disbelief Test. The target number for Disbelief Tests is 16.

CIRCLE 6

Astral Shadow

Threads: 2
Range: 1 yard
Effect: Willforce + 4
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

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

Illusionist's Astral Sense

Threads: 2
Range: 60 yards
Effect: See text
Reattunement Difficulty: 15
Casting Difficulty: 6

The Illusionist's Astral Sense spell enables Illusionists to sense presences in astral space. The spell works in the same manner as the Astral Sense spell (p. 185, ED2). Many Illusionists master this spell quite readily, while some are never able to fully make sense of the new worlds it opens up to them. Those that truly come to understand the nature of the other layers to the world often go on to create great works of illusion that reach even into the Astral plane.

Memory Scribe

Threads: 3
Range: 1 yard
Effect: Willforce + 6
Reattunement Difficulty: 19
Casting Difficulty: Target's Spell Defense

The Memory Scribe spell enables the Illusionist to alter the target's memory and make her recall things differently than the way they actually happened. If the Spellcasting Test succeeds, the Illusionist makes an Effect Test against the target's Willpower (or Willforce) Step

and consults the **Success Level Table** (p. 340, ED2). Each level of success achieved allows the Illusionist to alter one fact that the target remembers about a particular topic or event. The effects of the spell are illusory, and can be overcome with a successful Disbelief Test. In addition, the target can make a Perception Test against the spell's Disbelief Difficulty every time she "recalls" the false memory. These Perception Tests count as Disbelief Tests, but are not affected by any negative modifiers the character may be under, nor do they cost Strain. When the spell expires, the target's memory returns to normal. The Illusionist can use blood magic to extend the duration of this spell to a year and a day by taking 3 points of damage which can not be healed during that time, whether the subject disbelieves the spell or not. If the duration is extended with blood magic the target is allowed only one Disbelief Test (either voluntary or through a Perception Test as noted above) per day.

Stench

Threads: 3
Range: 40 yards
Effect: Willforce + 2
Reattunement Difficulty: 22
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 12
Duration: 3 + Rank rounds
Illusion

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

CIRCLE 7

Dream Sight

Threads: 3
Range: 1 mile
Effect: Willforce + 8
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 13
Duration: 8 + Rank minutes
Illusion

To cast the Dream Sight ritual spell, the Illusionist must have something that belongs to the target. To weave each thread takes an hour, and the target must be asleep when the spell is cast. If the Spellcasting Test succeeds, the Illusionist makes an Effect Test against the target's Willpower (or Willforce) Step. If this test succeeds, the Illusionist can view the subject's dreams for the duration of the spell. A Name-giver's dreams might give insights into his or her personality (p. 48, ED2), secrets, hopes or fears that the Illusionist can use at a later time.

Drunken Stagger

Threads: 4
Range: 1 yard
Effect: See text
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 13
Duration: 5 + Rank days
Illusion

The Drunken Stagger spell is not an illusion. It allows the Illusionist to infuse a target with magical energy that makes him inebriated, causing him to stagger for days. The Illusionist makes a Spellcasting Test and compares the result to the target's Spell Defense on the **Success Level Table** (p. 340, ED2). If the test succeeds, the target suffers a step penalty to all actions for the duration of the spell. The success level of the Spellcasting Test determines the severity of the penalty. An Average success reduces all the target's step numbers by 1, a Good success by 2, an Excellent success by 3 and an Extraordinary success by 4.

Reversal of Passion

Threads: 2
Range: 30 yards
Effect: Willforce + 8
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 13
Duration: 3 + Rank rounds
Illusion

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

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

Stampede

Threads: 4
Range: 120 yards
Effect: -2 steps to target's actions
Reattunement Difficulty: 17
Casting Difficulty:

Weaving Difficulty: 12
Duration: 1 + Rank rounds
Illusion

The Stampede spell creates an illusion of a stampede descending on the target characters. The Illusionist can affect a number of creatures (Name-givers and animals) up to twice her Spellcasting Rank. The Illusionist makes the Spellcasting Test against the highest Spell Defense among the targets. If the test succeeds, the target characters suffer a -2 step penalty to all tests they make for the duration of the spell. Any character attempting to disbelieve the Stampede spell that fails their Disbelief Test is automatically Knocked Down. The target number to disbelieve this illusion is equal to the caster's Willforce plus Thread Weaving Ranks.

Time Flies

Threads: 4
Range: 60 yards
Effect: Willforce + 3
Reattunement Difficulty: 23
Casting Difficulty: 2

Weaving Difficulty: 10
Duration: Rank hours
Illusion

To cast the Time Flies spell, the Illusionist needs a candle, torch or lantern to which he weaves the spell's threads. The spell is cast when the candle is lit; it lasts a number of hours equal to the caster's Spellcasting Rank, then the light source burns out. If the Spellcasting Test succeeds, the Illusionist makes an Effect Test and records the result. The spell alters the temporal perception (perception of time) of anyone within



60 yards of the light source whose Spell Defense is equal to or lower than the Effect Test result; time seems to pass faster or slower within the area of effect than outside it. At the time of casting the Illusionist specifies whether time slows down or speeds up, as well as the degree to which it does (up to a factor of 10). For example, the Illusionist can cause targets to believe that ten hours have passed for every hour of real time, or that only an hour has passed when ten have actually gone by.

Time Flies changes only the target's perceptions - it has no effect on the duration of other spells and talents or on Recovery Tests. If an affected character notices that these durations seem different or unusual he or she may take an immediate Perception Test to detect the illusion. Treat this as a Disbelief Test at the cost of no Strain. If any character affected by Time Flies disbelieves the spell it is completely dispelled.

CIRCLE 8

Illusory Spell

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

Illusory Spell enables the Illusionist to imitate the effects of attack spells cast by other magicians. To mimic a spell, the Illusionist must first have seen it cast and studied its effects. Only spells of Circle 8 or lower can be duplicated by Illusory Spell.

The illusory version of a spell uses the same statistics as the original spell, with the following exceptions: First, the illusory spell is an illusion, which allows targets to disbelieve it per standard rules. If a Knockdown or Willpower Test is required to resist the original spell such tests act as additional Disbelief Tests (at no Strain cost). Second, the illusory version of a spell lasts for only 1 Combat Round, regardless of the original spell's duration. Third, the Illusionist must weave either 2 threads or however many threads the original spell requires, whichever is greater. Likewise the Weaving Difficulty and Reattunement Difficulty are equal to the original spell's or 14 and 24 respectively, whichever is higher. The Illusory Spell does the mimicked spell's normal damage or Willforce + 12 damage, whichever is lower.

Shadow Spell

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

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

For each round that Shadow Spell lasts the target can make a Willforce Test against the Shadow Spell's Effect Test result to dispel it.

Shadow Spell does not affect talents, creature powers, or any form of magic other than spell magic.

CIRCLE 9

Grim Reaper

Threads: 5 **Weaving Difficulty:** 13
Range: 1 yard **Duration:** Rank x 10 minutes
Effect: Willforce + 13 **Illusion, Fear**
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

The Illusionist's face briefly takes on a skull-like appearance while casting this spell. If the Spellcasting Test is successful, the recipient takes on the appearance of a spirit of death. The Illusionist then makes an Effect Test against the Social Defense of any living observer. Success means the observers will avoid contact with the "spirit of death" at any cost. They will flee if possible. As soon as they successfully make a Fear test, characters can stop fleeing.

One of the Crowd

Threads: 5 **Weaving Difficulty:** 14
Range: 15 yards **Duration:** 1 + Rank hours
Effect: Willforce + 10 **Illusion**
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

The Illusionist blanks his mind while casting the spell. His face relaxes, as if sleeping. He passes his left hand over his face each time he weaves a thread. With each pass, his face changes appearance, perhaps becoming a t'skrang merchant on the first pass, then a dwarf clown on the next, and an ork mercenary on the third. When he finishes the spell, his appearance returns to normal.

If the Spellcasting Test is successful, the Illusionist merely nods toward a target character, then makes an Effect Test against the target's Spell Defense. Success alters the appearance of the Illusionist to that of the target character. The Illusionist may later choose a different target and adopt his or her appearance. He may change his appearance by casting One of the Crowd as often as he wishes on different individuals for the duration of the spell.

Shift Walls

Threads: 5 **Weaving Difficulty:** 15
Range: 1 yard **Duration:** 1 + Rank minutes
Effect: Willforce + 13
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

This spell is not an illusion. The Shift Walls spell allows the Illusionist to move 10-foot by 10-foot sections of wall. The wall section detaches itself from the rest of the wall, following closely behind the Illusionist until it reaches its new position. If the Spellcasting Test is successful, the Illusionist rolls the Effect dice. The result is the maximum number of wall sections he can move with one casting of the spell.

Under this spell the walls have actually moved, using illusory forces to suppress the natural elemental forces holding them in place. Once the duration expires, these forces will glide the walls back into position.

**Thundering Walls****Threads:** 3**Range:** 75 yards**Effect:** Willforce + 9**Reattunement Difficulty:** 21**Casting Difficulty:** 2

The effect of Thundering Walls is limited to one room or one enclosure with walls. If the spell is successful, the walls shudder, and then roil with clouds. Flashes of lightning can be seen in the clouds. If the Spellcasting Test is successful, the Illusionist has a choice of two options during each round of the spell's duration:

Thunder: This option creates an impossibly loud boom of thunder that reverberates throughout the room. The Illusionist rolls the Effect dice. Any character whose Social Defense is less than the die result will flee the room, and will not return as long as the room is still thundering.

Lightning: This option creates a horrific barrage of lightning bolts. The Illusionist makes a second Spellcasting Test. All characters (except the Illusionist) whose Spell Defense is less than the die result are struck by lightning. Roll the Effect dice to determine the damage. Mystic Armor reduces the damage.

CIRCLE 10 SPELLS**Afterlife****Threads:** 5**Range:** 25 yards**Effect:** Willforce + 14**Reattunement Difficulty:** 21**Casting Difficulty:** Target's Spell Defense

The Afterlife spell makes both the Illusionist and the target character seem to vanish, then the target finds herself at what seems to be the entrance to the afterlife. The target believes she is being judged by the spirits of the dead, who are controlled by the Illusionist. The Illusionist must concentrate, or the illusion fades immediately.

If the Spellcasting Test is successful, the Illusionist rolls the Effect dice for any Interaction Tests (such as deceit or intimidation) needed to make the target believe the illusion that she is in the afterlife. The target need not believe she is dead, however, just that the spirits of the dead are eager to judge her. Unless the illusion is disbelieved, the target is likely to uphold her end of any deal he makes with the spirits of the dead.

Eclipse**Threads:** 6**Range:** NA**Effect:** Willforce + 8**Reattunement Difficulty:** 21**Casting Difficulty:** 2

With this spell the Illusionist conjures a dark cloud, which immediately billows up toward the sun. The cloud takes on the shape of a large disk that completely blocks the sun for as far as the eye can see. The darkness spreads out for 20 miles in every direction. If the Spellcasting Test is successful, the Illusionist rolls the Effect dice. The result is the Disbelief Difficulty for this casting of Eclipse. The darkness

Weaving Difficulty: 15**Duration:** 7 + Rank rounds**Illusion, Fear**

created by this spell simulates natural darkness for the duration of the spell (see *Situation Modifiers*, p. 227, ED2).

Eternal Day**Threads:** 5**Range:** NA**Effect:** Willforce + 8**Reattunement Difficulty:** 21**Casting Difficulty:** 2**Weaving Difficulty:** 18**Duration:** Rank days**Illusion**

The Illusionist conjures a small spark, which immediately begins to expand in size as it streaks toward the sky. The spark takes on the shape of the sun. The spark hangs in the same place in the sky; the sun is no longer seen. The light radiates for 20 miles in every direction. If the Spellcasting Test is successful, the Illusionist rolls the Effect dice. The result is the Disbelief Difficulty for this casting of Eternal Day. The effects of this spell cancel the effects of natural darkness in combat.

CIRCLE 11**Haunted House****Threads:** 5**Range:** 75 yards**Effect:** Willforce + 11**Reattunement Difficulty:** 20**Casting Difficulty:** 2**Weaving Difficulty:** 15**Duration:** Rank days**Illusion**

The Illusionist must have an item from inside the target house to cast Haunted House. If the Spellcasting Test is successful, the Illusionist can produce phenomena typical of a haunted house, and may add two new phenomena per night. These phenomena include moving furniture, temperature changes, creaking, altered reflections, voices, blood dripping from the walls, inexplicable shadows, the appearance of ghosts, and so on. The Illusionist can also invent his own special effects, borrowing from local legends for authenticity. He must concentrate to activate the phenomena, but the illusion is not dispelled when the Illusionist stops concentrating. To determine if the phenomena affects the target, the Illusionist makes an Effect Test against the Physical, Spell, or Social Defense of anyone in the house, as appropriate.

CIRCLE 13**Restore Pattern****Threads:** 3**Range:** 1 yard**Effect:** Willforce + 15**Reattunement Difficulty:** 31**Casting Difficulty:** Target's Spell Defense**Weaving Difficulty:** 20**Duration:** 1 round

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

CIRCLE 14

Shadow Palace

Threads: 6

Range: 1 yard

Effect: Willforce + 10

Reattunement Difficulty: 32

Casting Difficulty: 8

Weaving Difficulty: 21

Duration: Rank days

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

The shadow palace occupies a pocket of astral space up to 10,000 square yards in size, furnished and appointed as the Illusionist desires. Characters in the shadow palace are free from the constraints of the physical space they just left. The palace is safe, clean and dry: an ideal place for characters to rest and recuperate. Food and drink are provided in whatever forms the Illusionist desires; otherwise, the only things in the palace are those the guests bring with them. When the characters leave the palace or when the spell expires, the Illusionist and all his guests reappear at the same spot in the physical world from which they left.

NETHERMANCER SPELLS

CIRCLE 1

Gadfly

Threads: 1

Range: 30 yards

Effect: -3 step penalty to target creature's actions

Reattunement Difficulty: 14

Casting Difficulty: 4

Weaving Difficulty: 6

Duration: 4 + Rank rounds

The Gadfly spell summons a tiny, glowing spirit that buzzes annoyingly around the target's head, shouting taunts and insults in a

high, squeaky voice. The gadfly is so distracting that the target suffers a 3-step penalty to all actions as long as the spirit continues to annoy him. The Nethermancer can change the gadfly's target at any time while the spell lasts.

The gadfly can be attacked; it has a Physical Defense of 16 and a Spell Defense of 10, no armor, and a Death Rating equal to the summoner's Wound Threshold. The gadfly is immune to social talents and other abilities that target Social Defense. If the gadfly takes more damage than its Death Rating, the spell is dispelled and the gadfly banished into astral space.

Spirit Dart

Threads: 0

Range: 25 yards

Effect: Willforce + 2

Reattunement Difficulty: 7

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: NA

Duration: 1 round

The Spirit Dart spell allows the Nethermancer to attack targets with a small piece of astral energy, similar to the Mind Dagger spell (p. 186, ED2). When casting the spell, the Nethermancer pinches himself and flicks his wrist as if throwing a dart at the target. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test. Mystic Armor protects against this damage. Spirit Dart can be used to target creatures that exist on the astral plane, provided the caster can perceive them.

CIRCLE 2

Astral Spear

Threads: 1

Range: 30 yards

Effect: Willforce + 6

Reattunement Difficulty: 12

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 6

Duration: 1 round

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

Shadow's Whisper

Threads: 1

Range: 100 yards

Effect: Willforce + 6

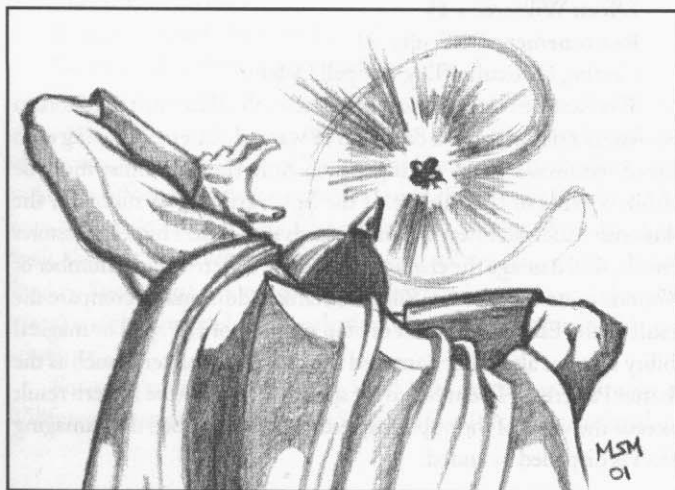
Reattunement Difficulty: 11

Casting Difficulty: 4

Weaving Difficulty: 6

Duration: 3 + Rank minutes

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





CIRCLE 3

Arrow of Night

Threads: 1
Range: 1 yard
Effect: +8 steps to damage test
Reattunement Difficulty: 15
Casting Difficulty: 6

Weaving Difficulty: 7
Duration: 1 round

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

Dark Messenger

Threads: 1
Range: 1 yard
Effect: conveys message
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 7
Duration: Rank hours

The Dark Messenger spell can be cast only after sunset, on a creature already under the Nethermancer's control via the Command Nightflyer Spell (p. 174, ED2). If the Spellcasting Test succeeds, the Nethermancer can give the creature a short message (up to 15 + Rank words) to deliver. On the caster's command, the creature flies off, unerringly seeks out the recipient of the message and delivers it in a whispery version of the caster's own voice. If the nightflyer cannot reach the designated recipient before the spell expires or before sunrise (whichever comes first), the message is lost.

Death Trance

Threads: 2
Range: 1 yard
Effect: See text
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 7
Duration: 3 + Rank hours

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

To cast the spell, the Nethermancer makes a Spellcasting Test against the subject's Spell Defense. If the test succeeds, the trance takes effect. The Nethermancer can use blood magic to extend the duration of this spell to a year and a day by taking 2 points of damage that cannot be healed during that time. The Nethermancer can continue to maintain the spell by renewing the blood magic as long as he is within one thousand and one miles of the target. Death Trance spells are sometimes made permanent as a curse, with certain Key Knowledges or Deeds necessary to end the spell and awaken the subject.

Preserve

Threads: 2
Range: 1 yard
Effect: See text
Reattunement Difficulty: 12
Casting Difficulty: 2

Weaving Difficulty: 7
Duration: Rank days

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

Shadow Meld

Threads: 2
Range: 1 yard
Effect: Willforce + 6
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 7
Duration: Rank minutes

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

Summon Bone Ghost

Threads: 1
Range: 10
Effect: Summons bone ghost
Reattunement Difficulty: 15
Casting Difficulty: 9

Weaving Difficulty: 7
Duration: 4 + Rank minutes

The Summon Bone Ghost spell enables the Nethermancer to summon the bone spirit from a previously formed bone circle (p. 176, ED2) and allows the spirit to exist outside the circle for a brief while. To cast the spell the Nethermancer must have created an active bone circle within a number of miles of himself equal to the Nethermancer's Spellcasting Rank multiplied by 10.

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

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

CIRCLE 4

Blood Servitor

Threads: 2

Range: Self

Effect: Creates blood servitor

Reattunement Difficulty: 17

Casting Difficulty: 8

Weaving Difficulty: 7

Duration: Rank hours

The Blood Servitor spell enables a Nethermancer to create a minor servitor by combining a small amount of his own blood with energy from astral space. Each use of the spell costs the spellcaster 3 points of Strain. This damage cannot be healed until the spell ends. If the Spellcasting Test succeeds, the spell conjures the blood servitor, which takes the form of a small flying creature of the Nethermancer's choice. The blood servitor can fly at a speed equal to the summoner's Full Movement rate. The Nethermancer can use the servitor's senses to see and hear at a range equal to his Spellcasting rank in miles. In combat, the servitor's Attack and Damage steps are both equal to the Nethermancer's Spellcasting step; its Defense and Mystic Armor ratings are equal to the Nethermancer's, and it has a Death Rating equal to the Nethermancer's Wound Threshold. If the blood servitor takes damage in excess of its Death Rating, it vanishes.

Dark Spy

Threads: 1

Range: 10 yards

Effect: See text

Reattunement Difficulty: 20

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10

Duration: Rank minutes

The Dark Spy spell can be cast only on a creature already under the Nethermancer's control through the Command Nightflyer spell (p. 174, ED2). If the Spellcasting Test succeeds, this spell allows the Nethermancer to see and hear through the nightflyer's senses at a range up to his Spellcasting rank in miles. While the Nethermancer is using the creature's senses, his own shut down. The spell lasts for its listed duration unless the Command Nightflyer spell expires first, at which point the Dark Spy spell also wears off.

Friend or Foe

Threads: 2

Range: 10 yards

Effect: Willforce + 6

Reattunement Difficulty: 20

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10

Duration: 5 + Rank rounds

The illusory Friend or Foe spell makes it impossible for anyone except the casting Nethermancer to tell the difference between friend and foe among combatants in a fight. While weaving the threads, the Nethermancer must drag his nails over his face hard enough to draw blood. The scratches do no actual damage and heal when the spell is cast. The Nethermancer makes a Spellcasting Test against the highest Spell Defense of any combatant to be affected by the spell. If the test succeeds, all the combatants take on the appearance of corpses the same height and build as the Nethermancer. The Nethermancer then makes an Effect Test and records the result. This number is the Difficulty Number for Disbelief Tests made against the illusion.

This spell can be cast only during combat. All tests made during the fight, including Attack, Damage, and Knockdown Tests, act as

Disbelief Tests. The spell can affect a number of characters equal to 5 times the spellcaster's rank in Spellcasting.

Last Chance

Threads: 1

Range: 1 yard

Effect: +8 steps to recovery test; see text

Reattunement Difficulty: 17

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 7

Duration: 1 round

The Last Chance spell gives a Nethermancer a chance to pull a subject back from the brink of death. The spell must be cast within a minute of the subject's death. If the Spellcasting Test succeeds, the spell grants the subject the immediate use of a Recovery Test with an 4-step bonus. If the Recovery Test restores enough damage to bring the accumulated damage to less than the subject's Death Rating, the subject survives; otherwise, he or she remains dead. The Last Chance spell can be used as many times within the minute time limit as the target has available Recovery Tests. If the target of the spell has no remaining Recovery Tests for the day, and the target is still within the minute time limit, the Nethermancer may chose to expend one of his own Recovery Tests instead. This Recovery Test is still made based on the target's Toughness, not the Nethermancer's.

Nightflyer's Cloak

Threads: 2

Range: Self

Effect: Transforms the caster

Reattunement Difficulty: 17

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 7

Duration: Rank + 10 minutes

The Nightflyer's Cloak spell enables the Nethermancer to assume the form of any creature affected by the Command Nightflyer spell (p. 174, ED2). The caster's clothing and equipment are transformed along with him for the duration of the spell; they reappear as normal when the spell expires. While in creature form, the Nethermancer can use all of that creature's normal abilities, including flight and enhanced senses. The caster cannot speak or use his Spellcasting Talent while in nightflyer form but can use talents and other abilities that require only thought or eye contact (such as Frighten). Because the caster takes the form of a nightflyer, using this spell makes a Nethermancer vulnerable to the Command Nightflyer spell.

CIRCLE 5

Astral Mount

Threads: 2 or 4

Range: 1 yard

Effect: Summons astral mount

Reattunement Difficulty: 17

Casting Difficulty: 8

Weaving Difficulty: 11

Duration: 1 + Rank hours

Similar in effect to the Spirit Mount talent (p. 107, ED2), the Astral Mount spell allows the Nethermancer to conjure an astral mount. This spell is a ritual that requires one hour per Thread Weaving Test. The size of the desired mount determines the number of threads needed for the spell. Weaving 2 threads enables the Nethermancer to conjure an astral version of most common mounts, including riding horses, war horses, troajin, huttawas, kues, zoaks or granlains (p. 292, ED2). Weaving 4 threads allows the magician to conjure an astral thundra

beast or griffin (p. 292, ED2). If the Spellcasting Test succeeds, the astral mount coalesces from wisps of astral energy. The astral mount has the same statistics as its physical world counterpart but can also walk or gallop on air when unburdened and sink into the earth. Astral mounts can be ridden by any character the Nethermancer chooses when he casts the spell.

Astral Whisper

Threads: 2
Range: Self
Effect: Willforce + 8
Reattunement Difficulty: 18
Casting Difficulty: 6

Weaving Difficulty: 11
Duration: 3 + Rank minutes

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

Blind

Threads: 3
Range: 20 yards
Effect: Willforce + 8
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 11
Duration: 5 + Rank rounds

To cast the Blind spell, the Nethermancer must claw at his or her own eyes while muttering at the victim. The Nethermancer then makes a Spellcasting Test. If the test succeeds, the Nethermancer makes an Effect Test and subtracts the result from the target's Perception Attribute Value (to a minimum of 0). This reduction affects only the target's vision; it does not affect the step numbers for talents based on Perception. For the duration of the spell, any action (including Attack or Spellcasting Tests) taken by the subject suffers a -5 step penalty. Also during this time, the target's eyes become empty pits, causing a burning sensation.

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

Incessant Talking

Threads: 3
Range: 40 yards
Effect: See text
Reattunement Difficulty: 18
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 14
Duration: 1 + Rank minutes

The Incessant Talking spell conjures a mischievous spirit that forces the target character to start babbling nonsense. The casting Nethermancer must babble his or her own nonsense as he weaves the threads for this spell and then make a Spellcasting Test against the

target's Spell Defense. If the test succeeds, the target babbles meaningless words for the duration of the spell. During this time, the target cannot use any social talents or skills. A magician target may still cast spells that do not require him to speak specific words or phrases. Each round, the target may attempt to drive off the spirit by making a Willpower Test against the Spellcasting Test result. If the Willpower Test succeeds, the spell is dispelled and the target regains control of his speech.

Nethermantic Astral Sense

Threads: 2
Range: 60 yards
Effect: Willforce + 6
Reattunement Difficulty: 15
Casting Difficulty: 6

Weaving Difficulty: 5
Duration: 10 + Rank minutes

The Nethermantic Astral Sense spell enables Nethermancers to sense presences in astral space without using the Astral Sight talent. The spell works in the same manner as the Astral Sense spell (p. 185, ED2). Most Nethermancers eventually learn this spell as a matter of course as it often makes interacting with spirits and created forms easier, and allows them a less fettered look into the netherworlds.

Sculpt Darkness

Threads: 2
Range: 10 yards
Effect: +4 steps to stealth related tests
Reattunement Difficulty: 18
Casting Difficulty: 6

Weaving Difficulty: 11
Duration: 4 + Rank minutes

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

Sense Horror

Threads: 2
Range: 30 yards
Effect: Willforce + 8
Reattunement Difficulty: 18
Casting Difficulty: 6

Weaving Difficulty: 11
Duration: 5 + Rank minutes

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

Shadow Hunter

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

The Shadow Hunter spell creates a vaguely humanoid form from a mass of shadow, featureless save for faintly glowing red eyes. Once conjured (assuming a successful Spellcasting Test against a difficulty of 8), the shadow hunter carries out a single task for its summoner before dissolving back into its formless state. Shadow hunters can track and hunt targets unerringly if the Nethermancer has some pattern item that belongs to the target.

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

Shadow hunter statistics are as follows:

SHADOW HUNTER

Attributes

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

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

Death Rating: 35 **Combat Movement:** 60
Wound Threshold: 8 **Full Movement:** 120
Unconsciousness Rating: NA

Legend Points: 220
Equipment: None
Loot: None

Star Shower

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

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

Tears of the Scourge

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

The Nethermancer must have salt water (tears or sweat would also work) to cast the Tears of the Scourge spell. The spell calls on the spirits of the legions of people killed, tortured, or emotionally destroyed by the Horrors during the Scourge and makes the targets realize how terrible it truly was. The Nethermancer makes a Spellcasting Test against the highest Spell Defense among his intended targets; he can affect a number of targets equal to his rank in Spellcasting. If the test succeeds, a 10-by-40-yard area around the targets suddenly fills with screaming, wailing spirits of the dead. The Nethermancer then makes an Effect Test and compares the result to each target's Spell Defense. Any target whose Spell Defense is lower than the Effect Test result collapses and weeps uncontrollably, effectively incapacitated for the duration of the spell. Targets can resist the effects of this spell by making successful Willpower Tests against the Effect Test result. Targets can make 1 such Willpower Test per round. This is not considered a fear-based effect, nor is it an illusion. Anyone who harms a Name-giver under the effects of this spell automatically suffers the effects of the spell for a duration of one day.

Whisper through the Night

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

The Whisper through the Night spell, which must be performed in a bone circle (p. 176, ED2), enables the Nethermancer to summon the spirit of a dead Name-giver from Death's realm to ask it questions. To summon a particular spirit, the Nethermancer must have some kind of link to it: a piece of its corpse, a pattern item or a possession that was important to the Name-giver in life.





The Nethermancer makes a Spellcasting Test against the spirit's Spell Defense. If the test succeeds, the spirit appears within the bounds of the bone circle. The Nethermancer then makes an Effect Test and compares the result to the spirit's Willpower (or Willforce) step on the **Success Level Table** (p. 340, ED2). Each level of success achieved allows the Nethermancer to ask one question, which the spirit must answer truthfully to the best of its ability (though it can tell half-truths). The gamemaster makes the Effect Test secretly, so that the Nethermancer cannot be certain which questions the spirit answers truthfully. Asking each question takes at least 1 round. If the spell expires before the Nethermancer asks all the questions he is allowed, he simply loses the opportunity to ask his remaining questions.

CIRCLE 6

Bone Puppet

Threads: 3

Range: 25 yards

Effect: Willforce + 4

Reattunement Difficulty: 15

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 8

Duration: 6 + Rank rounds

The Bone Puppet spell is an advanced version of the Bone Dance spell (p. 174, ED2) that provides the Nethermancer a limited amount of control over the target. If the Spellcasting Test succeeds, the Nethermancer makes an Effect Test against the target's Strength step. If this test succeeds, the Nethermancer can force the target to imitate any movement the Nethermancer makes — for example, the target steps a yard to the left if the Nethermancer steps a yard to the left. While the spell lasts, all of the target's Attribute steps are equal to the spell's Effect step for purposes of making tests. The Nethermancer cannot use any of the target's talents or magical abilities. The target is incapable of fine motor control while under the spell's effects but may break free of the spell by making a successful Willpower Test against the Effect Test result.

Bone Walker

Threads: 3

Range: 1 yard

Effect: Creates bone walker

Reattunement Difficulty: 18

Casting Difficulty: 6

Weaving Difficulty: 12

Duration: 2 + Rank days

The Bone Walker ritual spell must be cast within an active bone circle (p. 176, ED2) and requires enough additional bones to make the bone walker (about as many as would make up a troll skeleton). Each day, the Nethermancer weaves one thread to the collection of bones to prepare it. If the Spellcasting Test succeeds, the bones come together in a humanoid figure that obeys the commands of the Nethermancer for the spell's duration. The bone walker's creator can command it at distances up to 100 yards, otherwise, the creature follows the last command it received, such as guarding a given place. The Nethermancer can use blood magic to extend the spell to a year and a day by taking 3 points of damage that cannot be healed until that time has past.

The bone walker's statistics are as follows:

BONE WALKER

Attributes

DEX: 8

STR: 12

TOU: 10

PER: 4

WIL: 5

CHA: 3

Initiative: 8

Number of Attacks: 2

Attack: 12

Damage: 15

Number of Spells: NA

Spellcasting: NA

Effect: NA

Physical Defense: 7

Spell Defense: 10

Social Defense: 12

Armor: 10

Mystic Armor: 5

Knockdown: 10

Recovery Tests: 3

Death Rating: 50

Wound Threshold: 10

Unconsciousness Rating: NA

Combat Movement: 35

Full Movement: 70

Legend Points: 400

Equipment: None

Loot: None

Dust to Dust

Threads: 3

Range: 60 yards

Effect: Willforce + 11

Reattunement Difficulty: 22

Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 12

Duration: 1 round

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

Wall of Darkness

Threads: 2

Range: 10 yards

Effect: Willforce + 6

Reattunement Difficulty: 19

Casting Difficulty: 6

Weaving Difficulty: 12

Duration: 3 + Rank rounds

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

CIRCLE 7

Astral Beacon

Threads: 3
Range: 40 yards
Effect: See text
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

The Astral Beacon spell enables the Nethermancer to create a bright flare of energy in astral space around a target character or creature. The Astral Beacon spell exposes the target to the risk of being Horror-marked as if the target had just used raw magic (p. 151, ED2). If the Spellcasting Test succeeds, the gamemaster should make an immediate Warping Test for the target. The step number for this test is the same as that for a Circle 7 spell. If the test succeeds, the gamemaster then makes a Horror Mark Test against a target number also based on a Circle 7 spell. If the Horror Mark Test succeeds, the target character is Horror-marked. Use of this spell in almost any civilized area of Barsaive is grounds for immediate execution.

Astral Maw

Threads: 2
Range: 25 yards
Effect: Willforce + 10
Reattunement Difficulty: 17
Casting Difficulty: 8

Rumors abound that the Astral Maw spell actually summons a Horror, which does little to diminish the fearsome reputation of Nethermancers in Barsaive. Astral Maw actually summons a giant fanged mouth large enough to swallow a troll, surrounded by writhing tentacles, from the depths of the netherworlds. If the Spellcasting Test succeeds, the maw attacks any designated individuals or beasts within the spell's range. The maw can attack once per Combat Round. Its Attack step equals the Nethermancer's Spellcasting step, and its Damage step equals the spell's Effect step. If the astral maw scores an Extraordinary success on an Attack Test, any troll-sized or smaller target is swallowed whole and suffers Effect Step damage each round. Escaping from the maw requires a successful Strength Test against the Willpower step of the Nethermancer. Subjects killed in the astral maw disappear permanently into astral space. If the spell duration ends and the target is not dead, they are spat out and the astral maw disappears.

The maw can be attacked in combat; it has the same Defense and Death Ratings as the Nethermancer, but no Unconsciousness Rating. The Nethermancer must concentrate to maintain and direct this spell and can take no other actions while doing so. If the spellcaster's concentration is broken the spell vanishes.

