

EARTHDOWN THIRD EDITION

# GAMEMASTER'S COMPANION





• THIRD EDITION •  
**GAMEMASTER'S  
COMPANION**

# CREDITS

**Managing Director:** James D. Flowers

**Line Developer:** Carsten Damm

**Development Team:** Eike-Christian Bertram, Steven J. Black, Carsten Damm, James D. Flowers, Lars Heitmann, Jacques Marcotte, Jason U. Wallace, Donovan Winch, Hank Woon

**Senior Editors:** Carsten Damm, James D. Flowers

**Associate Editors:** Eike-Christian Bertram, Steven J. Black, Lars Heitmann, Jacques Marcotte, Jason U. Wallace, Donovan Winch, Hank Woon

**Art Direction & Visual Concept:** Kathy Schad

**Layout:** Carsten Damm, Kathy Schad

**Cover Artwork:** Mark Nelson

**Interior Artwork:** Anita Nelson, David Martin, Earl Geier, Janet Aulisio, Jeff Laubenstein, Jim Nelson, Joel Biske, Kathy Schad, Karl Waller, Larry MacDougall, Mark Nelson, Mike Nielsen, Rick Berry, Rick Harris, Rita Márföldi, Robert Nelson, Steve Bryant, Tom Baxa, Tony Szczudlo

**Earthdawn Classic Material:** Carlton W. Anderson, Steven J. Black, Carsten Damm, Attila Hatvágner, James D. Flowers, Lars Gottlieb, Joshua Harrison, Louis J. Prosperi, Bradley Robins, Richard Vowles, Jason U. Wallace, Nicholas Warcholak, Olav Wikan, Donovan Winch

**Original Material:** L. Ross Babcock III, Randall N. Bills, Jennifer Brandes, Zach Bush, Robert C. Charrette, Loren Coleman, Robert Cruz, Kathleen E. Czechowski, Tom Dowd, Nigel D. Findley, Nicole Frein, Robert Fulford, Marc Gascoigne, Greg Gorden, Keith Graham, Achim Held, Shane Lacy Hensley, Chris Hepler, Michael L. Jacobs, Steve Kenson, Jay Krob, Christopher Kubasik, Robin D. Laws, Sam Lewis, Angel Leigh McCoy, Michael A. Mulvihill, Mike Nielson, Diane Piron-Gelman, Neal A. Porter, Louis J. Prosperi, Sean R. Rhoades, Chris Ryan, Carl Sargent, John J. Terra, Richard Tomasso, Allen Varney, Daniel Vitti, Jordan Weisman, Sam Witt, Teeuwynn Woodruff

**Playtesters:** Pete Atkinson, Eike-Christian Bertram, Zach Best, Brad Blisset, Christopher Boothman, Gary Bowerbank, Michael Broster, Marco Burnus, Christopher Buss, Hendrik Buyken, Matthias Buyken, Robert Cannon, Neal Costello, Björn Cordes, David Dankel, Robert Davidson, Robert Eggly, Jens Elgeti, Dale Emery, Theodore Favinger, Stefan Freck, Dean Galitsis, Cameron Garrett, Dominik Goesken, Tim Golden, Ryan Good, Alexander Grieguszies, Craig Guarisco, Richard Guy, Jonathon Handyside, Attila Hatvágner, Lars Heitmann, Stefan Hoba, Edwin Huang, Erlend Johannessen, Kevin Johnston, Damien Jones, Glen Kelly, Sebastian Klein, Ingo Klein-Raufharke, Tobias Lege, Grayson Lintell, Stian Lundli, Stefan Mauch, Svann T. Mausest, Ingo Michalk, Jason Murphy, Joshua Murphy, Meil O'Dwyer, Cassy Petrich, Shawn Pitman, Julien Pritchard, Andrew Read, Eyvonne Read, Rune B. Reinaas, Paul Rollings, John I. Sandvik, Aaron Scott, Jon Simpson, Michael Sivertsen, John Soper, Baz Stevens, Andrew Sutton, Charles F. Tewes, Uwe Thiesmann, Neil A. Uranic, Mark Walsh, Simon Walsh, Jutta Wetzel, Olav Wikan, Thomas Wilhelms, Gary Winchester, Hank Woon, Eric Zuller

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**Internet:** <http://www.earthdawn.com>

**Contact:** [info@earthdawn.com](mailto:info@earthdawn.com)

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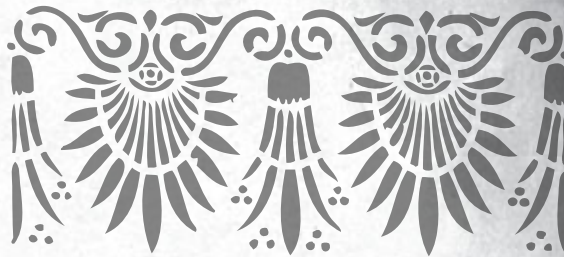
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• EARTHDAWN THIRD EDITION •

# GAMEMASTER'S COMPANION



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*When beginning a search, it helps if one knows for what he is searching.*

• MERROX, MASTER OF THE HALL OF RECORDS •

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# INTRODUCTION

*...and each page turned revealed yet another nameless terror from that black realm, and once his mind touched that grim beyond it could not return, not as it was. Thus we should all beware before seeking knowledge we have no right to obtain; we should all think twice before exploring the vast infinity and unknowable vistas that exist in the cold reaches just outside our understanding...*

• IVINIUS, GRAND SCHOLAR OF THE NIGHT SAGES •

The age of **Earthdawn** is an era of magic that existed thousands of years ago in our world's dim past. Magic touched every aspect of the lives of men and women of the Namegiver races: humans, elves, dwarfs, orks, trolls, windlings, t'skrang, and obsidimen. However, as the levels of magic rose, so did the dangers in the world. The rise of magic brought the Horrors to Earth, creatures from the depths of astral space that devoured all life in their path. For four centuries, the people of Barsaive hid underground as the Horrors devastated their lands during the dark time that came to be called the Scourge.

Now, the people of Barsaive have emerged from their sealed kaers and citadels, ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire. From all across Barsaive, bold heroes step forward to champion their land, arming themselves for their daunting task with powerful magical spells and treasures. Through magic, skill, and daring, Barsaive's heroes strive to heal the world of the scars left by the Scourge. By doing so, they become Barsaive's living legends.

The *Gamemaster's Companion* expands the rules in the *Gamemaster's Guide*, providing new game mechanics, extended setting material, and adding more creatures, dragons, Horrors, spirits, and unique magical treasures!

## HOW TO USE THIS BOOK

**T**he first part of this book offers extended information and additional rules regarding astral space, blood magic and the art of healing. The **Astral Space** chapter describes

methods to enter and explore astral space, a general survey of the inhabitants and locations of astral space and the netherworlds. The **Blood Magic** chapter provides deeper background guidelines for different ways gamemasters can use blood magic in their **Earthdawn** campaigns, including rules for death magic, and rules for creating new blood charms.

The second part of the book presents unique magical items known as **Legendary Treasures** and introduces rules for **Airships & Riverboats**. A system for **Creating Magical Treasures** covering all kinds of magical items and guidelines allowing you to customize airships and riverboats are also featured in this section.

The third and largest part of this book offers advice on handling **Gamemaster Characters**, including villains and supporters. The chapter includes guidelines for balancing these for your game. Ready-to-use game statistics for mundane and adept gamemaster characters round this chapter off. The system to create new and customize exiting creatures follows this chapter, as well as game statistics for **Creatures** designed for Warden and Master adepts. The **Great Dragons** and **Named Horrors** chapters detail the most fearsome beings in Barsaive, providing a wealth of material for use in your campaigns.

The last part of this book contains the **Creating Disciplines** chapter, a design system allowing you to create new and unusual Disciplines for your **Earthdawn** games. Of course, the system can also be used to modify existing Disciplines to your liking.

The *Gamemaster's Companion* concludes with an **Index** for easy reference.



# ASTRAL SPACE

*An interesting question comes to mind.  
Is astral space a reflection of our world?  
Or is our world merely a reflection of the astral one?*

• JANDAR OF URUPA, HUMAN NETHERMANCER •

**B**yond the physical world lies another world, a realm just beyond the perceptions of most adepts. 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 the world of astral space.

This chapter provides information on astral space for the gamemaster. It describes methods that enable Namegivers to enter and explore astral space, a general survey of the inhabitants of astral space, and describes a number of different locations in astral space and the netherworlds. It also provides some general advice for incorporating astral space and astral sensing into adventures and campaigns.

## USING ASTRAL SPACE IN ADVENTURES AND CAMPAIGNS

**A**s described in the *Player's Guide*, astral space is intimately connected with the physical world. Because of this connection, and the abilities of adepts to view astral space, the gamemaster often needs to provide descriptions and details for this realm. This section will provide some advice and suggestions for incorporating astral space and astral sensing into your games.

First of all, like many other aspects of the **Earthdawn** rules, only use as much detail as you (and your players) are comfortable with. If your group doesn't show a lot of interest in the astral counterparts of the places they visit, don't emphasize it too much. As the players gain experience with the **Earthdawn** setting, and gain familiarity with how the physical and astral worlds are connected, they are likely to begin exploring it in more depth. You can add more detail as your game progresses to keep your players interested, as well as provide clues for their characters to follow up.

At the same time, don't allow astral sensing to give everything away. Astral sensing is a useful tool, but it can't do everything—there are talents and spells better suited to learning certain types of information, so don't allow astral sensing to duplicate those effects (at least without achieving higher result levels). This is especially true when it comes to detecting or analyzing Horror taint. While the general level of astral corruption can indicate the presence or influence of a Horror, astral sensing shouldn't reveal a Horror mark or Horror corruption except in remarkable circumstances. Part of the reason the Horrors are so feared is because their presence and influence is so hard to detect.

One advantage to the progression of characters through their Disciplines—from Initiate to Master—is that their ability to view and interact with astral space grows with them. As novices, the duration and step number of their astral sensing talents are

usually low, limiting the amount of information they can learn. At this level, adepts are usually using astral sensing to get a feel for the level of astral corruption, sense magic items, or other broad applications.

As characters make the transition from Novice (Circles 2–4) to Journeyman (Circles 5–8), astral space becomes more significant—especially for Disciplines that deal with the denizens of astral space (like Elementalists and Nethermancers). Their astral sensing step numbers get higher, allowing them to see more detail, and learn more from examination of astral space and astral patterns—they may start using astral sensing to duplicate more specialized talents or spells. They may even begin detecting and analyzing permanent threads woven to true patterns (see the **Detecting Threads** optional rule, on p. 7).

As their power grows into Warden (Circles 9–12) and Master (Circles 13–15) levels, characters may begin venturing into astral space, or even the netherworlds in pursuit of various goals. The **Astral Space Gazetteer** on p. 9 provides examples of places characters may wish to travel to, but the full range of the astral realms is beyond the scope of this text. The infinite depths of the netherworlds are limited only by your imagination.

## EXPLORING ASTRAL SPACE

**P**erhaps 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. This means that, for instance, 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 Summon talent (see the **Talents** chapter on p. 82 of the *Player's Guide*).

## 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 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

Namegivers may enter astral space using magical means such as the **Spirit Portal** spell and the Astral Portal spirit power.

The Spirit Portal spell is probably the safest method of entering astral space, though what constitutes safety in astral space is open to much interpretation (see the **Spells** chapter on p. 200 of the *Player's Guide*). The spell enables a Namegiver 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 Namegiver to enter and exit the portal multiple times.

The spirit power called **Astral Portal** functions in the same manner as the Spirit Portal spell (see **Spirit Powers** in the **Spirits** chapter on p. 213 of the *Gamemaster's Guide*). Using this power, a spirit can create a portal that enables Namegivers to enter and exit astral space. In fact, many Namegiver 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 Namegiver to send his spirit into astral space while his body remains in the physical world. The primary form of astral projection is the Netherwalk talent. This talent provides an adept with near-perfect control of his astral imprint, though the duration of the talent's effect is limited.

Like other methods of entering astral space, astral projection entails certain risks, including damage based on the type of astral region the adept travels through. See the **Netherwalk** description in the **Talents** chapter on p. 110 of the *Player's Companion* and **Travel in Astral Space**, p. 8, for more information about the hazards of astral travel.

## NAMEGIVERS 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 and powers 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 (see **True to Form** in the **Workings of Magic** chapter on p. 110 of the *Player's Guide*).

## DETECTING THREADS

**Optional Rule:** As adepts gain more proficiency at astral sensing, one piece of information you may wish to reveal to them is the presence of permanent threads attached to patterns. This optional rule provides some guidelines for detecting and analyzing permanent threads.

An adept may detect a thread if he achieves an Excellent or better result when examining a subject's pattern. If the thread is active (for example, an adept is using a magical sword he has woven a thread to), the magical energy traveling into the pattern from the thread causes the thread to glow more brightly, lowering the required result to Good or better. Success on this test only detects the presence of the thread, however; the adept would need to examine the thread more directly with astral sensing in order to gain more information.

To examine a thread more closely, the adept makes Astral Sensing Tests against the Spell Defense of the being (adept, dragon, Horror, and so on) that wove the thread to the subject. Sometimes these tests require a Good result or higher to learn any information (some Horrors are *very* good at hiding their influence).

What a thread looks like depends on who (or what) wove it. Most threads resemble small bits of astral "string" tied around a portion of the subject's pattern. The characteristics of the thread, such as color, texture, and shape, vary widely according to the nature of the thread weaver. For example, threads woven by a dragon may appear in the shape of a small dragon holding on to the pattern in some way—though threads rarely identify their weaver so obviously. A character's ability to gain information from a permanent pattern thread should not be used to identify other adepts, unless the gamemaster considers such a development appropriate to the story.

Threads do not establish actual "lines" between the weaver and the target. Even if a thread is active, the connection cannot be followed back to the weaver like a trail. The weaving being merely attaches a bit of his astral energy to the target. These bits of energy tend to share certain characteristics, however, and may be used by the gamemaster as clues to send the player characters in a certain direction (whether on or off the right track). For example, a rough, green, scaly thread may have been woven by a Beastmaster, a dragon, or even a reptilian Horror. Details like this can work especially well if they remind the characters of other unusual details they may have encountered. The appearance of an unfamiliar or unusual thread may foreshadow an encounter with the being that wove it.

The gamemaster determines the specific details a character learns when examining the thread using astral sensing based on the result level and the needs of the story.

Note that an adept's astral form is not the same as his True pattern. A True pattern only represents its subject. The astral form is the subject completely present in astral space. The subject is alive, "solid" and can interact with other purely astral forms.

Namegivers 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. A character's Physical Defense rating is the Difficulty Number for resolving physical attacks in astral space, his Spell Defense rating 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 so forth, but they have no true astral substance and therefore no effect on astral beings. 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. Items dropped in astral space remain there unless the character retrieves them before returning to the physical world.

### 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 (Initiative penalties 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.

As described above, attacks made with non-magical weapons in astral space cannot cause damage to a target. When determining damage with non-magical weapons, use only the character's Strength step. Magical weapons possess substance in astral space, so use standard rules when determining damage from magical weapons. Natural weapons (like an animal's claws, or a t'skrang's tail) are part of the individual's solid astral form, and are also used normally.

Armor works the same way as weapons 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. Any armor that provides a Mystic Armor bonus is considered magical for the purposes of this rule.

Damage in astral combat is resolved as normal and may render a character unconscious or dead. Characters still suffer Wounds and combatants must make Knockdown Tests as normal. Damage is healed as normal (see the **Combat** chapter on p. 220 of the *Player's Guide*).

Like most other activities, spellcasting in astral space follows standard rules. The risks of casting raw magic are greater for astral beings, however, so the Warping, Damage, and Horror Mark Tests made for any character casting with raw magic gain a +3 bonus (*Player's Guide*, p. 136).

### Blood Magic in Astral Space

Because a character becomes an astral being when in astral space, his use of blood magic becomes more effective. This benefit applies in two ways. First, it reduces the Strain damage a character suffers when using a talent or ability by 1 point, to a minimum of 1 Strain. For example, the Flame Arrow talent normally causes an adept 2 Strain; in astral space, using the talent causes only 1 Strain.

The second benefit applies when a character uses blood magic to push his talents or abilities (*Player's Guide*, p. 124). In this case, the character adds an additional +1 bonus to his Action Test. For example, an Archer may gain a +1 bonus to his Missile Weapons talent by taking Strain equal to his Toughness step; if he were in astral space, the Archer would gain a +2 bonus.

The same bonus applies to adepts who push a talent or ability by physically wounding themselves. For example, an Archer in astral space could take a Wound and gain a +4 bonus instead of a +3 bonus.

### 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 adepts know the location of their destination.

There are two key differences when traveling in astral space. First is the ability of astral beings to move through the astral imprints of non-magical and non-living objects. Theoretically, this ability enables astral travelers to simply walk through many obstacles, but doing so significantly disorients most astral travelers.

Second, astral corruption causes damage to those exposed to it. Each minute that a character is in astral space, he suffers damage using the step number shown on the Astral Damage Table. Mystic Armor protects against this damage.

Spirits, Horrors and other native astral denizens are not bound by the same restraints as Namegivers while in astral space and can fly about and move through non-magical objects without penalty. They also do not suffer damage from exposure to corrupted astral energy—though such corruption may have other effects on such beings.

### ASTRAL DENIZENS

**V**arious 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 Namegivers, and strange 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 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 Namegivers 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 Namegivers in astral space. These spirits exhibit a mischievous streak as well, which can prove dangerous to astral travelers. In fact, numerous legends tell of ally spirits that lead adepts into dangerous or precarious predicaments so that the spirits can observe the adepts' attempts to save themselves. Their unpredictable nature can make ally spirits nearly as dangerous as Horrors.

Namegiver spirits are by far the most easily identifiable spirits that astral travelers are likely to encounter. Most Namegiver 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 Namegiver 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 achieve, 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 Namegiver spirit may also vary greatly from the behavior and attitudes the Namegiver 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 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 the **Spirits** chapter on p. 210 of the *Gamemaster's Guide*.

## 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 actively seeking out astral explorers.

Most of the powerful Horrors that remain in or near Barsaive, especially Named Horrors, appear to follow private agendas consisting of devious, corrupt plans (see the **Named Horrors** chapter on p. 137). 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** in the **Workings of Magic** chapter on p. 256 of the *Player's Guide*). Named Horrors such as Verjigorm and Taint may maintain lairs of more terrifying intensity, though no Namegiver has ever reported encountering these astral lairs.

For more information on Horrors, including their powers and abilities, see the **Horrors** chapter on p. 265 of the *Gamemaster's Guide* and the **Named Horrors** chapter on p. 137.

## 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 worlds and realities also connected to astral space.

## AN ASTRAL SPACE GAZETTEER

**T**raveling through astral space offers adepts a chance to visit dark and dismal locations, places of breathtaking beauty and dark reaches 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 realms of astral space 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 via 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 and the Idyllic Gardens represent two 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 feed on their tortured souls even after death.

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 soul 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 Namegiver 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, a pattern indicating 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.

### 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 successfully employed protection wards similar to those used during the Scourge to create sites that remain entirely free of the taint of these beings. 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 Elementalist 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 Jaspre 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 the care and respect they deserve.

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.



## THE NETHERWORLDS

The netherworlds are 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** and serve as the source of spirits, True elements and the Horrors. At present, Namegivers 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 Barsaivians, 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 Namegivers' 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 Namegivers 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 and four netherworlds known to astral travelers. 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 the 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 (see below) 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 Namegivers 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 Namegivers. 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 remains today.

## 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 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 Barsaivians. 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 (see the **Walkers In Shadow** chapter on p. 50 of the *Player's Companion*). 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, however, an adept must know the nature of the knowledge he seeks—an adept traveling 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 examples, 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 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.

## **THE 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 the elemental plane often offer access of a sort to the elemental planes. Though too small for an astrally traveling adept to pass through, these fissures between the physical world and the elemental plane allow the most potent kernels of True elements to escape into the physical world. One such crack connecting the physical world to the elemental Plane of Fire exists near the center of the Death's Sea.

Adepts can reach the elemental planes through astral space. Unlike the netherworlds, however, the elemental planes have no astral imprint: 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. 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 can be fashioned in their game.

Though the elemental planes show no physical signs of damage from the Horrors, the fact that some astral gateways to the elemental planes lie in Tainted or Corrupt astral space 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.

### **The Plane of Air**

The elemental plane of True air is devoid of any trace of other True elements. 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.

The Horrors apparently found little they could corrupt in this plane; astral gateways to the Plane of Air are usually located within Safe or Open regions.

### **The Plane of Earth**

Of all the elemental planes, the plane of True earth draws more adepts than any other. Numerous pockets of True air and True water exist in this plane, but passing between them is impossible for any being unable to move through solid earth. Adepts who make the journey 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.

Of all the elemental planes, the Plane of Earth suffered the most during the Scourge, and nearly all its gateways appear in Tainted or Corrupt regions of astral space.

### **The Plane of Fire**

The Plane of Fire is the most hostile of the elemental planes. Most everything that enters this plane—be it Namegiver, spirit (save for fire spirits), even a small amount of True water—is immediately consumed by the True fire of the plane. Any character foolish enough to enter the Plane of Fire would be incinerated almost instantly, though some powers and spells may grant protection from the plane's dangers for brief periods of time.

The plane is 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 Namegivers suffer before dying.

Gateways to the Plane of Fire are generally found in Open regions, though occasionally they are located in Tainted astral space.

### **The Plane of Water**

As with any underwater travel, moving through the Plane of Water offers many challenges, not the least of which is breathing. The Gills spell (see the **Spells** chapter on p. 174 of the *Player's Guide*) can be used to stay alive in this elemental plane, but only for short periods of time—True water does not offer a great deal of oxygen to extract. Bubbles of True air large enough to sustain a single Namegiver, 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 often risk the same dangers as staying too long on the Plane of Air.

The Horrors apparently found no easy way to corrupt the Plane of Water; gateways to this plane are almost always located in Safe regions of astral space.

### **The Plane of Wood**

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.

# BLOOD MAGIC

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

• VERCIAN, WIZARD OF THROAL AND AUTHOR OF THOUGHTS CONCORDIA •

**B**lood magic is 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 character must sacrifice his own blood. This sacrifice usually requires only a drop or two of blood, but the fact remains that the character 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, ordinary citizens often feel deeply suspicious of those who use blood magic. Most Barsaivians 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 remnants of the 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 characters who use it.

This chapter discusses the history, spread and nature of blood magic throughout the world, and provides guidelines for different ways gamemasters can use blood magic in their **Earthdawn** campaigns. It also introduces rules for death magic (an extreme form of blood magic), and rules for creating new blood charms.

## USING BLOOD MAGIC IN ADVENTURES AND CAMPAIGNS

**E**arthdawn characters may use blood magic in a variety of ways. Most commonly, characters may use blood magic in the form of blood charms, or to power certain talents, spells, talent knacks, and living armor. Characters may also use blood magic to enhance their talents or abilities, to swear blood oaths and perform blood magic rituals. Characters may even use a special form of blood magic, known as death magic, to perform heroic feats, curse enemies or places, or create True patterns and powerful oaths. Every use of blood magic requires a character to make a sacrifice, which may take the form of Strain, permanent damage, Wounds, or even his life.

Refer to the **Blood Magic** chapter on p. 123 of the *Player's Guide* for more information on the common uses of blood magic, blood oaths, and sacrifice magic. Blood charms are created by the use of enchanting (refer to the **Enchanting** chapter on p. 153 of the *Player's Companion*, and the **Goods and Services** chapter of the *Player's Guide* for a list of sample blood charms).

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

The material published for **Earthdawn** views blood magic as it was described in the history section. That is, blood magic exists in two forms: positive blood magic (life magic), and negative (evil) blood 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.

Gamemaster characters corrupted by the Horrors and other evil gamemaster characters may perform evil blood magic. We chose this view because we believe this dichotomy will inspire interesting characters and stories. But again, you must decide how you will run your **Earthdawn** game.

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. If a magician uses blood magic to increase the duration of a spell, the damage can usually be healed after the spell expires. The damage from using blood charms lasts until the charm is removed.
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 them-

selves from the Scourge. Blood magic is one of the scars the Scourge left on this world, one created not by the Horrors, but by Namegivers themselves.

Whenever player characters use life magic, they should feel uneasy about doing so. Even their choice to use life magic and what that choice requires them to do to themselves should disturb the player characters.

Though the world of **Earthdawn** is trying to recover from a great physical disaster, its people are also trying to redeem themselves for the actions they took to fend off the Scourge and the Horrors. Even in pursuit of this noble goal, the ends may not justify the means, and the player characters should recognize that possibility.

## HISTORY

**B**lood 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.

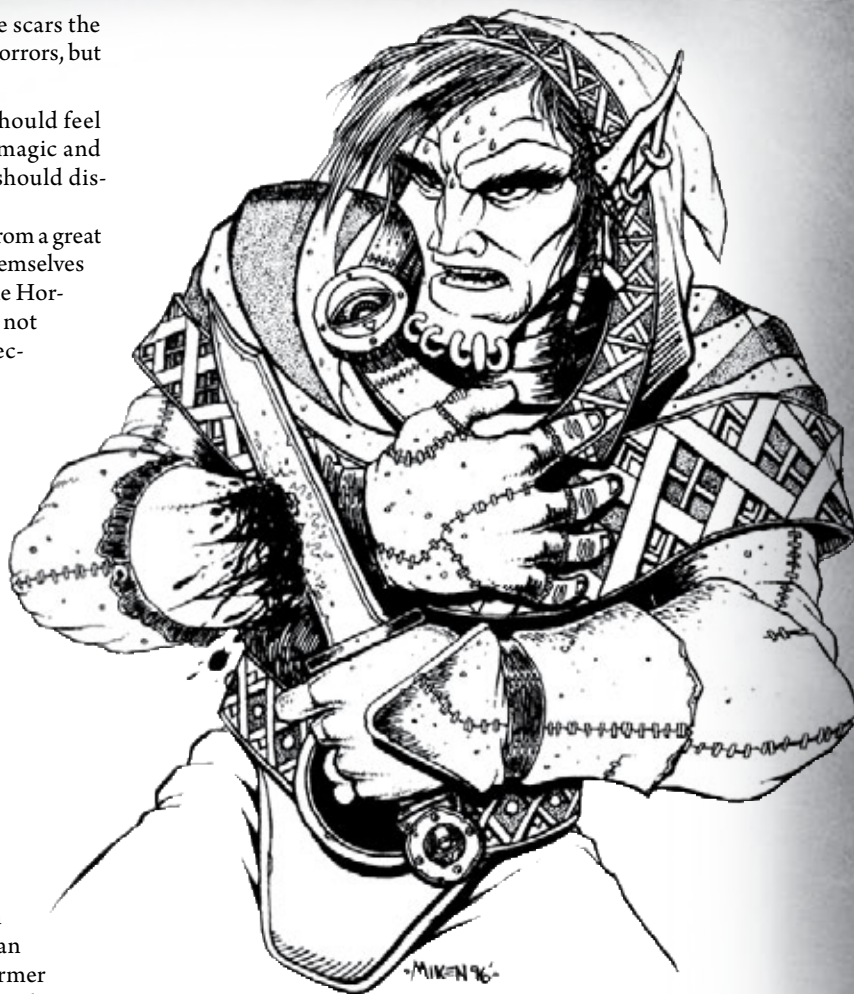
## THE DISSEMINATION

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

The end of the Scourge and the opening of the kaers and citadels marked a decline in the use of blood magic in Barsaive. Though this decline may be a result of many things, 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. Barsaivians have seen the effects of blood magic used in desperation, and they recoil in fear and disgust from those who accepted these methods.

## TYPES OF BLOOD MAGIC

The use of blood magic has evolved into two distinct practices. Most characters 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.

## DEATH MAGIC

**B**ecause 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 Barsaivian practitioners of death magic take care to conceal their activities from others. We suggest that only gamemaster characters can use the form of blood magic known as death magic, since characters who use death magic draw on the life force of other Namegivers to power acts of magic.

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.

Death magic is often used in complicated ritual magic. The durations for the use of death magic presented below represent their use outside of ritual magic. During a magic ritual, making the tests required to attune to a victim becomes part of the ritual in such a manner that it can be made at the appropriate time to enhance the tests for the ritual itself. For example, attuning a victim for shifting the Blood Magic Damage from boosting a ritualistic, hour-long Thread Weaving Test to it becomes part of the ritualistic Thread Weaving procedure, but separate tests are still required.

## 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 as per the standard rules (see the **Spell Magic** chapter on p. 136 of the *Player's Guide*), but the results of the Warping Test 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 a +3 bonus 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 Namegiver's pattern as a raw magic filter.

## KARMA BOOST

Gamemaster characters may also use death magic to drain a character's life force and boost their own Karma. This use of death magic mimics the Horror power of Energy Drain, and many scholars believe that the first characters 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 character must be no farther than an arm's length away from the victim. The character 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 character inflicts damage on the victim using a weapon or spell, gaining 1 Karma Point for each attack if it inflicts a Wound. The character may damage the victim multiple times, until he reaches his Maximum Karma Points. The character may use this Karma as normal.

## 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. If the gamemaster character magician is using blood magic to bind an enchantment or magical item to a character, the character receiving the enchantment or item must take at least 1 Strain in order for the binding to occur.

## CREATING NEW BLOOD CHARMS

**B**lood charms are minor magical items that require a small amount of the wearer's life force in order to bond to the wearer and to activate the charm's magical power. Frequently used in the days before the Scourge, blood charms have remained popular and enjoy widespread use in Barsaive's burgeoning age of exploration, despite the very real cost they exact from those who wear them.

While player and gamemaster characters can purchase, find, or even re-create existing blood charms through the use of different enchanting techniques, this section is intended to give gamemasters guidelines for the creation of new charms with unique effects.

Creating a new blood charm follows a series of three steps:

- ❶ Determine the Type of Effect
- ❷ Determine Blood Charm Characteristics
- ❸ Write Blood Charm Description

## DETERMINE THE TYPE OF EFFECT

While blood charms have a wide variety of effects, their uses are usually simple. The first thing that needs to be determined when creating a new blood charm is the effect the charm provides its wearer. Most blood charms fit into one of the categories below, but note that this list is by no means exhaustive—feel free to add your own categories. For example, we haven't added a Karma category,

**BOOSTER CHARM MODIFIERS TABLE**

| Type of Test                 | Blood Magic Damage Cost | Depatterning Rating | Strain Cost | Base Enchanting Difficulty |
|------------------------------|-------------------------|---------------------|-------------|----------------------------|
| Attribute-only Test          | +1                      | +1                  | +1          | +2                         |
| Initiative Test              | +3                      | —                   | —           | +5                         |
| Recovery Test                | —                       | —                   | 0           | +2                         |
| Variable Bonus               | —                       | —                   | 1/+1        | +3                         |
| Choice Between Related Tests | —                       | —                   | —           | +2                         |
| One-time Boost               | —                       | —                   | 0           | +2                         |
| Bonus Split (Fend)           | —                       | —                   | —           | +2                         |

as the available Karma charms cover pretty much everything that can be done with Karma and blood charms. Likewise, there are some charms that don't fit any category due to their unique nature: Garlen stones and blood matrices are good examples of these, since both can only be created by a specific group of people. Improvise if a blood charm of your own design can't be created using these guidelines—use the following rules as an example and extrapolate where necessary.

For more information on the game terms used, refer to the **Blood Charms** section in the **Goods and Services** chapter on p. 257 of the *Player's Guide*.

### Alteration

**Blood Magic Damage:** 1, 2, or 3

**Strain:** 1

**Depatterning Rating:** 2

**Enchanting Difficulty:** 15+ Blood Magic Damage Cost

**S**ome blood charms change a user's body forever. These charms are always susceptible to stress depatterning, but provide extra abilities in exchange. These charms go beyond what is possible with the other blood charms, but trade greater power for a higher risk of depatterning. An Alteration charm can provide the same bonuses as other charms; feel free to alter the base values given above with any of the modifiers given in the tables for the other blood charm types. Each bonus provided is increased by one additional unit, however. If the charm provides an extra ability that the character can use automatically (and doesn't involve any tests, such as modified Movement rates), the Blood Magic or Permanent Damage cost is always 3. Alteration charms are the most likely group of charms to not be removable and cause Permanent Damage that can never be healed.

*The wings of fire charm grants the ability of flight to a character. The gamemaster decides that the Blood Magic Damage cost is 3.*

### Booster

**Blood Magic Damage:** 1, 2, or 3

**Strain:** 1

**Depatterning Rating:** 1

**Enchanting Difficulty:** 9+ Blood Magic Damage Cost

**B**ooster charms are the most common blood charm type, providing a bonus to a single, predetermined Talent, Skill, or Damage Test. The bonus equals +1 for each point of Blood Magic Damage the charm causes. The bonus can also be made variable, allowing the user to choose the height of the bonus by paying an equal number of Strain points. Some booster charms allow the user to choose between related Action Tests. For example, an

Attack Test is always followed by a Damage Test—so a charm might allow the character to choose whether he wants to boost his Attack Test or his Damage Test. This decision must be made upon activation. Blood charms of this type can also provide a one-time boost: this doubles the bonus, and costs no Strain. A fend provides protection in a special situation or a special type of magical powers and allows the character to split the total bonus between specific (but related) abilities or characteristics. However, one-time boosts and fend charms must be recharged after use; which first requires the character to heal the Blood Magic Damage caused by using the charm.

These charms can also augment other Action Tests, but these come at different costs, as outlined on the Booster Charm Modifiers Table below. If the test in question is not a Talent, Skill, or Damage Test, modify the base values accordingly.

*A blood charm augmenting the wearer's Willpower by +1 costs 1 point of Blood Magic Damage and 2 points of Strain to activate. The charm has a Base Enchanting Difficulty of 12 (9+1+2), since it boosts an Attribute-only test. If the charm would provide a one-time boost, the activation wouldn't cost any Strain and the bonus would be +2. The charm would become inert after use, however.*

## Enhancement

**Blood Magic Damage:** 1, 2, or 3

**Strain:** 0

**Depatterning Rating:** 0

**Enchanting Difficulty:** 9+ Blood Magic Damage Cost

**T**hese charms provide additional senses or an extra pool of damage points. If the charm provides an extra sense that the character can use automatically (and doesn't involve any tests, such as Low Light vision), the Blood Magic Damage cost is always 2. If the ability involves a test related to the sense, a blood charm of this kind grants a bonus equal to the Blood Magic Damage cost at the cost of 1 Strain. Enhancement charms granting a pool of extra damage points provide 6 points per point of Blood Magic Damage. For example, an Absorb Blow Charm provides a pool of 12 additional damage points. After using such a charm, it is destroyed. The Enhancement Charm Modifiers Table provides a summary of these modifications.

*A darksight eye allows a character to see in the dark as if he possessed the racial Low Light Vision ability. A character who already has this ability gains no benefit from wearing a darksight eye. Since there is no test required to use this ability, the Permanent Damage cost is 2 (Permanent as it destroys the user's eye). However, a modified version of the darksight eye might provide a +1 bonus to the wearer's Perception Tests when used in the dark at the cost of 1 point of Strain and +2 to the Enchanting Difficulty.*

ENHANCEMENT CHARM MODIFIERS TABLE

| Modifier                | Blood Magic<br>Damage<br>Cost | Strain<br>Cost | Base<br>Enchanting<br>Difficulty |
|-------------------------|-------------------------------|----------------|----------------------------------|
| Sense Only              | +2                            | —              | —                                |
| Involves<br>Action Test | —                             | +1             | +2                               |



## Poison

**Blood Magic Damage:** 1, 2, or 3

**Strain:** 0

**Depatterning Rating:** 2

**Enchanting Difficulty:** 17+ Blood Magic Damage Cost

**T**hese blood charms produce poison or diseases that may harm others. The character wearing the blood charms is immune to the effects of the poison or disease, since it is produced from his body. For more information on poisons and diseases, refer to the *Adventuring* chapter, p. 106.

If the poison has to be applied manually (for example, requiring the character to touch or inflict a Wound to the target), the poison's Step Number and Spell Defense are equal to the character's Toughness step. If the poison or disease affects targets within a given area, the poison's Step Number is equal to the character's Toughness step at a radius of 5 yards. No armor protects against this damage. Increasing that radius by +5 yards decreases the Step Number by -1.

The blood charm's poison or disease can also be made more potent: for each point of Blood Magic Damage taken, increase

the Step Number or Spell Defense by +1, or the range of the effect by an additional +5 yards, as shown on the Poison Charm Modifiers Table.

*A spore glands charm inflicts damage on living targets within a 10 yard radius when activated, which increases the Enchanting Difficulty for this charm from 18 to 19.*

POISON CHARM MODIFIERS TABLE

| Modifier         | Blood Magic<br>Damage<br>Cost | Strain<br>Cost | Base<br>Enchanting<br>Difficulty |
|------------------|-------------------------------|----------------|----------------------------------|
| Step Number +1   | +1                            | +1             | +1                               |
| Spell Defense +1 | +1                            | +1             | +1                               |
| Range +5 yards   | —                             | —              | +1                               |

DETERMINE CHARM CHARACTERISTICS

Calculate the Enchanting Difficulty based on the effect and any modifications. The result may be further modified by altering the blood charm’s Depatterning Rating: each +1 increase lowers the Enchanting Difficulty by the same amount and vice versa. Also note down all other characteristics for the finished blood charm.

The Blood Charm Cost Table gives typical price ranges for different types of blood charms. As a rule of thumb, the greater the

power of a given charm, the higher its value in silver pieces. The final market price and availability of the blood charm is ultimately determined by the gamemaster, however, depending on the role blood magic plays in his game.

| BLOOD CHARM<br>COST TABLE |           |
|---------------------------|-----------|
| Type                      | Cost      |
| Alteration                | 100–1,000 |
| Booster                   | 100–500   |
| Enhancement               | 300–1,200 |
| Poison                    | 500–2,000 |

Enchanting

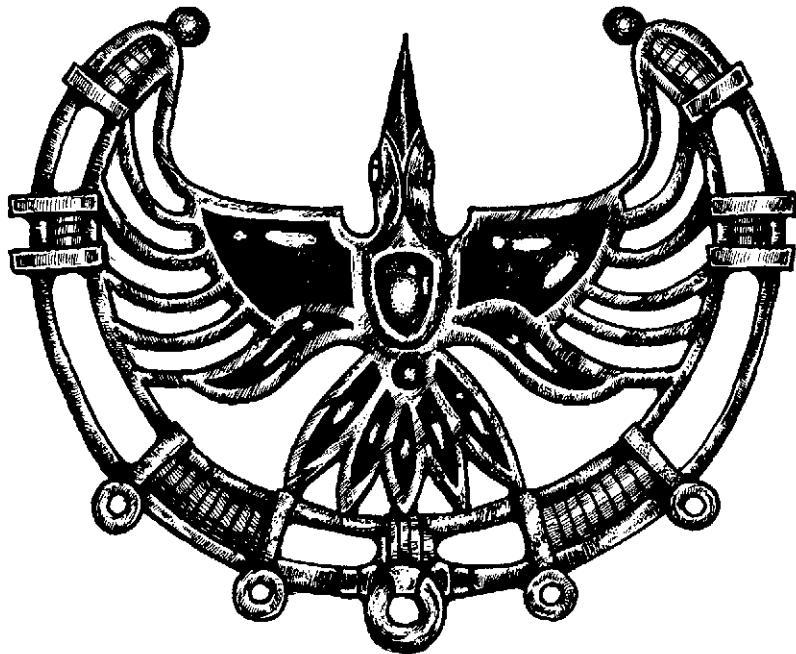
If the blood charm was developed by a player character, he must create the new charm on his own. Since there is no existing recipe for creating the charm, add +3 to the Enchanting Difficulty to reflect the inherent difficulty of creating a new charm.

For more details on how player characters create blood charms, see the **Enchanting** chapter on p. 276 of the *Player’s Companion*.

WRITE BLOOD CHARM DESCRIPTION

Once the blood charm’s game mechanics have been determined, write down a description for the charm, along with any references to related game mechanics and any exceptions to these.

Blood charms are usually made from bones or semi-precious stones, such as jade, amber, or quartz; some are even made from gems. Blood charms are usually attached directly to a character’s skin, breaking through it to reach the blood needed to power the charm’s magic.



# THE HEALING ARTS

*Nearly every adventurer will undoubtedly suffer injuries or illnesses at some point during his explorations. To lessen the chance that such occurrences will prove fatal, we have provided the following excerpt from A Study of the Healing Arts, a work in progress by Loragale of Travar, a renowned healer, scholar and questor of Garlen. We are honored that she chose to grace this volume with her work. In her studies, Lady Loragale has documented the medicinal properties of more than three hundred different plants and animals in Barsaive, as well as dozens of different illnesses and treatments for many kinds of injuries. We have included a sampling of the Lady's fine work on these subjects, but the constraints of space prevent us from going into exhaustive detail. Those seeking to learn more should read the Study when it is completed (at which time it will be made available from the Great Library, of course).*

• THOM EDROLL, ARCHIVIST AND SCRIBE OF THE HALL OF RECORDS •

**J**ust as life can sustain itself in the face of many disasters, so the bodies of Namegivers can use their inborn healing gifts to survive injuries and illness. Those of us privileged to study the healing arts learn the ways that the body repairs itself and how to aid that process with our own knowledge and abilities. With the right combinations of healing magic, practical knowledge of the body's ways and medicines given to us by bountiful Nature, Namegivers can heal an amazing number of wounds and maladies. Ever since the Passions imprisoned Death in legendary times, the power of life has grown so strong that we can even snatch some of our patients from Death's very grasp, curing injuries and illnesses that would otherwise be fatal.

Despite these advances, healing remains a slow but steady thing. Rebuilding the body is like rebuilding a city—it must proceed according to a careful plan, and it takes time to accomplish. Certain techniques and magic can hurry the rebuilding along, but the healer must take care that his methods are both safe and reliable. The healing arts will not be hurried; attempting to do so often only brings more harm to the sufferer. Patience is the most important quality for a healer—or a patient, for that matter—to have.

Healing belongs as much to the mind and spirit as to the body. A patient's strength of spirit and will to live must remain strong, or all the medicinal teas and healing potions in Barsaive will not save him. Those who fight for their lives and believe in their recovery will heal more quickly and completely than those who do not. Patients who abandon all hope often slip away despite the best treatment. Therefore, one of the healer's most important duties is to keep hope alive in the patient's heart so that he may heal himself. As the saying goes, "Garlen heals the patient; the healer merely takes the credit."

▲ ▲ ▲  
*The art of alchemy blends the humble skill of herbal medicine with magical techniques to produce potions, elixirs and salves from various ingredients and the hidden powers they contain. Although the practice is well known in Barsaive, it is a complicated and time-consuming process ill-suited to everyday needs or emergencies. Furthermore, improper alchemical*

*treatments often cause more harm than the illnesses and injuries they seek to remedy. Therefore, we have omitted Lady Loragale's discussion of the alchemical arts.*

*For similar reasons, we have omitted much of her text on healing magic. As any adventurer knows (or should know), a magician's services are expensive, and many in need of healing cannot afford such remedies (assuming a skilled magician is near at hand to administer them in the first place). Thus, healing spells are largely the province of nobles, the wealthy and those adventurers fortunate enough to include a magician-healer among their number. We have instead chosen to concentrate on the simpler herbal remedies that will be of more use to adventurers in Barsaive's wilder lands.*

—Thom Edroll, Archivist and Scribe of the Hall of Records

▲ ▲ ▲

## THE IMPORTANCE OF EARLY TREATMENT

**A**ny type of injury or malady must be treated as soon as possible, if the patient is to have any hope of full recovery. Injuries left untreated for too long or disregarded can become infected or otherwise worsened. Diseases that begin as mere discomforts can become fatal if the patient lacks the proper medicines and plenty of rest.

Immediate attention to injuries promotes rapid healing and prevents further harm. When treating a wound, the healer must first examine it thoroughly, clean it well and stop the bleeding. A broken bone must next be set, and finally, the wound must be properly bound or dressed to prevent infection and further injury. All these things can be accomplished by using certain herbs or magic. (With regard to stopping the bleeding, if no other means is available, a wound may be sealed with fire. However, this method is excruciatingly painful and should be used only as a last resort.)

Likewise, diseases must be treated when the first symptoms appear. Usually, we can recognize a disease from the signs it

leaves on its victim. Sometimes, however, properly identifying a disease can be difficult. In such cases, certain information about the patient, such as his recent diet and activities, can often help a healer identify possible sources of disease. Studying the patient's reactions to different treatments can also provide useful information.

Once we know what the patient is suffering from, we can treat the illness with some herbal remedy or through the power of magic. A word of caution, however: disease is often more difficult to cure than a sword wound or a bite because it is elusive. Indeed, one illness sometimes masquerades as another, and sometimes only a skilled healer can tell which is which. Herbal remedies are not always effective, and strong healing magic cannot always be had quickly enough to do any good. Generally, a sick person should exert himself as little as possible—if he can spend several days in bed, so much the better.

## FIRST TREATMENT

When a character suffers damage, standard rules assume that he has been cut or bruised and is most likely bleeding. If desired, gamemasters can use the optional Wounds that Bleed rule in such instances (*Player's Guide*, p. 222). Otherwise, simply assume that characters dress and clean any open cuts following a battle.

Wounds become infected if they are particularly dirty, or if the character fails to change his dressings regularly or otherwise exposes the Wound to especially unsanitary conditions. For example, a character suffers a Wound in combat during which he has been knocked down repeatedly in a large mud puddle. He is also unable to treat the Wound, so after one or two days it becomes infected. Likewise, if the character cleaned and dressed his Wound right away but the next day joined a battle and got knocked into swamp water, the Wound would become infected unless he takes care to clean it again. At the gamemaster's discretion, treat infected wounds as injuries that impose a –1 penalty to all Action Tests based on Dexterity or Strength. Infected Wounds cannot be healed for at least 2 days, and then only if the Wound is treated and cleaned each day after the infection sets in.

Dressing a Wound is especially important if the gamemaster is using the optional Wounds that Bleed rule. Bleeding Wounds continue to cause the character damage until they are treated properly. In most circumstances, simply applying pressure to a Wound will stop the bleeding. Gamemasters may rule that particularly nasty Wounds must be cauterized, which is most often done with heated knife blades or other hot implements that burn the Wound shut.

Cauterization is extremely painful, and a character whose Wound requires such treatment suffers from an injury (*Gamemaster's Guide*, p. 121) that imposes an additional –1 penalty to all Action Tests based on Dexterity or Strength, as appropriate. This type of injury can be healed after only 1 day. Wounds can also be cauterized by certain magical spells, such as Flame Flash or Ignite. Unfortunately, using these spells in this way causes the character to suffer the normal damage inflicted by the spell. However, the Flame Weapon spell can be used to cauterize Wounds without causing more than 1 Damage Point.

## REST AND RECOVERY

Rest and recovery is the best prescription for healing damage. Characters can recover from damage by using their allotted daily Recovery Tests. At least one hour must pass between each test, and characters who have lapsed into unconsciousness must wait at least one minute before making the first Recovery Test. If a character is injured (takes any damage that is not Permanent or Blood-Magic), he *must* make a Recovery Test after each night of rest. Characters with only 1 Recovery Test per day use their test each morning and can only recover after a full night's rest. If a character has more than one Recovery Test per day, the player may make tests during the day as per the rules for **Recovering from Damage** in the *Player's Guide*, p. 220.

Characters often use healing aids, such as booster and healing potions, to enhance their Recovery Tests. However, a character must be conscious and able to swallow to use such a potion—these healing aids cannot be poured down an unconscious character's throat. Doing so inflicts suffocation/drowning damage on the character.

## NATURAL MEDICINES

**N**ature exists in perfect balance. Thus, the very same Nature that gives rise to many diseases (*Gamemaster's Guide*, p. 126) has also created countless plants and herbs with curative powers. Much knowledge of these marvels was lost to us during the Scourge, but we are fast relearning what we once knew.

Some scholars believe that there exists a cure in Nature for every disease that has or ever will exist—incurable maladies, they say, remain so simply because we have not discovered their cures. Whatever the truth of this assertion, it is certain that correctly prepared plants and herbs act as marvelous healing aids. I shall describe some of the most common and useful medicines known to healers across Barsaive.

### ADEPT'S BLOOD

Firestone mushrooms grow virtually anywhere with sufficient moisture to feed fungi. They appear in clumps and are easily recognizable by their reddish-orange tops. Though they are (barely) edible, their greatest value lies in a certain potion made from them, known as adept's blood. This red, syrupy liquid is made by boiling the mushrooms, straining the rendered broth, then boiling it again. The resulting syrup mixes easily with water or wine.

Healers in some areas of Barsaive use this potion to spark visions in apprentice adepts as they advance in skill—such vision-quests are particularly common among the Dinganni, the crystal raiders and certain windling tribes. Adept's blood induces a state in which the adept experiences extraordinarily realistic waking dreams that guide him to new levels of understanding. In some cases, images from such visions have been known to foretell the future.

As a side effect, adept's blood greatly lowers the imbibers' resistance to illusion magic. Illusionists have occasionally turned this to their advantage, as have some spirits and even Horrors when dealing with an adept under the influence of the potion. For this reason, adept's blood must be used with great care.

**Effect:** A character who consumes a dose of the adept's blood elixir experiences vivid hallucinations and waking dreams for the next 4 to 16 hours. This prevents the character from fully resting and he suffers a –1 penalty to his Recovery Tests during the next day. The character's Spell Defense against illusion magic drops to 3 for the duration of the extract's effect.

### ALOE

The fleshy, spike-shaped leaves of the aloe plant hold a thick, sticky sap that makes an excellent poultice for burns. The sap also soothes such skin irritants as rashes and insect bites. Found throughout Barsaive, aloe is often cultivated for its healing properties; many Namegivers use it to make salves and creams that also contain other herbs.

**Effect:** The soothing properties of aloe halve the recovery time for burns, including reducing the number of Recovery Tests required to heal Burn Wounds from 2 to 1.

### BLOODWORT

Bloodwort grows in small clusters of rough stalks, topped with leafy tassels and lined with thin, spear-like leaves. The leaves and tassels are dark green, edged and speckled in dark red (hence the Name bloodwort). A poultice made from bloodwort leaves or tassels helps blood to clot quickly, prevents wounds from re-opening and promotes swift healing.

**Effect:** Dressing a wound with bloodwort staunches bleeding and grants a +2 bonus to Recovery Tests made to heal cuts and open wounds.

## BOG MOSS

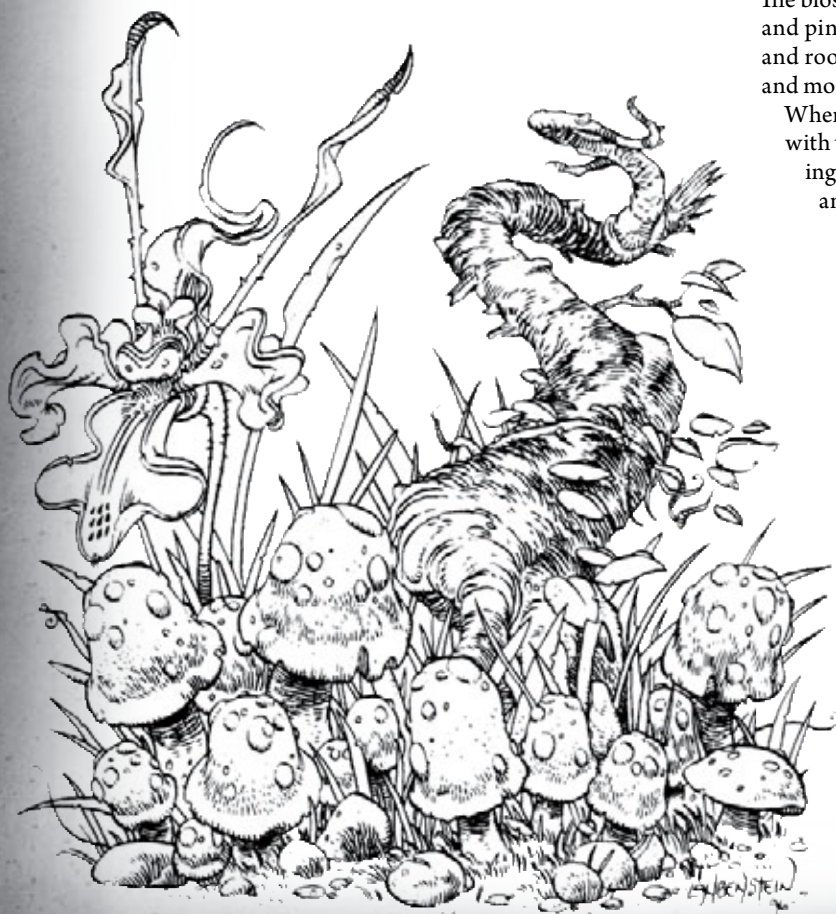
Found in large quantities in marshes along the lakes and tributaries of the Serpent River, bog moss is excellently suited for dressing wounds. When dried and cleaned, a small amount of bog moss can absorb a vast amount of liquid. Wounds dressed with bog moss (and regularly cleaned and changed, of course!) are far less prone to infection and heal more swiftly and cleanly than wounds not so treated. The dry moss can be easily stored in loose cloth bags. Take care to keep it dry, however, as wet bog moss is useless as a healing aid.

**Effect:** Bog-moss dressings prevent most infections and help keep wounds clean if used and changed regularly. They also grant an additional bonus Recovery Test to the injured character every second day of treatment. This effect ceases once a character has healed all of his Wounds and damage which have been treated with the moss.

## CORELIANDER

Coreliander is a flowering vine that grows throughout the Blood Wood. It is easy to care for and blooms all year round in a startling variety of colors. The scent of the blossoms is light and wholesome, making it a welcome addition to any home or garden. Of special note are the pure white blossoms, by far the least common color.

**Effect:** A Namegiver who eats a white blossom within 1 hour of picking it becomes much more alert and aware, gaining a +2 bonus to all Perception Tests made for 1 hour after eating the flower. Blossoms that are not freshly picked bestow a +1 bonus for 1 hour. The blossoms lose their alertness-enhancing qualities one month after being picked.



## DRAGON'S TONGUE

The dragon's tongue plant features two or three broad leaves surrounding a long, thin flower colored a vivid red. The flower petals remain tightly closed until the plant goes to seed, giving it the look of a long, serpentine tongue with a slight fork at one end. When boiled in water or wine, the leaves make a broth that can fight the effects of many poisons. This bitter-tasting drink can also keep groggy patients conscious and alert.

**Effect:** Dragon's tongue is a mild stimulant and grants any character drinking it a +3 bonus on Toughness Tests against ingested poisons, provided that the character consumes the dragon's tongue before the poison's onset time. If taken after the onset time, the character gains an additional Toughness Test against the poison's Spell Defense rating, but without the +3 bonus.

## EYEBRIGHT

This small, thorny bush grows amid various species of brambles. Its brilliant violet flowers can be dried and then steeped to make a tea that improves the imbiber's night vision, thus enabling humans to see at night as well as an elf or an ork. The tea makes the drinker's eyes unusually wide and sparkling, and its effects generally last for several hours.

Though the dried flowers retain their potency for months, the tea loses its effect an hour or two after brewing.

**Effect:** Fresh eyebright tea gives a human drinker Low-Light Vision like that of an elf or ork for 2 hours after the tea is taken. This effect shows itself by a slight shine and sparkle to the drinker's eyes. Eyebright tea has no effect on other Namegivers.

## GARLEN'S HAND

This wonderful flower is a true gift from the Healing Passion. The blossom has five white petals, shot through with veins of red and pink. The broad leaves are a rich, dark green, and the stem and root are fleshy and soft. The plant grows in damp lowlands and moisture-rich places such as the Servos Jungle.

When crushed, the flowers yield a reddish oil that can be mixed with water to make a poultice or taken in a tea to promote healing and recovery from loss of blood. An infusion made of dried and crushed flowers produces the same benefits.

The fresh root yields a clear syrup that likewise promotes healing and helps to close wounds. The root loses its potency once dried, but the liquid can be extracted from fresh roots and kept in sealed bottles for later use.

**Effect:** Treatment with Garlen's hand encourages healing of all kinds. It provides an additional Recovery Test each day of treatment and helps promote smooth and rapid healing of most injuries.

## GARLIC

The pungent bulb of the garlic plant, used to season food in many regions of Barsaive, can be prepared and used to keep wounds clean and free of infection. Fresh juice squeezed from a garlic bulb also soothes pain and itching from insect bites and rashes and repels small insects. Garlic grows wild in many areas of Barsaive and is a commonly available medicine in almost every Barsaivian village.

**Effect:** Garlic juice soothes and cleans rashes, repels small insects and forces larger insects to make a successful Willpower (7) Test before approaching a character liberally coated with it. (It won't do much for the character's social life, either.)

## HELMET MUSHROOMS

Helmet mushrooms grow wild in dark, moist forests but can be cultivated in any suitably wet climate. The mushrooms are quite tasty when fresh, though they have no medicinal effect. However, a brown powder made from their caps—known as Helm of Bravery—can be mixed with hot water to produce a dark, bitter brew that dispels the imbibers' fears and produces a temporary feeling of courage. Some Dinganni Warriors use helm of bravery before a battle or hunt to help them resist fear; this artificial fearlessness, however, often leads the user to foolishly disregard dangers. The effects of the powder generally lasts a few hours.

**Effect:** When consumed, Helm of Bravery provides a +3 bonus to a character's Social Defense rating against fear and intimidation. Unfortunately, the bravado it inspires prohibits the character from taking a Defensive Stance or Giving Ground while under the influence of the drug. The character must make a successful Perception (9) Test to recognize and withdraw from certain danger. The effects of Helm of Bravery last 2 to 4 hours from the time the mushroom is consumed.

## JIKAR ROOT

The jikar plant is mostly long, wide leaves that spring from a white, fleshy root. Whether cooked or eaten raw, fresh jikar root serves as a powerful heart tonic, granting the eater great vigor and energy. The root can be used to counteract the sleep-inducing effects of some poisons and diseases, as well as to maintain wakefulness for a full day and night without sleep.

When the effects of the root wear off, the patient will feel tired, listless and irritable. Prolonged use of jikar root can endanger one's health, causing chronic nervousness and bouts of irrational terror.

**Effect:** Fresh jikar root gives the character a powerful energy boost that allows him to immediately recover all damage from Strain and Fatigue. However, when the root wears off, the character gains all that damage back again and must recover it normally. This can be dangerous if the character has continued to exert himself since taking the root; the accumulated damage can render the character unconscious or even kill him if it exceeds his Death Rating.

## MAHOGANY TRINROSE

The rust-colored mahogany trinrose is native to the Mid Reach of the Serpent River, where its vines climb the steep sides of the region's many canyons and cliffs. Its strong, unmistakable cinnamon-and-musk scent often wafts across the whole of the Mid Reach on warm, breezy days. The petals can be boiled to make a pleasant-tasting tea that promotes healing and general well-being; it is especially tasty taken with a touch of honey.

**Effect:** Any character who drinks tea brewed from mahogany trinrose petals gains a +3 bonus on his next Recovery Test that day. Trinrose blossoms are also the only known cure for infestations of the blood algae that blooms along large stretches of the Serpent.

## MIST BLOSSOMS

These ghost-white, trumpet-shaped flowers grow abundantly in the steamy heat of the Mist Swamps, where they were first discovered, and also in other hot and swampy regions of the Servos

Jungle. So strong is the mist blossom's affinity for warmth that it dies rapidly if moved to cooler climates.

The white flowers and delicate leaves can be crushed and boiled to form a poultice for treating burns of all kinds. A mist blossom poultice soothes pain and discomfort, promotes healing, wards off infection and helps to repair burned skin without scarring.

**Effect:** A poultice of mist blossoms heals burn damage more rapidly than normal. Burns will heal like normal Wounds, at the rate of one burn per Recovery Test used (*Gamemaster's Guide*, p. 121). Also, mist blossoms grant a +3 bonus to all Recovery Tests to recover from burn damage.

## MYNBRUJE'S BALM

This plant, also known as Mynbruje's staff, grows in a straight stalk some two feet tall. Its leaves are hairy and broad, and small, bluish-purple flowers grow in a dense cluster near the top of the plant. Mynbruje's balm flowers in high summer and can be found in open fields and forest clearings. When boiled as a tea or steeped in wine, the leaves create a brew that reduces pain and discomfort. Mynbruje's balm smells and tastes much like lavender, with a slightly bitter aftertaste.

**Effect:** A tea or infusion of Mynbruje's balm eliminates all penalties from Wounds and the effects of Injuries for up to 4 hours, allowing the character to act normally during that time. However, it does not heal damage or protect the character from further injury, and existing injuries may be aggravated if a character using the balm strains himself too much while under its pain-killing influence. At the end of 4 hours, the character once again suffers the full penalties of any current Wounds or Injuries.

## SARFRAN

Also known as bone stem, the sarfran plant has a thin, brittle, cream-colored stem and broad, jagged leaves. When broken in pieces and boiled, the stem and leaves yield a milky broth that pro-



motes the mending of broken bones if taken regularly every two days. The broth's chalky flavor can be disguised somewhat with the addition of sugar or honey.

**Effect:** A broth of sarfran gives a character an additional Recovery Test per day to recover from damage to his bones, such as that caused by the Bone Shatter spell and similar effects.

## SERPENT VINE

A flowering creeper, the serpent vine grows wild throughout many of Barsaive's forests, where it climbs the trunks and branches of large trees. The serpent vine has glossy, arrow-shaped leaves and a sprinkling of white and yellow flowers that can be dried and then ground into a fine powder. When mixed with a little water to make a paste, this powder can draw poison from a wound. It is especially effective against snake venom of all kinds.

**Effect:** A poultice of serpent vine paste, applied immediately to a poisoned Wound, grants the character an additional Toughness Test to purge it from his system. The character gains a +5 bonus to his Toughness Test if the poison originates from a snake or snake-like creature.

## SINDOLIN

The small, pale-blue flowers of this ground-covering creeper can be crushed and applied to a wound or brewed as a tea.

**Effect:** The crushed flowers temporarily prevent blood from clotting, allowing a wound to be cleaned and tended. Once a wound treated with sindolin has been cleaned and closed, other herbs can be used to speed the clotting of the blood and seal over the wound. The tea serves admirably as a blood tonic and also cures certain diseases of the blood and heart.

## SKY LOTUS

The sky lotus is a rare water-lily species that grows only in the calm eddies near the banks of the Tylon River north of Kratas. The sky lotus bears a beautiful blue flower sometime after midsummer. Soon after the flower opens, the lily begins to float above the surface of the water, with only a thin, threadlike stem connecting the bloom to its roots. By late summer, the flower typically hovers 10 yards or so above the water. This phenomenon is caused by the small pockets of elemental air that sky lotuses trap within their bulbs. As summer progresses, the sky lotus bulbs expand, absorbing yet more of the precious elemental substance and causing the lotuses to float ever higher. Astellan of Kratas has observed that when fall comes and the lotuses wither, their bulbs simply drift away on the wind.

**Effect:** Alchemists and magicians across Barsaive will pay up to 12 silver pieces for a sky lotus bulb. 10 to 12 such bulbs allow the magician to extract one kernel of True air.

## STAR ROOT

A low-growing forest plant, star root has silvery leaves covered with delicate hair and bears a small, star-shaped flower. The fruit of the flower, a dark blue berry, can be crushed and the juice mixed with wine to make a tincture that helps to counteract the effects of poisons and cleanse them from the body. However, star root closely resembles night root, which is a deadly poison if taken internally. Thus, one must gather star root with great care to avoid making a potentially fatal mistake. The leaves of night root are lighter on the underside than those of star root, and the berries are somewhat darker in color.

**Effect:** Consuming the juice of star root berries lets the character make an immediate Toughness Test against the Spell Defense of any poison in his body.

## SURRUNIC

The surrunic plant has a hard, brown stalk that produces pods filled with small black seeds. When roasted, these seeds can be chewed or brewed into a dark tea. In either of these forms, the seeds

induce a state of single-minded concentration on whatever objective those who consume it have in mind. This stubborn attention to one single thing tends to make a character who eats surrunic rude and thoughtless toward others, especially if those others are attempting to change his mind. According to persistent rumor, Theran spies use surrunic to resist interrogation.

**Effect:** Surrunic seeds give a character who chews them or drinks them in tea a +3 bonus to his Social Defense for all Interaction Tests made against him. However, surrunic also imposes a -3 penalty on all of the character's own tests against other characters' Social Defense and makes the character single-minded, brusque and rude. These effects usually last for a couple of hours.

## THALEN

Thalen is a low-growing shrub native to the Servos Jungle whose flat, triangular leaves can absorb amazing amounts of liquid. Thalen leaves make an admirable dressing for wounds, soaking up blood and soothing pain at the same time. I have heard tales of thieves and gamblers placing a thalen leaf under their tongue to allow them to engage in drinking bouts without becoming drunk. Apparently, the leaf absorbs most of the wine or ale, so the miscreant stays sober while his mark becomes sodden. Whether these tales are true or not, I cannot say.

**Effect:** If the gamemaster desires, a character may hold a thalen leaf in his mouth to absorb any liquid that he drinks. In the case of alcohol, the leaf absorbs enough of the first couple of pints of ale or glasses of wine for the drinks to have no effect. However, once the leaf has done so, it reaches its capacity to soak up more fluid, and has no further effect. Of course, the character now also has a mouthful of swollen thalen leaf to spit out without being seen.

## TRAILFRUIT

Trailfruit ferns are the result of an early experiment by blood warders to make survival easier for the blood elves during and after the Scourge. The ferns grow in tall clumps, with fruit in small bunches at the base of each plant. The oblong-shaped fruit is brown and wrinkly, about the size of an elf's clenched fist. The skin is chewy, but the flesh inside is smooth with no apparent seeds. Trailfruit tastes a bit like spiced figs, with an earthy aftertaste.

**Effect:** For most Namegivers, two trailfruits are as satisfying and nourishing as a full meal (though trolls and obsidimen have been known to require four or five). Unfortunately, trailfruit retains this magical quality for only a short time. Two days after picking, it is no more nourishing than ordinary fruit.

## TRANCEWEED

Numerous varieties of tranceweed grow in the Blood Wood, all recognizable by the small tassels at the top of their stalks. These tassels contain seeds that scatter in a strong wind.

**Effect:** Burning the seeds produces a hallucinogenic smoke that inspires prophetic visions in those who inhale it. (The occurrence or accuracy of such visions is entirely at the gamemaster's discretion.) Chewing a tranceweed stalk produces a light, calming trance that can be a useful aid to relaxation. A character may voluntarily break such a trance at any time, but a character who stays in the trance for a full hour gains a +1 bonus to any Recovery Test made at the end of that hour.

## VREELA

Vreela grows in a thin, woody stalk one to two feet tall, from which spring thin leaves that are slightly curled along the edges. Fresh leaves, bruised and then boiled in water, make a poultice that relieves the pain of many wounds. This poultice will make the patient slightly drowsy and disoriented, however.

If taken internally, vreela induces convulsions and vomiting, followed by unconsciousness. If enough is consumed, the victim

will die. In certain hinterland villages, small amounts of vreela are ingested as an emergency measure to purge the system of some more-lethal substance. However, calculating a safe dosage is so risky that such use is ill-advised. Care must also be taken when brewing the leaves, as the steam rising from the infusion sometimes induces hallucinations.

**Effect:** A vreela poultice relieves any pain from Wounds and eliminates all penalties for Wounds and injuries. It also makes the user drowsy, giving the character a -1 penalty to all Action Tests while the effect lasts. Vreela is toxic if taken internally. It will induce convulsions and vomiting, then unconsciousness and eventually death if enough is ingested.

## HEALING MAGIC AND GARLEN'S BLESSING

**H**ealing magic is swifter than herbal remedies, though not always as sure. Spells of healing infuse energy into the patient's pattern, thereby repairing damage to the pattern caused by injury or illness. Such spells can restore a patient to health with wondrous speed but can also be disastrous if used without sufficient knowledge of the patient's condition. For example, a spell might heal the scars caused by a ravaging disease without eliminating the imbalance of bodily elements that first brought on the illness.

Likewise, I have known ill-informed magicians to set broken bones through magic—but because the magician knew nothing of setting and splinting the bone before working his spells upon it, the bone failed to re-knit properly. Some wielders of healing spells take trouble to learn the non-magical healer's art to complement their talents, and these are healers of surpassing skill. But far too many so-called healers merely offer a magical shortcut to real healing. Such shortcuts should be used with care.

The greatest healing power known to us belongs to Garlen, Passion of Hearth and Home. Through all who heal, by magic or other means—but most especially through her devoted questors—she eases the suffering of Namegivers and cures us of our ills. The Passion's power enables her questors to restore others to health with a mere touch, healing a wound or making a broken limb whole again as if no injury had ever been done to it. According to legend, some questors of Garlen who show her the greatest devotion are rewarded with abilities far beyond those that most of us enjoy. No ailment or injury is beyond their power to cure, and it is said such questors can wrestle with Death himself to protect a fellow Namegiver from harm.

Garlen has also chosen certain places as her own, investing them with her comforting and healing presence. The Passion prefers sheltered, secluded spots that symbolize the renewal of life and hope—she particularly favors small springs, groves of young trees and grottoes. The waters and the plants that grow at these sites have greater healing powers than ordinary specimens, and many such blessed places have become the most sacred sites of various healing orders and followers of Garlen. Members of these orders minister to the needs of all who come in search of succor and protect the sacred sites from any who intend to abuse their power. My own Order of the Blessed Hearth lives in a small chapter house in the Grove of Rowandown, four days' walk north of Urupa. There, we offer food and shelter as well as healing to all in need of it. Many of us also spend much of the year ranging across Barsaive, bringing the healing gifts of our Passion to isolated villages.

Additionally, those injured or dying far from all aid have often described visions of Garlen, who appears to them and miraculously brings them to safe havens. I have transcribed here one such account, from my dear friend Jorlan Kel—once a Warrior, who became a questor of Garlen after this experience.



*The evil minions of the Hand of Corruption fought fiercely against us. Though we vanquished them, our victory was a hollow one—all of my comrades died at the very hands of those they slew. I alone was left alive, and so grievously hurt that I knew I could not live much longer.*

*With the last of my strength, I dragged myself from the field of battle into the dark woodland. I was too weak to think clearly—I had some confused notion of finding some shelter to die in, such as a woodsman's hut or some such, so that at least the vultures could not pick my poor bones. Arm-length by arm-length I dragged myself along, feeling my lifeblood ebb from my wounds. Just as my strength seemed about to fail me, I saw a small cottage in a clearing. Hope gave me new strength, like the last flare of a candle flame before the candle dies—but before I reached the cottage door, darkness and pain overcame me.*

*I awoke some time later in a warm bed, before a banked hearth-fire. My wounds had been carefully cleaned and bandaged. Warmth and comfort surrounded me like an embrace. Over the fire hung an iron cauldron, from which arose the savory smell of bubbling stew. Bunches of dried herbs hung from the rafters, adding their rich, spicy scents to the air. A woman was sitting near the fire, mending my torn clothes. Her belly was rounded with child, and when she saw me gazing at her, she smiled at me. Her smile was the most beautiful thing I had ever seen.*

*She fed and tended me for three days and nights, during which my wounds healed with impossible speed. I asked her Name, but she wouldn't tell me. She said she lived alone, and she never spoke of her child's father. When I had fully recovered, she gave me my clothes and weapons—all of which had been restored to bright newness—and sent me on my way. Some months later, I returned to the site of the cottage but the clearing showed no sign of ever having been disturbed by a Namegiver's hand. When I saw this, I knew that my savior had been the Passion Garlen, and I swore to serve her faithfully from that day.*

—Unknown



Though the power of Garlen allows us to work seeming miracles, it is not without limit. Questors of the healing Passion must all learn the hard lesson that we cannot cure all the world's suffering or even all the suffering we see. Few questors can halt the ravages of disease or poison without the aid of herbal medicines and other non-magical cures, and even Garlen cannot always hold back the specter of Death.

## RESURRECTION

**C**ertain **Earthdawn** talents, spells and items enable characters to cheat death by avoiding it at the moment it comes knocking or even resurrecting dead characters. Both methods are difficult, but the former is more common than the latter. Death cheat blood charms, the Life Check talent and last chance salves all enable a character to escape death at the moment of reckoning by allowing the character to make an immediate Recovery Test. If the test result heals enough of the character's Total Damage to prevent it from exceeding his Death Rating, the character lives.

Resurrecting characters who have been dead for some time—from hours to centuries—requires even more powerful magic. When using spells such as Journey to Life, the subject can have been dead only a short time. For characters who have been dead for a long time, returning them to life is best handled as a special adventure in which the dead character's companions and friends travel into the realm of Death and attempt to return their loved one to the world of the living.

## BLOOD MAGIC AND SPELLS

Blood magic is intimately connected with the forces of life and death. Death cheat charms, which are fashioned with blood magic, enable their bearers to escape death at the very last moment—but only at some cost to the bearer's life force. More powerful forms of blood magic consume the wielder's life but allow him to perform great feats of magic before he dies.

Certain spells can also bring a Namegiver back from the dead, but these enchantments are rare and difficult to cast. All of them require the lost spirit to find its way back to the body in which it lived, a slow process indeed. The body must be kept whole and free from decay while the spirit wanders, for no spirit can stay in the world of the living unless it has a sound body in which to reside. Tales abound of Nethermancers whose spells permit spirits to possess the bodies of other living beings, rather than returning to their own, but as far as I know these tales are no more than frightening stories.

## THE KINGDOM OF DEATH

In an age long past, the Passions imprisoned Death beneath the liquid fire of Death's Sea. They did this out of their love for their children, the Namegivers, so that we might not die.

But Death is too powerful to be wholly conquered, even by the Passions. Though his power is weakened, Death still holds sway over the realm of the living. Because of the Passions' bold act, however, it is possible to cheat Death of his prize. If a Namegiver is brave or foolhardy enough to dare Death's kingdom, he may snatch the life of a loved one from Death's very hands.

Those few who have traveled to the Kingdom of Death and returned to speak of it each tell a different tale. Some have described Death's domain as a paradise. Others speak of it as a realm of endless torture, while still others tell of an unfathomable place where certain themes or acts are played out over and over again, apparently for eternity. Many claim that a Namegiver's deeds in life determine his experience in death, but no one can prove this for certain. Some claim to have met and spoken with the Passions in Death's domain; others say that the Twelve are barred from that realm, save perhaps for the Mad Passions, who seek to end Death's imprisonment for some arcane purpose of their own.

Death's true form is likewise unknown to us. Those Namegivers who claim to have encountered Death all describe him in different ways. Sometimes Death appears as a close relative or friend, sometimes as a hated enemy or rival, sometimes as a complete stranger. Others have described Death taking the form of a Passion or even a Horror. (This last incarnation may mean that Horrors can travel to the realm of the dead or simply that Death takes the form of the things Namegivers most fear. The truth remains unknown.)

### Escaping Death's Domain

Of the form and substance of Death's realm, we can know nothing for certain. Of traveling to and from it, we know a little. Death comes to Namegivers when the body can no longer sustain its True pattern—with the pattern broken, the spirit flees its confines and enters the Kingdom of Death. (Some spirits remain in the world of the living as creatures of astral space, bound to life by some vow or strong magic, such as the workings of Horrors—but such things are the province of Nethermancers and beyond the scope of this work.)

Once the spirit has fled, only powerful magic can bring a Namegiver back to life. Some charms, magical salves and whatnot can prevent the spirit from fleeing the dying body, if they are administered in time. I know certain Warrior adepts who use their fierce magic to come back from the brink of death in battle or bargain with Death, gaining themselves longer life by promising to surrender to Death when their last battle is over. Other enchantments of even greater power can allow a spirit to return from Death's kingdom. However, retrieving a spirit that has fallen under Death's



dominion is a heroic task that only the strongest magic and bravest heart can accomplish.

### The Mystery of Death's Favor

Some dying Namegivers who unaccountably revived have spoken of appearing before Death, only to be told that their time had not yet come. Upon regaining consciousness, they claimed that Death sent them back to our living world. Others who so appeared before Death speak of having begged for a reprieve, that they might finish some matter of great importance in life. According to legend, the Troubadour Elaen of Travar wrote so sad a ballad about his own demise that Death himself was moved and allowed Elaen to return to life for hundreds of years before he finally claimed his soul.

### Retrieving a Soul from Death's Kingdom

According to legend and tradition, certain magical rituals allow living Namegivers to enter the kingdom of Death.

One tradition contends that when Death sleeps, the living can visit the masque of Death's dreams through magic and attempt to retrieve a lost spirit. However, the visitor's life is forfeit if he should choose the wrong soul, and the masked spirits of the dance use flattery and all manner of deception to secure their own chance for renewed life. Other tales tell of tunnels, caves and passages deep in the Earth that lead beneath Death's Sea. These hidden ways may indeed be real, but no-one that we know of for certain have returned to speak of such a journey.

The following tale illustrates another magical rite by which a brave heart may rescue a lost spirit from Death—but only at a price.

### The Tale of Josara, the Thief Who Stole from Death

Long ago, before the Scourge, the Thief adept Josara lived in the human kingdom of Landis. Josara had performed many a daring deed and was far advanced in the ways of her Discipline. So skilled a Thief was she that she could steal the sun and the moon from the sky if she chose to.

Of all the treasures Josara ever stole, the one she loved most was the heart of her husband, the Air Sailor Orlan Windrunner. Now

Orlan was himself an adventurer of great renown and had always sworn that nothing but the spirit of adventure itself should ever claim his love. So when Josara stole his heart away, it was a feat truly worthy of a master Thief. These two heroes loved each other deeply and spent many a year traveling Barsaive together and performing daring deeds.

During one such expedition, a shadow spider attacked the pair. Although Orlan and Josara escaped from the terrible creature's lair, the spider managed to bite Orlan, who died from its deadly poison not long after. Grief-stricken, Josara spent most of the treasure the two of them had gained to buy her dead beloved a tomb that floated high above the mountains. This wondrous monument could be reached only by airship or through the aid of a bound air spirit that protected the tomb from looters.

But as rich and beautiful as the tomb was, it could not soothe Josara's wounded heart. And so she gathered her few remaining possessions and set off across Barsaive, seeking sages and scholars and magicians who knew the way to the realm of Death. Josara even spoke to the Keys of Death, those madmen who claim to be Death's questors, that she might learn their secrets. All this she did with one end in mind—to travel to Death's realm and steal her beloved from Death's cold grasp.

In time, Josara learned that Death hoards lives as a miser hoards gold, and a master Thief like Josara knew nothing so well as how to relieve a miser of his treasures. So she gathered a vast store of knowledge about Death and his kingdom and made her way to the shores of Death's Sea. There, she wove the many secrets she had learned into a powerful magical ritual. For nine days and nights she worked in the rocky badlands along the shores of the fiery sea, until all was in readiness.

In the darkness of the new moon, Josara drank a vial of poison she had made of white remis berries, ground pearls from Aras oysters and venom from the shadow spider that had killed Orlan. Then she lay upon a blanket embroidered with magical runes and symbols. She felt a terrible cold overtake her limbs, dispelling the fierce heat of Death's Sea. Lethargy crept over her, but she fought to keep her wits about her. She knew she would need them if she hoped to succeed.

Josara passed into the realm of Death, far below the liquid fire into an endless maze of underground passages, tunnels and caves. All were lit by the flickering flames of the burning sea above, and all were stuffed with treasures. Gems and fine weapons, gold and silver and pretty trinkets, even orichalcum coins enough to ransom a kingdom lay scattered about as far as Josara could see. Josara's Thief heart leapt at the sight of such wealth; she could feel the warm fingers of the Passion Chorrolis brush across her soul, urging her to take just one pretty bauble.

But Josara had not come into the realm of Death to seek such treasures as might be found in the world of the living. She wanted only the life of her beloved Orlan. So she turned her eyes away from the glittering heaps and moved through the dim tunnels like a shadow, looking for her love. For hours and hours she walked, but saw no one. In all those tunnels there was no living thing—neither Namegiver nor mouse nor even the smallest insect. Josara began to despair of ever finding Orlan—instead, she would be trapped forever in these forlorn tunnels, with untold wealth as her only companion.



"Passions!" she cried in anguish, "I would give all this wealth—all the wealth in the world—to be with my Orlan once more!"

Just then, a man appeared before her. He was human, broad and fat, dressed like a wealthy merchant. He wore all manner of costly jewels, and the purse at his belt bulged with coins. Everything about him cried out to Josara to give him the gift of theft.

"Would you indeed, Josara?" he asked as he reached into the folds of his velvet cloak. He withdrew a ruby the size of a child's fist and the color of blood. It gleamed seductively in the tunnel's dim light. Josara's Thief heart skipped, for she had never seen so fine a gem.

The merchant held the ruby out to her. "Would you truly surrender such treasures as this?" Visions danced in Josara's head. She knew she could take everything this merchant had, and much of the treasure that lay all around her. She could be the richest Thief in the world, living in luxury for the rest of her life. But her love for her husband was greater than the call of her Discipline.

"I want no treasure but the life of my true love," she replied.

The merchant smiled and tucked the ruby away. In an instant, Josara found herself lying on the shore of Death's Sea with Orlan asleep in her arms.

Some say the mysterious merchant was Death himself, who traded Josara's Thief magic for Orlan's life. Others say it was the Passion Chorrolis who made the bargain. But all anyone knows for certain is that Josara lived quietly and happily with her beloved for many more years.

# LEGENDARY TREASURES

*Keep that gleam in your eye, boy. Treasure such as I have seen gleams even more. See what I have seen and you too will risk death to hold it, to call it yours.*

• GARLTHIK ONE-EYE, ORK THIEF •

**T**his chapter describes Legendary Treasures, magical items that are unique in the world of **Earthdawn**. Unlike with Thread Items or General Treasure, only one of each item exists. Weaving threads to these items follows the same rules, though, see the **Thread Magic** chapter of the *Player's Guide* and the **Magical Treasures** chapter of the *Gamemaster's Guide*. The following chapter gives further insight into designing your own Legendary Treasures and how these items come to be.

## AMULET OF AGAMON

**Maximum Threads:** 2      **Spell Defense:** 24

**Legend Point Cost:** Master

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

This rare treasure is one of relatively few magical items created since the Scourge. The magician Agamon hailed from a citadel nestled in the Thunder Mountains. He led a party of heroes out into Barsaive shortly after the end of the Scourge. He created this amulet during his travels as a means of storing additional spell matrices, but the amulet gained additional defensive power as his journeys continued.

### Thread Rank One

**Key Knowledge:** The wearer must learn the amulet's Name.

**Effect:** The wearer adds +1 to his Mystic Armor.

### Thread Rank Two

**Effect:** The wearer adds +2 to his Mystic Armor.

### Thread Rank Three

**Effect:** The wearer adds +2 to his Spell Defense.

### Thread Rank Four

**Effect:** The wearer adds +3 to his Spell Defense.

### Thread Rank Five

**Key Knowledge:** The wearer must learn the Name of the place where Agamon created the amulet.

**Effect:** The amulet now holds a spell matrix of a rank equal to the thread rank. This is treated as if the amulet was also a Spell Matrix Object (*Player's Guide*, p. 280).

### Thread Rank Six

**Effect:** The wearer adds a +2 rank bonus to his Steel Thought talent.

## BANDS OF FORTUNE

**Maximum Threads:** 1      **Spell Defense:** 18

**Legend Point Cost:** Warden

The Bands of Fortune are a mismatched set of bands—a silver circlet, an iron ring, a gold ring, a leather headband, and a bronze forearm brace—first wielded by an adventuring group called Fortune's Favorites. The group met its end at the hands of a Horror that, ironically, defeated them primarily through its Cursed Luck power. The bands are thought to have been scattered across Barsaive since the demise of their original owners.

The bands were the adventurers' group pattern items but have since taken on additional properties. Each of the bands has become a magical treasure in its own right, and can be used independently of the others. However, the bands can be used only by characters who have woven threads to a group pattern.

### Thread Rank One

**Key Knowledge:** The wearer must learn that his band is one of the Bands of Fortune and must learn that specific band's Name.

**Deed:** The wearer must have woven a thread to a Group True Pattern item.

**Effect:** The wearer may store a number of Karma Points up to the woven Thread Rank to the band; he decides whether Karma is stored in the band or his normal Karma Pool when performing his Karma Ritual. The wearer can transfer Karma Points between his normal Karma Pool and the band as a Standard Action by taking 1 Strain per Karma Point transferred.

### Thread Rank Two

**Effect:** The wearer may spend 1 additional Karma Point on any Action Test for which he can normally use Karma. This Karma Point must come from those stored in the band.

### Thread Rank Three

**Key Knowledge:** The wearer must learn the Name, Discipline, and race of the member of Fortune's Favorites who wore this particular band.

**Effect:** The wearer gains a +1 bonus to the Karma Step of any Karma Points spent from the band.

### Thread Rank Four

**Effect:** The wearer gains a +2 bonus to the Karma Step of any Karma Points spent from the band.

### Thread Rank Five

**Key Knowledge:** The wearer must learn the Name of the Horror who slew the original owner of the band.

**Effect:** For 3 Strain, the wearer spends all Karma Points stored in the band on a single Action Test for which he can normally spend Karma. Also, as a Standard Action, the wearer may transfer Karma Points to another of the Bands of Fortune if its wearer has woven a thread to the same Group True Pattern and is within line of sight, taking 1 Strain per Karma Point transferred.

## BLOODWALL

**Maximum Threads:** 2

**Spell Defense:** 18

**Legend Point Cost:** Warden

Bloodwall is a large oval shield made from translucent red crystal, with an inlay of beaten copper and gold around its rim. The shield's frame supports the crystal, enabling the wielder to see through the shield as through red glass.

Bloodwall was made by the troll Weaponsmith Nemar Firewalker in the years before the Scourge. Following an inspiration from his Passion, Upandal, Nemar traveled on foot across the Twilight Peaks to Death's Sea. Filled with the Passion's power, he walked across the sea's burning surface to a small fool's island, where he discovered a sheet of living crystal as red as blood. He took the crystal and returned safely to the shore, with an image of the crystal's true form burning in his mind.

Gripped by the fever of creation, Nemar set up his tools along the shore of Death's Sea. He worked tirelessly for days in the burning heat, carving and shaping the crystal and forging the frame to hold it. When his work was finished, he returned to his trollmoot bearing the finest shield that their Sky Raiders and Warriors had ever seen. Nemar Named the shield Bloodwall and presented it to Odan Astaru, the chief of his clan, as a gift. The chieftain was greatly honored, and the story of Nemar Firewalker was told throughout the trollmoots of the Twilight Peaks.

Bloodwall was lost when Firewalker's trollmoot was decimated shortly before the Scourge. Though the tale of the Weaponsmith and his magical creation have survived, no one has yet discovered the fate of Bloodwall.

With no threads attached, the shield is treated as a standard crystal raider shield.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the shield's Name is Bloodwall.

**Effect:** The shield is now Physical Armor 5 and Mystic Armor 5.

### Thread Rank Two

**Effect:** The shield adds an additional +5 to Physical and Mystic Armor against heat and fire attacks.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the story of Nemar Firewalker and how he created Bloodwall by the shores of Death's Sea.

**Effect:** Bloodwall helps the wielder defend against attacks that rely on eye contact (such as the Frighten or Steely Stare talents). If the wielder views his opponent through the translucent crystal of the shield, he may avoid any attack directed against his eyes or relying on eye contact. The wielder may make an Avoid Blow or Parry Test against his opponent's Attack Test result to avoid being affected, even if the attack targets his Spell or Social Defense. The shield is now Initiative Penalty 1.

### Thread Rank Four

**Effect:** The shield is now Physical Armor 6, Mystic Armor 6, and has a Deflection Bonus of +4/+4.

### Thread Rank Five

**Deed:** The wielder must seek out a trollmoot in the Twilight Peaks and use Bloodwall to aid the moot in some way—assisting the moot in a raid, protecting them from danger, or inspiring them to some feat of glory.

**Effect:** The shield now has no Initiative Penalty. It also adds an additional +10 to Physical and Mystic Armor against heat and fire attacks.

### Thread Rank Six

**Effect:** The shield is now Physical Armor 7, Mystic Armor 7, and has a Deflection Bonus of +5/+5.

### Thread Rank Seven

**Deed:** The wielder must travel to Death's Sea and call upon the Passion Upandal to witness the glory of Nemar Firewalker's creation. Then the wielder must step into the sea, trusting in the power of Bloodwall and Upandal to protect him. The wielder makes a Willpower (12) Test. If the test succeeds, he can walk across the surface of the Death's Sea and back without harm. If the test fails, the wielder suffers Step 30 damage from the molten stone and cannot attempt the Deed again for a year and a day.

**Effect:** The wielder gains the power **Bloodwall Vision**. While looking through the crystal of the shield, the wielder gains a +3 rank bonus to his Astral Sight talent, but he can only see astral space in the field of vision covered by the shield. Any Astral Sight Tests made automatically counts as Sensing Tests for illusions in the field of astral vision.

## BRACERS OF FIREWIND

**Maximum Threads:** 2

**Spell Defense:** 18

**Legend Point Cost:** Warden

These two golden arm bracers were wielded by the legendary Elementalist Aras Firewind, renowned before the Scourge for her prowess with spells of fire and air. The details of her demise, rumored to have occurred during the final days before the Scourge, remain a mystery. Ornate engraving and gems decorate both bracers. The ruby-studded Fire bracer features images of flames. The sapphire-studded Wind bracer features images of clouds and storms.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the bracers are Named the Bracers of Firewind.

**Effect:** The wearer gains a +1 bonus to his Spellcasting and Thread Weaving (Elementalism) Tests.

### Thread Rank Two

**Effect:** For 1 Strain, the wearer can throw a bolt of fire or air at a target up to 50 yards away. The wearer makes a Spellcasting Test against the target's Spell Defense. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. If the test succeeds, the target is struck; the type of bolt determines the effect. With a *fire bolt*, the wearer makes a Willpower+2 Test to determine how much damage is inflicted on the target. Physical Armor protects against this damage. With an *air bolt*, the wearer makes a Willpower Test, the result of which is the Difficulty Number for a Knockdown Test the target has to immediately make, though the target takes no damage from the bolt.

### Thread Rank Three

**Key Knowledge:** The wearer must learn where the bracers were created.

**Effect:** The wearer adds +1 to his Physical Defense. The wearer now makes a Willpower+4 Test for the fire bolt, and a Willpower+2 Test for the air bolt.

### Thread Rank Four

**Effect:** The wearer adds +1 to his Spell Defense. The wearer now makes a Willpower+6 Test for the fire bolt, and a Willpower+4 Test for the air bolt.

### Thread Rank Five

**Deed:** The wearer must locate the original elemental spirits that Aras Firewind summoned when she created her bracers. The wearer must then convince the spirits to give their blessing to the continued use of the bracers.

**Effect:** The fire and air bolts' range increases to 100 yards. The wearer also gains the fire shield and wind shield powers. Either power may be used against one attack per round for 1 Strain per power, though both may be used against the same attack. The *fire shield* works in a similar manner to the Lightning Shield spell (*Player's Guide*, p. 182), but with an Effect Step equal to the wearer's Willpower. Use of fire shield has to be announced before the attack is made. The *wind shield* deflects incoming attacks with a concentrated gale of air. To use this power, the wearer makes a Willpower Test against the Attack Test result. If the test succeeds, the wind shield deflects the attack.

### Thread Rank Six

**Effect:** The fire and air bolts' range increases to 150 yards. The wearer gains a +2 bonus to his Spellcasting and Thread Weaving (Elementalism) Tests.

### Thread Rank Seven

**Deed:** The wearer must find out what became of Aras Firewind and pay tribute to her memory at the site of her demise.

**Effect:** The wearer adds +2 to his Physical and Spell Defense. The wearer now makes a Willpower+2 Test for the fire shield and wind shield powers.

## DENNA'S BROOCH

**Maximum Threads:** 2      **Spell Defense:** 15

**Legend Point Cost:** Journeyman

Denna was an elven Elementalist who lived in Wyrn Wood before the Scourge. Though she left the Wyrn Wood to find more reliable protection against the Horrors, she remained loyal in mind and heart to the Elven Court, hoping it would survive the coming devastation. Determined to help if she could, Denna studied elemental wood and its magics. Before she left Wyrn Wood, Denna's father, one of Queen Alachia's advisors, gave her this brooch to remind her of her home. After leaving Wyrn Wood, Denna became a known scholar of the history of the elven nations, recording a history of the Elven court from the time of the Schism to the (then) present.

Denna's Brooch is made of silver edged with fine gold. The shape of the brooch is an inverted triangle, two inches to each side. In the center of the triangle is a starburst fashioned from red jewels.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the brooch is Denna's Brooch.

**Effect:** The wearer gains a +2 bonus to Spellcasting Tests when casting Elementalism spells.

### Thread Rank Two

**Effect:** The wearer gains a +2 bonus to Thread Weaving (Elementalism) Tests.



### Thread Rank Three

**Key Knowledge:** The wearer must learn the Name of Denna's father.

**Effect:** The wearer gains a +1 bonus to any Research or Knowledge Tests he makes while researching any aspect of the history of Barsaive.

### Thread Rank Four

**Effect:** The wearer gains a +3 bonus to his Thread Weaving (Elementalism) Tests and to Spellcasting Tests when casting Elementalism spells.

### Thread Rank Five

**Deed:** The wearer must travel to the site of Denna's home within Wyrn Wood, now Blood Wood, and remain there for five days and nights. During this time, the wearer can take no action against any living denizen of the Blood Wood.

**Effect:** The wearer gains a +2 bonus to any Research or Knowledge Tests he makes while researching any aspect of the history of Barsaive.

### Thread Rank Six

**Effect:** The wearer gains a +3 bonus to any Research or Knowledge Tests he makes while researching any aspect of the history of the Elven Court or its legends.

### Thread Rank Seven

**Key Knowledge:** The wielder must learn where Denna traveled after leaving Wyrn Wood.

**Effect:** When within the confines of Blood Wood or when casting an Elementalism spell involving wood or plant life, the bonus to the wearer's Thread Weaving (Elementalism) and Spellcasting Tests is +5.

## DEVASTATOR SPEAR

**Maximum Threads:** 2      **Spell Defense:** 14

**Legend Point Cost:** Journeyman

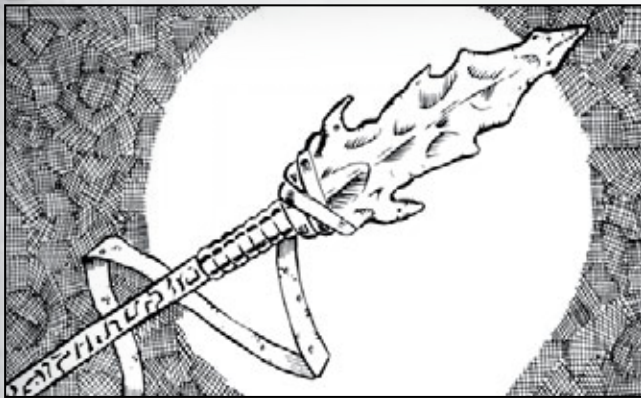
Frightening in appearance, this spear is an eight-foot length of dark brown wood lined with runes that depict its origins. Rumor claims that the spear was constructed using the blood of a Horror as the source of its enchantment. The tip of the spear is made of chiseled obsidian, polished to a blinding sheen. The magic of the spear maintains the shine of its tip, which never dulls.

Despite its appearance and size, with no threads woven to it, the spear has the same characteristics as a normal spear, including thrown Range.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of this spear is the Devastator Spear.

**Effect:** The spear is now Damage Step 7.



### Thread Rank Two

**Effect:** When thrown, the spear splits into a number of spears equal to its thread rank; the wielder may choose to throw fewer than the maximum number of spears. These spears may be targeted against one character or against different characters. The wielder makes a Throwing Weapons Test against the highest Physical Defense among the target group. The result of this test applies to all the image-spears—all the spears either hit or miss. After the attack, all the image-spears disappear, and the Devastator returns to the wielder's hand. Using the Devastator Spear in this manner causes the wielder 1 Strain for each spear thrown.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Name of the first victim slain by the spear.

**Effect:** The spear is now Damage Step 8.

### Thread Rank Four

**Effect:** The wielder gains a +2 bonus to Throwing Weapons Tests when throwing the spear.

### Thread Rank Five

**Deed:** The wielder must defeat a creature in single combat. The wielder may throw the Devastator Spear only once, and that attack must either kill the creature or knock it unconscious.

**Effect:** The spear is now Damage Step 9.

### Thread Rank Six

**Effect:** The spear increases the wielder's nimbleness when avoiding attacks. The wielder adds +2 to his Physical Defense while wielding the spear.

### Thread Rank Seven

**Key Knowledge:** The wielder must learn the Name of the Horror whose blood was used in the construction of the spear.

**Effect:** The spear is now Damage Step 10. The wielder gains a +4 bonus to Throwing Weapons Tests when throwing the spear.

## DRAGON MAIL

**Maximum Threads:** 1

**Spell Defense:** 21

**Legend Point Cost:** Master

The Dragon Mail is a suit of 6 to 8 layers of chain mail woven from an extremely fine wire and forged of a black metal unlike any commonly worked metal in Barsaive. The suit is tailored for an ork or perhaps a human, though an elf could also wear it comfortably. Astral examination of the armor or a successful Item History Test against the armor's Spell Defense reveals that it is saturated with dragon or dragon-like magic.

This unique chain mail suit was created by a great dragon for one of his servants to wear while in human-like form. The suit was

designed to enable the wearer to resist the magic of other great dragons. The original wearer unfortunately came to believe that the armor had made him immune to dragon attacks and so became arrogant in his power. He was killed for insubordination by the dragon that made the armor.

Without a thread woven to it, the armor has the same characteristics as a normal suit of chain mail. The armor cannot be damaged or destroyed by the Dragon Breath power.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the armor is *Tra'kir Elthro* (the draconic words for "dragon-proof").

**Effect:** The armor is now Physical Armor 11.

### Thread Rank Two

**Effect:** The armor is now Initiative Penalty 2. The wearer adds +4 to his Mystic Armor against magical attacks made by dragons and drakes.

### Thread Rank Three

**Key Knowledge:** The wearer must learn the Name of the first person to own the armor.

**Effect:** powers. The result level required to inflict an Armor-Defeating Hit against the wearer is now one higher (usually from Excellent to Extraordinary instead of Excellent), and attacks made by dragons cannot inflict Armor-Defeating Hits against the wearer. The wearer is also immune to the Venom dragon power.

### Thread Rank Four

**Key Knowledge:** The wearer must learn the Name of the dragon that created the armor.

**Effect:** The armor is now Initiative Penalty 1. The wearer adds +6 to his Mystic Armor against magical attacks made by dragons and drakes.

### Thread Rank Five

**Key Knowledge:** The wearer must learn that the person for whom the armor was created was killed by a dragon.

**Effect:** The armor is now Physical Armor 12 and Mystic Armor 2.

### Thread Rank Six

**Effect:** The armor does not have an Initiative Penalty. The wearer adds +8 to his Mystic Armor against magical attacks made by dragons and drakes.

### Thread Rank Seven

**Deed:** The wearer must swear a blood oath to serve a great dragon.

**Effect:** The wearer may store up to 10 Karma Points in the armor. The wearer may spend these Karma Points as normal. To store Karma Points in the armor, the wearer makes a Karma Ritual as normal, but adds the Karma Points bought to the pool of the suit rather than his normal Karma Pool. The wearer adds +2 to his Physical, Spell, and Social Defense against attacks by dragons and drakes.

### Thread Rank Eight

**Key Knowledge:** The wearer must learn why the dragon created the armor.

**Effect:** The dragon to whom the wearer swore the blood oath may give some of its own Karma Points to the wearer. These points are stored in the armor, and the wearer can spend them as normal. When the wearer spends these Karma Points, he uses the dragon's Karma Step instead of his own. If the armor stores a mix of the dragon's and the character's Karma Points, these are kept track of separately, but both are added to count against the limit of 10.

### Thread Rank Nine

**Effect:** The armor is now Mystic Armor 4. The wearer adds +3 to his Physical, Spell, and Social Defense against attacks by dragons and drakes.

### FARLISS' DAGGER

**Maximum Threads:** 2

**Spell Defense:** 14

**Legend Point Cost:** Journeyman

Farliss the Great once wielded this dagger. A Troubadour in the time before the Scourge, Farliss told stories describing the legends of the Martyr Scholar and of Jaron the Everliving, and he personally battled the Horrors throughout Barsaive.

Farliss' Dagger has an ebony handle distinguished by a deep blue gem set in its pommel. The blade is made of shining steel, with blackened runes etched on either side. Without any threads woven to it, it has the same characteristics as a normal dagger.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of this weapon is Farliss' Dagger.

**Effect:** The dagger is now Damage Step 3.

### Thread Rank Two

**Key Knowledge:** In the early days of the Scourge, Farliss traveled all across the province battling Horrors. At the end, when he was forced to retreat into a kaer, he chose to join the village of Tardim. The wielder must learn where Farliss lived during the Scourge, and how he died.

**Effect:** The dagger is now Damage Step 5.

### Thread Rank Three

**Key Knowledge:** Farliss fought a series of confrontations with a Horror Named R'Ishann. Though he was constantly searching for a way to finally defeat the Horror, Farliss only obtained the dagger, which he learned was destined to destroy Horrors, between their final two battles. Farliss managed to Wound the Horror with the dagger. The wielder must learn the Name of the Horror from whom Farliss drew blood while using the dagger.

**Effect:** Even 1 Damage Point inflicted by the dagger will cause a Wound on a Horror or Horror construct.

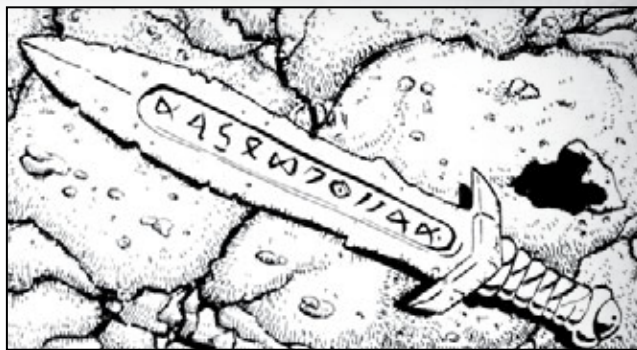
### Thread Rank Four

**Effect:** The dagger is now Damage Step 6.

### Thread Rank Five

**Deed:** The wielder must locate and visit Farliss' tomb. There he must pledge to spread the legend of Farliss across Barsaive.

**Effect:** The dagger can now detect the presence of Horrors and Horror constructs. For 1 Strain, the wielder makes a Perception Test against the Spell Defense of the closest Horror or Horror construct within 500 yards. If the test succeeds, the gem in the pommel of the dagger glows a faint blue for 10 combat rounds. This ability does not



provide direction or exact distance to the Horror or its construct, but simply indicates that it is nearby. While the gem glows, the dagger is Damage Step 12 against Horrors and Horror Constructs.

### KEGEL'S SWORD

**Maximum Threads:** 2

**Spell Defense:** 17

**Legend Point Cost:** Warden

The dwarf Warrior Kegel used this sword for nearly 20 years. It was buried with him when he died, but stolen by tomb robbers. Rumors of its subsequent appearances and disappearances still make the rounds of tavern gossip.

Kegel's Sword is a broadsword of shorter-than-average length. The sword's hilt contains a small ruby that glows when the sword's magic is activated. The blade is a dull steel-gray, with fine runes carved along it. These runes describe some of Kegel's adventures. The tip of this sword is blackened, as if by long exposure to soot and ash. With no thread woven it, the sword has the same characteristics as a normal broadsword.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of this sword is Kegel's Sword. He must also learn the Name of Kegel's beloved, to whom he pledged the sword.

**Effect:** The sword is now Damage Step 8.

### Thread Rank Two

**Effect:** The sword is now Damage Step 9. For 1 Strain, the wielder may make the tip of the sword blaze into flame, acting as if it were a torch. Each use of this effect lasts for one hour, or until the flame is extinguished.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Name of the sword's creator.

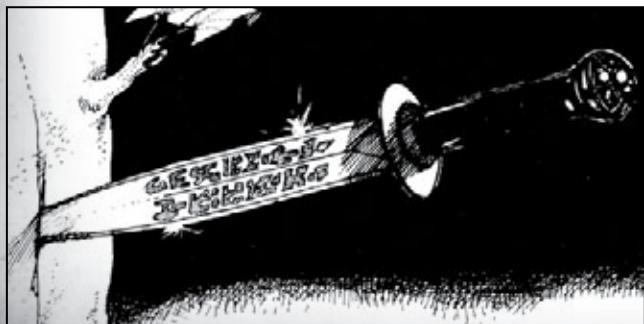
**Effect:** The wielder adds +1 to his Physical Defense. For 1 Strain, the wielder can attach himself firmly to the earth. The wielder gains a +6 bonus to his next Knockdown Test. The effect lasts for one hour, or until used, whichever comes first.

### Thread Rank Four

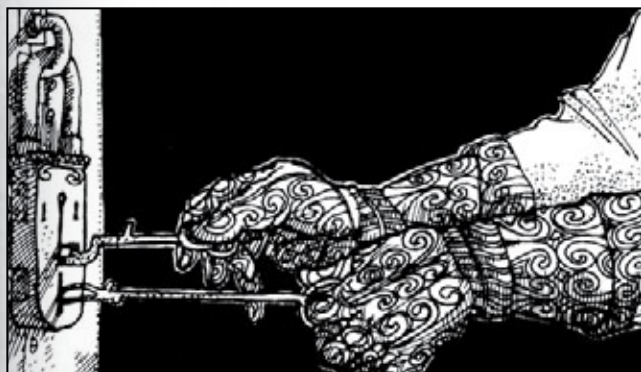
**Effect:** The wielder adds +2 to his Physical Defense. For 1 Strain, the wielder may take on a more fluid form. Though retaining his basic shape, he can flow around an attacker's blow. The wielder chooses when to do this; the flowing effect adds +6 to the wielder's Physical Armor against the next attack. The effect lasts for one hour, or until used, whichever comes first.

### Thread Rank Five

**Key Knowledge:** Kegel undertook a quest for a fire elemental, an earth elemental, a water elemental, and an air elemental. The wielder must learn the Name of the four elementals with whom Kegel bargained to empower his sword.



**Effect:** The sword is now Damage Step 10. For 1 Strain, the wielder can call on the power of the winds to chill the blade edge to bone-freezing cold. When used against a target affected by cold, the wielder gains a +6 bonus to his next Damage Test. The chilled edge lasts for one hour, or until used, whichever comes first.



## KOLLDAR'S GLOVES

**Maximum Threads:** 3      **Spell Defense:** 18  
**Legend Point Cost:** Warden

These gloves belonged to Kolldar the Thief, an ork who lived in the ancient ork kingdom of Cara Fahd. The gloves once belonged to a wealthy merchant who flaunted the gloves in public. Kolldar saw the merchant's attitude as a challenge, and stole the gloves to use in his training as a Thief adept. The gloves are made of fine, light brown leather, stitched with an intricate pattern in bright blue thread. Though sized for an ork, the gloves magically adjust to fit any size hand.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the gloves are Kolldar's Gloves.

**Effect:** The wearer gains a +1 rank bonus to his Lock Picking talent.

### Thread Rank Two

**Effect:** The wearer gains a +2 rank bonus to his Lock Picking talent.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Name of the person from whom Kolldar stole the gloves.

**Effect:** The wearer gains a +1 rank bonus to his Picking Pockets talent.

### Thread Rank Four

**Effect:** The wearer gains a +2 rank bonus to his Picking Pockets talent.

### Thread Rank Five

**Deed:** Kolldar became a legendary figure before the Scourge, and many tales tell of his wondrous abilities, each tale more glorious than the last. The wielder must learn the tale of one of Kolldar's legendary feats and tell the story to a group of no less than 100, among which 10 percent must be thieves, mundane or adept.

**Effect:** The gloves can help the wearer talk his way out of troublesome situations. The wearer gains a +1 bonus to any Charisma-based Tests he uses to get (or stay) out of trouble.

### Thread Rank Six

**Key Knowledge:** Kolldar was also known for his talent for dealing with traps, both magical and mundane. His prowess in this area is generally attributed to his gloves, which the ork considered a lucky charm. The wearer must learn the nickname Kolldar gave his gloves.

**Effect:** The wearer gains a +2 rank bonus to his Detect Trap talent.

### Thread Rank Seven

**Effect:** The wearer gains a +2 rank bonus to his Disarm Trap talent.

## LORM'S AXE

**Maximum Threads:** 2      **Spell Defense:** 7  
**Legend Point Cost:** Journeyman

Lorm's Axe is a large battle-axe and belonged to Lorm, a fledgling troll hero who died in Kaer Jalandale. The handle is made of light-colored oak. The blade has large black stains along both edges.

With no threads woven to it, the axe has the same characteristics as a normal battle-axe, but is extremely heavy, weighing 15 pounds.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the axe is Lorm's Axe.

**Effect:** The axe is now Damage Step 12.

### Thread Rank Two

**Deed:** Lorm's Axe is destined to blood Horrors and their constructs. The wielder must inscribe his own Name on the haft of the axe. The wielder then hunts down a Horror or a Horror construct, invokes Lorm's name, and strikes his opponent in close combat.

**Effect:** The axe is now Damage Step 13.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Name of the axe's creator.

**Effect:** The wielder adds +1 to his Physical Defense.

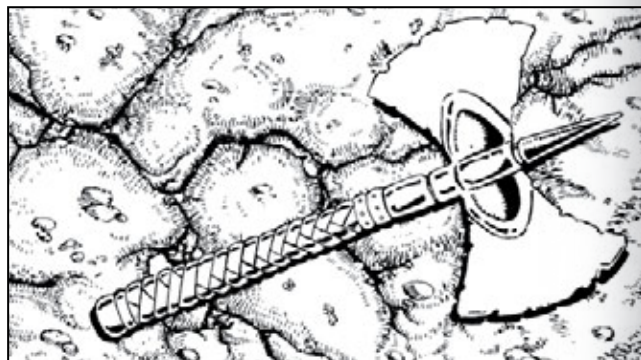
### Thread Rank Four

**Effect:** The axe is now Damage Step 14. The wielder adds +1 to his Spell Defense.

### Thread Rank Five

**Key Knowledge:** The wielder must learn the Name of the troll-moot to which Lorm belonged.

**Effect:** The wielder adds +2 to his Spell and Physical Defense.



## MASK OF OLTION

**Maximum Threads:** 2      **Spell Defense:** 16  
**Legend Point Cost:** Journeyman

Oltion was a Wizard known for his intricate devices and peculiar sense of humor. He created dozens of items, most of them utilitarian, most not meant for use in combat. The Mask of Oltion is a fine silken mask with eye and mouth slits. When affixed properly, it covers a person's entire face. The mask is a deep royal blue, and the eye and mouth slits are embroidered in pale blue.



The wearer must always think of the mask as the “Mask of Oltion,” but never refer to it as the “Mask of Oltion.” At the table, the player must always use the exact phrase when telling the gamemaster that his character is using the Mask of Oltion. If he fails to say “Mask of Oltion,” the item will not work. On the other hand, if the player’s character ever refers to the mask during in-game conversation or explanation as the “Mask of Oltion,” the mask freezes its magic for a period of 24 hours.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the mask is the Mask of Oltion.

**Effect:** The wearer gains a +1 bonus to his Recovery Tests.

### Thread Rank Two

**Effect:** The mask will mimic the face of any character the wearer can remember. The wearer gains a +2 bonus to any Charisma-based Tests he makes when attempting to deceive others into believing he is the person whose face he wears.

### Thread Rank Three

**Key Knowledge:** The wearer must learn Oltion’s race.

**Effect:** The wearer gains a +3 rank bonus to the Astral Sight Talent while wearing the mask.

### Thread Rank Four

**Effect:** The wearer adds +1 to his Spell and Social Defense.

### Thread Rank Five

**Key Knowledge:** The wearer must learn the Name of the adventuring group to which Oltion belonged.

**Effect:** For 5 Strain, the wearer can create a giant column of flame that erupts on top of a target up to 60 yards away. The wearer makes a Spellcasting Test against the target’s Spell Defense. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. If the test succeeds, a pillar of fire erupts from where the target is standing. The wearer makes a Willpower+30 Test to determine how much damage is inflicted. Physical Armor protects against this damage. (Oltion built this last effect into the mask primarily because no one else had figured out how to build such a big effect into a device with so many other innocuous effects. He also apparently grew weary

of all those fighter-types asking, “When are you going to build something useful?”)

## MIRROR

**Maximum Threads:** 1

**Spell Defense:** 15

**Legend Point Cost:** Journeyman

The ironwood buckler known as Mirror sports a dull iron plate in its center, a reinforcing rim of bronze, and espagra-leather hand straps. The Weaponsmith who forged this buckler created it as a companion piece to the broadsword Named **Smoke** (p. 203). Without a thread attached to it, Mirror has the same characteristics as a normal buckler.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the shield is Mirror.

**Effect:** The wielder adds +1 to his Physical Defense.

### Thread Rank Two

**Effect:** The shield is now Physical Armor 3 and Mystic Armor 1.

### Thread Rank Three

**Key Knowledge:** The wielder must learn that the Name of the shield’s creator is Vsthrix, a t’skrang Weaponsmith.

**Effect:** The shield is now Physical Armor 4 and Mystic Armor 2. The wielder adds +2 to his Physical Defense.

### Thread Rank Four

**Deed:** The wielder must locate the sword Smoke and attach a thread to it.

**Effect:** The shield gains the **Blinding Reflection** ability. For 1 Strain, the iron plate brightens. Any opponent who can see the shield is distracted by light gleaming off the metal. The wielder’s opponent must make a Perception (7) Test. If the test fails, the wielder gains a +3 bonus to his next Attack Test against that opponent. If the sword Smoke is ever lost, the wielder cannot use the blinding reflection ability until the sword is recovered.

## MONTURK’S CARPET

**Maximum Threads:** 2

**Spell Defense:** 19

**Legend Point Cost:** Warden

Monturk was a Theran Wizard, a dwarf killed for throwing his lot in with the wrong Theran faction. Though he failed in his attempt to create a permanent flying carpet, he ended up creating a far more unusual object than just a flying rug.

Monturk’s Carpet is a small 6 foot by 4 foot carpet, its edges fringed in fine golden silk. The multi-colored designs and patterns on the carpet are of Theran origin, set against a striped background of blue, red, and yellow. Woven into these stripes are threads of gold and luminescent elemental air.

### Thread Rank One

**Key Knowledge:** The owner must learn that the Name of the carpet is Monturk’s Carpet.

**Effect:** The carpet is alive, but remains dormant until a thread is attached to it. The mystical energy from the thread revives the carpet. Monturk’s Carpet can fly, but is not strong enough to carry much weight. In addition, its temperament is ill-suited for flying carpet-hood—even if able to do so, the carpet generally refuses to carry other living beings, although it is sometimes willing to carry letters or small packages weighing no more than five pounds. Monturk’s Carpet will serve its master in other ways. It can scout ahead, fight alongside its master, and use other abilities as the thread rank increases.

## Monturk's Carpet

DEX: 5 STR: 2 TOU: 13  
PER: 5 WIL: 4 CHA: 4

Initiative: 8 Physical Defense: 7  
Actions: 1 Spell Defense: 9  
Attack (1): 6 Social Defense: NA  
Damage: Physical Armor: 4  
Unarmed (2): 4 Mystic Armor: 3  
Death: 63 Recovery Tests: 6  
Unconsciousness: NA Knockdown: NA  
Wound Threshold: 18 Movement: 6\*

Legend Award: NA

Powers: Spellcasting (2): 7

\* This value is the carpet's flying Movement Rate

### Thread Rank Two

**Effect:** The carpet gains the ability to make tones and whistles. It cannot speak words, but will try to communicate simple ideas through sounds that the owner will learn to understand in due time. The carpet gains a +2 bonus to its Initiative, Attack, and Damage Tests.

### Thread Rank Three

**Key Knowledge:** The owner must learn how and in what year Monturk was killed.

**Effect:** The carpet may transfer Recovery Tests to its owner. The carpet makes a Spellcasting Test against the owner's Spell Defense. If the test succeeds, one of the carpet's Recovery Tests is transferred to the character. The owner makes that Recovery Test using the carpet's Toughness step rather than the character's Toughness step, but cannot use any other means to increase the step. The carpet may transfer a number of Recovery Tests per day up to the Thread Rank woven to the carpet.

### Thread Rank Four

**Effect:** The carpet gains a +4 bonus to its Initiative, Attack, and Damage Tests and adds a +1 bonus to its Physical and Spell Defense.

### Thread Rank Five

**Deed:** The carpet was worked with threads of gold and elemental air, worth 2,500 silver pieces (500 for the gold, 2,000 for the elemental air). Neglect and a harrowing escape from Monturk's enemies have damaged these threads. Having the rug rewoven strengthens the magic in the carpet.

**Effect:** The carpet forms a telepathic link with its owner through which both can transmit speech-like thoughts. The link has a range

of 250 yards, and is a Free Action to use. The carpet adds a +2 bonus to its Physical and Spell Defense.

### Thread Rank Six

**Effect:** The carpet gains an ability similar to the Levitate spell (*Player's Guide*, p. 181) covering a 3 yard by 6 yard area behind the carpet. The levitation ability lifts up to 2,000 pounds, but can only lift objects up to a height of 10 yards above the ground. Unlike the Levitate spell, the levitation area moves along with the carpet, permitting characters to levitate behind the carpet as it flies.

## NEVERBURN

Maximum Threads: 2

Spell Defense: 14

Legend Point Cost: Novice

The magical torch called Neverburn was created as a dying legacy by Gathrad, a troll Illusionist who was seriously wounded by ghouls and succumbed to the ghoul poison in his system. Without a thread woven to it, Neverburn looks like a normal torch.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the torch is Neverburn.

**Effect:** As soon as a thread is woven to the torch, it glows in a manner similar to the Light spell (*Player's Guide*, p. 181). The light cannot be doused except by concealing the torch.

### Thread Rank Two

**Key Knowledge:** The wielder must learn that the Name of the torch's creator was Gathrad.

**Effect:** The wielder may turn the torch on or off by speaking its Name and giving the appropriate command: "Neverburn off" turns off the torch; "Neverburn on" turns it on.

### Thread Rank Three

**Key Knowledge:** The wielder must learn that Gathrad was a troll Illusionist.

**Effect:** The wielder gains the troll Heat Sight racial ability.

### Thread Rank Four

**Key Knowledge:** The wielder must learn that Gathrad was killed by ghoul poison.

**Effect:** The wielder gains a +3 bonus to tests made to resist ghoul poison.

### Thread Rank Five

**Effect:** The wielder gains a +3 bonus to tests made to resist any type of poison, and a +5 bonus when resisting ghoul poison.

## NIGHTSCAR

Maximum Threads: 2

Spell Defense: 23

Legend Point Cost: Master

A Nethermancer named Noir Darkwind created Nightscar during the Scourge as a weapon against Horrors. Darkwind imprisoned an ally spirit Named Gloom within the blade to give the wielder additional powers to call upon and to give the sword its own intelligence and experience. Gloom can telepathically communicate with anyone who has woven a Rank 2 or higher thread to the sword, but the spirit has come to resent its imprisonment after a few hundred years and wants only to be free from Nightscar. Unfortunately, Gloom's freedom would mean the destruction of the sword, and so far no wielder has been willing to destroy Nightscar to release an ally spirit that might very well be insane after centuries of imprisonment.



Nightscar is a magical sword with a blade carved from black crystal, set in a silver hilt and pommel. The hilt and pommel are blackened with age. The flat sides of the blade are etched with magical runes, which are also filled with silver, and a rounded black crystal of the same material as the blade is set in the pommel. With no threads attached, Nightscar has the same characteristics as a normal broadsword.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the sword is Nightscar.

**Effect:** The sword is now Damage Step 8.

### Thread Rank Two

**Key Knowledge:** The wielder must learn that the Name of the spirit trapped in the sword is Gloom.

**Deed:** The wielder must win a Contest of Wills (*Player's Guide*, p. 212) against the spirit to establish dominance.

**Effect:** The wielder can communicate with Gloom telepathically while touching the sword. Additionally, the wielder can call on the spirit's various powers as described for Spirit Binding (see the **Enchanting** chapter on p. 158 of the *Player's Companion*). Gloom is a Strength Rating 4 ally spirit with the following powers: Aid Summoner, Astral Sight, Empathic Sense, Lifesight, Confuse, Detect Trap, and Detect Weapon. Any time the wielder uses one of Gloom's powers, the wielder must pay the standard Strain cost for the power. Any time the wielder tries to call on Gloom's abilities, the spirit initiates a Contest of Wills. Only if the wielder succeeds in winning the contest, can he can use the power.

### Thread Rank Three

**Effect:** The sword is now Damage Step 9.

### Thread Rank Four

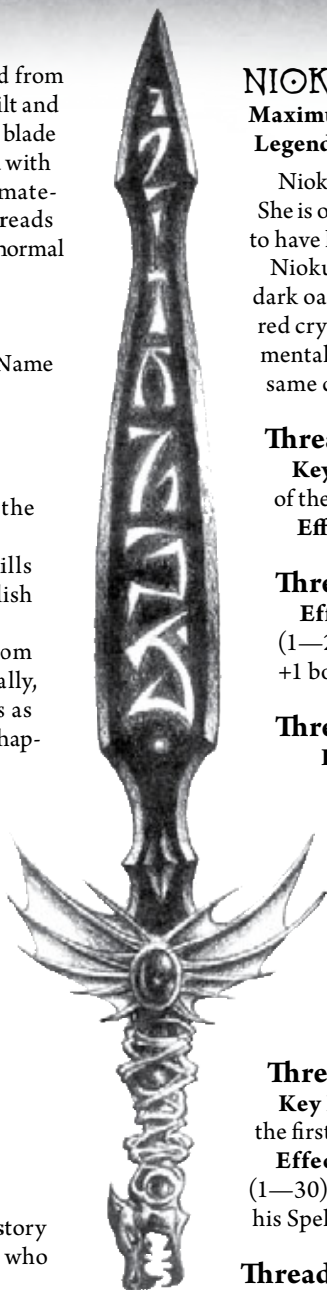
**Key Knowledge:** The wielder must learn the history of Nightscar and the Name of the Nethermancer who created it.

**Effect:** The sword holds a spell matrix, allowing the wielder to cast the Ethereal Darkness spell. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. The wielder need not weave any spell threads; he takes 2 Strain instead. The wielder is considered to be a Nethermancer for purposes of using this ability, and is unaffected by Ethereal Darkness spells cast by himself or others.

### Thread Rank Five

**Deed:** The wielder of Nightscar must Wound a Horror in combat.

**Effect:** For 3 Strain, the wielder can call on the sword's **Chill-blade** power. This power makes the sword freezing cold and inflicts that same numbing cold on anyone struck by it. After his next successful Attack Test, the wielder makes a Spellcasting Test against the target's Spell Defense. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. If the test succeeds, the target is frozen in place, and cannot take any actions for a number of rounds equal to the wielder's Willpower step. Each round, the target may make a Willpower (12) Test to break free of the chill. If the test succeeds, the cold ends and the target is free to act again.



## NIOKU'S BOW

**Maximum Threads:** 2 **Spell Defense:** 24

**Legend Point Cost:** Master

Nioku was a troll Archer, a female hero of an earlier time. She is one of the very few heroes who could truthfully claim to have killed a dragon in one-on-one combat.

Nioku's Bow is a longer-than-average longbow, made of dark oak with small grooves along its sides lined with fine red crystal. The bowstring is made of catgut lined with elemental air. With no threads attached, Nioku's Bow has the same characteristics as a normal longbow.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the bow is Nioku's Bow.

**Effect:** The bow is now Damage Step 9.

### Thread Rank Two

**Effect:** The bow's Ranges increase to Short: 2—50 (1—25); Long: 51—100 (26—50). The wielder gains a +1 bonus to Attack Tests made for the bow.

### Thread Rank Three

**Key Knowledge:** Nioku made arrowheads from the bones of slain enemies. The wielder must learn the Name of one of Nioku's enemies.

**Deed:** The wielder must carve twelve arrowheads from the bones of one of his enemies.

**Effect:** The bow is now Damage Step 10.

### Thread Rank Four

**Effect:** The bow is now Damage Step 11. The wielder adds +1 to his Spell Defense.

### Thread Rank Five

**Key Knowledge:** The wielder must learn the Name of the first person killed by the bow.

**Effect:** The bow's Ranges increase to Short: 2—60 (1—30); Long: 61—120 (31—60). The wielder adds +1 to his Spell Defense.

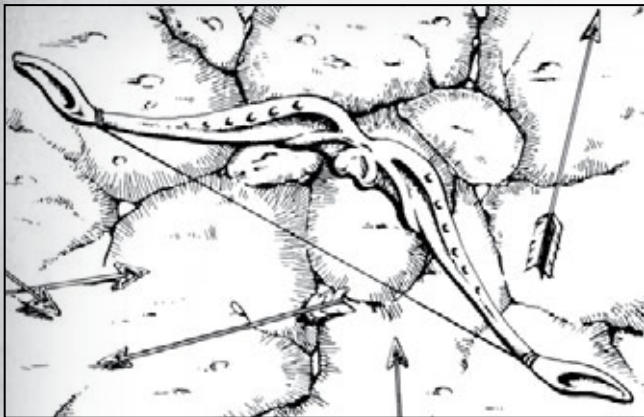
### Thread Rank Six

**Effect:** The bow is now Damage Step 12.

### Thread Rank Seven

**Key Knowledge:** Legends tell of a long-running competition between Nioku and an elven Archer named Talondel. Talondel had been corrupted by a Horror, though he did not fall under its control. He and Nioku crossed paths and competed in feats of Archery, which always ended in a tie, for more than seven years. Nioku finally defeated Talondel, who was shortly thereafter captured and held in rune chains in a dwarf prison. Several months after she defeated Talondel, Nioku uncovered the lair of a Horror that had been terrorizing Sky Raiders, including members of her trollmoot. Nioku could not defeat the Horror's magic because the creature knew too much about her. Soon after her failed attack, the Horror ravaged another Sky Raider camp, killing Nioku's uncle and younger brother.

Nioku traveled to the dwarf prison where Talondel lay chained and asked the elf to slay the Horror that was killing her kinsmen. In exchange, she would convince the dwarfs to pardon the elf. Talondel laughed at her proposal, asking how he could kill a Horror that Nioku and her mighty bow had not been able to touch. Nioku swore a blood oath and offered Talondel her bow to use against the



Horror, and to keep it if he killed it. Impressed by her willing sacrifice, Talondel accepted the offer. The power of the oath somehow allowed Talondel to use the bow while it still drew power from Nioku's thread.

Talondel slew the Horror, then disappeared. Nearly fourteen months later he returned and gave the bow back to Nioku, saying that from this day forward he must use his own magic. As Nioku touched her bow, it began to glow, then became translucent with a silvery sheen. The bow had taken its most powerful form. The wielder must learn the legend, and the Name of Nioku's elven Archer competitor.

**Deed:** The wielder must give the bow to a previously defeated enemy. The enemy will perform a Deed with the bow, and is then entitled to keep the bow. Whether or not the enemy character ever returns the bow is up to him. The wielder may not accompany the other character, nor send anyone else along with him, either to help or keep an eye on the enemy; the former enemy is on his own. The bow continues to draw power from the wielder's thread.

**Effect:** The wielder adds +2 to his Physical and Spell Defense.

### Thread Rank Eight

**Effect:** The bow is now Damage Step 13.

### Thread Rank Nine

**Key Knowledge:** The wielder must learn the Name of the Horror that Talondel killed using Nioku's Bow.

**Effect:** The bow is now Damage Step 14. The wielder gains a +2 bonus to his Willpower Tests when resisting the effects of spells or other magical effects.

### Thread Rank Ten

**Effect:** The bow becomes translucent and silvery like a silver-speckled moonbeam. The bow is now Damage Step 15. The wielder gains a +3 bonus to Attack Tests made for the bow.

## PATHFINDER

**Maximum Threads:** 2

**Spell Defense:** 18

**Legend Point Cost:** Warden

Pathfinder was made by the dwarf Scout Flannon Farseer, who wandered the wilds of Barsaive not long after the Kingdom of Throal opened its gates to the outside world. Farseer explored and re-discovered much of northern Barsaive and recorded his journeys by carving them on his trusty walking stick.

Over time, the staff he Named Pathfinder became an important part of Flannon Farseer's legend and gained some aspects of the Scout's magic and knowledge. An aging Farseer eventually returned to Throal to spend his final few years at home-but without his magical staff. When asked what had become of it, he claimed that he

had given it to a young Scout on the road because Pathfinder still had many trails to blaze.

Ever since that time, Pathfinder has ended up in the hands of different travelers and adventurers in Barsaive. Sometimes the staff is passed on willingly; other times, it simply seems to turn up wherever the greatest opportunity to travel far and wide exists. Many Barsaivians have speculated that a kind of intelligence guides the staff and that it has powers far beyond those known to its wielders. So far, any such powers remain just another aspect of the legend, however.

Pathfinder is a walking staff made of dark wood, with an elaborate map of northern Barsaive delicately carved in a spiral around it. Thin strands of orichalcum wire are wrapped around the staff, serving as the map's winding roads and paths. Pathfinder is about five feet long, which makes it a bit short for most obsidimen or trolls but well-suited for an elf, human, ork, t'skrang or dwarf. With no threads attached, Pathfinder has the same characteristics as a normal quarterstaff.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the staff's Name is Pathfinder.

**Effect:** The staff is now Damage Step 9.

### Thread Rank Two

**Effect:** The wielder gains a +2 rank bonus to the Tracking talent and a +2 bonus to Perception Tests.

### Thread Rank Three

**Key Knowledge:** The wielder must learn about Flannon Farseer, the first bearer of Pathfinder, and all of his journeys across Barsaive.

**Effect:** The wielder gains a +2 rank bonus to the Astral Sight talent.

### Thread Rank Four

**Effect:** The staff is now Damage Step 10. The wielder adds +1 to his Physical Defense.

### Thread Rank Five

**Deed:** The wielder must travel the path followed by Flannon Farseer on his first exploration of Barsaive after the Scourge. This journey takes about two months on foot and takes the character through the northern reaches of Barsaive, including the Scol Mountains, Lake Vors, the Scytha Mountains, Blood Wood and the Caucavic Mountains.

**Effect:** The wielder gains a +2 rank bonus to the Safe Path talent.

### Thread Rank Six

**Deed:** The wielder must bring Pathfinder to a place where it has never been before and carve a sign into the staff to symbolize the journey. This Deed is more difficult than it may sound—Pathfinder has traveled throughout most of Barsaive, so there are not many new places left for it. The gamemaster should feel free to drop hints about appropriate places to which the character might travel.

**Effect:** By taking 3 Strain, and rolling Pathfinder over dirt, sand or soft clay, the wielder can create a map of Barsaive that shows his current location. This map, drawn on the dirt or sand over which Pathfinder is rolled, can then be copied or used for navigation. Pathfinder cannot provide information on any place to which it has not been, so certain areas of the map (at the gamemaster's discretion) may still be blank or sketchy. Also, the map is not highly detailed; the gamemaster determines exactly how much detail Pathfinder can impress in the dirt or sand.



## PURIFIER

**Maximum Threads:** 2

**Spell Defense:** 18

**Legend Point Cost:** Master

Purifier was created at the direction of King Varulus I of Throal when the Horrors first began to enter the world, and was used by many of the heroes of pre-Scourge Barsaive. According to legend, a powerful Wizard cast a spell on the sword to make it look old and rusted.

Purifier appears as a worn, rusty broadsword, damaged from several years' use by many different heroes. Carved along the blade's flat side are runes bearing the symbols of the Kingdom of Throal and of King Varulus I. With no thread woven to it, Purifier has the same characteristics as a normal broadsword, but is only Damage Step 2 (from the rust).

Before a character can weave any threads to Purifier, he must first remove the spell that changes its appearance. The spell resists any attempts to dispel it as if it were an Eleventh Circle spell. Once the spell is removed, the character can weave threads to the sword.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the sword's Name is Purifier.

**Effect:** The sword can be wielded by anyone, regardless of size or strength. The sword is now Damage Step 8.

### Thread Rank Two

**Effect:** When used against Horrors, the blade glows red hot. The wielder gains a +3 bonus to his Damage Tests against Horrors and Horror constructs.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Names of the Weaponsmiths who created the sword.

**Effect:** The sword is now Damage Step 9.

### Thread Rank Four

**Effect:** The wielder gains a +6 bonus to his Damage Tests against Horrors and Horror constructs.

### Thread Rank Five

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

**Effect:** The sword can detect those who have been corrupted by a Horror. The wielder makes a Spellcasting Test against the Horror's Spell Defense. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. If the test succeeds, the wielder is alerted to the Horror's corruption.

## Thread Rank Six

**Key Knowledge:** The wielder must learn the Name of the Wizard who cast the illusion on the sword.

**Effect:** The wielder gains a +9 bonus to his Damage Tests against Horrors and Horror constructs. For 4 Permanent damage that can never be healed, the wielder can use blood magic to use Purifier to deal a devastating strike to a Horror. When the wielder invokes this power, the blade becomes searing hot; the wielder gains a +28 bonus to his Damage Tests against the target Horror or Horror construct (instead of the +9 bonus), and even 1 Damage Point from a successful attack against the Horror automatically inflicts a minimum of 10 Wounds.

## SMOKE

**Maximum Threads:** 1

**Spell Defense:** 15

**Legend Point Cost:** Journeyman

The broadsword called Smoke features a hilt wrapped in espagra leather and a smoky-gray steel blade with a ruby-studded fuller. The Weaponsmith who made this sword created it as a companion piece to a buckler Named **Mirror** (p. 199). Without a thread woven to it, Smoke has the same characteristics as a normal broadsword.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the sword is Smoke.

**Effect:** The sword is now Damage Step 8.

### Thread Rank Two

**Effect:** The sword is now Damage Step 9. The wielder gains a +1 bonus to Attack Tests for attacks with the sword.

### Thread Rank Three

**Key Knowledge:** The wielder must learn that the Name of the sword's creator is Vsthrix, a t'skrang Weaponsmith.

**Effect:** The sword is now Damage Step 10. The wielder gains a +2 bonus to Attack Tests for attacks with the sword.

### Thread Rank Four

**Deed:** The wielder must locate Mirror and attach a thread to it.

**Effect:** The sword gains the **Mystic Strike** ability. For 2 Strain, the sword blade becomes insubstantial for the next Attack Test. If the attack succeeds, the wielder makes a Damage Test as normal. Physical Armor provides no protection against this attack. If the buckler Mirror is ever lost the sword loses the Mystic Strike ability until the shield is recovered.

## SOULSAFE

**Maximum Threads:** 2

**Spell Defense:** 16

**Legend Point Cost:** Journeyman

The origins of the windling-sized medallion known as Soulsafe are unknown, though the protection it gives its wearer against spells is well documented. The earliest mention of Soulsafe appears in legends from the troll kingdom of Ustrect, where Gresham Thunderstrike, a minor ruler, claimed it as a prize from a band of windlings. After having the medallion redesigned to fit his huge frame and emboldened by the windlings' claims that it would make him immune to magic, he was promptly fried to a crisp by the next magician he met. The medallion is now part of a troll-sized pendant; the fine chain that once graced it has long since disappeared.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the medallion is Soulsafe.

**Deed:** The wielder must return the medallion to its original state by removing it from the troll-sized backing plate and stringing it on a chain crafted by windlings (though the chain need not be sized for a windling).

**Effect:** The wearer adds +1 to his Physical Defense.

### Thread Rank Two

**Effect:** The wearer adds +1 to his Social Defense.

### Thread Rank Three

**Effect:** The wearer adds +2 to his Physical Defense.

### Thread Rank Four

**Key Knowledge:** The wearer must learn the Name of the windling who crafted the medallion.

**Effect:** For 4 Strain, the wearer adds +4 to his Spell Defense for 4 rounds. During this time, any attack made against the wearer by a Horror or Horror construct, or any Horror power or spell that mimics a Horror power, requires 1 Result Level higher than normal to affect the wearer (usually, a Good Result instead of an Average Result).

## STAFF OF VYLIR

**Maximum Threads:** 1      **Spell Defense:** 18

**Legend Point Cost:** Warden

The Staff of Vylir is actually a nondescript brown leather glove fashioned by the legendary t'skrang Elementalist Vylir of House V'strimon. Concerned that others might try to steal her fabulously bejeweled staff, Vylir transferred the staff's enchantment into the glove that she wore on the hand she used to hold the staff.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the glove is the Staff of Vylir.

**Effect:** The wearer gains a +1 rank bonus to the Spellcasting Talent. Once per day, for 1 Strain, the wearer may form a 6 foot long, gilded, jewel-encrusted staff from any piece of wood at least 1 inch thick and 8 inches long. In addition to the jewels, which cannot be removed, the staff has several small indentations in its surface. The staff reverts to its previous form if it remains out of contact with the glove for a number of hours higher than the Thread Rank woven. The staff is used like a normal quarterstaff.

### Thread Rank Two

**Effect:** For 1 Strain, the glove's wearer may throw the jeweled staff as a spear. The staff acts like the Spear spirit power (*Gamemaster's Guide*, p. 216). The wearer makes a Spellcasting Test against the target's Spell Defense. If the test succeeds, he makes a Willpower+2 Test to determine how much damage is inflicted on the target. Physical Armor protects against this damage.

### Thread Rank Three

**Key Knowledge:** Vylir had a famous academic rivalry with a fellow member of the College of the Vine. The bearer must learn the Name of this rival.

**Effect:** The wearer gains a +2 rank bonus to the Spellcasting Talent.

### Thread Rank Four

**Effect:** The wearer may use the Detect True Element spirit power (*Gamemaster's Guide*, p. 213). Using this power requires the wearer to place one kernel of the True element to be detected into one of the indentations on the staff's surface. Each kernel so placed enables the wearer to use the Detect True Element power for one day. The

kernels are consumed at the end of the power's duration. The power's range is a number of miles equal to the Thread Rank woven.

### Thread Rank Five

**Key Knowledge:** A message is hidden in the pattern of the gems covering the staff. The wearer must decipher this message.

**Effect:** The wearer gains a +2 rank bonus to the Willforce Talent.

### Thread Rank Six

**Deed:** The Shivalahala V'strimon helped Vylir create her staff. The wearer must persuade the current *shivalahala* to re-consecrate the treasure.

**Effect:** The wearer gains a +2 bonus on any Action Test made to summon or control elemental spirits. This includes any Contest of Wills the wearer makes.

## THE BLADE OF ALEMVOR

**Maximum Threads:** 2      **Spell Defense:** 18

**Legend Point Cost:** Warden

The Blade of Alemvor is an ancient broadsword of ork design, with numerous small runes and symbols carved into its double-edged blade and chain-wrapped cross-hilt. The pommel is carved in the shape of a claw; it holds a blood-red stone the size and shape of a robin's egg. The blade looks battered and used but retains a sharp edge.

The blade was wielded by the ork Warrior and Wizard Alemvor in the years just before the Scourge. Alemvor lived in the ancient kingdom of Cara Fahd in Barsaive's southern reaches and was renowned for his keen mind as well as his skill at swordplay. Alemvor spent much of his career as an adventurer fighting the Horrors that were appearing in increasing numbers in the years before the sealing of the kaers. He researched many spells and gathered arcane knowledge to preserve it during the dark years, and he studied the Horrors he fought to learn more about them.

Alemvor's fate is unknown. None of the kaers in the region of Cara Fahd claim to have housed him during the Scourge; most Barsaivians therefore assume that the great hero failed to seek the safety of underground shelter and perished. Alemvor's sword was discovered a few years ago by a band of adepts known as the Talons, in the lair of the Horror Shastuk-Lor. The slain Horror was in no position to reveal how it had come by the blade, but scholars at the Great Library of Throal were able to accurately identify the sword as Alemvor's based on descriptions of the weapon in ork legend and from the ork script along the flat of the blade.

A human Named Karim, a Swordmaster of the Talons, wielded the Blade of Alemvor for several years before it was stolen from him by thieves in the employ of an ork Wizard. This Wizard, Grole the Gray, desired the sword for its magical lore. As the most common story goes, Grole traded the blade to a Horror as part of a poorly arranged deal that ended with the Wizard's death at the hands of the vengeful Talons. The Horror is said to have vanished with the sword; no one knows the blade's current whereabouts.

The Blade of Alemvor is a powerful magical item as well as a repository of much of Alemvor's accumulated magical knowledge. The runes and symbols etched into the blade are the formulae for various spells that the ork Wizard wished to preserve: Astral Sense, Iron Hand, Combat Fury, Mage Armor, Delay Blow, or any other spells the gamemaster wishes the blade to contain. A Wizard who makes a successful Read and Write Magic Test can learn these spells by studying the runes. With no threads attached, the Blade of Alemvor has the same characteristics as a normal broadsword.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the sword is the Blade of Alemvor.

**Effect:** The sword is now Damage Step 8.

### Thread Rank Two

**Effect:** At the wielder's command, the sword sheds a silvery-blue radiance that illuminates the surrounding area in a 5 yard radius, like a dim torch. The sword allows the wielder to cast the Divine Aura spell (*Player's Guide*, p. 164). The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. The wielder need not weave any spell threads; he takes 2 Strain instead.

### Thread Rank Three

**Key Knowledge:** The wielder must learn Alemvor's history up until the time of the Scourge.

**Effect:** The sword is now Damage Step 9. The sword now holds a spell matrix of a rank equal to the Thread Rank woven. A magician may place a spell in the sword and the wielder may cast that spell as if casting from a spell matrix, the sword is treated as a Spell Matrix Object for this purpose (*Player's Guide*, p. 280). The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent.

### Thread Rank Four

**Deed:** The wielder must have a new spell engraved on the blade of the sword, either of his own creation or one freely given by another magician.

**Effect:** The wielder gains a +1 rank bonus to his Spellcasting and Thread Weaving (Wizardry) talents.

### Thread Rank Five

**Deed:** The wielder must discover Alemvor's fate.

**Effect:** The sword is now Damage Step 10. For 2 Strain, the wielder gains a +3 rank bonus to the Ethereal Weapon talent for 5 rounds.

## THE ICE BLADE OF OMIFAN

**Maximum Threads:** 2      **Spell Defense:** 18

**Legend Point Cost:** Warden

The Ice Blade of Omifan is a windling sword. The sword is enchanted by an air elemental imprisoned within the small diamond embedded in its hilt. Once a thread is woven to the sword, flashes and sparkles appear within the diamond. Without a thread attached, the Ice Blade has the same characteristics as a windling sword.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the sword is the Ice Blade of Omifan.

**Effect:** The sword is now Damage Step 4. Its tip develops a cold blue sheen and gives the wielder a power similar to the Flameweapon spell, but inflicts cold damage instead. For 1 Strain the wielder rolls a separate D6 Frost Die with the weapon's next Damage Test. Unlike the Flameweapon spell, the Frost die result never does harm to the wielder.

### Thread Rank Two

**Effect:** The sword now contains a spell matrix of a rank equal to the Thread Rank Woven. A magician may place a spell in the sword and the wielder may cast that spell as if casting from a spell matrix, the sword is treated as a Spell Matrix Object for this purpose (*Play-*

*er's Guide*, p. 280). The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent.