Banquet of Dis

Threads: 3
Range: 1 yard
Effect: Eliminates hunger and fatigue
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

The Banquet of Dis spell enables the subject to go without food, water, or sleep for extended periods by sacrificing Recovery Tests and subsisting on magical energy alone. The Nethermancer makes a Spellcasting Test against the subject's Spell Defense; if the test succeeds

the spell takes effect. The subject loses 1 Recovery Test at the end of each day he or she goes without food and water and at the end of each night he or she goes without sleep. This means that if the subject goes without food and sleep for a full 24 hours, they will lose 2 Recovery Tests. The subject suffers no lasting ill effects from such deprivation and can remain active. However, Strain or other damage suffered while the spell is working does not heal as quickly as under normal circumstances, due to the lack of Recovery Tests.

Bone Pudding

Threads: 3
Range: 10 yards
Effect: Inflicts 6 wounds
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

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

Damage Shift

Threads: 2
Range: Self; see text
Effect: See text
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

The Damage Shift spell allows a Nethermancer to shift damage taken in combat or other dangerous situations to a different target. The Nethermancer may not lower his own Spell Defense when casting this spell. If the Spellcasting Test succeeds, the Nethermancer can attempt to shift any damage he takes to another character during the following 3 Combat Rounds. To do so, the Nethermancer must make a second Spellcasting Test against the Spell Defense of the target, who must be within the Nethermancer's line of sight. If this test succeeds, the damage shifts to the target. Neither Mystic nor Physical Armor can protect the target against this damage; however, all damage is appropriately reduced by the Nethermancer's armor before it shifts. This spell is equivalent to the Horror power Damage Shift (p. 315, ED2) and was probably based off of it.

Spirit Bolt

Threads: 1
Range: 30 yards
Effect: Willforce + 12
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

The Spirit Bolt spell sends a beam of violet energy from the Nethermancer's outstretched hand to strike spirit targets and disrupt

their patterns. If the Spellcasting Test succeeds, the Nethermancer makes an Effect Test to determine damage. The spell does not affect Name-givers, creatures, or purely physical Horror constructs such as cadaver men, but it can harm Horrors and spirits. A Nethermancer can use this spell against a spirit in astral space if the Nethermancer can see the spirit with the Astral Sight talent or some other means.

Steal Strength

Threads: 3
Range: 1 yard
Effect: Step 7
Reattunement Difficulty: 23
Casting Difficulty: 2/Target's Spell Defense; see text

Weaving Difficulty: 13
Duration: 5 + Rank minutes

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

The loss of Strength Points reduces the target's Strength step and his or her Damage step in combat. However, the target's Strength step cannot be reduced below 1. Treat gamemaster characters and creatures as having the average Strength Attribute Value for their Strength step if no specific Attribute value is given. For example, a griffin has a Strength step of 7; the average Strength Attribute value for a Strength step of 7 is 17, and so a griffin has a Strength Attribute Value of 17.

Step Through Shadow

Threads: 3
Range: Self
Effect: See text
Reattunement Difficulty: 24
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 12
Duration: 3 + Rank rounds

The Step through Shadow spell allows the spellcaster to move from one shadow to another through astral space. If the Spellcasting Test succeeds, the shadows become temporary "gates" at the ends of a "tunnel" through the astral plane. The maximum distance the Nethermancer can travel between shadows is 100 yards. He or she must move through astral space at normal movement rates and can be attacked by Horrors, spirits and various magical effects while moving through the astral plane. The shadow-gates also enable entities in astral space to pass into the physical world. Once the Nethermancer passes through the gateway opposite the one he entered, the spell vanishes. If, for some reason, the Nethermancer does not exit the opposite gate before the spell expires, the Nethermancer remains trapped in astral space.

CIRCLE 8

Globe of Silence

Threads: 3
Range: 40 yards
Effect: Willforce + 8
Reattunement Difficulty: 20
Casting Difficulty: 6

Weaving Difficulty: 14
Duration: 2 + Rank minutes

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

Netherblade

Threads: 2
Range: 1 yard
Effect: Willforce + 8
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 14
Duration: 6 + Rank rounds

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

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

Visit Death

Threads: 4
Range: 1 yard
Effect: See text
Reattunement Difficulty: 24
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 11
Duration: 1 + Rank days

The Visit Death spell allows the Nethermancer to inflict a vision of a target's death on the target. If the Spellcasting Test succeeds, the target briefly sees himself dying a horrific and painful death. This experience leaves the target disoriented and disturbed. The specifics of the vision are determined by the casting Nethermancer.

After successfully casting the spell, the Nethermancer makes an Effect Test and compares the result to the target's Spell Defense on the **Success Level Table** (p. 340, ED2). For each success level achieved, the target suffers a 2 step penalty to all his actions for the duration of the spell. An Average success imposes a 2 step penalty, a Good success a 4 step penalty, and so on.

Wall of Bones

Threads: 4
Range: 20 yards
Effect: Creates a wall of bones
Reattunement Difficulty: 21
Casting Difficulty: 7

The Wall of Bones spell must be cast on open ground. The Nethermancer draws a line along the ground while weaving the necessary threads, and then makes a Spellcasting Test. If the test succeeds, a wall of bones erupts along the line the Nethermancer has drawn. This wall is 10 yards high and can be up to 100 yards long, in whatever shape the Nethermancer has drawn. Each 10 by 10 foot section of the wall has a Physical Armor Rating 8 and a Damage Rating equal to the castor's Circle x 5 (see **Barriers and Structures**, p. 235, ED2).

Wither Away

Threads: 5
Range: 1 yard
Effect: Willforce
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

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

When a target character's weight sinks below half the average for his race, he begins to feel weak and dizzy and suffers a -3 step penalty to all actions. If his weight drops below a quarter of the average for his race, he begins to take damage. Each month, the target suffers damage equal to the result of the Effect Test. The weight loss continues as well. The spell may only be dispelled or removed with talents or spells that affect curses.

CIRCLE 9

Create Falselife

Threads: Variable
Range: 1 yard
Effect: Creates creature
Reattunement Difficulty: 26
Casting Difficulty: Target's Spell Defense

The Create Falselife spell comes as close as any spellcaster can to magically create life. Unfortunately, it is time-consuming, difficult, and expensive. Falselife must be created in a special broth, made of the blood of the creatures that possess traits the Nethermancer wishes his creation to have. The blood broth consumes 100 silver pieces worth of materials each day. If the materials are not replenished before the life form is created, the life form dies.

Each day, the Nethermancer may attempt to weave 1 thread of the spell. He must decide which Attributes and abilities he wishes to give the life form, which will determine the total number of threads to be woven. Each thread takes 1 hour to weave. Each thread adds more mystic energy to the blood broth, increasing the potency of the life form. Each thread woven adds 1 step to an Attribute, Defense Rating,

or talent of the Nethermancer's choice. To raise the rank of one of the life form's talents, the Nethermancer must have blood from a character whose rank is higher than what the life form currently possesses. To increase a talent from Rank 5 to Rank 6, for example, the magician would need blood from a character with Rank 6 in the same talent.

Once the Nethermancer has woven all the Attributes and abilities, the life form is complete. One final thread is added to secure all the others, making the life form viable outside the blood broth.

The Nethermancer then makes a Spellcasting Test against the Spell Defense of the new life form. If the test is successful, the life form is created and will take whatever shape the Nethermancer desires, but it cannot be a Name-giver race. Because of this, and the fact that the creature created is "born" with all of the skills and abilities it will ever have, most magicians do not view the life form created as more than an extremely complicated construct and not "true" life.

Mystic Vessel

Threads: 3
Range: 1 yard
Effect: Willforce + 10
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

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

While the spell is active, the Nethermancer cannot use any of his or her talents or abilities but also cannot be detected as an Adept or magician through astral sensing (see **Sensing the Astral**, p. 133 ED2). Instead, the Nethermancer appears as a mundane Name-giver. The vessel has a faint magical aura, detectable by an Astral Sensing Test that exceeds the result of the Test made by the Nethermancer.

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

Shift Skin

Threads: 2
Range: 1 yard
Effect: Willforce + 4
Reattunement Difficulty: 18
Casting Difficulty: Target's Spell Defense

The Nethermancer touches his victim, making a quick wrenching motion. If the Spellcasting Test is successful, the victim's skin starts to tear free from its muscle and fat, twisting and distorting around the victim's body. Each round the Nethermancer rolls the Effect dice for damage. The first round is the worst for the victim. If damaged, he or she takes 5 Wounds in addition to the damage of the Shift Skin result. Shift Skin only works on creatures that have skin.

This horrible spell is patterned after an ability used by some Horrors. It was probably taught by a Horror and passed down through the



society of Nethermancers. Use of this spell is illegal in most nations, and the mere knowledge of the spell is a crime in the Kingdom of Throal.

Silent Darkness

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

The Silent Darkness spell combines the effects of Globe of Silence (p. 155) and Ethereal Darkness (p. 176, ED2) spells. If the Spellcasting Test succeeds, the Nethermancer creates an area of complete silence and darkness for 10 yards in every direction around him. The Nethermancer then makes an Effect Test and records the result. Individuals within the sphere cannot see, hear or speak and suffer a -8 step penalty to all actions because of disorientation. The spellcaster is immune and can act normally. Spells and talents making use of sound or light, such as Battle Shout, can dispel the sphere if the result of the Talent Test exceeds the Silent Darkness Effect Test result.

Void Wave

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

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

Walking Dead

Threads: 4 **Weaving Difficulty:** 13
Range: 1 yard **Duration:** Rank days
Effect: Willforce
Reattunement Difficulty: 19
Casting Difficulty: Target's Spell Defense

The Nethermancer uses this spell to raise zombies from recently dead creatures or characters. Zombies differ from cadaver men in that they are not aware, nor do they possess a cadaver man's ability to frenzy. The spellcaster makes the Spellcasting Test against either the target's Spell Defense or the number of days it has been dead, whichever is greater. If the test is successful, the magician rolls the Effect dice to determine the maximum Attribute value for the creature raised. A result of 9, for example, would cap each of the creature's Attribute values at 9. Any higher Attribute would be reduced to a 9, while anything lower would remain at that number. The target's original Initiative, Perception, and Willpower steps are decreased by 3. Each type of movement is reduced by half. The Death Rating is increased by 30. The zombie has no Unconsciousness Rating.

The zombie utterly obeys the Nethermancer. If its Willpower and Perception steps are both 3, or higher, the zombie can obey complex instructions, such as "Wait for the next person to enter this room, and attack him until he's dead."

CIRCLE 10

Animate Dead

Threads: 3 **Weaving Difficulty:** 10
Range: 1 yard **Duration:** 5 + Rank days
Effect: Creates cadaver man
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

The Animate Dead spell is a variation of the Horror power of the same name. If the spellcaster makes a successful Spellcasting Test, the Animate Dead spell creates a cadaver man that remains under the spellcaster's control for the duration of the spell. The spellcaster can control the cadaver man from a distance of up to 500 yards. If the spellcaster wishes, he can extend the spell's duration to a year and a day with blood magic by taking 1 point of damage which can not be healed for the duration (regardless of what happens to the cadaver man).

Astral Slice

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

The Astral Slice spell enables the Nethermancer to attack a character from astral space, opening gashes in the target's body as if with an invisible knife. The Nethermancer makes the Spellcasting Test against the target's Spell Defense. If he achieves an Excellent or better success (an Armor-Defeating Hit), the spell slices the target from the inside out. The Nethermancer makes an Effect Test to determine the damage done; no armor protects against this damage. In addition to the spell's normal damage and resulting Wounds, the target also automatically suffers 5 additional Wounds. If the Spellcasting Test does not result in an Excellent or better success, then the spell has no effect. It is believed that this spell was originally created by a Nethermancer who saw a Horror use this gruesome power, possibly Chantrel's Horror, but the tales vary so widely that it cannot be said with any certainty.

Damage Transfer

Threads: 3 **Weaving Difficulty:** 14
Range: 100 yards **Duration:** 1 round
Effect: Willforce + 10
Reattunement Difficulty: 19
Casting Difficulty: Target's Spell Defense; see text

With this spell, the Nethermancer removes damage from one living character and transfers it to another living character. The magician makes the Spellcasting Test against whichever character's Spell Defense is higher. If the test is successful, white light illuminates the character from which damage is removed, while a dark aura surrounds the character that takes the damage. The Nethermancer rolls the Effect dice to determine how much damage is removed and transferred. Mystic Armor reduces the damage inflicted by this spell. The spell can only transfer damage actually taken. That is, if the magician rolls 16 on the Effect

dice to remove damage from a character that has taken 9 points of damage, he can only transfer a maximum 9 points of damage.

Gateway

Threads: 5
Range: 5,000 miles
Effect: Willforce + 10
Reattunement Difficulty: 19
Casting Difficulty: Target's Spell Defense; see text

Weaving Difficulty: 12
Duration: Rank rounds

This ritual opens a rift in astral space and connects it to a Bone Circle (p. 176, ED2) of the Nethermancer's creation. The rift forms a gateway between the Nethermancer's position and the Bone Circle. The gateway is 10 feet tall and 5 feet wide, outlined by pinwheels of green sparks. To create the rift, the Nethermancer slowly walks in a circle, the same size as her Bone Circle, for one hour per Thread Weaving Test. She then makes a Spellcasting Test against the highest Spell Defense of any character within 10 yards of her position. To connect the rift to the Bone Circle, the magician makes an Effect Test against a Difficulty Number based on the distance between her and the Bone Circle, as follows:

Distance	Difficulty Number
1 days walk	8
2-5 days walk	13
1-2 weeks walk	16
2-4 weeks walk	21
1-2 months walk	24
2-3 months walk	29
Greater than 3 months walk	32

Whether the Nethermancer could physically walk to the location of the bone circle (due to water or other natural barriers) does not matter in measuring the distance.

Soul Trap

Threads: 6
Range: 1 yard
Effect: See text
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 13
Duration: Rank hours

The Soul Trap spell enables a Nethermancer to trap the spirit of a Name-giver in his or her dead body for a short time. The Nethermancer makes a Spellcasting Test against the target's Spell Defense (treat the dead body's Spell Defense as being equal to the target's Spell Defense when they were alive). If the test succeeds the target character can be saved from death through magical means such as Last Chance Salve (p. 202, ED2) or the Last Chance spell (p. 150). The period extended is equal to the Nethermancer's Spellcasting rank, measured in whatever time frame the healing magic uses. For instance a Last Chance Salve could be used within a number of hours equal to the Nethermancer's Spellcasting rank, while the Last Chance Spell is useable for a number of minutes equal to the Nethermancer's Spellcasting rank. This spell is powerful enough to work on characters whose patterns are otherwise beyond saving, but can only be cast on targets who have been killed within a number of hours equal to the Nethermancer's Spellcasting rank.

Spirit Tempest

Threads: 4
Range: 25
Effect: Willforce + 5
Reattunement Difficulty: 23
Casting Difficulty: 10

Weaving Difficulty: 16
Duration: Rank rounds

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

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

TEMPEST SPIRITS

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

Initiative: 9
Number of Attacks: 1
Attack: 15
Damage: NA
Number of Spells: NA
Spellcasting: NA
Effect: NA

Physical Defense: 15
Spell Defense: 10
Social Defense: 10
Armor: 10
Mystic Armor: 5
Knockdown: 8
Recovery Tests: 4

Death Rating: 46
Wound Threshold: 13
Unconsciousness Rating: NA

Combat Movement: 120
Full Movement: 240

Legend Points: 300
Equipment: None
Loot: None

Talent Shredder

Threads: 1
Range: 100 yards
Effect: Willforce
Reattunement Difficulty: 19
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 17
Duration: 1 round

The Nethermancer targets one character. If the Spellcasting Test is successful, a spiraling coil of inky darkness shoots from his hands to the target. The Nethermancer makes an Effect Test against the step number of the talent he wants to shred. Success prevents the target character from using the talent until he can make a Recovery Test that heals at least 4 points of damage.

CIRCLE 11

Forge Falsemen

Threads: 7
Range: 1 yard
Effect: Creates falsemen
Reattunement Difficulty: 29
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 20
Duration: Rank years

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

If the Spellcasting Test succeeds, the target falsemen are animated and may be controlled via thread magic as normal. This spell cannot create Named falsemen like those who fight their endless battles in the region of Parlainth known as the War Zone.

The only place this spell is known to be found in Barsaive is in grimoires lost in Parlainth before the scourge. The remaining Therans who may possess this spell guard knowledge of it jealously.

Unnatural Life

Threads: 7
Range: 1 yard
Effect: See text
Reattunement Difficulty: 25
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 19
Duration: Rank years

The Unnatural Life ritual spell, like its namesake Horror power, allows a Nethermancer to give a corpse unnatural life. It works only on corpses dead for less than a year and a day. Each thread of this spell takes one day to weave, and the Nethermancer must remain within 100 yards of the target corpse while weaving. Once the last thread is woven, the Nethermancer makes a Spellcasting Test against the corpse's Spell Defense. If the test succeeds, the corpse lives for the duration of the spell. This spell is equivalent to the Horror power Unnatural Life (p. 316, ED2). For information on the specific effects of this spell, refer to the rules for that power.

CIRCLE 12

Alter Life

Threads: Variable; see text
Range: 1 yard
Effect: Alters life form's pattern
Reattunement Difficulty: 26
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 21
Duration: 7 + Rank years

Alter Life is a variation of the Circle 9 spell Create Falselife (p. 156). This spell can only be used to add to or increase the target's abilities or change the target's appearance. To use the spell, the spellcaster must submerge the target in a blood broth for the duration of the spell's casting.

The number of threads required by this spell depends on how the spellcaster wants to alter the target. For every ability added or enhanced, or aspect of appearance changed, the spellcaster must weave 1 thread. Each thread takes 1 hour to weave, and the spellcaster may attempt to weave only 1 thread for the spell each day. To increase a target's abilities, the blood broth must contain blood from a character or creature with the desired higher ability rating.

Once the Nethermancer has woven all the required threads for the alterations to the target, he weaves 1 final thread to secure all the others. The spellcaster then makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the target rises from the blood broth, its True Pattern altered by the magic of the spell.

Unlike the Create Falselife spell, Alter Life can be used on any construct (falselife, falsemen, cadaver men, zombies, and such) or on a dead Name-giver. Corpses can have been dead for only three days or fewer before the spellcaster begins casting the spell. This spell reanimates dead targets as cadaver men with whatever additions the Nethermancer has chosen to make through the blood broth. These cadaver men will fully obey the Nethermancer and have no limit on the distance at which they can operate from the Nethermancer, although the Nethermancer can only command them directly when they are within 100 yards.

Pervert Emotion

Threads: 10
Range: 1 yard
Effect: See text
Reattunement Difficulty: 29
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 23
Duration: 1 + Rank days

The Pervert Emotion spell enables the Nethermancer to pervert a target's emotions in a manner similar to the power of the same name used by the Horror Joie, which has caused the destruction of several settlements across Barsaive. The Nethermancer makes a Spellcasting Test and compares the result to the target's Spell Defense on the **Success Level Table** (p. 340, ED2). If the test succeeds, the Nethermancer can twist the target's thoughts and emotions in any way he wishes; the gamemaster determines the severity of the effect, based on the success level achieved. For example, an Average success might allow the Nethermancer to change strong anger into affection, whereas turning bitter hatred into euphoria might require an Extraordinary success. The gamemaster determines the spell's effect based on the circumstances of the situation. When the spell expires, the target remembers everything experienced under the spell's influence. Repeated use of this spell on a target has been known to cause insanity.

Shatter Pattern

Threads: 7
Range: 1 yard
Effect: Willforce + 15
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: Target's Spell Defense
Duration: See text

The Shatter Pattern spell enables a Nethermancer to disrupt and damage a target's pattern, thereby inflicting damage on the target or reducing the target's Defense ratings or attributes. The spellcaster weaves the threads for the spell through the target's pattern, but must achieve an Excellent success or better on each Thread Weaving Test. If any test achieves an Average or Good success, those threads are not fully

integrated with the target's pattern and so the target does not suffer the spell's full effect.

Once the spellcaster has woven all the necessary threads, he makes a Spellcasting Test against the target's Spell Defense. If the Spellcasting Test succeeds, the spellcaster makes an Effect Test and compares the result to the target's Spell Defense. The success level determines the potency of the spell's effect. On an Average success, the effect lasts a number of days equal to the spellcaster's rank. On a Good success, the effect lasts for a number of months equal to the spellcaster's rank. An Excellent success means the effect lasts for a number of years equal to the spellcaster's rank, and an Extraordinary success means the effect is permanent. For each Thread Weaving Test on which the spellcaster did not achieve an Excellent success or better, reduce the Effect Test's success level by 1 level to a minimum of an Average success.

The result of the Effect Test also represents the number of points the spellcaster can use to weaken the target. The spellcaster can use each point to inflict 1 point of damage to the target or reduce the target's Physical Defense, Spell Defense, Social Defense or attribute steps by 1 point. The target also suffers total or near total amnesia for the duration of the spell because his pattern has been weakened to the point of collapse. If the result of the Effect Test lowers all the target's Attribute steps to 0 and inflicts enough damage to the target to exceed the Death Rating, the target dies.

When examined astrally, the victim of this spell appears to have a shattered pattern. Only a Dispel Magic spell or the spellcaster's death can reverse the spell's effects (unless the spell's target has already died). Dispelling the Shatter Pattern spell requires a success level on a Dispel Magic Test equal to the success level earned by the spellcaster when he cast the spell against the target. Though a lower success level on a Dispel Magic Test will not heal the target's pattern, such a result helps the target by reversing some of the spell's effects. The result of the Dispel Magic Test becomes the number of points restored to the target, distributed evenly among all the abilities or ratings reduced by the spell.

Unless the magician makes the spell permanent, its effects wear off soon after its duration expires. Damage caused by the spell heals at a rate of 10 points per minute until all such damage is healed; Attribute steps and Defense Rating Points return at a rate of 1 per minute.

CIRCLE 13

Erase Horror Mark

Threads: 6
Range: 1 yard
Effect: Removes horror mark
Reattunement Difficulty: 22
Casting Difficulty: See text

Weaving Difficulty: 17
Duration: 1 round

The Erase Horror Mark ritual spell allows a Nethermancer to remove a Horror Mark from a subject. To cast the spell, the Nethermancer must have previously detected the Horror Mark. Second, the spell requires one of the subject character's personal pattern items; a Group Pattern Item (p. 124) will not suffice. Lastly, weaving each Spell Thread to the pattern item takes 1 hour. Once the last thread is woven, the Nethermancer makes a Spellcasting Test against the Spell Defense of the Horror that marked the subject character. If the test succeeds, the Horror Mark is erased from the subject's pattern — which may alert the Horror that marked the subject. To determine if this happens, make a Horror Mark Test against the result of the Spellcasting Test. If

the test succeeds, the Horror senses the removal of the mark and may take appropriate action as determined by the gamemaster. This spell may only be attempted once per Horror Mark.

Eternal Youth

Threads: 6
Range: Self
Effect: Stops aging
Reattunement Difficulty: 31
Casting Difficulty: 12

Weaving Difficulty: 17
Duration: Rank years

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

Because of the amount of damage caused by casting the spell, Nethermancers who wish to extend their lives with it often use Death Magic (p. 126) to provide the necessary points of permanent damage. Otherwise, they slowly grow weaker and weaker as their lives stretch on. If an attempt to cast the spell fails, that failure undoes the results of all previous Eternal Youth spells, meaning that all of the Nethermancer's postponed years catch up with him in an instant. If the Nethermancer has lived past his natural life span, he turns to dust.

CIRCLE 14

Call Forth the Army of Decay

Threads: 8
Range: 5 mile radius
Effect: Summons cadaver men
Reattunement Difficulty: 29
Casting Difficulty: 10

Weaving Difficulty: 21
Duration: Rank days

The Call Forth the Army of Decay ritual spell must be performed within a bone circle (p. 176, ED2). The Nethermancer pours the blood of a sacrifice on the ground as each thread is woven (weaving each thread takes 1 hour). The sacrifice may be an animal, but the ritual is often performed by evil Nethermancers using Death Magic (p. 126) and Name-giver sacrifices.

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

CIRCLE 15

Nethermark

Threads: 1
Range: 100 yards
Effect: See text
Reattunement Difficulty: 24
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 16
Duration: One year and one day

The Nethermark spell mimics the Horror Mark power and allows the Nethermancer to use any of her spells or abilities on the marked target in the same manner. All tests made by the Nethermancer against the marked target automatically succeed, bypassing all armor or other defenses. For tests that rely on success level to determine their result, treat the test as an Extraordinary success. The Nethermancer can use any spell, talent, or other power on a marked target as long as they are within 1,001 miles of the caster. The Difficulty Number to detect a nethermark with astral-sensitive sight or similar abilities is the affected creature or item's Spell Defense plus the caster's Willforce step. The nethermark may be removed by using the Erase Horror Mark spell.

Nethermancers take great joy in using this spell against Horrors and their minions. If a Nethermancer marks a creature or object that is Horror-marked or a Horror construct they may then use the Nethermark spell to try and mark the Horror through its own connection. The Horror can detect a Nethermark on one of its minions or items with an Excellent success on a Perception Test versus the Nethermancer's Spell Defense. This marking can be done regardless of distance, and as long as the minion is within the 1,001-mile limit the Nethermancer may attack the Horror, regardless of where it resides. Horrors will usually destroy the minion or object if they detect the Nethermark, rather than risk attack.

WIZARD SPELLS

CIRCLE 1

Bedazzling Display of Logical Analysis

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

The Bedazzling Display of Logical Analysis spell enables a Wizard to bolster her Charisma when engaging in arguments. As the Wizard casts this spell, she must draw herself up to her full height and make a Spellcasting Test against her own Spell Defense (which can not be lowered in this case). If the test succeeds, the Wizard gains a 6 step bonus to her Charisma and to all related talents for Interaction Tests (p. 332, ED2).

Silent Converse

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

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

Triangulate

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

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

CIRCLE 2

Aura Strike

Threads: 5 **Weaving Difficulty:** 7
Range: 40 yards **Duration:** 1 round
Effect: Willforce + 8
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

The Aura Strike spell enables a Wizard to use astral perception to carefully channel destructive energies into weak portions of the target's pattern, thereby causing damage. The Wizard must be using astral sight or otherwise astrally sensing the target while casting the spell. If the Spellcasting Test succeeds the target suffers damage equal to the result of the Effect Test. In addition this spell inflicts one additional Wound above whatever Wounds are received from the base damage. Mystic Armor protects against this damage.

Buoyancy

Threads: 1 **Weaving Difficulty:** 13
Range: 80 yards **Duration:** Rank hours
Effect: +2 steps to swimming tests
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

The Buoyancy spell makes the target's body more buoyant in water. If the Spellcasting Test succeeds, the target gains a +2 step bonus to any tests related to swimming and remaining afloat in water for the duration of the spell. Conversely, the target suffers a 2-step penalty to all tests related to diving or submerging underwater while under this spell's effect.

Seal

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

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

CIRCLE 3

Catwalk

Threads: 1
Range: 1 yard
Effect: +6 steps to climbing and balance tests
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

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

False Aura

Threads: 2
Range: 1 yard
Effect: Willforce + 6
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

To use the False Aura spell, the Wizard touches the subject, visualizes a change in the subject's aura and makes a Spellcasting Test. If the test succeeds, the Wizard makes an Effect Test against the subject's Spell Defense. If this test succeeds, the target's aura changes to match the spellcaster's visualization. A viewer who makes a successful Astral Sensing Test against the result of the Effect Test (p. 133, ED2) will automatically disbelieve the illusion. If the Astral Sensing Test fails, the viewer sees the false aura created by the spell. The false aura can conceal threads, talents, state of health, magical ability or other characteristics that are normally visible from astral space.

Healing Sleep

Threads: 2
Range: 1 yard
Effect: See text
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

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

Identify Spell

Threads: 0
Range: 60 yards
Effect: See text
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense; see text

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

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

If this test succeeds, the Wizard recognizes the spell and knows all of its game specifics.

If the Read and Write Magic Test fails or the Wizard has no way of knowing the spell being targeted, look up the result of the Spellcasting Test on the **Success Level Table** (p. 340, ED2). An Average success enables the Wizard to recognize the Discipline of the unfamiliar spell. A Good success allows the Wizard to identify the spell's approximate effect (causes damage, creates an illusion and so on). An Excellent success lets the Wizard identify the spell's Circle, and an Extraordinary success reveals the approximate number of threads the spell requires, as well as the best way (if any) to counter the spell's effects.

Water Wings

Threads: 1
Range: 1 yard
Effect: Waterproof windling wings
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

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

Wizard Mark

Threads: 2
Range: 1 yard
Effect: Willforce + 6
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

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

CIRCLE 4

Binding Threads

Threads: 2
Range: 40 yards
Effect: Binds target
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

As the Wizard weaves the Binding Threads spell, a mass of brightly colored magical threads appears in the air. If the Spellcasting Test succeeds, these threads leap from the Wizard to entrap the target,



creating powerful magical bonds. The Difficulty Number for Strength Tests made to break free of the threads is the castor's Willpower step. Bound targets cannot use their hands to attack or cast spells, and suffer a -4 penalty to their Physical Defense Rating.

Hair Frenzy

Threads: 0
Range: 250 yards
Effect: -2 step penalty to target's actions
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: NA
Duration: 5 + Rank rounds

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

Icy Fingers

Threads: 3
Range: Self
Effect: Reduces fire damage
Reattunement Difficulty: 12
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 7
Duration: 5 + Rank minutes

The Icy Fingers spell reduces the damage the Wizard suffers from flame and heat based attacks, including damage from open flames (see Fire, p. 231, ED2). The Wizard makes the Spellcasting Test and compares the result to his own Spell Defense (which he can voluntarily lower) on the Success Level Table (p. 340, ED2). Each success level earned on the Spellcasting Test reduces the damage of fire and heat-based attacks by 2 steps. An Average success reduces damage by 2, a Good success by 4, and so on. This spell also protects against damage done by heated metal, such as armor subjected to the Heat Metal spell (p. 164).

Identify Magic

Threads: 1
Range: 80 yards
Effect: See text
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10
Duration: 1 round

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

Juggler's Touch

Threads: 2
Range: 30 yards
Effect: Willforce + 6
Reattunement Difficulty: 17

Weaving Difficulty: 10
Duration: Rank rounds

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

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

Karmic Connection

Threads: 1
Range: 1 yard
Effect: Willforce + 10
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 10
Duration: 1 round

The Karmic Connection spell enables a Wizard to tap into a target's Karma and use it to save the target's life. Because of the high cost to the target in Karma, Wizards generally use it only to save people who are about to die. The Wizard makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the target spends 5 Karma Points. These points are permanently lost and reduce the target's Maximum Karma by 5. The target then receives an immediate bonus Recovery Test using the spell's Effect step in place of his or her Recovery step.

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

Wizard's Cloak

Threads: 2
Range: 1 yard
Effect: See text
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

As the Wizard weaves the threads for the Wizard's Cloak spell, she pantomimes placing a cloak over the subject's shoulders and drawing the hood up over her head. She then makes a Spellcasting Test against a difficulty number of 8. If the test succeeds, a faintly shimmering cloak of mystical energy appears for a moment, then vanishes into the subject's body. For the duration of the spell, the Wizard adds their Spellcasting Rank to her Spell Defense against any spell or ability intended to detect her presence or otherwise gain information about the subject. This spell does not aid against attacks or other abilities targeted at the subject's Spell Defense.

CIRCLE 5

Giant Size

Threads: 2
Range: 1 yard
Effect: +5 steps to Strength and Toughness
Reattunement Difficulty: 18
Casting Difficulty: Target's Spell Defense

The Giant Size spell causes the subject to grow, increasing his or her Strength and Toughness step numbers in the process. If the Spellcasting Test succeeds the subject grows to half again his or her normal size and adds +5 steps to his or her Strength and Toughness for the duration of the spell. This Toughness increase also increases the character's Wound Threshold, as well as their Death and Unconsciousness Ratings. The character can now take more damage before dying or falling unconscious. The subject's clothing and armor also change size, returning to normal when the spell ends; weapons and other equipment do not change size. Characters should be careful about using this spell in confined spaces such as kaers or underground cities.

Heat Metal

Threads: 2
Range: 10 yards
Effect: Willforce + 5
Reattunement Difficulty: 18
Casting Difficulty: Target's Spell Defense

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

Mystic Shock

Threads: 2
Range: 10 yards; see text
Effect: Willforce + 10
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

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

Sanctuary

Threads: 3
Range: 1 yard
Effect: Willforce + 8
Reattunement Difficulty: 18
Casting Difficulty: 6

The Sanctuary spell must be cast inside a dwelling or other building up to 100 square yards in size. If the Spellcasting Test succeeds, the spell magically seals all portals and entrances to the building and reinforces them to keep out intruders. The Wizard next makes an Effect Test; the result becomes the building's Physical Armor, Mystic Armor and Damage Ratings (see **Barriers and Structures**, p. 235, ED2) for the duration of the spell.

Study Thread

Threads: 2
Range: 10 yards
Effect: Willforce + 5
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

The Study Thread spell enables a Wizard to study threads woven to patterns in astral space. To cast this spell the Wizard must have previously detected the thread to be examined (see **Astral Sensing**, p. 86). The Wizard makes a Spellcasting Test against the Spell Defense of the pattern to which the thread is tied (or the highest Spell Defense, if the thread links more than one pattern). If the test succeeds the Wizard may make Effect Tests in place of Astral Sensing Tests when viewing the thread for the duration of the spell.

CIRCLE 6

Astral Gift

Threads: 1
Range: 30 yards
Effect: See text
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

The Astral Gift spell allows the Wizard to give a target character an ability similar to the windling racial ability of astral sight. If the Spellcasting Test succeeds, the target character gains astral-sensitive sight (p. 45, ED2, and p. 88 of this book) for the duration of the spell.

Blood Lost

Threads: 3
Range: 1 yard
Effect: Target cannot heal wounds
Reattunement Difficulty: 22
Casting Difficulty: Target's Spell Defense

The Blood Lost spell enables a Wizard to worsen a target's injuries and prevent the target from healing any Wounds for the duration of the spell. The target character must have at least 1 Wound. If the Spellcasting Test succeeds, the target's difficulty number for healing Wounds is increased by the Wizard's spellcasting rank. The target may, however, heal damage normally.

The Wounds of a character under this spell can be healed only with a Healing Potion (p. 202, ED2), by powers used by questors of Garlen, or thread magic items. If the target uses a Healing Potion or other such magic, he or she makes a Recovery Test (including any bonus conferred by the healing magic) and heal wounds as normal.

Loan Spell

Threads: 2
Range: 1 yard
Effect: Loans spell
Reattunement Difficulty: 15
Casting Difficulty: 6

Loan Spell allows a Wizard to give another character temporary access to one of the Wizard's Spell Matrices. To cast this spell, the Wizard must hand the subject a small object such as a coin or token and then make the Spellcasting Test. If the test succeeds the subject can cast the spell attuned to the loaned matrix as if it were his own. The subject uses his own Spellcasting, Thread Weaving, and Willforce talents (or Perception and Willpower attributes if the target does not have the Spellcasting and Willforce talents) to cast the loaned spell. The subject must also be capable of weaving any threads (if necessary) for the loaned spell or have them woven already (as with an Enhanced Matrix). While the spell matrix is 'on loan' the Wizard cannot use it to cast or change the spell it is attuned to. To continue using the borrowed spell the subject must remain within 1,001 yards of the Wizard.

Multi-Mind Dagger

Threads: Varies
Range: 30 yards
Effect: Willforce + 2
Reattunement Difficulty: 22
Casting Difficulty: Target's Spell Defense; see text

A variant of the Mind Dagger spell, the Multi-Mind Dagger spell enables a Wizard to attack multiple targets at once. The Wizard must declare the number of targets he intends to attack using the spell before he begins to weave threads for the spell, and then he must weave a thread for each target. The Wizard makes a single Spellcasting Test and compares the result to the Spell Defense of each target. If the test result equals or exceeds the target's Spell Defense, the target takes damage. The Wizard makes a single Effect Test and applies the same damage to each affected target. Mystic Armor protects against this damage. All targets must be within the spell's range and the spellcaster's field of vision.

Spellstore

Threads: 2
Range: 1 yard
Effect: Willforce + 6
Reattunement Difficulty: 19
Casting Difficulty: 6

The Spellstore spell allows the Wizard to place a Spell Pattern within a chosen item so that the spell can be cast at a later time. The item can be anything, and does not require enchanting. If the Spellcasting Test succeeds, the Wizard makes an Effect Test against the Dispel Difficulty of the spell to be stored. If this test succeeds, the spell is placed within the object. Anyone who holds the object can then matrix-cast the spell, using his or her own Spellcasting and Willforce talents (or Perception and Willpower Attributes). The subject must also be capable of weaving any threads (if necessary) for the stored spell. The wielder of the object must be touching it to cast the spell within. Once the stored spell has been cast or the Spellstore spell expires, the Spell Pattern vanishes from the item.

This spell can be made more effective through blood magic. By taking a number of points of Strain equal to his or her Wound Threshold, the Wizard can alter Spellstore so that the wielder of the object can cast the stored spell any number of times before Spellstore expires. This Strain and the associated Wound can only be healed after the spell's duration expires or the spell is dispelled.

CIRCLE 7

Call

Threads: 2
Range: 100 miles
Effect: Delivers a message
Reattunement Difficulty: 17
Casting Difficulty: Target's Spell Defense

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

Dislodge Spell

Threads: 1
Range: 60 yards
Effect: Willforce + 10
Reattunement Difficulty: 22
Casting Difficulty: Target's Spell Defense

The Dislodge Spell allows a Wizard to disrupt a spell at random from one of the target's Spell Matrices, leaving that matrix empty. The target of the spell must be a magician with Spell Matrices (including matrix objects), or the spell has no effect. The Wizard makes a Spellcasting Test against the target magician's Spell Defense. If the test succeeds, the gamemaster chooses one of the target's Spell Matrices. The casting Wizard then makes an Effect Test against a Dispel Difficulty

based on the chosen matrix's rank. If this test succeeds, the matrix is wiped clean of the spell it contained. If the spell in question was in the process of being cast, the target magician can either abort the spell or complete it using Raw Magic (p. 151, ED2).

Dislodge Spell can target any type of Spell Matrix. A Spell Matrix wiped by this spell can be reattuned to a new spell or to the spell it contained; see *Reattuning on the Fly*, p. 151, ED2.

Liquid Eyes

Threads: 3
Range: 40 yards
Effect: Blinds target
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 13
Duration: Rank rounds

The Liquid Eyes spell enables a Wizard to blind a target by directing a bolt of energy at the target's eyes. The Wizard makes a Spellcasting Test and compares the result to the target's Spell Defense on the *Success Level Table* (p. 340, ED2). If the test succeeds, the target's eyes turn to a liquid gel, rendering the target partially blind for the spell's duration. The success level of the Spellcasting Test determines the severity of the target's blindness. On an Average success, the target suffers a 2-step penalty to all actions that require sight. A Good success imposes a 4-step penalty, an Excellent success a 6-step penalty, and an Extraordinary success a 8-step penalty. Each round, the target may attempt to dispel the effect by making a Willpower Test against the spell's Dispel Difficulty (15). If the test succeeds, the target's eyes revert to normal and his sight is restored.

Mystic Net

Threads: 3
Range: 40 yards
Effect: Willforce + 8
Reattunement Difficulty: 20
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 13
Duration: 2 + Rank minutes

The Mystic Net spell is an area-effect version of the Binding Threads spell (p. 162). To cast the Mystic Net spell, the Wizard needs a piece of string, which he ties in complex knots while weaving the threads of the spell. The Wizard makes a Spellcasting Test and compares the result to the Spell Defense of any target within a 10-by-10 foot area around him. A mass of glowing magical threads leaps from the Wizard's hands and entangles any targets whose Spell Defense is equal to or less than the Spellcasting Test result. The Wizard then makes an Effect Test; the test result becomes the Difficulty Number for Strength Tests made to escape the bonds. Bound targets cannot use their hands to attack or cast spells and suffer a -4 penalty to their Physical Defense Rating.

CIRCLE 8

Catch Spell

Threads: 2
Range: Self
Effect: Willforce + 12
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 14
Duration: Rank rounds

A Wizard using Catch Spell can "catch" incoming spells, hold them and cast them back at the original caster or another target. During

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

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

Peacebond

Threads: 3
Range: 1 yard
Effect: Willforce + 10
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 11
Duration: 5 + Rank minutes

The unusual Peacebond spell can be used to enforce peace between two warring parties or to ensure that they kill each other. Casting this spell requires a drop of the magician's blood and costs 1 point of Strain that can be healed only after the spell expires. If the Spellcasting Test succeeds, the Wizard makes an Effect Test whenever a successful attack is made against the target of the spell and compares the result to the Spell Defense of the attacker. If this test succeeds, the attacker takes the same damage from the attack as the target of the spell, except that armor does not reduce that damage. If the target of the spell successfully attacks someone, the Wizard makes an Effect Test against the attacker's Spell Defense; if it succeeds, the attacker likewise suffers the same damage that his or her own attack inflicted.

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

Spell Snatcher

Threads: 2
Range: 60 yards
Effect: Willforce + 10
Reattunement Difficulty: 23
Casting Difficulty: Target's Spell Defense

Weaving Difficulty: 14
Duration: 1 round; see text

Spell Snatcher enables a Wizard to seize a spell from another magician's Spell Matrix and place it in one of the Wizard's own matrices. Most often, Wizards replace their Spell Snatcher spell with the snatched spell, but the caster may replace any spell in his or her matrices. If the Wizard's Spellcasting Test succeeds, the gamemaster chooses one of the target's Spell Matrices. The Wizard then makes an Effect Test against a Dispel Difficulty based on the matrix's rank. If this test succeeds, the spell leaves the targeted matrix and appears in one of the caster's. The snatched spell remains in the Spell Matrix until cast or replaced, depending on the specific spell. The snatched spell can only be of a Circle equal to or lower than the Rank of the matrix it is to be placed in. Even spells of other types may be snatched, albeit temporarily (for example, the Wizard may snatch an nethermantic spell).

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

If the Wizard is capable of casting the snatched spell, he or she may use it normally. The snatched spell remains in the Wizard's spell matrix until replaced by another spell or erased by a Failure when *Reattuning on the Fly* (p. 151, ED2). If the snatched spell is unknown to the spellcaster, the spellcaster can attempt a *Read and Write Magic* Test to learn the spell; if the test succeeds, he or she can add the spell to his or her own grimoire. Spells learned in this manner still require expenditure of Legend Points (see p. 148, ED2).

CIRCLE 9

Channel Raw Magic

Threads: 0 **Weaving Difficulty:** 12
Range: 25 yards **Duration:** 3 rounds
Effect: Channels astral energy through target
Reattunement Difficulty: 25
Casting Difficulty: Target's Spell Defense

The Channel Raw Magic spell allows a Wizard to damage a target by channeling raw astral energy through the target's astral pattern. If the Spellcasting Test succeeds the target suffers the raw magic damage. The target takes the damage each round for 3 consecutive rounds. The exact Damage step depends on the type of astral region the target is in when the spell is cast (see *Casting Raw Magic*, p. 151, ED2). Calculate the Damage step as if the target attempted to cast a Ninth Circle spell. For example, if this spell is cast in an Open region, the target takes Step 17 damage each round for 3 rounds. The target's base Mystic Armor protects against this damage; Mystic Armor bonuses from shields and armor do not apply.

Draining Eye

Threads: 4 **Weaving Difficulty:** 14
Range: 60 yards **Duration:** Rank minutes
Effect: Willforce + 10
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

The Wizard conjures a third eye upon his forehead, with a pupil that looks like a starry whirlpool. He then looks at a target character and makes a Spellcasting Test against his or her Spell Defense. If the test is successful, the Wizard makes an Effect Test against the character's highest Attribute step. A success drains the target of life force and imbues the Wizard with that energy. An Average success drains 1 step. A Good success drains 2 steps, an Excellent success drains 3 steps, and an Extraordinary success drains 4 steps. If the Wizard's test succeeds, the drain on the target's life force reduces his Action dice for all tests by this number of steps, while adding the same number of Action dice to all of the Wizard's tests. The extra life force drains from the Wizard once the spell's duration expires or the target character dies.

Glowing Swarm

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

The Glowing Swarm spell conjures a swarm of dangerous glowing insects, similar in appearance to fireflies, which the Wizard can command to attack targets. If the Spellcasting Test succeeds, the swarm appears and obeys the Wizard's orders for the duration of the spell. Controlling the swarm requires the attention of the summoner, so the Wizard suffers a -3 step penalty to all other actions until the spell expires. If the Wizard does not command the swarm, it simply hovers 15 feet in the air and awaits orders.

When attacking, the swarm uses the statistics listed below. The swarm can be attacked, but most attacks do it very little damage. On Attack Tests made against the swarm, an Average success does not harm the swarm, passing through the insect cloud. A Good Success reduces all the swarm's step numbers by 1. An Excellent success reduces them by 2, and Extraordinary success by 3. If an attack that covers an entire area is directed against the swarm (such as a Blizzard Sphere) increase each step reduction by 1, with an Average success reducing the swarm's step numbers by 1. If any of the swarm's step numbers are reduced to 0, the swarm is destroyed. The swarm is immune to talents that target an opponent's Social Defense.

GLOWING SWARM

Initiative: 15 **Physical Defense:** 20
Number of Attacks: 3 **Spell Defense:** 12
Attack: 12 **Social Defense:** NA
Damage: 12 **Armor:** 0
Number of Spells: NA **Mystic Armor:** 3
Spellcasting: NA **Knockdown:** NA
Effect: NA **Recovery Tests:** NA

Combat Movement: 50
Full Movement: 100

Observe Event

Threads: 5 **Weaving Difficulty:** 14
Range: 5 yards **Duration:** variable
Effect: Willforce + 3
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

With this spell, the Wizard plays with the flow of time, a dangerous undertaking. The Wizard may observe past events that occurred within 5 yards of where he is standing. The Wizard must state specifically which event he wants to observe, as in "I wish to see the last crime committed here" or "I wish to see what Lord Malban last did here." He makes his Spellcasting Test against the highest Spell Defense of any character present at the scene he wishes to observe. If the test is successful,

the Wizard then makes an Effect Test against the same Spell Defense, with the following modifiers based on how long ago the event occurred:

When Event Occurred	Modifiers
Less than 1 week	0
1-3 weeks ago	+1
1-2 months	+2
3-6 months	+3
7 months-1 year	+6
2-5 years	+9
6-10 years	+12
11-50 years	+15
51-100 years	+18
101-200 years	+21
201-500 years	+24
500+ years	Not possible

A successful Effect Test grants the Wizard, and only the Wizard, the vision of the past. As he observes the scene, the Wizard also gets a clear sense of when the event occurred. The event is replayed as it happened, round by round. The use of this spell causes one point of Strain per round of duration.

Reattach Limb

Threads: 6
Range: 1 yard
Effect: Willforce
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

When using this spell, the Wizard will join a severed limb back to the point of its severing while weaving the thread and casting the spell. Reattach Limb is an arduous spell, but it is the recipient who pays the Strain. For each round that the Wizard is weaving threads, the target takes 1 point of Strain damage. If the Spellcasting Test is successful, the limb is reattached to the recipient. The Wizard then rolls the Effect dice, restoring damage to the limb by a number of points equal to the result.

Tell Tale

Threads: 3
Range: 1 yard
Effect: See text
Reattunement Difficulty: 15
Casting Difficulty: Target's Spell Defense

The Wizard touches an inanimate object while releasing a tiny portion of his life force (1 point of Strain). He makes the Spellcasting Test against the Spell Defense of the object. If the test is successful, the Wizard is able to ask one yes/no question of the object. The object will answer truthfully, sensing events as if the Wizard himself had been present to witness them. The event must have occurred within a number of days equal to the Wizard's rank in Spellcasting for the spell to work.

Wipe Matrices

Threads: Varies
Range: 60 yards
Effect: Willforce + 12
Reattunement Difficulty: 22
Casting Difficulty: Target's Spell Defense

The Wipe Matrices enchantment disrupts the Spell Matrices of the target magician and erases all the spells they hold. Casting a Wipe Matrices spell requires a number of threads equal to the number of Spell Matrices that the spellcaster wishes to erase + 1 (with a minimum of 2). If the number of matrices targeted is fewer than the target possesses, the specific matrices affected are chosen at random. This spell can affect the target's Spell Matrix talents as well as specific Spell Matrix Items.

If the Spellcasting Test succeeds, the Wizard makes an Effect Test against a Dispel Difficulty based on the rank of the highest-ranked target matrix. If this test succeeds all of the affected matrices are wiped clean. If this effect erases a spell in the process of being cast, the targeted spellcaster can abort the spell or finish casting it with raw magic. The magician may reattune the wiped matrices one at a time by Reattuning on the Fly (p. 151, ED2) or by taking the time to reattune normally.

CIRCLE 10

Draw and Quarter

Threads: 4
Range: 1 yard
Effect: Willforce + 15
Reattunement Difficulty: 26
Casting Difficulty: Target's Spell Defense

The Draw and Quarter spell allows a Wizard to severely damage a target. The target must be restrained or bound while the Wizard weaves each of the necessary threads to one of the target's limbs. As he does this, a glowing circle of energy forms around each limb. After the final thread is woven, the Wizard makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, the four astral circles tear at the target's limbs and inflict damage equal to the result of the Effect Test. In addition, this spell also inflicts 4 Wounds and damages the limbs as per the **Optional Rules** on p. 204. This spell has been used as a means execution in the largest cities of Barsaive.

Hold Pattern

Threads: 6
Range: 1 yard
Effect: Willforce + 8
Reattunement Difficulty: 23
Casting Difficulty: 2

The Wizard weaves Hold Pattern around one of his Spell Matrices containing a spell. If the Spellcasting Test is successful, the Wizard makes an Effect Test against the Dispel Difficulty of the spell. A successful result holds the spell in the matrix for a number of days equal to the magician's rank in Spellcasting. A spell can be held in this way at any point in its casting. This means a Wizard could weave all the threads for a spell, and then use Hold Pattern, leaving only the Spellcasting Test

unresolved. The Wizard could at any later point in Hold Pattern's duration make a Spellcasting Test to release the held spell. Wizards can pack a lot of firepower into a few rounds with judicious use of this spell, but it does tie up a Spell Matrix until the held spell is used. As soon as the held spell is released Hold Pattern is dispelled.

Onion Blood

Threads: 4
Range: 100 yards
Effect: Willforce + 6
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense

To cast this spell, the Wizard must tear parchment into pieces, pluck a flower, or actually have an onion to peel. Onion Blood is cast upon a single character. If the Spellcasting Test is successful, the Wizard rolls the Effect dice for damage. The target takes damage in the first and every succeeding round of the spell's duration. The Wizard rolls the Effect dice each round. This does not count as his action in the rounds following the spell's casting. Mystic Armor reduces damage. If the character takes any damage, he also takes 1 additional Wound. The spell begins to peel away the target's skin and muscle, layer by bloody layer.

This ugly spell is based on an ability seen in Horrors. Use of the spell is outlawed in Throal except for legal executions of criminals who have committed heinous crimes. Most other cities in Barsaive have followed suit, though many lack the ability to enforce a law upon a Tenth Circle Wizard.

Spell Fusion

Threads: 4
Range: 40 yards
Effect: Willforce + 3
Reattunement Difficulty: 26
Casting Difficulty: 7

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

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

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

Warp Astral Space

Threads: 3
Range: 50 yards
Effect: -8 to Spellcasting
Reattunement Difficulty: 23
Casting Difficulty: 15

With this spell, the Wizard twists, stretches, punctures, and otherwise deforms all astral space within a radius of 50 yards. If the Spellcasting Test is successful, all other characters whose spells are cast from, enter, or pass through the warped space suffer a -8 penalty to their Spellcasting step. Since the Wizard is intimately familiar with this warping, his or her spells are unaffected.

In the world, this penalty manifests itself as spells wildly careening around, over, or below their intended targets, or just vanishing altogether. The 8-step penalty also applies to Dispel Magic attempts, as finding the pattern of Warp Astral Space requires traveling through the warped space.

CIRCLE 11

Block Magic

Threads: 4
Range: 40 yards
Effect: -10 steps to magic-based tests
Reattunement Difficulty: 25
Casting Difficulty: 10

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

Journey to Life

Threads: 7
Range: 1 yard
Effect: Willforce + 15
Reattunement Difficulty: 21
Casting Difficulty: Target's Spell Defense; see text

The Wizard snakes a tendril of energy through a deceased character into the astral plane and beyond. The tendril acts as a beacon and a pathway for the spirit of the deceased. The operation is stressful; each round of weaving and casting costs 1 point of Strain. The Spellcasting Test is made against the Spell Defense of the spirit. If the test is successful, the spirit can begin to find its way back to the body. The Wizard then rolls the Effect dice and uses the result as the Spell Defense against other spirits who might find the pathway and try to possess the body.

Journey to Life takes as many days to complete as the deceased has been dead, counted from the time the journey starts. If the deceased

has been dead, say, 54 days when the spell is first cast, the Wizard will have to cast several consecutive Journey to Life spells before the spirit can find its way home. If a day passes without a successful casting of the spell, the journey is interrupted and must be started all over again. This time, however, the journey will be even longer, because the deceased has now been dead a longer time. Once a successful spell's duration is up, the spirit re-inhabits the body, effectively resurrecting the dead character.

Wizards know it is folly to attempt a Journey to Life spell anywhere but in a safe region (see **Casting Raw Magic**, p. 151, ED2). To conduct a Journey to Life in a tainted or corrupt region is to extend an invitation few Horrors would refuse.

CIRCLE 12

Alter Form

Threads: 8
Range: 1 yard
Effect: See text
Reattunement Difficulty: 26
Casting Difficulty: Target's Spell Defense

The powerful Alter Form spell allows the Wizard to alter the physical nature and True Pattern of a target object, Name-giver, creature or entity. Wizards most often use this spell to repair or reshape old and tattered or worn items – for example, reshaping a rusty old sword into a fresh-off-the-forge broadsword. When cast on non-magical items, this spell is generally innocuous, though casting it on weapons or armor that have been forged or otherwise improved means that the improvements are lost. When used against items that have their own True Patterns, however, the effects can be disastrous. For example, a Wizard might reshape what he thought was an old rusty sword, only to find out later that the sword was actually Purifier – and that his spell changed it to an ordinary fresh-off-the-forge broadsword.

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

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

CIRCLE 13

Cleanse Astral Space

Threads: 5
Range: 1 yard
Effect: Willforce + 12
Reattunement Difficulty: 28
Casting Difficulty: 10

Weaving Difficulty: 20
Duration: 1 round

The incredibly dangerous and difficult Cleanse Astral Space ritual spell is designed to cleanse astral space of the taint left by the passage and presence of Horrors. The Wizard casting it must interact directly with astral space in his or her vicinity and must cast the spell using raw magic (p. 151, ED2).

Each Thread Weaving Test requires 1 hour. Each hour, the gamemaster makes a Horror Mark Test against the Wizard's Spell Defense to determine if any Horrors have noticed the Wizard. The step number for this test is based on the type of astral space in which the Wizard is casting this spell (see **Casting Raw Magic**, p. 151, ED2). A successful Horror Mark Test does not mark the Wizard, but instead alerts any Horror nearby to the Wizard's presence; the Horror or Horrors then most likely attempt to prevent the Wizard from completing the spell.

After weaving the final thread, the Wizard makes a Spellcasting Test. If the test succeeds, the gamemaster makes a Warping Test based on the type of astral space to be cleansed. The Wizard then makes an Effect Test, compares the result to that of the Warping Test and consults the **Success Level Table** (p. 340, ED2). Each level of success achieved reduces the astral pollution within a 1-mile radius by 1 level (from Tainted to Open, for example).

After determining the effects of the spell, the gamemaster makes another Warping Test for the Wizard's use of raw magic (p. 152, ED2). The cleansing effect is permanent, unless some future atrocity or Horror activity in the region corrupts it again.

CIRCLE 15

City in a Bottle

Threads: 8
Range: See text
Effect: See text
Reattunement Difficulty: 33
Casting Difficulty: 12

Weaving Difficulty: 30
Duration: 1 + Rank years

The mighty City in a Bottle spell is legendary in Barsaive – in fact, many Wizards claim it does not exist. Casting the spell requires a lengthy ritual. The spellcaster must weave the threads over a period of two lunar cycles (about 8 weeks); weaving each thread takes 1 week. The Wizard weaves the threads around a specially prepared glass bottle. After weaving the final thread, the Wizard makes a Spellcasting Test. If the test succeeds, an area up to 101 square miles in size vanishes from the earth and is magically “stored” in the bottle. The previous site of the captured area becomes an empty plain. For the people and creatures in the captured area, the only noticeable difference is the sky, which becomes a whirling mass of colors. The bottle forms impenetrable walls around the captured terrain; any creatures, Name-givers or Horrors within the area at the time of casting become trapped in the bottle for the duration of the spell.

When the spell expires, the missing terrain returns to its former location. The Wizard can extend the spell for an additional year and a day by taking a number of points of Strain equal to his or her Wound Threshold. This Wound cannot be healed until the duration of the spell expires. According to persistent rumors, entire cities may have weathered the Scourge by using a permanent version of this spell. They are said to exist in bottles kept in a powerfully warded vault, awaiting a hero who will unlock the Key Knowledges necessary to restore them to the outside world.

QUESTORS



The purpose of the Order was expressed by the sacred Mother herself writing to Brother Dasucun and his brothers in these words: "He who ever makes his vision fruitful with new fellowship and makes virtue of healing, wanting to make these modern times measure up to former times, and to propagate the way, inspired you with a vision by which, having embraced poverty and made profession of regular life, you have given of yourselves to the proclamation of the Vision of Garlen, echoing the Name throughout the world."

We also undertake as believers in the mission the life of the Oathsayers in the form conceived by Garlen, living with one mind the common life, faithful in the profession of the way, fervent in the common celebration of the hearth and home, passionate in study, and persevering in regular observance. All these practices contribute not only to the glory of Garlen, but serve directly the salvation of all Name-givers, since they prepare for virtuous living, furnish its incentive, form its character, and in turn are influenced by it. These elements are closely connected and carefully balanced, mutually enriching one another, so that in their co-mingling the proper way of life; a life in the fullest sense, in which preaching and teaching must proceed from an abundance of contemplation.

— The Fundamental Vision Of The Words And Devotions Of The Order Of Garlen

The previous words are recited, often and aloud, by followers of Garlen across every corner of the Known World. The followers, and many like them that follow other Passions with the same amount of fervent dedication, are known as questors. This chapter describes the powers of the questors; who they are, why they do what they do and how they view the world. This chapter also provides rules for player character Adepts who want to become questors of the Passions as well as gives an overview of why an Adept might want to and, in some cases, why they wouldn't.

The term "questor" refers to someone, Adept or non-Adept, who has devoted his or her life as a spiritual quest. This transition usually begins late in life; after an Adept becomes experienced in his Discipline, usually prompted by some event or catalyst (occasionally referred to as "being called") which draws him to devote his life to idealizing the behavior of one of the universe's twelve Passions. They then portray themselves as an advocate for that Passion in all things. Complete descriptions of the Passions appear on pp. 260-275 of the *Earthdawn Second Edition* rules.

The life of a questor does not earn him or her a living, and in fact, at times can hinder their ability to maintain a normal career. Only the followers of Dis maintain a recognized bureaucratic structure, however, no formal institution exists to support any questor's day-to-day needs. For example, before the war, over two dozen Thystonian questors in the kingdom of Throal had organized themselves into an elite military unit called the Primus Guard. These questors supported and strengthened each others' devotion to their chosen Passion, and often lent their considerable strength and experience to battles, but each of these Adepts had to make his or her own way in the world, many as mercenaries or salaried soldiers.

Questors sometimes live off the generosity of communities willing to support a strong questor in their midst. This is especially common in these times with followers of Garlen, who are almost essential to the survival of small communities that have had to learn to cope with the plague and aftereffects of war. Most questors, however, continue to practice the trade they learned in the early years of their lives.

Adepts who become questors must try to reconcile the lifestyle and mindset of their Discipline and the actions required of a faithful questor. For some, this is easy. Many Swordmasters and Warriors, for example, have been called to serve Thystonius, due to the like-mindedness of their goals. If the two ways of thinking conflict, however, the Adept questor must choose which to follow, or, failing that, the best way to integrate the two into one way of life. For example, the conflict might arise in a Horror Stalker who is also a questor of Garlen encamped in the ragged city of Haven. The Horror Stalker mindset would encourage him to seek out Horrors at the cost of all else. His dedication to Garlen would require that he treat the sick and injured wherever they may be. The true art might be to combine the two, seeking out injured among the haunted wastes of Parlainth, helping those that only someone with his specific talents would be able to aid.

It might seem odd for Adepts to devote their lives to a Passion so different in nature from their Discipline. However, because his or her Discipline limits in many ways how the Adept sees the world and how he or she interacts with it, becoming a questor of a Passion of a different nature allows the Adept to interact with the world in a way previously unknown.

BECOMING A QUESTOR

While nearly every citizen in Barsaive offers devotion to the Passions, questors devote their lives to a single Passion, living by that Passion's ideals and helping spread the influence of their patron Passion across the Known World.

Player characters cannot begin the game as questors because being a questor does not constitute a profession or Discipline in and of itself. Most Adepts who become questors do so only after achieving a certain amount of experience in their chosen Discipline, usually after they reach the Fifth Circle or higher. The gamemaster decides when a character may become a questor.

To become a questor, the character simply declares his intention (which must be approved by the gamemaster, speaking as the Passion, who may require some form of initiation), and then spends 200 Legend Points to purchase the Questor talent at Rank 1. Spending the Legend Points is what makes the character a questor. The rank of the Questor talent serves as a measure of the powers granted to the questor by his patron Passion (see *Questor Rules*, p. 173). After this initial expenditure, the questor talent cannot be increased by legend points, but instead must be increased by Devotion Points (see *Acts of Devotion*, p. 173).

THE MAD PASSIONS AND OUTSIDERS

Strictly speaking, characters can choose to become questors of any of the known Passions, or, with special permission, may become a follower of a previously unNamed Passion who merely speaks to them and directs them through life. Characters seeking this option should consider it carefully, as the Named Passions may take offense at Vestrial or a Horror using their Names to influence possible followers, unfamiliar Passions may simply not exist or be too weak to defend their followers. However, this option has become particularly appealing in current times as reports of exotic Passions come in from unexplored lands. Gamemasters should also consider carefully the potential problems inherent in allowing characters to become questors of any of the Mad Passions. While being a questor of one of these Passions offers excellent roleplaying challenges, it is important to remember that most Barsaivans fear and revile the Mad Passions and anyone associated with them. Questors of these Passions would find even ordinary tasks such as buying supplies difficult, for most people will be unwilling to deal with them on any level whatsoever. Similarly, worshiping outsider Passions may be equated with that of the Mad Passions, due to the ignorance of the local populace concerning the Outsider. Questors for new Passions may find themselves shunned or attacked by ordinary folk and questors of the known Passions.

A second issue is that those who devote their lives and energy to the Mad Passions usually oppose the ideals and goals of the heroes of *Earthdawn*. A questor of the Mad Passions could not easily join an adventuring group, as it normally is a task to deal with such characters. The gamemaster should consider limiting questors of the Mad Passions to the role of antagonists, gamemaster characters who will work against the players' characters. The questor powers and Acts of Devotion described for the Mad Passions are provided so that gamemasters can create these questors as villains and other opposition.

Rather than accepting the ideals of the Mad Passions, questor characters may instead decide to attempt to heal one or more of the

Mad Passions, in memory of what they were before they were driven mad. Such a goal would require years of adventuring to gain the talents and abilities needed to accomplish this task, for only the most powerful questor Adepts would dare to involve themselves in the affairs of the Passions. Such a quest lends itself to extended roleplaying campaigns. Gamemasters should be cautious of this type of play, as well, as it can easily dominate an overall storyline.

QUESTOR RULES

The following section describes how questors gain powers from their Passions and then increase the power of those abilities.

THE QUESTOR TALENT

To become a questor, a character must purchase the Questor talent at Rank 1. The Questor talent alone does not give the character any special abilities, but is used as a measure of the questor's abilities as granted by his patron Passion. As the character increases the rank of the Questor talent, the strength of his Passion-granted powers also increases as a demonstration of his increasing dedication to his Passion. The Questor talent rank simply provides a gauge by which both the player and gamemaster can describe how much power the Passion grants the questor. In game terms, as the questor performs acts of devotion worthy of his patron Passion, he can increase the rank of his Questor talent. In the *Earthdawn* universe, as a questor performs acts worthy of his patron Passion, the Passion rewards him with greater power.

Player characters purchase ranks in the Questor talent in the same manner as they purchase ranks of other Fifth Circle talents, except that they must use Devotion Points as opposed to Legend Points.

When a character purchases the Questor talent and becomes a questor, he receives three questor powers based on his patron Passion. As with talents and skills, questor powers have ranks. All three powers are always the same rank, which is equal to the character's Questor talent rank. Purchasing a new rank in the Questor talent increases all three powers to that rank.

If an Adept becomes a questor, he gains the Questor talent at Rank 1, and all three powers of his patron Passion at Rank 1. As he performs acts of devotion, he can spend Devotion Points to raise his Questor talent rank and all of his questor powers to Rank 2 simultaneously.

ACTS OF DEVOTION

Questors must act in ways that reflect their choice to serve the cause of a singular Passion. That is, they are expected to make their new life a reflection of their beliefs in everything they do. A questor of Garlen, for example, is expected to heal those in need, while a questor of Upandal should be a builder of some sort, or regularly aid those whose goal is to construct something. By acting in a way that embodies the ideals of his patron Passion, a questor helps keep those ideals, and thus the Passion, alive and real in the minds and hearts of people across the globe.

Gamemasters and players should feel free to create acts of devotion other than those listed for each Passion, some examples of which were given in the main book under the description of each Passion. Also, new Passions may have acts of devotion previously unseen by the populace of Barsaive, so there is a great deal of freedom available to those gamemasters and players who wish to create their own Passions. Any action that demonstrates the ideals of a questor's patron Passion is

appropriate. The gamemaster must approve any new acts of devotion the player creates, and these new acts should fit into one of the three categories of acts, Minor, Major, and Zealous, described below.

Though future products may offer a number of opportunities per adventure or campaign for acts of devotion, the gamemaster should feel free to control how powerful the questors in his game become by limiting or expanding the number of opportunities questors receive to perform acts of devotion. The total number of opportunities available in any given adventure or campaign should include those opportunities the players create for their characters. The gamemaster (speaking for the Passion) is the final judge of how many Devotion Points any act of devotion is worth.

Devotion Point Awards

Acts of devotion are defined as actions that the character performs that imitate the spirit and ideals of the questor's Passion. Questors who perform acts of devotion are rewarded with Devotion Points. The gamemaster determines the scale of the character's act of devotion and awards Devotion Points accordingly. To help gamemasters determine the scale of any act of devotion, we suggest the following three categories of acts of devotion: Minor, worth 20 Devotion Points; Major, worth 50 Devotion Points; and Zealous, worth 100. Examples of typical acts of devotion appear below, and examples of acts appropriate for each Passion appear in the descriptions of each Passion.

Minor (20 Devotion Points): The gamemaster should award the character 20 Devotion Points any time the questor uses his talents, questor powers, skills, or other abilities to further the cause of the Passion in any way. Though this reward may seem small, a questor who regularly performs minor acts of devotion in accordance with the Passion's ideals and powers will accumulate Devotion Points quickly.

A questor of Garlen finds a wounded man lying next to the road. She stops and heals the man, restoring enough of his strength that he can continue his journey. He has enough supplies to reach his destination, and so the man and the questor go their separate ways.

Major (50 Devotion Points): The gamemaster should award 50 Devotion Points each time a questor performs an act of devotion that costs the questor time or effort, but does not actually put him or her in any danger.

A questor of Garlen discovers a man who has been severely wounded and left to die in the road. She stops and heals the man as best she can, but his wounds are serious, and he must rest in order to recover fully. The man lost all his possessions to the bandits who beat him. Seeing this, the questor brings the wounded man to an inn and pays the innkeeper for a room and enough food for a week. Having done all she can for this victim, the questor continues on her way.

Zealous (100 Devotion Points): The gamemaster should award the questor 100 Devotion Points for performing an act of devotion that puts him at risk while personifying his patron Passion. This risk does not need to be physical. For example, a questor of Chorrolis, the Passion of trade, might risk a large sum of capital in a deal. If the risk could potentially break the questor's influence and power, Chorrolis would take notice and reward the character. Questors of the Passion Thystonius, whose ideals embody the virtue of physical risk, must face almost certain death to receive this reward.