### Thread Rank Three

**Key Knowledge:** The wielder must learn that the spirit in the blade is an air elemental.

**Effect:** The Frost Die is now a D8.

### Thread Rank Four

**Effect:** The sword is now Damage Step 5.

### Thread Rank Five

**Key Knowledge:** The wielder must learn that the Name of the elemental spirit trapped in the blade is Dokelnacht.

**Effect:** The Frost Die is now a D10.

### Thread Rank Six

**Effect:** The sword is now Damage Step 6.

### Thread Rank Seven

**Deed:** The air elemental must be rebound to the blade.

**Effect:** The Frost Die is now a D12. The wielder adds +3 Physical and Mystic Armor against cold-based attacks.

## THE LITTLE TROLL'S HELM

**Maximum Threads:** 1      **Spell Defense:** 19

**Legend Point Cost:** Warden

The Little Troll's Helm, originally worn by an ork, is made of iron plates sewn to a leather skullcap. The leather can be re-sized to fit just about any character except for a troll. Two of the plates have large iron "troll horns" on them, and the helm also sports a chin guard that has two large tusks. This helm was originally worn by an ork ("the little troll") who joined a trollmoot and became renowned among trolls for his ferocity.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the helm is the Little Troll's Helm.

**Effect:** When using the Aggressive Attack combat option, the wearer gains a +4 bonus to his close combat Attack and Damage Tests, and suffers a -2 penalty to his Physical and Spell Defense. The Strain cost remains unchanged.

### Thread Rank Two

**Effect:** When using the Aggressive Attack combat option, the wearer incurs no penalty to his Physical and Spell Defense. The Strain cost remains unchanged.

### Thread Rank Three

**Key Knowledge:** The wearer must learn the Name of the ork who first wore this helm.

**Effect:** The wearer gains a +3 rank bonus to the Battle Shout talent.

### Thread Rank Four

**Key Knowledge:** The wearer must learn the Name of the trollmoot to which the ork belonged.

**Effect:** The wearer gains a +3 rank bonus to the Great Leap talent.

### Thread Rank Five

**Key Knowledge:** The wearer must learn the story of the battle in which the ork was asked to join the trollmoot.

**Effect:** The wearer gains a +3 rank bonus to the Battle Bellow talent.

### Thread Rank Six

**Deed:** The wearer must become a member of a trollmoot.

**Effect:** The wearer gains a +3 rank bonus to the Crushing Blow talent.

## THE SCARAB OF ILITHOR

**Maximum Threads:** 1

**Spell Defense:** 16

**Legend Point Cost:** Warden

The Scarab of Ilithor is a beetle-shaped brooch made of tiger's eye in a gold setting. It was created by a group of four magicians to help a Thief steal things for them. The Thief was given the item in payment for his services.

The various Thread Ranks grant the wearer of the brooch access to different spells. The wearer makes a Spellcasting Test as given in the spell's description, using his Perception step if he does not know the Spellcasting talent. Abilities do not require any spell threads to be woven; instead, the wearer takes Strain damage, as noted below. The scarab's abilities can only be used by the wearer; they do not affect others.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the scarab is the Scarab of Ilithor.

**Effect:** For 2 Strain, the wearer gains access to the Crunch Climb spell.

### Thread Rank Two

**Key Knowledge:** The wearer must learn the Name of the Elemental who helped create the scarab.

**Effect:** For 4 Strain, the wearer gains access to the Gills spell.

### Thread Rank Three

**Key Knowledge:** The wearer must learn the Name of the Nethermancer who helped create the scarab.

**Effect:** For 2 Strain, the wearer gains access to the Ethereal Darkness spell. The wearer is considered to be a Nethermancer for purposes of using this ability, and is unaffected by Ethereal Darkness spells cast by himself or others.

### Thread Rank Four

**Key Knowledge:** The wearer must learn the Name of the Wizard who helped create the scarab.

**Effect:** For 1 Strain, the wearer gains access to the Leaps and Bounds spell.

### Thread Rank Five

**Key Knowledge:** The wearer must learn the Name of the Illusionist who helped create the scarab.

**Effect:** For 2 Strain, the wearer gains access to the Nobody Here spell.

### Thread Rank Six

**Deed:** The wearer must steal an item, using each of the scarab's abilities for the task.

**Effect:** For 8 Strain, the wearer gains access to the Inventory spell.



## THE SOCK OF GRANAK

**Maximum Threads:** 1

**Spell Defense:** 18

**Legend Point Cost:** Warden

The Sock of Granak is a thick woolen stocking dyed deep green. Legend states that the sock was worn by the great troll Sky Raider Granak, who managed to defeat a Horror in single combat, despite being caught in the middle of the night with no armor or weapon. The Sock was stained green by the ichors that oozed from the Horror Granak fought.

When a thread is attached, the stocking automatically resizes itself to fit the wearer.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the stocking is the Sock of Granak.

**Effect:** The wearer gains a +2 rank bonus to the Unarmed Combat Talent.

### Thread Rank Two

**Key Knowledge:** The wearer must learn the Name of the Horror Granak defeated.

**Effect:** The wearer gains a +2 rank bonus to the Swift Kick talent as long as he fights with no other covering on the limb he is attacking with other than the sock.

### Thread Rank Three

**Key Knowledge:** The wearer must learn the exact oath that Granak believed when engaging in battle.

**Effect:** The wearer gains a +2 rank bonus to the Battle Shout talent.

### Thread Rank Four

**Effect:** The rank bonuses to the Unarmed Combat and Swift Kick Talents are now +3.

### Thread Rank Five

**Key Knowledge:** Granak always planned to spend his adventuring spoils by commissioning an airship. The character must learn the intended Name of the never-completed vessel.

**Effect:** The wearer gains a +2 rank bonus to the Air Sailing and Great Leap talents.

### Thread Rank Six

**Deed:** The character must defeat a powerful opponent in combat without using weapons or armor.

**Effect:** The wearer gains a +3 rank bonus to the Crushing Blow talent.

## THE SWORD OF FENTHERI

**Maximum Threads:** 1

**Spell Defense:** 23

**Legend Point Cost:** Master

Fentheri Sulphin was captain of the *Eltanin*, one of the elf sailing ships that plied the Aras Sea before the destruction of the fleet at Queen Alachia's decree. One day the Passion Floranus appeared to Fentheri in the form of an elf maiden clad in flames, dancing on a raft of flowers that was drawn through the water on oars of silk.

Fentheri followed this raft to the site of a battle between an aquatic Horror and another elf ship, the *Cirena*. Fentheri joined the battle and helped defeat the Horror, though both ships lost many crewmen. The captain of the *Cirena* perished in the battle,

and the crew sank the ship as a memorial and tomb for him. The crew then joined Fentheri's ship, who re-Named it *Maiden of the Lilies* in gratitude for the Passion's aid against the Horror.

The sword is disguised as a work of art—it is made of a single piece of lapis, cunningly wrought into the shape of a stylized lobster. The lobster's body forms the hilt, while the crosspiece consists of its outstretched claws. A faint bluish shimmer emanates from the end of the crosspiece, at the lobster's head.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the sword is the Sword of Fentheri.

**Effect:** The wielder gains a +2 bonus to Recovery and Toughness-only Tests. If the sword is stolen while a thread is attached to it, the lobster's claws pinch the hands of the culprit. The claws hang on to the culprit until the sword is returned or the thread is unraveled. Each round, the claws inflict damage to the thief with a Damage Step equal to the Thread Rank woven. No armor protects against this damage, unless the target is wearing metal gauntlets. Removing the claws requires a Strength (12) Test. If the sword is simply lost, and subsequently picked up by someone, nothing happens to the character who finds it.

### Thread Rank Two

**Key Knowledge:** The wielder must learn the word for "geyser" in Sperthiel.

**Effect:** The word acts as a command word for the sword. The wielder speaks the word aloud and takes 2 Strain, whereupon the kernels of elemental water embedded in the sword's hilt project a 4 foot blade of solid water. The sword acts as a broadsword and is Damage Step 8. Each use of this effect lasts for 1 hour or until the command word is spoken again, which causes the blade to disappear.

### Thread Rank Three

**Key Knowledge:** The wielder must discover the identity of Fentheri.

**Effect:** The wielder adds +2 to his Physical Defense. The wielder gains a +2 rank bonus to the Sprint talent.

### Thread Rank Four

**Key Knowledge:** The wielder must learn that Fentheri referred to the Passion Floranuus as the Maiden of the Lilies.

**Effect:** The sword is now Damage Step 9. The wielder adds +2 to his Mystic Armor and gains a +2 bonus to Willpower Tests against the effects of spells and Horror abilities.

### Thread Rank Five

**Key Knowledge:** The wielder must learn that Fentheri followed the Warrior and Troubadour Disciplines.

**Effect:** For 2 Strain, the wielder requires one Result Levelless to inflict an Armor-Defeating Hit on an opponent on his next Attack Test.

### Thread Rank Six

**Deed:** The wielder must pledge service to Floranuus and perform a Zealous Act of Devotion (*Player's Companion*, p. 173) to the passion.

**Effect:** The sword is now Damage Step 10. The wielder gains the Speed Ship questor power (*Player's Companion*, p. 181), which he uses as if he were a Rank 6 questor of Floranuus.

## THE TALISMANS OF DIANUUS

The Talismans of Dianuus are three magical items that belonged to the legendary elf Elementalist Dianuus. Dianuus and his talismans helped a kaer survive the ravages of the Scourge, and the three magical items became part of that kaer's legacy. All three thread items—an amulet, an orichalcum-laced dagger, and Dianuus's robe—contain powerful elemental magic.

A Warder of Wyrn Wood, Dianuus was one of the many elves who publicly (though reluctantly) disagreed with the Elf Queen Alachia's dangerous strategy for surviving the Scourge. Dianuus was sent into exile for disobedience to his Queen, never to see his woodland home again. On his travels away from Wyrn Wood, Dianuus came across Daralon, a small settlement in the Caucavic Mountains, and chose to stay there. In the dark years before the Scourge struck, Dianuus used his Elementalist magic to aid the people of Daralon in building the kaer that would shelter them through the long night. He built a tower overlooking the settlement, and there he worked until the threat of the Horrors became too great; then Dianuus retreated with his adopted people into the kaer and sealed it behind them.

About a century and a half before the Scourge ended, an outbreak of plague in the kaer nearly doomed all of its inhabitants. Dianuus, still alive but stricken with the disease, magically caused a rock slide that buried the access tunnel to the most plague-ridden portion of the kaer. This extreme measure—Dianuus's final sacrifice for the people he had come to love—halted spread of the plague and saved the rest of the kaer, though it cost Daralon's survivors the accumulated wisdom of Dianuus and several other adepts who were lost in the tragedy.

After the kaer was re-opened, explorers dug through the collapsed sections to find the legendary Elementalist and his lost treasures. The explorers found the items, only to lose them to a Blood Warder who had likewise been researching the legend of Dianuus. The items were in turn taken from the Blood Warder by an unknown third party who left the blood elf dead on the streets of Haven.

Dianuus's talismans remain missing, but most people believe they will someday resurface.

## THE AMULET OF DIANUUS

**Maximum Threads:** 2      **Spell Defense:** 14

**Legend Point Cost:** Journeyman

Dianuus's amulet is made of gold, copper and orichalcum, set with a piece of green jade carved in a finely detailed leaf shape. The amulet is about the size of a human's palm and hangs from a flat chain of orichalcum and gold links.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the amulet is the Amulet of Dianuus.

**Effect:** The wearer adds +1 to his Spell Defense.

### Thread Rank Two

**Effect:** The wearer adds +2 to his Mystic Armor.

### Thread Rank Three

**Key Knowledge:** The wearer must learn the history of Dianuus the Master-BUILDER and the Name of the kaer he aided.

**Effect:** The amulet holds a spell matrix of a rank equal to the Thread Rank woven. A magician may place a spell in the amulet and the wearer may cast that spell as if casting from a spell matrix.

### Thread Rank Four

**Effect:** The wearer adds +2 to his Spell Defense and +4 to his Mystic Armor.

### Thread Rank Five

**Key Knowledge:** The wearer must learn how Dianuus created the amulet with the aid of various elemental spirits and must learn the Names of those spirits.

**Effect:** The wearer gains a +2 rank bonus to the Elemental Tongues talent.

### Thread Rank Six

**Effect:** The wearer adds +6 to his Mystic Armor and gains a +3 rank bonus to the Elemental Tongues talent.

### Thread Rank Seven

**Deed:** The wearer must forge a pact, sealed with a blood oath, with one spirit of each of the five elements, to carry out a task given by the spirit.

**Effect:** Once per year, the wearer can summon a Strength Rating 3 elemental spirit from each of the five elements to perform a single service. This summoning does not require a Summoning Test or a Contest of Wills. The elemental spirit will appear the round after it is summoned and carry out the wearer's request to the best of its ability. If the elemental is destroyed in the performance of the service, the wearer permanently loses the ability to call upon that type of elemental spirit using the amulet.

## THE DAGGER OF DIANUUS

**Maximum Threads:** 2      **Spell Defense:** 16

**Legend Point Cost:** Journeyman

The Dagger of Dianuus is a double-edged blade made with an orichalcum alloy that gives it a lustrous golden tint. Both sides of the blade are engraved with the Sperethiel words, "In Wisdom, Strength." The dark wooden handle is inlaid with gold filigree and worked to a fine polish. Without a thread attached, the dagger has the same characteristics as a normal dagger.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the weapon is the Dagger of Dianuus.

**Effect:** The dagger is now Damage Step 3.

### Thread Rank Two

**Effect:** The wielder gains a +3 bonus to his Damage Tests against physically manifested spirits of all kinds, including astral Horrors in physical form.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the tale of how Dianuus averted the plague by using his dagger as part of a spell to seal off a portion of Kaer Daralon.

**Effect:** The wielder gains a +3 rank bonus to the Matrix Strike talent.

### Thread Rank Four

**Effect:** The wielder gains a +5 bonus to his Damage Tests against physically manifest spirits of all kinds, including astral Horrors in physical form.

### Thread Rank Five

**Deed:** The wielder must overcome a spirit in single combat, using only the dagger and his own abilities. Any use of another weapon, spell or outside help invalidates the contest.

**Effect:** The wielder gains a +3 rank bonus to the Spirit Strike talent. The wielder can attack spirits in astral space that he can see using Astral Sight. When used in this manner, the wielder receives the same +5 bonus to his Damage Test as he does against physically manifest spirits.

## THE ROBE OF DIANUUS

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

**Legend Point Cost:** Warden

The Robe of Dianuus is just the right size for a human or an elf and is made of a dark green silken fabric decorated with embroidered leaves, vines and flowers so lifelike that they seem to have grown across the surface of the garment. Close inspection reveals that the small stitches of the leaves and vines form tiny blocks of graceful, poetic Sperethiel. The fabric is resistant to tears and appears to shed dirt in a manner similar to an everclean cloak.

The Elementalist spells woven on the surface of the robe are: Earth Blend, Plant Talk, Path Home, Plant Feast, Repair, Lighten Load, Uneven Ground, Earth Staff and Ease Passage. A successful Read and Write Magic Test enables an Elementalist to learn these spells by studying the embroidered patterns.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the robe is the Robe of Dianuus.

**Effect:** The wearer gains a +2 bonus to his Spellcasting Tests. The robe acts as a Spell Matrix Object (*Player's Guide*, p.280) in addition to the other powers it bestows.

### Thread Rank Two

**Effect:** The wearer adds +3 to his Mystic Armor.

### Thread Rank Three

**Key Knowledge:** The wearer must have learned at least one of the spells embroidered on the robe. He must also have learned of Dianuus's history and how he came to Kaer Daralon from the Elven Court.

**Effect:** The wearer gains a +2 bonus to his Thread Weaving (Elementalism) Tests.

### Thread Rank Four

**Effect:** The wearer adds +3 to his Physical Armor.

### Thread Rank Five

**Deed:** The wearer must create a new Elementalism spell that somehow affects or uses the elements of earth or wood and must embroider it on the robe.

**Effect:** The wearer gains a +2 bonus to his Summon Tests for summoning elemental spirits.

## THE TWILIGHT STAFF

**Maximum Threads:** 2      **Spell Defense:** 18

**Legend Point Cost:** Warden

The staff was created centuries ago by a group of Nethermancers known as the Order of the Silver Twilight. The Order was devoted to exploring the netherworlds and astral space, and their leader wielded the Twilight Staff. In the early days of the Scourge, the Order was decimated by a Horror named Thess'a'il. The Order's last grand master, Eolim Belial, used powerful magic to trap his own spirit between life and death so that he could protect the secrets of the Order's hidden sanctum as well as its treasures.

The Twilight Staff was taken from the sanctum by a fleeing Nethermancer and has passed through the hands of many magicians over the years. None, however, have discovered the location of the Order's sanctum or sought out the spirit of Eolim Belial. Legends and rumors connect possession of the Twilight Staff with the fate of the spirits of the slain Nethermancers, and some fear that it may attract the attention of the Horror Thess'a'il as well.

The Twilight Staff is 6 foot long, carved from an unknown type of wood and worn silvery-gray with age and use. Smooth and fea-

tureless, the staff is bound and shod in dark iron bands with magical symbols inlaid in silver. When bathed in moonlight, the staff gives off a faint silver glow. With no threads attached, the Twilight Staff has the same characteristics as a normal quarterstaff.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the staff is the Twilight Staff.

**Effect:** The staff is now Damage Step 9. At the wielder's command, it sheds a silvery light equal to bright moonlight. Though bright enough to see by, the light cannot be used as an offensive weapon.

### Thread Rank Two

**Effect:** The staff is now Damage Step 10. The wielder gains a +1 bonus to his Damage Tests against Horrors, Horror constructs, and undead.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Names of all of the magicians who have owned the staff and whose sigils are engraved upon it.

**Deed:** The wielder must travel to the Poison Forest, where the piece of wood for the staff was cut before the Scourge. There, by



the light of the full moon, the wielder must carve his own sigil into the staff.

**Effect:** For 2 Strain, the wielder can make the astral aura of a target within line of sight visible to others. The wielder makes a Spellcasting Test against the target's Spell Defense. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. If the test succeeds, the target's aura becomes visible to normal sight for 10 minutes.

### Thread Rank Four

**Key Knowledge:** The wielder must learn the fate of Eolim Belial.

**Effect:** The staff allows the wielder to cast the Blessed Light spell. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. The wielder need not weave any spell threads; he takes 2 Strain instead.

### Thread Rank Five

**Deed:** The bearer must seek out Eolim Belial's ghost and obtain his blessing on the staff; this will permit the bearer to perform the ritual of passing the staff on to a worthy successor.

**Effect:** The staff's magic can temporarily block a Horror's access to astral space. The wielder takes 4 Strain and makes a Spellcasting Test against the Horror's Spell Defense. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent. If the test succeeds, the Horror cannot move into astral space for 10 rounds. The wielder gains a +3 bonus to his Damage Tests against Horrors, Horror constructs, and undead.

## TOME OF MEMORY

**Maximum Threads:** 3

**Spell Defense:** 14

**Legend Point Cost:** Journeyman

The Tome of Memory was created by the Theran Nethermancer Ulan Ya before the Scourge. Unsure of what to expect from the Scourge and afraid of losing or forgetting his skills, he created this tome to "help him maintain the facilities to manipulate the facets of magic." The Tome of Memory is a small book, only four inches by six inches by two inches thick. The covers of the book are a flat black, and the edges of the pages are blood red. The tome looks very old and worn, as if it would fall apart if not handled properly. Each page of the Tome of Memory contains a pictograph, drawing, maze, or other visual puzzle. In order to "read" this tome and decipher the puzzles, the owner makes a Read/Write Magic Test against the tome's Spell Defense, this counts as his allotted attempt to learn a spell for the day. An Average result means the character understands 25 percent of the puzzles; for each additional Result Level, the character understands another 25 percent of the puzzles. The owner can repeatedly attempt to understand the puzzles until he solves all of them, but is required to sacrifice Recovery Tests if using the Read/Write Magic Talent more than once per day.

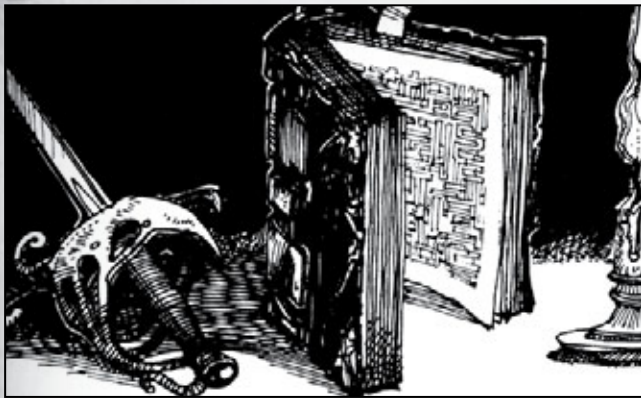
### Thread Rank One

**Key Knowledge:** The owner must learn that the Name of the book is the Tome of Memory.

**Effect:** The owner of the tome gains a +1 rank bonus to his Read/Write Magic and Read/Write Language talent when using the tome to research lost knowledge or legends.

### Thread Rank Two

**Effect:** The owner of the tome gains a +1 rank bonus for every 25 percent of the tome's puzzles understood to his Read/Write Magic or Read/Write Language talents. This bonus lasts for a number of days equal to the thread rank, after which the puzzles must be studied again.



### Thread Rank Three

**Key Knowledge:** The owner must learn how it was that the Tome of Memory left Thera and ended up in Barsaive.

**Effect:** The owner adds +2 to his Spell Defense against Nethermancy spells.

### Thread Rank Four

**Effect:** The owner adds +4 to his Spell Defense against Nethermancy spells.

### Thread Rank Five

**Deed:** The owner must create a puzzle and draw it on a blank page in the tome. In order for the puzzle to remain in the book, the character requires an Extraordinary result on a Spellcasting Test made against the tome's Spell Defense. Inscribing the puzzle into the book requires a blood magic ritual which inflicts a Blood Wound and 1 Permanent damage.

**Effect:** The new puzzle created in the tome now holds a rank 5 spell matrix, the book is treated as a Spell Matrix Object with a Rank Five thread woven to it. A magician may place a spell in the tome and the owner may cast that spell as if casting from a spell matrix. The wielder may use his Perception step to make the Spellcasting Test if he does not know the Spellcasting talent.

## TRUEFANG

**Maximum Threads:** 2

**Spell Defense:** 23

**Legend Point Cost:** Master

Truefang was forged by the elven Weaponsmith Lyranden of Landis for the ork Swordmaster Morag Tarn after Morag saved Lyranden's life. The Weaponsmith had the bad fortune to insult Agimore, known as the Mad Magician, and was suffering from the effects of a powerful curse that Agimore had laid upon him. Morag Tarn sought out Agimore's hidden tower in the Lost Woods of Landis, where he fought and overcame the Wizard and ended the curse. In gratitude, Lyranden created for Morag the finest blade of his career.

Morag wielded Truefang for the rest of his life. He eventually passed the blade on to his son, Kilas, who spent most of his days working to keep his Discipline alive down in the darkness of the kaer in which he lived. Kilas established a school of swordsmanship in the kaer, and for the next four centuries Truefang was passed from generation to generation of the Tarn family.

About fifty years ago, Grella Tarn, the most recent inheritor of the blade, led a party of explorers out from her kaer to see if the Scourge had truly ended. They never returned, and the kaer stayed sealed for another ten years before finally opening its gates. The fate of Grella Tarn's expedition and the magical blade Truefang remains unknown.

Truefang is a fine sword with a single edge and a chisel point. Around the hilt is an elaborate basket-guard of gold, similar to the

style of many elf and t'skrang swords. The hilt itself is wrapped in strips of soft dark leather, topped with a gold pommel in the shape of a dragon's head. An arrow pointing toward the blade's tip is engraved in the blade near the hand guard. The arrow is bisected by a triangle and a circle, the mark of the blade's maker. With no threads attached, Truefang has the same characteristics as a normal broadsword.

### Thread Rank One

**Key Knowledge:** The wielder must learn that the Name of the sword is Truefang.

**Effect:** The sword is now Damage Step 8.

### Thread Rank Two

**Effect:** The sword is now Damage Step 9.

### Thread Rank Three

**Key Knowledge:** The wielder must learn the Names of the creator and first owner of the sword.

**Effect:** The wielder gains a +2 bonus to his Initiative Tests.

### Thread Rank Four

**Key Knowledge:** The wielder must learn the Name of the sword's last owner.

**Effect:** The sword is now Damage Step 10. The wielder adds +1 to his Physical Defense.

### Thread Rank Five

**Deed:** The wielder must perform a quest to lift a curse from someone and swear a blood oath to do so.

**Effect:** The sword is now Damage Step 11. The wielder adds +4 to his Mystic Armor.

### Thread Rank Six

**Deed:** The wielder must seek out the current living heir of the Tarn family and offer to return Truefang to that person. If the heir accepts, the sword continues to bestow its benefits upon the character, even though that character is no longer wielding the blade, as long as his thread remains. If the heir finds the wielder sufficiently worthy to return the blade to him or her, the wielder can continue to weave his thread.

**Effect:** The sword is now Damage Step 12. The wielder may take 1 Strain, then makes his melee Attack Test with the sword. If the attack causes a Wound, his opponent takes an additional 2 Damage Points each round until he dies or makes a Recovery Test.

## VENNA'S ARMOR

**Maximum Threads:** 2

**Spell Defense:** 18

**Legend Point Cost:** Warden

Venna's Armor is a set of finely wrought plate mail armor with runes etched on its surfaces. The armor was worn by a female hero named Venna nearly two millennia ago. Lost records leave it uncertain whether she was human or elfen. The construction of this armor is somewhat different than the plate mail found in Barsaive. Though the armor looks old, it does not appear worn or damaged. With no threads attached, Venna's Armor has the same characteristics as normal plate mail.

### Thread Rank One

**Key Knowledge:** The wearer must learn that the Name of the armor is Venna's Armor.

**Effect:** The armor is now Physical Armor 14.

### Thread Rank Two

**Effect:** The armor is now Initiative Penalty 2.

### Thread Rank Three

**Key Knowledge:** The character must learn the Name of the Horror who slew Venna.

**Effect:** The armor is now Mystic Armor 3.

### Thread Rank Four

**Effect:** The armor is now Mystic Armor 5. The wearer may increase the quality of the armor's protection by binding it to himself in a blood magic ritual that causes 2 Permanent damage. If the ritual is performed, the Result Level required to inflict an Armor-Defeating Hit on the wearer is increased by one level (from Excellent to Extraordinary, for example) while wearing the armor.

### Thread Rank Five

**Deed:** The wearer must learn the fate, or the location, of the Horror who killed Venna.

**Effect:** The wearer may store Karma Points within the armor after performing a blood magic ritual that causes 2 Permanent damage. If the ritual is performed, the wearer may store a number of Karma Points equal to the Thread Rank woven in the armor. The wearer may spend these Karma Points as those from his normal Karma Pool. The wearer stores Karma Points in the armor by performing his Karma Ritual, however these points do not count toward his Maximum Karma Points.

### Thread Rank Six

**Key Knowledge:** The wearer must find out whether Venna was a human or an elf.

**Effect:** The armor is now Physical Armor 15 and Mystic Armor 6.

### Thread Rank Seven

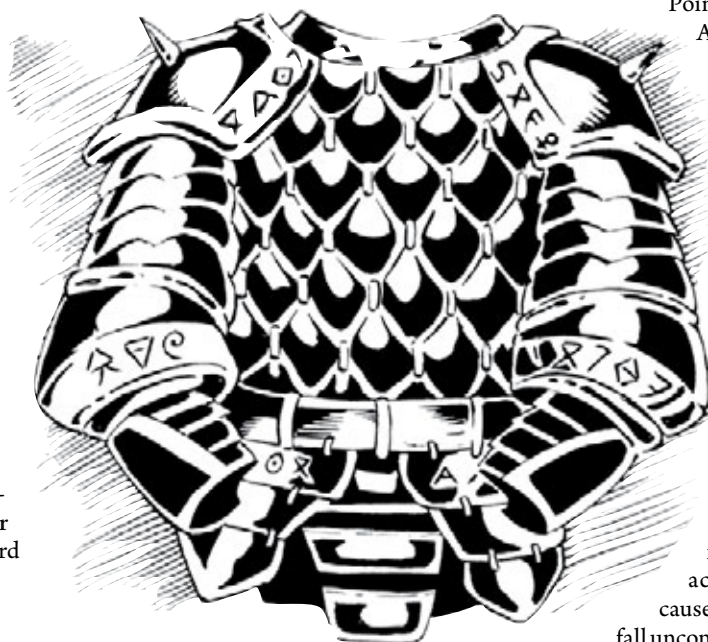
**Effect:** The armor has no Initiative Penalty.

### Thread Rank Eight

**Key Knowledge:** Before her defeat, Venna won many battles. The wearer must learn the legend of her greatest battle.

**Deed:** The wearer must travel to the spot of Venna's greatest victory and build a memorial to her. The character must personally help build the memorial. The memorial need not be flashy or large, but it must be durable. The character must write an inscription declaring the memorial's purpose.

**Effect:** The wearer may spend 1 Karma Point from the armor in addition to any Karma Points he is entitled to spend on an Action Test. He cannot spend this Karma Point if he cannot spend Karma otherwise.



### Thread Rank Nine

**Effect:** The armor is now Physical Armor 16 and Mystic Armor 8. The wearer adds +1 to his Physical and Spell Defense.

### Thread Rank Ten

**Key Knowledge:** The wearer must learn the Name of the armor's previous owner.

**Effect:** The wearer may unleash all the Karma stored in the armor to perform a single action. Each Karma Point used causes him 1 Strain. A character may fall unconscious or even die from using so much Karma, however the wearer may complete the action before the effects of Strain take their toll.

# CREATING MAGICAL TREASURES

*The most precious masterpiece is not one any of us can craft.*

• OLD ENCHANTERS' PROVERB •

**T**hreaded magic items are an integral part of the world of **Earthdawn** and many of the theories of its magical world cover threaded items as well as they cover people or spells. They have a Name, a True Pattern, Key Knowledges, and Pattern Knowledges. They are magically alive and by that differ from mundane objects. In addition, many are as much a focus of legends and tales as daring heroes and horrific villains.

The rules to use Threaded Items are explained in more detail in the **Thread Magic** chapter of the *Player's Guide*. Thread Items can sometimes be purchased by player characters, and characters of a sufficiently high Circle with additional abilities can even enchant Thread Items of their own design, see the **Enchanting** chapter of the *Player's Companion*.

The guidelines presented in this chapter enable players and gamemasters to more easily design threaded magic items for use in their game. While it is possible to create a thread item by simply assigning it some Key Knowledges and Effects, players and gamemasters may benefit from a general guideline when player characters craft threaded items of their own, and gamemasters may benefit from having insight into how typical, official threaded items are designed to maintain a balance between magic items used in their game.

The first part of this chapter is focused on simpler items with magic of a more restricted nature, but also greater availability to player characters. Later on, guidelines and ideas for designing legendary and unique items follow.

## TYPES OF THREADED ITEMS

**W**hile all threaded items have some general characteristics in common and are all powered by Thread Magic, individual threaded items vary greatly in power, accessibility, and availability. Five types of threaded magical items exist in the world of **Earthdawn**:

**Typical Thread Items:** These items are the most common threaded items available, and the least powerful. They have a low number of Thread Ranks, but are easy to weave threads to. Typical items are available in Barsaive's larger cities, but can be commissioned for custom enchantment in most large cities, provided a suitable enchanter is found. Thread Items are usually sold with the Key Knowledge necessary to weave threads to them. Typical Thread Items can be created using these rules, or by applying the templates found in the **Goods and Services** chapter of the *Player's Guide*.

**Rare Thread Items:** Some items of this type are available ready-for-purchase in metropolises such as Throal or Vivane, but can be commissioned in any larger city if a suitable enchanter is found. While they have similar characteristics to General Treasure (see

below), they do not have a legend of their own, and are hard to find information about if found as loot.

**Typical General Treasure:** General Treasure is beyond any item produced by normal enchanters. Very experienced enchanters sometimes make breakthroughs in studying magic items and produce an item that becomes to be known as General Treasure—it, or rather the group of items, develops a legend of its own. General Treasure usually cannot be commissioned, supplies are limited to what the enchanter made during his active period, which may be anything from half a dozen to three dozen items. There are no custom recipes to re-create them either. Unlike Typical or Rare Threaded Items, a character has a good chance to find information on General Treasure to learn its Key Knowledges. As General Treasure is usually found as loot or treasure and not bought, example items are presented in the *Gamemaster's Guide*, p. 132.

**Rare General Treasure:** These items are more powerful General Treasure, not only breakthrough discoveries, but also requiring expert enchanters—a mix of skill, inspiration, and very rare materials are necessary to develop them. The quantity in which a Rare General Treasure exists is usually lower than that for Typical General Treasure, usually below a dozen worldwide.

**Legendary treasure:** Legendary items are not created by people, but by events—they spontaneously develop properties and powers by taking part in famous exploits of heroic characters. They are not bound by the rules presented under **Designing Threaded Items** directly below when designed, cannot normally be bought anywhere, and are unique: no two of them exist. Legendary Items are the absolute domain of the gamemaster, and example items are found in the **Legendary Treasures** chapter, p. 27. The gamemaster can, when designing a Legendary Item of his own, fall back to the rules presented below to determine the minimum of an item's properties, but is encouraged to venture beyond them. Many Legendary Items started out as simple Thread Items, though, developing additional abilities beyond their limited nature.

## DESIGNING THREADED ITEMS

**T**o design a threaded item for use in the game (as opposed to creating, crafting, or enchanting an item as a player character as part of the game), the player or gamemaster determines what type of threaded item is created (see above). When a character purchases or commissions an item, this will usually mean designing one of the two Thread Item types, a Typical or Rare Thread Item. The gamemaster will often use this guide to create items found as treasure, either General Treasure or Legendary Treasure. It is not recommended that players use these rules

THREAD ITEM CHARACTERISTICS TABLE

| Item                     | Rank Limit | Spell Defense | Legend Point Cost | Availability | Cost    |
|--------------------------|------------|---------------|-------------------|--------------|---------|
| Typical Thread Item      | 4          | 10–14         | Initiate/Novice   | Rare         | 3,000+  |
| Rare Thread Item         | 6          | 12–16         | Journeyman        | Very Rare    | 5,000+  |
| Typical General Treasure | 6          | 14–18         | Journeyman        | Very Rare    | 10,000+ |
| Rare General Treasure    | 8          | 16–20         | Warden            | Very Rare    | 20,000+ |
| Legendary Treasure       | 15         | 14–24         | any               | NA           | NA      |

to create General Treasure, as General Treasure is rare and can be commissioned only under the most unusual circumstances. If they have enchanting abilities, they can work with the gamemaster to have their characters develop a General Treasure, which often involves going on adventures to find rare ingredients. Skilled player character enchanters can refer to the **Enchanting** chapter in the *Player's Companion* to determine how far their enchanting abilities go. The design process follows four simple steps:

- ❶ Determine Characteristics
- ❷ Determine Thread Rank Properties (including Key Knowledges)
- ❸ Check for stacking Effects
- ❹ Write the item description

These four steps are explained in detail in separate sections below. Note that even though they use tables and lists to help design threaded items, these tables and lists are not absolute, but rather guidelines or representations of what is typical for the world of **Earthdawn**. Every step and decision in the design process is at the gamemaster's discretion—the gamemaster decides how available an item is in his game world, and what types of effects can be found on them, even if a player character enchants the item himself.

Note that Spell Matrix Objects (*Player's Guide*, p. 280) are an exception to the rules presented here. Legendary Treasure is supposed to be more powerful than the types of threaded items this section of the rules is intended for, refer to **Designing Legendary Treasure**, p. 50.

## DETERMINE CHARACTERISTICS

To determine an item's characteristics, refer to the **Threaded Item Characteristics Table**. An item's characteristics, as opposed to its Key Knowledges and Effects, are raw numbers that are easily assigned, and most of them remain constant once the item is used in the game. They do not change after the item is created.

The **Rank Limit** an item has determines its overall power, as each rank holds special effects—the more ranks, the more effects an item can have. It determines the maximum number of Thread Ranks for the different types of threaded items. An item can have fewer ranks, but only rarely should it have more, especially in the case of the less powerful Thread Items. Note that while Legendary Treasure can have up to 15 ranks, most of them have less than 10 ranks.

The item's **Spell Defense** signifies the raw magical power an item has. A high Spell Defense makes it harder to use some abilities a character might have to improve or learn about the item, but also



makes it harder for a wielder's opponents to use some magic abilities against the item, for example to magically pry an item from the wielder's grasp. The ranges shown for the different types of items are typical ranges, they can be exceeded when great amounts of magical material were used, and lower values can be chosen if the item is typically weak.

The item's **Legend Point Cost** characteristic shows how costly it is to weave threads to the item. For example, a Rare Thread Item requires Legend Points to be spent when weaving ranks as if it were a Journeyman talent to be increased—weaving the Rank One thread costs 200 Legend Points, weaving the Rank Two thread costs 300 Legend Points, and so on. The cost shown should be seen as a very hard guideline. Legendary items can have any of the cost progressions, including "Master," with the cost determined by comparing the item's overall power to the power of the other item types and by taking the item's history into account. For example, if a Legendary Treasure started out as a simple Thread Item, it might retain its low Legend Point Cost progression (and even the Effects at lower Thread Ranks), but if it came into existence as part of a major deed and instantaneously developed a powerful effect, it might have a high Legend Point Cost (and Effects at lower Thread Ranks far exceeding what is supposed to be assigned to Thread Items or General Treasure).

The item's **Availability** determines how hard it is to find a specific item or find someone to commission it to. Note that most threaded items have the maximum Availability of Very Rare, but are still more uncommon than any non-threaded item with such an Availability Rating.

The item's **Cost** shows a typical entry-level price for the respective item types—if the gamemaster decides an item can be bought at all. The Cost for General Treasure even assumes the adept does not buy any Key Knowledges allowing them to weave threads to the item—the item is sold as a mystery object. Note that the Cost shown is the price of the enchantment alone. A character buying an enchantment has to supply the item with all of its physical prerequisites (for example, in the case of magical weapons, a weapon treated with the Forge Weapon talent). Assume the cost of enchantment to be half of what is shown if the character enchants the item himself (he provides the work, but still has to buy enchanting ingredients).

Additionally, every threaded item has a number of **Maximum Threads**, the number of characters that can

weave a thread to the item without having to dislodge any existing threads. This number is not influenced by item type, but by its function. It is typically 2, but if an item is supposed to be used by a group of characters, increase it; if the item is supposed to be used by only one character, decrease it to 1.

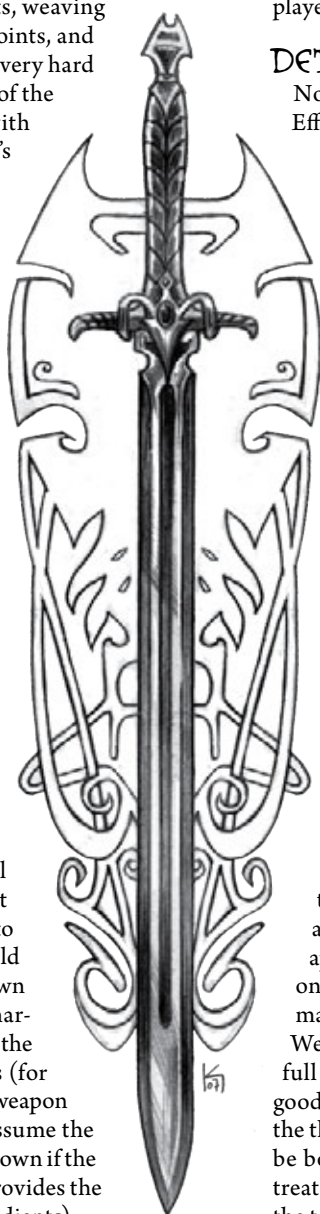
Note that the Maximum Threads, Spell Defense, and Legend Point Cost characteristics can easily be adjusted or determined after the other steps have been completed. The number of ranks can be modified during design. The Cost and Availability usually need not be determined if the item is not made for purchase by a player character.

## DETERMINE THREAD RANK PROPERTIES

Now that the number of Thread Ranks has been determined, Effects and Key Knowledges have to be assigned to them.

Usually, bought or commissioned items have very few Key Knowledges. A Typical Thread Item only has a single Key Knowledge, found at Rank One. Rare Thread Items and General Treasure require their creator to put more effort into them, and so share a history with him. A Rare Thread Item often has an additional Key Knowledge at Rank Five, while General Treasure may have a Key Knowledge at every uneven rank. Refer to the **Key Knowledge Table** for example Key Knowledges. The Rank One Key Knowledge is always the item's Name. Instead of a Key Knowledge, an item can also feature a Deed at higher Thread Ranks, although Deeds are more commonly found on Legendary Items. A Deed on a non-legendary Threaded Item usually requires the item's user to repeat a step in the production process such as adding more material or ornamentation to the item to fuel its magic or bind it to himself. The ranks at which Key Knowledges are inserted can be modified if it suits the item, and there can always be more Key Knowledges, although this might slow other aspects of the game down, as characters have to research a lot of Key Knowledges—remember that while threaded items are an important part of an **Earthdawn** game, they are not all that the game is about. For General and Legendary Treasure, it is often appropriate to introduce a Key Knowledge at the same rank the item grants a new powerful ability.

Examples for the Effects available when a thread is woven to a specific Rank are found in the lists below, one Effect is assigned to every Rank the item has. Note that special rules apply to determine the Effect for Rank One for threaded weapons and armor or shields: Their Damage Step or Armor Rating may be increased to the Step or Rating it would have if the Forge Weapon or Forge Armor talent, respectively, were used to their full extent—a threaded weapon or armor can be made at least as good as the most enhanced mundane version, although it requires the thread to be woven to access the bonuses. This Effect can only be bought at Rank One and only if the item has actually been treated with the talent (it is a requirement to enchant this Effect), the talent's effect that normally lasts a year is made permanent as the Effect. **This effect does not have to be assigned to a weapon, armor, or shield, but it can only be assigned at Rank One.**



KEY KNOWLEDGE TABLE

| Item                     | Key Knowledge Ranks | Example Key Knowledges                                                 |
|--------------------------|---------------------|------------------------------------------------------------------------|
| Typical Thread Item      | 1                   | Item's Name                                                            |
| Rare Thread Item         | 1, 5                | Item's creator, special material used                                  |
| Typical General Treasure | 1, 3, 5             | Source of material used, place, or circumstances of item's development |
| Rare General Treasure    | 1, 3, 5, 7          | Additional information about creator or circumstances of development   |
| Legendary Treasure       | 1, any              | Knowledge pertaining to event(s) creating the legend                   |

Not all Effects can be assigned to every Thread Rank. While most Effects can be assigned to any Rank, the more powerful Effects can only be assigned to higher Thread Ranks, which means they are not available on all types of items.

### Effects Available at Thread Rank One:

- **Weapon:** Increase the Damage Step to the Step the weapon would have if Forge Weapon was used to its full extent.
- **Armor/Shield:** Increase Armor Ratings to the Ratings the item would have if Forge Armor was used to its full extent.

### Effects Available from Rank Five Upwards:

- **Shield/Helmet:** Increase Deflection Bonus by +2.
- **Any item:** A special ability similar to a spell of up to Fourth Circle that costs 2 Strain to use and can be used once per day.
- **Any item:** Add +1 Recovery Test per day.
- **Any Item:** Add +2 to an Attribute Rating.
- **Any item:** Add a +3 bonus to a test type (e.g. unarmed damage, ranged attacks, Charisma Tests, Climbing Tests, Initiative Tests) related to the item for 1 Strain per use.
- **Any item:** Add a +2 bonus to a characteristic (Defense, Wound Threshold) related to the item for several rounds for 1 Strain per use.
- **Any item:** Add a +2 bonus to a test type against a very specific type of target or for a very specific type of action.

### Effects Available from Rank Seven Upwards:

- **Misc.:** Two effects available at all ranks, or one effect available at all ranks with double the bonus.
- **Any item:** A special ability similar to a spell of up to Sixth Circle that costs 3 Strain to use up to three times per day or no Strain to use once per day.
- **Any item:** Add a +2 bonus to one test type for one round (if a typical combat test) or 10 minutes (if typically a non-combat test) for 2 Strain.

### Effects Available for all Thread Ranks:

- **Weapon:** Add +1 to the weapon's Damage step.
- **Armor/Shield/Clothing:** Add +1 to Physical or Mystic Armor Rating.
- **Armor/Shield:** Reduce Initiative Penalty by 1.
- **Any item:** Add +1 to Physical, Social, or Spell Defense.
- **Any item:** Add a +1 bonus to a test type (e.g. unarmed damage, ranged attacks, Charisma Tests, Climbing Tests, Initiative Tests) related to the item.
- **Any item:** Add a +1 rank bonus to a talent.
- **Any item:** A special effect affecting the item's usability, visual appearance, or other properties not directly related to another effect option (e.g. a magically collapsible quarterstaff, an anvil weighing only 3 pounds, a piece of clothing perfectly fitting any wearer).
- **Ranged Weapons:** Increase the Ranges by 25% of base Ranges.

## CHECK FOR STACKING

Magic items should be diverse, not only enhancing a single type of test. While weapons, armor, or shields are fine when only fulfilling their respective purposes of causing damage or protecting from it, some other Effects may be too severe if stacked. For example, an item assigned Rank Effects from the provided lists might theoretically provide a +1 bonus to initiative Tests on the first four Thread Ranks, and then a +3 bonus to Initiative Tests for Strain at Thread Ranks Five and Six, for an overall +10 bonus to Initiative Tests for 2 Strain. While some gamemasters may be fine with that, others may not. It is suggested that an item provide a bonus to a certain type of test only twice without causing Strain, and

only once when causing Strain. Also, it is suggested that special abilities are only assigned once in Ranks Five and Six, and once in Ranks Seven and Eight.

These are only suggestions, not hard rules. The gamemaster has the final say when it comes to an item's Effects, and if an item is suitable to the campaign or its abilities fit into it very well, there is no reason why Effects should not stack. For example, an item that provides a +1 rank bonus to the Silent Walk talent at every Thread Rank might fit well into a group of characters that do not have access to the talent, especially when the gamemaster feels his stories are limited by the lack of stealthy abilities in the group.

## WRITE ITEM DESCRIPTION

Once the item's characteristics, Effects, and Key Knowledges are determined, and game balance issues for the ongoing campaign are resolved, the item's description can be finalized by writing the item's properties down on paper in the same fashion as for the items found in the **Gamemaster's Guide**. Some example items and templates for typical item types, such as typical Effect progressions for

### RANK EFFECT SUBTLETIES

While the list for different possible Effects that can be assigned to a Thread Rank presents the alternatives as fairly equal, they are not. Rather, it depends on the exact characteristic that is increased by an Effect if one possible Effect is more beneficial than another. For example, both a +1 bonus to a type of test and a +1 rank bonus are presented as equal choices, but are much different. The +1 bonus to tests covers all Avoid Blow Tests made, with talent, skill, or by default skill use rules. The +1 rank bonus directly increases the rank of the Avoid Blow talent (or even grants use of that talent in the first place to a character who does not know it without the item), which means it does not enhance skill or default skill use, but due to increasing the rank allows the adept to use it one additional time per round. Other rank bonuses may increase the range, duration, and similar effects of talents. Similarly, increasing a weapon's Damage Step by 1 and enchanting an item to grant a +1 bonus to Damage Tests seems equal on first glance, but the bonus to the weapon's Damage Step is only really used when that weapon is swung, while an item that increases Damage Tests would increase damage done wielding any weapon.

When deciding what type of Effect is most fitting for an item, it is suggested the Effect best suited and most related to the nature of the physical item be chosen. Also, items that are directly worn should receive Effects considered more powerful than items that are merely used; while items held or used can be more easily taken away from a character, they also do not "occupy space" on a character's body. For example, a weapon should use increases to its Damage Step and not to Damage Tests in general, while a ring increasing Damage would increase all Damage Tests in melee combat. A pair of magical gloves might confer a Climbing Rank bonus, while a rope that is a threaded item should only grant a Climbing Test bonus.

threaded weapons and armor, are provided in the *Player's Guide* to allow an even faster item design. These templates also represent the items most readily available for purchase in the world of **Earthdawn**.

Note that a threaded item retains many of the properties of its un-enchanted counterpart. An item's Size or Weight does not change if enchanted to become a threaded item, unless the Effect of a Thread Rank modifies it. As this Effect is only available after a thread is woven, an item's properties might differ for two characters if one has woven a thread to it and the other has not. For example, if a weapon of Size 3 has an Effect at Thread Rank Five that allows anyone to wield it one-handed, a windling could not wield it one-handed before weaving a Rank Five thread to the weapon. Unless otherwise stated, a threaded item presented in an **Earthdawn** book uses the same properties as its mundane counterpart when no thread is woven to it, and weaving a thread to it does not circumvent restrictions to use it, unless as part of a Thread Rank Effect or the item's description.

## DESIGNING LEGENDARY TREASURE

**D**esigning unique Legendary Treasures similar to those found in the **Legendary Treasures** chapter, p. 27, follows the steps to determine the item's Effects and other properties as explained for other threaded items above. However, while Legendary Treasure is less restricted to match a certain number of Thread Ranks, have a certain Spell Defense, and so on, it is supposed to have a different place in the game world than Thread Items or General Treasure do. Thread Items and General Treasure are willfully created by enchanters to serve a specific purpose known to that enchanter; they are made to achieve something. Legendary Treasure, on the other hand, springs into existence through interaction of magical forces in processes normally beyond the control of adepts; it is born out of achievements. This process cannot be explained in as orderly a fashion as the design of Thread Items (above) or the Enchanting process (*Player's Companion*, p. 153), as everything that factors into the genesis and development of a Legendary Item takes has an influence on it. Below, certain aspects that figure into the design of Legendary Treasure are explained. Combined, these form a set of guidelines for gamemasters when designing legendary items to be found as treasure and when allowing items in the characters' possession to develop legends of their own.

### LEGENDARY ITEM GENESIS

At the beginning of a Legendary Treasure lies an event which transforms a mundane or minor magical item into one with a legendary True Pattern. This is usually an event of legendary import (a feat worthy of being told in news and song), accomplished by someone or something that has a True Pattern of its own (most often a Namegiver, but also by an animal, Spirit, Horror, or even by events that shape a place that has a True Pattern), resulting in a noteworthy change to the world (interacting with and affecting the world rather than just taking place in it). By interacting with the world, the acting True Pattern allows the item to become something of importance in the world that is from then on tied to the

world's magic and legends. The interaction allows the item to develop a True Pattern of its own. The next best comparison for our modern world is to equate legendary events with history: historic items used by noteworthy historic figures are the most famous inventory of museums around the globe and of higher importance to us than equivalent contemporary items or items that are simply old.

The event that creates a Legendary Item make it into a threaded item or transform an threaded item into a more powerful, legendary one. The latter case is more likely to spontaneously happen, as Thread Items and General Treasure already have a great magical potential and just need a little nudge to cross the threshold to become legendary. Crossing this threshold usually expands on the item's power, adding additional Thread Ranks, rather than "resetting" the item and changing its existing Thread Ranks. However, it could be enough of a change to the item's True Pattern to change its Characteristics, such as Legend Point Cost and Spell Defense. This change also automatically adds a Key Knowledge or Deed at the new Thread Rank, as the item's Pattern Knowledge has changed. For more information on how to implement the addition of Thread Ranks, see **Legendary Item Development** below. The transformation of the item may also change its Name. While it is generally true that re-Naming something or someone "resets" its magic, for Legendary Treasure this can mean that the reset simply re-creates the existing magic of the item and incorporates it into its True Pattern—the item's legend and magic before being re-Named is part of its history still, after all.



*Nioku's Bow (p. 35) is an unusually powerful Legendary Treasure with a high number of Thread Ranks and a high Spell Defense. However, the first few Thread Ranks are fairly generic, not much different from those a simple Thread Item would have. Only later on the Effects and Key Knowledges become more exotic and detailed. It is safe to assume Nioku's Bow was a Thread Item used by the famous troll Archer, only becoming a Legendary Treasure after the encounters with the Archer Talondel.*

Events that cause an item to become a threaded item in the first place, rather than transforming a Thread Item or General Treasure, usually need to be of a greater magnitude, and they usually involve the item being Named by the Namegiver initiating or a Namegiver witnessing the event. If the chance to Name the item is missed, the item often does not become legendary, though events that affect the world for a long time afterwards may extend the timeframe in which an item can be Named. Legendary Treasure created in this way may start out with only a couple of Thread Ranks or as a full-fledged threaded item with four or more Thread Ranks. The more Thread Ranks an item gains at creation, the more focused the Rank Effects are towards the event that created it (see **Events and Ranks**, below). The most controllable way for a Legendary Item to be created is also a very costly one, Sacrifice Magic (*Player's Guide*, p. 126), but even then there is no guarantee for the Namegiver performing the sacrifice as to what powers the item will develop. The circumstances of the event govern the powers to be developed, not a person's will or intent.

*Lorm's Axe (p. 32) developed its magic after the troll hero Lorm wounded a Horror with it, helped by Blood Magic (see **Inheritance** on p. 5 of the **Player's Guide**). The axe is not said to be a threaded weapon in the story from Kaer Jalendale, but its early Thread Ranks require Deeds and show Effects pertaining to Lorm's exploits during the battle with the wormskull. It is safe to assume Lorm's Axe was a mundane weapon transformed to a Legendary Treasure as a result of the events taking place at Kaer Jalendale.*

## LEGENDARY ITEM DEVELOPMENT

After its genesis, Legendary Treasure still has the potential to be expanded upon: it has the potential for its Pattern Knowledge and magical power to grow. It can gain additional Thread Ranks and associated Key Knowledges and even change its characteristics like the Spell Defense, Legend Point Cost, and others due to its True Pattern being transformed by further interaction with magic.

Additional Thread Ranks are added to Legendary Treasure under circumstances similar to those that allow an item to become legendary in the first place, by the item taking part in legendary events, usually by someone who has a thread woven to the item performing noteworthy deeds with it. As with Thread Items and General Treasure being more likely to become legendary, Legendary Treasure is more receptive to having its power expanded through additional deeds performed with it, so events leading to the development of additional Thread Ranks need not necessarily be as great in magnitude as the one that created the legendary item in the first place, especially if they are similar in direction to the deed creating the item. Legendary Treasure is prone to create its own destiny, and often shows similarly aligned powers throughout all of its Thread Ranks rather than very different ones.

*The three Legendary Treasures collectively known as the Talismans of Dianuus (p. 41) all have multiple Thread Rank Effects associated with Dianuus' elemental magic. While this is initially a result of Dianuus' being an Elementalist, the continued use of elemental magic aided by the Talismans has led to the Talismans developing their legend and powers into an elemental direction. The ability to perform additional powerful deeds aided by thread magic acts as a self-fulfilling prophecy, as the power gained from threaded items allows their wielders to perform new deeds that are similar. An item boosting the ability to wield an Elementalist's magic helps its wielder to perform legendary feats of Elementalism, thereby increasing the chance that new Thread Rank Effects are connected to elemental magic.*

Once an event noteworthy enough occurs, the item develops at least one additional Thread Rank. This Rank has a Key Knowledge or Deed pertaining to the event, and the Effect of the new Rank is often connected to the event as well (see **Events and Ranks** below).

While one new Thread Rank is the minimum, it is recommended that two Thread Ranks be added. The first new Thread Rank should hold a Key Knowledge and a powerful Effect, the second new Rank does not require a Key Knowledge and need only feature a minor effect or one with a supportive role. This second new rank is supposed to represent the general effect the item's growing legend has on its magical power, unrelated to the event that spawned the Rank, but related to the item. Legendary items from official **Earthdawn** publications will, as a rule of thumb, have powerful Effects and Key Knowledges at uneven-numbered Ranks, and have supplemental Effects and no Key Knowledges at even-numbered ranks. The use of paired ranks also paces the research and other aspects of weaving threads to the item so it does not become too long-winded a part of the game, and the same principles should apply to Legendary Treasure being developed as a part of the game.



*All of the Talismans of Dianuus have even-numbered Thread Ranks without Key Knowledges imparting similar Effects in a repetitive, cumulative manner: the Amulet enhances the wearer's defensive capabilities by enhancing Mystic Armor; the Dagger grants increasing damage bonuses against spirits, and the Robe provides armor bonuses. Note that these bonuses provided by the three items are somewhat aligned with the function of the physical item: a dagger would damage an opponent, a robe protect from outside influence, and an Amulet be a typical item to protect from magic. In contrast, the uneven-numbered Thread Ranks of these items have Effects more closely related to Dianuus and his elemental magic, more closely related to the legend inspiring the items with Key Knowledges to match.*

The process of adding new Thread Ranks is also used in many instances of transforming a Thread Item or General Treasure into a Legendary Treasure (see **Legendary Item Genesis** above). In these cases, one or more Thread Ranks are simply added on top of the item's existing Ranks, which remain unchanged (although other Characteristics such as Spell Defense may well change). This transformation does not cause a character to lose any threads woven to the item, as the item's True Pattern expands. It does not automatically increase the rank of the thread woven either; the expansion of the True Pattern needs to be studied and Legend Points need to be spent in the usual way.

## EVENTS AND RANKS

At this point it has become obvious that events—most often legendary deeds—are the mechanism inside the game's world around which Legendary Treasures evolve. The event or deed is what brings a legendary item into existence and what allows it to develop its powers. When designing a Legendary Treasure or using one of the pre-generated Treasures found in official **Earthdawn** products, the gamemaster needs to pay close attention to the connection of the

event, the Key Knowledges or Deeds required to weave a thread, and the Effects granted by the Thread Rank. Drawing a plausible connection between these makes for a more flavorful item, no matter if a character explores and researches a legendary item he has found or if one of his own items develops a legend. A Key Knowledge required for a Thread Rank is usually connected to the event that spawned that rank, and the Effect granted at the rank is also usually connected to that event: a legendary event shapes an item by expanding its True Pattern (and thereby its Pattern Knowledge, of which the corresponding Key Knowledge now is a part) and its place in and interaction with the world (which results in the item granting benefits when interacting with the world in the future). If the legendary event that spawned a new Thread Rank was the slaying of a Horror, this event would be reflected in the item's Pattern Knowledge by that Rank's Key Knowledge being connected to the slaying of the Horror, for example the Horror's Name, and the Rank's Effect would likewise be a reflection of the event, for example by granting a damage bonus against Horrors. This connection may be very straightforward or rather subtle.

*Nioku's Bow became legendary and developed new Thread Ranks when Nioku gave the bow to Talondel to slay a Horror with it, only to receive it back from the Archer. A character trying to weave a thread to its higher Ranks is required to repeat part of this process by learning of the exchange, repeating it as a Deed, and later learn more about the Horror slain. However, the bow does not impart special powers pertaining to the slaying of the Horror: the legendary deed was not the slaying of the Horror, but giving the bow to a rival because he was better situated to kill the Horror—giving something valuable away to achieve a higher goal.*

What exactly constitutes an event worthy of developing one or more Thread Ranks may also differ from case to case. This starts with the timeframe of the event. In one case, it may be a single swing of a sword. In the next one, it may be the completion of a twenty-year journey around the world. Many of the Legendary Treasures presented in this book are examples of where the life's work of an adept allowed an item to become legendary by being connected to the legend of that adept alone, a series of magical achievements creating an item or building it up rank-by-rank rather than spawning a multi-ranked item by the accomplishment of a single feat alone. A more central factor in most games is the magnitude of the event, however. The requirement to be stressed here is that the event be legendary, not that it affects the world immediately and directly. An item may develop a legend and great magical powers in a single day by being used in saving a nation through slaying a Named Horror. But an item may grow just as legendary by just being used to win a Swordmaster tournament if the item's story is told for centuries and if the telling inspires enough Namegivers to become Swordmasters or compete in tournaments. Items presented in **Earthdawn** products are usually kept vague enough in this regards for gamemasters to weave their own stories into Key Knowledges when the characters research them, but are sometimes laid out in detail where they inspire very specific adventures for finding the necessary Key Knowledges, especially where it comes to telling the story of a legendary Namegiver.

*Lorm's Axe might have been fully formed with all of its Ranks by just the act of wounding the wormskull of Jalendale, or its legend might have been expanded on by the dwarf Ragnar telling the tale over and over, stressing the axe's creation, being a heirloom, and having a destiny—only the first couple of Ranks would have been a result of the feats performed at*

*Jalendale, the latter Thread Ranks would have resulted from the tale being told. Items like the Talismans of Dianuus, however, are connected to the legend of the whole of an adept's life and a number of his deeds as well as frequent activities. Some events influencing these items can be identified at various Thread Ranks, but the items' genesis and larger legend cannot be connected to a single, short-term event.*

It is important to keep in mind that most legendary items are the result of a number of legendary deeds done over time, and that these deeds need not be closely connected or even be done by only one person, not even if an item bears that person's Name. Another Namegiver may have contributed to the item's legend with additional deeds or may have just made it more legendary by using it. In this case, that other person's Name is often a Key Knowledge for the item. It is theoretically possible that every single rank of an item with 15 Thread Ranks was the result of a different Namegiver performing some deed with the item, and that this item may have developed over centuries. As a result, there is no item that's story has been told to its end, and player characters may have the chance to make the legend of a Legendary Treasure they found grow again by performing deeds with it.

## DESIGNING LOOT

Most often, Legendary Treasure is designed "in one piece" by the gamemaster for the characters to be found while adventuring—the gamemaster creates an item similar to those found in the **Legendary Treasures** chapter, p. 27. This requires the gamemaster to spin a tale around the item's origins and align its Key Knowledges and Rank Effects with it. These items tell a story inside the story: the characters discover the legend of the item as part of their own ongoing adventures. The fact that the Key Knowledges and Effects of Thread Ranks go along with the legend discovered while researching the item gives the characters an insight into the world's magic, allows them to get a grasp of clues as to where and how to research the item, and gives the players an impression of a coherent game world.

When designing a Legendary Treasure in this manner, the gamemaster can fall back to the design principles for threaded items presented above, but should not feel bound by them. Legendary Treasure is supposed to be more powerful and more exotic than Thread Items and General Treasure. It is also supposed to be more difficult to use, by having a higher Legend Point Cost and by requiring more Key Knowledges or even Deeds to be performed. Key Knowledges and Deeds introduced with the item require special attention by the gamemaster, as they are usually the incentive for the characters' adventures in the ongoing campaign. For this reason alone, some gamemasters may prefer to come up with their own Legendary Treasure rather than use some of the pre-generated ones, as this allows full control over what the characters have to do in order to use the item, rather than having to follow the suggestions the pre-generated items present.

To speed up the design process and not overburden the characters with too many Key Knowledges, it is often prudent to start the design of a Legendary Treasure by modifying a Thread Item—this also represents how Thread Items are more likely to become Legendary Treasure, see **Legendary Item Genesis** above. From there, the gamemaster can come up with an event that spawned the item's legendary nature and introduce additional Thread Ranks, after that continuing to introduce additional events and Ranks, until the desired number of Ranks is reached.

Whether to start by making up the item's legend and then developing thread Ranks, or to start with the Thread Rank Effects and develop a legend along the way is a matter of preference. In some cases, the desired Rank Effects are known beforehand, for example by the gamemaster intending to give a character an item that

grants abilities against Horrors in a game centered on fighting Horrors. In other scenarios, a gamemaster may take a piece of fiction as an inspiration to create an item, for example an event in the world's history such as the Battle of Sky Point (see p. 15 of **How it Came to Pass** in the **Gamemaster's Guide**), and from there develop Key Knowledges and Rank Effects pertaining to the trolls' battle and sacrifices.

*Jim intends to design a legendary windling threaded bow for the windling Archer in his group to find and use. To make its design easier, he starts the item as a Thread Item that will later become a Legendary Treasure through the deeds of a historic windling Archer who lived and used the bow before the Scourge, Jaarth. He applies the Ranged Weapon Template (p. 276 of the **Player's Guide**) to a normal windling bow. This results in a Thread Item with four Thread Ranks, a Spell Defense of 11, a Legend Point Cost of Novice, and 2 Maximum Threads. With the template applied, the item has Rank Effects that increase the weapon's Damage Step and Ranges and a single Key Knowledge at Rank One. Next, Jim transforms the bow into a legendary item by coming up with an event worthy of legend that transformed the Thread Item into a Legendary Treasure. The windling bow's small arrows bring up images of needles or thorns for him, so he decides to work that image into the item's legend: when the bow's ancient wielder ran out of arrows, he once used large thorns as ammunition to defend his village against Theran slavers. Jim introduces this tale as the Rank Five Key Knowledge and designs a special ability mimicking this event at that Thread Rank. Because using only thorns as ammunition seems too limited, he allows any similar plant object to be used, and also further increases the bow's Damage Step. Jim decides that the bow has a Name pertaining to this legendary event, and writes it down as Thornsling. He uses the minor detail of the thorns being used as ammunition against Therans for Thread Rank Six, thereby connecting Rank Six to the event as well. Jim wants the bow to have at least eight Thread Ranks, so he thinks about another deed that might have contributed to the weapon's legend. He decides to further play on the thorn-theme by designing another ability that uses thorns: when the wielder shoots, the arrow may be transformed into a barbed thorn that cannot be easily removed, but damages the target through poison. As the corresponding event and Key Knowledge, he writes down that Jaarth was also adept at alchemy and using windling poison. This makes for a good additional ability for Rank Eight also, with the wielder receives a bonus to his own alchemical abilities. As Jim wants to tie the bow more heavily into his adventures, he also adds a Deed to Rank Eight, something that will be a bit of a challenge for the windling Archer. Finally, Jim needs to adjust the item's characteristics, as it is now a Legendary Treasure with more raw magic power than a Thread Item, and write the item's description and additional information that the windling Archer in his group can learn while researching the bow. He increases the bow's Spell Defense and Legend Point Cost and writes a short description of the item containing information about Jaarth, the player of the windling character can learn this information while researching the bow and use it to find out more about Jaarth.*

## THORNSLING

**Maximum Threads:** 2

**Spell Defense:** 18

**Legend Point Cost:** Warden

Thornsling is a windling bow made from yew, the famous weapon of the pre-Scourge windling Archer Jaarth. It is in good condition and preserved by its magic, but shows signs of several years of use. It is said that Jaarth used this bow many times while defending his clan based in the Thronspike Jungle against Theran slavers from Parlainth as well as to hunt to provide for his family. Jaarth's clan became a nuisance to the therans in Parlainth when it openly rebelled and attacked slaver caravans the Therans led through its land, but the clan survived the Scourge without Theran help when a nearby elven settlement took it in for the Scourge. Thornsling was used by other adepts from Jaarth's clan after the Scourge and was lost in Parlainth when one of the clan set out to explore the Lost City, but perished in the attempt.

### Thread Rank One

**Key Knowledge:** The wielder must know the weapon's Name.

**Effect:** The weapon's Damage Step is now 5.

### Thread Rank Two

**Effect:** The weapon's Ranges are now Short: 2–30 (1–15), Long: 31–60 (16–30).

### Thread Rank Three

**Effect:** The weapon's Damage Step is now 6.

### Thread Rank Four

**Effect:** The weapon's Ranges are now Short: 2–36 (1–18), Long: 37–72 (19–36).

### Thread Rank Five

**Key Knowledge:** The wielder must learn that when Jaarth ran out of ammunition while defending his clan against Theran slavers, he used large thorns found on a local shrub as ammunition.

**Effect:** The wielder may use any solid, elongated part of a plant, such as a thorn, branch, or stick as an arrow for the weapon without any penalty. The weapon's Damage Step is now 7.

### Thread Rank Six

**Effect:** The wielder receives a +2 bonus to Attack Tests made when attacking with the weapon against Therans or slavers.

### Thread Rank Seven

**Key Knowledge:** The wielder must learn that Jaarth was an alchemist of some renown and famous for brewing strong poisons that could take down the largest troll warrior.

**Effect:** After having hit a target, the wielder may take 1 Strain to transform the arrow into a wicked, barbed thorn that remains within the target's flesh, causing 2 Damage points from poison at the end of every round. The target may take a Standard Action to remove up to 3 thorns, but removing a thorn causes 3 Damage Points from the barbs. This ability requires the physical arrow to be present, so it cannot be combined with the Flame Arrow talent.

### Thread Rank Eight

**Deed:** The wielder must learn the Alchemy skill and use it to brew a poison that helps him defend a windling clan or be victorious over a band of Therans slavers. The poison must be crucial to this endeavor.

**Effect:** The wielder gains a +4 bonus to Alchemy Tests made to produce or analyze poisons or collect the ingredients for a poison.

## CHARACTER LEGENDS

Some gamemasters may want to let items used by the player characters become Legendary Treasure. Many of the prerequisites for this to happen have been discussed above, but not all scenarios apply to this happening in the game. For example, it is often beyond the scope of the game that such an item develops over a long period of time or as a representation of a life's work of an adept, as most campaigns do not span the entire life of a player character. And even if one did, what use would the item be to a character whose life's work had been done? Also, the gamemaster often cannot plan ahead to decide what events will shape an item, he has to react to a character's deeds and design the Legendary Treasure accordingly along the way, making it more difficult to develop a coherent item. While coherency is not as necessary for an item developing as part of a character's adventures as it is for items solely generated by the gamemaster ahead of time, as the character was part of the item's genesis and development and all the connections are there for him, it is more difficult to judge what events and deeds are worthy of developing a legendary item, as the group of characters may accomplish many legendary feats in their time, and claim many of them to be worth of creating or expanding on a legendary item. In other words, allowing one character's item to become legendary after a specific event but not allowing the same to happen to another character's item after a similar deed can lead to jealousy, or the legitimate concern that the gamemaster does not handle all deeds and events equally. To avoid this, especially when first trying out this process, the gamemaster can introduce mundane items that are said to have a destiny, justifying that for the time being, only this one item will develop into a legendary item, and also giving some sort of direction into which the item will develop its legendary powers. Once the process is understood sufficiently and a good measure of balance has been found, or if players without their own legendary item are satisfied by receiving pre-designed legendary items, the gamemaster can create or develop legendary items more freely.

Events that trigger an item in a character's hands to become legendary or develop legendary power are usually deeds performed by that character that net an above-average amount of Legend Points to be awarded (even if not awarded to that character individually) or cause powerful opposition or obstacles to be overcome. In some cases, a long-lasting habit may spawn a legend if it results in many minor interesting events. Once an item develops legendary powers, the character usually discovers that the item has developed magical properties instinctively after handling the item for some time. He needs to confirm his suspicion by having the item examined, for example by using the Astral Sight talent, and needs to learn the Test Knowledge for the item's Thread Ranks per standard rules. As the item has developed in his own hands, he does not need to learn any Research Knowledge; his own legend is interwoven with the item's Pattern Knowledge and he has witnessed any noteworthy event. The character can weave a thread to the item by learning the Test Knowledge for its Thread Ranks and spending Legend Points. If the gamemaster decides a Deed has to be performed for the item, it is up to the gamemaster if the event that created the item already fulfills the requirements of the Deed. These liberties only apply to the adept who performed the feats that made the item legendary. If another player character wants to weave a thread to the item, the gamemaster can require him to learn the Research Knowledge and perform any Deeds necessary to weave a thread, although he may decide that this other character already fulfilled the requirements by having adventured with the adept who made the item legendary, depending on the special circumstances.

The creation of a magic item in this fashion is similar to the design of any other legendary item, but stretches out over the course of a

campaign, the item is not necessarily designed to completion. All Legendary Treasure that spawned and developed by an adept's deeds was originally created in this manner, but only when a player character is involved does the process stretch out over and happen during the game. All Legendary Treasure referring to the life of a famous adept can be interpreted as a series of events in the adventuring career of a character, so letting a player character's item develop legendary powers can be seen as the ultimate simulation of legendary item design.