The questor of Garlen who rescues the wounded man discovers that the bandits who attacked him now seek to finish their work and kill him, though she does not know why. Rather than settling him at the inn and leaving, she stays and fights to defend the man and the inn.

Accumulating Devotion Points

Devotion Point awards are cumulative. If the questor of Garlen from the example had healed the man, brought him to the tavern, and then defended him, she would receive a total of 170 points.

The questor need only attempt the act of devotion: he or she need not succeed in order to receive the Devotion Point award. What is important is that the questor throws his heart and soul into the act. The Passions ask only that their questors model their behavior on the Passions' ideals. They do not require the behavior to result in victory.

A questor's Devotion Points accumulate to create a Devotion Point total. This total offers a quick way to estimate how many acts of devotion the questor has performed, and so judge the questor's devotion to his chosen Passion.

The **Devotion Point Table** determines the questor talent rank at specific Devotion Point totals. The character's questor talent rank is used whenever the character uses a questor power.

DEVOTION POINT TABLE

Devotion Point Total	Questor Talent Rank
200	2
300	3
500	4
800	5
1,300	6
2,100	7
3,400	8
5,500	9
8,900	10
14,400	11
23,300	12
37,700	13
61,000	14
98,700	15

FAILING TO ACT

Questors must accept every opportunity to act like their patron Passion. If a questor fails to imitate the nature of his patron Passion when he has the chance, he loses Devotion Points. The scale of the ignored opportunity determines how many points the questor loses. For example, if a questor of Garlen finds a man in need of healing and ignores him, he would lose 20 Devotion Points. If he passes by a castle that needs to be fortified against an invading force and ignores the inhabitants' pleas for help, he would lose 100 points.

When the questor loses Devotion Points, the player must subtract these points from the character's Devotion Point total. If the questor's Devotion Point total falls below the number required for his current Questor talent rank, the questor loses one rank in the Questor talent. For example, a questor with 200 Devotion Points who ignores just one

opportunity to perform an act of devotion for his Passion would drop back to Rank 1. A questor with 2,900 Devotion Points, however, could ignore many opportunities, losing as many as 800 Devotion Points before his powers drop to those of Rank 6 (although, his Passion may let him know its displeasure in other ways).

A questor of Garlen has Rank 3 Questor talent and a Devotion Point total of 300. While traveling through a small village, the questor encounters a wounded man in need of healing. If the questor decided to ignore the wounded man, he would lose 20 Devotion Points, reducing his total to 280 Devotion Points, which is below the minimum required for the Questor talent at Rank 3. The questor's rank in the Questor talent immediately drops to Rank 2, decreasing his powers accordingly.

Every time the questor has an opportunity to imitate his Passion, the gamemaster need not tell the questor's player that a test is at hand. It is up to the player to choose to ignore the test; the questor loses the appropriate number of points. If the questor accepts the challenge and fails, he or she receives the appropriate Devotion Points and suffers no ill effect.

FALLING OUT OF FAVOR

If a questor has Rank 1 Questor talent and ignores one opportunity to perform an act of devotion, he falls out of favor with his Passion and loses his questor powers. The character no longer has access to the powers of the Passion. He can only regain these powers by performing an act of devotion whose points outnumber those that were lost due to his latest oversight. He cannot accumulate 100 points through a series of Minor and acts of devotion; he must seek atonement by imitating his Passion's ideals to an extreme. By performing this act of devotion, successful or not, the questor regains the Rank 1 Questor talent, but now has zero Devotion Points. The 100 Devotion Points earned to regain his Questor talent don't accumulate toward a new Devotion Point total. The questor must begin again to accumulate Devotion Points by performing further acts of devotion, and can then increase his Questor talent rank as normal.

QUESTOR POWERS

Most questor powers are based on the questor's Charisma. To use these powers, the questor must speak words of inspiration to the target that encourage the target to temporarily give up his normal outlook on life and instead accept the narrower view of the questor's patron Passion. If the target finds the questor's words inspiring and accepts the Passion's outlook, the questor invokes the power. The questor designates the target of these types of powers, and no one else who hears the words, even if he understands them, gains inspiration from them.

Many questor powers can be used against more than one target at a time. When a questor wishes to use a power against multiple targets, he makes a Questor Power Test using the highest Defense rating of the members of the group (usually Spell Defense or Social Defense) +1 for every additional target after the first as the Difficulty Number. To determine the success level of the test, calculate the difference between the test result and the Difficulty Number.

A questor can use his questor powers on himself by pausing to meditate and draw on the beliefs of his patron Passion. The range for powers that use inspirational words is the sound of the questor's voice.

The range for other powers equals 10 feet for every rank in the Questor talent. Unless stated otherwise in the power's description, the duration for a power equals a number of minutes equal to the questor's rank in the Questor talent.

A questor can use each questor power once each day, defined as sunrise to sunrise (unless otherwise stated). Any time a questor invokes a power of which the target is a questor of the same belief, and when a questor uses a power on himself, add 3 steps to the step number for the power. Questors can use Karma for all questor powers.

A target of a questor's powers may choose to resist the power by making a Charisma Test against a difficulty number equal to the result of the Questor Power Test. If this Charisma Test is successful, then the questor power has no effect on that character. If the character resisting the power is a questor, himself, he may add his questor rank to the Charisma Test result.

While the powers listed in this chapter are representative of the abilities granted to questors by their Passions, the favor of the Passions manifests in a myriad of ways.

PASSION DESCRIPTIONS

The following list of the twelve Passions describes the ideals of each Passion, typical questors of each Passion, suggestions for appropriate acts of devotion for each category of devotion award, and the three powers of each Passion. Each power uses a step number, similar to the step for talents, that allows the player and gamemaster to determine the result of the questor's use of the power. For further details on the individual Passions, reference the *Earthdawn Second Edition Rulebook*.

ASTENDAR

Ideals: Love, Art, Music

Questors: Artists make up the largest percentage of questors of Astendar (over three quarters are artists professionally). These questors find sensual pleasures such as gourmet food, luxurious clothing, or a lingering kiss fascinating. Their determination to imitate Astendar by

indulging their desires often leads them into trouble, and, at times, can test the limits of madness in the eyes of some critics. Because they know their actions are inspired by their Passion, they naively believe everyone else will see their actions in the same light. Sadly, others usually view the indulgences of questors of Astendar as decadence unchecked by self-control or common sense.

Acts of Devotion

Minor: Create a work of art that requires one to four weeks of work.

Major: Deliver a love letter across a distance of no less than five days' journey.

Zealous: Become involved in a romantic affair that might end in bodily harm to the questor. The questor may be directly involved in the romance, helping star-crossed lovers, and so on.

QUESTOR POWERS

Enchanted Gift

Step Number: Rank + Charisma

The Enchanted Gift power allows a questor to create a gift of a work of art that will evoke a specific, basic emotion in the gift's recipient. Questors usually use this power to influence a target to feel a certain emotion toward a third party. The gift may represent any art form, including songs, paintings, poems, and so on, as dictated by the questor's talents and skills. The recipient (the target of the power) must accept the gift willingly, whether or not he knows of the gift's magical charm. For example, a questor could not simply sing a song powered by Enchanted Gift in the presence of the target and affect the target. The singer would have to ask, "Might I give you the gift of a song?" Once the target accepts the gift, the questor power leaves the gift and affects the recipient, and the object or verse is no longer magical. However, the beauty of the gift may make it inherently valuable.

The questor enchants the gift with a basic emotion, such as fear, love, hate, happiness, anger, or joy. The emotion must be directed at a specific subject such as a ruler, the young woman down the street, the citadel, and so on. The recipient of the gift feels the designated emotion for the specific subject. For example, if a small statue enchanted with love for a specific girl is given to her unmarried neighbor, he falls in love with the girl.

As soon as the target accepts the gift, the questor makes an Enchanted Gift Test against the target's Social Defense. If the test is successful, the target becomes more receptive to suggestions involving the emotion and subject that the questor enchanted into the gift. The target is influenced by the enchanted gift for a number of days equal to the questor's Questor talent rank.

The success level of the Enchanted Gift Test determines the degree of influence the gift holds over the recipient. For every success level above Average, characters add 2 steps to all Interaction Tests in which they make a positive suggestion related to the emotion and subject of the enchanted gift. Characters who make Interaction Tests to suggest thoughts and ideas opposed to the emotion of the enchanted gift subtract 2 steps from their tests. If a character achieves an Excellent success or greater, the gift tailors itself to the target, mentioning things or drawing back particular experiences from the receivers history. The belief being that art is universal, but some art reaches one person in more ways than it does another.



Nedra, Rank 5 questor of Astendar, must leave her native village. Worried that the local Warrior, who fancies himself in love with her, will abandon his task of protecting the village to follow her, she has created a cloak brooch in the shape of a shield as a parting gift. Using the Enchanted Gift power, she enchants the brooch with the basic emotion of joy and directs that emotion toward the village. She presents the brooch to the Warrior as a farewell gift, which he reluctantly accepts. Nedra makes an Enchanted Gift Test against the Warrior's Social Defense of 9 with a result of 16, a Good success level. For the next five days, anyone attempting to convince the Warrior to stay in his now-beloved village adds 2 steps to his or her Interaction Test. Anyone encouraging the Warrior to leave his precious village and follow his one true love must subtract 2 steps from his or her Interaction Test. If an Excellent success had been achieved, the Warrior might have noticed similarities between how the children of the village look up to him and how he looked up to the village's previous protector. It might also inspire him to fight harder, now seeing the support that he receives and his position as a role model.

Note that an enchanted gift can be offered by anyone to anyone else. For example, a child might pick up an enchanted statuette from a questor's worktable and offer it to his mother. If the mother accepts the gift, the gamemaster must ask the questor's player to roll the appropriate dice for an Enchanted Gift Test. If the test is successful, the power of the Enchanted Gift affects the mother, whether or not the questor knows that the gift was given, or if it was meant for the mother.

Instill Love

Step Number: Rank + Charisma

The Instill Love power allows a questor to make another character inclined toward him or her, either romantically or with the love of a devoted friend. This power can only work against those who are either Neutral or Friendly toward the questor. It cannot be used to control the minds of enemies, or stop foes from waging war.

The questor makes an Instill Love Test against the target's Social Defense. If the test is successful, the questor adds a bonus equal to the difference between the result and the target's Social Defense to the results of further Charisma Tests against the same target. For example, if a questor rolls a result of 15 on his Instill Love Test, and the target's Social Defense is 7, the questor adds 8 to the results of all further Charisma-based Tests against the target. The effect of the Instill Love power lasts for a number of days equal to the questor's Questor talent rank. A questor can only influence one person with this power at a time.

The target affected by the Instill Love power may feel anything from puppy love to brotherly devotion, to intense lust. The questor's attitude toward the target and the gamemaster's discretion determine how the target reacts to the Instill Love power. If the questor treats the target as someone to be dealt with patiently, then the target might only show puppy love, afraid of being rejected if he makes his true feelings known. If the questor openly invites physical attention, then the target might arrange always to be near the questor, holding his or her hand and suggesting they slip off alone, or defend him or her violently in battle to the betrayal of all others. If the gamemaster chooses to rely less on roleplaying, he may assign a degree or type of love to each success level and determine the target's feelings that way. The gamemaster should feel free to add complications to this budding relationship.

Love is tricky, and Astendar's questors know well that when they dabble with romance, they often invite more than they bargained for.

Return Youthful Spirit

Step Number: Rank + Charisma

The Return Youthful Spirit power allows a questor to draw on the vibrant energy of youthful passion in the darkest of times, thus finding the strength and personal fortitude to speak words of comfort and inspiration to those suffering injuries, and revive hope for a better future. The questor makes a Return Youthful Spirit Test against the highest Social Defense of the group, including himself. A successful result means he managed to distract his companions from the grim reality of their present situation by painting a vivid verbal picture of a fantastic world where everything is possible and nothing can stand in their way.

The maximum number of persons affected by the power equals the difference between the result of the Return Youthful Spirit Test and the highest Social Defense is used as the Difficulty Number. The power lasts a number of rounds equal to the questor's Questor talent rank as well. The questor decides which characters are affected if the Return Youthful Spirit power does not affect the entire group.

For as long as they are affected by the power, characters ignore their injuries. If they continue in battle they can take further damage without incurring wound penalties and might even die. But their passions will carry them forward and they will neither feel pain nor drop unconscious until death takes them. With an Extraordinary success, all present may spend Karma on their actions as if they were the appropriate Discipline for dealing with the situation. For example, an elf Troubadour might be able to spend Karma on a Strength Test to pull his obsidian friend from a cliff's edge while under the influence of this ability. All normal Karma rules still apply however (only one per action).

CHORROLIS

Ideals: Wealth, Trade, Jealousy, Desire

Questors: Questors of Chorrolis rise from the ranks of capable, usually greedy merchants. Some apply their trade from market stalls in Bartertown, while others satisfy their desire to imitate Chorrolis by traveling across Barsaive in trade caravans. Chorrolis frequently inspires his questors to acquire specific objects that he treasures. Widely known for their unbeatable bargaining skills, the questors of Chorrolis usually conceal their devotion to the Passion in order to negotiate favorable deals with the unwary.

Acts of Devotion

Minor: Conduct trade involving goods valued at 50 silver pieces or more. The questor need not deal with every merchant he sees, but must negotiate at least one notable transaction every time he passes through a marketplace.

Major: Spend considerable time pursuing a rumor describing potential profit (these can offer solid plot hooks).

Zealous: Secure a loan with outrageous interest rates and serious late-payment penalties in an attempt to make an extraordinary profit or obtain a rare object.



QUESTOR POWERS

Incite Greed

Step Number: Rank + Charisma

The Incite Greed power allows a questor describing a scheme or offer to intensify the natural greediness of his listeners. An overwhelming desire to get a piece of the action makes the targets of Incite Greed susceptible to bad risks, as long as a potential for profit exists.

The questor makes an Incite Greed Test against the member of his audience with the highest Social Defense. The difference between the result of a successful test and this Social Defense represents the number of people affected by the power. The questor can make an additional Incite Greed Test every 5 minutes. As long as he continues to succeed, more and more people succumb to their greediest impulses. As soon as he fails one test, his audience realizes that they have been considering ideas that contradict their own sense of proportion of risk versus wealth, and wander away from the questor.

A character that suggests schemes for acquiring money to a person under the influence of Incite Greed adds a number of steps equal to the questor's rank to his Interaction Test, for a number of minutes equal to the questors Rank x 10 minutes unless he, himself, is the questor. A character trying to point out to a person under the influence of Incite Greed the folly of scrambling after money subtracts a number of steps equal to the questor's rank from his Interaction Test.

For the questor himself, the effect of Incite Greed lasts for a number of days equal to twice the questor's rank. That may place the affected characters in an unfavorable situation when the effects of the power wear off – they may find themselves halfway to the destination of a wild goose chase or involved in a particularly nasty transaction. They might decide to honor the promises they made while under the influence, or reject agreements made under these false pretenses.

Encourage Trade

Step Number: Rank + Charisma

The Encourage Trade power allows a questor to persuade another person to negotiate with him. For example, this power would help a

questor who wants to buy a sword from a Warrior who refuses to part with his favorite blade (not a pattern item); who needs to generate some quick cash from a wealthy miser who usually refuses to spend money on anything but food; or who needs to convince someone to journey with him as a bodyguard who has no intention of leaving home (but who has no honor bound reason to stay).

To encourage trade, the questor makes an Encourage Trade Test against the Social Defense of the person or people he is trying to affect. The questor can affect a number of people equal to his rank. A successful result allows the questor to make a number of Charisma Tests (or to use Charisma-based talents or skills) equal to the difference between the test result and the target's Social Defense. If he uses the power against multiple targets, the questor compares his test result to the highest Social Defense (people often look to others for support). The Encourage Trade power lasts a number of minutes equal to the questor's Questor talent rank. If the questor can convince the target to make a deal before the power effect ends, the questor gets what he wants. If the questor fails to achieve his goal, the affected people wander away, wondering what possessed them to consider selling their prized possession. The questor cannot use the Encourage Trade power again on people he failed to influence for another 24 hours, and then only at a 2 step penalty. Encourage Trade used against people who have placed no significant importance on the items in question (if a questor merely wishes to encourage a xenophobic town to start a trade route with a neighboring city, for example), he tests against the average Social Defense of the affected area, and the duration is measured in days. The affected area is considered to be "one community," be it a village or a city.

Though the target is willing to negotiate while under the influence of Encourage Trade, he does not easily part with whatever the merchant wants. Negotiations begin at 175 percent of the actual value of the object or labor. Both the questor and his target can use skills such as Trading or talents like Haggle to affect the price in his or her favor.

Locate Valuables

Step Number: Rank + Perception

The Locate Valuables power allows a questor to sense the location of the single most valuable deposit of treasure within a certain range, and will offer a vague impression as to its value and form. For example, the questor could possibly have a taste of gold in his mouth, and a sense of a small pile, or the feel in his hand of a fist-sized ruby. This ability will take into account the magical properties of an item (a magic ring might be worth more than 100 silver), but will only give a hint of what these properties might be on a Good success versus the object's Spell Defense). Once activated, the power lasts a number of minutes equal to 10 times the questor's rank.

To determine the range of the power, the questor makes a Locate Valuables Test. The range is equal to one hundred feet times the result. As soon as the questor begins to use the Locate Valuables power, the gamemaster tells the questor's player in which direction lays the greatest source of wealth. The gamemaster gives directions such as "North," or "Toward the sun," but cannot indicate the distance between the questor and the treasure.

The Locate Valuables power focuses the questor on one treasure; he will not notice a larger treasure even if it comes into range as he moves toward the first treasure. For the duration of the power, Locate Valuables only guides the questor toward the treasure he first sensed. If he travels until the duration of the power ends and fails to find the

treasure, then uses the power again, he will sense the most valuable treasure within range of his current location, not necessarily the original treasure. If the questor is determined to reach the first treasure, he must move out of range of the second treasure and use the power again to locate the first treasure. Chorrolis is always distracted by the largest wealth he senses, and so sometimes has trouble keeping his mind on the task at hand.

Most valuable treasure is not necessarily defined in terms of the cash value the questor expects to receive for acquiring the treasure immediately, but may refer to an item that has potential value only Chorrolis is aware of. Thus, a chest containing one hundred silver pieces is obviously more valuable than a chest containing one gold piece, but oil that the questor could sell to a small nearby village that will soon get cut off from trade routes by scorcher activity within the week would be considered even more valuable.

DIS (MAD PASSION)

Ideals: Confusion, Unnecessary Work, Complex Bureaucratic Hierarchies, Slavery and Mastery

Questors: The questors of Dis imitate their Passion's desire for unimaginative uniformity by dressing in gray and making themselves look pale. Some questors of Dis seize or otherwise control mercantile bureaucracies or slaver operations in order to embody their Passion's ideals, living comfortably off the fruits of others' labors. Other questors of Dis seek nothing less than complete detachment from their fellow man and the human condition, thus exemplifying the disdain with which Dis views all living beings.

Acts of Devotion

Minor: Impose one's will on another sentient being.

Major: Create an obscure method of controlling information and workflow that offers no practical value.

Zealous: Force a worthy opponent into slavery.

QUESTOR POWERS



Enslave

Step Number: Rank + Willpower

The Enslave power allows a questor to give one target a command that must be obeyed. The target must belong to one of the Name-giver races, but does not have to understand the language used by the questor.

To use the Enslave power, the questor makes an Enslave Test against the target's Spell Defense. If the test succeeds, the questor may command a target and must be obeyed. For every point of difference between the target's Spell Defense and the Enslave Test result, the questor may use one word in the command. For example, if the questor rolls 15, and the target's Spell Defense is 13, the command must be one or two words, such as, "Fall down!"

The command must be phrased as a single, grammatically correct sentence. "Find the knife and bring it here," and "Attack your friends" represent valid commands. A command such as "Kill them" is too vague, though "Kill everyone" could be understood and obeyed (but, can occasionally lead to disaster for the questor).

The power lasts a number of rounds equal to the questor's rank. The target will attempt to carry out the questor's commands as long as he remains under the influence of the power.

Questors can use the Enslave power to make people do things they would not normally do, even harm loved ones. If the questor commands the target to harm himself or loved ones, he must make a Charisma Test against the target's Social Defense with a Good success to convince the character to do so. If the questor fails the Charisma Test, the command has no effect. The questor cannot use the power again on people he failed to influence for another 24 hours, and then at a -4 penalty.

Confusion

Step Number: Rank + Willpower

The Confusion power allows a questor to confuse a group of people and make it difficult for them to focus on the task at hand. The questor can confuse a number of people equal to his rank. The questor makes a Confusion Test against the Spell Defense of the target. A successful test means the target character is confused.

At the start of each round after the questor uses the Confusion power, the affected targets must make a Willpower Test against the Confusion Test result. If a targeted character fails, he remains confused and unable to take action; he stands and looks around, trying to understand what is going on. He may even randomly use an inappropriate talent, or refer to present friends by improper Names. If he succeeds, the Confusion power does not affect him. A target may escape any effect of the power if he makes a successful Willpower Test on the first round after the power is used.

The questor cannot use the Confusion power again until all affected targets make successful Willpower Tests and shake off the effects of the power.

Living Death

Step Number: Rank + Willpower

The Living Death power allows a questor to force one or more targets to perform a task tirelessly for several hours. The questor makes a Living Death Test against the highest Spell Defense of the group he wants to affect with the power. The Talent Rank indicates the number

of people who may be affected. The power lasts a number of hours equal to four times the questor's rank.

While using the Living Death power, a questor can give a one-word command such as fight, march, dig, row, and so on. Everyone affected by the power must carry out the command tirelessly for a number of hours up to the duration of the power. Only when the duration of the power ends or if the questor commands them to stop, can the affected group stop their ceaseless action.

The targets of the power are simply compelled to obey someone else, not mindless. If commanded to fight, they may choose their opponents. If commanded to dig, they can choose their ground. Because of this, the questor can use any means at his disposal to direct the efforts of those under the influence of Living Death. For example, armed guards might confine people who were commanded to dig to a certain area.

Though targets of the Living Death power suffer no ill effects while performing what they have been commanded to do, they may suffer terrible damage from overexertion, fighting, and so on when the questor ceases to influence them. When the power ends, each affected person must take damage of a step number equal to the number of hours he or she was under the effect of the power. The character takes Wounds and other damage normally. Armor does not protect against this damage.

FLORANUUS

Ideals: Revelry, Energy, Victory, Motion

Questors: Because they feel a renewed optimism at the beginning of each new day, the questors of Floranuus actively encourage everyone around them to share their enthusiasm for living. These men and women find a silver lining in every cloud and recognize a positive aspect in even the most dire or depressing situations. The questors of Floranuus provide an instantly recognizable emblem of their Passion's ideals by wearing bold, bright colors that invariably cheer people up and inspire them to action of some sort. These questors spend their lives traveling across Barsaive seeing those who have lost hope, then doing all they can to revive a spark of joy in those souls. Questors of Floranuus willingly go to whatever lengths seem necessary to light up the world around them as brightly as the flames of their Passion. Though many people grumble that questors of Floranuus are nothing but glorified busybodies, none question their benevolent motives or absolutely sincere desire to change people's lives for the better.

Acts of Devotion

Minor: Participate in or organize a race or other physical competition.

Major: Organize a celebration large enough to require at least one week of work (100 or more guests).

Zealous: Raise your side's flag within enemy territory at the turning point of a battle.

QUESTOR POWERS

Inspire Stamina

Step Number: Rank + Charisma

The Inspire Stamina power allows a questor to encourage and inspire companions to continue on and endure physical hardship. The



questor must spend at least 1 round speaking inspirational words, though he may perform other activities simultaneously. His speech must encourage his listeners to live like Floranuus and revel in motion. At the end of 1 round, the questor makes an Inspire Stamina Test against the highest Social Defense of the group he is addressing, including himself if he wishes.

The number of people in the group who receive inspiration from Floranuus equals the difference between the successful test result and the Difficulty Number. All affected characters add the questor's rank to their Toughness for a number of rounds equal to the questor's rank, thus increasing their Unconsciousness Rating and Death Rating.

The questor can only influence one group of people at a time. If the Inspire Stamina power affects three members of a five-person group for 4 rounds, the questor must wait until the fourth round ends before using the power again.

Increase Speed

Step Number: Rank + Charisma

The Increase Speed power allows a questor to improve the movement rate of one person or animal, including the questor. To use this power, the questor speaks inspirational words for 1 round, then makes an Increase Speed Test. You then add twice the questor's rank to the target's Dexterity Attribute value for the purposes of determining movement speeds, adjusting this temporary Attribute value for racial bonuses.

The target's speed is increased for a number of minutes equal to the questor's rank.

The power affects only movement. The target uses his actual Dexterity Attribute and step number for all other Dexterity-based characteristics. It adds to any bonuses to movement from talents, such as Sprint.

Speed Ships

Step Number: Rank + Willpower

The Speed Ships power allows a questor to increase the speed of a vehicle to make it go faster. The power does affect vehicles powered

solely by animals and manpower equally. For example, a questor can influence airships, t'skrang riverboats, and water-going sailing ships, including those whose power is assisted by sailors using oars. He can also influence a wagon drawn by two horses, because the movement of the wagon depends completely on the animals.

To use this power, the questor makes a Speed Ship Test. The test result equals the number of hours the power lasts. For the duration of the power, the ship's Speed and Maneuverability each increase by 1 step per Rank of the Questor (see *Ship-to-Ship Combat*, p. 192).

GARLEN

Ideals: Hearth, Healing

Questors: Many ordinary citizens and even some questors of other Passions mistakenly believe that Garlen's questors seek the refuge of the hearth and embrace healing because they fear conflict. Anyone who has watched someone they love die while doing everything in their power to prevent it knows that this act of caring requires a far greater courage and strength than that required to defeat any enemy.

Most questors of Garlen are female (about three quarters according to a recent Throalic census, of which, about a quarter are Adepts). Some believe that Garlen attracts women questors because she so often appears as one. Others speculate that because they carry new lives within their bodies, women possess a greater understanding and appreciation for life and greater compassion for other living beings.

Garlen's questors can be stern, but show unfailing generosity and understanding. Those who mistake Garlen's compassion for weakness sometimes do not live to regret their misunderstanding.



Acts of Devotion

Minor: Heal someone suffering from a physical injury.

Major: Provide extended care for someone suffering from a serious illness.

Zealous: Protect a home from attackers.

QUESTOR POWERS

Heal

Step Number: Rank + Charisma

The Heal power allows a questor to heal Wounds. To use this power, the questor makes a Heal Test against the Spell Defense of the target. The success level determines how many Wounds the questor heals.

On a failure, the questor heals no Wounds.

An Average or Good success allows the questor to heal 1 Wound.

An Excellent success allows the questor to heal up to 2 Wounds.

An Extraordinary success allows the questor to heal up to 4 Wounds.

A questor can heal a number of times per day equal to his rank. For example, a questor with the Rank 2 Questor talent can heal wounds twice per day. The questor can only heal the same person once per day.

Seal Home

Step Number: Rank + Willpower

The Seal Home power allows a questor to seal windows and doors with a mystic force that hinders the entry of intruders. The questor must be inside the structure to use this power. He can seal any number of external doors and windows.

To use this power, the questor makes a Seal Home Test. The result becomes the Physical and Mystic Armor Ratings of the windows, doors, and other openings the questor designates as sealed. The Armor Ratings reduce damage from all attacks aimed through the sealed openings. The Damage Rating of the barrier created (see p. 235, ED2) equals twice the Seal Home result. The Seal Home power can be used to block any size exterior opening and works as well on openings physically blocked by windows or doors as on holes in walls. Seal Home cannot affect interior doors and other openings inside a structure.

The Seal Home power creates no visible effect. To defeat the barrier created by the power, the attacker must first destroy the physical barrier using the rules in *Barriers and Structures* (p. 235, ED2). To successfully attack the Seal Home barrier, the attacker must make an Attack Test against a Difficulty Number equal to the Seal Home step number with an Extraordinary success (Armor-Defeating Hit).

The Seal Home power lasts for a number of hours equal to the questor's rank. If several questors use the power on the same opening, add each questor's resulting Physical and Mystic Armor Ratings to find the total ratings for the strengthened barrier.

Comfort

Step Number: Rank + Charisma

The Comfort power allows a questor to dispel dark thoughts and emotions, both natural and those created by magical means. The power also counteracts emotional manipulation that produces fear or agitation. It can rally people who want to flee, or restore the spirits of people who believe they have nothing to live for.

To use this power, the questor makes a Comfort Test against the highest Social Defense of the group he is trying to affect. The number of people the power affects equals twice the questor's rank. Anyone affected by the power immediately becomes calm, allowing him or her to make decisions from a levelheaded, emotionally sound point of view. The power lasts for Rank hours.

With an Extraordinary success versus the Horror's Spell Defense, a questor may temporarily relieve the effects of a mark. When used in this fashion, Comfort lasts for only Rank minutes, after which, the Horror resumes control as normal.

With a Good success or better, a questor may tie this ability to a particular area (Rank x 10 feet in diameter) for a number of hours equal to the questors Rank.

JASPREE

Ideals: Growth, Caretaker of wild flora and of farms

Questors: A majority of Jaspre's questors devote their Passion-given powers to nurturing small patches of Barsaive where plant life survived the Scourge, and to coaxing seemingly barren areas back to life. Questors of Jaspre recognize the intrinsic, basic value of plant life as the building block for all other life. They make a point of teaching this lesson to careless travelers and those who deliberately destroy their work, sometimes going so far as to trade a life for a life.

Other questors of Jaspre seek to protect the lives of animals and Name-givers as well as plant life. These questors defend the communities in which they live against marauders who would destroy any living thing, but understand that Name-givers need to sow fields in order to eat, and that some forests must die to support other life. These questors see life as an endless cycle of death and rebirth, and accept both as having equal worth. Questors of Jaspre also embrace opportunities to travel to the far reaches of Barsaive and beyond to learn more about the plant life of the world, sow life in barren lands, and to protect endangered species of plant life.

Acts of Devotion

Minor: Plant seeds over a one-acre area.

Major: Nurture a farm or forest area for one week or more.

Zealous: Protect a farm, forest area, or herd of animals from casual or deliberate harm.

QUESTOR POWERS

Plant Growth

Step Number: Rank + Willpower

The Plant Growth power allows a questor to make plants grow at an unnatural rate. While this power is particularly useful for farmers, questors can also use it to quickly create a wall of plant life as sturdy as a fortress wall.

To use this power, the questor makes a Plant Growth Test. Every point of the result represents a radius of 10 feet originating at a point designated by the questor. For example, if the questor gets a result of 15, the power affects all plant life around her for a circle of 150 feet. The questor can center the plant growth any place within line of sight.

To determine the amount of growth the power produces, the gamemaster must decide which one of three broad categories best describes the environment in which the questor is using the power: Sparse Plant Life/Rocky Terrain (1), Light Foliage/Well-Tended Farmlands (2), or Thick Vegetation/Forests (3). The number in parentheses is the growth multiplier, also shown below. This number times the questor's rank represents the amount of growth the power produces, and the Physical Armor Rating of the enhanced foliage. For example, if a Rank 3 questor uses the Plant Growth power in the



jungle, the vegetation grows to a thickness that serves as a barrier of Armor Rating 9.

Environment	Growth Multiplier
Sparse Plant Life/Rocky Terrain	1
Light Foliage/Well-Tended Farmlands	2
Thick Vegetation/Forests	3

To clear a path through the foliage without using a weapon, make a Strength Test against the vegetation's Armor Rating. To clear a path using a weapon, make a Damage Test using the weapon's step, subtracting the Armor Rating from the result. Successful attempts to clear a path create a 10-foot-long section of path. Someone pursuing a Rank 3 questor would need a Strength or Damage test result of 9 or higher to move 10 feet through the affected area. For an area 40 feet wide, the pursuer would need 4 successful tests.

Farmlands affected by the Plant Growth power yield produce equal to the questor's rank times the farm's original yield. However, farmlands can only ever produce up to six times their original yield assisted by this power, regardless of the questor's rank, because the soil can only support a finite number of plants.

The effects of this power are permanent.

Animate Plant or Tree

Step Number: Rank + Willpower

The Animate Plant or Tree power allows a questor to control a single plant or tree and command it to do her bidding. While affected by this power, the plant form can uproot itself and use its leaves, branches, and roots as limbs.

To use this power, the questor focuses his attention on a single plant or tree. He animates the plant and invests it with Attributes of a step number equal to his rank. This could make a small shrub stronger than a large tree, depending on the animating questor's rank. This apparent contradiction works because the questor changes the nature of the plant for the duration of the spell.

damage, but it stops pain. In the case of magical pain inflicted on a target, the duration of Focus might outlast the spell, thus protecting the target completely from the magically induced pain. The Focus power is useful against the pain of Wounds taken during battle, emotional terror caused by Horrors, and emotional attacks such as fear spells.

To use this power, the questor must spend at least 1 round speaking to the person whose suffering he wishes to ease. At the end of that round, the questor makes a Focus Test against the target's Social Defense. If the test is successful, the questor comforts the target and prevents him or her from feeling any pain for the duration of the power, a number of rounds equal to the difference between the test result and the target's Social Defense.

A murdering Nethermancer casts the Pain spell on a Thief. The Nethermancer has Spellcasting at Rank 5, meaning that the spell will last 8 rounds. The Thief happens to be a questor of Mynbruje (odd, but not unheard of). After the first round of immobilizing pain, the Thief begins mumbling to himself softly about how he needs to get up, and how this Nethermancer needs to be brought to justice more than he needs to sit around and whimper. After 1 round, he makes a Focus Test and successfully negates the pain. The test result was 5 points higher than the Thief's Social Defense, and so the power will last longer than the Nethermancer's spell, allowing the Thief to ignore the effects of the Pain spell and pursue the Nethermancer for the cause of justice.

RAGGOK (MAD PASSION)

Ideals: Vengeance, Bitterness, Jealousy

Questors: Because the ideals Raggok personifies can be found in the hearts of members of every race, this Mad Passion never lacks questors. People who enjoy inflicting mental and physical pain gladly imitate Raggok and accept his gifts in return.

Questors of Raggok divide themselves into two main groups based on their interpretation of how best to embody their Passion's ideals. One group believes that ostentatious displays of wealth cause mental pain in others less fortunate and so wallows in all the pleasures of the flesh that money can buy. Their constant search for even more money and treasure provides the resources needed to pay others to glorify Raggok, consciously or unconsciously, through their actions.

The second group lives ascetic lives. These questors feel compelled to imitate Raggok personally to the best of their abilities, and believe that bringing pain to the world should take precedence over their own comfort. Any wealth they accumulate is used to buy poisons, hire mercenaries to raze villages, and accomplish other acts that cause pain and suffering.

Acts of Devotion

Minor: Cause someone pain in combat. This act of devotion is rewarded for one battle against one opponent, not each successful attack.

Major: Torture a victim with expert deliberation.

Zealous: Kill someone in the name of revenge. The revenge may satisfy the questor's need for vengeance or simply fulfill a contract paid for by someone else.



QUESTOR POWERS

Painful Memory

Step Number: Rank + Charisma

The Painful Memory power allows a questor to cause painful memories to flood the mind of a target in much the same manner as the type of Horror known as a Despairthought (p. 319, ED2). The questor speaks for 2 rounds at his targets, and then makes a Painful Memories Test against the highest Social Defense of the intended targets +1 for each additional target. If the test is successful, the power affects a number of targets equal to the difference between the test result and the Difficulty Number for a number of rounds equal to the questor's rank.

For the duration of the power, painful, horrible memories, some exaggerated by the strength of the power, flood the minds of the targets. The targets can do little more than hang their heads and collapse to the ground. In order to take any other action, such as running away, rolling out of the way of an oncoming herd of horses, and so on, a person affected by the power must make a successful Willpower Test against the result of the questor's Painful Memories Test. If the Willpower Test is successful, the target remains under the influence of the power but can take limited action. However, he cannot fight, cast a spell, or do anything else that requires anything beyond a minimum of thought without making a Willpower Test with an Exceptional success against the questor's Spell Defense. If the check is successful, the action may be performed at a penalty of the questors Rank to all abilities.

Cause Pain

Step Number: Rank + Charisma

The Cause Pain power allows a questor to cause a target horrible, physical pain with the sound of his voice. To use the power, the questor must speak to the target for 2 rounds, and then make a Cause Pain Test against the target's Social Defense. If the test is successful, the questor's

voice, enhanced by Raggok's foul strength, wracks the target with pain for a number of rounds equal to the questor's rank. To determine the damage caused each round for the duration of the power, add the difference between the test result and the Difficulty Number to the questor's Willpower step and use the resulting step to inflict damage on the target. The questor makes a Damage Test each round for the duration of the power. Armor does not protect against this damage.

The effect of the power makes the target feel as if something is repeatedly driving countless needles into his flesh, even though nothing can be seen that might cause such damage. Because the attack has the power of the Passion Raggok, the target is incapacitated in any round in which he suffers damage that causes a Wound. If he suffers no damage in a given round, he may take an action. A target under the influence of the Cause Pain power may make a Willpower Test against the questor's Cause Pain result. If the test is successful, the target might continue to suffer damage, but can work past the pain and take action.

Inspire Vengeance

Step Number: Rank + Charisma

The Inspire Vengeance power allows a questor to send a victim into a directed, violent rage. The questor speaks insidious words of evil to his intended victim for 2 rounds, and then makes an Inspire Vengeance Test against the Social Defense of the target. If the test is successful, the power fills the target's mind with a desperate need to cause carnage. The target attacks whatever person within sight that he dislikes the most, fighting to the death. The person he attacks may have been a friend moments earlier, but the rage blocks this from the target's mind. As soon as he kills this person the rage induced vengeance comes to an end.

During this time, the character cannot use spells, or perform complicated actions. All attacks are considered Aggressive (see **Combat**, p.225, ED2), and the target of the spell will spend Karma and take Strain whenever available.

The Inspire Vengeance power lasts for a number of rounds equal to the questor's rank.

THYSTONIUS

Ideals: Physical Conflict, Valor

Questors: Questors of Thystonius believe that diving headfirst into physical danger is the only way to fully experience life. Their primary motivation each day is to seek challenges and opponents to test their skills and valor. According to their vision of their Passion's ideals, they must encourage others to do the same and so engage willing opponents as often as unwilling ones.

Questors of Thystonius make valiant, tireless warriors, and leap to defend entire communities single-handedly, if necessary. While this quality makes these men and women valuable allies, they cannot be counted on to consider the effects of their actions before they join battle, and so rarely learn to lead troops. Certain people, who are willing to do almost anything to avoid conflict, accuse questors of Thystonius of using their superior strength to force people to fight against their will, thus acting like overgrown bullies.

Acts of Devotion

Minor: Engage in a test of physical prowess; combat, leaping over a particularly wide chasm, and so on.

Major: Lead soldiers into battle.

Zealous: Fight a powerful opponent until one or both combatants cannot continue.

QUESTOR POWERS

Absorb Damage

Step Number: Rank + Charisma

The Absorb Damage power allows a questor to add magical armor to a single target. To use this power, the questor speaks for 1 round, attempting to inspire his target with the thrill of physical risk, then makes an Absorb Damage Test against the target's Social Defense. If the test is successful, the target adds a number of points to his Physical Armor Rating equal to the questor's rank. The power lasts a number of rounds equal to the difference between the test result and the Difficulty Number.

Inflict Extra Damage

Step Number: Rank + Charisma

The Inflict Extra Damage power allows a questor to increase the damage capability of a person involved in a fight. The power can only be used in a contest in which blows are being exchanged. For example, the power cannot be bestowed on someone trying to break down a door.

To use this power, the questor speaks for 1 round, attempting to inspire the listener to excel in physical conflict, then makes an Inflict Extra Damage Test against the highest Social Defense of the intended targets +1 for each additional target. If the test is successful, the target adds 1 step to his Damage Test for every 2 ranks (or portion thereof) of the questor's Questor talent rank, and ignores up to Rank in wound penalties for damage checks only.

The effect of Inflict Extra Damage lasts for a number of rounds equal to twice the questor's rank. The effect will end if, during the duration of the power, the target is not involved in physical conflict for 1 round. For example, a Warrior enhanced by this power could switch opponents and continue to use the power if he can move from one to



the next and attack without pause. If switching opponents requires a full round, he loses the advantage of Inflict Extra Damage.

Increase Strength

Step Number: Rank + Charisma

The Increase Strength power allows a questor to increase the Strength step number of one person, at the same time changing the steps of all abilities, talents, and skills based on Strength. This enhanced Strength does not apply to Damage Tests.

To use this power, the questor speaks to the target for 1 round, attempting to inspire him or her to absorb the strength offered by Thystonius, and then makes an Increase Strength Test against the target's Social Defense. If the test is successful, the target adds 1 step to his Strength step for every 2 ranks (or portion thereof) of the questor's Questor talent rank. This can be combined with other questor powers, but does not extend duration of other powers and is still bound by the rule of 3.

The effect lasts for a number of rounds equal to the difference between the test result and the Difficulty Number.

UPANDAL

Ideals: Building, Construction, Planning

Questors: Questors of Upandal find their greatest joy in building, or collecting money for a construction project. They offer everything they build to the glory of Upandal, eagerly embracing each new structure as a way to enrich the world and win more questors for their Passion.

Not all their devotion is expressed on such a grand scale. Questors of Upandal find equal satisfaction in tinkering with, repairing, and reproducing small objects. They use every opportunity to express their devotion to their Passion and encourage others to join them in their quest. Whether helping a farmer repair a fence or fixing a child's toy, Upandal's questors do their best to imitate their patron Passion.

Their analytical minds give Upandal's questors a penchant for devising war plans and other such designs. Unfortunately, their love of the complex and ornate tends to produce aesthetically pleasing but impractical strategies.

Acts of Devotion

Minor: Spend a week creating a new tool, weapon, or design.

Major: Help build a building, castle, or other structure that requires two to four weeks of work.

Zealous: Protect a beautiful object (a mechanical jewelry box, an ornate tower, and so on) from those who would destroy it.

QUESTOR POWERS

Create Bridge or Tower

Step Number: Rank + Willpower

The Create Bridge or Tower power allows a questor to create a temporary bridge or tower once a day. The questor meditates for 3 rounds, then makes a Create Bridge or Tower Test against a Difficulty Number of 6. If the test is successful, each point of the result over 6 creates 10 horizontal feet of bridge or 10 vertical feet of tower. The questor can make the bridge or tower shorter than the length indicated by the result of the test, but the result generates the maximum length



of the bridge or height of the tower. Bridges are 30 feet wide, and the towers are 30 feet in diameter. Each has a Physical Armor Rating of 15.

Bridges created using this power are constructed from gray stones, and have low stone railings on either side. They can span any type of obstacle, including rivers, chasms, and pits. If the questor's test result fails to generate enough feet to span the distance, nothing appears, and the power is used for the day.

Towers created using Create Bridge or Tower are also made of gray stone. A floor appears in the tower every 20 feet, connected by a spiral staircase that winds up through the interior wall of the tower, passing through each floor. A door on the first floor provides access to the tower, and each floor has two windows.

The bridge or tower remains in place for one half hour per questor rank. The questor may dispel the structure any time by making a Willpower Test against the Create Bridge or Tower Test result. For example, if the questor created a tower with a roll of 16 (giving him a potential 100 feet of tower), but only wanted 50 feet of tower, he would still make the Willpower Test to dispel the tower against a 16, not a 13. If the test is successful, the structure vanishes. A questor may only dispel his own towers and bridges.

Create Weapon

Step Number: Rank + Willpower

The Create Weapon power allows a questor to fashion a weapon from sheer will. The questor can create a weapon with a Damage step equal to or less than his Questor talent rank. For example, to create a short sword (Damage Step 4), the questor must be at least Rank 4.

To create the weapon, the questor meditates for 1 round, and then makes a Create Weapon Test against the chosen Damage step. If the test is successful, the weapon appears in his dominant hand. The weapon remains in existence for a number of minutes equal to the difference between the questor's test result and the chosen Damage step. At the end of the power's duration, the weapon vanishes. This weapon will always appear of fine quality, is easily distinguishable by merchants as a created weapon, and has markings that mention both

the name of Upandal and the questor along the primary striking edge or surface.

Fortify Structure

Step Number: Rank + Willpower

The Fortify Structure power allows a questor to fortify the walls of any structure built by Name-givers, including ships, castles, bridges, and so on. To use this power, the questor meditates for 2 rounds, and then makes a Fortify Structure Test. The result equals the number of minutes the effects of the power last. The Fortify Structure power increases the Physical Armor Rating of the structure by a number of points equal to the questor's rank + 1.

VESTRIAL (MAD PASSION)

Ideals: Manipulation, Deceit

Questors: Though questors of Vestrial apparently regularly sacrifice their real goals to the goal of fostering deceit in the name of their Passion's ideals, they should not be underestimated. For every ten questors that devote all their efforts to manipulating fellow Name-givers and events, one questor can be found guiding his fellows through brilliant, effective, diabolical plans. The precision, subtlety, and effectiveness of some Vestrial-inspired plots suggests that the apparent incompetence of the most visible questors provides a cover for countless unrecognized questors of Vestrial hidden within all levels of society.

Acts of Devotion

Minor: Lie to someone about a matter that is important to the person and has an effect on his or her life.

Major: Manipulate someone into doing something illegal, immoral, or otherwise wrong that they would not willingly do.

Zealous: Create a lie that leads to someone's death, though the questor need not be present when the death occurs. The person who dies must have allies that will seek to avenge his or her death.

QUESTOR POWERS

Deceit

Step Number: Rank + Willpower

The Deceit power allows a questor to make one person more susceptible to a lie. The questor makes a Deceit Test against the target's Spell Defense. If the test is successful, the questor adds the difference between the Deceit Test result and the Spell Defense to the result of all Charisma Tests made while lying to the target. The questor can tell a number of lies to the target equal to his rank using the effect of the Deceit power, although half-truths are counted as only half a lie.

If the questor fails the Charisma Test for two lies (or four half-truths) then the target becomes aware that something is wrong and the effect of the Deceit power immediately ends.

Discover Desire

Step Number: Rank + Willpower

The Discover Desire power allows a questor to learn one person's fondest desires. To use this power, the questor makes a Discover Desire Test against the target's Spell Defense. If the test is successful, the gamemaster tells the questor's player the target's greatest desires. The questor learns a number of desires equal to his Questor talent rank. Not all desires hold equal importance; the gamemaster should list them in order of importance.

Manipulate Desire

Step Number: Rank + Willpower

The Manipulate Desire power allows a questor to influence the desire of one person. To use this power, the questor makes a Manipulate Desire Test against the target's Spell Defense. If the test is successful, he can firmly plant in the target's mind one item, person, or goal that suddenly becomes the target's consuming desire. Add Rank steps to all Charisma Tests made against the target that suggest acquiring or keeping the planted desire. Subtract Rank steps from all Charisma Tests made against the target that suggest ignoring or abandoning the planted desire. The influence of the Manipulate Desire power lasts for a number of hours equal to the difference between the questor's Manipulate Desire test result and the target's Spell Defense.

The Passions have become restless, and clouds have often blanketed the sky, concealing even their faces from those who worship them. Questors have often commented on the change in the way things are. Some have proclaimed that it's merely continuing proof that the Passions are getting more involved with their worshipers. Others see it as the Passions preparing for something looming on the horizon. No matter which side it may be, all sides seem expectant of an answer ... one they believe they will receive very soon.





LARGE SCALE COMBAT



We approached Sky Point and there must have been more than 4000 of us. Two hours later only half remained.
— Arisius, Throal soldier, after returning from the war

In the **Earthdawn** roleplaying game, the actions of individual characters can, and do, change the world. The individual character should always remain the focus of the game. So, while airships and water ships may play an important part in an **Earthdawn** adventure or campaign by providing transportation, helping the characters complete a quest, serving as a training ground for learning new talents, adding the excitement of a break from the routine or new characters, or acting as a plot device to move the characters from one place to another, it is their pilots who should take center stage in any action.

This being said, players and gamemasters may find that they occasionally or even frequently want to play out fierce battles between t'skrang riverboats, the desperate race of a Theran ship fleeing from crystal raider drakkars, or the majestic onslaught of air support for grand-scale battles fought by ground troops. This section provides a loose system for resolving combat between ships.

These rules should support the events of a roleplaying adventure. They were not designed to provide a separate tactical game within the adventure, and the system makes several assumptions to reflect this.

First, the rules work best when left abstract. Gamemasters and players do not need to draw maps or determine the precise nature or position of ships involved in combat. More important than tactical precision are the descriptions of the battle at hand: the wind rushing against the sailors' faces, the heat of the fireballs crashing to the deck, the expression on the face of a character's opponent.

Second, the purpose of ship-to-ship combat within the context of a roleplaying adventure is to advance the action and answer the question: What happens next? Will the adventurers be captured by the crystal raiders? Will that delay make them late for the trade conference with the vital information they are carrying? Will they capture the Theran bureaucrat and hold him for ransom? Will their ship sink and its cargo be lost in the Badlands? While each encounter between ships should be exciting, that encounter is not an end unto itself. It is only a link in the chain of the adventure.

Finally, roleplaying games should focus on the specific actions of the player's characters; ship battles invariably involve the abstract activities of many gamemaster characters. It is difficult for the characters to influence such battles directly. Because the characters are the real focus of the story, the gamemaster should avoid putting them into situations in which they have little impact on events.

SHIP ATTRIBUTES

All airships and riverboats have six Attributes: Speed, Maneuverability, Firepower, Hull, Damage, and Crew. Most of the Attributes are defined as step numbers and used in the same way as a character's step numbers. Other ship attributes, however, are values that represent the amount of damage the ship can sustain before becoming derelict, the strength of the ship's armor, or other characteristics. Each of the six Attributes is described in the following sections. Specific uses of each Attribute are fully explained in the **Ship Travel**, **Speed and Hazards**, and **Ship-to-Ship Combat** sections.

SPEED

A ship's Speed Attribute reflects its cruising speed. Most ships can run faster for short bursts if necessary – a riverboat's engineer can stroke the fire engines to create a surge, a ship can catch a gust of wind, or the drummer on a galley can beat out a double time to the oarsmen. A

ship's Speed Attribute is used as a step number for making certain tests when the ship is traveling or engaged in combat. It also determines the number of yards the ship can move in a single turn, as listed in the **Ship Speed Table** (p. 190).

Riverboats gain one point to their Speed Step when traveling with the current of the Serpent River and lose 1 point when traveling against the current. Ships can have their Speed step increased by a successful use of the appropriate talent or skill (see below). The **Ship Speed Table** shows a ship's actual speed (in yards per combat turn and miles per hour) based on its speed step, as well as how far a ship can travel in an 8-hour and 16-hour period.

MANEUVERABILITY

A ship's Maneuverability Attribute reflects how quickly it can change course, flank opponents, and break off from an attack. The Maneuverability Attribute is used as a step number when making tests for various maneuvers (p. 193) and as the Difficulty Number for tests made against the ship. An Airship's Maneuverability step can also be increased by the use of the Air Sailing skill or talent. (p. 191)

FIREPOWER

A ship's Firepower Attribute represents how effective the ship's weapons are in combat. This rating reflects the number of weapons, their placement, and their range. The first number of the Attribute is used as the ship's Attack step when it makes attacks. The number to the right of the slash is the ship's Damage step.

Whenever a ship attacks with its weapons, its controlling player can divide its Attack and Damage steps and make a number of separate attacks. See the **Ship Assault** maneuver, p. 194, for more information on splitting a ship's Firepower Attribute.

HULL

A ship's Hull Attribute represents the durability of the ship - it reflects the thickness of the ship's walls, how effectively the ship's design protects its vital areas, and so on. A ship's Hull Attribute includes an Armor Rating, Ramming Rating and Cargo Rating. The Armor Rating reduces the damage of all attacks made against the ship. The Ramming Rating represents the ship's Damage step when it makes ramming attacks against opposing vessels.

The ship's Cargo Rating represents the amount of freight the ship can carry and still go full speed. The Cargo Rating is expressed as a number of *duari*, the barrels that serve as the standard of measure on the Serpent River. A ship's Speed step is reduced by 1 for every 20 *duari* above its Cargo Rating that the ship carries. If the Speed step of a ship drops to 0 (too many *duari* and combat damage may reduce the Speed step), the ship becomes a derelict.

DAMAGE

The Damage Attribute of all ships consists of three separate damage ratings, which correspond to the damage ratings of player characters. A ship's Critical Threshold Rating is the amount of damage the ship can take before it takes a Wound. Each Wound reduces each of the ship's Attribute steps by 1. When a ship accumulates damage equal to its Derelict Rating, it may no longer move or fire. When a ship accumulates damage equal to its Destroyed Rating, it sinks or crashes.

CREW

A ship's Crew Attribute represents the overall abilities of its captain and crew. The Crew Attribute consists of five separate ratings: Captain Rating, Crew Size, Crew Skill, Crew Rating and Morale Rating.

A ship's Captain Rating represents the minimum talent or skill rank a captain must possess to operate that type of ship. Gamemasters can use the Captain Rating when making tests for a ship whose captain has not been fully fleshed out with complete abilities and statistics. The Crew Size represents the number of crewmen needed to operate the ship so that it performs at its full capacity. The Crew Skill represents the average talent or skill ranks of the ship's crewmembers. A ship's Crew Rating is used in **Boarding** maneuvers (see **Boarding**, p. 193). Lastly, a crew's Morale Rating measures the amount of damage the ship can take before the crew considers surrendering. Of course, player characters may always choose to keep fighting or surrender. The Morale rating applies only to crewmen who are gamemaster characters.

SHIP TRAVEL, SPEED, AND HAZARDS

Ships often travel vast distances at comparably high speeds, whether on raids, military missions, or carrying trade goods to their destinations. The following rules describe game mechanics for two of the most important aspects of travel by river or in the air: speed and hazards.

SHIP SPEED TABLE

Speed Step	Yards per Turn	Miles per Hour	Miles Traveled in 8/16 Hours
0	8	1	8/16
1	11	2	18/36
2	14	3	24/48
3	18	4	32/64
4	22	5	40/80
5	27	6	48/96
6	33	7	56/112
7	40	8	64/128
8	50	10	80/160
9	65	13	104/208
10	80	16	128/256
11	100	20	160/320
12	130	27	216/432
13	165	34	272/544
14	220	45	360/720
15	265	54	432/864

RIVERBOATS

Ship Speed On The River

The Speed Step listed in a ship's Speed Attribute represents the ship's normal cruising speed along the river. Most riverboats on the Serpent have a Speed Step 7, but Speed Steps may vary among different types of vessels. The current of the river also affects a ship's Speed Step. If a ship is traveling against the current, reduce its Speed Step by 1. If a ship is traveling with the current, add 1 to its Speed Step.

The ship's engineer of a vessel can use their Sailing talents (or skills) to increase their ship's Speed Step as well. To do so, each character makes a Sailing Test against a Difficulty Number equal to the ship's basic Speed Step. An Average success adds 1 to the ship's Speed Step. A Good success adds 2, an Excellent success adds 3, and an Extraordinary success adds 4. If a character increases his ship's Speed Step in this manner during combat, the increase lasts only for a number of ship scale combat turns equal to the character's Sailing rank. Regardless of increases, a ship's Speed Step may never exceed 15.

The **Ship Speed Table**, below, shows the speeds of ships of various Speed Steps. For example, a ship with a Speed Step 10 travels at 16 miles per hour and can cover 80 yards per combat turn, 128 miles in 8 hours, and 256 miles in 16 hours. Typically, riverboats travel for 16 hours each day.

Jedaiyen Westhmall needs to get her riverboat 16 miles downstream to rescue a Scavian barge from the clutches of a K'tenshin warship. Her boat, Astendar's Desire, has a Speed Step 8. Her engineer makes a Pilot Boat Test against a Difficulty Number of 8 and gets a 9, an Average success. That increases her riverboat's Speed Step to 9. The riverboat will be traveling with the river's current to reach its destination, which increases its Speed Step to 10. That means Astendar's Desire will travel at 16 miles per hour, so it will reach the Scavian barge in one hour.

Navigational Hazards

The Serpent and its tributaries contain numerous hazards that a captain must safely navigate. Hidden sand bars, submerged logs and harsh weather conditions can all damage or sink a ship if its captain is not careful. To reflect the challenge of safely navigating such hazards, a ship's captain must make a Sailing Test at the start of every 8-hour period in which his ship is moving. The Difficulty Number for the test is the Hazard Level of the section of river the vessel is on. Hazard Levels are listed on the **River Hazard Table**, p. 191. If the ship will be traveling through river sections with two different Hazard Levels during the 8-hour period, the captain must make the Sailing Test against the higher Hazard Level. Traveling in darkness or hazardous weather conditions also increases the Hazard Level by the amounts shown on the table.

If the Sailing Test yields an Average success, the ship safely navigates all hazards and runs at its normal speed but neither the captain nor the ship's engineer can use their Sailing talents (or skills) to increase the ship's Speed Step. If the test yields a Good or better success, the ship safely navigates all hazards and the captain and ship's engineer may increase its Speed Step as described in **Ship Speed on the River**.

If the captain fails the test, the gamemaster makes a Hazard Test using a step number equal to the Hazard Level. This test's Difficulty Number is equal to the riverboat's Maneuverability Attribute. An Average success reduces the ship's Speed Step by 1, and a Good success reduces the ship's Speed Step by 2. On an Excellent or better success, the ship is damaged by a hazard and receives a Wound. Each Wound reduces each of the ship's Attribute steps by 1.

The various Hazard Levels of the Serpent River system are shown on the **River Hazard Table**. The Hazard Level for most of the river and its major tributaries is 7. However, several sections of the river present increased navigational hazards. These sections include the upper reaches of the Serpent in the Scol Mountains; the section of river that passes through the fenlands of the Servos Jungle west of Lake Pyros; the

stretch of the river near the Mist Swamps; and the upper reaches of the Servos, Galanga and Coil rivers. The Hazard Level of each of the Serpent Lakes is 5.

RIVER HAZARD TABLE

River Section	Hazard Level
Serpent Lakes	5
South and Mid Reaches, Coil River, Aras Sea and tributaries	7
North Reach and tributaries	8
Servos Jungle west of Lake Pyros	8
Mist Swamps and nearby river	9
Darkness	+1
Rain	+1
Storm on the river	+2
Severe storm on the Aras Sea	+3
Gale on the Aras Sea	+4

AIRSHIPS

Airship Speed

Each ship has a Speed Step that determines the speed at which it can travel. Most airships have a Speed Step of 10. This is the ship's cruising speed under normal conditions.

The **Ship Speed Table** shows the distance, in miles, traveled in an eight-hour and sixteen-hour period for each Speed Step. The number before the slash represents the distance traveled in eight hours, while the number after the slash is the distance traveled in sixteen hours. Most airships operate sixteen hours a day (traveling at night can be dangerous, and thus is not common practice), and so most usually travel the second number of miles each day. The wind can also affect the airship's speed. To reflect this in the game, lower the Speed Step of ships traveling against the wind by 1 and increase the step by 1 for ships moving with the wind.

Captains can increase their ship's Speed through use of the Air Sailing talent (or skill) based on the captain's rank in Air Sailing. To do this, the captain makes an Air Sailing Test against a Difficulty Number equal to the modified Speed Step of the ship. For each success level achieved, the captain increases the Speed Step of his airship by 1. In addition to the captain, other members of the crew can use their Air Sailing talents (or skills) to boost the ship's speed. Aside from the captain, this is most often done by the helmsman.

In combat, this type of increase to the ship's speed lasts for a number of ship scale combat turns (see **Ship-to-Ship Combat**, p. 192) equal to the captain's rank (or the rank of whoever makes the test) in Air Sailing.

Air Sailing

The most important talent for the operation of an airship is Air Sailing (p. 87, ED2). Air Sailor and Sky Raider Adepts are the primary characters that practice this talent, but the talent can be learned as a skill by non-Adepts and airship crewmen of other Disciplines. Human Adepts who serve on board airships often learn Air Sailing through the use of their Versatility talent. Even characters with no knowledge of Air Sailing can make use of certain aspects of the talent by defaulting to Willpower (see **Default Attributes**, p. 115, ED2).

The Air Sailing talent includes the practical knowledge of serving on board an airship: how to row, trim sails, steer and perform all of the functions necessary to keep an airship running. Airship crews use Air Sailing for many of the various tests described in this chapter.

Air Sailing also provides much of the magic that allows an airship to soar through the sky as easily as an ordinary ship sails across water. A normal wooden oar rowed against nothing but air will do little to move a massive ship, even a free-floating airship. But the symbolic act of rowing combined with the power of the rower's will has magical effects. Rowing is a symbol of the rower's desire to move the ship. Air Sailing takes this desire and magically translates it into motive power that drives the airship. This is one of the reasons rowing is commonly used to propel airships: the force of Air Sailing magic usually allows rowed ships to travel more quickly than airships under sail. Air Sailing magic also comes into play in steering and the use of sails, but airships under sail receive more of their impetus to move from the winds than the efforts of the crew.

Even non-Adepts untrained in Air Sailing can make use of this magical aspect of the talent. Because the will of the rowers represents the most important factor in ship propulsion, using unskilled rowers requires a much larger number of people; skilled Air Sailors, of course, can move an airship with a fairly small crew. The larger Theran stone ships, kilas and behemoths use large crews of slave rowers as an additional means of propulsion along with sails. Countless numbers of slaves have had their lives drained away to propel Theran ships.

The minimum number of crew required to move and maneuver an airship is one-half of its Crew Size. That is the number of people who must successfully use the Air Sailing skill or talent (or an equivalent number if higher than Average successes are obtained; see p. 87, ED2) in order to propel the ship in any direction. The Difficulty Number for this test is 4, plus 1 for each Wound the ship has taken. In most situations, the gamemaster can assume or improvise what happens with a ship, but if large numbers of crewmen are wounded or killed in combat, rolling out the results may be necessary. If insufficient Air Sailing successes are achieved to fly the ship, then it goes adrift. The magic and True Elements will keep it afloat, but it will drift indefinitely unless a crew manages to take control of it.

AIRSHIP HAZARD TABLE

Area	Hazard Level	Pursuit Modifier
Controlled territory	5	+1
Open plains of Barsaive	7	+0
Mountains		
(Twilight, Delaris, Scol, etc.)	8	-2
Servos Jungle	8	-2
Badlands		
(Mist Swamps, Liaj Jungle, etc.)	9	-3
Scarlet Sea	10	-4
Death's Sea	12	-6
Rival Territory	+1	-1
Darkness	+1	-1
Rain	+1	-1
Storm	+2	-2
Major storm	+3	-3
Severe storm	+4	-4

Travel And Hazards

The skies of Barsaive require great skill and experience to navigate. The most common problems are storms or turbulence, and airship crews constantly check the wind and weather to prevent mishaps from occurring. Other hazards, like flying creatures, are also a factor. In each eight-hour time period that a ship is flying, its captain must make an Air Sailing Test against a Hazard Level based on the area where the ship is traveling (usually 7) to check for hazards. On an Average success, the ship runs at its normal speed, but the captain cannot use his Air Sailing talent to increase the ship's speed. A Good success or better entitles him to attempt such a speed increase (see *Air Sailing*, p. 191).

If the test fails, the gamemaster makes a Hazard Test using a step number equal to the Hazard Level of the area against a Difficulty Number equal to the airship's Maneuverability. On an Average success, the ship's Speed is reduced by one step. On a Good success, the ship's Speed is reduced by two steps. On an Excellent success or better, the ship is damaged and receives a Wound. Each Wound reduces all of the ship's steps by 1 (see *Ship Damage*, p. 195). This Wound is an abstract representation of stress or damage caused to the ship by tight maneuvering, accidents, creatures and so on.

The various Hazard Levels of Barsaive's major air routes are shown on the *Airship Hazard Table*. The Hazard Level for most of Barsaive is 7. Controlled territory is any region controlled by the airship's owners, such as a Stoneclaws airship flying over that moot's territory in the eastern Twilight Peaks or a Theran airship over the Rugaria Province. Rival territory is controlled by an unfriendly aerial power, such as a Theran ship flying over the Twilight Peaks. Certain areas of Barsaive have higher Hazard Levels, particularly regions of the Twilight Peaks and other mountain ranges, the Mist Swamps, the Servos Jungle, the Liaj Jungle and other regions where large numbers of aerial monsters live, including Death's Sea and the Scarlet Sea. If a ship runs through adjacent regions with two different Hazard Levels during an eight-hour period, it must use the highest Hazard Level when making the Air Sailing Test.

In addition to the inherent hazards, weather and daylight are key factors in travel. For airships that travel part of their daily distance in darkness, it becomes more difficult to identify hazards during that period. Add +1 to the Hazard Level for any eight-hour period during which the ship is traveling in darkness. Rain also limits visibility and increases the Hazard Level by +1. A storm, with gusting wind and driving rain, increases the Hazard Level by +2; violent storms add +3, sometimes even +4 to the Hazard Level.

Terrain and hazards can also affect an airship chase. The Pursuit Modifiers in the second column of the *Airship Hazard Table* are applied to the Speed Steps of all ships involved in pursuit (see *Ship-to-Ship Combat*, below).

SHIP-TO-SHIP COMBAT

The rules in this section assume that the goal of any crew is to either board another ship and attack its crew in hand-to-hand combat, or escape an attack. The first goal allows the player characters to directly influence the outcome of an event (the battle) using their own skills, talents, and powers. The second goal allows adventurers to carry on with their business without interruption, which also means that they can directly influence events with their own skills, talents, and powers.

These rules generally serve to move ships farther apart or closer together, either way allowing the player characters to regain the spotlight. If the ships move closer, player characters may engage in combat; if the ships draw apart, either ship may attack and defeat his opponent from a distance, or flee.

SCALE

In keeping with our desire to make this combat system abstract, these rules do not base combat resolutions on the distances between ships. Time is treated equally abstractly, with captains maneuvering their ships in turns of unspecified length. If players want to limit the amount of time allocated to each ship's movement, we suggest that each turn last 1 minute. Remember that as soon as the action moves back to the characters, time is divided into Combat Rounds, as described in the *Combat* section of the ED2 rulebook.

PURSUIT AND ENGAGEMENT

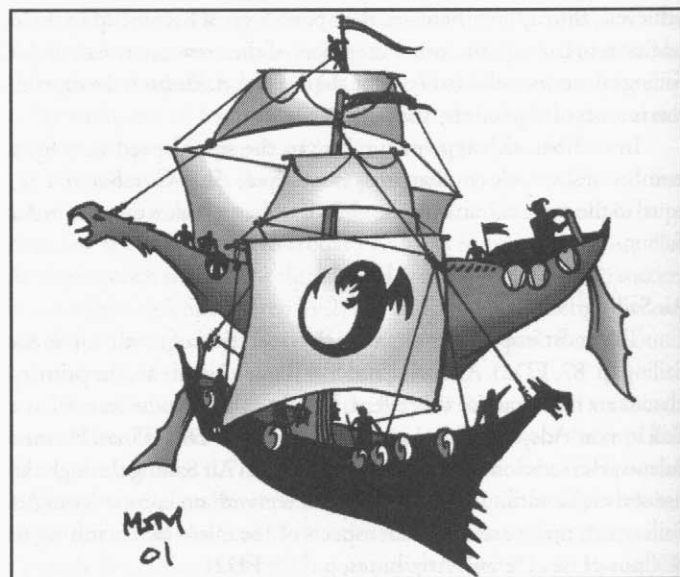
Two ships that can see each other across a distance of air or water may react in two ways: either the ships engage in combat, or they do not. How the ships react is determined by the desires of the ships' captains and the capabilities of the ships.

If the captains of all ships involved decide to engage in combat, the players use the rules below to initiate combat.

If none of the captains wish to engage in combat, then the ships simply go their separate ways.

If some of the ships wish to avoid combat, and others want to engage in combat, those determined to engage begin a pursuit. At the beginning of each round, each ship makes a Speed Test. If the ship is in pursuit, make the Speed Test against the lowest Speed Step of the ships it is pursuing. If the ship is being pursued, make the Speed Test against the highest Speed Step of the pursuing ships. The ship that makes 3 successful tests first achieves its goal. If, at the start of the pursuit, each ship makes 3 successful tests in a row, the pursuit continues until one ship succeeds at 3 tests and the other fails.

For example, if the ship trying to escape makes 3 successful tests first, it moves beyond the pursuing ship's firing range. If the pursuing ship makes 3 successful tests first, it engages the fleeing ship and uses the combat rules below to attack.