*Geonel, an elven Swordmaster in the group Jim gamemasters for, has carefully made sure that before setting out for an adventure, his flask is always filled with fine elven brandy. He has done so for seven Circles, and it has become a running gag for the group that Jim sometimes makes it difficult for the elf to acquire brandy. Still, Geonel enjoys a sip from the flask every evening at the campfire.*

*Jim decides to reward the player's persistence by making the flask a legendary item, just waiting for the right moment to transform the flask into a threaded item. When Geonel "sacrifices" all of the brandy in his flask to come to good terms with some ork scorchers while negotiating passage through scorcher territory, Jim realizes the right moment has come. A few days later, Geonel discovers that the flask has developed magical properties, and Jim designs the first two Thread Ranks, deciding that the event was not sufficient enough to create an item with more Ranks, but that he does not want to progress the item one Rank at a time because this would take too long and too many events.*

*Jim decides that for Rank One, the flask develops the power to refill. For Rank Two, it grants a bonus when negotiating. Jim also assigns Characteristics to the flask, choosing a relatively low Spell Defense of 14 and Legend Point Cost of Journeyman as the flask is not that powerful an item at this time.*

*After a number of adventures, another interesting event happens. Geonel is fighting against a troll Warrior, and has been disarmed. Trying to defend against a blow using his Parry talent, Geonel needs a piece of equipment for Parry to work properly. All he has at hand is the flask, and Jim allows Geonel to use it to parry the blow. Geonel succeeds parrying a very high attack roll, and Jim decides to use this to further develop the flask's magical power. He determines that the flask now grants a bonus to Parry Tests when held in hand at Rank Three.*

*Considering that the flask does not allow for a weapon or shield to be held in that hand when using it to parry, Jim sets the bonus to Parry Tests rather high, in excess of that of a typical shield. For Rank Four, he decides to allow the flask to be refilled an additional time per day and increases the bonus to negotiations. Jim decides to leave the flask's Characteristics as they are, as the item is not yet as powerful as other Legendary Treasures.*

*Now that Geonel is likely to use it in every combat, though, it is likely to take part in more heroic deeds and develop more and more powerful abilities. If this happens, the Characteristics might still change.*

## MASTERPIECES

While the creation and development of Legendary Treasure cannot normally be influenced or controlled directly by the character wielding it, players and gamemasters may want to allow an exception when it comes to characters who know how to enchant



## GEONEL'S FLASK

**Maximum Threads:** 2

**Spell Defense:** 14

**Legend Point Cost:** Journeyman

This silver flask has long been in the possession of the elven Swordmaster Geonel. It does not have any carvings or similar decorations on it, but has a dent where it was once hit by the blow of a sword.

### Thread Rank One

**Key Knowledge:** The owner must know the item's Name.

**Effect:** Once per day, the owner may take 1 Strain to have the flask fill itself with elven brandy.

### Thread Rank Two

**Effect:** When sharing brandy from the flask with another character, the owner gains a +2 bonus to Interaction Tests made against that character.

### Thread Rank Three

**Key Knowledge:** The owner must learn that this flask was first used by the elven Swordmaster Geonel, who drank from it for many years during his adventures.

**Effect:** When wielding the flask in hand during combat to use with the Parry talent or skill, the wielder receives a +5 bonus to Parry Tests from using equipment. The flask proves resistant to damage when used in this fashion.

### Thread Rank Four

**Effect:** The flask may now be refilled twice per day by taking 1 Strain, and the owner now gains a +3 bonus to Interaction Tests when sharing from the flask.

items as part of their Discipline's magic. Enchanter characters can be allowed to gradually complete the enchantment of an item over the course of their career rather than designing a masterpiece for a long time and then finally creating it (which would result in General Treasure), using knowledge or material gained while performing noteworthy deeds in the enchantment of the item. While such an item need not necessarily be considered legendary by other characters inside the game's world, it would be considered legendary after the enchanter's death, the item would be his legendary legacy. Some pre-generated items can be considered such masterpieces. Such masterpiece items are suggested to be designed more with the power level of Legendary Treasure in mind because the player does not have complete control over the item (as he has with thread Items), does not get a full-fledged item with four or six Thread Ranks at once, and has to wait for legendary events to occur in-between creating Thread Ranks. They develop more like items presented under **Character Legends** above than Thread Items.

Masterpieces are best left to enchanting Disciplines employing a wide array of enchanting techniques, such as the Elementalist (who can work with spirits, True Elements, and spells as well). More prominently featured is the Weaponsmith, however, who is gradually improving himself and his items by learning more and more abilities to use on them. At the gamemaster's discretion, the Heartblade (*Player's Companion*, p. 92) can be considered one such item. The process of creating a masterpiece is similar to the process of developing a legendary item during the character's adventures, adding one or two ranks at a time, but rather than the gamemaster deciding what events are sufficient to spawn Thread Ranks, the gamemaster weaves hints, background knowledge, or rare materials into his campaign for the character to pick up and use in the enchanting process. The decision on the Effects of Thread Ranks can remain with the gamemaster (in this case, the character's decision as to what knowledge or material to use represents his influence on the item), can be made in cooperatively, or can be made by the player (in which case the gamemaster tells the player what type of knowledge or material the character has to seek out—the character is essentially performing Deed-like actions and doing research as for Research Knowledge before the Thread Rank even exists). Masterpiece items can enrich a game and the play of an enchanting Discipline by representing a very personal quest for the character.

*A third player in Jim's group plays a troll Weaponsmith who, like the other characters in the game, is supposed to come into possession of a legendary item. Considering the character's Discipline, Jim suggests to the player that they work together in letting the Weaponsmith forge a masterpiece legendary item. The player decides on the character's trusted weapon, a battle-axe. The Weaponsmith has already used Forge Weapon on the item, so Jim agrees to use it as the Effect for Thread Rank One for simplicity. The Weaponsmith Names the item after himself, Na'arg's Axe. Because both gamemaster and player want the item to be very special, they decide to go one Thread Rank at a time, with every Rank being created after an event in which important knowledge was gained or valuable material was acquired. This means that every Rank will boast a Key Knowledge or Deed, which normally is not a problem as Na'arg took part in the event, he needs only to weave the threads. Gaining the knowledge or material is the interesting part in this process. Because the adaptable nature of the item is rather powerful in the hands of the character, Jim rules it will use the highest Legend Point Cost, and start*

with a Spell Defense of 12, which will increase by +2 for every Thread Rank added. The description of the axe is provided by the player. During one of the next adventures, Na'arg takes a valuable gem infused with True fire from a slain Theran Elementalist. During the battle, the Elementalist had used it to fulfill the component requirements of the Fireball spell, so it seems to provide a source for fire, despite being cool to the touch. Player and gamemaster decide that when used in the ongoing enchantment of the axe, the gem allows for a special ability pertaining to evoking fire. In another adventure, the group comes across an ancient library. Spending hours perusing the tomes, Na'arg discovers an ancient Theran text about enchanting weapons so they are more harmful to dragons, and decides to use this knowledge to expand on his axe.

## TRANSFORMING PATTERN ITEMS

In many instances where a character's item has a chance to become legendary during that character's adventures, the transformed item has a good chance of also being a Pattern Item. Any item can be a Pattern Item for only one True Pattern, though, and both the Legendary Treasure and the character wielding it have True Patterns. If a Pattern Item becomes a Legendary Treasure (or any kind of threaded item for that matter), it becomes its own Pattern Item, and stops being a Pattern Item for whatever or whomever it was before. Less powerful Pattern Items (Minor ones rather than Major or Core Pattern Items) are more likely to become threaded, however, despite being less magically powerful. This is because powerful Pattern Items are already tied to legends—the legend of the character they are Pattern Items to—and are so connected to a legend more powerful than one they could develop from scratch.

The gamemaster should limit the genesis of legendary items from Pattern Items, especially if threads are woven to them, without the character actively seeking the genesis of a threaded item. In any case of a Pattern Item being transformed, however, all threads woven to it are lost.

## NA'ARG'S AXE

**Maximum Threads:** 2      **Spell Defense:** 16

**Legend Point Cost:** Master

This heavy troll battle-axe is carefully adorned with trollish runes and appears to be tended to regularly. It bears the Name of its creator, Na'arg, in the center of the blade and has a ruby glowing with the force of True fire set into the haft.

### Thread Rank One

**Key Knowledge:** The wielder must learn the Name of the weapon.

**Effect:** The weapon's Damage Step is now 14.

### Thread Rank Two

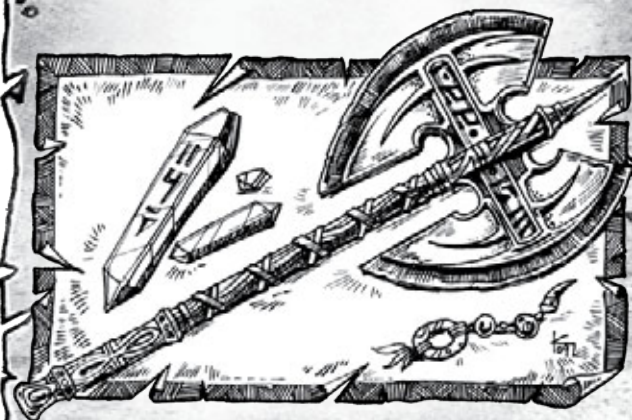
**Key Knowledge:** The wielder must learn the origin of the ruby set into the haft.

**Effect:** For 1 Strain, the wielder may cause the blade to burst into flames until the end of the round. The flames cause an additional, separate D6 Damage Die on a successful attack.

### Thread Rank Three

**Deed:** The wielder must locate a lost text about the nature or weaknesses of dragons and study it.

**Effect:** The wielder requires a Result Level one lower than normal to achieve an Armor-Defeating Hit against dragons (usually an Excellent Result).



# AIRSHIPS & RIVERBOATS

*Welcome aboard, honored guests! Please allow me to show you to your quarters, then Master Jik'havas will explain how to use the oars while you listen to the delightful tunes of his drum...*

• CAPTAIN TRENJOR, CAPTAIN OF THE VEDETTE INTIMIDATOR •

**T**his chapter describes the various types of airships and riverboats characters are likely to encounter in their adventures. The following material includes explanations of ship statistics, rules for ship travel including speed and navigational hazards, an overview of ship combat and rules for constructing, repairing and maintaining ships.

This section also includes descriptions of several different types of ships: crystal raider drakkars, the wooden airships of Throal, the paddle-wheeled riverboats of the t'skrang, the waterborne galleys of the merchant cities, and the powerful stone airships of the Theran Empire.

## AIRSHIPS

**A**irships are made of either stone or wood. Within these two broad categories are several different ship types. General descriptions of the different ships are provided below; in practice, airships can take on any configuration.

The Therans, rich in magic and ever willing to flaunt their wealth, build stone airships almost without exception. The crystal raiders and shipwrights in Barsaivian cities build wooden airships. Within these two classifications are a number of variations, from warships to trading ships to the swift raiding vessels of the highland trollmoots.

## THE LAW OF SIMILARITY

One of the laws governing the use of the magic flowing through the fabric of our universe is the **Law of Similarity**. This law states that those things that look alike are alike; things that behave the same way are the same. This law allows airships to float on air using magic, for they look and act like ships that float on water. Though the magical elements and orichalcum forged from all five of them can be used to implement the Law of Similarity, it often takes years to find the proper proportions of elemental magic needed to achieve various effects. Many people have, for example, tried to create ships able to sail through land as boats sail through water and air, but no one has yet succeeded. The combination of elemental earth and other magics needed to accomplish such a feat have yet to be discovered.

In accordance with the Law of Similarity, a wooden airship floats in the air as other ships float in water. Just as a waterborne ship will sink if its hull is breached, so an airship will sink if its hull takes too much damage. Whether damaged by fire cannons,

magical spells, or a flock of giant eagles, a breached ship will sink slowly toward the earth. If the damage has been extreme, it will quickly plummet to the ground below. Theran ships make no use of this law, relying on other, crueler magics to keep their vessels afloat.

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*The Law of Similarity is often used as the sole explanation of how airship travel is possible by Air Sailors simplifying the matter (and over-stating their own part in the process), but it is more than similar shape that lets an airship float. After all, if this were all, air streaming into the ship from its top, filling the hull, would "sink" an airship just as water would sink a riverboat. The True air woven into an airship is of much greater impact for its ability to fly than the shape of its hull. Just another show of the Barsaivians' lack of respect for their magicians.*

—Grask of Zanjana, Captain of the *Highest Duty*

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## AIRSHIP CONSTRUCTION

Constructing an airship is a complex, time-consuming and expensive undertaking that requires the expertise of many highly skilled artisans. Indeed, even the great airship yards of Barsaive only turn out a few new airships each year.

Under the direction of a shipwright, carpenters and other craftsmen construct the keel and hull of the ship. Sailmakers, woodcarvers, metalsmiths and the like outfit the ship, and then one or more Elementalists and their assistants weave countless kernels of True air into the wood or stone to make the ship fly. The whole process takes many months; in a single year a shipyard might turn out three or four drakkars, or perhaps one or two galleys.

The crystal raiders are the best shipbuilders in the province. Several Barsaivian cities also build wooden airships, notably Urupa, Travar, Jerris, and Iopos. The art of shipbuilding has returned slowly to Barsaive since the Theran War, as the people struggle to recover from the Scourge and the Theran invasion. The shipbuilders might hope for greater profit if one or more shipyards pooled their resources, but, unfortunately, no two shipyards have been able to agree to work together.

## WOODEN AIRSHIPS

In sharp contrast to stone airships, wooden airships are easier to build, easier to fly, and less expensive in terms of both elemental magic and money. Wooden airships—especially Barsaivian ones—seldom use slaves for propulsion.

The galleon, the galley, the drakkar, and the airboat represent the four basic classes of wooden airships.

### Galleons

**Galleons** are the largest wooden airships, virtually unseen in Barsaive since the Scourge. These ships reach lengths of up to 150 feet and may be as wide as 35 feet or more, with multiple decks, masts and sails. Galleons are rarely powered by oars, but they require many Air Sailors to rig and control the sails. They usually have several decks and can carry up to five hundred passengers or troops.

Galleons can also carry considerable firepower, but they lumber by comparison to the more maneuverable drakkars and galleys and even the smaller stone airships of the Theran Empire.

### Galleys

**Galleys** are mid-sized wooden airships most commonly used by the cities and nations of Barsaive. A typical galley is 100 feet long and more than 20 feet wide, powered by both oar and sail. Crewed by a hundred, galleys have more cargo capacity than drakkars, which they can use to carry extra troops or passengers.

Most galleys are merchant vessels, carrying goods quickly across Barsaive. Other galleys are military ships. Usually, galleys have two upper decks—fore and aft—and two lower decks. A galley can carry weapons like fire cannons (often mounted on the fore or aft castles), and even a merchant ship often has some weapons to defend itself against attacks by pirates and raiders.

### Drakkars

The crystal raiders use a class of ship known as the **drakkar**. Air-faring trollmoots have built such ships for untold centuries, and their skill continues to grow. Drakkars average 60 feet in length and sometimes support a single mast. Some drakkars have masts that can be taken down or raised as the situation demands. This sail supplements the ship's power, most of which comes from rowing crews of approximately thirty trolls. The ships can carry cargo, but usually use that space to transport additional crystal raiders.

Swiftiness and maneuverability are the drakkar's greatest advantages, but its light weight means the ship can flip over easily in a high wind. It is a tribute to the skill of the crews that these ships so rarely plunge to the ground and shatter. In contrast to the large galleys, which feel much more substantial, little seems to hold the vessel up; it rushes through the air at dizzying speed, and the cold, sharp wind strikes your face like a surging wave.

Drakkars cannot carry fire cannons, but the crystal raiders have no great love of such weapons. When raiding, they prefer to rush slower vessels, evading the fireballs shot at them in defense. As soon as they are close enough, the raiders throw grappling hooks toward the other ship and use them to pull their own ship closer. Rather than waiting for the ships to touch, some raiders throw themselves across the space between the vessels—an extraordinary feat of courage when one considers that they are leaping over a sickening drop of many hundreds of feet. At this point, the true crystal raider battle begins, for the raiders excel at hand-to-hand combat. Once boarded, few ships can defend against the crystal raiders' fierce, joyous attacks.

Many shipyards throughout Barsaive have begun to copy the design of the drakkar since the end of the Scourge, as resources were sparse in the first decades of rebuilding cities, nations, and trade empires. Drakkars not built by troll clans usually feature a below-decks area that acts as a cargo hold, while raider drakkars

are open constructions that seat the rowmen deep, protected by the ship's walls. The drakkar is the most common airship used in Barsaive today, even when the raiders' vessels are not counted in.

### Airboats

**Airboats** are the smallest airships available, resembling small rowboats carrying only a handful of Namegivers and a small amount of cargo. Propelled by a single rower or a pair of rowers, airboats are most commonly used as lifeboats and launches for larger airships such as galleys and galleons. Drakkar-sized or smaller ships rarely carry airboats on board.

## STONE AIRSHIPS

Unlike wooden airships, stone ships have not the look of water-borne vessels. At best, they resemble flat-bottomed barges. Most lack sails, and few have the rudders or keels common to wooden ships. Many stone airships are powered by the physical strength and life force of oarsmen, usually slaves. Rather than relying on physical methods of navigation and steering, the Therans chart and stay their course through magic.

Most stone ships are built like fortresses—thick-walled, heavy, and nearly impossible to keep aloft. The magical resources required to construct such a ship and keep it airborne speaks well of Theran wealth and ill of their wasteful habits.



Three types of stone airships cruise the skies above the Theran Empire: behemoths, kilas, and vedettes. Though all stone airships are classed as one of these three, the classes themselves are determined by size. Thus, the vedette, the smallest class of stone airship, includes small warships as well as stone mining ships.

## Behemoths

**Behemoths** are the largest and most awe-inspiring airships. A behemoth is a small floating city, often measuring over 250 yards to a side, surrounded by high stone walls and surmounted by many towers and structures. The bottom of the ship is a hollow foundation, usually circular or square. In this sunless area, the ship's slaves live out their miserable existences. The foundation supports two dozen or more buildings housing Theran officials, soldiers, libraries, and the ship's crew, making the behemoth a portable community of conquest. In these vessels, the Therans travel throughout the Theran Empire, carrying enough officials, soldiers, magicians, adepts, and questors to invade and occupy any place they wish to lay hands on.

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*According to the Therans with whom I have spoken, behemoths carry more than two hundred slaves. A great many die during long journeys, and so the ship must land often to replenish its slave population.*

—Merrox, Master of the Hall of Records

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A behemoth is a weapon of war second to none; its thick stone walls enable it to resist attacks from smaller ships while numerous fire cannons and other weapons mounted on those same walls rain destruction down on targets. A single behemoth defeated the gathered crystal raider moots at the Battle of Sky Point, and the behemoth *Triumph* has become a stronghold of Theran might in the heartland of Barsaive.

## Kilas

With kilas, the resemblance between wooden and stone airships ends. **Kilas** are floating fortresses—small, fortified castles torn from their foundations and set in the sky by the power of Theran magicians. Instead of the dozens of buildings found on a behemoth, a kila supports only one building with several towers and one wall. Kilas are most often square-shaped, measuring up to 80 yards on a side, with towers reaching four or five stories tall. The walls and towers of a kila can mount many fire cannons and other weapons, but the weapons cannot turn, and so can only be brought to bear on targets on the side on which they are mounted. Smaller and more maneuverable ships often take advantage of this limitation.

The kila serves as a movable fortress for the Theran military; they can land this airship on any patch of ground and immediately establish a fortress. These huge ships are much larger than wooden galleons, and the greatest of them can eclipse the sun by floating past it. Like the behemoth, the kila has a flat foundation where the ship's slaves are housed.

## Vedettes

**Vedettes** are the smallest stone airships, used by the Theran Empire as mining barges, attack ships, cargo carriers, troop transports and fighter escorts for larger airships. They are similar in size to drakkars, up to 60 feet long and 10 to 15 feet wide, though they usually feature lower and upper decks. Though highly maneuverable, vedettes cannot mount as much firepower as larger ships. Their stone hulls make vedettes as tough as or tougher than wooden ships more than twice their size and protect them from many hazards that affect wooden airships. The Therans often use vedettes against the crystal raiders and other native airships that prey on



Theran vessels. Vedettes also swiftly move strike forces where they are needed and work as escorts for mining ships and behemoths. Vedettes also make useful barges for gathering magical elements. The sturdy stone hulls protect slaves and crews mining the Death's Sea for elemental fire, and the ships can rise high enough into the sky to gather elemental air. Wooden variants of the vedette exist, but resemble the stone construction more than they resemble drakkars.

## GHOST SHIPS

Legends and rumors tell of airships that fly without crews. Called ghost ships, most such vessels ply the skies only briefly. Without life force from a crew or regular replacement of the ship's elemental air, a ghost ship will eventually crash to the ground like any other airship. Travelers who have seen one tell that ghost ships are created when a Horror invades an airship and kills the crew. The Horror then abandons the ship for greener pastures or else waits for salvagers to board the vessel and serve as its next victims. On rare occasions, crystal raiders attack a ship, kill its crew, take its riches, and leave the ship floating dead in the sky.

On occasion, more extraordinary events produce ghost ships that roam the skies for many years. These ships stay afloat as long as the spirits of the dead crew haunt the vessel. The *Golden Cloud*, a Theran mining ship, is one famous long-lived ghost ship. Once part of a fleet that used elemental fire charges to rip into the plane of elemental air and gather the shards of that magical element, the *Golden Cloud* fell victim to its success. The continuous mining ravaged a portion of the elemental plane beyond repair; angered by the destruction, elemental air spirits manifested and slaughtered the airship's crew. They invested the ship with enough elemental air magic to keep the airship high in the sky over Barsaive. To this day, so stories tell, the ship cuts a wide swath through the sky, reminding those who live below that air miners harm the elemental planes at their own risk. Several heroes and Theran salvagers have attempted to board the ship and capture its cargo, but none have ever returned.

Perhaps the most famous of all ghost ships is the *Earthdawn*, the ship flown by Vaare Longfang on her exploration of Barsaive in the days immediately following the Scourge. The *Earthdawn* returned once, and then set out again. It never returned from its second journey. Many legends tell of the *Earthdawn* appearing in the sky, and then vanishing in an eyeblink.



*... From the decks of our drakkar, we watched the derelict Theran barge loom closer. In the prow of our ship, several of the Stoneclaws' best warriors pulled on the grappling ropes that made a slender bridge between our ship of wood and the stone barge. Though most Theran craftsmanship shows grace and beauty, the ugly lines and angles of the mining barge reflected the Therans callous indifference to their workers. Ash from the magma bursts used for mining caked and dirtied the vessel. As the barge approached, everyone fell silent. On the deck of the barge lay the remains of the slaves, their bodies torn apart, their blood seeping into the deck. Across a rowers' bench lay the corpse of an elf, his long, lean body sliced open with delicate precision. Though the barge moved, nothing on it lived. We knew then it was the Horrors that had done this ...*

—From the journal of Vorg of the Stoneclaws



## AIRSHIP NAMES

Because all airships are Named and have True patterns, they can be affected by magic like other Named people, places and objects. Though strictly speaking airships are closest to magical items, in game terms they function more like Named places, with their own pattern items.

Most Named airships have at least one pattern item, particularly if the airship is old or has been involved with many legendary deeds on the part of its crew. These pattern items can be used to study the True pattern of the airship and to weave threads to it. It is common for the captain of an airship to hold one or more of its pattern items and to have one or more threads woven to the ship's True pattern. These threads may be used to increase the weaver's abilities aboard ship, or the thread rank may be used to increase one of the ship's Attribute steps.

Crystal raider captains naturally guard the pattern items of their ships very carefully to avoid having them fall into the hands of their enemies. Since many of the crystal raider drakkars are connected to and crewed by a particular clan, the ships themselves effectively become pattern items for their clans.

## HOW AIR SAILING WORKS

The most important talent for the operation of an airship is Air Sailing. 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. Air Sailor and Sky Raider adepts are the primary characters who 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.

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 trained in the Air Sailing skill 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 barely trained 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 and life-draining magic—countless numbers of slaves have lost their lives to propel Theran ships.

## RIVERBOATS

**T**hough their underwater villages provide them shelter from all sorts of attacks, including Horror assaults during the Scourge, most t'skrang feel trapped if they stay too long inside the stone domes of their river villages. Creatures of sweeping motion and intense passion, the t'skrang long for the chance to serve as crew members on the village's riverboat and travel the wide expanse of the Serpent. Larger villages support several riverboats, allowing even more of the village's citizens to travel the rivers.

T'skrang villages and communities exist to sail the Serpent; the crew covenant reflects the importance of the riverboat in their lives. To have a ship and sail upon it is all a t'skrang truly desires from life. Even the t'skrang cannot explain this overwhelming desire, but if one considers their love of motion, their amphibian nature, and the complete safety offered by their underwater villages, it seems clear that the riverboat has given them a way to balance their desires against the need to raise children in safety.

Though the foundation is matriarchal, crewing assignments for a ship are shared equally among the entire crew covenant. The actual assignments vary, depending on the size of the village and how many ships are available. The captain is chosen by the entire crew covenant, based on ability, experience, and more than a little politicking. The vote is seldom unanimous, but if two-thirds of a crew covenant agrees on a candidate, the choice is made. Chosen for a single season, the best captains often serve in that capacity for life. Incompetent captains lose their position at the end of a season, or may be voted out mid-season.

## THE OCCURRENCE OF MUTINY

The captain of a ship provides stability among the crew covenants, but can also become the target of jealousy among those rejected for the position. Though most crew covenants are too tightly knit for such feelings to surface, occasionally an overly ambitious t'skrang leads a mutiny against a captain, usually taking the position of captain himself. Particularly calculating t'skrang sometimes prop up a crew member they can influence as the captain so that if the mutiny goes badly, the true mutineer will suffer less heavy a punishment than his dupe. Usurpation of a captain's authority is punishable by death, and co-conspirators often die as well.

If their mutiny succeeds, the crew can either sail back to their village and attempt to force their will on the rest of the crew covenant, or find another village willing to accept the ship in its fleet. Though many villages might welcome another ship, most t'skrang consider it risky to invite mutinous sailors into the crew covenant. If a crew has mutinied once, it may well do so again. In most cases, a village that accepts a mutinous crew most likely struck a prior bargain with that crew. In such cases, the village interested in acquiring the ship may aid the mutineers by attacking the ship when the mutiny begins.



## ON THE CONSTRUCTION OF RIVERBOATS

A typical t'skrang riverboat has five decks; one lower deck, three upper decks, and an aft castle from which the captain commands the ship.

The lower deck fills the flat, wide bottom of the riverboat; on it are stored the ship's supplies. The three upper decks, covering half the riverboat's length, hold the crew quarters, the ship's cargo, and the fire cannons. The cargo holds have large doors cut into the side of the riverboat, from which wide gangplanks are lowered during loading and unloading. Because the plank lies at a steeper angle against the uppermost deck, the crew stores lighter cargo items on the highest deck and the heaviest items on the lower deck.

The mid-decks are terraced in such a way that the exterior walls are set back a few yards from the ship's edge. The entire surface of the ship bristles with sturdy poles attached to hinged braces; from each pole hangs a length of rope. To move around the ship, t'skrang sailors grab the end of a rope and swing out over the water, then arc back toward the ship. If this swing leaves the sailor short of his destination, he grabs another rope and swings further. Though the interior of the ship provides corridors and stairs leading to every part of the vessel, the t'skrang prefer to swing around the ship—even if the trip takes longer.

Fire cannons stand along the decks and on the roof of the top-side. First used hundreds of years ago when the first Theran Empire dominated Barsaive, the fire cannons' roaring explosions captured the imaginations of the excitable, spectacle-loving t'skrang. The cannons are fixed in position, forcing the crew to turn the entire ship in order to aim them. As one might expect, t'skrang crews quickly become expert at maneuvering in a fight.

The aft castle is a large room elevated on stilts a few yards above the top deck. Windows line the bridge and provide a clear view of the river in all directions. The controls for the elemental fire engine and the ship's rudders are in the bridge, allowing the captain to determine where the ship goes and how fast it travels.

## METHODS OF PROPULSION

Unlike any other vessel in Barsaive, t'skrang riverboats do not use sails or oars to move through the river. Not even the Therans possess anything as extraordinary as the t'skrang fire engines and giant paddlewheels.

The fire engine is generally housed in a large room at the stern of the lower deck, and consists of a large metal chamber with one wheel on either side. A large wooden arm attaches to each wheel and extends past the rear of the ship.

The large, cylinder-shaped paddlewheel sits above the water on an axle, the large slats of wood fastened to the edge of the cylinder and angled as if radiating from the center of the cylinder resting in the water.

The arms protruding from the fire engine are attached to either end of the cylinder shape. As the wheels of the fire engine turn, they pull and push on these arms, and the arms pull and push on the paddlewheel. This motion spins the paddlewheel around its axle. As the wheel turns, the planks consecutively sink into the water and push against it. This pushing forces the riverboat forward or backward, depending on the direction in which the wheel is turning.

Different traditions describe the origins of the t'skrang knowledge of fire engines. Theran scholars suggest that the original fire engine was an ancient artifact from a time before our recorded history. They claim the t'skrang imitated the combination of engineering and magic by accident, and contend that the t'skrang have never applied the knowledge to anything else because they do not understand it.

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*The Therans always dismiss the achievements of native Barsaivians. They desire to make us all seem utterly insignificant.*

—Vellunium, Captain of the *Breeton II*

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The t'skrang themselves disagree about the source of their fire engines. Some believe that a questor of Upandal created the device centuries ago. According to the story, the power of the Passion Upandal so filled the questor's being that he was touched by madness. It is said that no Namegiver can begin to comprehend the complex and wonderful ideas that Upandal possesses. Driven by his madness, the questor constructed the fire engine, a device that combined mechanical ingenuity and a great deal of magic. This first engine powered the first riverboat and set the t'skrang on the path to become Barsaive's most skilled sailors and traders.

Other t'skrang believe that several t'skrang villages together created the device, working under the guidance of Upandal. The Passion was pleased by their ingenuity and willingness to cooperate in this creative process and ensured that this engine would succeed. When the marvelous device was completed, Upandal showed them how to attach it to their riverboats, and they grew rich from the trade the miraculous engine brought them.

With their newfound speed and mobility, the t'skrang prospered. Their battles also grew more destructive, for they could maneuver more quickly. According to a popular t'skrang tale, some of the Passions became jealous of the devotion to Upandal inspired by the fire engines and told Upandal that he must destroy his work. Upandal refused, and Chorrolis, Passion of trade, sided with him. This tale provides the only hint that the Passions could fight among themselves before madness took three of them during the Scourge.

The jealous Passions swore to destroy the t'skrang if Upandal did not destroy the fire engines. Now Upandal loved both the engines and the t'skrang who had worked so hard to build them, for it is Upandal's nature to love the objects made as much as those who fashion them. He agreed that the fire engines could be dangerous and proposed a compromise. The t'skrang would live and keep the engines attached to their riverboats, but no one would ever be able to build another engine of that kind for any other use. As a reward for their faith in him, Upandal made the t'skrang the only Namegivers capable of building the engines, but only for use on their ships. This compromise placated the jealous Passions and restored harmony among them.

This last tale in some ways seems the least likely, for there are no known other records of conflict between the Passions before the Scourge. On the other hand, Upandal has never again helped

anyone who tried to duplicate the t'skrang fire engines. Though many have tried to build them, including the Therans, none have succeeded. Upandal himself never speaks of the matter, nor do any of the other Passions.

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*Historians reading this must realize that the t'skrang created the fire engine and paddlewheel long before the city of Thera was founded, and many centuries before our province was Named Barsaive.*

—Merrox, Master of the Hall of Records

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## SHIP STATISTICS



ll ships have six Attributes: Speed, Maneuverability, Firepower, Hull, Damage and Crew.

Most of these Attributes are given as step numbers, and are used in the same way as a character's Attribute steps are. Some ship Attributes, however, represent other characteristics of the ship, such as the amount of damage the ship can sustain before becoming derelict, or the strength of the ship's armor. Each of these six Attributes is described more fully below. The **Ship Combat** section, p. 64, includes specifics for how many of these Attributes are used in the game, and the **Using Talents in Ship Combat** section, p. 67, details ways some of these Attributes can be increased for short periods through use of talents. Always use the current Attribute step (modified by Critical Hits, Air Sailing Tests and so on) when making tests or using the Attribute as a Difficulty Number.

Unless stated otherwise, airships have a Spell Defense of 16 and riverboats have a Spell Defense of 12. Ships are considered Locations for the purpose of developing Pattern Items.

## SPEED

Each ship has a Speed step that determines the speed at which it can travel. This is the ship's cruising speed under normal conditions. Speed steps may vary among different types of vessels, and also depend on the environment. To reflect this in the game, lower the Speed of ships traveling against the wind (or against the river current) by -1. If a ship is traveling with the current (or with the wind), add a +1 bonus to its Speed. A ship's Speed step is used when making certain tests for the ship while it is traveling or in combat.

The Ship Speed Table shows a ship's actual speed (in both miles per hour and yards per combat round) based on its Speed step, as well as how far a ship can travel (in miles) during an eight- or sixteen-hour period. Most ships travel for sixteen hours per day under normal conditions.

## Sailing Ships

The keeled sailing ships of the Aras Sea depend on the wind to push them along the water. A sailing ship's Speed step varies, depending on the strength of the prevailing wind and whether the ship is running with the wind or tacking against it. Appropriate Speed steps are listed in the Sailing Speed Table. A sailing ship's Maneuverability step is usually the same as its Speed step.

## MANEUVERABILITY

A ship's Maneuverability reflects how quickly it can change course, flank opponents and break off from an attack. A ship's Maneuverability step is used when making tests for various maneuvers, and is also the Difficulty Number for certain tests made against the ship.

SHIP SPEED TABLE

| Speed Step | Yards per Round | Miles per Hour | Distance in Miles (in 8 / 16 hours) |
|------------|-----------------|----------------|-------------------------------------|
| 0          | 5               | 1              | 8 / 16                              |
| 1          | 10              | 2              | 16 / 32                             |
| 2          | 16              | 3.3            | 26 / 52                             |
| 3          | 22              | 4.5            | 36 / 72                             |
| 4          | 28              | 5.7            | 46 / 92                             |
| 5          | 34              | 7              | 56 / 112                            |
| 6          | 40              | 8.2            | 66 / 132                            |
| 7          | 49              | 10             | 80 / 160                            |
| 8          | 58              | 11.9           | 95 / 190                            |
| 9          | 67              | 13.7           | 110 / 220                           |
| 10         | 78              | 16             | 128 / 256                           |
| 11         | 90              | 18.4           | 147 / 294                           |
| 12         | 102             | 20.9           | 167 / 334                           |
| 13         | 115             | 23.5           | 188 / 376                           |
| 14         | 130             | 26.6           | 213 / 426                           |
| 15         | 145             | 29.7           | 238 / 476                           |

SAILING SPEED TABLE

| — Speed Step —   |                |                 |
|------------------|----------------|-----------------|
| Wind Speed       | Same Direction | Tacking Against |
| Less than 5 mph  | 3              | 1               |
| 5–10 mph         | 5              | 3               |
| 11–20 mph        | 8              | 6               |
| 21–30 mph        | 11             | 9               |
| More than 30 mph | 13             | 11              |

## FIREPOWER

A ship's Firepower represents how effective the ship's weapons are in combat. This Attribute takes into account the number of weapons, their placement and their range. The number to the right of the slash represents the Attack step; the number to the left represents the Effect (usually Damage) step.

When the ship attacks with its weapons, the captain can split the Attack steps into any number of attacks that add up to the ship's total Firepower. See the **Fire** maneuver, on p. 149, for more information about how a ship's Firepower Attribute works in combat.

For most ships, the Firepower step represents the power of weapons mounted on the ship.

## HULL

A ship's Hull Attribute represents the vessel's durability. This Attribute includes the actual thickness of the ship's walls, how cleverly the ship's design protects vital areas and so on. A ship's Hull covers three factors: Armor, Ramming and Cargo.

The **Armor** rating reduces the damage of all attacks made against that ship. The **Ramming** rating represents the Damage step of the ship's ramming attack against an opposing ship.

The ship's **Cargo** rating represents the amount of freight the ship can carry and still go at full speed. This rating is measured in *duari*, a barrel that is the standard unit of measurement used by every Trade Covenant on the Serpent River, as well as every trading company in Barsaive. A standard *duari* is a cask four feet tall and three feet in diameter, capable of holding 300 pounds of rice.

Every passenger or additional crew member aboard reduces the available space by 2 *duari*, which is important to know for military vessels. Every 20 *duari* a ship carries above its Cargo Rating reduces the ship's Speed by -1. If the Speed of the ship is reduced to zero through a combination of weight and combat Critical Hits, the ship is treated as if derelict.

## DAMAGE

A ship has three Health Ratings, just like a player character. A ship's **Destroyed** and **Derelict** ratings are the ship equivalents of a character's Death and Unconsciousness Ratings, while a ship's **Critical Threshold** is equivalent to a character's Wound Threshold. Specifically, a ship's Critical Threshold is the amount of damage the ship can take from a single attack, after applying armor, before it suffers a Critical Hit.

Each Critical Hit reduces the ship's Speed, Firepower, Hull and Crew Attributes by -1 step each. When a ship accumulates damage equal to its Derelict Rating, it may no longer move or fire. When it accumulates damage equal to its Destroyed Rating, it sinks or crashes.

## CREW

Each ship has a Crew Attribute that represents the overall abilities of its captain and crew. A ship's Crew Attribute includes four factors: its Captain rating, Crew Size, Crew Rating and Morale.

A ship's **Captain** rating represents the minimum talent or skill rank a captain must possess to operate that type of ship. The gamemaster can use this number as the captain's rank in relevant abilities to make tests for a ship when he has not fully fleshed out the captain's abilities and statistics.

The **Crew Size** represents a typical crew complement assuming every member has an Air Sailing, Pilot Boat, or Sailing Rank of 1. It does not have to be the actual number of crew members, but rather serves as a base to determine the number of successful talent or skill tests required to propel the ship (see the descriptions of the aforementioned talents or skills in the **Player's Guide**). Because many sailors have a higher rank, actual crew sizes are often smaller than the Crew Size Rating. Ships using slaves for propulsion still need a regular crew (that uses appropriate talents and skills) to perform maneuvers.

A ship's **Crew Rating** is an abstract rating used in boarding maneuvers in much the same way Firepower is used in ranged combat.

Lastly, a crew's **Morale** is the amount of damage the ship and the crew can sustain before the crew will consider surrendering. Any damage done to the ship's hull, or any damage done to the crew in a boarding action are applied toward the Morale rating to determine if a crew will surrender. Consider hull and crew damage as separate, not combined, for the purpose of this comparison. Of course, player characters may always choose to keep fighting or surrender. The Morale rating applies only to crewmen who are gamemaster characters. Ships can take on additional crewmembers to fight boarding battles or just happen to be a troop transport (this reduces available Cargo space, see above). For every 10 additional crewmembers, increase Morale by +1 for the purpose of boarding battles (p. 65) only.

## TRAVEL HAZARDS

**A**irships often travel vast distances at high speeds, whether on raids, military missions or carrying trade goods to their destinations. Riverboats usually carry trade goods and passengers to destinations along Barsaive's rivers, but may also be involved in military missions and pirate attacks.

The following rules describe game mechanics for the hazards of ship travel.

## AIRSHIP 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.

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 Vivane or Sky Point. 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 creatures live, including Deaths Sea and the Scarlet Sea.

## RIVERBOAT 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.

The various Hazard Levels of the Serpent River system are shown on the 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.

### Sailing Ship Hazards

Any time a sailing ship is sailing in a wind that exceeds 30 miles per hour, the gamemaster makes a Hazard Test for the ship against a Difficulty Number equal to the ship's Speed step. Use step number 4 for the test, and repeat the test every 8 hours if the ship remains in such conditions.

AIRSHIP HAZARD TABLE

| Area                                      | Hazard Level |
|-------------------------------------------|--------------|
| Controlled Territory                      | 5            |
| Open Plains of Barsaive                   | 7            |
| Mountains (Twilight, Delaris, Scol, etc.) | 8            |
| Servos Jungle                             | 8            |
| Badlands (Mist Swamp, Liaj Jungle, etc.)  | 9            |
| Scarlet Sea                               | 10           |
| Death's Sea                               | 12           |

RIVERBOAT 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            |

## HAZARD TESTS

To reflect the challenge of safely navigating such hazards, a ship's captain must make a Hazard Test at the start of every 8-hour period in which his ship is moving. A Hazard Test is made using the Navigation skill for airships and the Read River skill for riverboats.

The Difficulty Number for the test is the Hazard Level of the area or section of river the vessel is on. If the ship will be traveling through areas with two different Hazard Levels during the 8-hour period, the captain must make the Hazard Test against the higher Hazard Level. Traveling in darkness or hazardous weather conditions also increases the Hazard Level by the amounts shown on the Hazard Modifiers Table. Rival territory is controlled by an unfriendly power, such as a Theran ship flying over the Twilight Peaks.

If the Hazard Test yields an Average result, the ship safely navigates all hazards and runs at its normal speed. Unless the Hazard Test achieves a Good result or better, the captain cannot increase the ship's speed (see **Speed**, p. 145).

If the test fails, the gamemaster makes another Hazard Test using a step number equal to the Hazard Level of the area against a Difficulty Number equal to the ship's Maneuverability step. On an Average result, the ship's Speed incurs a penalty of -1. On a Good result, the penalty is -2. On an Excellent result or better, the ship is damaged and receives a Critical Hit.

HAZARD MODIFIERS TABLE

| Situation                    | Hazard Modifier |
|------------------------------|-----------------|
| Rival Territory              | +1              |
| Darkness                     | +1              |
| Rain                         | +1              |
| Storm                        | +2              |
| Major Storm                  | +3              |
| Severe Storm                 | +4              |
| Severe Storm on the Aras Sea | +3              |
| Gale on the Aras Sea         | +4              |

## SHIP COMBAT

**L**ike travel and trade, ship combat is a fact of life in the skies and rivers of Barsaive. Airships must be prepared to do battle with raiders, pirates, Theran slavers and similar menaces. Riverboats must be prepared to do battle with independent pirates, and even rival vessels from within their own *aropagoi* on rare occasions.

Any time two or more ships meet, they may engage in battle. All types of ship combat can be conducted according to a standard, three-step procedure: Declaration, Initiative and Resolve Actions. Various maneuvers that can be used during the combat sequence appear below.

- 1 **Declaration:** The captain of each ship declares which specific maneuver his ship will follow.
- 2 **Initiative:** The captain of each ship makes an Initiative Test using the ship's Maneuverability step.
- 3 **Resolve Actions:** In descending order of Initiative, each captain resolves the maneuver chosen in the Declaration Phase. As soon as a ship succeeds at its declared maneuver, no other ship may complete a maneuver against it that turn.

In keeping with this abstract combat style, time is made abstract as well. Instead of combat rounds, captains maneuver their ships in turns of unspecified length. If a gamemaster finds it necessary to put a time limit on ship maneuvers, we recommend that a turn be

equal to one minute, or ten combat rounds. Remember, once the action moves back to the scale of the characters, time again divides into combat rounds. Unless otherwise decided by the gamemaster, ships engaging each other in combat are considered to be at a distance of 500 yards or less. This is the maximum possible range for ship combat using these rules.

## PURSUIT

When two or more ships meet, one or more may try to engage another in battle. If one of the ships wishes to avoid combat while another wishes to engage in combat, the ships desiring combat must begin pursuit. Please note that the rules below only apply to ships of the same type. Airships have a definitive advantage over riverboats because they can fly—hence they can almost always escape a riverboat attack without using the rules below. Riverboats usually can't escape an airship attack for the same reason.

Pursuit consists of a series of Speed Tests made by each side in the combat. Every turn, each ship that is either pursuing or being pursued makes a Speed Test, rolling its Speed step against a Difficulty Number equal to the opponent's Speed step. If there is more than one ship on each side, the Difficulty Number for the pursuer is the lowest Speed step among the ships he is pursuing, while the Difficulty Number for the fleeing side is the highest Speed step among the pursuing vessels.

The first side to make three successful Speed Tests wins the pursuit; the victorious pursuing ship initiates combat or the fleeing ship evades combat. If the two sides achieve three successes in the same turn, the first ship to score one more success than its opponent wins the pursuit. When there is more than one ship on each side, the gamemaster may apply the results of the pursuit to all ships. Once an airship successfully engages another, it is considered to be roughly 500 yards away from its opponent—the maximum distance at which airships can engage in combat.

If the fleeing ships evade their opponent, the pursuer can make another Speed Test after an hour has passed. If this test succeeds, the pursuer may begin pursuit once again using the rules above. If the test fails, the quarry has escaped.

## COMBAT MANEUVERS

Airships and riverboats can use six different maneuvers in combat, each described below. Each maneuver has a Failure Modifier, which is a modifier that all opposing ships receive on their tests against a ship that failed its declared maneuver.

### Alter Distance

**Failure Modifier:** +2

**T**he Alter Distance maneuver allows the ship to close or extend the distance between it and an opposing ship. The captain makes a Speed Test for the ship against the Speed step of the opposing ship. Each result level allows the captain to alter the vertical or horizontal distance between the two ships by 50 yards. This distance can be split in increments of 50 yards between the vertical and the horizontal as desired. This maneuver is only available against opposing ships of the same type (airships vs. airships and riverboats vs. riverboats). Closing range with stationary targets does not require an Alter Distance maneuver.

### Board

**Failure Modifier:** +4

**A** successful Boarding maneuver brings a ship up alongside another, so the crews of the ships may battle directly. In order to board and storm an opposing ship, the attacker makes a Maneu-

## ✧ BOARDING BATTLES ✧

Boarding battles are an abstract representation of large-scale combat. The crew's morale and confidence plays a larger role in it than the number of the crew or their fighting capability. The crew's ability is expressed in their Crew Rating (which is used for tests in boarding battles), while the confidence gained by being the crew of a mighty ship is expressed by some ship Ratings being used to resist attacks (the more powerful the ship, the more confident its crew). The Morale Rating is a combination of both as well as an independent measure of typical crew representatives' will to fight (a troll raider crew fighting to capture food for their families has more will to fight than a merchantman's crew that is not usually willing to risk their life for the employer's cargo), and can be influenced by actions of player characters.

In a boarding battle, both sides use their Crew Rating for Initiative, Attack, and Damage Tests. They use their ships' Armor Ratings to reduce Damage, Armor-Defeating Hits are possible. They use their ships' Critical Thresholds and Morale Ratings in a similar manner that characters use the Wound Threshold and Unconsciousness Rating: if a Damage Test is equal to or higher than the Critical Threshold, the crew suffers a Critical Hit, 5% of the crew are now deadly injured and require medical assistance to survive, the Crew Rating is reduced by -1 (it is reduced directly, it does not receive an Action Test penalty!); if the total Damage a crew has received reaches its Morale Rating, it surrenders to the enemy. If a crew takes no damage (after reduction by armor) for three consecutive turns, it fully recovers, the current Damage Total is reduced to 0. Previously suffered Critical Hits remain, however, until the crew has fully healed or replacement crew members are found.

If player characters participate in boarding battles, the gamemaster should allow them to influence the outcome, which is determined through standard combat. A ship combat turn covers ten standard combat rounds. The players should fight for 9 normal combat rounds, and the tests for the boarding battle should be made in the tenth. For every enemy crewman a player character eliminates, reduce the opposing crew's Morale by -1 (or alternatively, increase the own crew's morale by +1). The gamemaster can vary this procedure to quicken to boarding battle by reducing the standard combat rounds, or increase the characters' influence by either modifying both Morale Ratings or using a higher modifier.

*Two crystal raider drakkars from the rivaling Bloodlore and Stoneclaws moots, meet in boarding battle. Both sides roll their Crew Rating for Initiative, the Stoneclaws score higher. The Stoneclaws again roll their Crew Rating of 15, this time as an Attack Test against the Bloodlore Crew Rating, which is also 15. They are successful with a Test Result of 17, and now again roll their Crew Rating, this time for damage. The result is 14, which the Bloodlores reduce by their Armor of 12, the Bloodlores now have a Damage Total of 2. The Bloodlores attack in turn, scoring an Excellent Result on their Crew Rating Test—the Stoneclaws Armor Rating won't help them much. The Damage Test result is 21, a Critical Hit! The Stoneclaws now have a Damage Total of 21—one third of their Morale of 60—and their Crew Rating is reduced by 1, to 14. In the following turn, they have a harder time scoring a hit, while it becomes only easier for the Bloodlores. If the Bloodlores can repeat this twice again, they will already have defeated their enemies.*

verability Test against the defender's Maneuverability step. If successful, this maneuver allows the attacking crew to engage the enemy crew in hand-to-hand combat in the next turn. This maneuver can only be attempted against ships within 100 yards and riverboats cannot board airships.

Boarding actions can be accomplished in two ways, the ship initiating the action decides which way is used. In the first, the boarding crew grapples their ship to the one they are boarding. Because they are grappled together, both ships suffer a -4 penalty to each of their Maneuverability and Speed steps. The second method of boarding involves sending a wave of attackers over, using Great Leap and similar talents in conjunction with the initial boarding maneuver. Both ships remain free to maneuver without the grappling penalty while their crews slug it out. However, in order for the attacking ship to get its boarding parties back onboard, it must at some point make another boarding maneuver, at which point its crew returns to their ship.

### Break Off

**Failure Modifier:** +2

**A** ship that wishes to Break Off from combat must make a Speed Test against the highest Maneuverability step among the ships in the opposing fleet. The fleeing ship must succeed at this test in three consecutive turns before it may break off the combat and run. Because a ship cannot act against another ship that has successfully performed its announced maneuver, any successful Maneuver against the ship trying to break off resets the count—breaking off is hard once engaged in combat.

In order to break off from an enemy that has successfully boarded and grappled, a ship must achieve an Excellent or better result on the first Speed Test for the Break Off maneuver. (Remember that both ships will suffer a -4 penalty to their Speed and Maneuverability steps because they are grappled.) If this happens, the enemy crew is assumed to have returned to its own ship. A grapple broken once is considered to be broken for following turns, except if enacted again by an opponent.

Riverboats can't use this maneuver against an airship. Airships using this maneuver against riverboats must succeed at a single Speed Test instead of three.

### Fire

**Failure Modifier:** None if attacking a single ship / +1 for each additional ship attacked

**T**he Fire maneuver is used when a ship attacks an enemy ship with its weapons. The captain of the attacking ship can split the Firepower among his weapons to attack any number of opponents, provided that the sum of Firepower for all his attacks adds up to no more than his ship's Firepower step. Each attack requires a separate Attack Test using the designated Firepower step against each separate target's Maneuverability step. The captain may only make one Attack Test against each target. On an Excellent Success, the attack results in an Armor-Defeating Hit.

If a ship attacks a single target, the Failure Modifier does not apply. However, if attacking multiple ships, the ship suffers a +1 Failure Modifier for each attack that fails to hit each additional target after the first. The effect of the weapon attack (usually damage) is equal to the ship's full Firepower Effect step, -2 for each target.

*Captain Gro'tan has Firepower 18/18 on his ship. He could choose to split his Firepower into three attacks of Step 6 each. Each attack that hit would do Step 12 damage ( $18 - 3 \times 2 = 12$ ).*

Called Shots may be made against a specific ship Attribute—targeting the mast to reduce a ship's Speed, for example. Such an attack is made at a -3 penalty, and damage is applied normally. However, if any damage gets past the ship's Armor, the specified Attribute suffers a Critical Hit (which does not affect any other Attributes). If the damage suffered actually causes a Critical Hit from reaching or exceeding the Critical Threshold, the targeted Attribute suffers Is reduced by -2.

## Ground Assault

**Failure Modifier:** +2

**I**n a Ground Assault, the captain attempts to bring his airship's weapons to bear on a target on the ground. The idea is to swoop in for a swift pass over the target, then veer off sharply to prevent retribution. A riverboat using this maneuver swoops in toward shore, fires at targets on the shore as it passes, then sharply veers away from shore to avoid return fire. (If tests for firing are required, the rules for the Fire maneuver are used.)

To use this maneuver, the captain makes a Maneuverability (S) Test. If the test succeeds, the ship may fire its weapons as described for the Fire maneuver, but at ground targets. If the test fails, the ship is unable to achieve the correct angle for an attack and cannot fire effectively. This maneuver can only be attempted against targets within 200 yards. Airships can use this maneuver against riverboats only if the riverboat is stationary.



## Ram

**Failure Modifier:** +6

**A** ship that wishes to Ram its opponent makes a Speed Test against the target ship's Maneuverability step. If the test succeeds, the attacker has struck the enemy ship, and makes a Damage Test using its Ramming step. This damage is reduced by the target's Armor as normal, but the Speed Test can result in an Armor-Defeating Hit.

The Ram maneuver can only be attempted against targets within 100 yards. This maneuver is only available against opposing ships of the same type (airships vs. airships and riverboats vs. riverboats).

## SHIP WEAPONS

**A** ship's weapons use the ship's Firepower to hit and the Firepower Effect step to determine their effect (usually damage). Airships and riverboats can mix different types of ship-board weapons, but must split the Firepower step among them. For example, a drakkar with a Firepower of 10/13 can carry both spear throwers and net throwers, but must split the Firepower Ratings between them (this only applies if only one type of weapon is used in a volley).

Ship weapons can fire once per ship combat turn (once every ten combat rounds). Thunderbolt throwers can only be fired once before they must be recharged. Ship weapons have Ranges of Short: 20—200 and Long: 201—500 if not otherwise noted.

**Ballista:** A ballista works like an oversized crossbow and fires long spears at its target. Apart from standard spears, special spears tipped with living crystal, True earth or such can also be used as ammunition.

**Catapult:** Catapults most often fling stones, but may also hurl more exotic ammunition, including small casks of oil, alcohol or other flammable materials that can be ignited by fire weapons. Typically, a burning oil cask does only little (negligible) damage upon impact, but the fire does Step 8 damage to a wooden ship each turn until extinguished.

**Fire Cannon:** A fire cannon shoots a ball of flame at the target vessel, which explodes on impact. Each fire cannon can hold five kernels of elemental fire and five kernels of elemental air. The cannon works by mixing one kernel of each elemental substance, creating a fireball. A single volley of a ship's fire cannons uses one elemental kernel of each type for each point of Firepower up to 12. Above 12, a single volley uses one of each type of kernel per extra point of Firepower. For example, a warship with Firepower 17/17 would use 5 kernels of fire and 5 kernels of air ( $17 - 12 = 5$ ) each turn it fires its cannons.

**Dragon's Breath:** Dragon's Breath weapons create an intense, streaming flame comparable to that produced by a real dragon. During each subsequent ship combat turn, the fire does Step 8 damage to a wooden ship each turn until extinguished. Dragon's Breath requires a kernel of elemental fire for each shot fired. A single volley of the weapon uses one additional elemental kernel for each point of Firepower above 12. For example, a Dragon's Breath attack at Step 14 would require 3 kernels of True fire.

**Spear Thrower:** Spear throwers fire long spears at a target, but use elemental magic to do so. Special spears can be used as ammunition (see **Ballista**, above). Spear throwers require a kernel of elemental air. A single volley of the weapon uses one additional elemental kernel for each point of Firepower above 12. For example, a Spear Thrower attack at Step 13 would require 2 kernels of True air.

**Thunderbolt Thrower:** Thunderbolt throwers gain a +6 bonus to the ship's Firepower Effect step for their Damage Test, but may only be used once before recharging. The strike of a thunderbolt thrower creates a deafening boom of thunder as well, imposing a -2 modifier

AIRSHIP RANGE TABLE

| Horizontal Distance | — Vertical Distance — |     |     |     |     |     |     |     |     |     |
|---------------------|-----------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|                     | 50                    | 100 | 150 | 200 | 250 | 300 | 350 | 400 | 450 | 500 |
| 50                  | 50                    | 100 | 150 | 200 | 250 | 300 | 350 | 400 | 450 | 500 |
| 100                 | 100                   | 150 | 200 | 200 | 250 | 300 | 350 | 400 | 450 | 500 |
| 150                 | 150                   | 200 | 200 | 250 | 300 | 350 | 400 | 450 | 450 | 500 |
| 200                 | 200                   | 200 | 250 | 300 | 300 | 350 | 400 | 450 | 500 | NA  |
| 250                 | 250                   | 250 | 300 | 300 | 350 | 400 | 450 | 450 | 500 | NA  |
| 300                 | 300                   | 300 | 350 | 350 | 400 | 400 | 450 | 500 | NA  | NA  |
| 350                 | 350                   | 350 | 400 | 400 | 450 | 450 | 500 | NA  | NA  | NA  |
| 400                 | 400                   | 400 | 450 | 450 | 450 | 500 | NA  | NA  | NA  | NA  |
| 450                 | 450                   | 450 | 450 | 500 | 500 | NA  | NA  | NA  | NA  | NA  |
| 500                 | 500                   | 500 | 500 | NA  | NA  | NA  | NA  | NA  | NA  | NA  |

to the targeted ship's Maneuverability for the next ship combat turn. Thunderbolt throwers can only be recharged by an Elementalist or Weaponsmith while the airship flies through a storm.

**Fire Sheath:** A fire sheath surrounds a ship with an elemental shield that protects against fire cannons and flame weapons such as Dragon's Breath. It must be activated by a word of command, usually known only to the ship's captain and mate. For each kernel of elemental air and fire used, the sheath adds +1 to the ship's Maneuverability and Armor against such attacks for three ship combat turns, after which time the sheath burns out and must be refueled. Fire sheaths can be recharged by an Elementalist or Weaponsmith within an hour, but doing so requires True elements be at hand.

## DAMAGE IN SHIP COMBAT

A ship takes damage in much the same way as a player character. The damage done to the ship by each attack is reduced by the ship's Armor rating. When a ship accumulates damage equal to its Derelict Rating (or has its Speed or Maneuverability reduced to zero), it becomes incapacitated and can no longer perform any combat maneuvers. When the damage exceeds the Destroyed Rating (or the ship's Armor rating is reduced to zero), the ship crashes to the ground, and any crew trapped on board are considered dead. On an airship, most adept crew members know the Wind Catcher talent and will try to leap to safety before the ship crashes.

If a single attack penetrates the ship's armor and does damage that equals or exceeds the ship's Critical Threshold, the ship takes a Critical Hit, which reduces all of its Attributes by -1. A Critical Hit to the ship also reduces the Crew Rating, and indicates that up to five percent of the crew has received deadly injuries. A Critical Hit to the Crew step received in boarding combat, however, does not count as a Critical Hit to the ship. If a ship's Crew Attribute is reduced to zero by accumulated Critical Hits, it no longer has a crew and is pretty much useless.

When making Attack Tests in ship-to-ship combat, keep in mind that Armor-Defeating hits are possible, particularly when attacking with ship weapons like fire cannons and thunderbolt throwers. In addition, the ratings of a ship may be reduced by the effects of hazards encountered while traveling.

Vessels and crews engaged in contests usually **Attack to Stun** (*Player's Guide*, p. 222). Such damage cannot destroy a vessel, but it can inflict Critical Hits and cause it to become derelict. When a ship takes a Critical Hit in such a contest, only 1 crew member dies, rather than 5 percent of the total crew.

## USING TALENTS IN SHIP COMBAT

A ship's crew can often affect the outcome of a battle by using their talents and skills. There are two ways to use talents to influence ship combat. First, a character can use a talent to increase the ship's characteristic. Second, characters can target a ship directly.

The key talents or skills used in ship combat to increase a ship's statistics are Air Sailing and Pilot Boat, respectively. One member each of the crew, usually from the command staff or an individual being assigned a specialty position, can enhance the ship's Speed, Maneuverability, or Firepower Step by making a Test for an appropriate talent against the Attribute's current step, adding a +1 bonus to that Attribute per Result Level achieved, starting with an Average Result, for the next ship combat turn. The effort also takes the entire ship combat turn, no matter if a talent has another Action requirement, it becomes a Sustained Action. One character can only enhance a single Attribute each turn, and an Attribute can only be enhanced by one character. Air Sailing and Pilot Boat are typically used to enhance Speed and Maneuverability, while fire engine powered ships might allow a Questor Test. Enhancing Firepower requires efforts by a seasoned gunner, who may use talents or skills such as Missile Weapons or Arrow Weaving to direct fire; either the Attack or Effect step is enhanced, but two gunners can enhance both. Some characters may enhance any Attribute if they can inspire the crew tasked with appropriate duties, such as a Troubadour encouraging rowers or even cannon crews with his Inspire Other talent, or even a Charisma-only Test. Slavemasters on Theran ships can make tests to drive the slaves to row harder.

The gamemaster can allow any ability to be used to enhance any characteristics in this manner if he feels it is appropriate, depending on how much he wants characters to be able to influence a ship's characteristics. He can also allow enhancements to last longer under non-combat conditions, most likely the Speed Step, if he feels it enhances the game.

When engaging an enemy in ship combat, characters may want to use magic and missile weapons to target enemy personnel, for example to prevent them from enhancing their ship as described above. All such attacks should be considered Called Shots, except if the ships are extremely close, and are made using range modifiers based on the range between the airship and the character's target. Most such attacks take place at a range between 50 and 300 yards. Some other abilities target ships directly, or even have a beneficial effect on ships, examples being the Waterspout and Repair spells.

## USING SHIP WEAPONS IN REGULAR COMBAT

The question of firing ship weapons at a character (or more likely, a creature or Horror) is bound to arise. The following rules apply to those occasions. Characters can use the Missile Weapons talent or skill when firing a ship weapon in regular combat. Remember that it takes considerable time and effort to line up a shot, and unless the target is as big as a ship, the attempt will require a Called Shot (*Player's Guide*, p. 222) and may be a Sustained Action at the gamemaster's discretion, taking more than one combat round to aim and fire. Additionally, the complete cycle of shooting and loading takes one ship combat turn, so regardless of how many

combat rounds it takes to fire a ship weapon, a character cannot fire a ship weapon individually more than once per ten standard combat rounds. Ship weapons fired at individual characters inflict Armor-Defeating Hits on a Good result. For simplicity, ship weapons fired at characters have a Damage Step equal to the Effect Step of the ship's Firepower Rating (while that Rating includes several weapons, ship weapons are individualized weapons, and larger ships with a higher Rating are assumed to carry larger weapons). Armor doesn't protect against this damage.

## CUSTOMIZING SHIPS

**T**he following guidelines allow gamemasters to customize some of the ships found later in this chapter to better fit the needs of their game. Please note that the following rules are only applicable to wooden airships and riverboats, stone airships are built only by the Therans, who never sell them. The cost of such ships can only be guessed at, but even a single stone ship is undoubtedly worth several wooden airships. You can modify them using these rules, but player characters normally cannot buy them.

Customizing an airship consists of three simple steps:

- ❶ Determine Ship Type
- ❷ Equip and Modify Ship
- ❸ Determine Price

### DETERMINE SHIP TYPE

While a group of player characters is unlikely to have the skills needed to build an airship or riverboat on its own, a group can commission or purchase one from a shipyard.

The **Airship** and **Riverboat Descriptions** list the different basic ship types available in Barsaive, along with each ship's basic statistics. Use one of these as the basis during the customization process.

### EQUIP AND MODIFY SHIP

Each ship is unique, and the basic construction plans always include modifications on the customer's demand. Extra benches and oars for additional rowers will give the ship some extra speed; a stronger hull, weapons, and a trained military crew will make it combat-ready. Apart from weapon fittings, which are costed by Firepower, each modification costs 10 percent of the ship's base price and will affect a number of the ship's game statistics. The Ship Modification Table lists all possible modifications as well as the changes to the ship's base statistics. No modification may be applied more than twice, except where otherwise noted.

The modifications can also be used to worsen a ship's characteristics to lower the price, but only when commissioning ships. Each modification can be applied with reversed effects twice, reducing the ship's base price by 5 percent.

Modifying the ship's Hull to increase the Armor via the "stronger hull" option affects its Damage Ratings. The ship's Armor Rating is used to find its new Damage Ratings. To determine a ship's modified Damage Ratings, consult the extended Characteristics Table in the **Appendices**, p. 506. Find the ship's Armor Rating in the Step Number column and use the second entry for the Step Number to determine the Destroyed Rating from the Death Rating column, the Derelict Rating from the Unconsciousness Rating column, and the Critical Threshold from the Wound Threshold column. For example, a ship with an Armor Rating of 12 has a Destroyed Rating of 60, a Derelict Rating of 53, and a Critical Rating of 17.

### DETERMINE PRICE

After applying all modifications, determine the final price of the ship. Ships are sold for whatever cost the market will bear and



varies depending on demand, so the gamemaster can modify the price according to the guidelines in the **Goods and Services** chapter of the **Player's Guide**. Demand for airships is high, however, so characters may not find one right away, and probably not even without paying more than the base price. Additionally, the purchase of an airship by a group of adventurers is unusual enough to draw attention. Please note that riverboats equipped with fire engines are only sold among t'skrang and, as previously noted, stone airships are never sold outside of the Theran Empire.

*James wants to construct a new airship—a war galley. War galleys exist in the fleets of Throal, Travar, Iopos, Jerris and other great powers of Barsaive. He takes the basic game statistics listed for a galley and adds +8 to the ship's Firepower Attribute, increasing the ship's Attack and Damage steps by +4 each. He also adds a Ram to the ship's prow and increases the ship's Armor Rating. Since a war galley is a military ship, James adjusts the Crew characteristics accordingly. The modified galley now looks like this:*

|                           |                            |
|---------------------------|----------------------------|
| <b>Speed:</b> 10          | <b>Final Cost:</b> 203,000 |
| <b>Maneuverability:</b> 9 | <b>Firepower:</b> 20/20    |
| <b>Hull:</b>              |                            |
| Armor: 18                 | Ramming: 30                |
| Cargo: 300                |                            |
| <b>Damage:</b>            |                            |
| Derelict: 77              | Critical: 23               |
| Destroyed: 84             |                            |
| <b>Crew:</b>              |                            |
| Captain: 6                | Crew Size: 150             |
| Morale: 70                | Crew Rating: 18            |

SHIP MODIFICATION TABLE

| Type               | Modifications                                        |
|--------------------|------------------------------------------------------|
| Extra Oars / Sails | +1 Speed, -10% Cargo                                 |
| Extra Rudders      | +1 Maneuverability, -10% Cargo                       |
| Weapon*            | 1,000 sp per +1/+1 of Firepower, -10 Cargo per +1/+1 |
| Ram                | +5 Ramming                                           |
| Stronger Hull      | +3 Armor**                                           |
| Military Vessel*** | +2 Captain, +3 Crew Rating, +15 Morale               |

\* Firepower can be increased to a maximum of 150% of the base firepower

\*\* Also increases the Damage Ratings, see text.

\*\*\* Can only be applied once. Some Theran ships found later in this chapter already are military vessels

## REPAIRING DAMAGED SHIPS

**T**wo types of repairs can be made to damaged ships: crew repairs and shipyard repairs. Repairing airships requires the skills of a shipwright and an Elementalist to handle damage to the ship's physical structure and enchantments. Most minor repairs can be made solely by craftsmen without magical aid, but Elementalists can accomplish many difficult repairs more easily, using magic to knit the airship back together.

### CREW REPAIRS

Sometimes a crew needs to get underway more quickly than usual repair methods will allow. Under extreme circumstances, a crew can even try to make minor repairs while the ship is still moving "on the fly," so to speak.

Repair Tests are made with the ship's Crew Rating Step and require the ship to stop. Repair Tests are made against a Difficulty Number equal to 8, further modified by the time allowed for the Repair Test and the number of Critical hits the ship has taken. If a ship is repaired "on the fly" it does not need to stop, but cannot have its Speed increased by other means. If only one Attribute is repaired, the Difficulty Number is decreased. Modifiers are cumulative. Success on the Repair Test means that one Critical Hit per Result Level achieved, starting with an Average Result, is repaired, and the ship's Damage Points are reduced by half its original Critical Threshold value (rounded up). Failure on a Repair Test means no further Crew Repairs can be made, a Pathetic Result means the ship also takes another Critical Hit. If a ship does not have Critical Hits (either because all have been repaired or because it did not receive any), the crew can make one Repair Test to reduce the its current Damage. Additional repairs to reduce Damage Points require a shipyard (see below).

The Elementalist Repair spell offers another method of effecting quick repairs. When using this spell, the Effect Test replaces the standard Crew Repair Test, but adds total of +6 to the test's Difficulty Number (the Difficulty is not modified for time or being on the fly, but can be reduced for repairing only one Attribute; the Test is made at a -6 penalty when only recovering Damage points). The Repair spell can only be used once, but can be used in addition to all possible Crew Repair Tests, and does not cause additional Damage if it fails. As the Repair spell has a limited Duration, repairs made with it require additional attention at a later point.

*During a battle with a Henghyoke marauder in Lake Pyros, the V'strimon river warship Allegro takes 3 Critical Hits 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 boat's Speed step on the fly. The base Difficulty Number for the Crew Repair Test is 11 (8+3). The test receives a Difficulty Modifier of 2 (+2 for an On-the-Fly repair, +3 for performing the repair in 1 hour, and -3 for repairing just the Speed Attribute). That produces a final Difficulty Number of 9.*

*The Crew Repair Test yields a 15, a Good result! This means that the ship recovers 2 Critical Hits, which pushes the ship's Speed step from 4 up to 6. With the boost in speed, the patrol boat is able to evade the marauder during the subsequent pursuit. Repairing the two Critical Hits also means the current Damage Points are reduced by half the original Critical Threshold value. Half the ship's original Critical Threshold value is 11, which is subtracted from the ship's current Damage Points two times. This leaves the Allegro with 30 Damage Points.*

CREW REPAIR TABLE

| Repair Condition          | Difficulty Number   |
|---------------------------|---------------------|
| Critical Hits taken       | +1 per Critical Hit |
| One day                   | +0                  |
| 6 hours                   | +2                  |
| 1 hour                    | +4                  |
| 10 minutes                | +8                  |
| Repair on the fly         | +2                  |
| Repair one Attribute only | -3                  |

SHIPYARD REPAIR TABLE

| Attribute                  | Cost                | Repair Time      |
|----------------------------|---------------------|------------------|
| Speed                      | 200 sp per step     | 1 week per step  |
| Maneuverability            | 300 sp per step     | 1 week per step  |
| Firepower                  | 300 sp per step     | 1 day per step   |
| Hull:                      |                     |                  |
| <25% of Destroyed Rating   | 200 sp per step     | 2 weeks per step |
| 25-75% of Destroyed Rating | 800 sp per step     | 4 weeks per step |
| >75% of Destroyed Rating   | × 2/3 original cost | 6 months         |

### SHIPYARD REPAIRS

All crystal raider moot-homes have a shipyard where they stock the equipment necessary to make full repairs to the airships they use, but not larger vessels. Major cities like Jerri, Travar, Urupa, Iopos, and the Kingdom of Throal also have shipyards that can serve any wooden airship. Most t'skrang river villages and the city of Urupa maintain shipyards stocked with all the equipment necessary to fully repair riverboats and other types of waterborne vessels. Non-t'skrang towns and cities on the rivers and lakes also maintain shipyards, but these facilities are usually far inferior to t'skrang yards and often can only repair smaller ships. Ship repairs in a foreign port can be long, involved and frustrating for the crew.

Shipyard 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. When a ship enters a yard for repairs, it must undergo repairs to each of its Attributes in need of them, except for its Crew Attribute (see **Recovering Crews**, p. 154). This means the ship must pay for and await separate repairs on its Speed, Maneuverability, Firepower and Hull Attributes. 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 Shipyard Repair Table shows the standard costs and time required for shipyard repairs. Likewise, trollmoots do not charge members of their own moot for repairs, and a rival crystal raider moot will almost never repair a ship from another moot. Few places in Barsaive will offer to repair a crystal raider drakkar, though on rare occasions Throal has been known to repair ships belonging to the Stoneclaws or Swiftwind moots.