A pursuing ship that falls behind a fleeing ship can continue to follow the fleeing ship, and might eventually catch it. If, during the subsequent hour of travel, the pursuing ship gets a Speed Test result higher than the Speed Step of the fleeing ship, it can again attempt to engage the fleeing ship by repeating the sequence of play above. As long as the pursuing ship fails to get a Speed Test result higher than the fleeing ship's Speed Step, it can continue to follow but will not catch the fleeing ship.

COMBAT

All types of ship-to-ship combat, including airship to airship, water vessel to water vessel, or airship against water vessel can be conducted according to a standard, three-step procedure consisting of Declaration, Initiative, and Resolve Actions. Various maneuvers that can be used during the combat sequence appear at the end of this section.

The following steps for ship combat are explained in more detail below:

1. **Declaration:** The captain of each ship chooses one of the ship's available maneuvers.
2. **Initiative:** The captain of each ship makes an Initiative Test.
3. **Resolve Actions:** In descending order of Initiative, each captain resolves the maneuver chosen in the Declaration phase.

DECLARATION

Before any actions are taken in a round, the captain of each ship declares that his or her ship will perform a specific maneuver.

This phase allows the players to create a strategy. Captains can change their choice of maneuver for the round after they hear the captains of other ships declare their maneuvers. Each captain can continue to alter his strategy in response to other captains' strategies until everyone has a plan they are willing to implement. The Initiative Test determines the order of the actions, and so the captain's Initiative Test result determines the outcome of the round.

The gamemaster should allow the players to control any ship that the characters are on but do not control (they are passengers or crew, rather than the captain). By allowing the players to control the captain, the gamemaster keeps the characters involved in the game during the ship battle.

INITIATIVE

Each captain makes an Initiative Test using the ship's Maneuverability step (see the **Combat** rules, p. 217, ED2). If the players are controlling the ship for a gamemaster character captain, they should make the Initiative Test.

RESOLVE ACTIONS

Resolve each ship's maneuver in descending order of Initiative. Each ship makes a test for each maneuver, as described in Ship Maneuvers, below. As soon as a ship succeeds at its declared maneuver, no other ship can complete a maneuver against that ship.

The Ponkaraa, a t'skrang riverboat, gains the Initiative over the Vespoora, another riverboat. The Ponkaraa's captain intends to board the Vespoora, while the Vespoora's captain

decides to assault the Ponkaraa with his cannons. The Ponkaraa makes a successful Boarding Test. It moves alongside the Vespoora and the boarding begins. The sailors of the Vespoora quickly leave their fire cannons and prepare for hand-to-hand combat. The Vespoora attack is aborted.

A Theran vedette comes under attack by two crystal raider drakkars. The captains of the two drakkars declare that they will close and attempt to board the vedette. The vedette's captain declares that it will attempt to ram the second drakkar.

The captains make their Initiative Tests. The first drakkar goes first, the vedette goes second, and the second drakkar goes last.

The first drakkar makes a Boarding Test to board the vedette and succeeds. It rushes up to the vedette and its crew begins swinging across to the enemy decks, even as the vedette builds up speed and attempts to ram the second drakkar (If the vedette's captain had decided to ram the first drakkar, the ramming maneuver would be aborted because the first drakkar made a successful maneuver). The gamemaster makes a Ram Test for the captain of the vedette and successfully rams the second drakkar. The second drakkar takes damage and may not make its attempt to board the vedette. If the vedette failed to ram the second drakkar, however, it would mean the second drakkar had successfully maneuvered around the ramming attempt and could make a Boarding Test to board the vedette.

SHIP MANEUVERS

Airships and water ships can make 5 different maneuvers during combat. The following information appears for each maneuver. The name of the maneuver and the type of ship that can use that maneuver (airship, water ship, or both) appears first, followed by a description of the maneuver. The description lists the combat effects of the maneuver, the type of test required, and the Difficulty Number for the test.

All maneuvers have a Failure Modifier. This modifier is a number of steps that all opposing captains add to all Maneuver Tests made against a ship after it fails its declared maneuver in a given round. Ships with the highest Initiative never gain this bonus. Though moving first offers many advantages, a ship that moves first and fails its Maneuver Test may suffer serious consequences.

The captain of a drakkar declares she will make a boarding maneuver against a Theran vedette. The vedette's captain declares it will attack the drakkar with its fire cannons. The gamemaster, playing the drakkar captain, makes a Boarding Test and fails. The player makes the vedette's Ship Assault Test against the drakkar and adds +4 steps to the test, because the drakkar failed its maneuver.

Boarding (Airship/Water Ship)

When performing a boarding maneuver, a ship pulls alongside an opposing vessel and catches the vessel with grapple lines so that its crew can storm the vessel and attack the opposing crew. To execute a Boarding maneuver, a ship must make a successful Maneuverability Test against a Difficulty Number equal to its target's Maneuverability Attribute. If the maneuver succeeds, the ship's crew can attack the enemy crew in the next turn.

In a boarding battle, each side makes an Attack Test, using its Crew Rating, against a Difficulty Number equal to the opposing crew's Crew Rating. If the attacking crew prevails, it makes a Damage Test, using its Crew Rating, against the opposing crew's Crew Rating. All crews may use their ship's Armor Rating when withstanding an attack. If the damage from a single attack exceeds a ship's Critical Threshold Rating, its crew takes a Wound and all the ratings of its Crew Attribute are reduced by 1 step. Additionally, 5 percent of the crewmembers sustain serious injuries and will not survive without medical assistance. If a crew accumulates damage equal to or higher than its Morale Rating, the crew may surrender to the enemy.

A crew can fully recover its Morale Rating after 3 turns, providing it does not take any additional damage in those 3 minutes and does not surrender. A crew can only recover from Wounds by recruiting more crewmembers or allowing injured crewmembers to heal completely. Most often, recruiting new members and healing injured members takes at least 1 week.

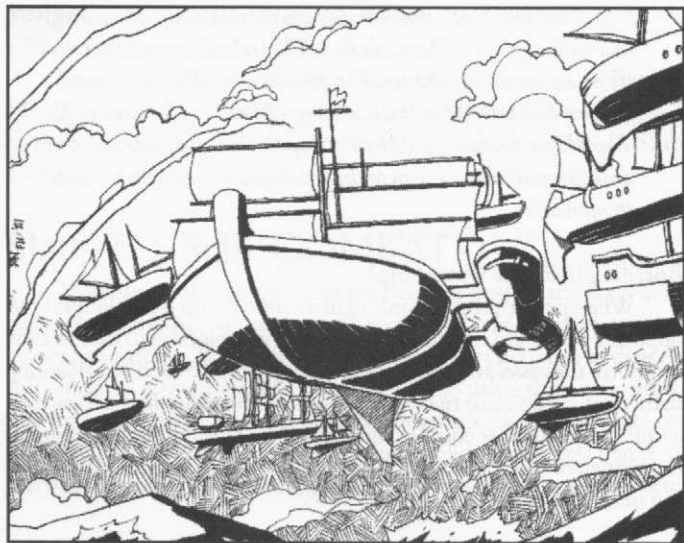
If individual player characters fight in boarding actions, begin the ship combat sequence using the previously described rules. After the first turn of ship combat, run 5 standard Combat Rounds. Every time a player character incapacitates or kills an enemy crew member, reduce the enemy crew's Morale Rating by 1 and add 1 to the Morale Rating of the player character's crew. After 5 rounds of standard combat, conduct another ship-combat turn. Repeat this sequence until the battle has ended. Warn player characters when their own crew's morale is about to break, because their side's surrender may suddenly leave a small group of player characters facing considerable odds.

Failure Modifier: +4

Break Off (Airship/Water Ship)

A ship that wishes to break off combat can do so by making successful Speed Tests in 3 consecutive turns. The Difficulty Number for these tests is equal to the highest Maneuverability Attribute among the ships in the opposing fleet. Opposing vessels may continue to attack the fleeing vessel during these turns. If the fleeing vessel's Speed Tests are successful, its opponents must initiate pursuit to catch the ship before they can engage it in combat.

If a ship has been successfully boarded by an opponent, the ship must achieve an Excellent or better success on one of its Speed Tests to break off.



If the test fails, the enemy captain saw the path the escaping ship had chosen, and managed to cut off that line of retreat.

Failure Modifier: +2 steps

Ground Assault (Airship)

An airship may swoop low and use its weapons against a riverboat or target on the ground. This tactic makes a ship quite vulnerable if the maneuver fails.

To make a ground assault, the airship's captain makes a Maneuverability Test against a Difficulty Number of 8. If the test is successful, the ship swoops down low over the ground, fires its weapons, and rushes back up into the sky. If the test fails, the ship approached the ground at an awkward angle and could not make the assault.

Riverboats can use a similar tactic against static targets on the shore, but not against other ships. During a riverboat's ground assault maneuver, a ship swoops in toward shore, fires at targets on the shore as it passes, then sharply veers away from shore to avoid return fire.

Failure Modifier: +4 steps

Ramming (Airship/Water Ship)

A ship can attempt to ram an enemy ship. A successful attempt causes damage. A riverboat cannot ram an airship unless the airship is grounded in the river.

To attempt a ramming maneuver, the captain of the ship makes a Speed Test against the Maneuverability Step of the ship he wishes to ram. If the test is successful, the ramming ship crashes into the target ship.

To determine damage, the ramming ship makes a Damage Test using the Ramming Step. The result is the damage caused to the target ship. The target ship's Hull Armor Rating protects against this damage.

Failure Modifier: +6 steps

Ship Assault (Airship/Water Ship)

During a Ship Assault maneuver, a ship uses its weapons to attack an enemy ship. To do so, the ship makes an Attack Test, using the Attack Step from its Firepower Attribute. The Difficulty Number for the test equals the target vessel's Maneuverability Attribute. The Damage Step from a ship's Firepower Attribute determines the damage caused by a ship's firing attacks. A vessel that succeeds in the Ship Assault maneuver may still be attacked by other vessels in the same Ship Combat round using Ship Assault maneuvers.

A ship may also fire on several enemy vessels in a single turn. To do so, the attacking ship makes separate Attack Tests against each targeted vessel. However, the attacker must split its Attack Step among these tests. An attacker can make only 1 attack against any one target per turn. Additionally, the attacker suffers a Failure Modifier of -1 for each attack that fails to hit its target. To calculate the damage caused by successful multiple firing attacks, reduce the attacker's Damage Step by 1 for each target after the first.

For example, a ship with a Firepower Attribute of 15/18 can attack 3 opponents, using an Attack Step of 5 for each attack. Each successful attack would cause Step 16 damage.

Crewmembers may also fire cannons at characters or creatures and use ranged attacks to strike at enemy characters. For rules governing these actions, see *Using Talents in Ship-to-Ship Combat*, p. 195.

Failure Modifier: +0 if attacking only 1 ship/+1 for each additional ship attacked

USING TALENTS IN SHIP-TO-SHIP COMBAT

Captains, helmsmen and riverboat engineers can make appropriate Sailing (Air Sailing for airships, Sailing for water vessels) Tests to boost the capabilities of their ships during combat. For a riverboat, a captain can increase his ship's Maneuverability Attribute in this manner, while a ship's engineer can increase his ship's Speed Step. On an airship, wind- or muscle-powered vessel, the helmsmen can increase the ship's Maneuverability Attribute, while the captain can increase the ship's Speed Step. The Difficulty Number for such a test equals the Attribute Step the character wishes to enhance. An Average success adds 1 to the Attribute. A Good success adds 2, an Excellent success adds 3, and an Extraordinary success adds 4. The Attribute increase lasts for a number of ship scale combat turns equal to the character's Sailing rank.

Any character on a ship can use magic or missile weapons to make ranged attacks against targets. Unless the target vessel has just conducted a Ram maneuver against the character's ship, however, such attacks are considered Called Shots at a range of approximately 50 yards. Called Shot attacks receive a -2 step penalty to their Attack Tests. For the applicable range modifiers of missile weapons, see page 212 in the ED2 rulebook. Characters make Attack Tests against a Difficulty Number of 7 to have a chance of damaging a vessel. If the test result is less than 7, the blow glances off the ship and causes no damage. The Spell Defense of a ship is half the ship's Armor Attribute, and a vessel's Mystic Armor is equivalent to its Armor Attribute. Any damage from a character's attack that is greater than a vessel's armor rating is divided by 5 before it is applied to the vessel.

Characters may also use their Missile Weapons talents or skills to fire their ship's weapons at enemy characters, creatures, and other targets. Missile Weapons is the only talent that may be used with ship's weapons. Aiming a ship's weapons takes considerable time and effort, so unless the target is as big as a riverboat, any such attack is considered a Called Shot and takes a -3 step penalty on the Attack Test. Because ship weapons must be reloaded after each firing, they can only be fired once per ship-combat turn, or once every 5 standard Combat Rounds—so characters should attempt to make that first shot count! Damage from ship weapons when used against characters are listed on the table below.

SHIP WEAPONS DAMAGE TABLE

Weapon	Damage Against Characters
Fire Cannon	36
Catapult	26-30
Ballista	24
Spear Thrower	12

GROUNDING SHIPS

The larger Theran airships may land on the ground and take up a position as a castle. If a ship wants to land, it simply does so, at that point abandoning the option to perform many of the ship combat maneuvers—they may only Ship Assault. Grounded vessels take no Failure Modifiers if they do not succeed in their Ship Assault. Kilas and Behemoths receive no penalties for becoming grounded, however other airships are at a 2-step penalty to their attack tests. Attacking airships may make ground assault maneuvers against a grounded ship.

SHIP DAMAGE

Damage to ships is resolved in much the same manner as damage to characters. First, the Armor Rating from the ship's Hull Attribute reduces damage when appropriate. Cumulative damage eventually has serious effects on a ship's performance. Ships may take critical hits, become derelict, or be destroyed.

Critical Threshold: If the damage inflicted on a ship from a single attack equals or exceeds the ship's Critical Threshold, it has taken a critical hit, just as characters receive Wounds. For each critical hit starting with the first, the player subtracts 1 step from all the ship's Attributes. Each critical hit also indicates that 5 percent of the ship's remaining crew are Wounded or killed.

Derelict Rating: If a ship's total damage equals or exceeds the Derelict Rating, the ship has sustained enough damage to render it inoperable. It cannot fire or move according to the crew's will. If on water, the ship floats where the current carries it. If in the air, the ship floats with the air currents, or moves on a straight path.

Destroyed Rating: If a ship's total damage equals or exceeds the Destroyed Rating, the ship sinks, either falling to the ground or sinking under the water. Crewmembers can survive the attack by swimming away on the river, or by use of the Wind Catcher Talent (p. 112, ED2) in the air; any crew members trapped on board are considered dead. Destroyed ships cannot be salvaged except under extraordinary circumstances and according to the gamemaster's whim.

EFFECTS OF DAMAGE

Critical hits decrease the step number of five of the ship Attributes. As soon as an Attribute step drops to 0, the ship is considered Derelict or Destroyed, which decreases all ship Attributes to 0. Each critical hit has the following effect on Speed, Maneuverability, Firepower, Hull, and Crew.

Speed

As a ship's Speed Step is reduced, it moves more slowly. If the Speed Step reaches 0, the ship no longer moves. This means that the oars are all broken, the masts have collapsed, the fire engine is destroyed, and so on.

Maneuverability

Damage to a ship's Maneuverability increases the time required to respond to changing circumstances. Because it responds less quickly, it may suffer even more damage. Damage to Maneuverability means that the rudder is ruined, the controls are damaged, the sail masts are damaged and cannot function properly, and so on.

Firepower

When a ship loses Firepower, it means one or more of its weapons have been destroyed. Each critical hit reduces both the Ship Assault Step and the Damage Step by 1. When either value reaches 0, the ship has no weapons left.

Hull

Damage to the hull compromises the structural integrity of the ship, reducing the Armor Rating and the Ramming Step. If the ship's Hull step reaches zero, the ship sinks or crashes.

Crew

For every wound a ship takes, 5 percent of the ship's crewmembers are killed or seriously wounded. Reduce the crew rating by 1 for each wound. If the Crew Rating drops to zero, there are not enough crewmembers left to board, or repel boarders. In addition, reduce the effective talent or skill step of the captain's sailing by 1 for every Wound his vessel takes. If the captain's effective rating drops to zero, he may no longer make attempts to improve his vessel's attributes.

REPAIRING DAMAGED SHIPS

Two types of repairs can be made to damaged ships: crew repairs and shipyard repairs. Crew repairs can be performed while at anchor or on the fly. To use crew repairs to fix ship damage that has not resulted in a Wound, the controlling player makes a Recovery Test using the ship's Crew Rating as the step number. The result of the test equals the number of Damage Points recovered. A ship can only make one such test per day.

When using crew repairs to fix a ship that has taken one or more Wounds, the controlling player must make multiple tests: a Crew Repair Test and a number of Recovery Tests. The ship's Crew Rating, which should be modified for wounds, serves as the step number for the Crew Repair Test. The Difficulty Number for the test equals the number of Wounds the ship has taken plus 8. Additionally, the ship must drop anchor for 1 full day for each Wound to be repaired. The Crew Repair Test result determines how many Wounds the crew successfully repairs. An Average success level repairs 1 Wound. A Good success repairs 2 Wounds; an Excellent success, 3 Wounds; and an Extraordinary success, 4 Wounds.

Additionally, the Crew Repair Test success level indicates how many Recovery Tests the crew can make to recover Damage Points. On an Average success, the crew can make 1 Recovery Test. On a Good success, it can make 2 Recovery Tests, and so on. These Recovery Tests use the ship's Armor Rating as the step number. The result indicates how many Damage Points have been recovered.

A ship's controlling player may repeat Crew Repair Tests as often as desired but can make only one Crew Repair Test at a time. If a Crew Repair Test fails, the crew can make no further repairs and any damage must be repaired in a shipyard. In addition, a Poor failure means the ship suffers an additional Wound, due to some accident that occurred during repairs.

Each Wound repaired restores 1 step to all of a ship's Attributes, except for its Crew Attribute ratings. A ship can recover Crew Attribute steps only by recruiting new members. This can lead to an interesting problem, because most riverboats are run as "family enterprises." New crewmembers from outside the covenant are seldom trusted and difficult to recompense. Crystal raiders have even more tightly knit crews, and new crewmembers from outside their trollmoot are almost never recruited. Military airships, of course, require new crewmembers to be part of the Navy. Merchant airships can be more lenient about recruiting, but have a difficult time finding skilled Air Sailors anywhere other than in major cities.

Crew Repairs on the Fly

Sometimes a crew needs to get underway more quickly than the usual repair methods will allow. In such cases, a crew can attempt to make repairs while its ship is still moving – "on the fly," so to speak.

When attempting such repairs, the Difficulty Number for the Crew Repair Test takes a +2 on-the-fly modifier and a modifier based on the time spent making the repair. These modifiers are shown on the **Crew Repair Test Table**, below.

A crew can also concentrate on repairing a single Attribute of its ship, such as its Speed Attribute. In this case, the crew gains a +3 bonus to its Crew Rating for the Crew Repair Test. However, Wounds recovered in this manner raise the selected Attribute only. Such repairs have no effect on other Attributes.

The Elementalist spell, Repair (p. 159, ED2), offers another method of effecting quick repairs. When using this spell, the Effect Test replaces the standard Crew Repair Test, but add a +6 modifier to the test's Difficulty Number.

CREW REPAIR TEST TABLE

Repair Conditions	Difficulty Number/Modifier
At Anchor	Number of Wounds + 8
On the Fly	+2 Difficulty Modifier
5 hours	+2 Difficulty Modifier
1 hour	+3 Difficulty Modifier
10 minutes	+4 Difficulty Modifier
Repair single Attribute only	+3 to Crew Rating

Shipyards Repairs

Shipyards repairs do not entail any tests. Instead, the ship's crew pays a repair fee, and the shipyard makes the repair in a set number of weeks (A riverboat or crystal raider drakkar that returns to its home village or a military vessel that returns to its home port pays no fee, but repairs still take the usual time). Rather than restoring a ship's Wounds, shipyard repairs restore the separate Attributes of a ship. Fees are based on the number of steps the ship's crew wants restored in each Attribute. Because Elemental Fire engine technology is a unique, jealously guarded t'skrang secret, only t'skrang shipyards can repair the Speed and Maneuverability Attributes of ships powered by fire engines. The **Shipyards Repair Table** shows the standard costs and time required for shipyard repairs.

Most shipyard operators request a 20-percent deposit before they begin repairs and expect ship owners to haggle over the fee. The minimum cost to repair a damaged ship is 200 silver pieces, even if the ship has not taken a Wound. Such repairs restore all Damage Points.

SHIPYARD REPAIR TABLE

Attribute	Repair Cost	Repair Time
Speed	200 sp/step	1 week/step
Maneuverability	300 sp/step	1 week/step
Firepower	300 sp/step	1 day/step
Hull		
Less than 25 percent of Destroyed Rating	200 sp/step	2 weeks/step
26-75 percent of Destroyed Rating	800 sp/step	4 weeks/step
More than 75 percent of Destroyed Rating	x 2/3 original cost	6 months

During a battle with a Henghyoke marauder in Lake Pyros, the V'strimon patrol boat Allegro takes 3 Wounds and 52 Damage Points before it breaks off from its opponent. The Allegro's captain knows that his ship will not escape pursuit unless he can get more speed within the hour, so he orders his crew to repair the shimorani's Speed Step on the fly. The base Difficulty Number for the Crew Repair Test is 11 (Number of Wounds + 8). The test receives a Difficulty Modifier of 5 (+2 for an on the fly repair and +3 for performing the repair in 1 hour). That produces a final Difficulty Number of 16. The Allegro has a Crew Rating 16, but that rating receives a +3 modifier because the crew is repairing a single Attribute, and a -3 modifier for the Wounds. That means the controlling player uses Step Number 16 for the test.

The Crew Repair Test yields a 24, a Good success! This means that the ship recovers 2 Wounds, which pushes the ship's Speed Step from 5 up to 7. With the boost in speed, the patrol boat is able to evade the marauder during the subsequent pursuit. The Crew Repair Test result also provides the Allegro's controlling player with 2 Recovery Tests to recover Damage Points. The ship still has 1 Wound, so the Armor Rating for the tests is 17. The Recovery Tests yield results of 15 and 11, so the Allegro recovers 26 Damage Points. That leaves the ship with 26 Damage Points.

Some time later, the Allegro limps into a dwarf town on the eastern shore of the lake. The shipyard owner there tells the captain that the yard can refit the damaged fire cannon and fill in the holes in the hull (Firepower and Hull Attributes), but repairing the damage to the fire engine and paddle wheel (Speed and Maneuverability Attributes) are beyond his engineer's abilities. The captain asks for an estimate on the work, and the dwarf tells him that repairing the fire cannon, which still has 3 Wounds, will cost 900 silver pieces and take 3 days to complete. The hull damage is down to 16 points, slightly more than 25 percent of the ship's Destroyed Rating. Three Wounds remain, so repairing the hull will cost 2,400 silver pieces and take 12 weeks.

The captain and the shipyard owner sit down to haggle over the 3,300-silver piece price tag. Of course, the captain still needs to find some good sailors to replace his casualties (Crew Attribute), and dwarfs are not exactly what he had in mind!

SHIP MAINTENANCE

Airships and Riverboats require frequent maintenance to remain in full working order. Fire engines must be tuned and stocked with kernels of Elemental Fire; paddlewheels must be balanced on their crankshafts; and hulls must be scraped clean of barnacles. Airship rudders need to likewise be balanced and checked, the hull and sails must be patched and weathering must be repaired. In both cases, a large number of appurtenances, from rope to oars to doorknobs, must be refurbished or replaced. To reflect these maintenance needs, each month a ship's captain or engineer must make a Maintenance Test, using his appropriate Sailing talent (or skill), against a Difficulty Number equal to the number of months that have passed since the ship's last overhaul. If the test fails, the ship takes a Wound that can only be repaired with an overhaul. T'skrang shipyards provide the best overhauls – in fact, t'skrang shipyards are the only places where fire engine-powered vessels can

receive complete overhauls. An overhaul takes 1 week to complete and costs 10 silver pieces for each point of the ship's Critical Threshold Rating.

Additionally, crews need to keep their ship's fire engines and fire cannons supplied with ample amounts of Elemental Fire and Elemental Air. Fire engines consume 1 kernel of Elemental Fire for every 200 hours of operation (about 1,000 miles of travel under normal speeds). Each time a captain or ship's engineer increases a ship's Speed Step beyond its regular rating, whether in combat or in the course of travel, the kernel loses 10 hours of life (50 miles of travel). Fire kernels are packaged by skilled craftsmen in boxes reinforced with orichalcum and Elemental Earth. Typically, a box contains 5 kernels and costs about 500 silver pieces in South Barsaive the South Reach, 600 silver pieces in mid-Barsaive, and 650 silver pieces in the North.

Standard fire cannons hold 5 kernels of Elemental Fire and 5 kernels of Elemental Air. The cannons work by mixing kernels of each substance, which creates a fireball. Elemental Air can be purchased in boxes of 5 kernels. Because Elemental Air can be found throughout the skies of Barsaive, boxes of it can be purchased for approximately 400 silver pieces throughout the province. Purchasing a new fire cannon costs 7,000 silver pieces.

A single volley from a ship's fire cannons consumes 1 kernel of each element for each point of firepower above 12. For example, an aropagoi warship with a Firepower Attribute of 17/17 would use 5 kernels of fire and 5 kernels of air (17 - 12) each turn it fires its cannons.

Quality reloads for Ballistae, Catapults, and Spear Throwers are significantly less expensive, costing only 3 silver per point of firepower per volley. Improvised reloads can cost less, and even be free if the crew takes the time to manufacture them from available resources. However, improvised reloads may, at the gamemaster's discretion, suffer penalties to Damage or Attack Tests, due to their amateur construction.

SHIP DESCRIPTIONS

The following ships represent the standard designs floating and flying across Barsaive. Airships may be either stone or wooden. Stone airships are used almost exclusively by the Therans, while wooden airships are common among the rest of Barsaive's population. These descriptions present the stone airships first in descending order of size, followed by wooden airships, also in descending order of size. The final section describes the two most common water ships; the riverboats used by the t'skrang and ocean-going galleys.

Note that the Firepower assigned to these ships represents the maximum Firepower available for ships of standard design. These craft simply do not offer enough room for additional cannon to be used without accident.

AIRSHIPS

Airships still resemble the waterborne vessels that served as their models, though each generation of stone ships strays further from those standard designs. Airships require tremendous and carefully crafted magic to float through the sky, and each ship and its crew represents a valuable commodity.

Behemoth

Behemoths are the massive floating Theran cities. These immense stone structures measure hundreds of yards to a side, each of which

mounts several fire cannon. The ship can only face one side to an enemy ship at any time, and its Firepower reflects this slight disadvantage. The Firepower Attribute represents the firepower for a single facing, and if being attacked on multiple sides, each facing may engage its opponents without affecting the Firepower Attributes of the other sides. Often hexagonal, Behemoths may have six of more facings engaged in combat.

Behemoths carry up to several hundred troops above and beyond its crew rating, which are made up mostly of Air Sailor or Warrior/Swordmaster Adepts. These troops can act as replacement crew.

Speed: 10	Crew
Maneuverability: 7	Captain: 8
Firepower: 25/30	Crew Size: 250
Hull	Crew Skill: 2
Armor Rating: 25	Crew Rating: 22
Ramming: 35	Morale: 940
Cargo: 2,000	
Damage	
Critical: 23	
Derelict: 930	
Destroyed: 1000	

Kila

The Theran Empire uses the huge floating fortresses known as kilas as battle platforms. The size of large castles, these stone ships serve the Therans as portable bases. These ships mount many fire cannon, but their large size limits kilas to facing only one side to an enemy ship at any time. The Firepower of a kila reflects this disadvantage. The Firepower Attribute represents the firepower for a single facing, and if being attacked on multiple sides, each facing may engage its opponents without affecting the Firepower Attributes of the other sides. Often triangular or square, Kilas may have three of more facings engaged in combat.

Speed: 8	Crew
Maneuverability: 9	Captain: 6
Firepower: 25/25	Crew Size: 170
Hull	Crew Skill: 2
Armor Rating: 20	Crew Rating: 18
Ramming: 35	Morale: 164
Cargo: 500	
Damage	
Critical: 21	
Derelict: 171	
Destroyed: 200	

Vedette

The Theran Empire uses their small stone vedettes as mining barges, attack ships, cargo carriers, and troop transports, as well as for other tasks. While very maneuverable, vedettes cannot support the massive fire cannon of the larger stone ships, and so mount considerably less Firepower. Theran vedettes used for escort duty use the Firepower listed. Vedettes used as mining ships use the Firepower of 8/10.

Speed: 7	Crew
Maneuverability: 10	Captain: 5
Firepower: 16/16	Crew Size: 40
Hull	Crew Skill: 1
Armor Rating: 20	Crew Rating: 15
Ramming: 25	Morale: 65
Cargo: 100	
Damage	
Critical: 18	
Derelict: 63	
Destroyed: 70	

Galleon

Galleons are the largest of the wooden airships. These massive vessels reach lengths of up to 100 yards, and widths of more than 25 yards. Only recently have these ships have returned from the realm of rumor and tales, and there are now two serving in the Throalic Navy.

Speed: 9	Crew
Maneuverability: 8	Captain: 8
Firepower: 25/25	Crew Size: 200
Hull	Crew Skill: 3
Armor Rating: 27	Crew Rating: 20
Ramming: 30	Morale: 153
Cargo: 450	
Damage	
Critical: 20	
Derelict: 142	
Destroyed: 160	

Galley

City fleets and trading companies commonly use galleys as large cargo/transport ships. These ships measure 150 feet long and more than 30 feet wide and can carry up to three hundred passengers or troops. Galleys mount considerable numbers of fire cannon, and are fairly maneuverable for their size.

Speed: 8	Crew
Maneuverability: 9	Captain: 6
Firepower: 20/20	Crew Size: 100
Hull	Crew Skill: 1
Armor Rating: 15	Crew Rating: 15
Ramming: 25	Morale: 55
Cargo: 300	
Damage	
Critical: 18	
Derelict: 63	
Destroyed: 70	

Drakkar

The smallest wooden airship, drakkars measure just over 60 feet long and 15 to 20 feet wide. The crystal raiders commonly use these sleek ships, and governments and industries field them as escort ships and mining ships. While most wooden ships use masts and sails for propulsion, drakkars use oars. This gives the commander of the ship direct control over speed and maneuverability, making drakkars very effective in ship combat.

Drakkar-size ships carry a maximum of 2 fire cannons. Drakkars used by crystal raiders do not carry fire cannons, preferring less expensive weaponry.

Speed: 8	Crew
Maneuverability: 10	Captain: 5
Firepower: 10/13	Crew Size: 30
Hull	Crew Skill: 2
Armor Rating: 12	Crew Rating: 15
Ramming: 20	(18 if Crystal Raider)
Cargo: 120	Morale: 50
Damage	(61 if Crystal Raider)
Critical: 17	
Derelect: 54	
Destroyed: 61	

WATER SHIPS

While many types of waterborne vessels ply the rivers and seas of Barsaive, only two general classes are designed to engage in and survive ship combat; the riverboats of the t'skrang, and ocean-going galleys.

T'skrang Riverboats

Only the t'skrang of the Serpent River use riverboats. Built specifically for river travel, these boats range from 50 to 100 yards long, and 40 to 50 yards wide. T'skrang riverboats carry large crews, up to 75 or 100 members, mount multiple fire cannons, and are remarkably maneuverable.

Speed: 7	Crew
Maneuverability: 7	Captain: 4
Firepower: 17/17	Crew Size: 75
Hull	Crew Rating: 15
Armor Rating: 15	Crew Skill: 1
Ramming: 25	Morale: 56
Cargo: 200	
Damage	
Critical: 18	
Derelect: 63	
Destroyed: 70	

Galley

These ocean-bound equivalents of the galley airships are built to be used in water, which gives them a slightly higher Armor Rating, but lower ramming power (these ships are tougher, but move slower). Galleys mount considerable firepower and are fairly maneuverable. Tales tell of galleys constructed to move through both water and air, but the unique demands of each type of vessel suggest that these tales are tall indeed.

Speed: 5	Crew
Maneuverability: 6	Captain: 5
Firepower: 20/20	Crew Size: 150
Hull	Crew Skill: 2
Armor Rating: 20	Crew Rating: 18
Ramming: 20	Morale: 65
Cargo: 60	

Damage

Critical: 18
Derelect: 63
Destroyed: 70

MASS COMBAT

Players and gamemasters may find that they sometimes need to play out battles between large numbers of troops. As with the **Ship Combat** rules, these rules are not meant to be a separate tactical combat game, but are instead designed to support a roleplaying adventure and keep the characters at the center of the action. The rules for mass combat are designed to be compatible with the rules for **Ship Combat**, so that a unit of archers might combat a drakkar.

SCALE

In keeping with our desire to make this combat system abstract, these rules do not base combat resolutions on the distances between units. Time is treated equally abstractly, with commanders directing their units in turns of unspecified length. If players want to limit the amount of time allocated to each unit's movement, we suggest that each turn last 1 minute. Remember that as soon as the action moves back to the characters, time is divided into **Combat Rounds**, as described in the **Combat** section of the **ED2** rulebook.

PURSUIT AND ENGAGEMENT

Two units that can see each other may react in two ways: either the units engage in combat, or they do not. How the units react is determined by the desires of their commanders and the capabilities of the soldiers. If the commanders of all units involved decide to engage in combat, the players use the rules below to initiate combat. If none of the commanders wish to engage in combat, then the units simply go their separate ways.

If some of the units wish to avoid combat, and others want to engage in combat, those determined to engage begin a pursuit. At the beginning of each round, each unit makes a **Speed Test**. If the unit is in pursuit, make the **Speed Test** against the lowest **Speed Step** of the unit it is pursuing. If the unit is being pursued, make the **Speed Test** against the highest **Speed Step** of the pursuing units. The unit that makes 3 successful tests first achieves its goal. If, at the start of the pursuit, each unit makes 3 successful tests in a row, the pursuit continues until one unit succeeds at 3 tests and the other fails.

COMBAT PROCEDURE

Mass combat can be conducted according to a standard, three-step procedure consisting of **Declaration**, **Initiative**, and **Resolve Actions**. Various maneuvers that can be used during the combat sequence appear at the end of this section.

The following steps for mass combat are explained in more detail below:

- 1. Declaration:** The commander of each unit chooses one of the unit's available maneuvers.
- 2. Initiative:** The commander of each unit makes an **Initiative Test**.
- 3. Resolve Actions:** In descending order of **Initiative**, each commander resolves the maneuver chosen in the **Declaration** phase.

Declaration

Before any actions are taken in a round, the commander of each unit declares that his or her ship will perform a specific maneuver.

This phase allows the players to create a strategy. Commanders can change their choice of maneuver for the round after they hear the commanders of other units declare their maneuvers. Each commander can continue to alter his strategy in response to other commanders' strategies until everyone has a plan they are willing to implement. The Initiative Test determines the order of the actions, and so the commander's Initiative Test result determines the outcome of the round.

The gamemaster should allow the players to control any units that the characters are on but do not control (they are sergeants or squads, rather than the commander). By allowing the players to control the commander, the gamemaster keeps the characters involved in the game during the battle.

Initiative

Each commander makes an Initiative Test using the unit's Maneuverability step (see **Combat**, p. 217, ED2). If the players are controlling the unit for a gamemaster character commander, they should make the Initiative Test.

Resolve Actions

Resolve each unit's maneuver in descending order of Initiative. Each unit makes a test for each maneuver, as described in Maneuvers, below. As soon as a unit succeeds at its declared maneuver, no other unit can complete a maneuver against that unit.

MANEUVERS

Units of troops can make at most three different maneuvers during combat, and many only have two options. The following information appears for each maneuver. The name of the maneuver appears first, followed by a description of the maneuver. The description lists the combat effects of the maneuver, the type of test required, and the Difficulty Number for the test. All maneuvers have a Failure Modifier. This modifier is a number of steps that all opposing commanders add to all Dexterity Tests made against a unit after it fails its declared maneuver in a given round. Units with the highest Initiative never gain this bonus. Though moving first offers many advantages, a unit that moves first and fails its Maneuver Test may suffer serious consequences.

Close Combat

When performing a close combat maneuver, a unit charges its opponent so that they may fight in melee combat. To execute a Close Combat maneuver, a unit must make a successful Maneuverability Test against a Difficulty Number equal to its target's Maneuverability Attribute. If the maneuver succeeds, the unit's soldiers can attack the enemy soldiers in the next turn. Note that an airship must be very near the ground or a riverboat on the shore for them to be attacked by a Close Combat maneuver.

In a close combat battle, like a boarding battle, each side makes an Attack Test, using its Troop Rating, against a Difficulty Number equal to the opposing unit's Troop Rating. If the attacking unit prevails, it makes a Damage Test, using its Troop Rating, against the opposing unit's Troop Rating. All soldiers may use their unit's Armor Rating when withstanding an attack. If the damage from a single attack exceeds

a unit's Critical Threshold Rating, it takes a Wound and all the ratings of its Attributes are reduced by 1 step. Additionally, 5 percent of the unit sustain serious injuries and will not survive without medical assistance. If a unit accumulates damage equal to or higher than its Morale Rating, the unit may surrender to the enemy.

A unit can fully recover its Morale Rating after 3 turns, providing it does not take any additional damage in those 3 minutes and does not surrender. A unit can only recover from Wounds by recruiting more soldiers or allowing injured soldiers to heal completely. Most often, recruiting new members and healing injured members takes at least 1 week.

If individual player characters fight in close combat actions, begin the mass combat sequence using the previously described rules. After the first turn of mass combat, run 5 standard Combat Rounds. Every time a player character incapacitates or kills an enemy unit member, reduce the enemy unit's Morale Rating by 1 and add 1 to the Morale Rating of the player character's unit. After 5 rounds of standard combat, conduct another mass combat turn. Repeat this sequence until the battle has ended. Warn player characters when their own unit's morale is about to break, because their side's surrender may suddenly leave a small group of player characters facing considerable odds.

Failure Modifier: +2

Break Off

A unit that wishes to break off combat can do so by making successful Speed Tests in 3 consecutive turns. The Difficulty Number for these tests is equal to the highest Maneuverability Attribute among the units in the opposing army. Opposing units may continue to attack the fleeing unit during these turns. If the fleeing unit's Speed Tests are successful, its opponents must initiate pursuit to catch the unit before they can engage it in combat.

If a unit has been successfully engaged in close combat by an opponent, the unit must achieve an Excellent or better success on one of its Speed Tests to break off. If the test fails, the enemy commander saw the path the escaping unit had chosen, and managed to cut off that line of retreat.

Failure Modifier: +1 steps

Ranged Assault

During a Ranged Assault maneuver, a unit uses its weapons to attack an enemy ship. To do so, the unit makes an Attack Test, using the Attack step from its Firepower Attribute. The Difficulty Number for the test equals the target unit's Maneuverability Attribute. The Damage step from a unit's Firepower Attribute determines the damage caused by a unit's ranged attacks.

All enemy soldiers may use their unit's Armor Rating when withstanding an attack. If the damage from a single attack exceeds a unit's Critical Threshold Rating, its unit takes a Wound and all the ratings of its Unit Attribute are reduced by 1 step. Additionally, 5 percent of the unit sustains serious injuries and will not survive without medical assistance.

If a unit accumulates damage equal to or higher than its Morale Rating, the unit may surrender to the enemy. A unit who succeeds in the Ranged Assault maneuver may still be attacked by other units in the same Mass Combat round using Ranged Assault maneuvers.

A unit may also fire on several enemy units in a single turn. To do so, the attacking unit makes separate Attack Tests against each targeted

unit. However, the attacker must split its Attack step among these tests. An attacker can make only 1 attack against any one target per turn. Additionally, the attacker suffers a Failure Modifier of -1 for each attack that fails to hit its target. To calculate the damage caused by successful multiple firing attacks, reduce the attacker's Damage step by 1 for each target after the first.

For example, a unit with a Firepower Attribute of 12/12 can attack 3 opponents, using an Attack step of 4 for each attack. Each successful attack would cause Step 10 damage.

Failure Modifier: +0 if attacking only 1 unit/+1 for each additional unit attacked

UNIT TYPES

Note that if a unit listed below is within a fortification of any type, they may add the fortification's Armor Rating to its own. See **Barriers and Structures**, p. 235, ED2 for more information on the Armor Rating of fortifications.

Heavy Infantry

Heavy infantry are better armed and armored than lighter units. As a result, they hit harder and can take more punishment. However, they are slower. Heavy infantry is generally used to anchor troop lines or to plug holes. Many carry heavy spears or pikes, useful for breaking charges by cavalry. They also serve as marines or other spearhead troops, charging in and relying on their strength to hold until they can be reinforced. Examples include the units of Highlander troll marines, or the frontline troops of the Arm of Throal.

Speed: 5	Commander: 5
Maneuverability: 8	Unit Size: 40
Firepower: 0/0	Unit Skill: 2
Armor Rating: 12	Troop Rating: 18
Critical: 18	Morale: 65

Light Infantry

Light infantry is fast and lightly armed. These units serve as skirmishers, harrying the flanks of units engaged with heavier troops. Many are equipped with javelins, which they use before closing in melee. Examples include most militias fielded by towns in Barsaive.

Speed: 6	Commander: 4
Maneuverability: 9	Unit Size: 40
Firepower: 0/0	Unit Skill: 1
Armor Rating: 6	Troop Rating: 16
Critical: 17	Morale: 55

Archers/Crossbowmen

These units are most often found in the rear of an army, providing fire support for the infantry, or raining fire down from fortification walls. The difference between an archer and a crossbowman is purely one of semantics at this scale; both units fill the same function during a battle. Obviously, the best hail from the Blood Wood, where the elves are known for their deadly accuracy.

Speed: 6	Commander: 5
Maneuverability: 9	Unit Size: 40
Firepower: 12/12	Unit Skill: 3
Armor Rating: 3	Troop Rating: 14
Critical: 16	Morale: 50

Heavy Cavalry

Sometimes known as shock cavalry, heavy cavalry are used for devastating charges that shatter the lines of the enemy. The thundra riders of the ork scorcher tribes are the best known, but some horse-borne units have managed to arm and armor themselves well enough to classify as heavy cavalry. Their main disadvantage lies in their inability to maneuver quickly in sudden situations.

Speed: 7	Commander: 6
Maneuverability: 9	Unit Size: 40
Firepower: 0/0	Unit Skill: 3
Armor Rating: 15	Troop Rating: 20
Critical: 17	Morale: 70

Light Cavalry

Light cavalry is typified by horse riders, but this can also include a number of other types of beastriders. Riders of troajin, zoak, and any of the smaller steeds fall under this classification. Lacking the power of the heavy cavalry, they rely on their speed and maneuverability. By far, the most famous light cavalry are Rejruk's Foxes of Cara Fahd, known for having some of the fastest steeds in Barsaive.

Speed: 8	Commander: 5
Maneuverability: 10	Unit Size: 40
Firepower: 0/0	Unit Skill: 2
Armor Rating: 10	Troop Rating: 17
Critical: 16	Morale: 65

Mounted Archer

Mounted archers couple the speed of light cavalry with the range of a unit of archers or crossbowmen. Again, the difference between mounted archers and mounted crossbowmen is nominal at best at this scale. Both are extremely useful in harrying and outmaneuvering the enemy, cutting them off from their reinforcements and leaving them to the mercies of heavier units.

Speed: 8	Commander: 5
Maneuverability: 10	Unit Size: 40
Firepower: 12/12	Unit Skill: 3
Armor Rating: 5	Troop Rating: 15
Critical: 15	Morale: 60

Fire Cannon Battery

The t'skrang and dwarf artilleryists and cannoneers are well-known for their accuracy on the field of battle. Far less mobile than any other unit, cannon batteries are likely to stay in one place, guarded by other units, and rain fire (literally) down upon the enemy. Provided that no units breach the defenses, it is usually only another battery of cannon that has any chance of harming one of these batteries.

Speed: 3	Commander: 6
Maneuverability: 8	Unit Size: 10
Firepower: 15/15	Unit Skill: 3
Armor Rating: 4	Troop Rating: 10
Critical: 17	Morale: 50

OPTIONAL RULES



Hm. That certainly worked, but it wasn't what I had in mind. Let's try this instead....
— Dwarf Wizard Tarlan, trying to devise the perfect spell

OPTIONAL RULES

This section offers additional suggestions for resolving those situations and rules most often considered ambiguous, provides alternative rules that allow gamemasters to better tailor their game to suit their group's style of play, and introduces new concepts designed to add complexity to the *Earthdawn* game. We offer these optional rules in a further effort to make *Earthdawn* as flexible and playable as possible. These rules incorporate and expand on the suggestions made in previous products.

This section offers optional rules for combat; new rules for damage to characters and weapons; information required to purchase talent ranks at higher Circles and rituals of advancement for talents and abilities; and rules for gaining and keeping supporters.

Again, FASA and Living Room Games designed and developed the *Earthdawn* rules with one specific guideline in mind: the gamemaster decides which rules to use, which to ignore, and how he wants to interpret those rules.

COMBAT

Combat plays a part in all roleplaying games, and *Earthdawn* is no exception. Characters routinely use combat to resolve situations involving creatures, villains, the Horrors, and other opponents. The *Combat* section of the *Earthdawn Second Edition* rulebook provides all the rules you need to run combat encounters in *Earthdawn*. Gamemasters who want to change the feel of *Earthdawn* combat to better suit their game and group may consider using the following optional rules.

MOVEMENT

A close look at the *Attribute Table* (*Creating a Character*, p. 42 in *ED2*) shows that characters move fairly quickly in *Earthdawn*. In

some cases, a character can move out of his opponent's attack range before his opponent, in this case the character that has the next lowest Initiative result, can attack him. Is this what we intended? Not really.

The combat movement scale used in *Earthdawn* approximates the distance a character can move and still attack an opponent. It is not designed to provide a precise, tactical movement system. If players calculated the actual distance that their characters moved during a Combat Round, they would find that characters generally move only one-half to two-thirds the distance of their Combat Movement. We intentionally avoided creating a complex time/movement system, instead leaving the movement rates undefined enough to allow the gamemaster and players flexibility in their characters' actions. The disadvantage to this more flexible system is that it makes possible situations like the one described above. To better regulate character movement during Combat Rounds in which the character makes an attack, we offer the following system. This optional rule adds complexity and a tactical element to *Earthdawn* combat movement, and proves particularly useful for groups playing *Earthdawn* using miniatures.

A character using the optional movement rule no longer moves a distance up to his full Combat Movement at his Initiative. Instead, he moves throughout the round. In this system, the distance a character can move before an opposing character can react is based on the difference between the two characters' Initiative Test results. The greater the difference, the further the first character can move before his opponent can react. For example, an Initiative Difference of 10 points or more allows most characters to complete their Combat Movement before an opponent can react. The *Initiative Difference Table*, 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.

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 22 yards $[(11 - 9 = 2) \times 2 = 4 + (18)]$, the character may only move up to his maximum Combat Movement of 20.

A character can only move up to his maximum Combat Movement Rate, even if the table indicates that he can move farther. Even if, in the example below, Kricklen's Initiative Difference had been 9, which cross-refers to 45 yards on the **Initiative Difference Table**, his Combat Movement remains limited to his maximum of 38 yards per round.

Kricklen, t'skrang Swordmaster, enters a forest clearing already occupied by three ork Archers. The orks are 20 yards away. Bows drawn, they politely ask Kricklen to part with his money pouch. Kricklen just as politely tells them where they can stick their arrows. The orks decide to shoot. Kricklen decides to close to inside of bow range and whack his opponents. Kricklen's Combat Movement Rate is 38 yards per round. All parties make Initiative Tests. Kricklen gets a result of 11; the orks have an Initiative of 6. The Initiative Difference is 5. According to the Initiative Difference Table, Kricklen gets to move 25 yards before the orks can fire. As the orks took their stand only 20 yards away, the Swordmaster closes the distance and gleefully whacks the orks.

DAMAGE

The existing damage rules make it possible for a windling with a maximum Strength of 7 wielding a dagger to kill a dragon with one attack. Of course, the windling must get an Extraordinary success on his Attack Test in order to strike an Armor-Defeating Hit, and must roll a Damage Test result greater than the dragon's Death Rating to accomplish this amazing feat.

Did we intend **Earthdawn** combat to work this way? Well, not exactly. The open-ended dice-rolling system used in **Earthdawn** creates the potential for such a deed, but the statistical odds against such an event are astronomical. In fact, we did not change the rules to make this type of thing impossible simply because we feel confident that it will never happen twice.

However, we know that some gamemasters consider even the possibility of such an extraordinary event unacceptable. Other gamemasters firmly believe that limits should exist that regulate the amount of damage any character can do with one attack. In an attempt to accommodate both styles of gamemastering, we offer the following rule.

Limit the single-attack damage potential of non-magical weapons to a maximum equal to three times the Damage Step number of the weapon. The Damage Step of a weapon equals the character's Strength step plus the weapon's Damage Step (see **Make Damage Test**, p. 220 in the **Combat** section of the **Earthdawn Second Edition** rulebook). This optional rule does not affect the damage potential of magical weapons – by definition, those weapons have very few limits.

Kricklen the Swordmaster attacks a foe, wielding a non-magical broadsword. Kricklen has a Strength step of 5, and the broadsword has a Damage Step of 5, giving Kricklen a Damage Step of 10 for the attack using the broadsword. Kricklen can do a maximum of 30 points of damage using the broadsword (3 x 10 = 30).

DAMAGE FOR CROSSBOWS

The existing rules for damage from crossbows mean that a troll with a Strength of 18 and a dwarf with a Strength of 11 have different

damage steps, even when they use the same crossbow. Some gamemasters believe that crossbows should have a static damage, and in an attempt to accommodate those gamemasters, we offer the following rules.

The existing Strength minimums (listed on the table below) for crossbows become the Strength minimum to cock a crossbow without a crank or lever. The Strength minimum to fire a light or medium crossbow with accuracy is an 8, or a 12 to fire a great crossbow. If a character has a Strength attribute of at least 8, the character may use a crank or lever to cock a crossbow. Using a crank requires more time than cocking a crossbow by hand, requiring one action for light and medium crossbows, and two actions for great crossbows.

The new damage steps for crossbows are listed in the table below. These damage steps are unmodified by the Strength of the character using the crossbow.

CROSSBOW TABLE

	Cost	Damage Step	Strength Minimum	Weight	Size
Light Crossbow	50	10	10	5	4
Medium Crossbow	100	12	13	6	5
Great Crossbow	200	14	17	12	6

SPECIAL EFFECTS OF DAMAGE

Players measure the damage inflicted on their **Earthdawn** characters using an abstract method in which a number of points represents the damage caused by an attack. Combined with the rules for receiving and inflicting Wounds, this system is sufficient to simulate the damage characters and creatures suffer in combat situations. However, the basic **Earthdawn** rules do not account for other effects of damage such as damage to specific body parts and bleeding. The following optional rules allow players and gamemasters to add this level of detail to their games.

Damage To A Limb

To determine if an attack damages a limb, compare the Damage Test result to the target's Wound Threshold in the following manner. Locate the target's Wound Threshold in the Difficulty Number column of the **Success Level Table**, p. 340, ED2. Read across the table in that row to the success level the Damage Test result represents. If the Damage Test result is an Excellent success or better, one of the target's limbs is damaged (gamemaster's choice). Note that the target that suffers the damaged limb takes the standard damage inflicted by the attack, a Wound if appropriate, and suffers an additional effect from damage to the limb.

A damaged limb can be healed in the same manner as a Wound, that is, after a night's sleep, by using a Healing Potion (see p. 202, ED2), or by the Heal power of questors of the Passion Garden.

The gamemaster decides how severely the limb was damaged and the resulting side effects, but we suggest the typical effects given in the table.

DAMAGED LIMB TABLE

Limb	Effect
Arm	-1 step to tests which require use of the damaged arm, including both Attack and Damage Tests. The character may only Lift/Carry half of his normal capacity.
Leg	Reduce the character's movement rates by half. Subtract 1 step from any tests that require the character to use the damaged leg (i.e., Air Dance, Gliding Stride).
Head	Subtract -1 step from all Perception-based tests and any test requiring sight, including all Attack Tests and any tests made to use talents and skills. The character becomes dizzy from the blow and has trouble concentrating.

Wounds That Bleed

When a character or creature suffers damage in **Earthdawn**, the rules assume that the target has been cut or bruised, and is bleeding. Even though a target may not suffer a Wound during a fight, he or she may bleed from other injuries.

The game usually ignores the effect of bleeding because most characters tend to their injuries with bandages, Recovery Tests, healing aids, and other first aid immediately after a fight.

However, if gamemasters wish to include in their game the possibility that bleeding can cause additional damage, we offer the following guidelines.

To determine if an attack causes a bleeding Wound, compare the Damage Test result to the target's Wound Threshold in the following manner. Locate the target's Wound Threshold in the Difficulty Number column of the **Success Level Table**, p. 340, ED2. Read across that row to the success level the Damage Test result represents. If the Damage Test result is an Excellent success or better, the target character or creature begins to suffer damage from bleeding in addition to the standard damage from the attack, including any Wound. The damage due to bleeding causes an additional effect.



The gamemaster can resolve the effects of bleeding two ways. The character may take 1 point of damage if the attack scored an Excellent success, or 2 points of damage if the attack scored an Extraordinary success. This damage is applied each round until he either falls unconscious or dies, or until he applies bandages or healing aids to his injuries. The gamemaster may instead choose to have the character suffer Step 1 or 2 (depending on the level of success) damage each round, again until he either falls unconscious or dies, or until bandages or healing aids are applied to his injuries. A Booster Potion or a Healing Potion (see p. 202, ED2) will also end additional damage from bleeding. Once the character takes a healing aid or applies bandages to his injuries, the effects of bleeding damage end.

DAMAGE TO WEAPONS AND ARMOR

Under the right circumstances, a character's weapons and armor can take damage in combat. Applying the effects of this damage to characters' equipment can add another element of complexity to the game.

Armor and Shields

Because they are designed to withstand tremendous amounts of damage, armor and shields hold up under most combat situations. However, a character attacked by an opponent with an Extraordinary success suffers an Armor-Defeating Hit and damage to his or her armor. When using this optional rule, each time armor takes damage, reduce its Physical and Mystic Armor Ratings by 1 point each. If both of the armor's ratings are reduced to 0, the armor becomes useless. For example, padded cloth armor (Armor Rating 2) can only sustain damage twice before it is ruined. To damage a character's shield, the attacker must make a Called Shot, aiming at the target's shield, and get an Extraordinary success on the Attack Test. Damage affects shields in the same way as armor.

Damaged armor and shields can be repaired. Repairs require 1 week for each point of damage done to the armor or shield, and costs approximately one-fourth to one-half the cost of a new set of armor or shield of the same type.

Magical armor and shields attached to threads usually prove more resilient to damage than their mundane counterparts, suffering damage only after an attack from another magical item with attached threads resulting in Extraordinary success levels. Pattern items may only be damaged by every other attack that receives an Extraordinary success level, unless the attack is from a magical item with attached threads, in which case each Extraordinary success can damage the pattern item. As long as their Physical or Mystic Armor Ratings remain greater than 0, fernweave, living crystal, pattern items, magical armor and shields need not be repaired. In effect, the armor or shield repairs itself. Though the physical form of the armor may be dented or scarred, altering its True Pattern, the magic of the armor fully restores its Armor Ratings at the rate of one point per week until it is restored to its undamaged Armor Ratings. Pattern items, magical armor and shields whose Physical or Mystic Armor Ratings have been reduced to 0 cannot be repaired by any other means.

Severely damaged armor can hinder the wearer's performance. A large dent in a breastplate can change the way it fits, and a damaged elbow joint can reduce the wearer's mobility. To reflect this effect, gamemasters may choose to apply any of the following penalties to characters wearing damaged armor, or may create his own. Characters

wearing damaged armor may subtract 1 step from Initiative, 1 step from all tests, or 1 step from Dexterity for movement. The gamemaster decides when and how damage to armor and shields affects characters' skills, talents, and abilities.

Weapons

Weapons may also suffer damage from combat, usually as a result of an opponent targeting a character's weapon with a successful attack. A character can attempt to damage an opponent's weapon by making a Called Shot against the weapon. If the Attack Test is successful and results in an Armor-Defeating Hit, the targeted weapon sustains damage. Each time a weapon takes damage, reduce its Damage Step by 1. When a weapon's Damage Step is reduced to 0, the weapon is ruined; some weapons, such as knives, blowguns, darts, and so on, can be destroyed in one blow.

In a variation of the Rule of One, weapons may also suffer damage if the player fails an Attack Test by rolling all 1s. Treat damage inflicted on weapons in this manner in the same way as described above.

Damaged weapons can be repaired. Repairs usually require 1 week per Damage Step lost, and cost one-fourth to one-half the weapon's price. Weapons whose Damage Steps are reduced to 0 cannot be repaired.

Magical and pattern weapons may also take damage, though they are much more resistant to damage than mundane weapons. Pattern weapons woven to threads begin to lose Damage Steps after being damaged 2 or more times by a normal weapon, or once with a magical weapon with threads woven to it. Magical weapons only lose Damage Steps after being damaged by another magical weapon with threads woven to it. Magical and pattern weapons damaged in combat need not be repaired as long as their Damage Step remains above 0. In effect, the weapon repairs itself. Though the physical form of the weapon may be dented or marked, the magic of the weapon restores its full Damage Step automatically. Because the weapon's True Pattern has been altered by the damage, this magical repair has a rate of one step per day until the weapon is returned to its undamaged state. Magical and pattern weapons reduced to a Damage Step of 0 cannot be repaired by any other means.

Seriously damaged weapons or shields may not perform as well as they used to, and can affect the wielder's performance. A large dent in a broadsword may unbalance a weapon, a dulled edge may mean the difference between victory and defeat, and a damaged shield may allow an opponent to make an Armor-Defeating Hit. The gamemaster may assign various penalties to the character's actions resulting from damage to weapons. For example, a character using a damaged weapon may be forced to subtract 1 from his Initiative, and 1 step from all tests made using the weapon, or suffer the temporary loss of one of the weapon's thread-rank abilities, usually the highest. Repair restores to a weapon its original powers, Damage Step, and so on.

Targeting Spell Matrices

A magician's Spell Matrices can be attacked directly by the use of spells, and by talents which can attack creatures on the Astral Plane (see p. 132, ED2). In order to directly attack a Spell Matrix the attacker must first be able to astrally target the Spell Matrix (through the talent Astral Sight, the spell Astral Sense, or other such abilities). The attacker then declares her intention to do so during the Declare Actions phase

of combat. Unless the spell or talent states otherwise, the attacker must achieve an Excellent success or better on an Attack Test against the target's Spell Defense to hit the matrix. If the attack succeeds make the damage test as normal, and apply the damage to the targeted Spell Matrix. Mystic Armor protects against this damage.

CHARACTER ABILITIES

Because **Earthdawn** characters' talents and abilities make up a large part of who they are and what they can and will do, how characters use and improve those talents and abilities may seriously affect the feel and balance of the game. The optional Rule of Three suggests a way to limit the number of talents and abilities a character can use for any given action. This section also suggests some optional rules for character generation.

Rule Of Three

Characters in **Earthdawn** draw on a variety of talents and abilities to perform both mundane and impressive feats. To keep those impressive feats from ranging into the fantastic, we suggest a limit to the number of talents or abilities that can be combined for a single action. This limit is called the Rule of Three. Though we include this rule as an optional rule, we recommend it for all **Earthdawn** games because the Rule of Three can help gamemasters control the power of characters' abilities while allowing players to use their characters' talents as they wish.

Every test an **Earthdawn** character makes has a base step number, usually derived from one of the character's Attributes. The Rule of Three means a character may only use up to 3 sources to increase the base step of a test. These sources include:

The character's skill or talent ranks.

One of a character's own spells, or another character's spells or talents.

Magical items.

Unless the rules for a given talent or skill specifically contradict this rule of thumb, apply the Rule of Three to every type of test made in an **Earthdawn** game. For example, a character engaging in combat may use up to three sources to increase his Initiative Step, up to three more for his Attack Test, then up to three more to increase his Damage Step.

The Rule of Three takes into account long-duration talents and spells. A Strength spell with a duration of seven years would prevent any other Strength-related spells from affecting the character and would count as one source of increase for Strength-based tests. A sword improved by a Weaponsmith contains magic from the Weaponsmith's talent, and that improvement would count as one source of increase against the Rule of Three for tests made using that sword.

SKILLS

Some starting characters will have a background that details them focusing on the study of a single skill or smaller group of skills than what is most common in Barsaive. At the gamemaster's discretion, such characters may combine the some or all of the skill ranks that they receive at character generation equal to their Charisma step to purchase skills up to rank 3.

OBSIDIMAN SKIN ARMOR

Due to their magical nature, obsidimen gain an additional 1 point bonus to their Mystic Armor Rating.

KARMA

An alternative to the strictly racially based **Karma Table** on p. 44 in the **Earthdawn Second Edition** rulebook is the following table based on both race and the character's Karma Ritual talent. The Karma Action Die and Legend Point Cost per Point of Karma would remain the same. The maximum Karma Points for a character would be determined by multiplying the character's Karma Ritual Rank by a multiplier given on the table below. When using this system, a character's Starting Karma Points should be equal to the character's Maximum Karma Points.

For example, a dwarf with a rank 3 Karma Ritual Talent would have a maximum of 22 Karma Points (10 + Rank 3 talent x 4 multiplier = 22).

KARMA TABLE

Race	Maximum Karma Multiplier
Dwarf	10 + Karma Ritual x 4
Elf	10 + Karma Ritual x 4
Human	10 + Karma Ritual x 5
Obsidiman	10 + Karma Ritual x 3
Ork	10 + Karma Ritual x 5
Troll	10 + Karma Ritual x 3
T'skrang	10 + Karma Ritual x 4
Windling	10 + Karma Ritual x 6

SUPPORTERS

Supporters are gamemaster characters who ally themselves with a player character. In order to be a supporter, a gamemaster character must hold a Neutral or better attitude toward the player character (See **Gamemaster Characters**, p. 329, ED2). Supporters serve many functions. They can act as additional eyes and ears for a character, keeping tabs on events when the character needs to be somewhere else. They can lend aid to characters, and some supporters may even travel with the character they support from time to time. Supporters may be considered minor characters in a hero's life, the ordinary foil to their extraordinary exploits. They often provide vital clues or aid to help a hero accomplish the task at hand, but the character must perform the legendary deeds.

Legends often say that heroes and their supporters are fated to meet. Other stories describe the bond between supporter and hero as a form of blood magic. These accounts apparently hold some truth, because heroes do gain supporters through effort, destiny, and blood magic.

Gaining A Supporter

A player character can try to enlist a gamemaster character as a supporter as long as the gamemaster character holds a Neutral attitude or better toward the player character. Trying to make a supporter out of an Unfriendly character will always fail.

To gain a supporter, begin by roleplaying the character's interaction with the gamemaster character. The player character cannot use his

Charisma, talents, or any spells to convince the gamemaster character to be his supporter.

Though legends describe numerous ceremonies that heroes and their supporters have used to seal their bonds, these rules do not require a formal ritualistic exchange when a gamemaster character agrees to be a supporter. All heroes and their supporters, however, must swear a blood peace oath (See **Blood Oaths**, p. 120). All gamemaster characters that agree to support a player character must immediately take the oath. Each year, near the anniversary of the first oath, the character must renew the blood peace oath with any characters he wishes to keep as supporters. Note that characters do not have to swear blood peace oaths with every ally they gain during their career, only with those that they take as supporters.

The taciturn dwarf hero Ulka spent six hours watching the human Weaponsmith Thrit at work. Ulka sat silently, moving only when he could no longer see Thrit work from where he sat. Thrit worked as if the dwarf were not there. In the late afternoon, Ulka cleared his throat. Thrit immediately stopped hammering.

"Figure I have a spell of fighting coming up," Ulka said.

"I've heard tell," Thrit replied. His hammer remained poised as the Weaponsmith waited for Ulka to continue. The dwarf said nothing. Thrit hammered for another hour.

As the sun set, Thrit polished his day's work. Ulka stood. Thrit glanced at him, his face impassive. Dying embers crackled in the stillness of the evening.

"Figure I need some good weapons for the fight — and a Weaponsmith I can rely on," Ulka said. Thrit cracked a half-smile that was all but invisible in the fading light.

"You got one," he said.

The two men swore an oath of blood peace, sealing a relationship that they would forge into friendship.

Storytellers still recount the feasts and entertainments held when Queen Alachia of the elves became a supporter of the Elementalist Kirgravane. For six days, the Elementalist strove to prove himself worthy of the queen's support by participating in a series of games and dances chosen by Alachia.

On the first day, the queen commanded Kirgravane to join the wrestling competition between the thorn men. The Elementalist quickly discovered that much of his magic did not affect his adversaries. Queen Alachia delighted in his immediate dismay, but lowered the barrier she had raised against magic when one of the thorn men grabbed Kirgravane by the throat. Though Kirgravane sensed his spells would now work, he was determined to impress the queen, and so refused to help himself by casting his spells. Instead, he gripped the hand crushing his throat and rolled backward, using the thorn man's extended arm as a lever. The thorn man, bracing himself to ward off a spell from the Elementalist, was caught off guard and thrown to the ground. Kirgravane quickly pinned his opponent to win the match and stood, his throat bleeding, to bow low to the queen.

For five more days and five more nights, Kirgravane did as the queen commanded. Using skill or wit, the Elementalist won each test Alachia devised. And with every trap he avoided, every challenge he overcame, the queen's respect for Kirgravane grew.

On the final night, the queen commanded Kirgravane to

join in the Moon's Flight, a dance performed by hundreds of winged fairies who spun and flitted, weaving magic patterns in the air. The patterns bent the moonlight into arcs of cascading sparkles that lifted the dancers from the forest floor. Kirgravane first danced with the ladies of the court. The steps were difficult, and Kirgravane concentrated, lest he lose the rhythm and miss an arc and step unsupported into the cold night air. Soon the arcs spiraled upward, making a misstep that initially would have been a mere embarrassment potentially injurious. As the dancers soared higher, any step he missed would become fatal.

When the moving figures cleared the tops of the trees of Wyrms Wood, the ladies left Kirgravane. The queen commanded him to dance with her, and the elf queen and the Elementalist drifted higher into the darkness. What they spoke of, no one admits to knowing. What was promised, and by whom, has not been told. But when the pair descended, Queen Alachia announced her undying support for the hero Kirgravane. The two swore an oath of blood peace before the assembled ladies and lords.

Types Of Supporters

Not all gamemaster characters are created equal, and so the support they can provide may vary greatly. A kindly itinerant peddler, for example, could not hope to equal the support of Queen Alachia. The support of a Weaponsmith is probably worth more than the peddler's, but less than the queen's.

The blood magic of the blood peace oath is social magic. Because player characters must perform certain actions to maintain supporters' loyalty, the social differences between the characters swearing the oath affects the cost to maintain these supporters.

Supporters are divided into three types, according to their stations in life and abilities. Peddlers, merchants, and others of a similar social stratum are Type 1 supporters. Adepts and persons employed within the lower levels of government are Type 2 supporters. Key members of governments, like Queen Alachia and King Neden, are Type 3 supporters. Maintaining the support of each type requires different actions.



Maintaining A Supporter

Supporters may aid characters in many ways, and will continue to help their hero's cause in his or her absence. However, a hero cannot endlessly draw support from a character without returning a measure of the respect, trust, and support given him. During a full year of game time, a character must demonstrate his desire to retain his supporters by performing certain actions determined by the type of the supporter. If a character fails to perform these actions, he will probably lose that supporter.

The actions needed to maintain a supporter each year fall into four basic categories.

Swearing an oath of blood peace and renewing it once per year is sufficient to maintain a minor, Type 1 supporter.

Characters may also maintain supporters by performing small favors for them (See **Favors**, p. 334, ED2). Three small favors are adequate to maintain the loyalty of any Type 1 supporter, as long as the supporter wants the favors.

A character can maintain a Type 2 supporter by performing one large favor for that supporter each year. Again, the supporter must want the favor.

Performing one dangerous, heroic action per year, such as a blood promise deed, will maintain a Type 3 supporter. The supporter must need or have requested the deed, however.

The gamemaster decides exactly what type of action is required to maintain each type of supporter.

Losing A Supporter

A character can lose a supporter by failing to maintain the supporter, through the death of the supporter, or through the betrayal of a traitorous supporter.