The Shipyard Repair Table shows the costs and time required for each type of repairs to any wooden airship or riverboat. Most shipyards will give an estimate on the time and cost for repairs to a ship, and request a twenty percent cash deposit before initiating the process. Hagglng is expected.

The minimum cost to repair a damaged ship is 200 silver pieces, whether it took Critical Hits or not. Such repairs recover all Damage Points. Repairing the hull of a stone airship costs ten times the amount listed on the Shipyard Repair Table and requires facilities only available at Theran ports such as Sky Point.

Superior airship shipyards exist in Jerris and Travar, where all repair times are halved without an increase in cost. The same is true at Sky Point, but only Theran military ships may put in for repairs there. Several towns and cities along the river have superior riverboat shipyards, where ships can be repaired more quickly. The shipyards at Denlikiyan, for example, repair ships in half the standard time at no extra cost. The yards at House K'tenshin's headquarters can make repairs in half the time, but these yards service only K'tenshin vessels. Reportedly, House Ishkarat maintains a remarkably advanced shipyard near Iopos, but the facility only services Ishkaratan boats.

*The Allegro limps into a dwarf town on the eastern shore of Lake Pyros. The shipyard owner there tells the captain that the yard can refit the damaged fire cannons 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 cannons, which still have 3 Critical Hits, will cost 900 silver pieces and take 3 days to complete. The hull damage is down to 30 points, more than 25 percent of the ship's Destroyed Rating but less than 75 percent. Three Critical Hits 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!*

## RECOVERING CREWS

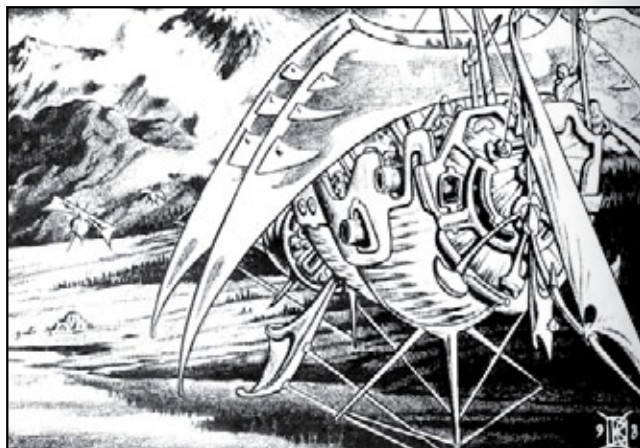
A ship can recover Crew Attribute steps only by recruiting new members. Most airships have a difficult time finding skilled Air Sailors anywhere other than in major cities where a decent airship yard exists. Only if absolutely necessary will an airship take on unskilled crew, usually starting them out as deck hands so they can learn the ropes. The need for new crewmembers can lead to an interesting problem for both crystal raiders and riverboat crews, however.

Most crystal raider airships are crewed by members of a given clan and are part of the moot that owns them. New crew members from outside the trollmoot are almost never recruited. A troll drakkar in need of additional crew members often seeks out adepts and other travelers willing to exchange work on board the airship for passage, particularly if the drakkar is returning home. At home, few drakkars have a problem to find crew members, as the clanmates consider it an honor to serve on one and opportunities are rare.

Likewise, most riverboats are run as "family enterprises." New crew members from outside the covenant are seldom trusted and difficult to recompense. If the crew gives the recruit the same share in the profits as the original sailor, part of the profits end up leaving the covenant entirely. Furthermore, t'skrang crews typically view freelance sailors with suspicion. Ironically, inter-t'skrang rivalries often lead t'skrang crews to recruit replacements from other Namegiver races, particularly humans, orks and even the occasional elf.

Typically, t'skrang covenants recruit young folk in small river villages with enticing stories of the adventurous life that awaits them on the river. Then they pay these *khamorro*, or "deck scrubbers," a few coppers a day. In large ports, crews in need of recruits often hold open houses on board their ships and use generous amounts of food and drink to entice prospective crew members.

A seasoned sailor, however, will always hold out for a crew share in the ship's profits—and a wise one will demand to see the captain's books before he accepts a job on a riverboat.



## SHIP MAINTENANCE

All ships require regular maintenance in order to remain in perfect working order. The rudder must be balanced and checked; decks must be cleaned and maintained; the hull and sails must be kept patched and any weather damage must be repaired. Fire engines must be tuned and stocked with kernels of elemental fire; paddlewheels must be balanced on their crankshafts; hulls must be scraped clean of barnacles; and a large number of appurtenances, from rope to oars to doorknobs, must be refurbished or replaced.

A ship's captain or engineer must make a Maintenance Test each month, using his Air Sailing or Pilot Boat 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 Critical Hit that can only be repaired with an overhaul.

A full overhaul is best performed in a shipyard, where the crew must spend a week and 10 silver pieces for each point of the ship's Destroyed Rating in order to return the ship to proper working order.

T'skrang shipyards are the only places where fire engine-powered vessels can receive complete overhauls.

## FIRE ENGINES

Riverboat crews need to keep their ship's fire engines supplied with ample amounts of elemental fire. T'skrang fire engines consume a kernel of elemental fire every two hundred hours of operation (about one thousand 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 ten hours of life (fifty miles of travel). True elements require special storage in an orichalcum container (Player's guide, p. 264), and prices for True fire vary from place to place (see **Purchasing True Elements**, *Player's Companion*, p. 161). Note many that ship weapons also require True elements to work, see the individual weapon descriptions, p. 66.

# AIRSHIP DESCRIPTIONS

The following profiles provide descriptions and game statistics for the most common types of airships that travel the skies of Barsaive and the Thera Empire. These ships only represent the baseline, or what is typical, for their type. Use the options found under **Customizing Ships**, p. 68, to alter the statistics of these ships to more closely fit their role in your game. Some ships are not normally engaged in combat and have an abbreviated set of game statistics. If these vessels are engaged in combat with a vessel with full statistics, assume they lose without being able to put up much of a fight.

## AIRBOAT

This is the smallest type of airship, capable of carrying up to five human-sized Namegivers or three trolls without undue strain. Airboats are propelled by a single rower or a pair of rowers sitting side by side. Airboats are most commonly used as lifeboats and launches for larger airships such as galleys and galleons. Drakkar-sized or smaller ships rarely carry airboats on board.

|                           |                           |
|---------------------------|---------------------------|
| <b>Speed:</b> 4           | <b>Base Price:</b> 16,500 |
| <b>Maneuverability:</b> 5 | <b>Cargo:</b> 3           |
| <b>Captain:</b> 0         | <b>Crew Size:</b> 1       |

## DRAKKAR

Drakkars are used by the crystal raiders, by freelance pirates, particularly along the shores of the Scarlet Sea, and by the majority of the smaller merchant companies than can afford airships. Some city militias use them for patrol duties. A typical drakkar measures up to twenty yards long and at least five yards wide, with banks of oars and sometimes a single mast for a sail. These drakkars may carry any of the ship weapons described in **Ship Weapons**, p. 150, except for fire cannons, but they most often use spear throwers and catapults.

|                            |                           |
|----------------------------|---------------------------|
| <b>Speed:</b> 10           | <b>Base Price:</b> 50,000 |
| <b>Maneuverability:</b> 10 | <b>Firepower:</b> 10/13   |
| <b>Hull:</b>               |                           |
| <b>Armor:</b> 12           | <b>Ramming:</b> 23        |
| <b>Cargo:</b> 120          |                           |
| <b>Damage:</b>             |                           |
| <b>Derelect:</b> 53        | <b>Critical:</b> 17       |
| <b>Destroyed:</b> 60       |                           |
| <b>Crew:</b>               |                           |
| <b>Captain:</b> 5          | <b>Crew Size:</b> 30      |
| <b>Morale:</b> 50          | <b>Crew Rating:</b> 15    |

### Crystal Raider Drakkar

Crystal raider crews are fierce combatants who fight savagely and almost never surrender. To reflect this, crystal raider drakkars automatically add the Military Vessel modification (see **Customizing Ships**, p. 68) when crewed by troll raiders, but additional troops taken on to achieve this modification lower the Cargo Capacity to 80. Additionally, almost all crystal raider drakkars have a crystal figurehead on their prows whose enchantments add +1 step to a ship Attribute of the gamemaster's choice. Crystal Raider drakkars come as different as crystal raider clans do. Some trollmoots, like the famed Swiftwinds, are superior shipwrights. Others care less about the construction of their ship and more about the raiders they can put onto it. Use the rules for **Customizing Ships**, p. 68, to increase any characteristic of the basic drakkar, or lower it for moots out of their luck. Most crystal raider drakkars have one or two modifications, but only very rarely modify Firepower.

## SMALL DRAKKAR

This type of drakkar is one of the smallest used by the crystal raiders and other Namegivers of Barsaive as a small, fast scout and patrol ship. These vessels have limited firepower and hull protection, relying instead on speed and maneuverability to avoid combat and escape so that they can warn their home bases of intrusion or impending attack. Small drakkars often act as decoys, luring larger ships into an ambush that has several crystal raider drakkars lie in wait for a rich target, like a Thera mining vedette. Such small drakkars are also used as messenger ships to carry urgent information quickly across great distances.

|                            |                                        |
|----------------------------|----------------------------------------|
| <b>Speed:</b> 12           | <b>Base Price:</b> 35,000              |
| <b>Maneuverability:</b> 10 | <b>Firepower:</b> 8/12 (spear thrower) |
| <b>Hull:</b>               |                                        |
| <b>Armor:</b> 10           | <b>Ramming:</b> 18                     |
| <b>Cargo:</b> 30           |                                        |
| <b>Damage:</b>             |                                        |
| <b>Derelect:</b> 44        | <b>Critical:</b> 15                    |
| <b>Destroyed:</b> 52       |                                        |
| <b>Crew:</b>               |                                        |
| <b>Captain:</b> 4          | <b>Crew Size:</b> 15                   |
| <b>Morale:</b> 45          | <b>Crew Rating:</b> 10                 |

## GALLEY

A galley is about thirty yards long and six yards wide, and typically appears in the fleets maintained by cities across Barsaive for shipping goods. Most galleys have sails as well as oars, giving them decent speed and maneuverability, and most mount fire cannons for defense against pirates and raiders. Galleys have enough cargo space for up to 150 passengers or troops or large amounts of cargo.

Generally, a galley will try to outrun or evade attackers. Combat risks the loss of the ship and its cargo, and so most merchant captains will fight only if forced to do so.

|                           |                            |
|---------------------------|----------------------------|
| <b>Speed:</b> 10          | <b>Base Price:</b> 150,000 |
| <b>Maneuverability:</b> 9 | <b>Firepower:</b> 16/16    |
| <b>Hull:</b>              |                            |
| <b>Armor:</b> 15          | <b>Ramming:</b> 25         |
| <b>Cargo:</b> 300         |                            |
| <b>Damage:</b>            |                            |
| <b>Derelect:</b> 65       | <b>Critical:</b> 21        |
| <b>Destroyed:</b> 72      |                            |
| <b>Crew:</b>              |                            |
| <b>Captain:</b> 4         | <b>Crew Size:</b> 100      |
| <b>Morale:</b> 55         | <b>Crew Rating:</b> 15     |



## GALLEON

A galleon is the largest of wooden airships, 50 yards long and more than 10 yards wide, triple-masted with multiple decks and two levels of oars and capable of mounting many fire cannons. The Throalic navy currently has three galleons, two recovered from Throal's pre-Scourge fleet, and a third recently completed by Silver Clouds Shipwrights of Jerris; the latter is Throal's flagship.

An air galleon can carry up to 230 troops and is a formidable airship in time of war, though it remains to be seen if such ships can equal the power of Theran kilas.

|                           |                            |
|---------------------------|----------------------------|
| <b>Speed:</b> 11          | <b>Base Price:</b> 200,000 |
| <b>Maneuverability:</b> 8 | <b>Firepower:</b> 25/25    |
| <b>Hull:</b>              |                            |
| Armor: 23                 | Ramming: 30                |
| Cargo: 450                |                            |
| <b>Damage:</b>            |                            |
| Derelict: 98              | Critical: 27               |
| Destroyed: 104            |                            |
| <b>Crew:</b>              |                            |
| Captain: 8                | Crew Size: 200             |
| Morale: 65                | Crew Rating: 20            |

## TRANSPORT VEDETTE

The following statistics represent a typical transport vedette used by the Theran Empire for a variety of purposes, usually as a passenger or cargo transport, sometimes as a swift messenger ship. Transport vedettes are made from wood, and are only used by the Theran navy for special purposes, such as for messenger services in safe airspace. They are often used by Theran businesses, or even as yachts for the rich to undertake pleasure trips. Transport vedettes are lightly armed at best, for armed ships, use the Firepower rating shown.

|                            |                                |
|----------------------------|--------------------------------|
| <b>Speed:</b> 11           | <b>Base Price:</b> NA          |
| <b>Maneuverability:</b> 10 | <b>Firepower:</b> 8/10 (armed) |
| <b>Hull:</b>               |                                |
| Armor: 10                  | Ramming: 20                    |
| Cargo: 80                  |                                |
| <b>Damage:</b>             |                                |
| Derelict: 47               | Critical: 15                   |
| Destroyed: 54              |                                |
| <b>Crew:</b>               |                                |
| Captain: 4                 | Crew Size: 30                  |
| Morale: 50                 | Crew Rating: 12                |

## MINING VEDETTE

This workhorse Theran stone ship is used for elemental mining throughout the Empire. It is crewed primarily by slaves, overseen by a few Theran soldiers and a slavemaster along with the ship's captain and a small complement of sailors. Mining vedettes rarely carry weapons, but sometimes mount fire cannons for defense. For armed mining vedettes, use the Firepower shown.

|                            |                                |
|----------------------------|--------------------------------|
| <b>Speed:</b> 9            | <b>Base Price:</b> NA          |
| <b>Maneuverability:</b> 10 | <b>Firepower:</b> 8/10 (armed) |
| <b>Hull:</b>               |                                |
| Armor: 20                  | Ramming: 25                    |
| Cargo: 150                 |                                |
| <b>Damage:</b>             |                                |
| Derelict: 88               | Critical: 25                   |
| Destroyed: 94              |                                |
| <b>Crew:</b>               |                                |
| Captain: 3                 | Crew Size: 20                  |
| Morale: 55                 | Crew Rating: 12                |

## MILITARY VEDETTE

A military vedette is rowed by slaves, equipped with a full crew of Air Sailors and soldiers and can carry an additional 100 troops as needed. Military vedettes mount fire cannons and commonly use ramming maneuvers against wooden airships, breaking or crushing their lighter hulls. This ship has the Military Vessel modification (p. 68) already applied.

|                            |                         |
|----------------------------|-------------------------|
| <b>Speed:</b> 9            | <b>Base Price:</b> NA   |
| <b>Maneuverability:</b> 10 | <b>Firepower:</b> 16/16 |
| <b>Hull:</b>               |                         |
| Armor: 20                  | Ramming: 25             |
| Cargo: 80                  |                         |
| <b>Damage:</b>             |                         |
| Derelict: 88               | Critical: 25            |
| Destroyed: 94              |                         |
| <b>Crew:</b>               |                         |
| Captain: 5                 | Crew Size: 40           |
| Morale: 65                 | Crew Rating: 15         |



## KILA

A massive floating fortress, averaging seventy to eighty yards on a side, a Theran kila is more like a flying castle than a traditional airship. Though a kila mounts many fire cannons along its battlements and towers, the shape of the fortress allows only one side's weapons to be brought to bear on a target at a time; the Firepower values below reflect this limitation. A kila can, however, attack targets on all sides simultaneously with no loss in Firepower for multiple targets. Only multiple targets on the same side of the ship reduce the Firepower of the vessel as described under the Fire maneuver. What a kila might lack in concentrated firepower, it more than makes up for in ramming ability; smaller airships frequently smash to pieces against a kila's stone sides.

A kila has a crew of 170 and can carry up to a full Theran cohort (480 soldiers). Kilas commonly have various adepts among the crew, including an Elementalist of at least Sixth Circle and many Archers. This ship has the Military Vessel modification (p. 68) already applied.

|                           |                         |
|---------------------------|-------------------------|
| <b>Speed:</b> 10          | <b>Base Price:</b> NA   |
| <b>Maneuverability:</b> 9 | <b>Firepower:</b> 25/25 |
| <b>Hull:</b>              |                         |
| Armor: 25                 | Ramming: 35             |
| Cargo: 1,000              |                         |
| <b>Damage:</b>            |                         |
| Derelict: 108             | Critical: 29            |
| Destroyed: 114            |                         |
| <b>Crew:</b>              |                         |
| Captain: 6                | Crew Size: 170          |
| Morale: 82                | Crew Rating: 18         |

## BEHEMOTH

The largest airship ever seen in Barsaive is the Theran behemoth. A behemoth is hundreds of yards long on a side, a literal floating city supported by Theran magic. The fortress mounts many fire cannons on each side; though it suffers from the same targeting limitation as kilas, it can bring truly massive firepower to bear. A behemoth can carry two full cohorts of troops, nearly a thousand soldiers, and has a crew of hundreds—among them the slaves who power the vessel under the guidance of a slavemaster and his underlings. The only behemoth in Barsaive is the *Triumph*, now permanently grounded on the hill of Ayodhya near Lake Ban. This ship has the Military Vessel modification (p. 68) already applied.

|                           |                         |
|---------------------------|-------------------------|
| <b>Speed:</b> 12          | <b>Base Price:</b> NA   |
| <b>Maneuverability:</b> 7 | <b>Firepower:</b> 25/30 |
| <b>Hull:</b>              |                         |
| Armor: 35                 | Ramming: 35             |
| Cargo: 2,000              |                         |
| <b>Damage:</b>            |                         |
| Derelict: 145             | Critical: 35            |
| Destroyed: 151            |                         |
| <b>Crew:</b>              |                         |
| Captain: 8                | Crew Size: 250          |
| Morale: 94                | Crew Rating: 22         |

## GHOST SHIP

These phantom airships fly through the skies over Barsaive, looking for living foes to kill and add to their crews of undead spirits. Many ghost ships were created by Horrors; others were created by blood magic or oaths of vengeance sworn by crystal raiders who perished during the Orichalcum Wars or the Battle of Sky Point. Crystal raiders consider seeing a ghost ship a bad omen; no raider wants to meet one. A ghost ship normally sails through astral space, but can materialize in the physical world to attack. The ghosts of crystal raiders or Air Sailors that make up the ship's crew can attack like any living crew, but are more resistant to normal weapons and possess a Chilling Touch power identical to that of a demiwraith. Individual crew members of a ghost ship have the same statistics as demiwraiths.

Ghost ships often carry cannons that fire blasts of pure darkness; these do damage to target airships and crews using the ghost ship's Firepower. Ghost ships can become immaterial while fighting, making them invulnerable to most reprisals from other vessels. The only means of defeating a ghost ship is to board it in combat. If the ghost ship is rendered derelict, it vanishes back into astral space. If it is destroyed, it vanishes forever. Any character still on board the ship has Step 9 rounds (not turns) to escape before the ghost ship disappears into the netherworlds, taking the unlucky character with it.

Characters trapped on board a ghost ship when it vanishes may end up in the realm of Death or some other strange netherworld at the gamemaster's discretion.

|                            |                         |
|----------------------------|-------------------------|
| <b>Speed:</b> 12           | <b>Base Price:</b> NA   |
| <b>Maneuverability:</b> 11 | <b>Firepower:</b> 16/16 |
| <b>Hull:</b>               |                         |
| Armor: 15                  | Ramming: 25             |
| Cargo: NA                  |                         |
| <b>Damage:</b>             |                         |
| Derelict: 65               | Critical: 21            |
| Destroyed: 72              |                         |
| <b>Crew:</b>               |                         |
| Captain: NA                | Crew Size: 30           |
| Morale: 62                 | Crew Rating: 30         |



## RIVERBOAT DESCRIPTIONS

The following profiles provide descriptions and game statistics for the most common types of vessels that travel the Serpent River system and the Aras Sea. All prices are given in silver pieces.

### CANOE

Canoes are the preferred mode of transportation in the Servos Jungle. They come in a variety of sizes. The largest can accommodate up to eight human-sized passengers.

|                           |                       |
|---------------------------|-----------------------|
| <b>Speed:</b> 3           | <b>Base Price:</b> 20 |
| <b>Maneuverability:</b> 4 | Cargo: 5              |
| Captain: 0                | Crew Size: 3          |

### ROWBOAT

Rowboats can carry up to five human-sized Namegivers without undue strain. The Speed step of a rowboat is equal to the Strength step of its rower, divided by 3 and rounded down (to a minimum of Step 1). Most Namegiver rowers can generate a Speed step between 1 and 2 (2–3 mph). Stronger characters, such as trolls or obsidimen, might be able to generate a Speed step of 3—provided they can get inside the rowboat without sinking it in the first place!

|                                       |                       |
|---------------------------------------|-----------------------|
| <b>Speed:</b> Rower's Strength step/3 | <b>Base Price:</b> 50 |
| <b>Maneuverability:</b> 5             | Cargo: 4              |
| Captain: 0                            | Crew Size: 1          |

### SAILBOAT

Sailboats are most often used on the open sea and the Serpent Lakes. These craft range from three to fifteen yards in length. The smallest sailboats carry only two human-sized passengers, while the largest carry up to five crew, plus passengers. Refer to the Sailing Speed Table, p. 145, when determining the Speed step and Maneuverability Attribute of a particular sailboat.

#### Sailboat (Long)

|                                 |                       |
|---------------------------------|-----------------------|
| <b>Speed:</b> Special           | <b>Base Price:</b> 80 |
| <b>Maneuverability:</b> Special | Cargo: 10             |
| Captain: 1                      | Crew Size: 5          |

#### Sailboat (Small)

|                                 |                       |
|---------------------------------|-----------------------|
| <b>Speed:</b> Special           | <b>Base Price:</b> 60 |
| <b>Maneuverability:</b> Special | Cargo: 4              |
| Captain: 0                      | Crew Size: 2          |

## DREVEKI

Examples of the *dreveki*, the small, sail-driven t'skrang fishing boat, can be seen along nearly all the waterways of Barsaive. Refer to the Sailing Speed Table, p. 145, when determining the Speed step and Maneuverability Attribute of a particular *dreveki*. One can often guess the relative prosperity of a *dreveki*'s owner from his vessel's appearance.

Speed: Special      **Base Price:** 150  
**Maneuverability:** Special      Cargo: 10  
 Captain: 1      Crew Size: 7



## DWARF BARGE

Dwarfs do not take easily to water, but in Barsaive a river is always the fastest route to market. "Thus trade makes sailors of us all," as the old dwarf adage says. As with so many other things, dwarf ship design exhibits a plodding utilitarian aesthetic, which makes all dwarf barges appear nearly identical.

Typically, these flat-bottomed boats run close to the river's banks. When traveling downstream, a dwarf barge is propelled by the river's current, and its crew uses poles to steer it. When a dwarf barge travels upstream, it is pulled by a team of pack animals that trudges along one of the ubiquitous tow paths that line the banks of the Serpent and its tributaries. Alternatively, a barge traveling upstream can usually purchase towing services from passing t'skrang ships. The usual fee for a riverboat tow is 30 silver pieces per day. In the area around Throal, riverboats towing one or two barges are a common sight. Towing a barge reduces the riverboat's Speed step by -1 per vessel towed and eliminates the need for the crew's tests to propel the ship.

Dwarf barges are used on the underground rivers of Throal to transport ore. These barges are nearly always accompanied by their own teams of pack animals to ensure that they do not become stranded without an effective means of locomotion. Most dwarf barges contain very few dwarf crew members, because the owners can hire human or t'skrang sailors for a fraction of the price needed to persuade the typical dwarf to venture onto the water.

Speed: 3      **Base Price:** 1,000  
**Maneuverability:** 3      Cargo: 30  
 Captain: 0      Crew Size: 10

## CANAL BOAT

The square-shaped, flat-decked canal boats of the Lake Ban region are usually ten to fifteen yards long and six to ten yards wide. The crews of these boats use long poles to propel and steer them, so they seldom venture far from shore when traveling on the lake. Traditionally, the crews of these vessels paint their boats in garish colors.

Speed: 4      **Base Price:** 1,000  
**Maneuverability:** 4      Cargo: 30  
 Captain: 3      Crew Size: 7

## SCAVIAN BARGE

Scavian barges range from thirty to seventy yards in length and twenty to forty-five yards in width. The decks of these barges typically ride close to the surface of the water and are covered with patchworks of lean-tos and shacks. Although Scavian barges may appear flimsy and haphazardly constructed, they contain numerous advanced features that illustrate the Scavians' ship-building expertise. The Scavians construct the bases of their barges with stone, rather than wood, and so Scavian barges are much more durable than they appear. The vessels are powered by a mysterious means that makes no use of oars or fire engines and enables the barge to travel at a steady speed, regardless of the river's current. Finally, the Scavians' long tradition of elemental fire work is reflected in the impressive power of their barges' fire cannons.

The Crew Size reflects the crew size of the largest known Scavian barges. The actual population of a barge is usually twice its crew size, because Scavian women are forbidden to perform crew duties or make war. Smaller barges are typically populated by up to thirty residents and have correspondingly lower Crew Sizes.

Speed: 5      **Base Price:** 2,000  
**Maneuverability:** 6      **Firepower:** 18/23  
**Hull:**  
 Armor: 20      Ramming: 20  
 Cargo: 30  
**Damage:**  
 Derelict: 88      Critical: 25  
 Destroyed: 94  
**Crew:**  
 Captain: 5      Crew Size: 50  
 Morale: 56      Crew Rating: 16

## RIVER FERRY

Most of the Serpent River's ferry boats are small, older riverboats no longer reliable enough to make journeys of any considerable distance. These vessels have fire engines, but are usually stripped of their fire cannons before entering ferry service. Most often these ships ferry passengers across the river or to nearby towns and villages. On occasion, however, river ferries are used to transport trade goods short distances.

Speed: 5      **Base Price:** 20,000  
**Maneuverability:** 5      **Firepower:** None  
**Hull:**  
 Armor: 10      Ramming: 12  
 Cargo: 200  
**Damage:**  
 Derelict: 45      Critical: 15  
 Destroyed: 52  
**Crew:**  
 Captain: 2      Crew Size: 7  
 Morale: 30      Crew Rating: 10



## MERCHANT RIVERBOAT

The riverboats of the Serpent River are used almost exclusively by t'skrang traders. The average merchant vessel is fifty to seventy yards long and thirty to forty yards wide, and carries goods, equipment, and passengers. T'skrang riverboats are nearly always armed with fire cannons for defensive purposes, although the cannons may not always be in the best condition. Typically, riverboats are built with flat bottoms so that they can more easily navigate sand bars and other submerged hazards. In the past, strict regulations ensured that riverboat captains possessed considerable experience, but these standards have eroded in recent years.

|                           |                           |
|---------------------------|---------------------------|
| <b>Speed:</b> 7           | <b>Base Price:</b> 40,000 |
| <b>Maneuverability:</b> 7 | <b>Firepower:</b> 13/13   |
| <b>Hull:</b>              |                           |
| Armor: 15                 | Ramming: 25               |
| Cargo: 300                |                           |
| <b>Damage:</b>            |                           |
| Derelict: 67              | Critical: 21              |
| Destroyed: 74             |                           |
| <b>Crew:</b>              |                           |
| Captain: 4                | Crew Size: 40             |
| Morale: 45                | Crew Rating: 14           |

## RIVER WARSHIP

The warships of the *aropagoi* are the undisputed masters of Barsaive's waterways. The basic design of a warship differs little from a merchant riverboat, but warships tend to be considerably larger than merchant vessels—some, in fact, are up to one hundred yards in length. Warships also carry more fire cannons, armor and crew members than merchant vessels, which leaves them with less cargo space than trading boats. Captains of *aropagoi* warships are among the craftiest fighters and tacticians anywhere on the river, and their crews are seasoned and fierce. This ship has the Military Vessel modification (p. 68) already applied.

|                           |                           |
|---------------------------|---------------------------|
| <b>Speed:</b> 7           | <b>Base Price:</b> 50,000 |
| <b>Maneuverability:</b> 7 | <b>Firepower:</b> 17/17   |
| <b>Hull:</b>              |                           |
| Armor: 16                 | Ramming: 25               |
| Cargo: 100                |                           |
| <b>Damage:</b>            |                           |
| Derelict: 69              | Critical: 22              |
| Destroyed: 76             |                           |
| <b>Crew:</b>              |                           |
| Captain: 7                | Crew Size: 150            |
| Morale: 70                | Crew Rating: 18           |

## RIVER GALLEY

Most merchants from the trading cities of Urupa, Travar, Iopos, and other non-t'skrang towns, rely on oar-driven galleys to transport their wares. These ships are powered by up to one hundred oarsmen, arranged in two staggered levels that enable each rower to pull a single oar. The galley's speed is controlled by a drummer, who sets the rowers' pace by beating on a drum set between the rows of oarsmen. Most modern galleys feature top decks that shield their rowers, fire cannons mounted along their gunwales, and small masts and sails. Galleys can only use their sails when traveling with tail winds, because they have no keels to help them tack against the wind.



Free galleys, which use free men as oarsmen, are the norm throughout Throal-dominated Barsaive. Slave galleys use slaves as rowers and must employ small contingents of armed guards to keep their oarsmen under control.

|                           |                            |
|---------------------------|----------------------------|
| <b>Speed:</b> 5           | <b>Base Price:</b> 100,000 |
| <b>Maneuverability:</b> 5 | <b>Firepower:</b> 12/15    |
| <b>Hull:</b>              |                            |
| Armor: 14                 | Ramming: 16                |
| Cargo: 200                |                            |
| <b>Damage:</b>            |                            |
| Derelict: 61              | Critical: 20               |
| Destroyed: 69             |                            |
| <b>Crew:</b>              |                            |
| Captain: 3                | Crew Size: 100             |
| Morale: 51                | Crew Rating: 15            |

## SAILING SHIP

The keeled sailing ships of the Aras Sea depend on the wind to push them along the water. Reportedly, some of these vessels mount fire cannons, but few such ships have ever been seen in Barsaive's Aras ports. The statistics represent a ship 24-yards long and 12-yards wide, with a 5-yard draft. A sailing ship's Speed step varies, depending on the strength of the prevailing wind and whether the ship is running with the wind or tacking against it (see **Speed**, p. 145).

|                                 |                           |
|---------------------------------|---------------------------|
| <b>Speed:</b> Special           | <b>Base Price:</b> 30,000 |
| <b>Maneuverability:</b> Special | <b>Firepower:</b> 12/12   |
| <b>Hull:</b>                    |                           |
| Armor: 12                       | Ramming: 16               |
| Cargo: 50                       |                           |
| <b>Damage:</b>                  |                           |
| Derelict: 53                    | Critical: 17              |
| Destroyed: 60                   |                           |
| <b>Crew:</b>                    |                           |
| Captain: 3                      | Crew Size: 30             |
| Morale: 46                      | Crew Rating: 13           |

# GAMEMASTER CHARACTERS

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

• SWORDMASTER LUTHAN DISCOVERS  
THAT CHANGE IS INEVITABLE •

**T**his chapter offers guidelines for making gamemaster characters an active and ongoing part of adventures and campaigns. This section also provides several gamemaster character profiles representing a variety of ordinary Barsaivian citizens that adventurers may encounter on a regular basis. You can drop these fully developed characters into your campaigns with very little work.

Because the player characters may also meet extraordinary gamemaster characters who are adepts like themselves, this chapter provides rules for creating such characters, who are usually equal or superior to the characters controlled by the players. Adept gamemaster characters usually appear as opponents rather than townsfolk.

## ROLES

**G**amemaster characters may fill several roles in an **Earthdawn** game. Player characters may count some gamemaster characters as friends and supporters; some gamemaster characters act as opponents; others function simply as merchants and other neutral characters. All types of gamemaster characters hold various degrees of importance. Many gamemaster characters play small, unimportant roles in an adventure, serving mostly as arrow fodder, for example, the henchmen of the evil Wizard or random ork scorchers that roam the countryside.

Once they appear, these characters rarely survive to reappear in your campaign. Once revealed, they're dead or gone. Only those with an extraordinary gift for self-preservation make it past the first encounter; the gamemaster may also make an effort to save and reintroduce those with an unusual (and fun) character.

Some gamemaster characters will play a more important role in your campaigns. For example, the characters may come to depend on the merchant from whom they buy their adventuring equipment, the tavern owner who always knows the latest

rumors and gossip, and the blacksmith who understands horses better than anyone else. These characters are likely to become permanent fixtures in your campaign, and may become a part of the characters' lives.

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

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

## TYPES

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





## PATRONS

Patrons are essentially gamemaster characters who help the players' characters on an ongoing basis. Though similar to supporters (see below), patrons perform a slightly different function: while supporters only help characters, patrons may also hire the characters to perform missions or to undertake quests or journeys. For example, characters could enjoy the patronage of an important person such as the head librarian of the Library of Throal. In exchange for providing them assistance whenever the characters are in Throal, the librarian might trade favors (see the **Gamemastering** chapter, p. 94) by asking the characters to journey to the rumored location of a forgotten kaer to search for historically important records. The librarian might also take advantage of the group's experience and status and ask them to transport important documents from Throal to Jerris, or Travar, or some other important city in Barsaive.

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

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

Patrons also provide a logical and convenient way to begin an **Earthdawn** game by giving individual characters a common purpose and goal. By the time they've journeyed together on an adventure or two, the characters may decide to stay together for reasons unrelated to their patron. For example, the characters may

find a magical treasure while fulfilling a mission for their patron, then decide to continue to adventure as a group in order to learn the history of the item and unlock its magical abilities.

The patron's mission can also serve as a device to get the characters to the "real adventure." For example, the patron may ask the characters to carry an item or scroll from Throal to the Dragon Mountains. On the way there, or en route to their next destination, the characters discover a deserted kaer. This is the heart of the adventure; the journey served to get the characters to that location so that they could uncover the lair of the Horror that has been feeding on the nearby locals since the end of the Scourge.

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

## OPPONENTS

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

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

One way to create well-rounded opponents for your adventures is to use the character creation system provided in the **Earthdawn** rulebook. Put as much thought into your opponent character as the players give to their characters; after all, gamemaster characters are your vehicle for creative expression in the game. Answer the questions in the **Flesh Out Your Character** section in the **Creating Characters** chapter on p. 31 of the *Player's Guide* for each opponent you create. This will help prevent your opponents from becoming dime-a-dozen throw-away bad guys. You can also tailor one of the archetypes from the *Player's Guide* to meet your needs. Another option is to create gamemaster character adepts using the rules given below. These rules allow you to create a high-Circle adept opponent in a relatively short time and provide powerful opposition for your characters.

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

## SUPPORTERS

Supporters are gamemaster characters who 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. 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 Supporters

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. All gamemaster characters who agree to support a player character must immediately take the oath. Each year, near the anniversary of the first oath, the character must renew the blood peace oath with any characters he wishes to keep as supporters.

*The taciturn dwarf hero Ulka spent six hours watching the human Weaponsmith Thrit at work. Ulka sat silently, moving only when he could no longer see Thrit work from where he sat. Thrit worked as if the dwarf were not there. In the late afternoon, Ulka cleared his throat. Thrit immediately stopped hammering.*

*"Figure I have a spell of fighting coming up," Ulka said.*

*"I've heard tell," Thrit replied. His hammer remained poised as the Weaponsmith waited for Ulka to continue. The dwarf said nothing. Thrit hammered for another hour.*

*As the sun set, Thrit polished his day's work. Ulka stood. Thrit glanced at him, his face impassive. Dying embers crackled in the stillness of the evening.*

*"Figure I need some good weapons for the fight—and a Weaponsmith I can rely on," Ulka said. Thrit cracked a half-smile that was all but invisible in the fading light.*

*"You got one," he said.*

*The two men swore an oath of blood peace, sealing a relationship that they would forge into friendship.*

*Storytellers still recount the feasts and entertainments held when Queen Alachia of the elves became a supporter of the Elementalist Kirgravane. For six days the Elementalist strove to prove himself worthy of the queen's support by participating in a series of games and dances chosen by Alachia.*

*On the first day, the queen commanded Kirgravane to join the wrestling competition between the thorn men. The Elementalist quickly discovered that much of his magic did not affect his adversaries. Queen Alachia delighted in his immediate dismay, but lowered the barrier she had raised against magic when one of the thorn men grabbed Kirgravane by the throat. Though Kirgravane sensed his spells would now work, he was determined to impress the queen, and so refused to help himself by casting his spells. Instead, he gripped the hand crushing his throat and rolled backward, using the thorn man's extended arm as a lever. The thorn man, bracing himself to ward off a spell from the Elementalist, was caught off guard and thrown to the ground. Kirgravane quickly pinned his opponent to win the match and stood, his throat bleeding, to bow low to the queen.*

*For five more days and five more nights Kirgravane did as the queen commanded. Using skill or wit, the Elementalist won each test Alachia devised. And with every trap he avoided, every challenge he overcame, the queen's respect for Kirgravane grew.*

*On the final night, the queen commanded Kirgravane to join in the Moon's Flight, a dance performed by hundreds of winged fairies who spun and flitted, weaving magic patterns in the air. The patterns bent the moonlight into arcs of cascading sparkles that lifted the dancers from the forest floor. Kirgravane first danced with the ladies of the court. The steps were difficult, and Kirgravane concentrated, lest he lose the rhythm and miss an arc and step unsupported into the cold night air. Soon the arcs spiraled upward, making a misstep that initially would have been a mere embarrassment potentially injurious. As the dancers soared higher, any step he missed would become fatal.*

*When the moving figures cleared the tops of the trees of Wyrn Wood, the ladies left Kirgravane. The queen commanded him to dance with her, and the elven queen and the Elementalist drifted higher into the darkness. What they spoke of no-one admits to knowing. What was promised, and by whom, has not been told. But when the pair descended, Queen Alachia announced her undying support for the hero Kirgravane. The two swore an oath of blood peace before the assembled ladies and lords.*

STEP NUMBER CONVERSION TABLE

| Step Number | Attribute Value | Defense Rating | Mystic Armor | Death Rating | Unconsciousness Rating | Wound Threshold |
|-------------|-----------------|----------------|--------------|--------------|------------------------|-----------------|
| 2           | 1–3             | 2–3            | 0            | 19–22        | 10–13                  | 3–4             |
| 3           | 4–6             | 4              | 0            | 23–26        | 14–17                  | 5–6             |
| 4           | 7–9             | 5–6            | 0            | 27–30        | 18–21                  | 6–7             |
| 5           | 10–12           | 6–7            | 0–1          | 31–34        | 22–26                  | 8–9             |
| 6           | 13–15           | 7–8            | 1–2          | 35–38        | 27–30                  | 9–10            |
| 7           | 16–18           | 9–10           | 2–3          | 39–42        | 31–34                  | 11–12           |
| 8           | 19–21           | 10–11          | 3–4          | 43–46        | 35–39                  | 12–13           |
| 9           | 22–24           | 11–12          | 4–5          | 47–50        | 40–43                  | 13–14           |
| 10          | 25–27           | 13             | 5–6          | 51–54        | 44–47                  | 15              |
| 11          | 28–30           | 14–15          | 6–7          | 55–58        | 48–51                  | 16–17           |
| 12          | 31–33           | 15–16          | 7–8          | 59–62        | 52–55                  | 17–18           |

## Types of Supporters

Not all gamemaster characters are created equal, and so the support they can provide may vary greatly. A kindly itinerant peddler, for example, could not hope to equal the support of Queen Alachia. The support of a Weaponsmith adept is probably worth more than the peddler's, but less than the queen's.

The blood magic of the blood peace oath is social magic. Because player characters must perform certain actions to maintain supporters' loyalty, the social differences between the characters swearing the oath affects the cost to maintain these supporters.

Supporters are divided into three types, according to their stations in life and abilities. Peddlers, merchants, and others of a similar social stratum are Type 1 supporters. Adepts and persons employed within the lower levels of government are Type 2 supporters. Key members of governments, like Queen Alachia and King Neden, are Type 3 supporters. Maintaining the support of each type requires different actions.

## Maintaining Supporters

Supporters may aid characters in many ways, and will continue to help their hero's cause in his 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. Three small favors are adequate to maintain the loyalty of any Type 1 supporter, as long as the supporter wants the favors.

A player's character can maintain a Type 2 supporter by performing one large favor for that supporter each year. Again, the supporter must want the favor.

Performing one dangerous, heroic action per year, such as a blood promise deed, will maintain a Type 3 supporter. The supporter must need or have requested the deed, however.

The gamemaster decides exactly what type of action is required to maintain each type of supporter.

## Losing Supporters

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 Permanent Blood Magic damage 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 has passed.

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 Permanent Blood Magic damage 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 Will Do

Over time, supporters willingly perform a large number of small favors for the characters they support, for example, keeping their ears open for interesting rumors. Supporters may also exchange

large favors with a character. These large favors exchanged, however, do not include those used to maintain the supporter.

*Kirgravane performs two large favors every year for Queen Alachia as part of the cost to maintain her support. The queen sees these as her due and will not perform favors in return. However, Alachia will return the third large favor Kirgravane performs in a given year, and all large favors after that.*

A supporter whose attitude is Loyal or Awestruck toward a character may perform a large favor for him or her as a gift each year.

All supporters will take risks for a player character. Those whose attitudes are Neutral will take substantial risks only when they know that failing to do so would allow the character to die.

Friendly supporters will take risks whenever their actions can prevent a character from suffering significant harm, including Wounds or death, imprisonment, and capture. Friendly supporters will take these actions on their own initiative and will also watch for other, minor threats to the character they support.

Loyal or Awestruck supporters always take whatever risks are necessary to help a character, and remain ever vigilant to protect the character's best interests.

## What Supporters Won't Do

The gamemaster decides the exact actions that a supporter will perform, but he should recognize that supporters will not throw their lives away for a character. This does not mean a supporter will not sacrifice his life if that is the only way to save the hero. At the same time, a supporter will not automatically open suspicious-looking chests just because the character does not want to take the risk himself.

Though supporters are gamemaster characters, they, too, have individual lives in the world of **Earthdawn**. Supporters may not be able to drop whatever they are doing to help a character every time she calls. Friendly supporters accept some demands with grace, and Loyal supporters respond to their hero's request every time, but even the most loyal supporter has his limits. A character who willfully and carelessly exceeds those limits may find his 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 the **Building Your Legend** chapter on p. 239 of the *Player's Guide*. Use the Circle 1–4 column to calculate Legend Points for Type 1 supporters, 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-referencing 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 Talent Rank Cost Table. Thrit is a Type 2 supporter, placing him in the Circle 5–8 column of the table. Thus, Ulka earns 200 Legend Points for renewing the vow. If Ulka renews it next year, he will gain 300 Legend Points.*

*Kirgravane renews his oath of blood peace with Queen Alachia for the eighth time. Queen Alachia is a Type 3 supporter, and so Kirgravane earns 8,900 Legend Points. The fifteenth time he renews the oath of blood peace with the elven queen he will earn 258,400 Legend Points!*

Each renewal beyond the fifteenth earns the same number of Legend Points as if it was 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.

Supporters who betray their hero must break their blood peace oath by doing so and will suffer the consequences as a result.

## CREATING GAMEMASTER CHARACTERS

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

**Name:** This is the name of the character.

**Rank and Discipline** (if an adept): This provides the Discipline and appropriate rank of adept characters.

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

**Attributes:** These entries provide the character's Attribute steps, with an Attribute value shown in parentheses ( ) as follows:

|            |            |
|------------|------------|
| DEX (#): # | PER (#): # |
| STR (#): # | WIL (#): # |
| TOU (#): # | CHA (#): # |

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

## FLESHING OUT STATISTICS

We suggest two ways to flesh out these abbreviated stats. The first is to consult the Step/Action Dice Table on p. 14 of the *Player's Guide* to find the Attribute values associated with each given step number. Using the Attribute values, find the appropriate characteristics in the Characteristics Table, also in the *Player's Guide*, on p. 28. This method serves as a shortcut through the character creation process.

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

The Step Number Conversion Table on p. 78 provides values for the most commonly used game statistics:

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

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

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

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

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

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

### Using the Step Number Conversion Table

The Step Number Conversion Table allows the gamemaster to derive values for the most commonly used characteristics directly from the step numbers given in the statistics for gamemaster characters. To use the table, find the step number in the left-hand column, then read across that line to find the required characteristic values. The table lists a range of values for each of the characteristics. The range provided allows you to make your gamemaster characters less or more powerful than average by choosing a number from the lower or upper end of the range. Choosing from a range also allows you to create gamemaster characters that better resemble player characters (with a more varied scope of characteristic values) by choosing high numbers for some characteristics and low numbers for others.

By cross-referencing the Step Number Conversion Table to the Step/Action Dice Table and the Characteristics Table in the *Player's Guide*, gamemasters can convert the step numbers for gamemaster characters into accurate Attribute values and so determine the exact value of all of the character's characteristics.

## CALCULATING LEGEND POINTS FOR GAMEMASTER CHARACTERS

For non-adept gamemaster characters follow the exact same guidelines for determining creature Legend Awards (see the *Creating Creatures* chapter, p. 105).

## Calculating Legend Points for Adepts

The Legend Award for Adepts is equal to their Circle. An adept is a 1 per 2 PC opponent if they possess the Double Charge, Second Attack, Second Shot, or Second Weapon abilities. An adept is a Group opponent if they possess the Frenzy, Multi-Charge, Multi-Shot, or Multi-Strike abilities.

*A First Circle Warrior is worth a First Circle Legend Award. An Eighth Circle Warrior who possesses the Second Attack talent is worth an Eighth Circle Legend Award for 2 or 3 player characters. A Fourteenth Circle Warrior who possesses the Multi-Strike talent is worth a Fifteenth Circle Legend Award for the entire group of characters.*

## GAME BALANCE

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

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

## DETERMINE OPPOSING FORCES

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

### Attack Potential

To judge each side's ability to successfully attack, first determine the average Defense Ratings of the players' characters by separately adding up the ratings for each type of Defense (Physical, Spell, and Social) and dividing each total by the number of player characters, rounding fractions up.

Compare the result to the opposition's attack step number. The attack step number could be an Attack or Spellcasting step for creatures or a Talent step for gamemaster character adepts. If the step number is equal to the appropriate average Defense Rating (Physical, Spell, or Social), then the opponent holds an even chance of attacking the characters successfully. If the step number is lower or higher than the average Defense Rating, the opponent has a less than or greater than even chance of attacking successfully.

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

## Damage Potential

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

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

## DETERMINE THE ADVANTAGE

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

Gamemasters can compare characters and opponents to determine which side holds an advantage using the following parameters:

- Characters' Attack vs. Opponents' Defense
- Opponents' Attack vs. Characters' Defense
- Characters' Damage Potential vs. Opponents' Damage Resistance
- Opponents' Damage Potential vs. Characters' Damage Resistance

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

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

## EVEN THE ODDS

To balance fights between unevenly matched groups of characters and opponents, simply adjust the number of opponents to more closely match the number of characters. For example, a group of Third Circle adepts would have to fight more than double their number in skeletons in order for the fight to be fair.

If the difference in power, abilities, and numbers between the characters and opponents is relatively minor; increase or decrease (as appropriate) the number of opponents by a smaller margin.

## ADEPT GAMEMASTER CHARACTERS

Gamemasters who want to create more powerful and complex gamemaster characters can create adepts. Adept gamemaster characters can be supporters, opponents, or patrons. For example, the player characters might find a unique tavern-keeper and retired adventurer to act as their patron; a casual acquaintance often met in the same weapon shop could become a supporter.

To create an adept gamemaster character, start by generating a character according to the rules for **Creating Characters** in the *Player's Guide*, or choose one of the Discipline archetypes from the same rulebook.

If the adept gamemaster character will be First Circle, the archetypes can be used as is. If you want to play a higher-Circle adept, choose the character's Circle and then find the minimum number of talents and their minimum ranks for adepts of that Circle on the Circle Advancement Table in the **Building Your Legend** chapter on p. 424 of the *Player's Guide*. Select a number of additional talents from the appropriate **Disciplines** chapter in the same rulebook to bring the character's total talents to the minimum for adepts of the desired Circle. Assign each of the talents the minimum rank for adepts of that Circle, then adjust the character's characteristics according to his Circle and note any special abilities.

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

character's other talents as well. You can further round out the character by adding several talent knacks to provide specializations where you feel they are required.

As you create your gamemaster characters, particularly those who will likely last longer than a single encounter or adventure, fill out a Character Record Sheet. Note that all of the gamemaster characters are able to read and write (Dwarf/Throalic) as well as Speak (Dwarf/Throalic) and their racial language as General skills, if these skills are not listed.

For adept gamemaster characters, Discipline talents are listed with a superscript <sup>D</sup> and talents that require Karma are *italicized*.

## NON-ADEPT GAMEMASTER CHARACTERS

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

Gamemasters may like to modify these characters for different Namegiver races. This is usually just a case of adjusting the character's Attribute and associated Skill steps. Some Death Ratings take into account permanent damage caused by using blood magic (usually blood charms). These are noted in the character's statistics. See the descriptions of blood charms in the **Goods and Services** chapter on p. 257 of the *Player's Guide*.



# TROLL CITY WATCH

*"The people pay me to keep their town secure, and roving bands of so-called heroes like you make my life difficult. And when my life gets difficult, I get mad, and when I get mad, I like to take it out on roving bands of heroes. So I only have one rule—don't make my life difficult!"*

## Attributes:

DEX: (10): 5    PER: (9): 4    STR: (18): 7    WIL: (9): 4    TOU: (16): 7    CHA: (8): 4

## Characteristics:

Initiative: 2    Physical Defense: 6  
Physical Armor: 8    Spell Defense: 6  
Mystic Armor: 0    Social Defense: 5  
Death: 37\*    Recovery Tests: 3  
Unconsciousness: 29\*    Knockdown: 7  
Wound Threshold: 11    Movement: 7

\* These values have been adjusted for blood magic.

## Skills:

Detect Weapon (2): 6, Disarm (2): 7, Local Lore <sup>K</sup> (3): 7, Local Politics <sup>K</sup> (3): 7, Melee Weapons (3): 8, Parry (3): 8, Read/Write Language (1): 5—(Dwarf/Throalic), Riposte (3): 8, Search (3): 7, Speak Language (2): 6—(Dwarf/Throalic, Troll), Tactics (3): 7, Unarmed Combat (1): 6, Weapon Rune Carving <sup>A</sup> (1): 5

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Buckler (Phys 1; Deflect: +1/0; Shatter 17), Chainmail (Phys 7; Init 3)

**Weapons:** Club (Damage 10), Pole-Axe (Damage 15; Cannot use shield), 2 × Spears (Damage 11; Range 10–20 yards/5–10 hexes)

**Equipment:** Absorb Blow Charm (2 Blood Magic Damage), Belt Pouch, Carving Tool, Traveler's Garb

**Loot:** 15 silver pieces

**Legend Award:** Second Circle

**Notes:** As a troll, the non-adept possesses the Heat Sight racial ability.

## Commentary:

The troll city watch's job is to keep the peace, and if he has to break a few skulls to do it, so be it. He's got a bad attitude, a big weapon, and the law on his side. In short, he's your worst nightmare—a troll with a badge of office.



## Quotes:

"Meet my good friend Sir Pole-axe."  
"You're beginning to make my life difficult, young sir."  
"Have you ever had a grown troll sit on your chest until your face turned purple and you begged for mercy? It can be easily arranged."

# HUMAN HORROR-SCARRED MADMAN

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

## Attributes:

DEX: (8): 4    PER: (19): 8    STR: (7): 4    WIL: (8): 4    TOU: (7): 4    CHA: (7): 4

## Characteristics:

Initiative: 4    Physical Defense: 5  
Physical Armor: 0    Spell Defense: 10  
Mystic Armor: 0    Social Defense: 15\*  
Death: 27    Recovery Tests: 1  
Unconsciousness: 18    Knockdown: 4  
Wound Threshold: 6    Movement: 6

\* Magically enhanced value.

## Skills:

Arcane Mutterings (2): 6, Body Painting <sup>A</sup> (1): 5, Horror Lore <sup>K</sup> (10): 18, Read/Write Language (1): 9—(Dwarf/Throalic), Rock History <sup>K</sup> (4): 12, Stick History <sup>K</sup> (4): 12, String History <sup>K</sup> (4): 12, Scourge History <sup>K</sup> (2): 10, Speak Language (2): 10—(Dwarf/Throalic, Human), Wilderness Survival (2): 10

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** None

**Weapons:** None

**Equipment:** Ball of String Painting Tools, Peasant's Garb, Rock, Stick

**Loot:** 7 copper pieces

**Legend Award:** First Circle

## Commentary:

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



## Quotes:

"Don't touch my rock."  
"The Horror was in my friend Neville's brain, too. But that was before he exploded ..."  
"Yes. I know how I got it out of my head. I used my string. Want me to show you how?"

## HUMAN FOUL FOLK

*"I have no time for you and yours. You think you survived the Scourge, but you have no real idea of what it 'actually' took from us all."*

### Attributes:

DEX: (10): 5    PER: (10): 5    STR: (12): 5    WIL: (10): 5    TOU: (10): 5    CHA: (10): 5

### Characteristics:

|                     |                     |
|---------------------|---------------------|
| Initiative: 5       | Physical Defense: 6 |
| Physical Armor: 2   | Spell Defense: 6    |
| Mystic Armor: 0     | Social Defense: 6   |
| Death: 31           | Recovery Tests: 2   |
| Unconsciousness: 22 | Knockdown: 5        |
| Wound Threshold: 8  | Movement: 6         |

### Skills:

Battle Shout (1): 6, Horror Lore <sup>K</sup> (2): 7, Melee Weapons (2): 7, Read/Write Language (1): 6—(Dwarf/Throalic), Scourge History <sup>K</sup> (2): 7, Speak Language (2): 7—(Dwarf/Throalic, Human), Streetwise (2): 7, Tattooing <sup>A</sup> (1): 6, Wilderness Survival (2): 7

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Padded Armor (Phys 2)

**Weapons:** Dagger (Damage 7; Range 10–20 yards/5–10 hexes), Dwarf Sword (Damage 9)

**Equipment:** Peasant's Garb, Tattooing Tools

**Loot:** None

**Legend Award:** First Circle

### Commentary:

Foul folk offers a catchall term to describe Namegivers corrupted by the Horrors. Though foul folk may exist anywhere in Barsaive, many of them are drawn to the ruins of Parlainth. Most foul folk look very much like normal Namegivers, except for a slightly crazed, somehow evil look in their eyes. Their corruption robbed them of the last remnant of good, and only those foul folk with extremely high Charisma can convincingly mimic positive emotions such as love or joy. Foul folk exist among all the Namegiver races, and their statistics vary according to their race. The statistics given here represent an average human member of the foul folk. A few of the foul folk are adepts. Use the Discipline archetypes in this chapter.



### Quotes:

"Yes, yes. I hear you talking but I care nothing for what you have to say."  
 "Pain? You have no idea what real pain is. Here, let me show you ..."  
 "Mmmmmrrmmmmrrmm ... Arrrrggghh!"

## HUMAN CULT MEMBER

*"Have you not heard of the Shield of Slangue the Merciless? Its ancient power would dwarf your wildest imaginings. I will search for the Shield until my bones lie bleaching in the sun. Countless others would also gladly give their lives to return the Shield to its faithful worshippers."*

### Attributes:

DEX: (7): 4    PER: (11): 5    STR: (10): 5    WIL: (14): 6    TOU: (10): 5    CHA: (14): 6

### Characteristics:

|                      |                     |
|----------------------|---------------------|
| Initiative: 3        | Physical Defense: 5 |
| Physical Armor: 5    | Spell Defense: 7    |
| Mystic Armor: 2      | Social Defense: 8   |
| Death: 28*           | Recovery Tests: 2   |
| Unconsciousness: 19* | Knockdown: 5        |
| Wound Threshold: 8   | Movement: 6         |

\* These values have been adjusted for blood magic.

### Skills:

Animal Handling (1): 7, Arcane Mutterings (1): 7, Conversation (3): 9, Cult of Slangue <sup>K</sup> (1): 6, Dancing <sup>A</sup> (2): 8, Emotion Song (1): 7, First Impression (3): 9, Legends and Heroes <sup>K</sup> (2): 7, Melee Weapons (1): 5, Read/Write Language (1): 6—(Dwarf/Throalic), Search (1): 6, Shield Lore <sup>K</sup> (1): 6, Speak Language (2): 7—(Dwarf/Throalic, Human)

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Hardened Leather Armor (Phys 5; Init 1)

**Weapons:** Broadsword (Damage 10), Dagger (Damage 7; Range 10–20 yards/5–10 hexes)

**Equipment:** Adventurer's Kit w/ Tent, Ancient Map (to Shield of Slangue), 2 × Booster Potions, Horror Fend Charm (3 Blood Magic Damage), Trail Rations (2 weeks worth), Traveler's Garb, Waterskin, Riding Horse (Bit, Bridle, Harness, Large Saddlebags, Saddle, Stirrups, Blanket)

**Loot:** 15 silver pieces

**Legend Award:** First Circle

### Commentary:

Hope drives the cult member. Striving against all odds, he searches for one legendary artifact, though no proof exists to show that it is real. He believes the artifact holds the power to right the evils the Horrors wrought, and he will spend his entire life on his sacred quest. Some people question his sanity, others join him on his crusade, but none question his dedication.



### Quotes:

"What do you mean my map is wrong? Where's the town that should be here?"  
 "The Shield is holy, that is all an infidel like you need know."  
 "Only the holy Shield can remove the evil stain the Horrors left on the world and make our dwelling place pure again."

# ORK MERCENARY

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

## Attributes:

DEX: (14): 6 PER: (10): 5 STR: (15): 6 WIL: (9): 4 TOU: (12): 5 CHA: (6): 3

## Characteristics:

**Initiative:** 3 **Physical Defense:** 8 **Death:** 31\* **Recovery Tests:** 2  
**Physical Armor:** 7 **Spell Defense:** 6 **Unconsciousness:** 23\* **Knockdown:** 6\*\*  
**Mystic Armor:** 4 **Social Defense:** 4 **Wound Threshold:** 9 **Movement:** 6

\* These values have been adjusted for blood magic.

\*\* The non-adept knows the Wound Balance skill.

## Skills:

Ancient Weapons<sup>K</sup> (1): 6, Maneuver (2): 8, Melee Weapons (5): 11, Read/Write Language (1): 6 — (Dwarf/Throalic), Second Attack (1): 7, Speak Language (2): 7 — (Dwarf/Throalic, Or'zet), Tactics (1): 6, Unarmed Combat (2): 8, Weapon Rune Carving<sup>A</sup> (1): 4, Weapon Lore<sup>K</sup> (1): 6, Wound Balance (1): 7

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Crystal Ringlet (Phys 4; Myst 4; Init 2), Footman's Shield (Phys 3; Init 1; Deflect: +2/0; Shatter 19), Dwarf Winternight Cloak (Phys +2; Myst +2 vs. Water—Cold)

**Weapons:** 2 x Daggers (Damage 8; Range 10–20 yards/5–10 hexes), Short Sword (Damage 10), Spiked Mace (Damage 12; Cannot use shield)

**Equipment:** Adventurer's Kit w/ Tent, Carving Tool, Death Cheat Charm (3 Blood Magic Damage), Rope (15 yards), Trail Rations (1 weeks worth), Traveler's Garb

**Loot:** 25 silver pieces

**Legend Award:** Second Circle (1 per 2 PC)

**Notes:** As an ork, the non-adept possesses the *Gahad* and Low-Light Vision racial abilities.

## Commentary:

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



## Quotes:

"I have scars older than you, lad."

"Sharpen your blades, here come the Therans."

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

# DWARF MERCHANT

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

## Attributes:

DEX: (10): 5 PER: (12): 5 STR: (13): 6 WIL: (10): 5 TOU: (13): 6 CHA: (9): 4

## Characteristics:

**Initiative:** 5 **Physical Defense:** 6  
**Physical Armor:** 3 **Spell Defense:** 7  
**Mystic Armor:** 0 **Social Defense:** 6  
**Death:** 35 **Recovery Tests:** 2  
**Unconsciousness:** 27 **Knockdown:** 6  
**Wound Threshold:** 9 **Movement:** 5

## Skills:

Appraising Gems<sup>K</sup> (2): 7, Carving<sup>A</sup> (1): 5, Conversation (3): 7, Dwarf Trade Routes<sup>K</sup> (2): 7, Haggle (7): 11, Read/Write Language (1): 6 — (Dwarf/Throalic), Speak Language (8): 13, — (Dwarf/Throalic, Human, Obsidiman, Or'zet, Sperethiel, Troll, T'skrang, Windling)

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Leather Armor (Phys 3)

**Weapons:** Dagger (Damage 8; Range 10–20/5–10 hexes), Dwarf Sword (Damage 10)

**Equipment:** Belt Pouch, Carving Tools, Wealthy Traveler's Garb

**Loot:** 1 gold piece, 40 silver pieces, 50 copper pieces

**Legend Award:** First Circle

**Notes:** As a dwarf, the non-adept possesses the Heat Sight racial ability.

## Commentary:

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



## Quotes:

"It is a well-known fact that the legendary hero Thom Hammerblade bought 15 yards of rope from this length right here."

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

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

## OBSIDIMAN MESSENGER

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

### Attributes:

DEX: (8): 4    PER: (8): 4    STR: (21): 8    WIL: (10): 5    TOU: (20): 8    CHA: (10): 5

### Characteristics:

**Initiative:** 2    **Physical Defense:** 5    **Death:** 41\*    **Recovery Tests:** 4  
**Physical Armor:** 7    **Spell Defense:** 5    **Unconsciousness:** 33\*    **Knockdown:** 8  
**Mystic Armor:** 4    **Social Defense:** 6    **Wound Threshold:** 16    **Movement:** 5

\* These values have been adjusted for blood magic.

### Skills:

Avoid Blow (1): 5, Barsaive Politics<sup>K</sup> (3): 7, Climbing (1): 5, Conversation (3): 8, Crystal Carving<sup>A</sup> (2): 7, Detect Trap (1): 5, Detect Weapon (2): 6, Etiquette (3): 8, First Impression (2): 7, Graceful Exit (2): 7, Melee Weapons (1): 5, Missile Weapons (1): 5, Read/Write Language (1): 5—(Dwarf/Throalic), Speak Language (2): 6—(Dwarf/Throalic, Obsidiman), Throal Politics<sup>K</sup> (2): 6, Throwing Weapons (1): 5, Trap Initiative (1): 5, Unarmed Combat (1): 5

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Crystal Ringlet (Phys 4; Myst 4; Init 2)

**Weapons:** 2 × Spears (Damage 12; Range 10–20 yards/5–10 hexes); Warhammer (Damage 15), Troll Sling (Damage 12; Range 30–60 yards/15–30 hexes), Belt Pouch (with 15 sling stones)

**Equipment:** Adventurer's Kit, Carving Tools, Climbing Kit, Death Cheat Charm (3 Blood Magic Damage), Trail Rations (1 weeks worth), Traveler's Garb, Walking Stick

**Loot:** 15 silver pieces

**Legend Award:** First Circle

**Notes:** As an obsidiman, the non-adept possesses the Increased Wound Threshold and Natural Armor racial abilities.

### Commentary:

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



### Quotes:

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

*"I am merely the messenger."*

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

## T'SKRANG RIVER PIRATE

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

### Attributes:

DEX: (19): 8    PER: (10): 5    STR: (13): 6    WIL: (10): 5    TOU: (12): 5    CHA: (11): 5

### Characteristics:

**Initiative:** 8    **Physical Defense:** 10    **Death:** 34    **Recovery Tests:** 2  
**Physical Armor:** 4    **Spell Defense:** 6    **Unconsciousness:** 26    **Knockdown:** 6  
**Mystic Armor:** 1    **Social Defense:** 7    **Wound Threshold:** 9    **Movement:** 6

### Skills:

Acrobatic Strike (2): 10, Bribery (2): 7, Engaging Banter (2): 7, Fishing (1): 6, Entertainer (Singing)<sup>A</sup> (2): 7, Haggle (4): 9, Melee Weapons (3): 11, Navigation (1): 6, Parry (3): 11, Pilot Boat (4): 9, Read River (4): 9, Read/Write Language (1): 6—(Dwarf/Throalic), Riposte (3): 11, Serpent River Lore<sup>K</sup> (3): 8, Speak Language (2): 7—(Dwarf/Throalic, T'skrang), Swimming (2): 8, Throwing Weapons (3): 11, Unarmed Combat (3): 11

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Buckler (Phys 1; Deflect +1/0; Shatter 17), Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1; w/ Cloaksense Brooch)

**Weapons:** Broadsword (Damage 10), 2 × Daggers (Damage 8; Range 10–20 yards/5–10 hexes), 2 × Spears (Damage 10; Range 10–20 yards/5–10 hexes)

**Equipment:** Belt Pouch, Climbing Kit, Fishing Kit, Navigation Charts in Map/Scroll Case, Traveler's Garb

**Loot:** 10 silver pieces

**Legend Award:** First Circle

**Notes:** As a t'skrang, the non-adept possesses the Tail Combat racial ability.

### Commentary:

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



### Quotes:

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

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

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

## ELF SAGE

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

### Attributes:

DEX: (11): 5 PER: (13): 6 STR: (9): 4 WIL: (12): 5 TOU: (7): 4 CHA: (10): 5

### Characteristics:

**Initiative:** 5  
**Physical Armor:** 0  
**Mystic Armor:** 1  
**Death:** 27  
**Unconsciousness:** 18  
**Wound Threshold:** 6

**Physical Defense:** 7  
**Spell Defense:** 7  
**Social Defense:** 6  
**Recovery Tests:** 1  
**Knockdown:** 4  
**Movement:** 7

### Skills:

Ancient Weapons <sup>K</sup> (2): 8, Embroidery <sup>A</sup> (2): 7, Legends and Heroes <sup>K</sup> (1): 7, Magical Lore <sup>K</sup> (1): 7, Read/Write Language (5): 11—(Dwarf/Throalic, Human, Or'zet, Sperethiel, Troll), Read/Write Magic (2): 8, Research (2): 8, Speak Language (4): 10—(Dwarf/Throalic, Human, Or'zet, Sperethiel)

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** None

**Weapons:** Dagger (Damage 6; Range 10–20 yards/5–10 hexes)

**Equipment:** Arcane Tomes, Belt Pouch, Embroidery Tools, Scrolls in Map/Scroll Case, Wealthy Traveler's Garb, Writing Kit

**Loot:** 25 silver pieces

**Legend Award:** First Circle

**Notes:** As an elf, the non-adept possesses the Low-Light Vision racial ability.

### Commentary:

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



### Quotes:

"Remove this junk from my sight."

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

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

## ORK SCORCHER

"Welcome to my territory. The upcoming terrain is filled with potential danger. I suspect you'll need to hire some bodyguards. We just happen to be available. Let's make camp here and negotiate our protection fees."

### Attributes:

DEX: (13): 6 PER: (10): 5 STR: (15): 6 WIL: (13): 6 TOU: (11): 5 CHA: (9): 4

### Characteristics:

**Initiative:** 2  
**Physical Armor:** 10  
**Mystic Armor:** 1  
**Death:** 32  
**Unconsciousness:** 24  
**Wound Threshold:** 8

**Physical Defense:** 7  
**Spell Defense:** 6  
**Social Defense:** 6  
**Recovery Tests:** 2  
**Knockdown:** 6\*  
**Movement:** 6

\* The non-adept knows the Wound Balance skill.

### Skills:

Animal Bond (2): 6, Animal Handling (1): 6, Caravan Trade Routes <sup>K</sup> (3): 8, Charge (1): 7, Haggle (2): 6, Melee Weapons (1): 7, Read/Write Language (1): 6—(Dwarf/Throalic), Speak Language (2): 7—(Dwarf/Throalic, Or'zet), Tactics (1): 6, Tattooing <sup>A</sup> (1): 5, Throwing Weapons (1): 7, Trick Riding (1): 7, Unarmed Combat (1): 7, Wound Balance (1): 7

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Chainmail (Phys 7; Init 3), Rider's Shield (Phys 3; Init 1; Deflect +2/0; Shatter 19)

**Weapons:** Broadsword (Damage 11), Dagger (Damage 8; Range 10–20 yards/5–10 hexes), Long-Spear (Damage 11), Spear (Damage 10; Range 10–20 yards/5–10 hexes)

**Equipment:** Adventurer's Kit, Tattooing Tools, Trail Rations (2 weeks worth), Traveler's Garb, Waterskin, Riding Horse—Combat Trained (Bit, Bridle, Harness, Large Saddlebags, Saddle, Stirrups, Blanket)

**Loot:** 5 silver pieces

**Legend Award:** First Circle

**Notes:** As an ork, the non-adept possesses the *Gahad* and Low-Light Vision racial abilities.

### Commentary:

The ork described in this entry is the standard ork scorcher, standing approximately 6 feet 3 inches tall and weighing 225 pounds. Sometimes mercenaries, often bandits, orks always negotiate if they sense potential profit. If an ork thinks he can get a better deal by working with a party rather than jumping it, he will. Orks roam all the lands of Barsaive in mercenary bands. These ork scorcher bands travel the countryside, seeking employment. Some bands are cavalymen, mounted on riding horses and occasionally on war horses or massive thundra beasts. Ork cavalymen often use lances and spears to charge their opponents.



### Quotes:

"I warned you of potential danger. Now hand over your silvers or prepare to die, trespassers!"

"Treachery? I prefer to call it a switching of business partners for profit."

## DWARF SCRIBE

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

### Attributes:

DEX: (8): 4    PER: (16): 7    STR: (10): 5    WIL: (12): 5    TOU: (10): 5    CHA: (10): 5

### Characteristics:

**Initiative:** 4    **Physical Defense:** 5  
**Physical Armor:** 10    **Spell Defense:** 9  
**Mystic Armor:** 1    **Social Defense:** 6  
**Death:** 31    **Recovery Tests:** 2  
**Unconsciousness:** 22    **Knockdown:** 5  
**Wound Threshold:** 8    **Movement:** 5

### Skills:

Dwarf History<sup>K</sup> (3): 10, Kaer Lore<sup>K</sup> (3): 10, Legends and Heroes<sup>K</sup> (4): 11, Poetry<sup>A</sup> (3): 8, Read/Write Language (8): 15—(Dwarf/Throalic, *Sperethiel*, Human, Obsidiman, *Or'zet*, Troll, T'skrang, Windling), Research (1): 8, Speak Language (4): 11—(Dwarf/Throalic, Human, Troll, T'skrang)

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** None

**Weapons:** Knife (Damage 6; Range 8–16 yards/4–8 hexes)

**Equipment:** Arcane Tomes, Belt Pouch, Scrolls in Map/Scroll Case, Wealthy Traveler's Garb, Writing Kit

**Loot:** 35 silver pieces

**Legend Award:** First Circle

**Notes:** As a dwarf, the non-adept possesses the Heat Sight racial ability.

### Commentary:

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



### Quotes:

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

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

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

## THERAN WINDLING SPY

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

### Attributes:

DEX: (15): 6    PER: (16): 7    STR: (4): 3    WIL: (11): 5    TOU: (7): 4    CHA: (17): 7

### Characteristics:

**Initiative:** 6    **Physical Defense:** 10    **Death:** 26\*    **Recovery Tests:** 1  
**Physical Armor:** 3    **Spell Defense:** 9    **Unconsciousness:** 17\*    **Knockdown:** 3  
**Mystic Armor:** 1    **Social Defense:** 9    **Wound Threshold:** 6    **Movement:** 3/8\*\*

\* These values have been adjusted for blood magic.