If a character fails to maintain a supporter, when the blood peace oath ends after a year and a day, the character may then heal the 2 Damage Points taken during the oath ceremony. Most supporters resent being "dumped" by heroes, and may renounce the blood peace oath before a year and a day.

When a supporter dies, he automatically releases the player character from the oath of blood peace. The damage caused by the oath is healed, and the character loses the advantage of the extra point to his Death Rating.

A supporter who turns traitor and betrays the character has broken the blood peace oath and suffers the magical Wound. The 2 Damage Points the character suffered by taking the blood peace oath are healed, but the character also loses the advantage of the extra point to his Death Rating.

What Supporters Do

Over time, supporters willingly perform a large number of small favors for the characters they support, for example, keeping their ears open for interesting rumors. Supporters may also exchange large favors with a character. These large favors exchanged, however, do not include those used to maintain the supporter.

Kirgravane performs two large favors every year for Queen Alachia as part of the cost to maintain her support. The queen sees these as her due and will not perform favors in return. However, Alachia will return the third large favor Kirgravane performs in a given year, and all large favors after that.

A supporter whose attitude is Loyal or Awestruck toward a character may perform a large favor for him or her as a gift each year.

All supporters will take risks for a player character. Those whose attitudes are Neutral will take substantial risks only when they know that failing to do so would allow the character to die.

Friendly supporters will take risks whenever their actions can prevent a character from suffering significant harm, including Wounds or death, imprisonment, and capture. Friendly supporters will take these actions on their own initiative and will also watch for other, minor threats to the character they support.

Loyal or Awestruck supporters always take whatever risks are necessary to help a character, and remain ever vigilant to protect the character's best interests.

What Supporters Won't Do

The gamemaster decides the exact actions that a supporter will perform, but he should recognize that supporters will not throw their lives away for a character. This does not mean a supporter will not sacrifice his life if that is the only way to save the hero. At the same time, a supporter will not automatically open suspicious-looking chests just because the character does not want to take the risk himself.

Though supporters are gamemaster characters, they have individual lives in the world of *Earthdawn* also. Supporters may not be able to drop whatever they are doing to help a character every time she calls. Friendly supporters accept some demands with grace, and loyal supporters respond to their hero's request every time, but even the most loyal supporter has his limits. A character that willfully and carelessly exceeds those limits may find his or her supporters much less helpful.

Supporters And Legend Points

Though supporters never become the focus of legends, they play vital roles in many adventures recorded in the annals of Barsaive, in their own way becoming as important to that history as the heroes they support. In fact, scholars have long noted that the strong blood magic that ties together a hero and his supporters strengthens both characters, helping to fuel their legendary deeds.

Each time a character renews an oath of blood peace with a supporter, she gains a number of Legend Points, determined by the type of the supporter and the number of times the character has renewed the blood peace oath. To determine the number of Legend Points the character gains, consult the **Talent Rank Cost Table** in *Building Your Legend*, p. 245, ED2. Use the Circle 1-4 column to calculate Legend Points for Type 1 supporters. Use the Circle 5-8 column to calculate the points received for Type 2 supporters, and the Circle 9-12 column for Type 3 supporters. Find the number of times the blood peace oath has been renewed in the Talent Rank column. The result of cross-referring the appropriate Circle and Rank columns is the number of Legend Points the player character earns.

Ulka renews his oath of blood peace with Thrit for the first time, equivalent to Rank 1 on the table. Thrit is a Type 2 supporter, placing him in the Circle 5-8 column of the table. Thus, Ulka earns 200 Legend Points for renewing the vow. If Ulka renews it next year, he will gain 300 Legend Points.

Kirgravane renews his oath of blood peace with Queen Alachia for the eighth time. Queen Alachia is a Type 3 supporter, and so Kirgravane earns 8,900 Legend Points. The fifteenth time he renews the oath of blood peace with the elf queen he will earn 258,400 Legend Points!

Each renewal beyond the fifteenth earns the same number of Legend Points as the fifteenth renewal. If a supporter is an Adept, renewing an oath of blood peace earns the supporter half as many Legend Points as the character.

Only heroes who spend most of their time performing legendary deeds can gain Legend Points from their supporters. Heroes who retire to rule a land, found an academy, advise the King of Throal, or simply settle down, do not earn Legend Points from their supporters. However, many retired heroes renew their oaths of blood peace yearly for friendship or loyalty's sake. Many also continue to maintain their supporters just in case their retirement proves to be temporary.

Traitors

If a character attempts to gain the support of a gamemaster character whose attitude is Unfriendly or worse, the attempt will fail. However, the gamemaster may lead the player character to believe he has gained a supporter, when he has in fact decided to trust a traitor. The gamemaster can lend credence to this deception by presenting the supporter as a specific type and fleshing out the supporter's role completely. Then, naturally at an inopportune time, the traitor betrays the character.

If a player character feels any doubt about the sincerity of the attitude of a gamemaster character, he should not make that character a supporter. Note that supporters who betray their hero must break their blood peace oath by doing so and will suffer the consequences



RITUALS OF ADVANCEMENT



Those Illusionists are a wierd bunch. One of them came to me and the boys yesterday. Said he was training a young Illusionist and wanted our help. It sounded fishy but he paid well. Anyway, we were to chase the kid until he passed the master Illusionist and if we were to catch him, we were to beat the daylights out o' him. The little bugger was pretty fast and we didn't think we would catch him but just before he passed the finish line, the master Illusionist yelled out 'STOP' and the student froze in his tracks. We got in a couple of good licks before the kid staggered across the finish line. Guess he really showed the master how devout he was.

— Random Kratas thug

The **Earthdawn** game system allows Adepts to advance to higher Discipline Circles by spending Legend Points. These improved game statistics can also be reflected in the player's **Earthdawn** campaign and the character's life. Remember that advancement rituals are an optional rule designed to add more depth and complexity to the game. If this rule does not suit your group's style of play, simply ignore it.

Increases in Legend Points over time represent an Adept's slow (or meteoric) rise to prominence in Barsaive, and a corresponding increase in respect from others of the same Discipline. As an Adept advances from one Circle to the next, an elder, one of a higher Circle in that same Discipline, reviews the character's accomplishments in a brief advancement ritual. The elder accepts the Adept's performance in that ritual as proof that the Adept has achieved a new, higher Circle.

The advancement ritual changes as the Adept rises through the novice (2-4), journeyman (5-8), and warden (9-12) Circles. Adepts who advance to the Circles of mastery (13+) create their own advancement rituals as part of the way they demonstrate, if only to themselves, their growing expertise, skill, and magical abilities.

This section suggests advancement rituals that the gamemaster may use or adapt for his campaign for the original 15 Disciplines described in the **ED2** rulebook. The entry for each Discipline suggests typical ceremonies for advancing through the novice, journeyman, and warden Circles, and each Discipline's unique way of summoning a Ghost Master (see p. 248, **ED2**).

The description of the advancement ritual for each Discipline begins with the usual way that Adepts recruit new members into their Discipline. Use this to flesh out an Adept's history or to introduce new characters into the campaign. Suggested rituals for each level of advancement follow. The final entry in each Discipline describes a unique Ghost Master ritual for that Discipline (See **Ghost Masters**, p. 248, **ED2**, for a complete explanation of the Ghost Master ritual).

Use these rituals sparingly. Roleplay a ritual for a different Adept each time the whole group gains a Circle. If they take place only rarely, advancement rituals remain extraordinary and interesting, and the players will understand that the rituals represent landmark events in the process of building their characters' legends.

AIR SAILOR

Many Air Sailor Adepts belong to merchant companies or organized navies. In both cases, the Adept's advancement is recognized by rote ceremony and promotion. Player characters and other unaffiliated Air Sailors often follow looser guidelines.

Recruitment: Many Air Sailors begin as deck hands aboard a merchant or naval galley. Air Sailor Adepts keep a keen eye out for hands that show the most promise. Such hands are challenged with feats of greater difficulty, and given greater responsibility. If they prove themselves sufficient to the tasks, then they may be recruited into the Discipline.

Novice (2-4): While aboard an airship, the Adept demonstrates a talent of the new Circle for an elder.

Journeyman (5-8): The Adept must prove himself in a contest of skill against the sky. He must pilot an airship through unusually demanding terrain during a torrential storm.

Warden (9-12): The Adept must lead his crew to a significant naval victory against a worthy opponent.

Ghost Master Ritual: The Air Sailor draws a circle on the deck of

a docked airship. While seated in this circle, she envisions leading her ship against insurmountable opposition. In her imagination she fights the enemy to a stand still. After an hour of this meditation, the desired Ghost Master appears and offers tactical advice to bring the Adept victory. The ritual continues as normal.

ARCHER

Adepts of most Disciplines undertake advancement rituals as the formal acceptance of their improved skills, abilities, and understanding. Archers (like Swordmasters and Warriors) face demanding tests.

Recruitment: Cities and villages occasionally sponsor festivals that feature archery contests. To find potential Archer Adepts, an Archer hides a target in a tree or bush far from the competition targets, then quietly mentions to the more skillful contestants that "a true Archer knows the real target." The Adept recruits the first contestant to sense and strike the hidden target.

Novice (2-4): The Adept must make trick shots of increasing difficulty: at full gallop (Second Circle), hanging upside-down from a tree branch (Third Circle), or using one hand and his or her teeth (Fourth Circle). Other Adepts or elders may challenge the novice Adept to perform other shots.

Journeyman (5-8): An elder shoots an arrow, and the Adept must split it with her own arrow, shot from the same position. Elders pride themselves on challenging journeyman Adepts to match amazing, nearly inaccessible shots.

Warden (9-12): The Adept devises a test for himself that requires an astonishing command of a difficult talent, then calls together all other Adepts in the area to witness the feat.

Ghost Master Ritual: The Archer crafts an arrow of black wood fletched with black feathers, then shoots it with all her strength into the night. She meditates as she searches for the arrow. Approximately an hour later, when she finds the arrow, she also finds the Ghost Master waiting beside it. The Ghost Master ritual continues as normal.



BEASTMASTER

Beastmasters do not observe standard rituals. To gain recognition of their advancement to higher Discipline Circles, an Adept must display an increasing understanding of the natural world. The Adept customarily devises these demonstrations herself.

Recruitment: Adepts recruit new members into this Discipline in a haphazard fashion. For example, ordinary Name-givers in life-or-death situations involving animals (facing a ferocious tiger, stranded with only a dog for a companion) sometimes undergo "spontaneous initiation" into the Discipline as a matter of survival.

Novice (2-4): The Adept demonstrates the ability to communicate with a wide variety of creatures.

Journeyman (5-8): The Adept successfully calls many creatures to execute a single task. Impractical but dramatic events may enhance the Adept's prestige. A legendary example of an advancement ritual describes the ork Beastmaster Huigrin luring a forest full of beasts to Vivane's town square and persuading them to lick the faces of every citizen present.

Warden (9-12): Adepts of these Circles test their own talents to satisfy themselves.

Ghost Master Ritual: The Beastmaster must meditate alone in the wilderness at night while sitting in a circle drawn around him. As animals and birds arrive to commune with him, the Adept asks them to seek the desired Ghost Master. They fan out into the wilderness. After an hour, the Ghost Master appears and the ritual proceeds as normal.

CAVALRYMAN

Like Air Sailors, many Cavalryman Adepts belong to companies organized as military units. The company recognizes an Adept's advancement in Discipline Circles by rote ceremony and promotion. Player characters and other unaffiliated Cavalrymen follow looser guidelines.

Recruitment: When an Adept's mount either sires or births a foal, the Adept meditates at the birthing, then spends a point of Karma. Within a day someone will arrive to visit the newborn foal. If the foal likes the newcomer, the cavalryman offers to train the animal as a mount and, when the mount grows old enough, recruit the visitor into the Discipline.

Novice (2-4): While mounted, the Adept demonstrates a talent of the new Circle for an elder.

Journeyman (5-8): Accompanied by an elder, the Adept rides blindfolded to an unknown destination, at least half a day's ride away, then returns to the starting point, still blindfolded. The Adept then describes the destination to the elder, as seen through the mount's eyes.

Warden (9-12): A fellow Cavalryman rides for one hour in a randomly chosen direction, leading the Adept's mount. At the end of the hour, the Adept spends a point of Karma then sets out walking with a confident step. When the Adept finds the mount, the ritual is complete.

Ghost Master Ritual: The Adept rides into the wilderness at night. After an hour she makes a Ritual of the Ghost Master Test. At that moment she sees a dimly lit figure galloping away in the darkness and pursues it. If the Ghost Master Test is successful, she catches the Ghost Master and the ritual proceeds as normal.

ELEMENTALIST

Because most magicians (with the exception of Illusionists) prefer to keep the extent of their abilities a secret to all but their most trusted allies, Elementalist rituals often involve private displays of Spellcasting and Thread Weaving prowess.

Recruitment: Elementalist recruits new Adepts privately, sometimes secretly. A magician who needs an apprentice watches for likely candidates in his or her everyday travels. When she finds a potential Adept, the magician tests him or her in some way suited to the Discipline.

For example, an Elementalist may invite the candidate to share the experience of seeing or feeling a natural event; a rainstorm, surging river, forest, or even a campfire. In the course of ordinary conversation, the Adept casually asks the candidate to describe what he sees. Candidates who answer with unusual sensitivity undergo more obvious tests; the Adept may summon a spirit and ask the candidate to converse with it. If satisfied by the candidate's responses, the Adept recruits the candidate to the Discipline.

Novice (2-4): The Adept casts a spell of the new Circle in the presence of an elder.

Journeyman (5-8): The Adept must cast a spell of the new Circle in the presence of an elder and 5-8 elemental spirits. The higher the Circle of advancement, the more spirits must attend. The Adept must personally locate and persuade the spirits to appear. This may be more difficult than it sounds, because enlisting an elemental's cooperation often requires the Adept to fulfill a request or execute a task for the spirit.

Warden (9-12): The Adept researches and demonstrates for other Elementalist a new spell of the new Circle.

Ghost Master Ritual: Elementalist use a slight variant of the Nethermancer's Ritual of the Ghost Master (p. 248, ED2). The Elementalist draws a pentagon rather than a circle, its five points representing the five elements. Ambitious Elementalist, those who would summon a particularly skillful master, disdain to bring the required orichalcum coin to the ritual. Instead, they collect quantities of all five elements and bring them into the pentagon, during the summoning assembling them into newly made orichalcum. The summoned Ghost Master accepts the raw orichalcum and, when he or she reappears three nights later, returns it in the form of a pledge coin.

ILLUSIONIST

The masters of illusion refuse to subscribe to established rituals. An elder improvises each advancement ritual, and ideally the Adept never realizes the ritual has begun until it ends. Typically the elder contrives an elaborate hoax, some sort of pretext for the Adept to learn and use a new spell or talent of the appropriate Circle.

Troubadours recite with glee the Twelve Rites of Master Jonwal, whose mentor devised brilliant, devious rituals to test Jonwal as he advanced. He failed to even suspect the tests she set him while advancing through the Twelfth Circle, only recognizing her illusion when he advanced to Thirteenth Circle. This amazing level of deception has never been duplicated. During Jonwal's progress, both mentor and Adept suffered several mental breakdowns.

Recruitment: Illusionists recruit new Adepts privately by watching for candidates in their everyday travels, then testing likely candidates in some way suited to their Discipline.

Illusionists usually recruit compulsive liars into their Discipline, choosing people whose reputations precede them so far that Adepts can easily track them down. An Illusionist who decides to recruit a candidate usually approaches his target masked by a rudimentary illusion, then engages the compulsive liar in conversation. If the candidate penetrates the illusion, the Illusionist may offer to initiate him or her into the Discipline.

Rituals of Advancement: Illusionists observe no common rituals to mark their advancement through the Circles of their Discipline. At each Circle the Adept simply attempts to deceive his or her teacher with ever more elaborate illusions.

Ghost Master Ritual: The Illusionist learns and unerringly performs the Ghost Master ritual of another Discipline. If the Ghost Master Test is successful, the Illusionist summons a Ghost Master of that Discipline. The Illusionist gives this Ghost Master an illusory orichalcum coin and must persuade him or her to bring an Illusionist Ghost Master when he returns in three days. At the next summoning, the Illusionist Ghost Master appears and receives a true orichalcum pledge coin. The Illusionist must also somehow pacify the Ghost Master he deceived.

NETHERMANCER

Nethermantic rituals involve contact with spirits or, in rare cases, Horror magic. Nethermancers often use their advancement rituals to demonstrate their skill in summoning and controlling various entities.

Recruitment: Nethermancers ask for various spirits' recommendations to help choose suitable apprentices.

Novice (2-4): The Adept casts a spell of the new Circle in the presence of a living or deceased elder.

Journeyman (5-8): The Adept finds a spirit that can settle the truth of some historically disputed issue. He or she summons the spirit to answer questions related to that dispute for a panel of Nethermancers and scholars supporting both sides of the issue.

Warden (9-12): The Adept researches and demonstrates for other Nethermancers a spell of the new Circle.

Ghost Master Ritual: Nethermancers use the Ritual of the Ghost Master described on p. 248 of the *Earthdawn Second Edition* rulebook.

SCOUT

Like Thieves, many Scouts are loners. However, they recognize the benefits of belonging to an organization, and many groups seek the abilities of a Scout. To gain recognition of their advancement to higher Discipline Circles, an Adept must display an increasing understanding of the natural world. The Adept customarily devises these demonstrations herself.

Recruitment: Scouts often choose to train their children in their chosen discipline. Scouts also watch for likely candidates in his or her everyday travels. If they find someone likely to become an Adept, they bring the candidate into the wilderness, and leave them there. Those who return to civilization with enough speed may be recruited into the discipline.

Novice (2-4): While in the wilderness, the Adept demonstrates a talent of the new Circle for an elder.

Journeyman (5-8): Accompanied by an elder, the Adept walks blindfolded to an unknown destination, at least half a day's journey

away, then returns to the starting point, still blindfolded. The Adept then describes the trip to the elder, as experienced through the senses other than sight.

Warden (9-12): Adepts of these Circles test their own talents to satisfy themselves.

Ghost Master Ritual: The Scout must meditate alone in the wilderness at night while sitting in a circle drawn around him. Glowing footprints appear, leading off in all directions from the circle. The Scout chooses the correct trail, and after following it for an hour, finds the awaiting Ghost Master.

SKY RAIDER

Sky Raider rituals always involve some type of physical conflict. The Adept must acquire some trophy of the battle to prove that he successfully completed the ritual.

Recruitment: Almost all Sky Raiders are trolls, and therefore enter the Discipline through their trollmoot. Very rarely, newots – Name-givers who have been captured in battle, but through their deeds may become members of the moot – will be invited to join the Discipline. Other non-trolls must seek out Sky Raiders for training in that Discipline, because Sky Raiders almost never recruit from among the other Name-giver races.

Novice (2-4): The Adept participates in a raid and secures a trophy that earns admiration from an elder.

Journeyman (5-8): When not actively warring on each other, rival troll clans meet in (theoretically) bloodless competitions, matching their strength in wrestling, stick fighting, footraces, and so on. To gain respect from the elders in such a contest or in an actual war with the rival clan, the Adept must compete against opponents of an equal or higher Circle.

Warden (9-12): The Adept commands a raid against a worthy and well-defended target.

Ghost Master Ritual: The Sky Raider draws a circle on the deck of a docked airship. While seated in this circle, she envisions leading a raid against insurmountable opposition. In her imagination she defeats the enemy, or perhaps dies honorably. After an hour of this positive thinking, the desired Ghost Master appears and applauds. The ritual continues as normal.

SWORDMASTER

Swordmaster rituals always involve flashy displays of fighting prowess, usually one Adept against multiple opponents. These rituals often take the form of loosely organized tournaments or contests.

Recruitment: Known or legendary Swordmasters find it a mixed blessing that potential recruits seek them out and challenge them. Of these eager fighters, only those who show unusual skill hear the offer of recruitment into the Swordmaster Discipline. Because even the most brilliant candidate quickly finds a sword at his throat when challenging an Adept, reaching First Circle can require months of continuous practice.

Novice (2-4): Swordmasters hold frequent tournaments among themselves. All those who demonstrate mastery of talents of the required Circle during the tournament receive official recognition of their advancement at tournament's end, whether or not they won their battles.

Journeyman (5-8): Adepts advancing through these Circles must also participate in a tournament, but now the Adept aspiring to a new Circle must defeat several worthy opponents of his or her current Circle. The ritual for advancement through these Circles can depend as much on politics as on skill, and this occasionally produces a high Circle Adept who lacks the skill to perform the talents and abilities available to him.

Warden (9-12): The Adept stages an exhibition of skill against an almost-overwhelming number of opponents of equal or lesser skill for other, respected Swordmasters.

Ghost Master Ritual: The Swordmaster draws a large circle on the ground around himself, then fences with an imaginary opponent. After an hour the mental image materializes as the desired Ghost Master, who neatly disarms the Swordmaster. The ritual continues as normal.

THIEF

Thieves, considered to be quintessential loners, do not observe advancement rituals or respect others as elders of their Discipline. Instead, a Thief who decides to test another's abilities proposes a task based on the perceived Circle of the advancing Thief. For example, an "elder" Thief may ask a Third Circle Adept to steal a silver spoon from a city councilor's home, but may demand that a Ninth Circle Adept steal the left earring from a high-Circle Nethermancer – while the magician is wearing it.

Recruitment: Recruitment remains a haphazard, nebulous procedure among Thieves. Sometimes a recruit can be picked out by the way they move through a crowd without bumping into anyone. As with Beastmasters, ordinary Name-givers who find themselves in extraordinary circumstances sometimes undergo "spontaneous initiation" into the First Circle of Thief magic.

Ghost Master Ritual: The Thief must steal the orichalcum coin required for the ritual, then infiltrate a forbidden area in which to perform the ritual.



TROUBADOUR

Troubadour rituals always require a performance of some kind, which may include participation in a play, a dramatic reading, singing, or even storytelling.

Recruitment: A Troubadour may observe that her performance truly enthalls one observer. After the show the Troubadour may engage the observer in conversation, then begin a story or ballad. Breaking off partway through, the Troubadour asks, "And what do you suppose happened next?" If the candidate answers entertainingly, the Troubadour may offer apprenticeship. After months of training, the Troubadour initiates the apprentice into the Discipline's First Circle.

Novice (2-4): The Adept helps an elder of Circle 5 or higher to stage a performance, providing accompaniment or moving equipment as asked. During the performance, the elder grants the Adept three minutes alone on stage. The Adept should spend Karma, and then take this opportunity to demonstrate a talent from the new Circle. The elder acknowledges the Adept's new Circle following the performance.

Journeyman (5-8): The Adept recounts his most recent adventure to a large audience that includes an elder of Circle 9 or higher. The account should include use of appropriate talents and Karma. The elder acknowledges the Adept's advancement following the performance.

Warden (9-12): The Adept hosts a banquet and invites every Troubadour in the area. The Adept's performance marks the party's climax. When all Troubadours in the audience rise in a standing ovation, the ritual is complete.

Ghost Master Ritual: The Adept impersonates the desired Ghost Master to entertain an audience, performing an hour of the master's repertoire. During the performance, the Adept develops a supernatural resemblance to the master. As soon as the audience leaves, the Ghost Master ritual proceeds as normal.

WARRIOR

Like Cavalymen, Warriors frequently belong to organized orders that offer standard promotions and appropriate ceremonies. Player character Warriors generally avoid or eventually leave these orders and develop unique advancement rituals.

Recruitment: Organized Warrior groups continuously tour Barsaive, visiting small villages and isolated kaers and painting rosy pictures of the excitement of military life. Their tales and impressive uniforms lure young men and women to enlist in their ranks (few orders mix genders in their ranks, though many mix races). Reaching First Circle can require years of practice and study.

Novice (2-4): Adepts engage in regular contests of skill against their peers. Companies stage these privately, but independent Warriors often stage them at public festivals. Elders supervise all contests, and afterward acknowledge those Adepts who demonstrated mastery of the talents required to rise to the next Circle, whether or not the Adepts won their contests.

Journeyman (5-8): The Adept must win a contest of skill against an opponent of equal abilities, fought on unusually demanding terrain. This may include battling atop an array of tall pillars, barefoot amid broken glass, in the deepest reaches of a deserted kaer, and so on. Note that though rituals of advancement should be restricted to the roleplaying of a significant event, the gamemaster may declare that the

Adept loses the contest and must try again after a week of practice. This may serve many ends in pursuit of a good story.

Warden (9-12): Choosing one or several types of difficult terrain, the Adept stages an exhibition of physical skill (either armed or unarmed) against an almost overwhelming number of opponents of equal or lesser skill. A panel of respected Warriors must observe this exhibition.

Ghost Master Ritual: Like a Swordmaster, the Warrior summons a Ghost Master by mentally fighting that master within a circle. After an hour of unarmed combat, the mental image materializes as the master, who handily defeats the Warrior. The ritual proceeds as normal.

WEAPONSMITH

Nearly all Weaponsmiths belong to loose professional associations called Forges. Like guilds but less restricted, Forges give Adepts a forum in which to exchange trade tips, find and take on apprentices, and gossip. Most cities in Barsaive support a Forge, and sometimes two or three engage in cutthroat competition for business and membership.

Recruitment: Weaponsmiths often teach their children their Discipline, but Forges provide standard channels for finding new apprentices.

Novice (2-4): The Adept crafts or reworks a weapon and presents it to an elder or a panel of elders for inspection. The weapon's Damage Step must exceed the new Circle by at least 4. For example, an Adept aspiring to Circle 4 must create or refashion a weapon of Step 8.

Journeyman (5-8): An elder or panel of elders presents to the Adept several weapons of obscure origin. The Adept may study the weapons for up to a week, then must identify for the panel the weapons' makers, histories, and other distinguishing features. This ritual of advancement may serve as the springboard for an adventure to investigate the clues revealed. Traditionally, the panel offers the Adept the first opportunity to pursue the adventure.

Warden (9-12): The Adept must find and take possession of a weapon lost before the Scourge, restore it to good condition, then display it to an assembled Forge.

Ghost Master Ritual: The Weaponsmith draws the usual circle, then mentally executes all the steps required to create the finest weapon ever made by the Ghost Master he wishes to summon. After one hour, the Ghost Master appears and corrects the Adept's errors. The ritual continues as normal.

WIZARD

Wizard rituals usually consist of brilliant displays of magical skill and ability, especially Spellcasting, Thread Weaving, matrix construction, and spell design.

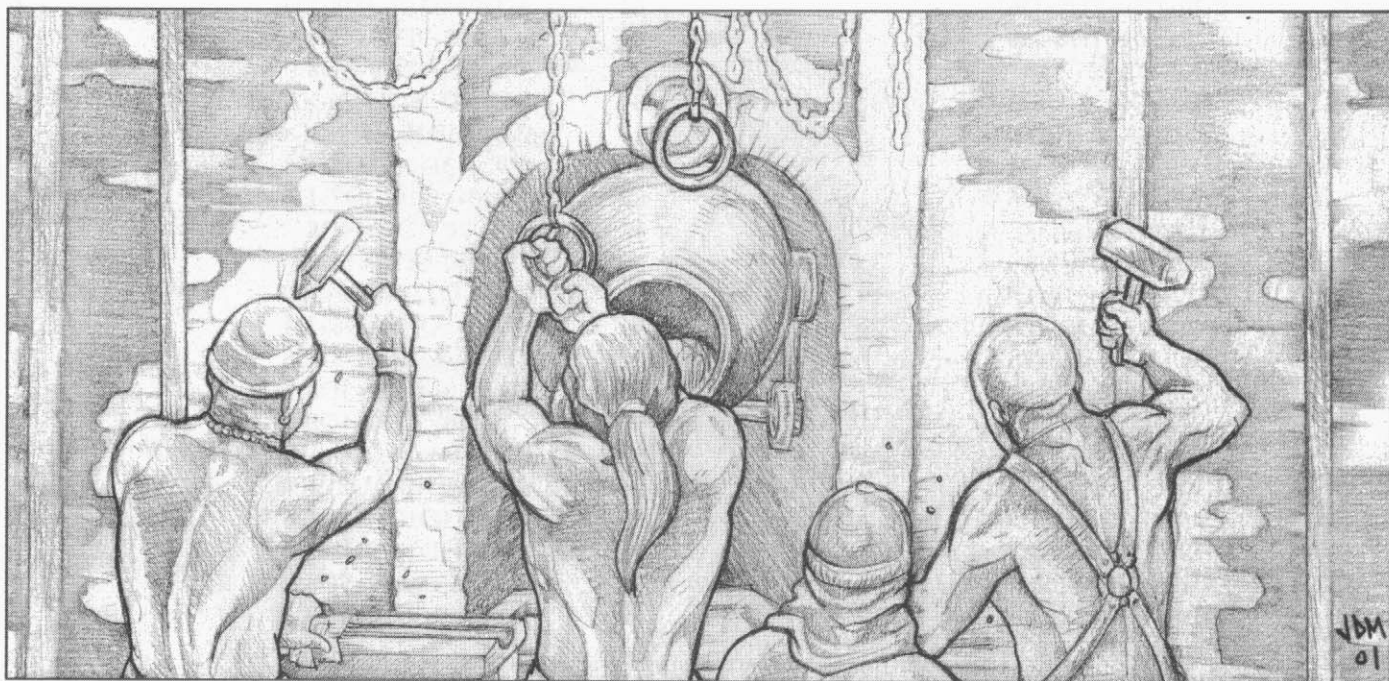
Recruitment: Wizards recruit new Adepts privately. Wizards identify likely candidates, and then try to fluster them by reciting a long passage in an obscure language and commanding the candidate to repeat it. Those candidates who succeed in repeating at least part of the passage may be asked to follow the Discipline.

Novice (2-4): The Adept casts a spell of the new Circle in the presence of an elder.

Journeyman (5-8): The Adept studies the work of a legendary Wizard, assesses the merits and drawbacks of the subject's style, discusses mysteries clouding the subject's past, and circulates her conclusions to interested Wizards and scholars. A particularly skillful analysis may reveal new clues best investigated by adventuring.

Warden (9-12): The Adept researches and demonstrates for other Wizards a new spell of the new Circle, then defends her research methods against rigorous peer review.

Ghost Master Ritual: Wizards use a slight variant of the Nethermancer's Ritual of the Ghost Master (see p. 248, ED2). The Wizard spends the entire hour of summoning meticulously drawing the circle to the most exacting specifications, at the same time reciting a memorized litany. On completion of the circle, the Ghost Master appears and the ritual proceeds as normal.



STEP / ACTION DICE TABLE

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

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



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: _____

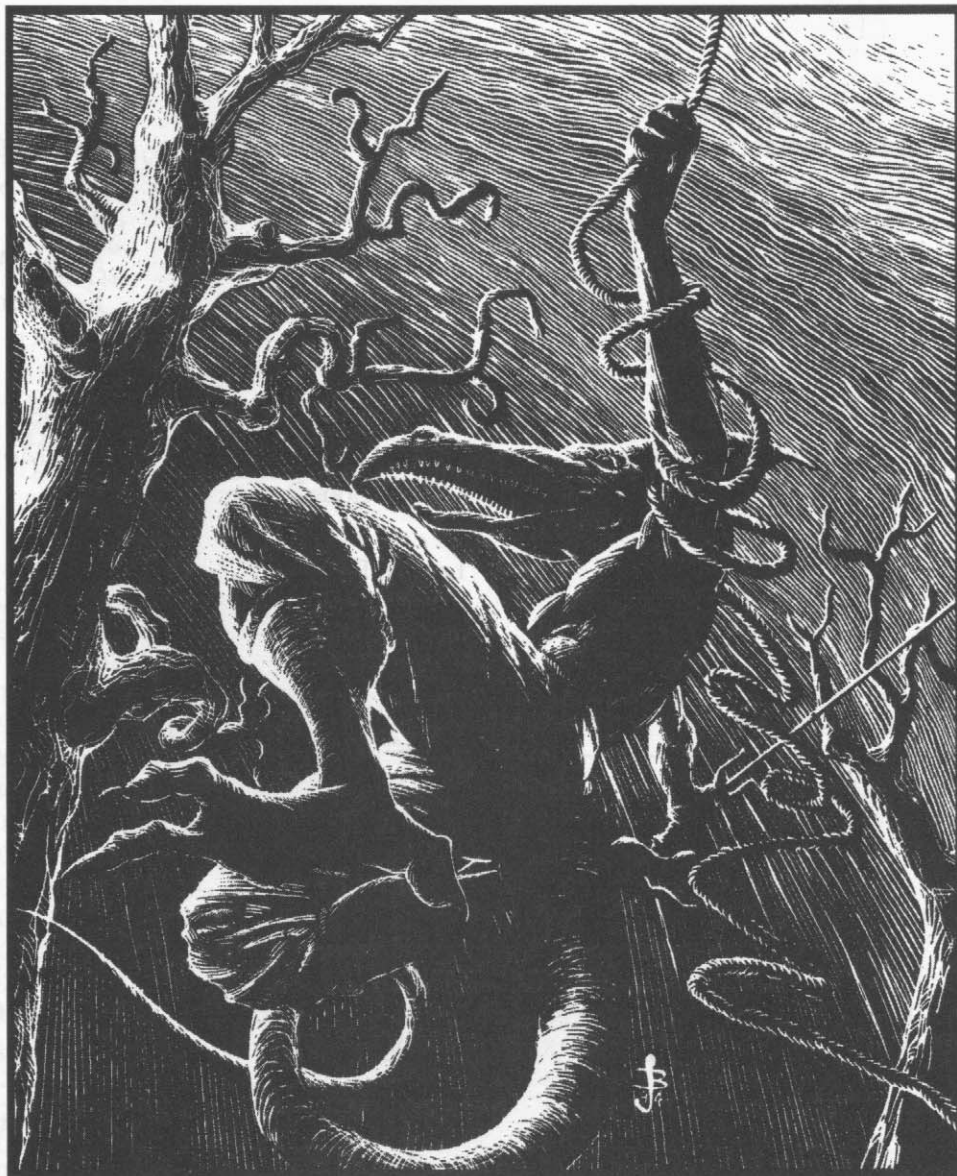
Attributes

DEX: STR: TOU:
PER: WIL: CHA:Initiative: Physical Defense:
Number of Attacks Spell Defense:
Attack: Social Defense:
Damage: Armor:
Number of Spells: Mystic Armor:
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Effect:Death Rating: Combat Movement:
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Equipment:
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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:



• FIN •

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