\*\* Flying Movement Rate

### Talents:

Astral Sight (1): 8

### Skills:

Acting<sup>A</sup> (2): 9, Bribery (2): 9, Conceal Object (2): 8, Detect Trap (2): 9, Disarm Trap (2): 8, Disguise (1): 8, Fast Hand (1): 7, Forgery (1): 7, Lip Reading (2): 9, Lock Picking (2): 8, Melee Weapons (2): 8, Local Lore<sup>K</sup> (3): 10, Picking Pockets (3): 9, Read/Write Language (2): 9—(Dwarf/Throalic, Theran), Speak Language (3): 10—(Dwarf/Throalic, Theran, Windling), Streetwise (3): 10, Surprise Strike (2): 5, Theran Politics<sup>K</sup> (2): 9, Throwing Weapons (2): 8

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Leather Armor (Phys 3)

**Weapons:** Knife (Damage 4; Range 8–16 yards/4–8 hexes), Windling Spear (Damage 5; Range 8–16 yards/4–8 hexes)

**Equipment:** Adventurer's Kit, Cloaksense Brooch, Disguise Kit, 2 × Kelia's Antidote: Keesra Poison, 2 × Vials of Keesra Poison (Sleep; SD 7 Step Number 10), Windling Trail Rations (1 weeks worth), Targeting Eye (2 Permanent Damage), Thieves' Picks and Tools, Traveler's Garb, Writing Kit

**Loot:** 3 gold pieces

**Legend Award:** First Circle

**Notes:** As a windling, the non-adept possesses the Astral Sight, Flight, and Increased Physical Defense racial abilities.

### Commentary:

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



### Quotes:

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

"We are only criminals if our side loses."

"You must be mistaking me for another windling. We all look very similar, you know."

# HUMAN TAVERN OWNER

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

## Attributes:

DEX: (9): 4    PER: (12): 5    STR: (9): 4    WIL: (9): 4    TOU: (10): 5    CHA: (10): 5

## Characteristics:

**Initiative:** 4    **Physical Defense:** 6  
**Physical Armor:** 0    **Spell Defense:** 7  
**Mystic Armor:** 0    **Social Defense:** 6  
**Death:** 31    **Recovery Tests:** 2  
**Unconsciousness:** 22    **Knockdown:** 4  
**Wound Threshold:** 8    **Movement:** 6

## Skills:

Animal Handling (1): 5, Conversation (4): 9, Entertainer (Musician; Flute) <sup>A</sup> (1): 6, Entertainer (Storytelling) <sup>A</sup> (1): 6, Legends and Heroes <sup>K</sup> (2): 7, Local Lore <sup>K</sup> (3): 8, Read/Write Language (1): 6—(Dwarf/Throalic), Speak Language (7): 12—(Dwarf/Throalic, Obsidiman, Or'zet, Sperethiel, Troll, T'skrang, Windling), Unarmed Combat (2): 6

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** None

**Weapons:** Club (Damage 7), Knife (Damage 5; Range 8—16 (4—8 hexes)), Sap (Damage 5)

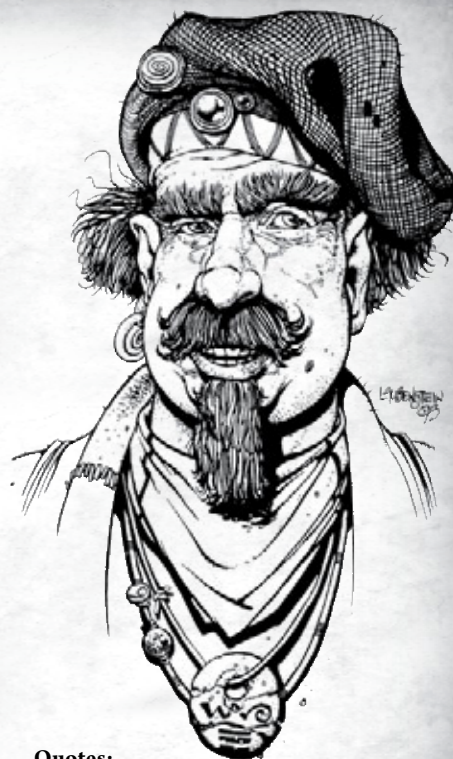
**Equipment:** Belt Pouch, Flute, Traveler's Garb, Guard Dog

**Loot:** 20 silver pieces

**Legend Award:** First Circle

## Commentary:

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



## Quotes:

"Rumors are free. Facts, now that's another matter."  
 "Bitter?! That ale has aged for well over three days, Sir Connoisseur!"  
 "Hey! Keep your dirty hands off the servers!"

# HUMAN VETERAN GUARD

"So you wish to see my master? Tell me the truth of why you want to visit him and I might allow it. Lie to me, and I'll make sure you never pass this checkpoint."

## Attributes:

DEX: (16): 7    PER: (13): 6    STR: (13): 6    WIL: (14): 6    TOU: (14): 6    CHA: (16): 7

## Characteristics:

**Initiative:** 5    **Physical Defense:** 9    **Death:** 36    **Recovery Tests:** 3  
**Physical Armor:** 7    **Spell Defense:** 7    **Unconsciousness:** 28    **Knockdown:** 6\*  
**Mystic Armor:** 2    **Social Defense:** 9    **Wound Threshold:** 10    **Movement:** 6

\* The non-adept knows the Wound Balance skill.

## Skills:

Detect Weapon (2): 8, Disarm (2): 9, Local Lore <sup>K</sup> (3): 9, Local Lore <sup>K</sup> (3): 9, Melee Weapons (3): 10, Parry (3): 10, Read/Write Language (1): 7—(Dwarf/Throalic), Riposte (3): 10, Search (3): 9, Speak Language (2): 8—(Dwarf/Throalic, Human), Tactics (3): 9, Unarmed Combat (1): 8, Weapon Rune Carving <sup>A</sup> (1): 8, Wound Balance (1): 7

<sup>A</sup> Artisan Skill; <sup>K</sup> Knowledge Skill

**Armor:** Buckler (Phys 1; Deflect: +1/0; Shatter 17), Ring Mail (Phys 6; Init 2)

**Weapons:** Battle-Axe (Damage 14; cannot use shield), Club (Damage 9), Sap (Damage 7)

**Equipment:** Belt Pouch, Carving Tool, Traveler's Garb

**Loot:** 25 silver pieces

**Lucky Charm:** Lucky charm valued at 2D6 silver pieces if not magical, 2D6×20 silver pieces if magical.

To determine the magical value of a guard veteran's charm, the gamemaster makes a Step 4 Magic (10) Test. If the test is successful, the charm is magical, and adds +1 to the veteran's Physical and Spell Defense. To activate the charm, the guard takes 1 Strain and makes a Perception (6) Test. If the test succeeds, the charm's protection lasts for a number of rounds equal to the Perception Test result.

**Legend Award:** First Circle

## Commentary:

A soldier with years of experience, a guard veteran has loyally served his city, house, or master for a lengthy period of time. Most have encountered the Horrors or their constructs at least once, and none care to repeat the experience. Though steadfast, guard veterans do not give their employers blind loyalty. Most consider themselves guardians of justice, and if a character can prove that an employer has evil intentions, many guard veterans will cease to defend him. All guard veterans possess the following ability:

**Detect Deceit:** Guard veterans have honed an uncanny judge of character into a magical ability. Whenever a character tries to deceive a guard veteran, the guard makes a Perception Test against the character's Spell Defense. If the test succeeds, the guard's suspicions are roused, although he does not determine the character's true intent. The guard adds +5 to his Social Defense against the character, making him less likely to fall for the character's scam. This bonus lasts for a number of days equal to the guard's Perception Test result.



## Quotes:

"You speak of trust. The horrors and their pawns shattered trust long ago. If you want to see my master, you'll prove yourself to be without taint."  
 "If you lay even one finger on my master, I'll make sure the last thing you see is my axe swinging at your neck."

# HUMAN AIR SAILOR

| Attributes:                                                  |             |       |       |             |       |       |  |
|--------------------------------------------------------------|-------------|-------|-------|-------------|-------|-------|--|
| DEX (16): 7                                                  | STR (13): 6 |       |       | TOU (14): 6 |       |       |  |
| PER (13): 6                                                  | WIL (12): 5 |       |       | CHA (13): 6 |       |       |  |
| Characteristics:                                             | 2nd         | 3rd   | 5th   | 7th         | 9th   | 11th  |  |
| Initiative:                                                  | 5           |       |       |             |       |       |  |
| Physical Defense:                                            | 10          | 10    | 10    | 10          | 11    | 12    |  |
| Spell Defense:                                               | 7           | 7     | 7     | 7           | 7     | 8     |  |
| Social Defense:                                              | 7           | 7     | 7     | 7           | 7     | 8     |  |
| Physical Armor:                                              | 6           | 8     | 9     | 10          | 11    | 13    |  |
| Mystic Armor:                                                | 1           | 1     | 1     | 2           | 3     | 3     |  |
| Death:                                                       | 42          | 54    | 66    | 78          | 90    | 102   |  |
| Unconsciousness:                                             | 33          | 43    | 53    | 63          | 73    | 83    |  |
| Wound Threshold:                                             | 10          |       |       |             |       |       |  |
| Recovery Tests:                                              | 3           | 3     | 3     | 3           | 3     | 4     |  |
| Knockdown:                                                   | 6*          |       |       |             |       |       |  |
| Movement:                                                    | 6           |       |       |             |       |       |  |
| * The adept knows the Wound Balance talent at Seventh Circle |             |       |       |             |       |       |  |
| Karma Points:                                                | 10/10       | 15/15 | 25/25 | 35/35       | 45/45 | 55/55 |  |

| Talents:                    | 2nd  | 3rd  | 5th  | 7th   | 9th   | 11th   |  |
|-----------------------------|------|------|------|-------|-------|--------|--|
| Air Sailing <sup>D</sup>    | 3/8  | 4/9  | 6/11 | 8/13  | 10/15 | 12/17  |  |
| Avoid Blow <sup>D</sup>     | 2/9  | 3/10 | 5/12 | 7/14  | 9/16  | 11/18  |  |
| Climbing <sup>D</sup>       | 2/9  | 3/10 | 5/12 | 7/14  | 9/16  | 11/18  |  |
| Karma Ritual <sup>D</sup>   | 2/2  | 3/3  | 5/5  | 7/7   | 9/9   | 11/11  |  |
| Melee Weapons <sup>D</sup>  | 3/10 | 4/11 | 6/13 | 8/15  | 10/17 | 12/19  |  |
| Parry                       | 2/9  | 3/10 | 5/12 | 7/14  | 9/16  | 11/18  |  |
| Distract <sup>D</sup>       | 2/8  | 3/9  | 5/11 | 7/13  | 9/15  | 11/17  |  |
| Durability [6/5]            | 1/1  | 3/3  | 5/5  | 7/7   | 9/9   | 11/11  |  |
| Empathic Sense <sup>D</sup> | —    | 3/9  | 5/11 | 7/13  | 9/15  | 11/17  |  |
| Wind Catcher                | —    | 3/8  | 5/10 | 7/12  | 9/14  | 11/16  |  |
| Thread Weaving <sup>D</sup> | —    | —    | 5/11 | 7/13  | 9/15  | 11/17  |  |
| Heartening Laugh            | —    | —    | 5/11 | 7/13  | 9/15  | 11/17  |  |
| Swing Attack <sup>D</sup>   | —    | —    | 5/12 | 7/14  | 9/16  | 11/18  |  |
| Acrobatic Strike            | —    | —    | 5/12 | 7/14  | 9/16  | 11/18  |  |
| Wound Balance <sup>D</sup>  | —    | —    | —    | 7/13  | 9/15  | 11/17  |  |
| Air Dance                   | —    | —    | —    | 7/13* | 9/15* | 11/17* |  |
| Resist Taunt <sup>D</sup>   | —    | —    | —    | 7/12  | 9/14  | 11/16  |  |
| Riposte                     | —    | —    | —    | 7/14  | 9/16  | 11/18  |  |
| Leadership <sup>D</sup>     | —    | —    | —    | —     | 9/15  | 11/17  |  |
| Lion Heart                  | —    | —    | —    | —     | 9/14  | 11/16  |  |
| Thought Link <sup>D</sup>   | —    | —    | —    | —     | 9/15  | 11/17  |  |
| Second Weapon               | —    | —    | —    | —     | 9/16  | 11/18  |  |
| Shield Beater <sup>D</sup>  | —    | —    | —    | —     | —     | 11/11  |  |
| Cold Purify                 | —    | —    | —    | —     | —     | 11/16  |  |
| Rally <sup>D</sup>          | —    | —    | —    | —     | —     | 11/17  |  |
| Down Strike                 | —    | —    | —    | —     | —     | 11/17  |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)

*Italicized talents require Karma (Except when also a Discipline talent)*

\* Talent modified by -1 Initiative penalty

| Skills:                       | 2nd                          | 3rd  | 5th  | 7th  | 9th  | 11th |  |
|-------------------------------|------------------------------|------|------|------|------|------|--|
| Airships <sup>K</sup>         | 3/9                          | 4/10 | 5/11 | 6/12 | 7/13 | 8/14 |  |
| Barsaive History <sup>K</sup> | 2/8                          | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Conversation                  | 2/8                          | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| First Impression              | 2/8                          | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Flirting                      | 2/8                          | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Haggle                        | 2/8                          | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Read/Write Language           | 2/8—(Dwarf /Throalic, Human) |      |      |      |      |      |  |
| Sail Embroidery <sup>A</sup>  | 2/8                          | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Seduction                     | 2/8                          | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Speak Language                | 2/8—(Dwarf /Throalic, Human) |      |      |      |      |      |  |
| Throwing Weapons              | 2/9                          | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |  |

| Legend Award:     | 2nd | 3rd | 5th | 7th | 9th* | 11th* |  |
|-------------------|-----|-----|-----|-----|------|-------|--|
| (*one per two PC) |     |     |     |     |      |       |  |

| Armor:                  | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|-------------------------|-----|-----|--------|--------|--------|--------|--|
| Buckler/ Thread Buckler |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst               | 1/0 | 2/0 | 2/0    | 2/1    | 3/1    | 4/1    |  |
| Deflect                 | 1/0 |     |        |        |        |        |  |
| Shatter                 | 17  |     |        |        |        |        |  |

## Hardened Leather Armor / Thread Hardened Leather Armor

|           | F1  | F2  | Rank 1 | Rank 2 | Rank 3 |     |
|-----------|-----|-----|--------|--------|--------|-----|
| Phys/Myst | 5/0 | 6/0 | 7/0    | 8/0    | 8/1    | 9/1 |
| Init      | 1   |     |        |        |        |     |

F1, F2: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                       | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|--------------------------------|-----|-----|--------|--------|--------|--------|--|
| Broadsword/Thread Broadsword   |     | F1  | F2     | Rank 1 | Rank 2 | Rank 3 |  |
| Damage                         | 11  | 12  | 13     | 14     | 15     | 16     |  |
| Short Sword/Thread Short Sword |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Damage                         | 10  | 11  | 12     | 13     | 14     | 15     |  |
| 2 × Daggers                    |     | F1  |        |        |        |        |  |
| Damage                         | 8   | 9   |        |        |        |        |  |

F1, F2: The Forge Weapon talent has been used on this item to provide the bonus given  
Weapon Ranges: Dagger 10–20 yards/5–10 hexes

**Equipment:** Adventurer's Kit, Embroidery Tools, Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As a human, the adept possesses the Versatility racial ability.

## Discipline Abilities:

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Collaborate

**Sixth Circle:** Karma on Charisma-only Tests

**Seventh Circle:** Karma on Action Tests made on airships

**Eighth Circle:** +1 Physical Defense

**Ninth Circle:** Determined Charge; Karma on Recovery Tests

**Tenth Circle:** Karma on Perception-only Tests; +1 Physical Defense

**Eleventh Circle:** +1 Recovery Test/day; +1 Social and Spell Defense



# WINDLING ARCHER

| Attributes:            |             |       |             |       |       |       |
|------------------------|-------------|-------|-------------|-------|-------|-------|
| DEX (18): 7            | STR (7): 4  |       | TOU (10): 5 |       |       |       |
| PER (15): 6            | WIL (12): 5 |       | CHA (13): 6 |       |       |       |
| Characteristics:       | 2nd         | 3rd   | 5th         | 7th   | 9th   | 11th  |
| Initiative:            | 7           | 7     | 7           | 7     | 7     | 8     |
| Physical Defense:      | 13          | 13    | 13          | 13    | 14    | 15    |
| Spell Defense:         | 8           | 8     | 8           | 8     | 8     | 10    |
| Social Defense:        | 7           | 7     | 7           | 7     | 8     | 9     |
| Physical Armor:        | 3           | 4     | 5           | 5     | 6     | 6     |
| Mystic Armor:          | 1           | 1     | 1           | 2     | 2     | 3     |
| Death:                 | 37          | 49    | 61          | 73    | 85    | 97    |
| Unconsciousness:       | 27          | 37    | 47          | 57    | 67    | 77    |
| Wound Threshold:       | 8           |       |             |       |       |       |
| Recovery Tests:        | 2           | 2     | 2           | 2     | 2     | 3     |
| Knockdown:             | 4           |       |             |       |       |       |
| Movement:              | 3/8*        |       |             |       |       |       |
| * Flying Movement Rate |             |       |             |       |       |       |
| Karma Points:          | 12/12       | 18/18 | 30/30       | 42/42 | 54/54 | 66/66 |

| Talents:                      | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |
|-------------------------------|------|------|------|------|-------|-------|
| Karma Ritual <sup>D</sup>     | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Missile Weapons <sup>D</sup>  | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |
| Mystic Aim <sup>D</sup>       | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Throwing Weapons <sup>D</sup> | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| True Shot <sup>D</sup>        | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Astral Sight                  | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Avoid Blow                    | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Direction Arrow <sup>D</sup>  | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Durability [6/5]              | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Anticipate Blow <sup>D</sup>  | —    | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Long Shot                     | —    | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Thread Weaving <sup>D</sup>   | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Flame Arrow                   | —    | —    | 5/10 | 7/12 | 9/14  | 11/16 |
| Stopping Aim <sup>D</sup>     | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Melee Weapons                 | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |
| Bank Shot <sup>D</sup>        | —    | —    | —    | 7/14 | 9/16  | 11/18 |
| Detect Weapon                 | —    | —    | —    | 7/13 | 9/15  | 11/17 |
| Impressive Shot <sup>D</sup>  | —    | —    | —    | 7/14 | 9/16  | 11/18 |
| Call Missile                  | —    | —    | —    | 7/13 | 9/15  | 11/17 |
| Second Shot <sup>D</sup>      | —    | —    | —    | —    | 9/16  | 11/18 |
| Sprint                        | —    | —    | —    | —    | 9/9   | 11/11 |
| Eagle Eye <sup>D</sup>        | —    | —    | —    | —    | 9/15  | 11/17 |
| Quick Shot                    | —    | —    | —    | —    | 9/16  | 11/18 |
| Warning Shot <sup>D</sup>     | —    | —    | —    | —    | —     | 11/17 |
| Critical Hit                  | —    | —    | —    | —    | —     | 11/11 |
| Dominate Arrow <sup>D</sup>   | —    | —    | —    | —    | —     | 11/16 |
| Trace Missile                 | —    | —    | —    | —    | —     | 11/17 |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                       | 2nd  | 3rd                          | 5th  | 7th  | 9th  | 11th |
|-------------------------------|------|------------------------------|------|------|------|------|
| Barsaive History <sup>K</sup> | 2/8  | 3/9                          | 4/10 | 5/11 | 6/12 | 7/13 |
| Creature Analysis             | 2/8  | 3/9                          | 4/10 | 5/11 | 6/12 | 7/13 |
| Creature Lore <sup>K</sup>    | 2/8  | 3/9                          | 4/10 | 5/11 | 6/12 | 7/13 |
| Hunting                       | 2/9  | 3/10                         | 4/11 | 5/12 | 6/13 | 7/14 |
| Read/Write Language           | 2/8— | (Dwarf / Throalic, Windling) |      |      |      |      |
| Silent Walk                   | 2/9  | 3/10                         | 4/11 | 5/12 | 6/13 | 7/14 |
| Speak Language                | 2/8— | (Dwarf / Throalic, Windling) |      |      |      |      |
| Tracking                      | 2/8  | 3/9                          | 4/10 | 5/11 | 6/12 | 7/13 |
| Wilderness Survival           | 3/9  | 4/10                         | 5/11 | 6/12 | 7/13 | 8/14 |
| Windling Lore <sup>K</sup>    | 2/8  | 3/9                          | 4/10 | 5/11 | 6/12 | 7/13 |
| Wood Carving <sup>A</sup>     | 2/8  | 3/9                          | 4/10 | 5/11 | 6/12 | 7/13 |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:       | 2nd | 3rd | 5th | 7th | 9th | 11th |
|-------------|-----|-----|-----|-----|-----|------|
| Gold pieces | 3   | 4   | 9   | 23  | 57  | 146  |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th* | 11th* |
|---------------|-----|-----|-----|-----|------|-------|
| *Group        |     |     |     |     |      |       |

| Armor:                               | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|--------------------------------------|-----|-----|--------|--------|--------|--------|
| Leather Armor / Thread Leather Armor |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Phys/Myst                            | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                         | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|----------------------------------|-----|-----|--------|--------|--------|--------|
| 2 × Windling Spears              |     | F1  |        |        |        |        |
| Damage                           | 6   | 7   |        |        |        |        |
| Windling Bow/Thread Windling Bow |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Damage                           | 7   | 8   | 9      | 9      | 10     | 10     |
| Quiver/Thread Quiver             |     |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Missiles Weight                  |     |     | 75%    | 50%    | 25%    | 10%    |

(w/ 40 windling bow arrows)

F1: The Forge Weapon talent has been used on this item to provide the bonus given  
 Weapon Ranges: Windling Spear 8–16 yards/4–8 hexes; Windling Bow 12–24 yards/6–12 hexes, Rank 2 15–30 yards/7–15 hexes, Rank 4 18–36 yards/9–18 hexes

| Thread Items:                | 2nd | 3rd | 5th | 7th | 9th    | 11th   |
|------------------------------|-----|-----|-----|-----|--------|--------|
| Thread Boots                 |     |     |     |     | Rank 1 | Rank 2 |
| Social Defense/Spell Defense |     |     |     |     | 1/0    | 1/1    |

**Equipment:** Adventurer's Kit, Carving Tools, Windling Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As a windling, the adept possesses the Astral Sight, Flight, and Increased Physical Defense racial abilities.

## Discipline Abilities:

- Second Circle:** +1 Physical Defense
- Fourth Circle:** Karma on Dexterity-only Tests
- Fifth Circle:** Arrow's Eye View
- Sixth Circle:** Karma on Perception-only Tests
- Seventh Circle:** Karma on ranged combat Damage Tests
- Eighth Circle:** +1 Physical Defense
- Ninth Circle:** Create Arrow; Karma on Recovery Tests
- Tenth Circle:** +1 Initiative step; +1 Physical Defense
- Eleventh Circle:** +1 Recovery Test/day; +1 Social and Spell Defense



# ELF BEASTMASTER

| Attributes:       |             |             |       |       |       |       |  |
|-------------------|-------------|-------------|-------|-------|-------|-------|--|
| DEX (14): 6       | STR (13): 6 | TOU (13): 6 |       |       |       |       |  |
| PER (12): 5       | WIL (14): 6 | CHA (17): 7 |       |       |       |       |  |
| Characteristics:  | 2nd         | 3rd         | 5th   | 7th   | 9th   | 11th  |  |
| Initiative:       | 5           |             |       |       |       |       |  |
| Physical Defense: | 9           | 9           | 9     | 9     | 10    | 12    |  |
| Spell Defense:    | 7           | 7           | 7     | 7     | 8     | 9     |  |
| Social Defense:   | 9           | 9           | 9     | 9     | 9     | 10    |  |
| Physical Armor:   | 6           | 8           | 9     | 10    | 14    | 16    |  |
| Mystic Armor:     | 2           | 2           | 2     | 3     | 4     | 4     |  |
| Death:            | 42          | 56          | 70    | 84    | 98    | 112   |  |
| Unconsciousness:  | 33          | 45          | 57    | 69    | 81    | 93    |  |
| Wound Threshold:  | 9           |             |       |       |       |       |  |
| Recovery Tests:   | 2           | 2           | 2     | 2     | 2     | 3     |  |
| Knockdown:        | 6           |             |       |       |       |       |  |
| Movement:         | 7           |             |       |       |       |       |  |
| Karma Points:     | 8/8         | 12/12       | 20/20 | 28/28 | 36/36 | 44/44 |  |

| Talents:                           | 2nd | 3rd  | 5th  | 7th  | 9th   | 11th  |  |
|------------------------------------|-----|------|------|------|-------|-------|--|
| Animal Bond <sup>D</sup>           | 2/9 | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Claw Shape <sup>D</sup>            | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Creature Analysis <sup>D</sup>     | 3/8 | 4/9  | 6/11 | 8/13 | 10/15 | 12/17 |  |
| Karma Ritual <sup>D</sup>          | 2/2 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Unarmed Combat <sup>D</sup>        | 3/9 | 4/10 | 6/12 | 8/14 | 10/16 | 12/18 |  |
| Sense Danger                       | 2/7 | 3/8  | 5/10 | 7/12 | 9/14  | 11/16 |  |
| Dominate Beast <sup>D</sup>        | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Durability [7/6]                   | 1/1 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Animal Training <sup>D</sup>       | —   | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Borrow Sense                       | —   | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Thread Weaving <sup>D</sup>        | —   | —    | 5/10 | 7/12 | 9/14  | 11/16 |  |
| Sprint                             | —   | —    | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Heal Animal Companion <sup>D</sup> | —   | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Animal Companion Durability [6/5]  | —   | —    | 4/4  | 6/6  | 8/8   | 10/10 |  |
| Animal Talk <sup>D</sup>           | —   | —    | —    | 7/12 | 9/14  | 11/16 |  |
| Poison Resistance                  | —   | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Animal Possession <sup>D</sup>     | —   | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Tiger Spring                       | —   | —    | —    | 7/7  | 9/9   | 11/11 |  |
| Frenzy <sup>D</sup>                | —   | —    | —    | —    | 9/15  | 11/17 |  |
| Lion Heart                         | —   | —    | —    | —    | 9/15  | 11/17 |  |
| Chameleon <sup>D</sup>             | —   | —    | —    | —    | 9/15  | 11/17 |  |
| Bestial Toughness                  | —   | —    | —    | —    | 9/15  | 11/17 |  |
| Animal Leadership <sup>D</sup>     | —   | —    | —    | —    | —     | 11/18 |  |
| Incite Stampede                    | —   | —    | —    | —    | —     | 11/17 |  |
| Develop Animal Sense <sup>D</sup>  | —   | —    | —    | —    | —     | 11/16 |  |
| Howl                               | —   | —    | —    | —    | —     | 11/18 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)

*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                    | 2nd  | 3rd                                  | 5th  | 7th  | 9th  | 11th |  |
|----------------------------|------|--------------------------------------|------|------|------|------|--|
| Creature Lore <sup>K</sup> | 3/8  | 4/9                                  | 5/10 | 6/11 | 7/12 | 8/13 |  |
| Fishing                    | 2/7  | 3/8                                  | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Melee Weapons              | 3/9  | 4/10                                 | 5/11 | 6/12 | 7/13 | 8/14 |  |
| Read/Write Language        | 2/7— | (Dwarf / Throalic, Elf / Sperethiel) |      |      |      |      |  |
| Speak Language             | 2/7— | (Dwarf / Throalic, Elf / Sperethiel) |      |      |      |      |  |
| Swimming                   | 2/8  | 3/9                                  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Throwing Weapons           | 2/8  | 3/9                                  | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Wild Animals <sup>K</sup>  | 3/8  | 4/9                                  | 5/10 | 6/11 | 7/12 | 8/13 |  |
| Wood Carving <sup>A</sup>  | 2/9  | 3/10                                 | 4/11 | 5/12 | 6/13 | 7/14 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |  |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th* | 11th* |  |
|---------------|-----|-----|-----|-----|------|-------|--|
| *Group        |     |     |     |     |      |       |  |

| Armor:                  | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|-------------------------|-----|-----|--------|--------|--------|--------|--|
| Buckler/ Thread Buckler |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst               | 1/0 | 2/0 | 2/0    | 2/1    | 3/1    | 4/1    |  |
| Deflect                 | 1/0 |     |        |        |        |        |  |
| Shatter                 | 17  |     |        |        |        |        |  |

| Hardened Leather Armor / Thread Hardened Leather Armor |     |     |     |        |        |        |  |
|--------------------------------------------------------|-----|-----|-----|--------|--------|--------|--|
|                                                        |     | F1  | F2  | Rank 1 | Rank 2 | Rank 3 |  |
| Phys/Myst                                              | 5/0 | 6/0 | 7/0 | 8/0    | 8/1    | 9/1    |  |
| Init                                                   | 1   |     |     |        |        |        |  |

F1, F2: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:    | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|-------------|-----|-----|--------|--------|--------|--------|--|
| Hand-Axe    |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Damage      | 10  | 11  | 12     | 13     | 14     | 15     |  |
| Whip        |     | F1  | F2     | F3     |        |        |  |
| Damage      | 9   | 10  | 11     | 12     |        |        |  |
| Entangle    | 9   |     |        |        |        |        |  |
| 2 × Daggers |     | F1  |        |        |        |        |  |
| Damage      | 8   | 9   |        |        |        |        |  |

F1: The Forge Weapon talent has been used on this item to provide the bonus given

Weapon Ranges: Dagger 10–20 yards/5–10 hexes

| Thread Items:                  | 2nd | 3rd | 5th | 7th | 9th    | 11th   |  |
|--------------------------------|-----|-----|-----|-----|--------|--------|--|
| Thread Bracers                 |     |     |     |     | Rank 1 | Rank 2 |  |
| Spell Defense/Physical Defense |     |     |     |     | 1/0    | 1/1    |  |

**Equipment:** Adventurer's Kit, Carving Tools, Fishing Kit, Trail Rations (3 weeks worth), Traveler's Garb, 2 Waterskins

| Animal Companions: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|--------------------|-----|-----|-----|-----|-----|------|--|
| Eagle/Monkey       |     |     |     |     |     |      |  |
| Death:             | 30  | 30  | 42  | 48  | 54  | 60   |  |
| Unconscious:       | 21  | 21  | 31  | 36  | 41  | 46   |  |

**Notes:** As an elf, the adept possesses the Low-Light Vision racial ability.

The eagle and monkey evenly split the Animal Companion Durability ranks.

## Discipline Abilities:

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Charisma-only Tests

**Fifth Circle:** Primal Urges

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on animal companion Action Tests

**Eighth Circle:** +1 Physical Defense

**Ninth Circle:** Karma on Recovery Tests; Tough Hide (Physical Armor +3)

**Tenth Circle:** +1 Physical Defense; +1 Recovery Test/day

**Eleventh Circle:** Karma on Toughness-only Tests; +1 Social and Spell Defense



# ORK CAVALRYMAN

| Attributes:                                             |             |       |             |       |       |       |
|---------------------------------------------------------|-------------|-------|-------------|-------|-------|-------|
| DEX (13): 6                                             | STR (16): 7 |       | TOU (18): 7 |       |       |       |
| PER (11): 5                                             | WIL (11): 5 |       | CHA (12): 5 |       |       |       |
| Characteristics:                                        | 2nd         | 3rd   | 5th         | 7th   | 9th   | 11th  |
| Initiative:                                             | 5           | 5     | 5           | 5     | 5     | 6     |
| Physical Defense:                                       | 8           | 8     | 8           | 8     | 9     | 10    |
| Spell Defense:                                          | 7           | 7     | 7           | 7     | 7     | 9     |
| Social Defense:                                         | 7           | 7     | 7           | 7     | 8     | 9     |
| Physical Armor:                                         | 7           | 9     | 11          | 11    | 13    | 13    |
| Mystic Armor:                                           | 1           | 1     | 1           | 3     | 3     | 5     |
| Death:                                                  | 49          | 63    | 77          | 91    | 105   | 119   |
| Unconsciousness:                                        | 40          | 52    | 64          | 76    | 88    | 100   |
| Wound Threshold:                                        | 12          |       |             |       |       |       |
| Recovery Tests:                                         | 3           |       |             |       |       |       |
| Knockdown:                                              | 7*          |       |             |       |       |       |
| Movement:                                               | 6           |       |             |       |       |       |
| * The adept knows the Sure Mount talent at Third Circle |             |       |             |       |       |       |
| Karma Points:                                           | 10/10       | 15/15 | 25/25       | 35/35 | 45/45 | 55/55 |

| Talents:                      | 2nd | 3rd  | 5th  | 7th  | 9th   | 11th  |
|-------------------------------|-----|------|------|------|-------|-------|
| Animal Bond <sup>D</sup>      | 3/8 | 4/9  | 6/11 | 8/13 | 10/15 | 12/17 |
| Charge <sup>D</sup>           | 2/9 | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Karma Ritual <sup>D</sup>     | 2/2 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Melee Weapons <sup>D</sup>    | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Trick Riding <sup>D</sup>     | 3/9 | 4/10 | 6/12 | 8/14 | 10/16 | 12/18 |
| Animal Training               | 2/7 | 3/8  | 5/10 | 7/12 | 9/14  | 11/16 |
| Empathic Command <sup>D</sup> | 2/7 | 3/8  | 5/10 | 7/12 | 9/14  | 11/16 |
| Durability [7/6]              | 1/1 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Sure Mount <sup>D</sup>       | —   | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Blood Share                   | —   | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Thread Weaving <sup>D</sup>   | —   | —    | 5/10 | 7/12 | 9/14  | 11/16 |
| First Impression              | —   | —    | 5/10 | 7/12 | 9/14  | 11/16 |
| Wheeling Attack <sup>D</sup>  | —   | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Mount Durability [6/5]        | —   | —    | 4/4  | 6/6  | 8/8   | 10/10 |
| Armor Mount <sup>D</sup>      | —   | —    | —    | 7/12 | 9/14  | 11/16 |
| Spirit Mount                  | —   | —    | —    | 7/12 | 9/14  | 11/16 |
| Wheeling Defense <sup>D</sup> | —   | —    | —    | 7/13 | 9/15  | 11/17 |
| Heal Animal Companion         | —   | —    | —    | 7/14 | 9/16  | 11/18 |
| Double-Charge <sup>D</sup>    | —   | —    | —    | —    | 9/15  | 11/17 |
| Fearsome Charge               | —   | —    | —    | —    | 9/14  | 11/16 |
| Critical Hit <sup>D</sup>     | —   | —    | —    | —    | 9/9   | 11/11 |
| Down Strike                   | —   | —    | —    | —    | 9/16  | 11/18 |
| Unmount <sup>D</sup>          | —   | —    | —    | —    | —     | 11/18 |
| Call Mount                    | —   | —    | —    | —    | —     | 11/16 |
| Tame Mount <sup>D</sup>       | —   | —    | —    | —    | —     | 11/16 |
| Lion Heart                    | —   | —    | —    | —    | —     | 11/16 |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                                 | 2nd                              | 3rd  | 5th  | 7th  | 9th  | 11th |
|-----------------------------------------|----------------------------------|------|------|------|------|------|
| Ancient Weapons <sup>K</sup>            | 2/7                              | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |
| Body Painting <sup>A</sup>              | 2/7                              | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |
| Craftsman (Leatherworking) <sup>A</sup> | 2/8                              | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Read/Write Language                     | 2/7—(Dwarf/Throalic, Ork/Or'zet) |      |      |      |      |      |
| Speak Language                          | 2/7—(Dwarf/Throalic, Ork/Or'zet) |      |      |      |      |      |
| Tactics                                 | 2/7                              | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |
| Throwing Weapons                        | 3/9                              | 4/10 | 5/11 | 6/12 | 7/13 | 8/14 |
| Tracking                                | 2/7                              | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |
| Unarmed Combat                          | 3/9                              | 4/10 | 5/11 | 6/12 | 7/13 | 8/14 |
| Weapon Lore <sup>K</sup>                | 2/7                              | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |
|---------------|-----|-----|-----|-----|-----|------|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th* | 11th* |
|---------------|-----|-----|-----|-----|------|-------|
| *(1 per 2 PC) |     |     |     |     |      |       |

| Armor:                                             | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|----------------------------------------------------|-----|-----|--------|--------|--------|--------|
| Padded Leather Armor / Thread Padded Leather Armor |     |     |        |        |        |        |
| Phys/Myst                                          | 4/0 | 5/0 | 6/0    | 6/1    | 7/1    | 7/2    |
| Rider's Shield / Thread Rider's Shield             |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Phys/Myst                                          | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |
| Init                                               | 1   |     |        |        |        |        |
| Deflect                                            | 2/0 |     |        |        |        |        |
| Shatter                                            | 19  |     |        |        |        |        |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:    | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|-------------|-----|-----|--------|--------|--------|--------|
| Mace        |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Damage      | 11  | 12  | 13     | 14     | 15     | 16     |
| 2 x Daggers |     | F1  |        |        |        |        |
| Damage      | 9   | 10  |        |        |        |        |
| 2 x Spears  |     | F1  | F2     | F3     |        |        |
| Damage      | 11  | 12  | 13     | 14     |        |        |

F1-F3: The Forge Weapon talent has been used on this item to provide the bonus given  
 Weapon Ranges: Dagger/Spear 10–20 yards/5–10 hexes

| Thread Items:                | 2nd | 3rd | 5th | 7th | 9th    | 11th   |
|------------------------------|-----|-----|-----|-----|--------|--------|
| Thread Cloak                 |     |     |     |     | Rank 1 | Rank 2 |
| Social Defense/Spell Defense |     |     |     |     | 1/0    | 1/1    |

**Equipment:** Adventurer's Kit, Craftsman Tools, Painting Tools, Trail Rations (2 weeks worth), Traveler's Garb, Waterskin, Riding Horse (Combat Trained w/Bit, Bridle, and Harness, Large Saddlebag, Saddle, Stirrups, and Blanket)

| Mount:       | 2nd | 3rd | 5th | 7th | 9th | 11th |
|--------------|-----|-----|-----|-----|-----|------|
| Riding Horse |     |     |     |     |     |      |
| Death:       | 44  | 44  | 44  | 78  | 90  | 102  |
| Unconscious: | 36  | 36  | 36  | 56  | 66  | 76   |

**Notes:** As an ork, the adept possesses the Gahad and Low-Light Vision racial abilities.

- Discipline Abilities:**
- Second Circle:** +1 Physical Defense
  - Fourth Circle:** Karma on Charisma-only Tests
  - Fifth Circle:** Masterful Horseman
  - Sixth Circle:** Karma on Dexterity-only Tests
  - Seventh Circle:** Karma on mount Attack and Damage Tests
  - Eighth Circle:** +1 Physical Defense
  - Ninth Circle:** Gain Mastery; Karma on Recovery Tests
  - Tenth Circle:** +1 Initiative step; +1 Physical Defense
  - Eleventh Circle:** +1 Social and Spell Defense



# ORK ELEMENTALIST

| Attributes:       |             |       |       |             |       |       |  |
|-------------------|-------------|-------|-------|-------------|-------|-------|--|
| DEX (13): 6       | STR (13): 6 |       |       | TOU (13): 6 |       |       |  |
| PER (16): 7       | WIL (14): 6 |       |       | CHA (11): 5 |       |       |  |
| Characteristics:  | 2nd         | 3rd   | 5th   | 7th         | 9th   | 11th  |  |
| Initiative:       | 6           |       |       |             |       |       |  |
| Physical Defense: | 7           | 7     | 7     | 7           | 8     | 9     |  |
| Spell Defense:    | 10          | 10    | 10    | 10          | 11    | 12    |  |
| Social Defense:   | 7           | 7     | 7     | 7           | 7     | 9     |  |
| Physical Armor:   | 3           | 4     | 5     | 5           | 6     | 6     |  |
| Mystic Armor:     | 2           | 2     | 2     | 3           | 3     | 4     |  |
| Death:            | 39          | 47    | 55    | 63          | 71    | 79    |  |
| Unconsciousness:  | 30          | 36    | 42    | 48          | 54    | 60    |  |
| Wound Threshold:  | 9           |       |       |             |       |       |  |
| Recovery Tests:   | 2           |       |       |             |       |       |  |
| Knockdown:        | 6           |       |       |             |       |       |  |
| Movement:         | 6           |       |       |             |       |       |  |
| Karma Points:     | 10/10       | 15/15 | 25/25 | 35/35       | 45/45 | 55/55 |  |

| Talents:                       | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |  |
|--------------------------------|------|------|------|------|-------|-------|--|
| Air Speaking <sup>D</sup>      | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Karma Ritual <sup>D</sup>      | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Read/Write Magic <sup>D</sup>  | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spellcasting <sup>D</sup>      | 2/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Spell Matrix <sup>D</sup>      | 3/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Thread Weaving <sup>D</sup>    | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spell Matrix                   | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Fire Heal <sup>D</sup>         | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Durability [4/3]               | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Elemental Tongues <sup>D</sup> | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spell Matrix                   | —    | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Elemental Hold <sup>D</sup>    | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Astral Sight                   | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Summon <sup>D</sup>            | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Enhanced Matrix                | —    | —    | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Cold Purify <sup>D</sup>       | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Willforce                      | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Earth Skin <sup>D</sup>        | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Enhanced Matrix                | —    | —    | —    | 7/7  | 9/9   | 11/11 |  |
| Temperature <sup>D</sup>       | —    | —    | —    | —    | 9/15  | 11/17 |  |
| Steel Thought                  | —    | —    | —    | —    | 9/15  | 11/17 |  |
| Metal Ward <sup>D</sup>        | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Armored Matrix                 | —    | —    | —    | —    | 9/9   | 11/11 |  |
| Endure Cold <sup>D</sup>       | —    | —    | —    | —    | —     | 11/17 |  |
| Plant Shelter                  | —    | —    | —    | —    | —     | 11/16 |  |
| Reshape Object <sup>D</sup>    | —    | —    | —    | —    | —     | 11/17 |  |
| Armored Matrix                 | —    | —    | —    | —    | —     | 11/11 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                          | 2nd  | 3rd                            | 5th  | 7th  | 9th  | 11th |  |
|----------------------------------|------|--------------------------------|------|------|------|------|--|
| Alchemy                          | 2/9  | 3/10                           | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Alchemy and Potions <sup>K</sup> | 2/9  | 3/10                           | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Magical Lore <sup>K</sup>        | 2/9  | 3/10                           | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Melee Weapons                    | 3/9  | 4/10                           | 5/11 | 6/12 | 7/13 | 8/14 |  |
| Read/Write Language              | 2/9— | (Dwarf / Throalic, Ork/Or'zet) |      |      |      |      |  |
| Robe Embroidery <sup>A</sup>     | 3/8  | 4/9                            | 5/10 | 6/11 | 7/12 | 8/13 |  |
| Speak Language                   | 2/9— | (Dwarf / Throalic, Ork/Or'zet) |      |      |      |      |  |
| The Horrors <sup>K</sup>         | 2/9  | 3/10                           | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Throwing Weapons                 | 2/8  | 3/9                            | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Wilderness Survival              | 2/9  | 3/10                           | 4/11 | 5/12 | 6/13 | 7/14 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |  |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
|---------------|-----|-----|-----|-----|-----|------|--|

| Armor:                               | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|--------------------------------------|-----|-----|--------|--------|--------|--------|--|
| Leather Armor / Thread Leather Armor |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst                            | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |  |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                     | 2nd | 3rd | 5th | 7th    | 9th    | 11th   |  |
|------------------------------|-----|-----|-----|--------|--------|--------|--|
| Broadsword/Thread Broadsword |     | F1  | F2  | Rank 1 | Rank 2 | Rank 3 |  |
| Damage                       | 11  | 12  | 13  | 13     | 14     | 15     |  |
| Quarterstaff                 |     | F1  | F2  | F3     | F4     | F5     |  |
| Damage                       | 10  | 11  | 12  | 13     | 14     | 15     |  |
| 2 × Daggers                  |     | F1  |     |        |        |        |  |
| Damage                       | 8   | 9   |     |        |        |        |  |

F1–F5: The Forge Weapon talent has been used on this item to provide the bonus given  
 Weapon Ranges: Dagger 10–20 yards/5–10 hexes

| Thread Items:                   | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|---------------------------------|-----|-----|--------|--------|--------|--------|--|
| Thread Wand                     |     |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Spellcasting Test bonus         |     |     | +1     | +1     | +2     | +2     |  |
| Effect Test bonus               |     |     |        | +1     | +1     | +2     |  |
| Thread Cloak                    |     |     |        |        | Rank 1 | Rank 2 |  |
| Physical Defense/Social Defense |     |     |        |        | 1/0    | 1/1    |  |

**Elementalism Spells:** Earthblend, Earth Darts, Flameweapon, Plant Talk, Purify Water, Resist Cold, Resist Fire + spells of the gamemaster's choice.

**Equipment:** Adventurer's Kit, Alchemy Kit, Booster Potion, Embroidered Robe, Embroidery Tools, Grimoire, Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As an ork, the adept possesses the Gahad and Low-Light Vision racial abilities.

## Discipline Abilities:

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Fire and Ice

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Earth and Wind; Karma on Recovery Tests

**Tenth Circle:** Karma on controlled creature or spirit Action Tests; +1 Spell Defense

**Eleventh Circle:** +1 Physical and Social Defense



# WINDLING ILLUSIONIST

| Attributes:            |             |       |             |       |       |       |  |
|------------------------|-------------|-------|-------------|-------|-------|-------|--|
| DEX (11): 5            | STR (5): 3  |       | TOU (11): 5 |       |       |       |  |
| PER (16): 7            | WIL (16): 7 |       | CHA (16): 7 |       |       |       |  |
| Characteristics:       | 2nd         | 3rd   | 5th         | 7th   | 9th   | 11th  |  |
| Initiative:            | 5           | 5     | 5           | 5     | 5     | 6     |  |
| Physical Defense:      | 9           | 9     | 9           | 9     | 10    | 11    |  |
| Spell Defense:         | 10          | 10    | 10          | 10    | 11    | 12    |  |
| Social Defense:        | 9           | 9     | 9           | 9     | 9     | 11    |  |
| Physical Armor:        | 3           | 4     | 5           | 5     | 6     | 6     |  |
| Mystic Armor:          | 2           | 2     | 2           | 3     | 3     | 4     |  |
| Death:                 | 36          | 44    | 52          | 60    | 68    | 76    |  |
| Unconsciousness:       | 27          | 33    | 39          | 45    | 51    | 57    |  |
| Wound Threshold:       | 8           |       |             |       |       |       |  |
| Recovery Tests:        | 2           |       |             |       |       |       |  |
| Knockdown:             | 3           |       |             |       |       |       |  |
| Movement:              | 3/8*        |       |             |       |       |       |  |
| * Flying Movement Rate |             |       |             |       |       |       |  |
| Karma Points:          | 12/12       | 18/18 | 30/30       | 42/42 | 54/54 | 66/66 |  |

| Talents:                      | 2nd | 3rd  | 5th  | 7th  | 9th  | 11th  |  |
|-------------------------------|-----|------|------|------|------|-------|--|
| Karma Ritual <sup>D</sup>     | 2/2 | 3/3  | 5/5  | 7/7  | 9/9  | 11/11 |  |
| Read/Write Magic <sup>D</sup> | 2/9 | 3/10 | 5/12 | 7/14 | 9/16 | 11/18 |  |
| Speak Language <sup>D</sup>   | 2/9 | 3/10 | 5/12 | 7/14 | 9/16 | 11/18 |  |
| Spellcasting <sup>D</sup>     | 2/9 | 3/10 | 5/12 | 7/14 | 9/16 | 11/18 |  |
| Spell Matrix <sup>D</sup>     | 2/2 | 3/3  | 5/5  | 7/7  | 9/9  | 11/11 |  |
| Thread Weaving <sup>D</sup>   | 2/9 | 3/10 | 5/12 | 7/14 | 9/16 | 11/18 |  |
| Astral Sight                  | 2/9 | 3/10 | 5/12 | 7/14 | 9/16 | 11/18 |  |
| Spell Matrix                  | 2/2 | 3/3  | 5/5  | 7/7  | 9/9  | 11/11 |  |
| Disguise Self <sup>D</sup>    | 2/9 | 3/10 | 5/12 | 7/14 | 9/16 | 11/18 |  |
| Durability [4/3]              | 1/1 | 3/3  | 5/5  | 7/7  | 9/9  | 11/11 |  |
| Dead Fall <sup>D</sup>        | —   | 3/10 | 5/12 | 7/14 | 9/16 | 11/18 |  |
| Spell Matrix                  | —   | 3/3  | 5/5  | 7/7  | 9/9  | 11/11 |  |
| False Sight <sup>D</sup>      | —   | —    | 5/5  | 7/7  | 9/9  | 11/11 |  |
| Mimic Voice                   | —   | —    | 5/12 | 7/14 | 9/16 | 11/18 |  |
| True Sight <sup>D</sup>       | —   | —    | 5/5  | 7/7  | 9/9  | 11/11 |  |
| Enhanced Matrix               | —   | —    | 5/5  | 7/7  | 9/9  | 11/11 |  |
| Engaging Banter <sup>D</sup>  | —   | —    | —    | 7/14 | 9/16 | 11/18 |  |
| Willforce                     | —   | —    | —    | 7/14 | 9/16 | 11/18 |  |
| Fast Hand <sup>D</sup>        | —   | —    | —    | 7/12 | 9/14 | 11/16 |  |
| Enhanced Matrix               | —   | —    | —    | 7/7  | 9/9  | 11/11 |  |
| Power Mask <sup>D</sup>       | —   | —    | —    | —    | 9/16 | 11/18 |  |
| Slough Blame                  | —   | —    | —    | —    | 9/16 | 11/18 |  |
| Detect Falsehood <sup>D</sup> | —   | —    | —    | —    | 9/16 | 11/18 |  |
| Armored Matrix                | —   | —    | —    | —    | 9/9  | 11/11 |  |
| Mind Wave <sup>D</sup>        | —   | —    | —    | —    | —    | 11/18 |  |
| Memorize Image                | —   | —    | —    | —    | —    | 11/18 |  |
| Multi-Tongue <sup>D</sup>     | —   | —    | —    | —    | —    | 11/18 |  |
| Armored Matrix                | —   | —    | —    | —    | —    | 11/11 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)

*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                          | 2nd  | 3rd                        | 5th  | 7th  | 9th  | 11th |  |
|----------------------------------|------|----------------------------|------|------|------|------|--|
| Alchemy                          | 2/9  | 3/10                       | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Alchemy and Potions <sup>K</sup> | 2/9  | 3/10                       | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Magical Lore <sup>K</sup>        | 2/9  | 3/10                       | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Magical Theory <sup>K</sup>      | 2/9  | 3/10                       | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Melee Weapons                    | 2/7  | 3/8                        | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Missile Weapons                  | 2/7  | 3/8                        | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Read/Write Language              | 2/9— | (Dwarf/Throalic, Windling) |      |      |      |      |  |
| Robe Embroidery <sup>A</sup>     | 2/9  | 3/10                       | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Speak Language                   | 2/9— | (Dwarf/Throalic, Windling) |      |      |      |      |  |
| Streetwise                       | 2/9  | 3/10                       | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Throwing Weapons                 | 2/7  | 3/8                        | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Unarmed Combat                   | 2/7  | 3/8                        | 4/9  | 5/10 | 6/11 | 7/12 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Gold pieces   | 3   | 4   | 9   | 23  | 57  | 146  |  |
| Legend Award: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |

| Armor:                               | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|--------------------------------------|-----|-----|--------|--------|--------|--------|--|
| Leather Armor / Thread Leather Armor |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst                            | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |  |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                         | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|----------------------------------|-----|-----|--------|--------|--------|--------|--|
| 2 × Windling Spears              |     | F1  |        |        |        |        |  |
| Damage                           | 5   | 6   |        |        |        |        |  |
| Windling Bow/Thread Windling Bow |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Damage                           | 6   | 7   | 8      | 8      | 9      | 9      |  |

Quiver (w/ 20 windling bow arrows)

F1: The Forge Weapon talent has been used on this item to provide the bonus given

Weapon Ranges: Windling Spear 8–16 yards/4–8 hexes; Windling Bow 12–24 yards/6–12 hexes, Rank 2 15–30 yards/7–15 hexes, Rank 4 18–36 yards/9–18 hexes

| Thread Items:                   | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|---------------------------------|-----|-----|--------|--------|--------|--------|--|
| Thread Wand                     |     |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Spellcasting Test bonus         |     |     | +1     | +1     | +2     | +2     |  |
| Effect Test bonus               |     |     |        | +1     | +1     | +2     |  |
| Thread Cloak                    |     |     |        |        | Rank 1 | Rank 2 |  |
| Physical Defense/Social Defense |     |     |        |        | 1/0    | 1/1    |  |

**Illusionism Spells:** Assuring Touch, Best Face, Disguise Metal, Displace Image, Light, Rope Guide, Unseen Voices + spells of the gamemaster's choice.

**Equipment:** Adventurer's Kit, Alchemy Kit, Booster Potion, Embroidered Robe, Embroidery Tools, Grimoire, Rope (6 yards), Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As a windling, the adept possesses the Astral Sight, Flight, and Increased Physical Defense racial abilities.

## Discipline Abilities:

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Glamour

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Hide Matrix; Karma on Recovery Tests

**Tenth Circle:** Karma on Charisma-only Tests; +1 Spell Defense

**Eleventh Circle:** +1 Initiative step; +1 Physical and Social Defense



# T'SKRANG NETHERMANCER

| Attributes:                                |             |       |       |             |       |       |  |
|--------------------------------------------|-------------|-------|-------|-------------|-------|-------|--|
| DEX (14): 6                                | STR (10): 5 |       |       | TOU (14): 6 |       |       |  |
| PER (16): 7                                | WIL (14): 6 |       |       | CHA (14): 6 |       |       |  |
| Characteristics:                           | 2nd         | 3rd   | 5th   | 7th         | 9th   | 11th  |  |
| Initiative:                                | 6           |       |       |             |       |       |  |
| Physical Defense:                          | 8           | 8     | 8     | 8           | 9     | 10    |  |
| Spell Defense:                             | 10          | 10    | 10    | 10          | 11    | 12    |  |
| Social Defense:                            | 8           | 8     | 8     | 8           | 8     | 10    |  |
| Physical Armor:                            | 3           | 4     | 5     | 5           | 6     | 6     |  |
| Mystic Armor:                              | 2           | 2     | 2     | 3           | 3     | 4     |  |
| Death:                                     | 40          | 48    | 56    | 64          | 72    | 80    |  |
| Unconsciousness:                           | 31          | 37    | 43    | 49          | 55    | 61    |  |
| Wound Threshold:                           | 10          |       |       |             |       |       |  |
| Recovery Tests:                            | 3           |       |       |             |       |       |  |
| Knockdown:                                 | 5*          |       |       |             |       |       |  |
| Movement:                                  | 6           |       |       |             |       |       |  |
| * The adept knows the Wound Balance skill. |             |       |       |             |       |       |  |
| Karma Points:                              | 8/8         | 12/12 | 20/20 | 28/28       | 36/36 | 44/44 |  |

| Talents:                                    | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |  |
|---------------------------------------------|------|------|------|------|-------|-------|--|
| Astral Sight <sup>D</sup>                   | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Karma Ritual <sup>D</sup>                   | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Read/Write Magic <sup>D</sup>               | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spellcasting <sup>D</sup>                   | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Spell Matrix <sup>D</sup>                   | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Thread Weaving <sup>D</sup>                 | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spell Matrix                                | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Frighten <sup>D</sup>                       | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Durability [4/3]                            | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Spirit Talk <sup>D</sup>                    | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spell Matrix                                | —    | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Spirit Hold <sup>D</sup>                    | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Frighten Animals                            | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Summon <sup>D</sup>                         | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Enhanced Matrix                             | —    | —    | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Lifesight <sup>D</sup>                      | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Willforce                                   | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Spirit Dodge <sup>D</sup>                   | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Enhanced Matrix                             | —    | —    | —    | 7/7  | 9/9   | 11/11 |  |
| Orbiting Spy <sup>D</sup>                   | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Steel Thought                               | —    | —    | —    | —    | 9/15  | 11/17 |  |
| Bargain with Summoned Creature <sup>D</sup> | —    | —    | —    | —    | 9/15  | 11/17 |  |
| Armored Matrix                              | —    | —    | —    | —    | 9/9   | 11/11 |  |
| Summoning Circle <sup>D</sup>               | —    | —    | —    | —    | —     | 11/17 |  |
| Astral Pocket                               | —    | —    | —    | —    | —     | 11/18 |  |
| Netherwalk <sup>D</sup>                     | —    | —    | —    | —    | —     | 11/17 |  |
| Armored Matrix                              | —    | —    | —    | —    | —     | 11/11 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)

*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                          | 2nd | 3rd  | 5th                          | 7th  | 9th  | 11th |  |
|----------------------------------|-----|------|------------------------------|------|------|------|--|
| Alchemy and Potions <sup>K</sup> | 2/9 | 3/10 | 4/11                         | 5/12 | 6/13 | 7/14 |  |
| Magical Lore <sup>K</sup>        | 2/9 | 3/10 | 4/11                         | 5/12 | 6/13 | 7/14 |  |
| Magical Theory <sup>K</sup>      | 2/9 | 3/10 | 4/11                         | 5/12 | 6/13 | 7/14 |  |
| Melee Weapons                    | 2/8 | 3/9  | 4/10                         | 5/11 | 6/12 | 7/13 |  |
| Missile Weapons                  | 2/8 | 3/9  | 4/10                         | 5/11 | 6/12 | 7/13 |  |
| Read/Write Language              | 2/9 | —    | (Dwarf / Throalic, T'skrang) |      |      |      |  |
| Robe Embroidery <sup>A</sup>     | 2/8 | 3/9  | 4/10                         | 5/11 | 6/12 | 7/13 |  |
| Scourge History <sup>K</sup>     | 2/9 | 3/10 | 4/11                         | 5/12 | 6/13 | 7/14 |  |
| Speak Language                   | 2/9 | —    | (Dwarf / Throalic, T'skrang) |      |      |      |  |
| Throwing Weapons                 | 2/8 | 3/9  | 4/10                         | 5/11 | 6/12 | 7/13 |  |
| Unarmed Combat                   | 2/8 | 3/9  | 4/10                         | 5/11 | 6/12 | 7/13 |  |
| Wound Balance                    | 2/7 | 3/8  | 4/10                         | 5/11 | 6/12 | 7/13 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |  |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
|---------------|-----|-----|-----|-----|-----|------|--|

| Armor:                                                                           | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|----------------------------------------------------------------------------------|-----|-----|--------|--------|--------|--------|--|
| Leather Armor / Thread Leather Armor                                             |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst                                                                        | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |  |
| F1: The Forge Armor talent has been used on this item to provide the bonus given |     |     |        |        |        |        |  |

| Weapons:     | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|--------------|-----|-----|-----|-----|-----|------|--|
| Quarterstaff |     | F1  | F2  | F3  | F4  | F5   |  |
| Damage       | 9   | 10  | 11  | 12  | 13  | 14   |  |

| Weapons:                       | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|--------------------------------|-----|-----|--------|--------|--------|--------|--|
| Short Sword/Thread Short Sword |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Damage                         | 9   | 10  | 11     | 12     | 13     | 14     |  |
| 2 × Daggers                    |     | F1  |        |        |        |        |  |
| Damage                         | 7   | 8   |        |        |        |        |  |
| Knife                          |     | F1  |        |        |        |        |  |
| Damage                         | 6   | 7   |        |        |        |        |  |
| Sling                          |     | F1  | F2     |        |        |        |  |
| Damage                         | 7   | 8   | 9      |        |        |        |  |

F1–F5: The Forge Weapon talent has been used on this item to provide the bonus given

Weapon Ranges: Dagger 10–20 yards/5–10 hexes; Knife 8–16 yards/4–8 hexes; Sling 20–40 yards/10–20 hexes

| Thread Items:                   | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|---------------------------------|-----|-----|--------|--------|--------|--------|--|
| Thread Wand                     |     |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Spellcasting Test bonus         |     |     | +1     | +1     | +2     | +2     |  |
| Effect Test bonus               |     |     |        | +1     | +1     | +2     |  |
| Thread Cloak                    |     |     |        |        | Rank 1 | Rank 2 |  |
| Physical Defense/Social Defense |     |     |        |        | 1/0    | 1/1    |  |

**Nethermancy Spells:** Bone Dance, Chilling Circle, Command Nightflyer, Detect Undead, Experience Death, Spirit Grip, Undead Struggle + spells of the gamemaster's choice.

**Equipment:** Adventurer's Kit, Alchemy Kit, Booster Potion, Embroidered Robe, Embroidery Tools, Grimoire, Hooded Lantern, 2 × Oil Flasks, Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As a t'skrang, the adept possesses the Tail Combat racial ability.

## Discipline Abilities:

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Decay and Renewal

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Karma on Recovery Tests; Otherworldly Control

**Tenth Circle:** Karma on controlled creature or spirit Action Tests; +1 Spell Defense

**Eleventh Circle:** +1 Initiative step; +1 Physical and Social Defense



# HUMAN SCOUT

| Attributes:       |             |       |             |       |       |       |  |
|-------------------|-------------|-------|-------------|-------|-------|-------|--|
| DEX (16): 7       | STR (13): 6 |       | TOU (13): 6 |       |       |       |  |
| PER (14): 6       | WIL (12): 5 |       | CHA (11): 5 |       |       |       |  |
| Characteristics:  | 2nd         | 3rd   | 5th         | 7th   | 9th   | 11th  |  |
| Initiative:       | 6           |       |             |       |       |       |  |
| Physical Defense: | 10          | 10    | 10          | 10    | 11    | 12    |  |
| Spell Defense:    | 8           | 8     | 8           | 8     | 8     | 9     |  |
| Social Defense:   | 7           | 7     | 7           | 7     | 7     | 8     |  |
| Physical Armor:   | 5           | 6     | 7           | 8     | 8     | 9     |  |
| Mystic Armor:     | 1           | 1     | 1           | 1     | 2     | 2     |  |
| Death:            | 41          | 53    | 65          | 77    | 89    | 101   |  |
| Unconsciousness:  | 32          | 42    | 52          | 62    | 72    | 82    |  |
| Wound Threshold:  | 9           |       |             |       |       |       |  |
| Recovery Tests:   | 2           | 2     | 2           | 2     | 2     | 3     |  |
| Knockdown:        | 6           |       |             |       |       |       |  |
| Movement:         | 6           |       |             |       |       |       |  |
| Karma Points:     | 10/10       | 15/15 | 25/25       | 35/35 | 45/45 | 55/55 |  |

| Talents:                         | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |  |
|----------------------------------|------|------|------|------|-------|-------|--|
| Climbing <sup>D</sup>            | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Karma Ritual <sup>D</sup>        | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Search <sup>D</sup>              | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Tracking <sup>D</sup>            | 3/9  | 4/10 | 6/12 | 8/14 | 10/16 | 12/18 |  |
| Wilderness Survival <sup>D</sup> | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Missile Weapons                  | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Speak Language <sup>D</sup>      | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Durability [6/5]                 | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Navigation <sup>D</sup>          | —    | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Anticipate Blow                  | —    | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Thread Weaving <sup>D</sup>      | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Sprint                           | —    | —    | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Evidence Analysis <sup>D</sup>   | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Melee Weapons                    | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Astral Sight <sup>D</sup>        | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Sense Danger                     | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Empathic Sense <sup>D</sup>      | —    | —    | —    | 7/12 | 9/14  | 11/16 |  |
| Direction Arrow                  | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Safe Path <sup>D</sup>           | —    | —    | —    | —    | 9/15  | 11/17 |  |
| Maneuver                         | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Endure Cold <sup>D</sup>         | —    | —    | —    | —    | 9/15  | 11/17 |  |
| Eagle Eye                        | —    | —    | —    | —    | 9/16  | 11/18 |  |
| True Sight <sup>D</sup>          | —    | —    | —    | —    | —     | 11/11 |  |
| Tiger Spring                     | —    | —    | —    | —    | —     | 11/11 |  |
| Defense <sup>D</sup>             | —    | —    | —    | —    | —     | 11/18 |  |
| Sense Poison                     | —    | —    | —    | —    | —     | 11/17 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)

*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                       | 2nd | 3rd                       | 5th  | 7th  | 9th  | 11th |  |
|-------------------------------|-----|---------------------------|------|------|------|------|--|
| Avoid Blow                    | 2/9 | 3/10                      | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Barsaive History <sup>K</sup> | 2/8 | 3/9                       | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Creature Lore <sup>K</sup>    | 2/8 | 3/9                       | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Read/Write Language           | 2/8 | (Dwarf / Throalic, Human) |      |      |      |      |  |
| Resist Taunt                  | 2/7 | 3/8                       | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Silent Walk                   | 2/9 | 3/10                      | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Speak Language                | 2/8 | (Dwarf / Throalic, Human) |      |      |      |      |  |
| Streetwise                    | 2/8 | 3/9                       | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Swimming                      | 2/8 | 3/9                       | 4/10 | 5/11 | 6/12 | 7/13 |  |
| Throwing Weapons              | 2/9 | 3/10                      | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Unarmed Combat                | 2/9 | 3/10                      | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Wood Carving <sup>A</sup>     | 2/7 | 3/8                       | 4/9  | 5/10 | 6/11 | 7/12 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |  |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
|---------------|-----|-----|-----|-----|-----|------|--|

| Armor:                                                 | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|--------------------------------------------------------|-----|-----|-----|-----|-----|------|--|
| Hardened Leather Armor / Thread Hardened Leather Armor |     |     |     |     |     |      |  |

|           |     |     |     |        |        |        |  |
|-----------|-----|-----|-----|--------|--------|--------|--|
| Phys/Myst | 5/0 | F1  | F2  | Rank 1 | Rank 2 | Rank 3 |  |
| Init      | 1   | 6/0 | 7/0 | 8/0    | 8/1    | 9/1    |  |

F1, F2: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                     | 2nd | 3rd | 5th | 7th    | 9th    | 11th   |  |
|------------------------------|-----|-----|-----|--------|--------|--------|--|
| Broadsword/Thread Broadsword |     | F1  | F2  | Rank 1 | Rank 2 | Rank 3 |  |
| Damage                       | 11  | 12  | 13  | 14     | 15     | 16     |  |
| 2 × Daggers                  |     | F1  |     |        |        |        |  |
| Damage                       | 8   | 9   |     |        |        |        |  |

| Weapons:                               | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|----------------------------------------|-----|-----|--------|--------|--------|--------|--|
| Medium Crossbow/Thread Medium Crossbow |     |     |        |        |        |        |  |
| Damage                                 | 10  | F1  | F2     | F3     | Rank 1 | Rank 2 |  |
| Quiver/Thread Quiver                   |     |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Arrow Capacity                         |     |     | 125%   | 150%   | 175%   | 200%   |  |
| Number of bolts                        | 15  | 30  | 37     | 45     | 52     | 60     |  |

F1-F3: The Forge Weapon talent has been used on this item to provide the bonus given

Weapon Ranges: Dagger 10–20 yards/5–10 hexes; Medium Crossbow 40–80 yards/20–40 hexes, Rank 2 50–100 yards/25–50 hexes

**Equipment:** Adventurer's Kit, Carving Tools, Climbing Kit, Hooded Lantern, Navigation Charts in Map/Scroll Case, 2 × Oil Flasks, Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As a human, the adept possesses the Versatility racial ability.

## Discipline Abilities:

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Enhanced Senses

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on companion's environment interactive Action Tests

**Eighth Circle:** +1 Physical Defense

**Ninth Circle:** Blend; Karma on Recovery Tests

**Tenth Circle:** +1 Physical Defense; +1 Recovery Test/day

**Eleventh Circle:** Karma on Charisma-only Tests; +1 Social and Spell Defense



# TROLL SKY RAIDER

## Attributes:

DEX (13): 6 STR (19): 8 [(22): 9]\* TOU (18): 7  
PER (11): 5 WIL (12): 5 CHA (13): 6

\* The number in brackets is the adept's Strength (value): step at Ninth Circle

| Characteristics:                                           | 2nd | 3rd | 5th   | 7th   | 9th   | 11th  |
|------------------------------------------------------------|-----|-----|-------|-------|-------|-------|
| Initiative:                                                | 3   | 3   | 3     | 3     | 3     | 4     |
| Physical Defense:                                          | 8   | 8   | 8     | 8     | 9     | 10    |
| Spell Defense:                                             | 7   | 7   | 7     | 7     | 7     | 9     |
| Social Defense:                                            | 7   | 7   | 7     | 7     | 8     | 9     |
| Physical Armor:                                            | 8   | 10  | 11    | 13    | 13    | 14    |
| Mystic Armor:                                              | 4   | 4   | 5     | 5     | 7     | 7     |
| Death:                                                     | 50  | 66  | 82    | 98    | 114   | 130   |
| Unconsciousness:                                           | 40  | 52  | 64    | 76    | 88    | 100   |
| Wound Threshold:                                           | 12  |     |       |       |       |       |
| Recovery Tests:                                            | 3   |     |       |       |       |       |
| Knockdown:                                                 | 8   | 8   | 8*    | 8*    | 9*    |       |
| Movement:                                                  | 7   |     |       |       |       |       |
| * The adept knows the Wound Balance talent at Fifth Circle |     |     |       |       |       |       |
| Karma Points:                                              | 6/6 | 9/9 | 15/15 | 21/21 | 27/27 | 33/33 |

| Talents:                     | 2nd | 3rd  | 5th  | 7th  | 9th   | 11th   |
|------------------------------|-----|------|------|------|-------|--------|
| Air Sailing <sup>D</sup>     | 3/8 | 4/9  | 6/11 | 8/13 | 10/15 | 12/17  |
| Battle Shout <sup>D</sup>    | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17  |
| Fireblood <sup>D</sup>       | 2/9 | 3/10 | 5/12 | 7/14 | 9/16  | 11/18  |
| Karma Ritual <sup>D</sup>    | 2/2 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11  |
| Melee Weapons <sup>D</sup>   | 3/9 | 4/10 | 6/12 | 8/14 | 10/16 | 12/18  |
| Parry                        | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17  |
| Great Leap <sup>D</sup>      | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17  |
| Durability [8/6]             | 1/1 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11  |
| Shield Charge <sup>D</sup>   | —   | 3/11 | 5/13 | 7/15 | 9/18  | 11/20  |
| Wind Catcher                 | —   | 3/8  | 5/10 | 7/12 | 9/14  | 11/16  |
| Thread Weaving <sup>D</sup>  | —   | —    | 5/10 | 7/12 | 9/14  | 11/16  |
| Unarmed Combat               | —   | —    | 5/11 | 7/13 | 9/15  | 11/17  |
| Battle Bellow <sup>D</sup>   | —   | —    | 5/11 | 7/13 | 9/15  | 11/17  |
| Wound Balance                | —   | —    | 5/13 | 7/15 | 9/18  | 11/20  |
| Steely Stare <sup>D</sup>    | —   | —    | —    | 7/13 | 9/15  | 11/17  |
| Swift Kick                   | —   | —    | —    | 7/13 | 9/15  | 11/17  |
| Momentum Attack <sup>D</sup> | —   | —    | —    | 7/13 | 9/15  | 11/17  |
| Lion Heart                   | —   | —    | —    | 7/12 | 9/14  | 11/16  |
| Down Strike <sup>D</sup>     | —   | —    | —    | —    | 9/18  | 11/20  |
| Leadership                   | —   | —    | —    | —    | 9/15  | 11/17  |
| Thunder Axe <sup>D</sup>     | —   | —    | —    | —    | 9/18  | 11/20  |
| Frenzy                       | —   | —    | —    | —    | 9/15  | 11/17  |
| Storm Shield <sup>D</sup>    | —   | —    | —    | —    | —     | 11/16  |
| Air Dance                    | —   | —    | —    | —    | —     | 11/15* |
| Vitality <sup>D</sup>        | —   | —    | —    | —    | —     | 11/18  |
| Endure Cold                  | —   | —    | —    | —    | —     | 11/18  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)

*Italicized talents require Karma (Except when also a Discipline talent)*

\* Talent modified by -2 Initiative penalty

| Skills:                                    | 2nd                         | 3rd | 5th  | 7th  | 9th  | 11th |
|--------------------------------------------|-----------------------------|-----|------|------|------|------|
| Avoid Blow                                 | 2/8                         | 3/9 | 4/10 | 5/11 | 6/12 | 7/13 |
| Craft Armor <sup>A</sup>                   | 2/8                         | 3/9 | 4/10 | 5/11 | 6/12 | 7/13 |
| Hunting                                    | 2/8                         | 3/9 | 4/10 | 5/11 | 6/12 | 7/13 |
| Military History (Trollmoots) <sup>K</sup> | 2/7                         | 3/8 | 4/9  | 5/10 | 6/11 | 7/12 |
| Missile Weapons                            | 2/8                         | 3/9 | 4/10 | 5/11 | 6/12 | 7/13 |
| Read/Write Language                        | 2/8—(Dwarf/Throalic, Troll) |     |      |      |      |      |
| Speak Language                             | 2/8—(Dwarf/Throalic, Troll) |     |      |      |      |      |
| Throwing Weapons                           | 2/8                         | 3/9 | 4/10 | 5/11 | 6/12 | 7/13 |
| Tactics                                    | 2/7                         | 3/8 | 4/9  | 5/10 | 6/11 | 7/12 |
| Troll Lore <sup>K</sup>                    | 2/7                         | 3/8 | 4/9  | 5/10 | 6/11 | 7/12 |
| Wilderness Survival                        | 2/7                         | 3/8 | 4/9  | 5/10 | 6/11 | 7/12 |
| Wood Carving <sup>A</sup>                  | 2/8                         | 3/9 | 4/10 | 5/11 | 6/12 | 7/13 |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |
|---------------|-----|-----|-----|-----|-----|------|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th* | 11th* |
|---------------|-----|-----|-----|-----|------|-------|
| *Group        |     |     |     |     |      |       |

| Armor:                                              | 2nd | 3rd | 5th | 7th | 9th    | 11th   |
|-----------------------------------------------------|-----|-----|-----|-----|--------|--------|
| Crystal Raider Shield/ Thread Crystal Raider Shield |     | F1  | F2  | F3  | Rank 1 | Rank 2 |
| Phys/Myst                                           | 3/3 | 4/3 | 4/4 | 5/4 | 5/5    | 5/5    |
| Init                                                | 2   | 2   | 2   | 2   | 2      | 1      |
| Deflect                                             | 3/3 |     |     |     |        |        |
| Shatter                                             | 18  |     |     |     |        |        |

## Hardened Leather Armor / Thread Hardened Leather Armor

|           |     |     |     |     |     |     |
|-----------|-----|-----|-----|-----|-----|-----|
| Phys/Myst | 5/0 | 6/0 | 7/0 | 8/0 | 8/1 | 9/1 |
| Init      | 1   |     |     |     |     |     |

F1-F3: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                       | 2nd | 3rd | 5th | 7th | 9th    | 11th   |
|--------------------------------|-----|-----|-----|-----|--------|--------|
| Troll Sword/Thread Troll Sword |     | F1  | F2  | F3  | Rank 1 | Rank 2 |
| Damage                         | 14  | 15  | 16  | 17  | 19     | 20     |
| Club                           |     | F1  | F2  | F3  |        |        |
| Damage                         | 11  | 12  | 13  | 14  | 15     |        |
| Dwarf Sword                    |     | F1  | F2  |     |        |        |
| Damage                         | 12  | 13  | 14  | 14  | 15     |        |
| 2 × Spears                     |     | F1  | F2  | F3  |        |        |
| Damage                         | 12  | 13  | 14  | 15  | 16     |        |
| Troll Sling                    |     | F1  | F2  | F3  | F4     |        |
| Damage                         | 12  | 13  | 14  | 15  | 17     |        |

Belt Pouch (w/15 sling stones)

F1-F4: The Forge Weapon talent has been used on this item to provide the bonus given

Weapon Ranges: Dagger/Spear 10–20 yards/5–10 hexes

| Thread Items:                | 2nd | 3rd | 5th | 7th | 9th    | 11th   |
|------------------------------|-----|-----|-----|-----|--------|--------|
| Thread Boots                 |     |     |     |     | Rank 1 | Rank 2 |
| Social Defense/Spell Defense |     |     |     |     | 1/0    | 1/1    |

**Equipment:** Adventurer's Kit, Carving Tools, Craftsman Tools, Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As a troll, the adept possesses the Heat Sight racial ability.

## Discipline Abilities:

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Toughness-only Tests

**Fifth Circle:** Strike Without Warning

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on melee weapons Damage Tests

**Eighth Circle:** +1 Physical Defense

**Ninth Circle:** Strength of the Sky; Karma on Recovery Tests

**Tenth Circle:** Karma on Strength-only Tests; +1 Physical Defense

**Eleventh Circle:** +1 Social and Spell Defense



# DWARF SWORDMASTER

| Attributes: |             |             |  |  |  |  |
|-------------|-------------|-------------|--|--|--|--|
| DEX (16): 7 | STR (14): 6 | TOU (16): 7 |  |  |  |  |
| PER (13): 6 | WIL (11): 5 | CHA (13): 6 |  |  |  |  |

| Characteristics:  | 2nd | 3rd | 5th | 7th | 9th | 11th |
|-------------------|-----|-----|-----|-----|-----|------|
| Initiative:       | 5   |     |     |     |     |      |
| Physical Defense: | 9   | 9   | 9   | 9   | 9   | 10   |
| Spell Defense:    | 7   | 7   | 7   | 7   | 7   | 8    |
| Social Defense:   | 8   | 8   | 8   | 8   | 9   | 10   |
| Physical Armor:   | 8   | 10  | 12  | 13  | 14  | 15   |
| Mystic Armor:     | 1   | 1   | 1   | 2   | 3   | 4    |
| Death:            | 46  | 60  | 74  | 88  | 98* | 112* |
| Unconsciousness:  | 37  | 49  | 61  | 73  | 81* | 93*  |
| Wound Threshold:  | 11  |     |     |     |     |      |
| Recovery Tests:   | 3   | 3   | 3   | 3   | 3   | 4    |
| Knockdown:        | 6** |     |     |     |     |      |

**Movement:** 5  
 \* These ratings have been modified by Blood Magic  
 \*\* The adept knows the Wound Balance talent at Third Circle

| Karma Points: | 8/8 | 12/12 | 20/20 | 28/28 | 36/36 | 44/44 |
|---------------|-----|-------|-------|-------|-------|-------|
|---------------|-----|-------|-------|-------|-------|-------|

| Talents:                        | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |
|---------------------------------|------|------|------|------|-------|-------|
| Karma Ritual <sup>D</sup>       | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Maneuver <sup>D</sup>           | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Melee Weapons <sup>D</sup>      | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |
| Parry <sup>D</sup>              | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |
| Taunt <sup>D</sup>              | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| First Impression                | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Heartening Laugh <sup>D</sup>   | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Durability [7/6]                | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Riposte <sup>D</sup>            | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Wound Balance                   | —    | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Thread Weaving <sup>D</sup>     | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Anticipate Blow                 | —    | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Second Weapon <sup>D</sup>      | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |
| Tiger Spring                    | —    | —    | 5/5  | 7/7  | 9/9   | 11/11 |
| Disarm <sup>D</sup>             | —    | —    | —    | 7/14 | 9/16  | 11/18 |
| Graceful Exit                   | —    | —    | —    | 7/13 | 9/15  | 11/17 |
| Resist Taunt <sup>D</sup>       | —    | —    | —    | 7/12 | 9/14  | 11/16 |
| Lasting Impression              | —    | —    | —    | 7/13 | 9/15  | 11/17 |
| Second Attack <sup>D</sup>      | —    | —    | —    | —    | 9/16  | 11/18 |
| Lion Heart                      | —    | —    | —    | —    | 9/14  | 11/16 |
| Impressive Strike <sup>D</sup>  | —    | —    | —    | —    | 9/16  | 11/18 |
| Pin                             | —    | —    | —    | —    | 9/16  | 11/18 |
| Champion Challenge <sup>D</sup> | —    | —    | —    | —    | —     | 11/17 |
| Critical Hit                    | —    | —    | —    | —    | —     | 11/11 |
| Spot Armor Flaw <sup>D</sup>    | —    | —    | —    | —    | —     | 11/17 |
| Whirlwind                       | —    | —    | —    | —    | —     | 11/18 |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
 Italicized talents require Karma (Except when also a Discipline talent)

| Skills:                         | 2nd                            | 3rd  | 5th  | 7th  | 9th  | 11th |
|---------------------------------|--------------------------------|------|------|------|------|------|
| Avoid Blow                      | 3/10                           | 4/11 | 5/12 | 6/13 | 7/14 | 8/15 |
| Barsaivian Legends <sup>K</sup> | 2/8                            | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Conceal Object                  | 2/9                            | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |
| Dancing <sup>A</sup>            | 2/8                            | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Dwarf Lore <sup>K</sup>         | 2/8                            | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Etiquette                       | 2/8                            | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Read/Write Language             | 2/8—(Dwarf/Throalic, T'skrang) |      |      |      |      |      |
| Speak Language                  | 2/8—(Dwarf/Throalic, T'skrang) |      |      |      |      |      |
| Streetwise                      | 2/8                            | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Throwing Weapons                | 2/9                            | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |
| Unarmed Combat                  | 2/9                            | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |
|---------------|-----|-----|-----|-----|-----|------|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |

| Legend Award: | 2nd | 3rd | 5th* | 7th* | 9th* | 11th** |
|---------------|-----|-----|------|------|------|--------|
|               |     |     |      |      |      |        |

\* (1 per 2 PC), \*\* (Group)

| Armor:                                     | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|--------------------------------------------|-----|-----|--------|--------|--------|--------|
| Footman's Shield / Thread Footman's Shield |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Phys/Myst                                  | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |
| Init                                       | 1   |     |        |        |        |        |
| Deflect                                    | 2/0 |     |        |        |        |        |
| Shatter                                    | 19  |     |        |        |        |        |

| Armor:                                                 | 2nd | 3rd | 5th | 7th    | 9th    | 11th   |
|--------------------------------------------------------|-----|-----|-----|--------|--------|--------|
| Hardened Leather Armor / Thread Hardened Leather Armor |     | F1  | F2  | Rank 1 | Rank 2 | Rank 3 |
| Phys/Myst                                              | 5/0 | 6/0 | 7/0 | 8/0    | 8/1    | 9/1    |
| Init                                                   | 1   |     |     |        |        |        |

F1, F2: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                           | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|------------------------------------|-----|-----|--------|--------|--------|--------|
| Broadsword/Thread Broadsword       |     | F1  | F2     | Rank 1 | Rank 2 | Rank 3 |
| Damage                             | 11  | 12  | 13     | 14     | 15     | 16     |
| Weapon Bond (2 Blood Magic Damage) |     |     |        |        |        |        |
| Dwarf Sword/Thread Dwarf Sword     |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Damage                             | 10  | 11  | 12     | 13     | 14     | 15     |
| Weapon Bond (2 Blood Magic Damage) |     |     |        |        |        |        |
| 2 x Daggers                        |     | F1  |        |        |        |        |
| Damage                             | 8   | 9   |        |        |        |        |

F1, F2: The Forge Weapon talent has been used on this item to provide the bonus given  
 Weapon Ranges: Dagger 10–20 yards/5–10 hexes

**Equipment:** Adventurer's Kit, Trail Rations (1 weeks worth), Wealthy Traveler's Garb

**Notes:** As a dwarf, the adept possesses the Heat Sight racial ability.

**Discipline Abilities:**  
**Second Circle:** +1 Social Defense  
**Fourth Circle:** Karma on Dexterity-only Tests  
**Fifth Circle:** Flourish  
**Sixth Circle:** Karma on Charisma-only Tests  
**Seventh Circle:** Karma on melee weapon Damage Tests  
**Eighth Circle:** +1 Social Defense  
**Ninth Circle:** Karma on Recovery Tests; Weapon Bond  
**Tenth Circle:** +1 Recovery Test/day; +1 Social Defense  
**Eleventh Circle:** +1 Physical and Spell Defense



# HUMAN THIEF

| Attributes:       |             |       |       |             |       |       |  |
|-------------------|-------------|-------|-------|-------------|-------|-------|--|
| DEX (16): 7       | STR (10): 5 |       |       | TOU (14): 6 |       |       |  |
| PER (16): 7       | WIL (11): 5 |       |       | CHA (11): 5 |       |       |  |
| Characteristics:  | 2nd         | 3rd   | 5th   | 7th         | 9th   | 11th  |  |
| Initiative:       | 7           |       |       |             |       |       |  |
| Physical Defense: | 10          | 10    | 10    | 10          | 11    | 12    |  |
| Spell Defense:    | 8           | 8     | 8     | 8           | 8     | 10    |  |
| Social Defense:   | 7           | 7     | 7     | 7           | 8     | 9     |  |
| Physical Armor:   | 3           | 4     | 5     | 5           | 6     | 6     |  |
| Mystic Armor:     | 1           | 1     | 1     | 2           | 2     | 3     |  |
| Death:            | 42          | 54    | 66    | 78          | 90    | 102   |  |
| Unconsciousness:  | 33          | 43    | 53    | 63          | 73    | 83    |  |
| Wound Threshold:  | 10          |       |       |             |       |       |  |
| Recovery Tests:   | 3           |       |       |             |       |       |  |
| Knockdown:        | 5           |       |       |             |       |       |  |
| Movement:         | 6           |       |       |             |       |       |  |
| Karma Points:     | 10/10       | 15/15 | 25/25 | 35/35       | 45/45 | 55/55 |  |

| Talents:                     | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |  |
|------------------------------|------|------|------|------|-------|-------|--|
| Karma Ritual <sup>D</sup>    | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Lock Picking <sup>D</sup>    | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Picking Pockets <sup>D</sup> | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Silent Walk <sup>D</sup>     | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Trap Initiative <sup>D</sup> | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Throwing Weapons             | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Detect Trap <sup>D</sup>     | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Durability [6/5]             | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Disarm Trap <sup>D</sup>     | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Avoid Blow                   | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Thread Weaving <sup>D</sup>  | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Surprise Strike              | —    | —    | 5/10 | 7/12 | 9/14  | 11/16 |  |
| Sense Poison <sup>D</sup>    | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Melee Weapons                | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Slough Blame <sup>D</sup>    | —    | —    | —    | 7/12 | 9/14  | 11/16 |  |
| Evaluate                     | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Fast Hand <sup>D</sup>       | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Conceal Object               | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| True Sight <sup>D</sup>      | —    | —    | —    | —    | 9/9   | 11/11 |  |
| Call Missile                 | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Gold Sense <sup>D</sup>      | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Quick Shot                   | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Lip Reading <sup>D</sup>     | —    | —    | —    | —    | —     | 11/16 |  |
| Shackle Shrug                | —    | —    | —    | —    | —     | 11/18 |  |
| Astral Pocket <sup>D</sup>   | —    | —    | —    | —    | —     | 11/18 |  |
| Poison Resistance            | —    | —    | —    | —    | —     | 11/17 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                          | 2nd  | 3rd                     | 5th  | 7th  | 9th  | 11th |  |
|----------------------------------|------|-------------------------|------|------|------|------|--|
| Alchemy                          | 3/10 | 4/11                    | 5/12 | 6/13 | 7/14 | 8/15 |  |
| Alchemy and Potions <sup>K</sup> | 3/10 | 4/11                    | 5/12 | 6/13 | 7/14 | 8/15 |  |
| Forgery                          | 2/9  | 3/10                    | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Dwarf/Throalic Law <sup>K</sup>  | 2/9  | 3/10                    | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Gem Lore <sup>K</sup>            | 2/9  | 3/10                    | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Human Lore <sup>K</sup>          | 2/9  | 3/10                    | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Poetry <sup>A</sup>              | 2/7  | 3/8                     | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Read/Write Language              | 2/9  | (Dwarf/Throalic, Human) |      |      |      |      |  |
| Speak Language                   | 2/9  | (Dwarf/Throalic, Human) |      |      |      |      |  |
| Streetwise                       | 2/9  | 3/10                    | 4/11 | 5/12 | 6/13 | 7/14 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:                                | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|--------------------------------------|-----|-----|--------|--------|--------|--------|--|
| Silver pieces                        | 30  | 40  | 90     | 230    | 570    | 1460   |  |
| Legend Award:                        | 2nd | 3rd | 5th    | 7th    | 9th*   | 11th*  |  |
| *Group                               |     |     |        |        |        |        |  |
| Armor:                               | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
| Leather Armor / Thread Leather Armor |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst                            | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |  |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                     | 2nd | 3rd | 5th | 7th    | 9th    | 11th   |  |
|------------------------------|-----|-----|-----|--------|--------|--------|--|
| Broadsword/Thread Broadsword |     | F1  | F2  | Rank 1 | Rank 2 | Rank 3 |  |
| Damage                       | 10  | 11  | 12  | 13     | 14     | 15     |  |
| Dagger                       |     | F1  |     |        |        |        |  |
| Damage                       | 7   | 8   |     |        |        |        |  |
| Number of Daggers            | 2   | 3   | 5   | 7      | 9      | 11     |  |

F1, F2: The Forge Weapon talent has been used on this item to provide the bonus given  
 Weapon Ranges: Dagger 10–20 yards/5–10 hexes

| Thread Items:                | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|------------------------------|-----|-----|--------|--------|--------|--------|--|
| Thread Belt Pouch            |     |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Weight of items in pouch     |     |     | 75%    | 50%    | 25%    | 10%    |  |
| Thread Cloak                 |     |     |        |        | Rank 1 | Rank 2 |  |
| Social Defense/Spell Defense |     |     |        |        | 1/0    | 1/1    |  |

**Equipment:** Adventurer's Kit, Alchemy Kit, Booster Potion, Climbing Kit, Hooded Lantern, 2 × Oil Flasks, Quiet-Fingers Gloves, Trail Rations (1 weeks worth), Traveler's Garb, Writing Kit

**Notes:** As a human, the adept possesses the Versatility racial ability.

## Discipline Abilities:

- Second Circle:** +1 Physical Defense
- Fourth Circle:** Karma on Dexterity-only Tests
- Fifth Circle:** Thieves' Tongue
- Sixth Circle:** Karma on Perception-only Tests
- Seventh Circle:** Karma on companion's stealth Action Tests
- Eighth Circle:** +1 Physical Defense
- Ninth Circle:** Karma on Recovery Tests; Shadowcloak
- Tenth Circle:** +1 Initiative step; +1 Physical Defense
- Eleventh Circle:** +1 Social and Spell Defense



# ELF TROUBADOUR

| Attributes:       |             |       |             |       |       |       |  |
|-------------------|-------------|-------|-------------|-------|-------|-------|--|
| DEX (13): 6       | STR (11): 5 |       | TOU (11): 5 |       |       |       |  |
| PER (16): 7       | WIL (11): 5 |       | CHA (18): 7 |       |       |       |  |
| Characteristics:  | 2nd         | 3rd   | 5th         | 7th   | 9th   | 11th  |  |
| Initiative:       | 5           | 5     | 5           | 5     | 5     | 6     |  |
| Physical Defense: | 7           | 7     | 7           | 7     | 8     | 9     |  |
| Spell Defense:    | 9           | 9     | 9           | 9     | 9     | 11    |  |
| Social Defense:   | 11          | 11    | 11          | 11    | 12    | 13    |  |
| Physical Armor:   | 4           | 5     | 6           | 6     | 7     | 7     |  |
| Mystic Armor:     | 3           | 3     | 3           | 4     | 4     | 5     |  |
| Death:            | 38          | 50    | 62          | 74    | 86    | 98    |  |
| Unconsciousness:  | 29          | 39    | 49          | 59    | 69    | 79    |  |
| Wound Threshold:  | 8           |       |             |       |       |       |  |
| Recovery Tests:   | 2           |       |             |       |       |       |  |
| Knockdown:        | 5           |       |             |       |       |       |  |
| Movement:         | 7           |       |             |       |       |       |  |
| Karma Points:     | 8/8         | 12/12 | 20/20       | 28/28 | 36/36 | 44/44 |  |

| Talents:                        | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |  |
|---------------------------------|------|------|------|------|-------|-------|--|
| First Impression <sup>D</sup>   | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Impress <sup>D</sup>            | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Item History <sup>D</sup>       | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Karma Ritual <sup>D</sup>       | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Mimic Voice <sup>D</sup>        | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Melee Weapons                   | 2/8  | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |  |
| Disguise Self <sup>D</sup>      | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Durability [6/5]                | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Empathic Sense <sup>D</sup>     | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Heartening Laugh                | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Thread Weaving <sup>D</sup>     | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Avoid Blow                      | —    | —    | 5/10 | 7/12 | 9/14  | 11/16 |  |
| Inspire Others <sup>D</sup>     | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Diplomacy                       | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Resist Taunt <sup>D</sup>       | —    | —    | —    | 7/12 | 9/14  | 11/16 |  |
| Blade Juggle                    | —    | —    | —    | 7/13 | 9/15  | 11/17 |  |
| Leadership <sup>D</sup>         | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Engaging Banter                 | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Lion Heart <sup>D</sup>         | —    | —    | —    | —    | 9/14  | 11/16 |  |
| Graceful Exit                   | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Bardic Voice <sup>D</sup>       | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Rally                           | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Song of Deflection <sup>D</sup> | —    | —    | —    | —    | —     | 11/16 |  |
| Detect Falsehood                | —    | —    | —    | —    | —     | 11/18 |  |
| Mind Wave <sup>D</sup>          | —    | —    | —    | —    | —     | 11/16 |  |
| Lion Spirit                     | —    | —    | —    | —    | —     | 11/11 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                                | 2nd  | 3rd  | 5th  | 7th  | 9th  | 11th |  |
|----------------------------------------|------|------|------|------|------|------|--|
| Elven Lore <sup>K</sup>                | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 | 8/15 |  |
| Emotion Song                           | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 | 8/15 |  |
| Etiquette                              | 2/9  | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Entertainer (Music: Lute) <sup>A</sup> | 2/9  | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Legends and Heroes <sup>K</sup>        | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 | 8/15 |  |
| Read/Write Language                    | 2/9  | —    | —    | —    | —    | —    |  |
| Speak Language                         | 2/9  | —    | —    | —    | —    | —    |  |
| Streetwise                             | 2/9  | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Throwing Weapons                       | 2/8  | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |  |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
|---------------|-----|-----|-----|-----|-----|------|--|

| Armor:                                                     | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|------------------------------------------------------------|-----|-----|--------|--------|--------|--------|--|
| Ferndask (Phys 1; Myst 2; Init 1; Deflect 1/2; Shatter 16) |     |     |        |        |        |        |  |
| Leather Armor / Thread Leather Armor                       |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst                                                  | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |  |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:   | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|------------|-----|-----|--------|--------|--------|--------|--|
| Broadsword |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Damage     | 10  | 11  | 12     | 13     | 14     | 15     |  |
| Whip       |     | F1  | F2     | F3     |        |        |  |
| Damage     | 8   | 9   | 10     | 11     |        |        |  |
| Entangle   | 9   |     |        |        |        |        |  |

| Weapons:          | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|-------------------|-----|-----|-----|-----|-----|------|--|
| 2 x Bolas         |     | F1  | F2  |     |     |      |  |
| Damage            | 8   | 9   | 10  |     |     |      |  |
| Entangle          | 9   |     |     |     |     |      |  |
| Dagger            |     | F1  |     |     |     |      |  |
| Damage            | 7   | 8   |     |     |     |      |  |
| Number of Daggers | 2   | 3   | 5   | 7   | 9   | 11   |  |

F1-F3: The Forge Weapon talent has been used on this item to provide the bonus given  
 Weapon Ranges: Bola/Dagger 10–20 yards/5–10 hexes

| Thread Items:                  | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|--------------------------------|-----|-----|--------|--------|--------|--------|--|
| Lute/Thread Lute               |     |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Emotion Song Test bonus        |     |     | +1     | +1     | +2     | +2     |  |
| Impress Test bonus             |     |     |        | +1     | +1     | +2     |  |
| Thread Bracers                 |     |     |        |        | Rank 1 | Rank 2 |  |
| Spell Defense/Physical Defense |     |     |        |        | 1/0    | 1/1    |  |

**Equipment:** Adventurer's Kit, Trail Rations (1 weeks worth), Wealthy Traveler's Garb, Writing Kit

**Notes:** As an elf, the adept possesses the Low-Light Vision racial ability.

## Discipline Abilities:

- Second Circle:** +1 Social Defense
- Fourth Circle:** Karma on Charisma-only Tests
- Fifth Circle:** One Last Word
- Sixth Circle:** Karma on Perception-only Tests
- Seventh Circle:** Karma on companion's social Action Test
- Eighth Circle:** +1 Social Defense
- Ninth Circle:** Encore; Karma on Recovery Tests
- Tenth Circle:** Karma on Dexterity-only Tests; +1 Social Defense
- Eleventh Circle:** +1 Initiative step; +1 Physical and Spell Defense



# ELF WARRIOR

| Attributes:                                                |             |       |       |             |       |       |  |
|------------------------------------------------------------|-------------|-------|-------|-------------|-------|-------|--|
| DEX (14): 6                                                | STR (16): 7 |       |       | TOU (14): 6 |       |       |  |
| PER (13): 6                                                | WIL (13): 6 |       |       | CHA (12): 5 |       |       |  |
| Characteristics:                                           | 2nd         | 3rd   | 5th   | 7th         | 9th   | 11th  |  |
| Initiative:                                                | 6           |       |       |             |       |       |  |
| Physical Defense:                                          | 9           | 9     | 9     | 9           | 10    | 11    |  |
| Spell Defense:                                             | 7           | 7     | 7     | 7           | 7     | 9     |  |
| Social Defense:                                            | 7           | 7     | 7     | 7           | 8     | 9     |  |
| Physical Armor:                                            | 5           | 7     | 8     | 8           | 10    | 11    |  |
| Mystic Armor:                                              | 1           | 1     | 1     | 3           | 3     | 4     |  |
| Death:                                                     | 45          | 61    | 77    | 93          | 109   | 125   |  |
| Unconsciousness:                                           | 35          | 49    | 63    | 77          | 91    | 105   |  |
| Wound Threshold:                                           | 10          |       |       |             |       |       |  |
| Recovery Tests:                                            | 3           |       |       |             |       |       |  |
| Knockdown:                                                 | 7*          |       |       |             |       |       |  |
| Movement:                                                  | 7           |       |       |             |       |       |  |
| * The adept knows the Wound Balance talent at Third Circle |             |       |       |             |       |       |  |
| Karma Points:                                              | 8/8         | 12/12 | 20/20 | 28/28       | 36/36 | 44/44 |  |

| Talents:                     | 2nd | 3rd  | 5th  | 7th  | 9th   | 11th  |
|------------------------------|-----|------|------|------|-------|-------|
| Avoid Blow <sup>D</sup>      | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Karma Ritual <sup>D</sup>    | 2/2 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Melee Weapons <sup>D</sup>   | 3/9 | 4/10 | 6/12 | 8/14 | 10/16 | 12/18 |
| Unarmed Combat <sup>D</sup>  | 3/9 | 4/10 | 6/12 | 8/14 | 10/16 | 12/18 |
| Wood Skin <sup>D</sup>       | 3/9 | 4/10 | 6/12 | 8/14 | 10/16 | 12/18 |
| Air Dance                    | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Anticipate Blow <sup>D</sup> | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Durability [9/7]             | 1/1 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Wound Balance <sup>D</sup>   | —   | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Acrobatic Strike             | —   | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Thread Weaving <sup>D</sup>  | —   | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Swift Kick                   | —   | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Temper Self <sup>D</sup>     | —   | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Tiger Spring                 | —   | —    | 5/5  | 7/7  | 9/9   | 11/11 |
| Life Check <sup>D</sup>      | —   | —    | —    | 7/13 | 9/15  | 11/17 |
| Tactics                      | —   | —    | —    | 7/13 | 9/15  | 11/17 |
| Crushing Blow <sup>D</sup>   | —   | —    | —    | 7/14 | 9/16  | 11/18 |
| Lion Heart                   | —   | —    | —    | 7/13 | 9/15  | 11/17 |
| Second Attack <sup>D</sup>   | —   | —    | —    | —    | 9/15  | 11/17 |
| Cobra Strike                 | —   | —    | —    | —    | 9/15  | 11/17 |
| Earth Skin <sup>D</sup>      | —   | —    | —    | —    | 9/15  | 11/17 |
| Spirit Strike                | —   | —    | —    | —    | 9/15  | 11/17 |
| Resist Pain <sup>D</sup>     | —   | —    | —    | —    | —     | 11/11 |
| Shield Beater                | —   | —    | —    | —    | —     | 11/11 |
| Vitality <sup>D</sup>        | —   | —    | —    | —    | —     | 11/17 |
| Body Blade                   | —   | —    | —    | —    | —     | 11/18 |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
<sup>D</sup> Disciplined talents require Karma (Except when also a Discipline talent)

| Skills:                               | 2nd                                  | 3rd  | 5th  | 7th  | 9th  | 11th |
|---------------------------------------|--------------------------------------|------|------|------|------|------|
| Ancient Weapons <sup>K</sup>          | 2/8                                  | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Disarm                                | 2/8                                  | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Military History [Thera] <sup>K</sup> | 2/8                                  | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Read/Write Language                   | 2/9—(Dwarf/Throalic, Elf/Sperethiel) |      |      |      |      |      |
| Riposte                               | 2/8                                  | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Speak Language                        | 2/9—(Dwarf/Throalic, Elf/Sperethiel) |      |      |      |      |      |
| Throwing Weapons                      | 4/10                                 | 5/11 | 6/12 | 7/13 | 8/14 | 9/15 |
| Wilderness Survival                   | 3/9                                  | 4/10 | 5/11 | 6/12 | 7/13 | 8/14 |
| Wood Carving <sup>A</sup>             | 2/7                                  | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |
|---------------|-----|-----|-----|-----|-----|------|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |

| Legend Award:     | 2nd | 3rd | 5th | 7th | 9th* | 11th* |
|-------------------|-----|-----|-----|-----|------|-------|
| (*one per two PC) |     |     |     |     |      |       |

| Armor:                  | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|-------------------------|-----|-----|--------|--------|--------|--------|
| Buckler/ Thread Buckler |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Phys/Myst               | 1/0 | 2/0 | 2/0    | 2/1    | 3/1    | 4/1    |
| Deflect                 | 1/0 |     |        |        |        |        |
| Shatter                 | 17  |     |        |        |        |        |

| Padded Leather Armor/ Thread Padded Leather Armor |     |        |        |        |        |     |
|---------------------------------------------------|-----|--------|--------|--------|--------|-----|
|                                                   | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |     |
| Phys/Myst                                         | 4/0 | 5/0    | 6/0    | 6/1    | 7/1    | 7/2 |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                     | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|------------------------------|-----|-----|--------|--------|--------|--------|
| Broadsword/Thread Broadsword |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Damage                       | 12  | 13  | 14     | 15     | 16     | 17     |
| 2 × Daggers                  |     | F1  |        |        |        |        |
| Damage                       | 9   | 10  |        |        |        |        |
| 2 × Spears                   |     | F1  | F2     | F3     |        |        |
| Damage                       | 11  | 12  | 13     | 14     |        |        |

F1–F3: The Forge Weapon talent has been used on this item to provide the bonus given  
 Weapon Ranges: Dagger/Spear 10–20 yards/5–10 hexes

| Thread Items:                | 2nd | 3rd | 5th | 7th | 9th    | 11th   |
|------------------------------|-----|-----|-----|-----|--------|--------|
| Thread Amulet                |     |     |     |     | Rank 1 | Rank 2 |
| Social Defense/Spell Defense |     |     |     |     | 1/0    | 1/1    |

**Equipment:** Adventurer's Kit, Carving Tools, Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As an elf, the adept possesses the Low-Light Vision racial ability.

## Discipline Abilities:

**Second Circle:** +1 Physical Defense

**Fourth Circle:** Karma on Strength-only Tests

**Fifth Circle:** Battle Rites

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** Karma on close combat Damage Tests

**Eighth Circle:** +1 Physical Defense

**Ninth Circle:** Battlefield Awareness; Karma on Recovery Tests

**Tenth Circle:** Karma on Willpower-only Tests; +1 Physical Defense

**Eleventh Circle:** +1 Social and Spell Defense



# TROLL WEAPONSMITH

| Attributes:                                                |             |             |       |       |       |       |
|------------------------------------------------------------|-------------|-------------|-------|-------|-------|-------|
| DEX (11): 5                                                | STR (16): 7 | TOU (16): 7 |       |       |       |       |
| PER (15): 6                                                | WIL (16): 7 | CHA (11): 5 |       |       |       |       |
| Characteristics:                                           |             |             |       |       |       |       |
|                                                            | 2nd         | 3rd         | 5th   | 7th   | 9th   | 11th  |
| Initiative:                                                | 5           | 5           | 5     | 5     | 5     | 6     |
| Physical Defense:                                          | 7           | 7           | 7     | 7     | 7     | 9     |
| Spell Defense:                                             | 9           | 9           | 9     | 9     | 10    | 11    |
| Social Defense:                                            | 7           | 7           | 7     | 7     | 8     | 9     |
| Physical Armor:                                            | 5           | 7           | 8     | 8     | 10    | 11    |
| Mystic Armor:                                              | 2           | 2           | 2     | 4     | 4     | 5     |
| Death:                                                     | 45          | 57          | 69    | 81    | 93    | 105   |
| Unconsciousness:                                           | 37          | 47          | 57    | 67    | 77    | 87    |
| Wound Threshold:                                           | 11          |             |       |       |       |       |
| Recovery Tests:                                            | 3           |             |       |       |       |       |
| Knockdown:                                                 | 7*          |             |       |       |       |       |
| Movement:                                                  | 7           |             |       |       |       |       |
| * The adept knows the Wound Balance talent at Fifth Circle |             |             |       |       |       |       |
| Karma Points:                                              | 6/6         | 9/9         | 15/15 | 21/21 | 27/27 | 33/33 |

| Talents:                     | 2nd | 3rd  | 5th  | 7th  | 9th   | 11th  |
|------------------------------|-----|------|------|------|-------|-------|
| Evaluate <sup>D</sup>        | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Forge Weapon <sup>D</sup>    | 3/9 | 4/10 | 6/12 | 8/14 | 10/16 | 12/18 |
| Haggle <sup>D</sup>          | 3/8 | 4/9  | 6/11 | 8/13 | 10/15 | 12/17 |
| Karma Ritual <sup>D</sup>    | 2/2 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Steel Thought <sup>D</sup>   | 2/9 | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Melee Weapons                | 2/7 | 3/8  | 5/10 | 7/12 | 9/14  | 11/16 |
| Item History <sup>D</sup>    | 2/8 | 3/9  | 5/11 | 7/13 | 9/15  | 11/17 |
| Durability [6/5]             | 1/1 | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |
| Abate Curse <sup>D</sup>     | —   | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |
| Parry                        | —   | 3/8  | 5/10 | 7/12 | 9/14  | 11/16 |
| Thread Weaving <sup>D</sup>  | —   | —    | 5/11 | 7/13 | 9/15  | 11/17 |
| Wound Balance                | —   | —    | 5/12 | 7/14 | 9/16  | 11/18 |
| Temper Self <sup>D</sup>     | —   | —    | 5/12 | 7/14 | 9/16  | 11/18 |
| Resist Taunt                 | —   | —    | 5/12 | 7/14 | 9/16  | 11/18 |
| Lion Heart <sup>D</sup>      | —   | —    | —    | 7/14 | 9/16  | 11/18 |
| Temper Other                 | —   | —    | —    | 7/14 | 9/16  | 11/18 |
| Spot Armor Flaw <sup>D</sup> | —   | —    | —    | 7/13 | 9/15  | 11/17 |
| Fire Heal                    | —   | —    | —    | 7/14 | 9/16  | 11/18 |
| Forge Armor <sup>D</sup>     | —   | —    | —    | —    | 9/15  | 11/17 |
| Read/Write Magic             | —   | —    | —    | —    | 9/15  | 11/17 |
| Infuse Weapon <sup>D</sup>   | —   | —    | —    | —    | 9/15  | 11/17 |
| Spellcasting                 | —   | —    | —    | —    | 9/15  | 11/17 |
| Weapon Ward <sup>D</sup>     | —   | —    | —    | —    | —     | 11/18 |
| Spell Matrix                 | —   | —    | —    | —    | —     | 11/11 |
| Infuse Armor <sup>D</sup>    | —   | —    | —    | —    | —     | 11/17 |
| Show Armor Flaw              | —   | —    | —    | —    | —     | 11/17 |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)  
*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                          | 2nd                         | 3rd  | 5th  | 7th  | 9th  | 11th |
|----------------------------------|-----------------------------|------|------|------|------|------|
| Ancient Weapons <sup>K</sup>     | 3/9                         | 4/10 | 5/11 | 6/12 | 7/13 | 8/14 |
| Avoid Blow                       | 2/7                         | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |
| Bribery                          | 2/7                         | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |
| Read/Write Language              | 1/7—(Dwarf/Throalic)        |      |      |      |      |      |
| Research                         | 2/8                         | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Speak Language                   | 2/8—(Dwarf/Throalic, Troll) |      |      |      |      |      |
| Streetwise                       | 2/8                         | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Throal History <sup>K</sup>      | 2/8                         | 3/9  | 4/10 | 5/11 | 6/12 | 7/13 |
| Throwing Weapons                 | 3/8                         | 4/9  | 5/10 | 6/11 | 7/12 | 8/13 |
| Weapon Rune Carving <sup>A</sup> | 3/8                         | 4/9  | 5/10 | 6/11 | 7/12 | 8/13 |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |
|---------------|-----|-----|-----|-----|-----|------|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th | 11th |
|---------------|-----|-----|-----|-----|-----|------|
|---------------|-----|-----|-----|-----|-----|------|

| Armor:                  | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|-------------------------|-----|-----|--------|--------|--------|--------|
| Buckler/ Thread Buckler |     | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Phys/Myst               | 1/0 | 2/0 | 2/0    | 2/1    | 3/1    | 4/1    |
| Deflect                 | 1/0 |     |        |        |        |        |
| Shatter                 | 17  |     |        |        |        |        |

Padded Leather Armor/ Thread Padded Leather Armor

|           | F1  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
|-----------|-----|--------|--------|--------|--------|
| Phys/Myst | 4/0 | 5/0    | 6/0    | 6/1    | 7/1    |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:                                                                              | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |
|---------------------------------------------------------------------------------------|-----|-----|--------|--------|--------|--------|
| Troll Sword                                                                           | F3  | F4  | Rank 1 | Rank 2 | Rank 3 | Rank 4 |
| Damage                                                                                | 16  | 17  | 17     | 18     | 19     | 20     |
| 2 x Spears                                                                            | F3  |     |        |        |        |        |
| Damage                                                                                | 14  |     |        |        |        |        |
| F3, F4: The Forge Weapon talent has been used on this item to provide the bonus given |     |     |        |        |        |        |
| Weapon Ranges: Spear 10–20 yards/5–10 hexes                                           |     |     |        |        |        |        |

| Thread Items:                   | 2nd | 3rd | 5th | 7th | 9th    | 11th   |
|---------------------------------|-----|-----|-----|-----|--------|--------|
| Thread Amulet                   |     |     |     |     | Rank 1 | Rank 2 |
| Social Defense/Physical Defense |     |     |     |     | 1/0    | 1/1    |

**Elementalism Spells:** Elementalism spells of gamemaster's choice at Eleventh Circle

**Equipment:** Adventurer's Kit w/Tent, Carving Tools, Forge Tools, Grimoire (Eleventh Circle), Trail Rations (1 weeks worth), Traveler's Garb

**Notes:** As a troll, the adept possesses the Heat Sight racial ability.

| Discipline Abilities:                                                      |
|----------------------------------------------------------------------------|
| <b>Second Circle:</b> +1 Spell Defense                                     |
| <b>Fourth Circle:</b> Karma on Willpower-only Tests                        |
| <b>Fifth Circle:</b> Traveling Smithy                                      |
| <b>Sixth Circle:</b> Karma on Perception-only Tests                        |
| <b>Seventh Circle:</b> Karma on weapon Damage Tests made by the adept      |
| <b>Eighth Circle:</b> +1 Spell Defense                                     |
| <b>Ninth Circle:</b> Elementalism; Karma on Recovery Tests                 |
| <b>Tenth Circle:</b> Karma on Strength-only Tests; +1 Spell Defense        |
| <b>Eleventh Circle:</b> +1 Initiative step; +1 Physical and Social Defense |



# HUMAN WIZARD

| Attributes:       |             |       |       |             |       |       |  |
|-------------------|-------------|-------|-------|-------------|-------|-------|--|
| DEX (11): 5       | STR (10): 5 |       |       | TOU (14): 6 |       |       |  |
| PER (16): 7       | WIL (16): 7 |       |       | CHA (11): 5 |       |       |  |
| Characteristics:  | 2nd         | 3rd   | 5th   | 7th         | 9th   | 11th  |  |
| Initiative:       | 5           |       |       |             |       |       |  |
| Physical Defense: | 7           | 7     | 7     | 7           | 8     | 9     |  |
| Spell Defense:    | 10          | 10    | 10    | 10          | 11    | 12    |  |
| Social Defense:   | 7           | 7     | 7     | 7           | 7     | 9     |  |
| Physical Armor:   | 3           | 4     | 5     | 5           | 6     | 6     |  |
| Mystic Armor:     | 2           | 2     | 2     | 3           | 3     | 4     |  |
| Death:            | 40          | 48    | 56    | 64          | 72    | 80    |  |
| Unconsciousness:  | 31          | 37    | 43    | 49          | 55    | 61    |  |
| Wound Threshold:  | 10          |       |       |             |       |       |  |
| Recovery Tests:   | 3           |       |       |             |       |       |  |
| Knockdown:        | 5           |       |       |             |       |       |  |
| Movement:         | 6           |       |       |             |       |       |  |
| Karma Points:     | 10/10       | 15/15 | 25/25 | 35/35       | 45/45 | 55/55 |  |

| Talents:                         | 2nd  | 3rd  | 5th  | 7th  | 9th   | 11th  |  |
|----------------------------------|------|------|------|------|-------|-------|--|
| Astral Sight <sup>D</sup>        | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Karma Ritual <sup>D</sup>        | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Read/Write Magic <sup>D</sup>    | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spellcasting <sup>D</sup>        | 3/10 | 4/11 | 6/13 | 8/15 | 10/17 | 12/19 |  |
| Spell Matrix <sup>D</sup>        | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Thread Weaving <sup>D</sup>      | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spell Matrix                     | 2/2  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Read/Write Language <sup>D</sup> | 2/9  | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Durability [4/3]                 | 1/1  | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Book Memory <sup>D</sup>         | —    | 3/10 | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Spell Matrix                     | —    | 3/3  | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Research <sup>D</sup>            | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Evidence Analysis                | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Steel Thought <sup>D</sup>       | —    | —    | 5/12 | 7/14 | 9/16  | 11/18 |  |
| Enhanced Matrix                  | —    | —    | 5/5  | 7/7  | 9/9   | 11/11 |  |
| Book Recall <sup>D</sup>         | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Willforce                        | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Resist Taunt <sup>D</sup>        | —    | —    | —    | 7/14 | 9/16  | 11/18 |  |
| Enhanced Matrix                  | —    | —    | —    | 7/7  | 9/9   | 11/11 |  |
| Hold Thread <sup>D</sup>         | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Orbiting Spy                     | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Range Pattern <sup>D</sup>       | —    | —    | —    | —    | 9/16  | 11/18 |  |
| Armored Matrix                   | —    | —    | —    | —    | 9/9   | 11/11 |  |
| True Sight <sup>D</sup>          | —    | —    | —    | —    | —     | 11/11 |  |
| Matrix Strike                    | —    | —    | —    | —    | —     | 11/18 |  |
| Casting Pattern <sup>D</sup>     | —    | —    | —    | —    | —     | 11/18 |  |
| Armored Matrix                   | —    | —    | —    | —    | —     | 11/11 |  |

<sup>D</sup> Discipline talent (the adept may spend karma on this talent)

*Italicized talents require Karma (Except when also a Discipline talent)*

| Skills:                      | 2nd                           | 3rd  | 5th  | 7th  | 9th  | 11th |  |
|------------------------------|-------------------------------|------|------|------|------|------|--|
| Creature Analysis            | 2/9                           | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Creature Lore <sup>K</sup>   | 2/9                           | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Magical Lore <sup>K</sup>    | 2/9                           | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Magical Theory <sup>K</sup>  | 2/9                           | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Melee Weapons                | 3/8                           | 4/9  | 5/10 | 6/11 | 7/12 | 8/13 |  |
| Missile Weapons              | 2/7                           | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Physician                    | 2/9                           | 3/10 | 4/11 | 5/12 | 6/13 | 7/14 |  |
| Read/Write Language          | 2/9—(Dwarf / Throalic, Human) |      |      |      |      |      |  |
| Robe Embroidery <sup>A</sup> | 2/7                           | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |  |
| Speak Language               | 2/9—(Dwarf / Throalic, Human) |      |      |      |      |      |  |
| Throwing Weapons             | 2/7                           | 3/8  | 4/9  | 5/10 | 6/11 | 7/12 |  |

<sup>A</sup> Artisan skill; <sup>K</sup> Knowledge skill

| Loot:         | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
| Silver pieces | 30  | 40  | 90  | 230 | 570 | 1460 |  |

| Legend Award: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|---------------|-----|-----|-----|-----|-----|------|--|
|---------------|-----|-----|-----|-----|-----|------|--|

| Armor:                               | 2nd | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|--------------------------------------|-----|-----|--------|--------|--------|--------|--|
| Leather Armor / Thread Leather Armor | F1  |     | Rank 1 | Rank 2 | Rank 3 | Rank 4 |  |
| Phys/Myst                            | 3/0 | 4/0 | 5/0    | 5/1    | 6/1    | 6/2    |  |

F1: The Forge Armor talent has been used on this item to provide the bonus given

| Weapons:     | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|--------------|-----|-----|-----|-----|-----|------|--|
| Quarterstaff | F1  |     |     |     |     |      |  |
| Damage       | 9   | 10  | 11  | 12  | 13  | 14   |  |
| 2 × Daggers  | F1  |     |     |     |     |      |  |
| Damage       | 7   | 8   |     |     |     |      |  |

| Weapons: | 2nd | 3rd | 5th | 7th | 9th | 11th |  |
|----------|-----|-----|-----|-----|-----|------|--|
| Sling    | F1  |     | F2  |     |     |      |  |
| Damage   | 7   | 8   | 9   |     |     |      |  |

Belt Pouch (w/ 15 sling stones)

F1–F5: The Forge Armor talent has been used on this item to provide the bonus given

Weapon Ranges: Dagger 10–20 yards/5–10 hexes; Sling 20–40 yards/10–20 hexes

| Thread Items:                   | 2nd    | 3rd | 5th    | 7th    | 9th    | 11th   |  |
|---------------------------------|--------|-----|--------|--------|--------|--------|--|
| Thread Wand                     | Rank 1 |     | Rank 2 | Rank 3 | Rank 4 |        |  |
| Spellcasting Test bonus         | +1     |     | +1     | +2     | +2     |        |  |
| Effect Test bonus               |        |     | +1     | +1     | +2     |        |  |
| Thread Cloak                    |        |     | Rank 1 |        | Rank 2 | Rank 2 |  |
| Physical Defense/Social Defense |        |     | 1/0    |        | 1/1    |        |  |
| Thread Healing Vial             | Rank 1 |     | Rank 2 | Rank 3 | Rank 4 |        |  |
| Recovery Test bonus             | +4     |     | +8     | +10    | +10    |        |  |
| Heal Wounds                     | No     |     | Yes    | Yes    | Yes    |        |  |
| Number of uses/day              | 1      |     | 1      | 1      | 2      |        |  |

**Wizardry Spells:** Astral Sense, Crushing Will, Dispel Magic, Divine Aura, Ignite, Iron Hand, Mind Dagger + spells of the gamemaster's choice.

**Equipment:** Adventurer's Kit, Booster Potion, Embroidered Robe, Embroidery Tools, Grimoire, Healing Kit (3 uses), Physician Kit (3 uses), Trail Rations (1 weeks worth), Wealthy Traveler's Garb, Writing Kit

**Notes:** As a human, the adept possesses the Versatility racial ability.

## Discipline Abilities:

**Second Circle:** +1 Spell Defense

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Book Mage

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Karma on Recovery Tests; Matrix Split

**Tenth Circle:** Karma on Charisma-only Tests; +1 Spell Defense

**Eleventh Circle:** +1 Physical and Social Defense



# CREATING CREATURES

*The Scourge created far too many new variations of creatures for my tastes. It seems like a new one is discovered every week.*

• VASDENJAS •

**T**he **Creatures** chapter of the *Gamemaster's Guide* provides many creatures that may appear in any **Earthdawn** campaign or adventure. Eventually, however, player characters may become familiar with these creatures' powers and abilities, and will no longer be surprised by their sudden appearances or overwhelmed by their attacks. This section provides guidelines to help gamemasters create their own creatures.

Designing a new creature follows a series of eight steps:

- 1 Determine Attributes
- 2 Determine Characteristics
- 3 Determine Creature Traits
- 4 Determine Attack Step
- 5 Determine Karma
- 6 Determine Powers and Spells
- 7 Determine Legend Award
- 8 Write Commentary

## DETERMINE ATTRIBUTES

**A**tttributes are generally measured in steps rather than values, although Attribute values can be used to fine-tune a creature's characteristics (see below). There is no hard and fast way to determine the average Attribute steps for a new creature—almost any combination is possible.

The following text serves as a guideline; use the existing creatures as examples.

**Dexterity:** The smaller the creature, the more nimble it is (a mouse can react much more quickly than an elephant). Dexterity also influences the base step number for a creature's physical attacks.

**Strength:** Strength influences the base step number for the physical damage a creature inflicts. The larger the creature, the stronger it will usually be. Because Strength determines how much a creature can lift and carry, this becomes a particularly important Attribute for animals that could be used as pack animals.

**Toughness:** Toughness determines how much damage a creature can take before it falls unconscious or dies. This step number also determines how fast a creature heals.

**Perception:** Perception relates to a creature's innate intelligence. This value does not reflect its sentience or lack thereof, but simply means that it is well-adapted and highly effective at identifying food or enemies. A creature with high Perception also uses any innate magical abilities effectively.

**Willpower:** Do not confuse Willpower with Toughness. A very tough creature with a low Willpower step may wilt at the first sign of danger, but take a very long time to die (whimpering and crying all the while). A creature with high Willpower appears fearless and is less likely to believe illusions.

**Charisma:** This Attribute determines how much of an impression the creature makes on others and how resistant it is against taming and/or domination attempts.

*Carsten prepares for his next session of Earthdawn and wants to send his players into the depths of the Glenwood Deep forests. Glenwood Deep is home to many windling clans, but there are certain areas of the wood the windlings avoid. One of the reasons for this, Carsten decides, is the presence of a predator specialized to hunt windlings.*

*The creature Carsten has in mind is akin to the chameleon. He imagines that the fly-catching ability of these animals would also work for windlings—so all he needs is a very large version of a chameleon; human-sized will probably do. He intends to use such a creature to challenge the windling player character in his group, who is currently at Second Circle.*

*With that in mind, the first step in creature design requires Carsten to assign Attribute steps. The creature needs to be fast and strong enough to catch a windling, so he assigns both Dexterity and Strength a step of 8. Perception is also important, since windlings tend to be difficult to detect, so he assigns this Attribute a step of 7. Toughness, Willpower, and Charisma are less important, so he assigns each of them a step of 4.*

## DETERMINE CHARACTERISTICS

**C**reature characteristics function exactly like player character characteristics, except where noted otherwise. Use the Characteristics Table (*Player's Guide*, p. 28) to determine the exact characteristics of a creature. The exact Attribute values are determined by the gamemaster and can be used to fine-tune the relevant characteristics.

*Starting with Dexterity, Carsten looks up the average Attribute values on the Characteristics table. Step 8 has a value range of 19–21, so he decides to use the average value of 20. The creature's Physical Defense will be 10. Since the animal is not a beast of burden, Carsten ignores the Encumbrance entries. With a Perception step of 7, the creature's Spell Defense will be 9 or 10, depending on the value Carsten chooses. He decides to stay with the average, so the creature's Spell Defense will be 9. He looks up the creature's Social Defense, which will*

be 5 (for a Charisma attribute of 7) and also its Mystic Armor (which is 0 for a Willpower step of 4). Finally, Carsten looks up the creature's Health Ratings for a Toughness value of 9: Death Rating 30, Wound Threshold 7, and an Unconsciousness Rating of 21. The chameleon will have 2 Recovery Tests per day.

## MOVEMENT RATE

A creature's Movement Rate is based on its physical makeup. Use the Namegiver Races as a guideline and for comparison for bipedal creatures. For example, a humanoid creature will have a Movement rate of 6, and a windling-sized creature a Movement Rate of 3. Use these as a base and adjust them by +/-1 if necessary. The Movement rate is further modified by some of the Creature Traits below.

*Carsten's chameleon has a base Movement Rate of 8 for a quadruped. Carsten decides to subtract 4 from the Movement Rate since his chameleon is a small animal that hunts Windlings for a Movement Rate of 4, much closer to a Windling's ground Movement Rate of 3.*

## DETERMINE CREATURE TRAITS

**A** creature's Characteristics do not solely depend on its Attributes, but also its physical make-up. The Characteristics Table applies to creatures that have humanoid bodies. If the creature differs from that, apply one or more of the Traits listed below. There is no need to list these Traits with the creature's game statistics; they just serve to help when creating one. However, any assigned Traits might well influence the creature's description (see **Write Commentary**, p. 109).

**Additional Arms:** Increase the Number of Standard Actions the creature can carry out each round by +1 per additional pair of arms.

**Additional Legs:** Increase the creature's Knockdown step by at least +1 step per additional pair of legs. Use a base Movement Rate of 8 for quadrupeds, and 9 for creatures with six or more legs.

**Additional Sense:** The creature has additional senses, such as Low-Light Vision, Heat Sight, enhanced hearing, or Astral Sight. There are no bonuses involved, but it is assumed that this sense is reflected by the creature's Perception step.

**Ethereal:** The creature has an incorporeal form, much like that of a spirit. Increase the creature's Physical Defense by +5 or more.

**Fast:** The creature can move faster than usual. Add +1 to its Movement Rate (or even more).

**Flight:** The creature is able to fly or glide through the air. Add +2 to its Movement Rate (or even more) as a separate Flying Movement characteristic.

**Gaseous:** The creature has a gaseous form, and appears as a cloud of mist or smoke. Increase the creature's Physical Defense by +3 or more.

**Immunity:** The creature is immune to a certain form of attack, such as non-magical melee weapons or fire damage. This immunity needs to be listed in the rules section following the creature's commentary.

**Increased Karma Pool:** The creature has more Karma Points than usual (see **Determine Karma**, p. 415). Increase the creature's Karma Points in multiples of +5, to a maximum of two times the original value.

**Increased Knockdown Step:** The creature has a higher Knockdown step than normal, because it's heavier than usual for creatures of its size or because of its physical make-up. Add +1 step or more to the creature's Knockdown step.

**Karma:** The creature is able to use Karma and has a Karma step (see **Determine Karma**, below) and a number of Karma Points available to it. Unless the description states otherwise, creatures regenerate used Karma Points at the rate of Karma Step points per day.

**Large:** Any creature larger than 13 feet tall or wide, or weighing 1,000 pounds or greater, subtracts -2 or more from its Physical Defense.

**Magical Immunity:** The creature has a strong magical defense. Add +1 or more to the creature's Spell Defense and Mystic Armor.

**Multiple Actions:** Most creatures can perform just one Standard Action per round (EPC, p. 415). Creatures with this trait are able to make more Standard Actions during a combat round (in addition to **Additional Arms**, above). As a general guideline, use the following formula: divide the creature's Dexterity step by 5 and use the result as the number of Standard Actions (round fractions to the nearest value, with a minimum of 1 action). If the creature has powers, use the higher of its Dexterity or Perception steps.

**Natural Weapon:** A creature's natural weapons increase the physical damage it can inflict on its victims. Natural weapons can be claws, sharp teeth, beaks, horns, antlers, or stingers. The Damage step of the weapon is based on its Size. Use the Melee Weapons table in *Player's Guide*, p. 251, as a guide.

**Natural Armor:** A creature's natural armor determines its Physical Armor. Use the Armor Table in the *Player's Guide*, p. 256, as a guide. Initiative step penalties may be applied as appropriate.

**Quick:** The creature is unnaturally fast in combat. Add +1 step or more to the creature's Initiative step.

**Reduced Karma Pool:** If the creature has Karma, it possesses fewer Karma Points than normal (see **Determine Karma**, below). Reduce its Karma Points in multiples of five, to a minimum of 5 points.

**Reduced Knockdown Step:** The creature has a lower Knockdown step than normal because it is lighter than usual for its size or because of its physical make-up. Subtract -1 step or more from the creature's Knockdown step.

**Slow:** The creature moves slower than usual. Subtract -1 step or more from its Initiative step. Subtract -2 from its Movement Rate (or even more). If the creature is unable to move (a plant, for example) it has no Movement Rate, and is generally easier to attack (-3 or more to the creature's Physical Defense).

**Small:** Any creature smaller than two feet tall or wide, or weighing twenty pounds or less, adds +2 or more to its Physical Defense.

**Social Immunity:** The creature is resistant to social attacks. Add +1 or more to the creature's Social Defense.

**Undead:** The creature is undead and cannot be rendered unconscious. It therefore has no Unconsciousness Rating. Abilities that cause Strain damage still do so. This damage can end up "killing" the creature as it has no buffer to fall unconscious before it dies (or rather dies again).

**Vulnerability:** The creature is susceptible to a certain substance or a special form of attack, such as salt or fire-based damage. This vulnerability needs to be listed in the rules section following the creature's commentary, including any special rules that apply if the creature is confronted with it.

*The chameleons Carsten remembers move slowly and appear to be lazy—until they strike at their airborne targets with a sudden move. He applies the Slow Trait to his creature, which suffers a -1 step penalty to Initiative, and decides to reduce its Movement Rate by -2, which would give the chameleon a Movement Rate of 2. Additionally, Carsten decides that his creature's only natural weapon will be its bite, which it needs to chew on windlings. He imagines that the damage caused by these jaws would be equivalent to that inflicted by a short sword, so he opts for a Damage step of 4 (plus its Strength step).*

## DETERMINE ATTACK STEP

**A** creature's Attack step is measured in ranks, which are added to the creature's Dexterity step. If the creature has more than one attack form, it may develop different ranks for each. As a rule of thumb, most creatures have 1 to 3 ranks in this ability.

*The chameleon will use two attack forms, but both will be handled with the same step number. The chameleon's primary weapon is its mouth, consisting of a sticky tongue (for grappling a target) and a nasty bite. Carsten figures that the creature will do fine with an Attack step of 10, which also seems to be a good challenge for the windling player in his group. Thus, he assigns +2 extra ranks to the creature's basic Attack step of 8.*

## DETERMINE KARMA

**A**s opposed to mundane creatures, magical creatures can have Karma. Spirits, dragons, and Horrors are always magical creatures. As with Namegivers, a small number of mundane creatures are also able to develop magical powers and the ability to use Karma. The higher the Karma step, the more powerful the creature is. Creatures usually recover a number of Karma points per day equal to their Karma step.

*The creature Carsten has in mind won't have a Karma step—in fact, he is not sure if the chameleon will be a magical creature at all.*

## DETERMINE POWERS AND SPELLS

**A**s seen in the preceding chapters, each creature can be assigned to one of four categories: **creatures**, **spirits**, **dragons**, or **Horrors**. Each of these creature types has its unique list of powers, which appear in the relevant chapters. Use common sense when assigning new powers to a creature. For example, horses certainly don't know how to handle melee weapons, but ogres might learn.

The step number of any power is usually determined by adding the rank to the corresponding Attribute step. The maximum rank a creature can have in any power or ability is Rank 10 for mundane and Rank 15 for magical creatures.

*Browsing through the Creature Powers section, Carsten finds two powers that would fit the description of his creature: Surprise Attack and Camouflage. This combination will allow the creature to hide in the deep forests and strike suddenly at its victims. With that in mind, he decides that nothing else is needed—so there is no need to select and assign spells. The only spell Carsten imagines would help is Earth Blend, but that ability is already covered by the Camouflage power. Carsten assigns +4 ranks each to the Surprise Attack and Camouflage powers.*

## DETERMINE LEGEND AWARD

**T**he final step in creating a new creature is to assign it a Legend Award. To do this, use the **Creature Scaling Table**. Use the highest Attribute step, Attack or Power rank, Damage rank, and Defense or Armor value for each category. It is okay for one category to be a little high if another is low. In general, this is best applied to the creature's Attack and Damage. For example, most First Circle creatures should have at maximum an overall Attack step of 11 (Dexterity step 8 + 3 Attack ranks) and a maximum overall Damage step of 13 (Strength step 8 + 5 Damage ranks). It is okay to have a creature with 4 Attack ranks and a Dexterity step of 7 for a First Circle creature, provided that the other categories match for a First Circle opponent. In general, the Damage step should be lower to compensate.

The table provides for a large variation, but your average First Circle creature would have Step 5 in most Attributes, an Attack rank of 2, a Damage rank of 3, an Armor of 5, and a Death Rating of 32.

*Carsten's chameleon's highest Attribute step is 8. It has two powers with a Rank of 4. It has a Damage rank of 4. It has a Physical Defense of 10. It has a Death rating of 30. Carsten can reduce its power Ranks to 3 to make it a First Circle creature, or increase its Death Rating by adding a Rank of Durability giving it a 36 Death Rating to make it a Second Circle creature. Carsten decides that it is okay for it to have a low Death Rating since its main prey is Windlings who also have low Toughness and decides it is worth a Second Circle Legend Award.*

## CREATURE SCALING TABLE

| Circle | Attribute Step | Attack/Power Rank | Damage Rank | Defenses/Armor Rating | Death Rating |
|--------|----------------|-------------------|-------------|-----------------------|--------------|
| 1st    | 2–8            | 1–3               | 1–5         | 0–10                  | 19–46        |
| 2nd    | 3–10           | 2–4               | 2–6         | 2–13                  | 35–66        |
| 3rd    | 4–11           | 3–5               | 3–7         | 3–14                  | 45–74        |
| 4th    | 5–12           | 4–6               | 4–8         | 4–15                  | 55–86        |
| 5th    | 6–14           | 5–7               | 5–9         | 5–18                  | 65–105       |
| 6th    | 7–15           | 6–8               | 6–10        | 6–19                  | 75–116       |
| 7th    | 8–16           | 7–9               | 7–11        | 7–20                  | 85–127       |
| 8th    | 9–17           | 8–10              | 8–12        | 8–21                  | 95–138       |
| 9th    | 10–19          | 9–11              | 9–13        | 9–24                  | 105–157      |
| 10th   | 11–20          | 10–12             | 10–14       | 10–25                 | 115–174      |
| 11th   | 12–21          | 11–13             | 11–15       | 11–27                 | 125–186      |
| 12th   | 13–22          | 12–14             | 12–16       | 12–28                 | 135–198      |
| 13th   | 14–24          | 13–15             | 13–17       | 13–31                 | 145–227      |
| 14th   | 15–25          | 14–16             | 14–18       | 14–32                 | 155–240      |
| 15th   | 16+            | 15+               | 15+         | 15+                   | 165+         |

### SPELLS

If the creature has spells, compare them to the attack and power ranks. If the highest Circle spell the creature can cast is higher than the creature's best attack and power ranks, use it for the Attack/Power Rank line instead.

### KARMA

If the creature has a Karma step higher than 4, the Legend Award is increased by +1 Circle or decrease the number of creatures to 1 per 2 PC.

*Carsten's chameleon does not have Karma.*

### NUMBER OF STANDARD ACTIONS

The creatures Number of Standard Actions is used to determine how many characters are needed to defeat the monster. A creature with one Standard Action will usually be a match for one character. A creature with two Standard Actions is usually a match for two or three characters designated as "1 per 2 PC". A creature with three or more Standard Actions will usually require the entire group to defeat it designated as "Group".

*Carsten decides that since his chameleon is lazy it only has one standard action. It is a match for one Windling opponent.*

In addition, certain powers allow for additional sources of damage without a creature spending a Standard Action. Examples include "Aura" powers such as Burning Aura and Freezing Aura that cause damage to anyone near the creature, the Fire Trail power which causes damage as part of the creature's movement, additional attack causing powers such as Second Attack, or a Multiple attack power such as Multi-Strike. This does not include conditional attacks such as Air Dance, Swift Kick, or Momentum Attack, which may or may not reliably work in any given combat round. The first step is to decrease the number of creatures to 1 per 2 PC or Group. If the creature further needs adjusting add +1 or +2 Circle to the Legend Award. If the creature is at Fifteenth Circle (Group), increase the Legend Award to Fifteenth Circle x2 (Group) instead of +1 Circle, or Fifteenth Circle x3 (Group) instead of +2 Circle.

*The blood monkey has three Standard Actions, and the Reinforcement power. It has First-Second Circle statistics, a maximum Dexterity step of 8, an Attack rank of 3, a Damage rank of 5, a maximum Defense of 10, and a 42 Death Rating. All of them are high for First Circle and on a creature with three Standard Actions, so the gamemaster elects to use Second Circle as the base. It is a Group opponent for having three Standard Actions. It gains a +1 Circle to the Legend Award as an adjustment for the Reinforcements power. So it should be a Third Circle (Group) encounter.*

### Adjusting Legend Award and Number of Creatures

By adjusting the Legend Award down and decreasing the number of creatures, a gamemaster can use a creature from a higher Circle. For every -1 Circle, decrease the number of creatures from 1 per character to 1 per 2 PC or 1 per 2 PC to Group.

*Carsten's group is Second Circle. However, if his group were First Circle, Carsten could still use his chameleon by adjusting the number of creatures to 1 per 2 characters and making the Legend Award First Circle.*

By adjusting the Legend Award up and increasing the number of creatures, a gamemaster can use a creature from a lower Circle. For every +1 Circle, increase the number of creatures from Group to 1 per 2 PCs or from 1 per 2 PCs to 1 per character.

### LEGEND AWARD ADJUSTING POWERS

**+1 Circle or decrease number of creatures to 1 per 2 PC**

Burning Aura, Damage Shift, Freezing Aura, Fire Trail, Reinforcement, Second Attack, Second Charge, Second Shot, Second Weapon

**+2 Circle or decrease number of creatures to Group**

Frenzy, Lightning Throw, Multi-Charge, Multi-Shot, Multi-Strike, Quickshot

A behemoth is a Sixth Circle encounter at one per 2 characters. By increasing the number of behemoths to one per character, the gamemaster can make it a Seventh Circle encounter.

The blood monkey (see above) is a Third Circle (Group) encounter so far. This makes little sense for a swarm enemy, so the gamemaster adjusts the number of creatures to one per one character by increasing the Legend Award by +2 to Fifth Circle. Looking at the Death Rating it seems low for the Circle, however, with Reinforcements, there will be two Blood Monkeys per character with an overall Death Rating of  $42 \times 2 = 84$ , average for Fifth Circle. A tough Fourth Circle group could probably also defeat them one to one, but it seems to be a good encounter for an average Fifth Circle group at one to one. The gamemaster thinks that keeping track of 10 creatures may be a bit too much though and decides to make a swarm version. This way at most he is keeping track of two swarms with a total of 6 attacks rather than 10 creatures and 30 attacks.

### BLOOD MONKEY SWARM

A swarm of blood monkeys (*Gamemaster's Guide*, p. 157) for an easier encounter to keep track of.

**DEX:** 8      **STR:** 5      **TOU:** 7  
**PER:** 5      **WIL:** 4      **CHA:** 4

**Initiative:** 8 (11; Surprise Attack)      **Physical Defense:** 10

**Actions:** 3      **Spell Defense:** 9

**Attack (3):** 11      **Social Defense:** 7

**Damage:**      **Physical Armor:** 0

One Target (9): 14; Two Targets      **Mystic Armor:** 3

(6): 11; Three Targets (3): 8

**Unconscious:** 84

**Recovery Tests:** 3

**Wound Threshold:** Immune

**Knockdown:** Immune

**Movement Rate:** 6/7 \*

**Legend Award:** Fifth Circle

\* The second value is the creature's climbing Movement rate

**Powers:** Climbing<sup>S</sup> (3): 11, Enhanced Senses [Smell] (2): 7, Great Leap<sup>S</sup> (3): 11, Surprise Attack (3)

**Loot:** Pelt worth 100 silver pieces each (worth Legend Points). May find bits of treasure, items, weapons, and armor from the last unfortunate adventurers who passed this way.

### Rules

Extremely territorial, blood monkey swarms will attack everything from individuals to whole trade caravans. Typically, a swarm of the strongest males in a blood monkey band will initiate an attack by dropping from the treetops onto their targets, usually by surprise. Blood monkey swarms can attack up to three times in a combat round, clawing and biting.

**Reinforcements:** If the blood monkey swarm's initial attack causes damage to a victim, the monkeys give a screech that summons an additional blood monkey swarm. These "reinforcements" arrive within minutes. If the targets defend themselves successfully against the initial attack, and actually manage to counterattack, the blood monkey swarm will try to escape.

**Swarm Attack:** The blood monkey swarm takes up a hex 1 radius, with a center origin hex and all surrounding hexes (for a total of 7 hexes covered). A blood monkey swarm can use one Standard Action to make an attack. The attack is made against up to three targets in the swarm's area. The attack result is compared to all targets. The damage step used is based on the number of targets in the swarm area.



**Unconsciousness:** A blood monkey swarm reduced to its Unconsciousness Rating disperses.

**Vulnerability:** Blood monkey swarms take double damage after subtracting armor from area of effect attacks that cover their entire area. Unfortunately, they also usually affect any victims in the swarm as well.

## WRITE COMMENTARY

Once the gamemaster has determined the creature's game statistics, he must write a commentary. The commentary should include the creature's physical description, its common habitat and other, similar characteristics. The decisions made about the creature's Attributes and Traits should give the gamemaster a fairly clear idea of what the creature looks like and eats, where it hunts and lives, and so on. The gamemaster should answer the following questions in order to help flesh out the creature.

What does the creature look like? How does it mate? Is it a pack animal? What does it eat? How well does it get along with other creatures? What does it fear? When does it hunt and when does it sleep? Can it be trained? Where can it normally be found? How does it relate to the other creatures in its ecosystem?

This step also requires the gamemaster to decide what, if any, equipment the creature may use. Most animals and non-sentient creatures do not use equipment, but a race of subterranean creatures might use stone spears and knives.

Finally, decide if the creature collects loot. If the creature is sentient, it may be guarding a cache of money and weapons of previous victims. If the creature is a popular target of adventuring groups, its loot may consist of the belongings of many previous challengers. Many creatures with magical abilities hoard magical treasure or have magical body parts, including horns, feathers, teeth, or blood. Decide what type of treasure a creature possesses, and its worth in silver pieces and Legend Points.

### RULES

If applicable, add a rules section below the commentary. This section should describe how the creature behaves in combat and any rules unique to the creature. Some creature powers need unique treatment, mostly with regard to characteristics such as range

(Breath Weapons) and effect (Poisons). Some creature traits also need to be addressed in this section, for example, Immunity and Vulnerability.

## ADVENTURE HOOK

To give gamemasters useful ideas on how to use the creature in their campaigns, add an **Adventure Hook** suggesting how to use the creature as a starting point for an adventure.

## SAMPLE CREATURE

Here is the final version of the creature Carsten came up with, along with rules and an adventure hook:

### TRAP LIZARD

The trap lizard is a creature native to the deep forests of Glenwood Deep. Its slender, green body is almost as heavy as that of a human, and it measures about twenty feet from nose to tail. Trap lizards live in the high tree-tops of the forest, and tend to be well hidden from sight. The windlings native to Glenwood Deep call the creature a trap lizard, as it proves a real hazard to them—windlings are perfect prey for these creatures; and there is more than a bit of truth to the stories windlings tell their children at night. There are whole areas of the forest regarded as off-limits by the windling tribes.

**DEX:** 8  
**PER:** 7

**STR:** 8  
**WIL:** 4

**TOU:** 4  
**CHA:** 4

**Initiative:** 7 (11)

**Actions:** 1

**Attack (2):** 10

**Damage:**

**Bite (4):** 12

**Death:** 30

**Unconsciousness:** 21

**Wound Threshold:** 7

**Physical Defense:** 10

**Spell Defense:** 9

**Social Defense:** 5

**Physical Armor:** 0

**Mystic Armor:** 0

**Recovery Tests:** 2

**Knockdown:** 9

**Movement:** 2

**Legend Award:** Second Circle

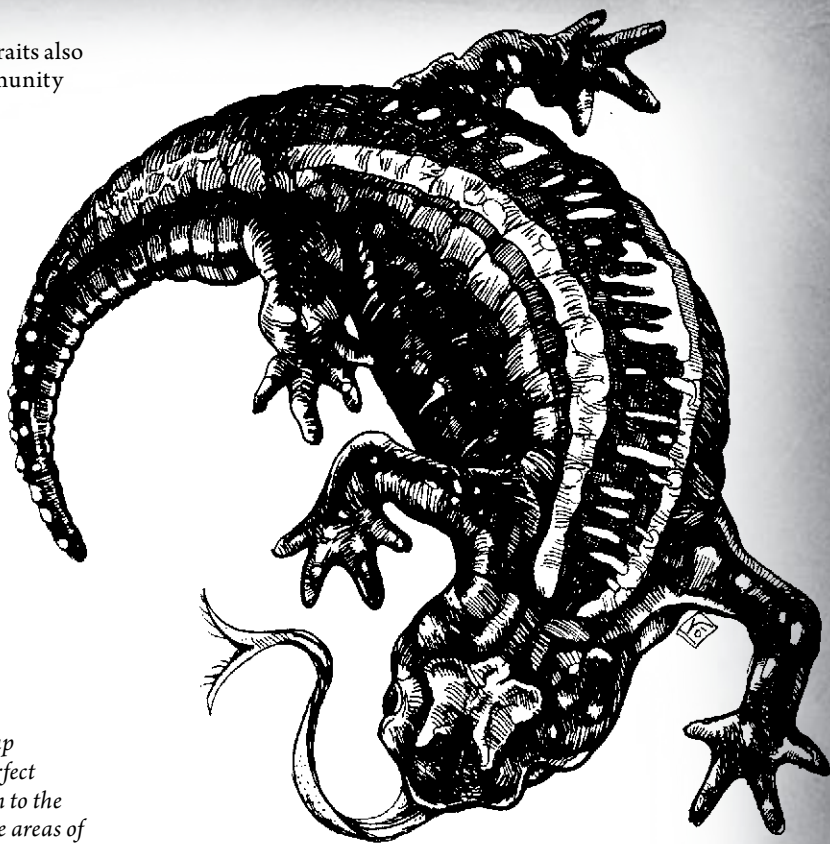
**Powers:** Camouflage (4): 8, Surprise Attack (4)

### Rules

The trap lizard uses its Camouflage power to stay hidden from sight, waiting for prey. When a suitable victim comes within range, the trap lizard uses its long, sticky tongue to grapple it (Player's Guide, p. 230). The lizard's tongue is as fast as lightning and builds up enough momentum to pull a windling-sized victim towards its mouth in the same action as it attacks. The trap lizard's tongue has a range of 6 yards. Fortunately, the lizard has no armor of any kind—its primary weakness.

### Adventure Hook

In the month after the annual celebration days, the town's windlings begin to disappear one after another. The town council hires the heroes to find out what's going on.



## CUSTOMIZING CREATURES

**T**his section holds guidelines on how to adjust a creature's game statistics to the needs of a gamemaster's individual campaign. Adapting a creature follows a series of four steps:

- 1 Modify Attributes
- 2 Determine Characteristics
- 3 Change Powers and Spells
- 4 Adjust Legend Award

### MODIFY ATTRIBUTES

Attributes are measured in step numbers rather than values. When modifying an existing creature's Attributes, increase or decrease them by up to 2 steps (characteristics can be fine-tuned by adjusting the exact Attribute values).

Carsten is about to run another Earthdawn session, where he plans pitting his player characters against King Neden's personal guard. He imagines that the king's men ride cat-like huttawas—the favored mounts for dwarf cavalrymen. However, since they form an elite corps, the huttawas ridden should be stronger than average, especially bred for this military unit. Looking over the creature's attributes, Carsten decides to keep everything as is, except for Dexterity and Strength. He raises the creature's Dexterity step from 5 to 7 and Strength step from 8 to 9 to reflect the advanced training these beasts have in combat.

## DETERMINE CHARACTERISTICS

If a creature's Attribute steps have been altered, the corresponding characteristics also need to be adjusted.

*The change of Dexterity is the only one that needs to be taken care of for Carsten's elite huttawa. Assuming that the creature's Attribute values are set at the upper end, the huttawa's new Physical Defense is 10. The creature's Initiative step also increases by +2. Carsten decides to add the Fast Trait, increasing its Movement Rate by +1 to 9. All other characteristics remain the same.*

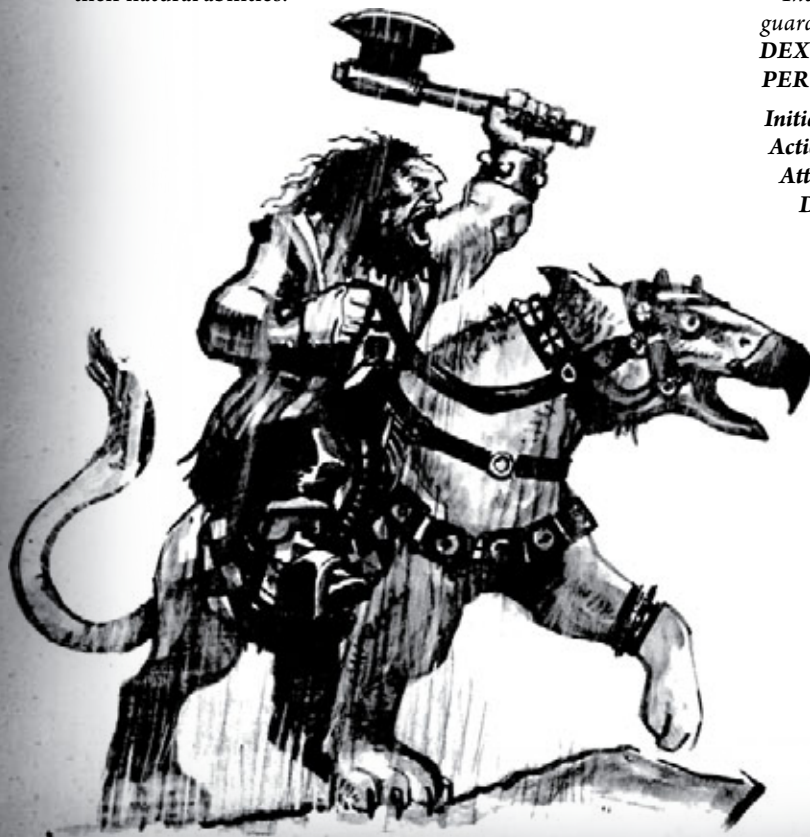
## CHANGE POWERS AND SPELLS

By increasing or decreasing the assigned rank of a power, the gamemaster is able to scale the creature to his needs. This includes the creature's Attack step(s). At the gamemaster's discretion, new powers may be assigned or existing powers removed. However, there should be a good reason why a creature develops a new power or learns ranks in a new ability. This is usually achieved by training or the unusual requirements of a creature's habitat.

*Since Carsten is dealing with elite huttawas trained for combat, he raises the creature's attack rank from 2 to 5, for a final Attack step of 12. The remaining powers also receive additional ranks; Carsten increases all of them from Rank 1 to Rank 3, and adds the Durability power at Rank 3.*

## Spells

Generally speaking, the spells known to a creature are all it can ever learn. Only more intelligent entities (such as Horrors, Spirits, and Dragons) can learn new spells and make use of more refined forms of spell magic (matrix casting, for example) in addition to their natural abilities.



## Creatures and Legend Award

Creatures can also earn Legend Points, although there is usually no requirement to keep track of them. Creatures can spend Legend Points to increase ranks in their abilities as normal (*Player's Guide* p. 236). Magical abilities cost the same as Fifth Circle talents; mundane abilities (including Attack and Spellcasting steps) cost the same as skills. While the Legend Points cost appears to be identical, note that the maximum rank a creature can have in any power or ability is Rank 10 for mundane and Rank 15 for magical creatures.

## ADJUST LEGEND AWARD

The last step of customization involves adjusting the Legend Award. Use the creature's base Legend Award as the starting point. Look at the areas that have been improved to determine if the Legend Award needs to be adjusted.

*Carsten has improved the huttawa's Dexterity step to 7, its Strength step to 9, its Attack Rank to 5, its Power Ranks to 3, its Physical Defense to 10, and added Durability at Rank 3, improving its Death Rating to 61. It has an Attribute step at Second Circle, an Attack Rank at Third Circle (But the total Attack step of 12 is about Second Circle), and a Death Rating at the high end of Second Circle. Since four categories have improved, Carsten decides it is at least a Second Circle creature now. Since his group is Second Circle, he decides Second Circle Cavalrymen will ride the elite huttawas for a Second Circle encounter. If his group was Third Circle, Carsten could use the elite huttawas and Third Circle Cavalrymen for a Third Circle encounter, as the elite huttawas are close to a Third Circle creature with their high Attack rank and Death Rating.*

## ELITE HUTTAWA

*These huttawas are trained for combat and used only by the personal guard of King Neden of Throal.*

DEX: 7                      STR: 9                      TOU: 8  
PER: 5                      WIL: 4                      CHA: 5

Initiative: 8                      Physical Defense: 10  
Actions: 1                      Spell Defense: 6  
Attack (5): 12                      Social Defense: 7  
Damage:                      Physical Armor: 2  
Beak(4): 13                      Mystic Armor: 0

Death: 61                      Recovery Tests: 3  
Unconsciousness: 50                      Knockdown: 10  
Wound Threshold: 12                      Movement: 9  
Legend Award: Second Circle

Powers: Climbing<sup>S</sup> (3): 9, Durability (3), Enhanced Senses [Sight] (2): 7, Great Leap<sup>S</sup> (3): 9, Sprint (3)

## Rules

Though not overly bright, huttawa are easy to train. To account for this, any characters using their talents and abilities to tame or command a huttawa must achieve a result one level lower than normal to be successful. For example, the Animal Training talent normally requires an Average result to work against a target creature. Using Animal Training against a huttawa, however, only requires a Poor result.

## CREATURES

*The jungle crawled with horrific creatures, both of this world and others...*

• ARDISS FOARR, WIZARD, TO A GATHERING OF THE VILLAGE OF TARDIM •

The **Earthdawn** world is home to a wide variety of unique plant and animal species. This section describes the more dangerous creatures encountered in the wilderness of Barsaive, and includes game statistics and other information for these different species.

## CREATURE DESCRIPTIONS

For explanations of the statistics used in this chapter, see p. 145 of the *Gamemaster's Guide*.

## CAVE CRAB

The cave crab lives in the Delaris Mountains, which ring the southern region of the terrible and corrupted Wastes. Unlike its ocean-born brethren, the cave crab possesses four legs and two pincers instead of six legs and pincers. A thick armored shell encases its entire boneless body, including its unnaturally slim legs. The shell is as strong as iron and as light as wood—almost impossible to pierce.

The crab's horrible pincers, each more than 4 feet long, are strong and sharp enough to slice a thick tree trunk or any nearby obsidian neatly in half. The underside of each claw is sharp also, enabling the crab to slash at its opponent or close its great pincers on a convenient limb. The crab lives in the many caves throughout the Delaris peaks, where it can hide in the cool shade during the day. It leaves the cave at night to hunt—these creatures eat everything from tree branches to horses to people.

Dragons find the cave crab absolutely delicious. Any dragon who has tasted the flesh of a cave crab at least once will usually risk anything to eat any other cave crab it encounters.

**DEX:** 10

**STR:** 16

**TOU:** 12

**PER:** 4

**WIL:** 6

**CHA:** 5

**Initiative:** 9

**Actions:** 2

**Attack (2):** 12

**Damage:**

Bite (1): 17; Claws (6): 22 (see text)

**Death:** 101

**Unconsciousness:** 87

**Wound Threshold:** 17

**Legend Award:** Sixth Circle (1 per 2 PC)

**Powers:** Durability (7)

**Loot:** Intact shell, for which armorers will pay up to 300 silver pieces (worth Legend Points). Large pieces of shell may fetch lower prices, at the gamemaster's discretion.

**Physical Defense:** 13

**Spell Defense:** 6

**Social Defense:** 7

**Physical Armor:** 10

**Mystic Armor:** 2

**Recovery Tests:** 5

**Knockdown:** 17

**Movement:** 7



## Rules

The cave crab is a killing machine. In close combat, it can slash at an opponent with the sharp bottom half of its huge pincers; alternatively, it can close its pincers and sever limbs (*Gamemaster's Guide*, p. 148). The cave crab also possesses huge jaws, which it uses to bite its opponent if its pincer attack fails.

**Hardened Armor:** The shell of a cave crab is extremely tough. Armor-Defeating Hits require one result level greater than normal (usually an Extraordinary result) to penetrate the crab's shell.

## CHIMERA

Chimeras are very unintelligent creatures, which is fortunate, because otherwise they could probably lay waste to most of Barsaive unopposed. Chimeras are powerful enough to pose some slight danger to dragons, but are far more threatening to the Namegiver races.

Many different kinds of chimeras exist, though all share certain similar features. They are large creatures, often standing taller than eight feet at the shoulder. They all possess a lion's body and head, and two extra heads that sprout from the base of the neck. Finally, every chimera has leathery, bat-like wings that enable them to fly. Where chimeras differ is in the two extra heads. The most common chimera has a serpent and a goat head to either side of its lion head, but there are far stranger assortments: a lion, a frog, and a goat; a lion, a rat, and a hound; and so on. The chimera's extra heads determine its powers, though not every chimera with the same three heads has exactly the same abilities. Chimeras are known to breathe fire, sense astral creatures, and

inspire mortal terror in those who see them, to name just a few of this creature's powers.

Chimeras mate every three years. The male chimeras hunt various animals, attempting to find and slay the most powerful foes in hopes of impressing the females. After each male has caught two such creatures, he presents the carcasses to a female as a gift. She examines them and chooses her mate based on who has brought her the strongest beasts. The female and her chosen male each eat one of the gifts as a precursor to mating. The litter of three to five infant chimeras, born a year later, all have the middle lion head flanked by the heads of the two creatures eaten by the parent chimeras.

Fortunately for those who must fight them, chimeras can be fooled with simple tricks. They make particularly easy targets for Wizards, who can control their tiny minds with little effort. Before the Scourge, attempts were made to use chimeras to guard kaers. The creatures didn't follow orders terribly well and proved almost impossible to train. Despite this overwhelming disadvantage, many Wizards will still pay amazingly high prices for newborn chimera cubs.

The following game statistics serve as a template for these creatures; see below for examples of how to flesh out different chimeras.

|                                    |                             |                |
|------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 10                     | <b>STR:</b> 12              | <b>TOU:</b> 11 |
| <b>PER:</b> 4                      | <b>WIL:</b> 9               | <b>CHA:</b> 7  |
| <b>Initiative:</b> 10              | <b>Physical Defense:</b> 13 |                |
| <b>Actions:</b> 2                  | <b>Spell Defense:</b> 10    |                |
| <b>Attack (2):</b> 12              | <b>Social Defense:</b> 11   |                |
| <b>Damage:</b>                     | <b>Physical Armor:</b> 6    |                |
| 2×Claws (3): 15; Lion Bite (5): 17 | <b>Mystic Armor:</b> 8      |                |
| <b>Death:</b> 100                  | <b>Recovery Tests:</b> 5    |                |
| <b>Unconsciousness:</b> 86         | <b>Knockdown:</b> 13        |                |
| <b>Wound Threshold:</b> 17         | <b>Movement:</b> 9*         |                |

\* This value is also the creature's flying Movement Rate.

**Legend Award:** Fourth Circle (1 per 2 PC)

**Powers:** Battle Shout<sup>S</sup> [Roar] (3): 10, Durability (7), Head-specific Powers (see Chimera Head Table), Low-Light Vision, Spellcasting (5): 9

## Rules

In combat, the chimera attempts to bite its opponent and/or slash at him with its claws. Against foes smaller than itself, the chimera bites its victim firmly in the throat and then shakes it back and forth, hoping to break its neck with a Bite and Shake attack (*Gamemaster's Guide*, p. 147). With the exceptions of dwarfs and windlings, chimeras seldom use this type of attack on Namegivers because the other races are too tall for chimeras to reach their necks easily.

When the gamemaster creates a chimera, he must decide what other heads to give it. Depending on how strong the gamemaster wants to make the creature, he can give it almost any type of head. The Chimera Head Table lists common chimera heads, along with the abilities they confer on the chimera.

In addition to the basic game statistic above, a number of sample chimeras are presented as follows.

## Classic Chimera

A classic chimera features a goat and snake/serpent head in addition to the lion's body.

|                                         |                             |                |
|-----------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 10                          | <b>STR:</b> 12              | <b>TOU:</b> 11 |
| <b>PER:</b> 4                           | <b>WIL:</b> 9               | <b>CHA:</b> 7  |
| <b>Initiative:</b> 10                   | <b>Physical Defense:</b> 13 |                |
| <b>Actions:</b> 4                       | <b>Spell Defense:</b> 10    |                |
| <b>Attack (4):</b> 14                   | <b>Social Defense:</b> 11   |                |
| <b>Damage:</b>                          | <b>Physical Armor:</b> 9    |                |
| 2×Claws (3): 15; Goat Horns (2): 14;    | <b>Mystic Armor:</b> 8      |                |
| Lion Bite (5): 17; Serpent Bite (1): 13 |                             |                |

|                            |                          |
|----------------------------|--------------------------|
| <b>Death:</b> 100          | <b>Recovery Tests:</b> 5 |
| <b>Unconsciousness:</b> 86 | <b>Knockdown:</b> 13     |
| <b>Wound Threshold:</b> 17 | <b>Movement:</b> 9*      |

\* This value is also the creature's flying Movement Rate.

**Legend Award:** Fifth Circle (Group)

**Powers:** Battle Shout<sup>S</sup> [Roar] (4): 11, Durability (7), Low-Light Vision, Poison [SD 9; Damage 9], Spellcasting (5): 9

## Fire Chimera

A flame chimera featuring a hell hound and a fire-spewing dragon head in addition to the lion's body.

|                                            |                             |                |
|--------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 10                             | <b>STR:</b> 12              | <b>TOU:</b> 11 |
| <b>PER:</b> 4                              | <b>WIL:</b> 9               | <b>CHA:</b> 7  |
| <b>Initiative:</b> 10                      | <b>Physical Defense:</b> 13 |                |
| <b>Actions:</b> 5                          | <b>Spell Defense:</b> 10    |                |
| <b>Attack (5):</b> 15                      | <b>Social Defense:</b> 11   |                |
| <b>Damage:</b>                             | <b>Physical Armor:</b> 21   |                |
| 2×Claws (3): 15; Dragon Bite (6): 18;      | <b>Mystic Armor:</b> 8      |                |
| Hell Hound Bite (5): 17; Lion Bite (5): 17 |                             |                |

|                            |                          |
|----------------------------|--------------------------|
| <b>Death:</b> 100          | <b>Recovery Tests:</b> 5 |
| <b>Unconsciousness:</b> 86 | <b>Knockdown:</b> 13     |
| <b>Wound Threshold:</b> 17 | <b>Movement:</b> 9*      |

\* This value is also the creature's flying Movement Rate.

**Legend Award:** Seventh Circle (Group)

**Powers:** Astral Sight<sup>T</sup> (7): 12, Battle Shout<sup>S</sup> [Roar] (5): 12, Breath Weapon [Fire] (3): 12, Durability (7), Fear (5): 12, Low-Light Vision, Spellcasting (5): 9

## Ice Chimera

An ice chimera featuring an ice flyer and a frost-breathing dragon head in addition to the lion's body.

|                                           |                             |                |
|-------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 10                            | <b>STR:</b> 12              | <b>TOU:</b> 11 |
| <b>PER:</b> 4                             | <b>WIL:</b> 9               | <b>CHA:</b> 7  |
| <b>Initiative:</b> 10                     | <b>Physical Defense:</b> 13 |                |
| <b>Actions:</b> 5                         | <b>Spell Defense:</b> 10    |                |
| <b>Attack (5):</b> 15                     | <b>Social Defense:</b> 11   |                |
| <b>Damage:</b>                            | <b>Physical Armor:</b> 21   |                |
| 2×Claws (3): 15; Dragon Bite (6): 18;     | <b>Mystic Armor:</b> 8      |                |
| Ice Flyer Bite (5): 17; Lion Bite (5): 17 |                             |                |

|                            |                          |
|----------------------------|--------------------------|
| <b>Death:</b> 100          | <b>Recovery Tests:</b> 5 |
| <b>Unconsciousness:</b> 86 | <b>Knockdown:</b> 13     |
| <b>Wound Threshold:</b> 17 | <b>Movement:</b> 9☒      |

\* This value is also the creature's flying Movement Rate.

**Legend Award:** Seventh Circle (Group)

**Powers:** Astral Sight<sup>T</sup> (7): 12, Battle Shout<sup>S</sup> [Roar] (5): 12, Breath Weapon [Cold] (3): 12, Durability (7), Fear (5): 12, Ice Flyer Shackles (4): 13, Low-Light Vision, Spellcasting (5): 9

## Thunder Chimera

A thunder chimera features a lightning lizard and a lightning-hurling dragon head in addition to the lion's body.

|                                                  |                             |                |
|--------------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 10                                   | <b>STR:</b> 12              | <b>TOU:</b> 11 |
| <b>PER:</b> 4                                    | <b>WIL:</b> 9               | <b>CHA:</b> 7  |
| <b>Initiative:</b> 10                            | <b>Physical Defense:</b> 13 |                |
| <b>Actions:</b> 5                                | <b>Spell Defense:</b> 10    |                |
| <b>Attack (5):</b> 15                            | <b>Social Defense:</b> 11   |                |
| <b>Damage:</b>                                   | <b>Physical Armor:</b> 21   |                |
| 2×Claws (3): 15; Dragon Bite (6): 18;            | <b>Mystic Armor:</b> 8      |                |
| Lightning Lizard Bite (4): 16; Lion Bite (5): 17 |                             |                |

**Death:** 100  
**Unconsciousness:** 86  
**Wound Threshold:** 17

**Recovery Tests:** 5  
**Knockdown:** 13  
**Movement:** 9\*

\* This value is also the creature's flying Movement Rate.

**Legend Award:** Seventh Circle (Group)

**Powers:** Astral Sight <sup>T</sup> (7): 12, Battle Shout <sup>S</sup> [Roar] (5): 12, Breath Weapon [Thunder] (3): 12, Durability (7), Fear (5): 12, Lightning [Twinbolts] (2): 11, Low-Light Vision, Spellcasting (5): 9

## Adventure Hook

Five or more years ago, a famous band of adventurers discovered a kaer thought to be destroyed during the Scourge. By magical means, they informed King Varulus III of Throal of their discovery, but they disappeared shortly afterward. Following up on matters left unresolved since the death of his father, King Neden hires the characters to discover the fate of the vanished adventurers and, if possible, to rediscover and explore the kaer. Unknown to the characters, the adventurers died fighting a chimera, who brought them to a female as mating gifts. The resulting litter of five all have

two human heads and an assortment of powers appropriate to the devoured adventurers. All five still live near the kaer, and one has its nest inside the kaer's entrance.

## Humanoid Chimera

A chimera with two human heads from a human adept Elementalist and Sky Raider. The human Elementalist head has frazzled, unkempt, short hair and a sparse beard. The human Sky Raider head has wild, long hair and a grizzly, full beard.

**DEX:** 10      **STR:** 12      **TOU:** 11  
**PER:** 7      **WIL:** 9      **CHA:** 7

**Initiative:** 10      **Physical Defense:** 13  
**Actions:** 4      **Spell Defense:** 13  
**Attack (S):** 15      **Social Defense:** 11  
**Damage:**      **Physical Armor:** 6  
2×Claws (3): 15; Lion Bite (S): 17      **Mystic Armor:** 8  
**Death:** 100      **Recovery Tests:** 5  
**Unconsciousness:** 86      **Knockdown:** 13  
**Wound Threshold:** 17      **Movement:** 9\*

\* This value is also the creature's flying Movement Rate.

**Legend Award:** Sixth Circle (Group)

**Powers:** Battle Shout <sup>T</sup> (5): 12, Durability (7), Fireblood <sup>T</sup> (5): 16, Fire Heal <sup>T</sup> (5): 14, Low-Light Vision, Spellcasting (5): 12, Spell Matrix (5), Thread Weaving (Elementalism) <sup>T</sup> (5): 12

**Spells:** Fireball (The Elementalist human head opens its mouth agape and spits it out at the group)

## CLOUD BIRD

Cloud birds were so named because their immense size allows them to block the sun like a passing cloud. They are gray with white underbellies, with a wingspan ranging from fifty to one hundred feet. They nest in high mountain peaks all over Barsaive, so their feathers are soft and fluffy, like a snowy owl. They feed primarily on mountain sheep and goats, but can easily carry away a full grown horse or baby thundra beast. Namegivers who do not bathe on a regular basis are distasteful to the cloud bird and are taken only when food is scarce, or when they have young who need small prey brought to the nest to practice hunting. At such times, the parent birds carefully keep Namegiver-sized prey alive, carrying them gently in their great talons and depositing them in nests the size of a small house that contain one to three baby birds.

The following game statistics represent both an adult and a baby cloud bird.

### Adult Cloud Bird

**DEX:** 10      **STR:** 20      **TOU:** 20  
**PER:** 10      **WIL:** 3      **CHA:** 3

CHIMERA HEAD TABLE

| Head             | Number of Actions | Attack Type and Damage | Physical Armor | Powers                                                                                             |
|------------------|-------------------|------------------------|----------------|----------------------------------------------------------------------------------------------------|
| Crojen           | +1                | Bite: 17               | 0              | Blood Frenzy (see <b>Crojen</b> , p. 292). This adds +1 additional Bite attack if it is triggered. |
| Dragon           | +2                | Bite: 18               | +12            | Astral Sight (7): 12, Breath Weapon (3): 12, Fear (5): 12                                          |
| Goat             | +1                | Horns: 14              | +3             | None                                                                                               |
| Hell Hound       | +1                | Bite: 17               | +3             | Fire Breath (1): 10                                                                                |
| Ice Flyer        | +1                | Bite: 17               | +3             | Ice Shackles (4): 13                                                                               |
| Lightning Lizard | +1                | Bite: 16               | +3             | Lightning (2): 11 (Twinbolts; see <b>Lightning Lizard</b> , p. 320)                                |
| Serpent          | +1                | Bite: 13               | 0              | Poison (SD 9; Damage 9)                                                                            |

**Initiative:** 10  
**Actions:** 2  
**Attack (4):** 14  
**Damage:**  
 Bite (5): 25; Claws (2): 22  
**Death:** 127  
**Unconsciousness:** 115  
**Wound Threshold:** 25

**Physical Defense:** 11  
**Spell Defense:** 14  
**Social Defense:** 9  
**Physical Armor:** 5  
**Mystic Armor:** 1  
**Recovery Tests:** 9  
**Knockdown:** 20  
**Movement:** 4/10\*

\* The second value is the creature's flying Movement Rate.

**Legend Award:** Fifth Circle (1 per 2 PC)

**Powers:** Durability (6), Enhanced Senses [Sight] (2): 12

**Loot:** Cloud bird pelts are valued in many cities and can be sold for 500 silver pieces (worth Legend Points)

### Baby Cloud Bird

**DEX:** 5      **STR:** 10      **TOU:** 10  
**PER:** 5      **WIL:** 2      **CHA:** 2

**Initiative:** 4  
**Actions:** 1  
**Attack (3):** 8  
**Damage:**  
 Bite (2): 12  
**Death:** 54  
**Unconsciousness:** 47  
**Wound Threshold:** 15

**Physical Defense:** 7  
**Spell Defense:** 8  
**Social Defense:** 8  
**Physical Armor:** 2  
**Mystic Armor:** 1  
**Recovery Tests:** 5  
**Knockdown:** 10  
**Movement:** 3

**Legend Award:** Second Circle

**Powers:** Enhanced Senses [Sight] (2): 7

**Loot:** Baby cloud bird pelts are valued in many cities and can be sold for 200 silver pieces (worth Legend Points)



## FELUX

The felux looks like a lion, but with eyes almost the size of a human's hand. A night hunter, the felux uses its eyes to catch its prey. The felux is one of the few cases in which a change induced by magic helped a creature to survive instead of destroying it.

The felux stalks its prey in deadly silence, then throws a beam of light brighter than a thousand moons from its eyes. The glare blinds the unfortunate victim; the felux gives a quick flick of its sharp claws and its erstwhile quarry becomes a tasty dinner. If necessary, the felux can also attack by causing its eyelight to flicker at an amazing speed. Those who gaze at the flashing light fall to the ground, racked with spasms, which do not cease until the eyelight stops flickering. More than a few people find this method of crippling an enemy extremely useful, and several magicians have been known to develop spells that duplicate this effect.

A felux can also be trained, though they do not feel the same loyalty or warmth toward their masters as a dog or a house cat. They

can be managed only if caught as kittens and trained from their earliest weeks. Catching a kitten is nearly impossible, unless the guarding mother has been killed. There are rumors of mercenaries who use trained feluxes for night work and ambushes. Once their targets enter a certain area, they command the feluxes to use their flickering eyelight. Anything within the light falls to the ground in an uncontrollable fit.

The guards of Stoneforge Keep use feluxes as guard animals and walk around the walls of the castle with them. On command, each felux gazes out across the surrounding lands. Anything anywhere near the Keep might as well try to hide in broad daylight; the felux will certainly see it and flash its eyelight to incapacitate would-be intruders. For an unknown reason, the felux's eyelight terrifies the Horrors, and some accounts tell of a few adventuring bands which have used these creatures to explore forgotten kaers.

**DEX:** 10      **STR:** 8      **TOU:** 9  
**PER:** 6      **WIL:** 8      **CHA:** 5

**Initiative:** 10  
**Actions:** 2  
**Attack (2):** 12  
**Damage:**  
 Bite (10): 18; 2×Claws (4): 12  
**Death:** 60  
**Unconsciousness:** 51  
**Wound Threshold:** 14

**Physical Defense:** 13  
**Spell Defense:** 10  
**Social Defense:** 8  
**Physical Armor:** 4  
**Mystic Armor:** 5  
**Recovery Tests:** 4  
**Knockdown:** 9  
**Movement:** 8

**Legend Award:** Fourth Circle (1 per 2 PC)

**Powers:** Battle Shout<sup>S</sup> [Roar] (2): 7, Blinding Glare (4): 10, Climbing<sup>S</sup> (3): 13, Durability (2), Flashing Glare (4): 10, Great Leap<sup>S</sup> (3): 13, Low-Light Vision, Silent Walk<sup>S</sup> (2): 12

**Loot:** Two extremely delicate eyes, worth 300 silver pieces each (worth Legend Points)

### Rules

A felux typically attacks its victim with its Blinding Glare and Flashing Glare powers before leaping on the target's back and biting through his neck or laying open the target's back with its wicked back claws.

### Adventure Hook

The characters are hired to guard a caravan en route from Bartertown to Haven, which lies within the ruins of Parlainth. The caravaneers, fearful of meeting Horrors along the way, have acquired a felux to serve as a guard animal in the hope that the creature's eyelight will protect them. Not many days from Parlainth, a Horror-marked questor of Jasprey halts the caravan and demands that the caravaneers release the felux into the wild. The characters attempt to drive off the questor, but he or she takes command of the felux and orders it to attack.

## FIRE WRAITH

Fire wraiths figure in most legends about Death's Sea, where they are said to lie in wait for over-confident adventurers. Similar in shape and size to demiwraiths, fire wraiths are composed entirely of living flame and are found only near Death's Sea. Their ghostly movement and appearance create a haunting experience for those confronted by fire wraiths. The most-repeated legend says that these creatures represent the souls of the first to die when Death was imprisoned.

**DEX:** 8      **STR:** 6      **TOU:** 7  
**PER:** 6      **WIL:** 9      **CHA:** 5

**Initiative:** 8  
**Actions:** 2  
**Attack (2):** 10  
**Damage:**  
Touch (3): 9

**Death:** 48  
**Unconsciousness:** 39  
**Wound Threshold:** 12

**Physical Defense:** 10  
**Spell Defense:** 9 (see text)  
**Social Defense:** 12  
**Physical Armor:** 5  
**Mystic Armor:** 5 (see text)

**Recovery Tests:** 3  
**Knockdown:** 6  
**Movement:** 8\*

\* This value is the creature's flying Movement Rate.

**Legend Award:** Third Circle (1 per 2 PC)

**Powers:** Durability (1), Fire Touch (3): 12, Spellcasting (2): 8, Thread Weaving [Elementalism] <sup>T</sup> (2): 8, Willforce <sup>T</sup> (3): 12

**Spells:** Boil Water, Drastic Temperature 12, Fireball 17, Flame Flash 13, Ignite 4

## Rules

Aside from casting spells, fire wraiths attack with their flame-covered limbs, using their Fire Touch power. Many of the general characteristics of the fire wraith are the same as those of the demi-wraith. Because fire wraiths are not true undead, increase their Spell Defense and Mystic Armor by +5 against spells specifically designed to target undead beings.

**Immunity to Fire:** Fire wraiths are immune to all fire-based attacks, both magic and mundane.

**Vulnerability to Water:** Decrease the fire wraith's Spell Defense and Mystic Armor by +5 against water-based spells.



## GARGOYLE

Like obsidimen, gargoyles are creatures of elemental earth and stone. However, these creatures are the results of a magical experiment gone wrong long before the Scourge. Their exact origins have been forgotten, but gargoyles are found in many parts of Barsaive. Gargoyles stand about 5 feet 6 inches tall and weigh an impressive 900 pounds. Their heads are elongated and distorted. Their hands end in long claws that they use to rake opponents, often in fly-by attacks.

Though they gather in groups of six to ten gargoyles, similar to lion prides, gargoyles are not social creatures. Individual gargoyles sometimes leave the pride for months, wandering the skies alone or in pairs. Because many of these wandering gargoyles are staking a claim to new territory, they act more aggressively than full prides. Occasionally an entire pride of gargoyles migrates, for unknown reasons.

**DEX:** 8  
**PER:** 4

**STR:** 18  
**WIL:** 5

**TOU:** 12  
**CHA:** 4

**Initiative:** 6  
**Actions:** 2  
**Attack (3):** 11  
**Damage:**  
2×Claws (4): 22

**Physical Defense:** 10  
**Spell Defense:** 10  
**Social Defense:** 11  
**Physical Armor:** 15  
**Mystic Armor:** 6

**Death:** 65  
**Unconsciousness:** 57  
**Wound Threshold:** 20

**Recovery Tests:** 5  
**Knockdown:** 18  
**Movement:** 5/8\*

\* The second value is the creature's flying Movement Rate.

**Legend Award:** Fifth Circle (1 per 2 PC)

**Powers:** Durability (1)

**Loot:** Horns worth 5D6×10 silver pieces (worth Legend Points)

## Rules

Despite their nasty dispositions, gargoyles usually attack only to defend their territory or to protect other elemental earth. Note that magical talents and spells that affect entities work against gargoyles.

## HARBINGER

A harbinger usually appears as a giant, ethereal, armored knight, standing more than 10 feet tall and wielding a huge, two-handed sword with deadly accuracy. Most who know of them believe that the harbingers valiantly upheld a certain Passion's beliefs in life and have been rewarded after death with a chance to destroy their beloved Passion's enemies. Only those strong enough to defeat a harbinger—few souls, indeed—dare risk angering a Passion. Because the Passions manifest their harbingers, each of these beings possesses several magical powers that aid them in hunting down evildoers. Each harbinger appears in the place where the atrocity that roused the Passion's anger occurred, so that local folk will see that the Passion intends to avenge the evil. The harbinger tracks the evildoer tirelessly, stopping only when it completes its task or is destroyed (a highly unlikely occurrence). Upon discovering its quarry, the harbinger announces itself and challenges the criminal to single combat with its magical sword.

Harbingers were far less of a peril before the Scourge, because the Passions only used them to punish the most grievous crimes.



When the Scourge drove three of the Passions mad, those Passions began to call down harbingers at will. It may be that their madness makes them see almost any action that does not glorify them as a grievous crime, and that belief is all they need. Of course, begging for forgiveness and promising to atone for the mistake might enable a harbinger's target to survive. If this is done swiftly and convincingly enough when the harbinger appears, it and its creator may have mercy on the criminal. Harbingers can smell lies. Unless the victim tells the truth, he will be killed. Also, if the victim fails to atone for his wrongs, the Passion's vengeance will be swift and brutal indeed.

**DEX:** 15      **STR:** 20      **TOU:** 22  
**PER:** 12      **WIL:** 15      **CHA:** 12

**Initiative:** 15      **Physical Defense:** 19  
**Actions:** 3      **Spell Defense:** 15  
**Attack (3):** 18      **Social Defense:** 15  
**Damage:**      **Physical Armor:** 12\*  
Sword (8): 28      **Mystic Armor:** 10 (18)\*\*

**Death:** 106      **Recovery Tests:** 11  
**Unconsciousness:** 99      **Knockdown:** 20  
**Wound Threshold:** 27      **Movement:** 6

**Legend Award:** Ninth Circle (Group)

**Powers:** Durability (1), Locate Target (6): 28\*\*

**Equipment:** Plate Armor, Two-Handed Sword (magical; see text)

\* Immune to Armor-Defeating Hits (see text)

\*\* Includes the Passion-granted bonus for this power (see text)

## Rules

Harbingers appear as members of every Namegiver race, depending on whom the given harbinger was in life.

**Locate Target:** Harbingers receive a Passion-granted +10 step bonus to their Locate Target power to track those who have transgressed against their patron Passion. The range for using this power is unlimited.

**Magical Armor:** A harbinger's magical armor provides him with excellent physical and magical protection. This armor cannot be by passed with Armor-Defeating Hits. No living Namegiver may use a harbinger's magical armor.

**Magical Sword:** A harbinger's mighty sword is also magical, and as a Damage step 8 weapon, inflicts STR+8 damage against any foe. No living Namegiver may use a harbinger's magical sword.

## Adventure Hook

As the characters are traveling through a city, an obviously terrified local asks for their protection—against what, he refuses to say. Claiming to be rich, he offers to pay them handsomely for their efforts, but tells them very little about himself. The characters soon discover that their new employer is a questor of the Passion Mynbruje who has angered her by calling upon her to punish his enemies one too many times. The questor fears, with reason, that Mynbruje will send one of her terrible harbingers against him.

## HULKER

Hulkers are large, solitary predators that move slowly through the darkest parts of the Blood Wood. Hulkers stalk the area surrounding the central areas of the forest, as well as parts of the Western Border and Northern Reaches closest to the center of the forest. Standing somewhat taller than a troll, they have thick, gnarled skin that resembles tree bark. Their thick, powerful legs end in flat feet that resemble roots. A hulker's head seems to be one with its torso, and it attacks with two immensely strong arms that each end in a single massive horned talon. When it must lift fallen prey, a second, smaller talon springs out from the base of the larger one, forming

a pincer with which the hulker can grasp its meal. Though hulkers will eat anything they can catch, they display a particular fondness for Namegiver flesh. Hulkers will not attack Namegiver settlements, however, unless driven to desperation by extreme hunger.

**DEX:** 8      **STR:** 15      **TOU:** 12  
**PER:** 5      **WIL:** 5      **CHA:** 5

**Initiative:** 7      **Physical Defense:** 10  
**Actions:** 2      **Spell Defense:** 9  
**Attack (4):** 12      **Social Defense:** 11  
**Damage:**      **Physical Armor:** 12  
Claws (5): 20      **Mystic Armor:** 3

**Death:** 80      **Recovery Tests:** 6  
**Unconsciousness:** 70      **Knockdown:** 15  
**Wound Threshold:** 18      **Movement:** 5

**Legend Award:** Fifth Circle (1 per 2 PC)

**Powers:** Camouflage (5): 10, Durability (3), Regeneration (3): 15



## Rules

What the hulker lacks in speed it often makes up for in guile, using its magical ability to camouflage itself among the trees. Hulkers prefer to attack from camouflage because most prey can easily outrun them. Additionally, the hulker can use its regenerative powers to heal itself during combat. During each combat round, a hulker may make a single Recovery Test, in place of one of its attacks. A hulker may repeat this process every round until it has no Recovery Tests remaining for the day.

**Hardened Armor:** The hulker's bark-like skin is so thick that only an Extraordinary result on an Attack Test can pierce it.

## INSHALATA

The inshalata is a species of giant praying mantis, about seven feet tall from tail to head, that hunts the Servos Jungle. The creature is an exceptionally gifted hunter and nearly always gets the drop on its prey.

**DEX:** 9      **STR:** 9      **TOU:** 9  
**PER:** 8      **WIL:** 4      **CHA:** 4

**Initiative:** 9 (13; Surprise Attack) **Physical Defense:** 11  
**Actions:** 4      **Spell Defense:** 11  
**Attack (4):** 13      **Social Defense:** 5  
**Damage:**      **Physical Armor:** 8  
4×Claws (4): 13      **Mystic Armor:** 1  
**Death:** 47      **Recovery Tests:** 4  
**Unconsciousness:** 40      **Knockdown:** 10  
**Wound Threshold:** 13      **Movement:** 9\*

\* This value is also the creature's climbing Movement Rate.

**Legend Award:** Third Circle (Group)

**Powers:** Climbing<sup>S</sup> (4): 13, Enhanced Senses [Sight] (2): 10, Silent Walk<sup>S</sup> (4): 13, Surprise Attack (4)

**Loot:** Claws and mandibles worth D6×10 silver pieces (worth Legend Points)

## Rules

When attacking a group of creatures, an inshalata directs its attacks against a single victim. If it can defeat this target, it picks up the body and attempts to carry it away to its lair, where it consumes the meal at its leisure. Servos tribesmen make weapons from the claws and mandibles of inshalata.

## KRAKEN

This creature, described (with intense hysteria) in a few legends and histories, is a myth. Many Namegivers have been deluded into believing that kraken exist. Astonishingly enough, the legends that describe this mythical beast are very detailed. Some kraken legends spring from an obvious source—people have seen large squid, a few of which can grow to lengths of thirty feet or more, and simply exaggerated their size.

Twenty years or so ago, the captain and crew of the *Denman*—a sea-going galley—claimed to have seen a kraken rolling in the water not

very far away from them. They said it swam toward them and tried to grab the ship with its ten long, ropy limbs, and only the captain's skilled piloting enabled them to escape being devoured by the terrible creature. This story neglects to mention, however, that the *Denman* was trying to plunder a Theran cargo ship carrying a powerful magician, which might have created the illusion of a kraken to scare off the pirate vessel.

An account from the coastal town of Myrapor, dated some eight centuries ago, speaks of a terrible battle between two kraken not far from Myrapor's harbor. Those who witnessed the battle through a spyglass saw two huge, snakelike creatures writhing in the water, wrapping their great tentacles around each other and inflicting terrible wounds.

**DEX:** 14      **STR:** 20      **TOU:** 30  
**PER:** 7      **WIL:** 8      **CHA:** 8

**Initiative:** 16      **Physical Defense:** 16  
**Actions:** 5      **Spell Defense:** 16  
**Attack (6):** 20      **Social Defense:** 15  
**Damage:**      **Physical Armor:** 15  
Bite (10): 30; Tentacles (1): 21      **Mystic Armor:** 10  
**Death:** 222      **Recovery Tests:** 15  
**Unconsciousness:** 201      **Knockdown:** Immune  
**Wound Threshold:** 32      **Movement:** 9\*

\* This value is the creature's swimming Movement Rate.

**Legend Award:** Thirteenth Circle (Group)

**Powers:** Durability (15), Poison [SD 15; Death], Swimming<sup>S</sup> (8): 28

## Rules

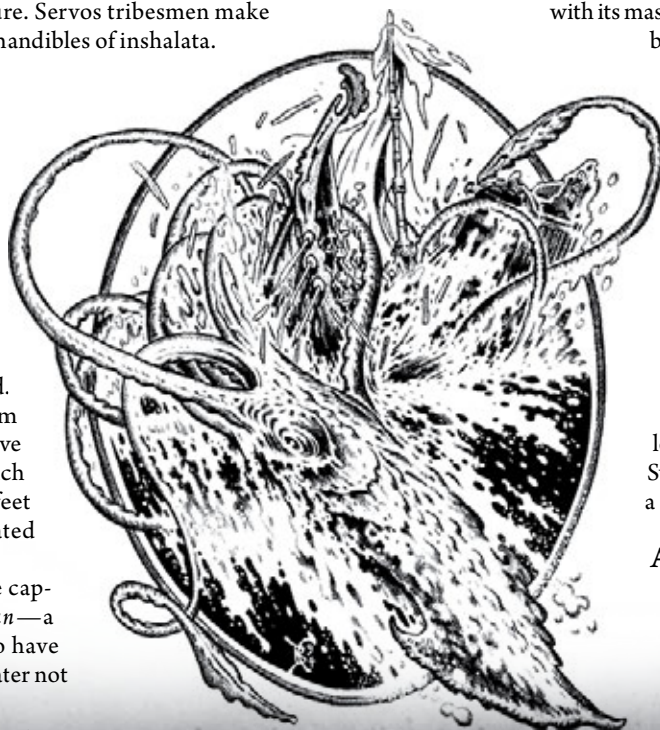
Despite the lack of clear evidence, kraken do exist. These rare, colossal squid lurk at the bottom of the ocean waiting to prey on ships and large sea creatures. When attacking its prey, a kraken grasps it and holds tight with its huge, sucker-lined tentacles. In each combat round, a kraken can attack with up to five of its tentacles. To grab a creature, the kraken must make a successful Attack Test against the target's Physical Defense; to grab a ship, the kraken must make a successful Attack Test against the ship's Maneuverability Rating (see the **Airships and Riverboats** chapter, p. 146). Each grasping tentacle does massive damage to the target, enough to completely destroy even the strongest ship if the kraken successfully grabs with the maximum five tentacles. Once the kraken grabs its victim, it can attack with its massive beak. The beak is made of a strong, bonelike substance and is the only hard part of the entire creature.

**Poison Cloud:** The kraken exudes a potent black venom, which it uses as both a defense and an attack. Any creatures or characters that inhale or are touched by the cloud may be affected by the poison. To squirt its venom, the kraken must make a Strength Test. The result determines the number of yards affected by the poison, radiating out from the creature.

**Aquatic:** Kraken require one result level lower than normal when making Swimming Tests (usually only needing a Poor result).

## Adventure Hook

A mercantile trading company that recently lost three ships hires the characters to defend the merchant vessels against the pirates they believe are



responsible. Unfortunately, the ships were destroyed and the crew eaten by a kraken ... and the same fate awaits the fourth ship unless the characters and crew together can defeat the terrible sea monster.

## KRILLRA

The female krilworm, or krillra, shares certain features with the male (see **Krilworm**, p. 318), but in many ways looks quite different. The krilworm, at its largest, measures no longer than a human's hand and foot placed end to end. The krillra, however, often stretches fifteen or more feet. The krillra also has a single, triple-faceted eye. The female's mouth is proportionately smaller than the krilworm's, but on a fifteen-foot-long insect, even a small mouth is large enough to tear off a human-or dwarf-sized limb in one bite. Both the krillra and krilworm have black, bat-like wings, though the krillra's span twenty-five feet or better. Like the krilworm's, the krillra's tail is tipped with four squiggling tentacles. The krillra also shares the krilworm's preference for underground holes and swampy ground.

Krillra spend their lives flying over land, rarely touching the ground. They eat birds and other flying things, including an occasional airship crew. In complete and deadly silence, the krillra approaches its prey from the direction of the sun so that its quarry cannot see it until it is too late. Once in striking range, the krillra snaps its tail forward and grabs its victim in its loathsome tentacles. Only the largest and strongest creatures can avoid being crushed into a bloody pulp in the krillra's cruel grip—and if it cannot kill by crushing, the krillra simply bites its victim's head in two. Having killed its meal, the krillra holds the corpse in one or two tentacles and uses the remaining ones to tear off succulent bits of mashed, dripping flesh.

To see krillras and krilworms mate is to witness a scene of violence rarely seen in other of Nature's creatures. Once a year, krilworms gather together in enormous swarms and take flight across the countryside, devouring anything that gets in their way. They feed on as many creatures as possible in order to strengthen themselves for their ordeal; the mating ritual will kill the swarm's weakest members. When a single female krillra drops down from the sky, the krilworms swarm over her in a violent rush to impregnate her. Not only do the krilworms often kill each other in this frenzy, but the krillra herself kills any krilworm she can reach with her mouth and tentacles. Only the strongest and luckiest krilworms will manage to climb past the krillra's thrashing tail and leave their seed within her.

Once all the krilworms have either mated or died, the krillra flies to the nearest body of water and skims across its surface, depositing her eggs by the thousands. Three months later, the infant krilworms hatch and immediately fly away in a frantic search for food. Both the males and females of this species have a strange affinity for Nethermancers.

**DEX:** 11  
**PER:** 8

**STR:** 14  
**WIL:** 8

**TOU:** 12  
**CHA:** 7

**Initiative:** 12

**Actions:** 4

**Attack (4):** 15

**Damage:**

Bite: (3): 17; Tentacles (1): 15

**Death:** 71

**Unconsciousness:** 62

**Wound Threshold:** 17

**Physical Defense:** 12

**Spell Defense:** 10

**Social Defense:** 10

**Physical Armor:** 8; Tentacles: 6

**Mystic Armor:** 3

**Recovery Tests:** 5

**Knockdown:** Immune

**Movement:** 9\*

\* This value is the creature's flying Movement Rate.

**Legend Award:** Fourth Circle (Group)

**Powers:** Durability (2), Low-Light Vision



## Rules

Though krillra have plenty of sharp teeth, they never bite a target until they first have it firmly grasped in their tentacles.

**Affinity for Nethermancers:** Krillra have a peculiar affinity for Nethermancers, and Nethermancers in turn often harbor a soft spot for these loathsome creatures. This unusual affinity allows Nethermancers to add a +2 bonus to any Interaction Tests they make against a krillra's Social Defense.

**Tentacles:** When attacking a target, a krillra makes an Attack Test for each of its four tentacles. If two or more of these tests are successful, the krillra has a firm hold on its victim. During each subsequent combat round, the krillra's grip does damage to the victim automatically until he or she stops struggling. To break the grip of a krillra, the hapless victim must make a successful Strength Test against the creature's Strength step. (Prudent victims will consider their altitude and come up with a method of slowing their descent before trying to escape the krillra's grasp.) Trapped characters may also escape the grip of the krillra by hacking through its tentacles. Each tentacle can take 17 points of damage and should be treated as having Physical Armor of 6.

## Adventure Hook

A scholar who believes that krillras are intelligent hires the characters to fly an airship into known krillra feeding grounds and attempt to talk to the creatures. Unfortunately for the characters, the scholar is wrong. The krillra are not intelligent—simply dangerous and very, very hungry.

## MAGMA BEAST

Among the many hazards that face those who mine elemental fire from the Death's Sea is the magma beast, a truly fearsome predator that many folk believe is a Horror. Almost twice as tall as an obsidiman, the magma beast is a dreadful combination of human and reptile. Red-brown scales cover its body, and its toes and fingers end in wicked claws. Its head is covered in tentacles that writhe and hiss like fiery, venomous snakes.

The magma beast lives in the runnels throughout the flowing lava of the Death's Sea, leaving the lava only to hunt. Their red color makes magma beasts almost impossible to distinguish from the

molten ocean, a camouflage that allows them to easily stalk their favorite meal—elemental fire miners. Once a magma beast spots an airship heading toward a floating island, it summons several of its fellows to gather around the island with only their heads showing above the surface. Then the whole pack of them waits, hidden by the lava flow, until the miners' shipmates lower them toward the glowing surface on ropes specially made to be impervious to fire. As soon as the miners have dropped low enough to gather the fire, the magma beasts spring onto the island (to gain sure footing for attack) and slay the luckless victims. Inevitably, some of the crewmen lose their footing and plunge toward the island below, where the waiting magma beasts gobble them up. This method of hunting proves that magma beasts have an uncanny intelligence. Most creatures would simply eat the prey already on the ground, rather than employing any stratagem to get more.

There is a tale of a mining crew that managed to trick magma beasts. Instead of lowering miners on fireproof ropes, they lowered cloth dummies on ropes made of ordinary flax. When the magma beasts tried to grab the ropes, they burned right through them and the ship lifted off safely. In addition to fire miners, magma beasts also eat salamanders, firebirds, lava fish, and other creatures who live in or near the Death's Sea. They enjoy company and often travel in large groups. The magma beast possesses the curious ability to make a volcano erupt at will.

|                               |                |                |
|-------------------------------|----------------|----------------|
| <b>DEX:</b> 8                 | <b>STR:</b> 18 | <b>TOU:</b> 11 |
| <b>PER:</b> 5                 | <b>WIL:</b> 8  | <b>CHA:</b> 4  |
| <b>Initiative:</b> 7          |                |                |
| <b>Actions:</b> 2             |                |                |
| <b>Attack (5):</b> 13         |                |                |
| <b>Damage:</b>                |                |                |
| Bite (2): 20; 2×Claws (1): 19 |                |                |
| <b>Death:</b> 118             |                |                |
| <b>Unconsciousness:</b> 101   |                |                |
| <b>Wound Threshold:</b> 17    |                |                |
| <b>Physical Defense:</b> 9    |                |                |
| <b>Spell Defense:</b> 10      |                |                |
| <b>Social Defense:</b> 9      |                |                |
| <b>Physical Armor:</b> 6      |                |                |
| <b>Mystic Armor:</b> 6        |                |                |
| <b>Recovery Tests:</b> 5      |                |                |
| <b>Knockdown:</b> 18          |                |                |
| <b>Movement:</b> 5            |                |                |

**Legend Award:** Tenth Circle (Group)

**Powers:** Burning Aura (20): 20, Durability (10), Magma Spurt (2): 10

**Loot:** Elemental fire hoard worth 3,000 silver pieces, hidden in lava tubes where magma beasts live (worth Legend Points); blood worth a price of the gamemaster's choice, highly prized by magicians for creating fire-based magical items and spells (also worth Legend Points).

## Rules

One of the most terrifying opponents the characters can run into in the Death's Sea, magma beasts give off tremendous heat with their Burning Aura power. In close combat, the magma beast strikes at its opponent with its powerful claws, and can also deliver a devastating bite.

**Burning Aura:** Unless somehow fireproofed, non-magical metal and wooden weapons are useless against a magma beast; any blow a character lands against the creature automatically destroys the weapon. Metal swords and daggers simply melt, and wooden shafts burst into flame.

**Magma Spurt:** Though magma beasts cannot actually cause volcanoes to erupt, they can cause molten lava to spurt once per day. To use this ability, the magma beast makes a Magma Spurt Test against the target's Spell Defense, or against the vessel's Maneuverability Rating if used against a ship. If this test succeeds, the lava spurt hits the target, inflicting Step 50 damage for 5 consecutive rounds. Physical Armor protects against this damage. Any character or creature unlucky enough to survive such a lava barrage will be hideously disfigured and most likely lose a limb or two.



## Adventure Hook

A scholar who believes that magma beasts are intelligent creatures decides to gather definitive information on magma-beast society. She charts passage aboard a fire-mining airship and hires the characters to protect her from the dangerous creatures of the Death's Sea (and from her rough-and-tumble crewmates).

## MANTICORE

Long ago, before the Scourge, these terrible creatures were truly noble beings, intelligent and honorable, able to discuss Art and Nature and other such subjects with ease. As with so many living things in Barsaive, however, the noble manticores were corrupted by the Horrors almost beyond recognition. Those Horrors killed most of the manticores, allowing only those driven mad by their attacks to live. These poor, mad manticores bred and carried on the species throughout the Scourge, passing on their madness to their offspring. Why the Horrors devastated the manticores with such particular ferocity is unknown.

The manticores of this time look the same as their ancestors did—they resemble huge lions with bat-like wings and humanlike faces. Their tails end in spiked balls, which they use to dreadful effect in combat. Most manticores nowadays are dull yellow in color; few of the black, brown, and white manticores remain.

Before the Scourge, manticores only hunted to eat. Those who live in Barsaive these days, however, attack at random. They fly back and forth around their enemy, raking him with their long claws and striking hard with their spiked tails until blood seems to rain down on them. When fighting at close quarters or on the ground, they use their claws to disembowel their foe; if that tactic fails, they knock the enemy to the ground with their spiked tails. If a manticore swings its entire body from side to side, it can hit an opponent standing directly in front of it with its lethal tail. It can even knock over its enemy with its great wings, either by strik-

ing with the wings themselves or by creating huge gusts of air that send the foe sprawling backward.

Manticores also cast spells, using their human-like mouths to speak the necessary words as easily as any Namegiver. Some folk find this spellcasting ability terrifying, for good reason.

|                                            |                             |                |
|--------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 9                              | <b>STR:</b> 13              | <b>TOU:</b> 10 |
| <b>PER:</b> 11                             | <b>WIL:</b> 9               | <b>CHA:</b> 7  |
| <b>Initiative:</b> 9                       | <b>Physical Defense:</b> 11 |                |
| <b>Actions:</b> 2                          | <b>Spell Defense:</b> 14    |                |
| <b>Attack (3):</b> 12                      | <b>Social Defense:</b> 9    |                |
| <b>Damage:</b>                             | <b>Physical Armor:</b> 8    |                |
| Claws (3): 16; Tail (7): 20; Wings (2): 15 | <b>Mystic Armor:</b> 5      |                |
| <b>Death:</b> 64                           | <b>Recovery Tests:</b> 5    |                |
| <b>Unconsciousness:</b> 55                 | <b>Knockdown:</b> 14        |                |
| <b>Wound Threshold:</b> 15                 | <b>Movement:</b> 8*         |                |

\* This value is also the creature's flying Movement Rate.

**Legend Award:** Fourth Circle (1 per 2 PC) (If the creature possesses spells above Fourth Circle, use the highest Circle spell the creature possesses for its Legend Award instead)

**Powers:** Durability (2), Spellcasting (2): 13

**Spells:** Choose up to 4 spells requiring no threads from any type of magic (Elementalism, Illusionism, Nethermancy, or Wizardry)

**Loot:** Spiked tail worth 5D6×10 silver pieces (worth Legend Points)

## Rules

The manticore usually attacks with its claws, its tail and with its wings. All manticores can cast spells from any of the four spellcasting Disciplines. The exact spells are up to the gamemaster, with the following limitations—most manticores can only cast three or four spells, and they cannot cast any spells that require threads.



**Knockout:** Any character struck by a manticore's spiked tail ball must make a successful Toughness Test against the tail's Damage Test result. If the test fails, the blow knocks the affected character unconscious for 4 rounds. The manticore then attempts to kill its unconscious foe with repeated blows from its tail.

## Adventure Hook

A town where the characters are staying suffers several magical attacks by a large lion-like creature. A local magician suspects a manticore is behind the attacks and convinces the town to hire the characters to find the mysterious beast. The magician asks the characters not to kill the creature because he hopes to discover the secrets of the manticore's spellcasting ability.

## ROOT WALKER

The six root walkers that roam the Blood Wood were created by Blood Warders as one line of defense specifically intended to kill intruders into the Wood. These warders sought to combine the ethandril's ability to sense intruders with the primitive self-awareness of plant spirits.

By magically fusing the patterns of several ethandrills with those of several blood-oak saplings, the blood warders created a frightening animal/plant hybrid that lives among the roots of blood oaks and ferociously hunts down trespassers. Fortunately for their intended victims, these creatures move slowly, tunneling through the soil a few feet below the surface.

|                            |                             |                |
|----------------------------|-----------------------------|----------------|
| <b>DEX:</b> 9              | <b>STR:</b> 10              | <b>TOU:</b> 10 |
| <b>PER:</b> 6              | <b>WIL:</b> 6               | <b>CHA:</b> 5  |
| <b>Initiative:</b> 8       | <b>Physical Defense:</b> 12 |                |
| <b>Actions:</b> 2          | <b>Spell Defense:</b> 12    |                |
| <b>Attack (2):</b> 11      | <b>Social Defense:</b> 12   |                |
| <b>Damage:</b>             | <b>Physical Armor:</b> 8    |                |
| Root Whip (3): 13          | <b>Mystic Armor:</b> 5      |                |
| <b>Death:</b> 75           | <b>Recovery Tests:</b> 4    |                |
| <b>Unconsciousness:</b> 64 | <b>Knockdown:</b> NA        |                |
| <b>Wound Threshold:</b> 15 | <b>Movement:</b> 5/3*       |                |

\* The second value is the creature's burrowing Movement Rate.

**Legend Award:** Fourth Circle (1 per 2 PC)

**Powers:** Durability (4), Engulf (5): 15, Spellcasting (6): 12, Locate Target (3): 9

## Rules

A root walker that encounters an intruder attacks suddenly and viciously, sending root-like tentacles shooting up through the earth to grapple the target. If the attack succeeds, the roots cause damage every combat round until the character is dead or freed from the roots. The character may escape by the normal means used to escape a grapple or by cutting the roots. A second character can attempt to free the victim by attacking the root walker's exposed roots. If such an attack fails to hit the root walker, then the second character has struck the victim. If a root walker successfully grapples a character, it will attempt to use its Engulf power during the following combat round.

Generally, the root walker's body remains two to three feet beneath the earth's surface while it is fighting, and so its roots are the only target for attack. Each root has the Defense and Armor ratings listed in the statistics above. Inflicting 40 points of damage on a root will force the root walker to retreat to heal itself. Additional damage to the roots is useless; the creature can be harmed further only by damage done directly to its body.

To attack the body, characters must force a root walker to the surface or use long weapons that can strike through the ground. These types of attacks suffer a -3 penalty to Attack and Damage

Tests. The root walker's roots and Engulf power alone make it a formidable opponent, but the creature's most fearsome power is its ability to awaken blood oaks.

**Engulf:** Any character successfully attacked with the Engulf power is drawn into the earth, where he suffers from suffocation damage in addition to the constriction damage caused by the roots. A victim may make a Strength Test against the result of the root walker's Attack Test to resist being pulled into the earth. Up to two characters may add their Strength steps to that of the grappled character for this test. Engulf is a spirit power (see the **Spirits** chapter, p. 365, for details).

**Locate Target:** Root walkers can sense intruders within 10 miles.

**Respect for Elves:** A root walker will always attack elves last when it encounters a group of intruders belonging to various Namegiver races. If the root walker senses any blood elves on the ground within 20 yards of an intruder, it will not attack. Magical wards put in place by the blood warders keep the root walkers at least a thousand yards away from the queen's palace at all times, and so all Namegivers in that area are safe from root walker attack.

**Wake Blood Oak:** If a root walker attacks a character within 30 yards of a blood oak, the oak will direct its roots (p. 282) to attack other intruders in the area. If the root walker is attacking a single intruder, however, the blood oak cannot assist.

## SENTINEL HAWK

Sentinel hawks are magical, intelligent raptors that live high in the mountains of Barsaive. They look like larger versions of ordinary hawks with white, gray or black feathers or some combination of the three. They can understand Namegiver speech, but cannot themselves speak without the aid of magic. Sentinel hawks were unknown before the Scourge, and their origin since remains a mystery. Some scholars speculate that a magician created them just before or during the Scourge to act as sentries and guardians against Horrors, and that the hawks eventually escaped and bred in the wild. The sentinel hawks refuse to discuss the subject.

Sentinel hawks are guardians of life and fierce enemies of corruption. They attack Horrors and Horror constructs, and aid Namegivers in need of help so long as the Namegiver has committed no offense against the hawk or the natural world. Some sentinel hawks even enlist the aid of Namegivers in their fight against corruption, guiding adventurers to the lairs of Horrors (some say, guiding them to their doom).

|                             |                             |               |
|-----------------------------|-----------------------------|---------------|
| <b>DEX:</b> 11              | <b>STR:</b> 5               | <b>TOU:</b> 4 |
| <b>PER:</b> 10              | <b>WIL:</b> 8               | <b>CHA:</b> 7 |
| <b>Initiative:</b> 11       | <b>Physical Defense:</b> 15 |               |
| <b>Actions:</b> 2           | <b>Spell Defense:</b> 14    |               |
| <b>Attack (2):</b> 13       | <b>Social Defense:</b> 13   |               |
| <b>Damage:</b>              | <b>Physical Armor:</b> 0    |               |
| Beak (2): 7; 2xClaws (1): 6 | <b>Mystic Armor:</b> 5      |               |
| <b>Death:</b> 60            | <b>Recovery Tests:</b> 2    |               |
| <b>Unconsciousness:</b> 46  | <b>Knockdown:</b> 5         |               |
| <b>Wound Threshold:</b> 7   | <b>Movement:</b> 2/9*       |               |

\* The second value is the creature's flying Movement Rate.

**Karma Points:** 10      **Karma Step:** 6

**Legend Award:** Fourth Circle (Group)

**Powers:** Astral Sight<sup>T</sup> (4): 14, Durability (5), Enhanced Senses [Sight] (2): 12, Spellcasting<sup>T</sup> (2): 12, Thread Weaving [Elementalism]<sup>T</sup> (2): 12, Willforce<sup>T</sup> (2)

**Spells:** Air Armor, Air Blast 17, Air Spear 15, Astral Sense Elementalism 14, Behind Eye, Blizzard Sphere 16, Detect Elementalism Magic 14, Dispel Elementalism Magic 8, Ease Passage 18, Fingers of Wind 8, Moonglow, Path Home, Winds of Deflection 15



## Rules

A sentinel hawk attacks with its sharp talons and beak, using swooping attacks. It can also cast several Elementalism spells, using the standard spellcasting rules except that the sentinel hawk does not require spell matrices.

**Immunity to Warping Damage:** Sentinel hawks are immune to warping damage from casting raw magic (*Player's Guide*, p. 136).

**Resistant to Horrors:** Sentinel hawks are especially resistant to Horror powers and abilities. Any Horror or Horror construct employing a Horror power directly or indirectly against a sentinel hawk requires one result level greater than normal to be successful. This includes spells cast by the Horror against the hawk and those magician spells noted as being based on a Horror power.

## SKEORX

The skeorx is one of the most brutal and dangerous beasts in Barsaive. A skeorx is a four-legged creature with a tiger-like head, commonly eight feet long from snout to tail, but some grow as long as fifteen feet. Their bodies are covered with short fur of a drab, brownish-green shade that blends well with the dark jungle undergrowth.

On each of the skeorx's feet are huge claws, with which it can rip through even dragon hide. Finally, it has a snakelike tail from which row upon row of razor-sharp bones extend. When fighting smaller creatures, the skeorx rarely brings its tail into play; however, when attacking creatures larger than itself, it attempts to wrap the tail around its opponent's neck. Such a grip gives the skeorx a stable position from which to rake its claws across its enemy's flesh—and if the victim attempts to shake the skeorx free, it will cut its own throat. The skeorx is always ravenous, almost always feeding. If it is not hunched over a fresh kill, gorging noisily, it is hunting for something else to kill.

No one should ever go near a mother skeorx and her young. A mother skeorx will so eagerly charge forward to destroy any threat to her babes that she often tramples the infants themselves without noticing. The young have developed an interesting habit to ensure their survival—if they spy a creature which the mother might see as a threat to them, they dash away in a direction perpendicular to the creature in question. If they cannot dodge their mother's

charge, the young skeorxes flatten themselves to the ground in the hope that their mother will miss them.

There are rumors that skeorxes can even resist the magical abilities of Beastmasters. Explorers with such abilities should therefore be wary—their talents will probably not save them from this ravaging beast.

**DEX:** 13  
**PER:** 7

**STR:** 18  
**WIL:** 8

**TOU:** 10  
**CHA:** 5

**Initiative:** 17

**Actions:** 3

**Attack (3):** 16

**Damage:**

Bite (7): 25; Claws (2): 20; Tail (3): 21

**Death:** 90

**Unconsciousness:** 77

**Wound Threshold:** 15

**Physical Defense:** 14

**Spell Defense:** 10

**Social Defense:** 12

**Physical Armor:** 10

**Mystic Armor:** 4

**Recovery Tests:** 5

**Knockdown:** 19

**Movement:** 9

**Legend Award:** Fifth Circle (Group)

**Powers:** Battle Shout (Roar) (3): 8, Climbing<sup>S</sup> (3): 16, Durability (6), Great Leap<sup>S</sup> (3): 16, Low-Light Vision, Silent Walk<sup>S</sup> (3): 16

## Rules

When attacking an opponent its own size or smaller, the skeorx uses its claws, teeth and tail. A skeorx's powerful legs allow it to leap great distances. Against an opponent larger than itself, the skeorx

leaps onto the victim and wraps its jagged-edged tail around the victim's neck as a Grappling attack (*Player's Guide*, p. 230). Any attempts by the victim to break free cause Step 10 damage. Physical Armor protects against this damage, as normal.

**Hard to Dominate:** To reflect this creature's innate resistance to training, any characters using their talents and abilities to tame or command a skeorx must achieve a result two levels higher than normal to be successful. For example, the Dominate Beast talent normally requires an Average result to work against a target creature. Using Dominate Beast against a skeorx, however, requires an Excellent result.

## Adventure Hook

As the characters are walking through a forest, they come across a half-grown skeorx. They do not know that the creature is practicing its hunting skills while its mother watches from the shadows. The young skeorx attacks the characters, and the mother initially holds back to see how well her offspring fights against such weak opponents. The minute the tide of battle turns in the characters' favor, the mother skeorx leaps into the fray. If the characters kill the youngling, they find themselves in real trouble.

## TRIPPLICANT

Solitary creatures, triplicants stand about five feet tall and have bluish-white skin and purple eyes. Their hands look huge in proportion to their slender bodies. Triplicants wander the land, eking out a living through hunting and theft. Though of subhuman intelligence, they display great cunning, ambushing unwary travelers in search of ordinary items that they consider treasure. According to rumor, triplicants sometimes manage to collect items of real value along with the everyday odds and ends they hoard.

**DEX:** 8  
**PER:** 3

**STR:** 6  
**WIL:** 7

**TOU:** 11  
**CHA:** 5

**Initiative:** 9

**Actions:** 1

**Attack (4):** 12

**Damage:**

Fist (10): 16

**Death:** 55

**Unconsciousness:** 48

**Wound Threshold:** 16

**Physical Defense:** 11

**Spell Defense:** 7

**Social Defense:** 10

**Physical Armor:** 3

**Mystic Armor:** 5

**Recovery Tests:** 5

**Knockdown:** 6

**Movement:** 7

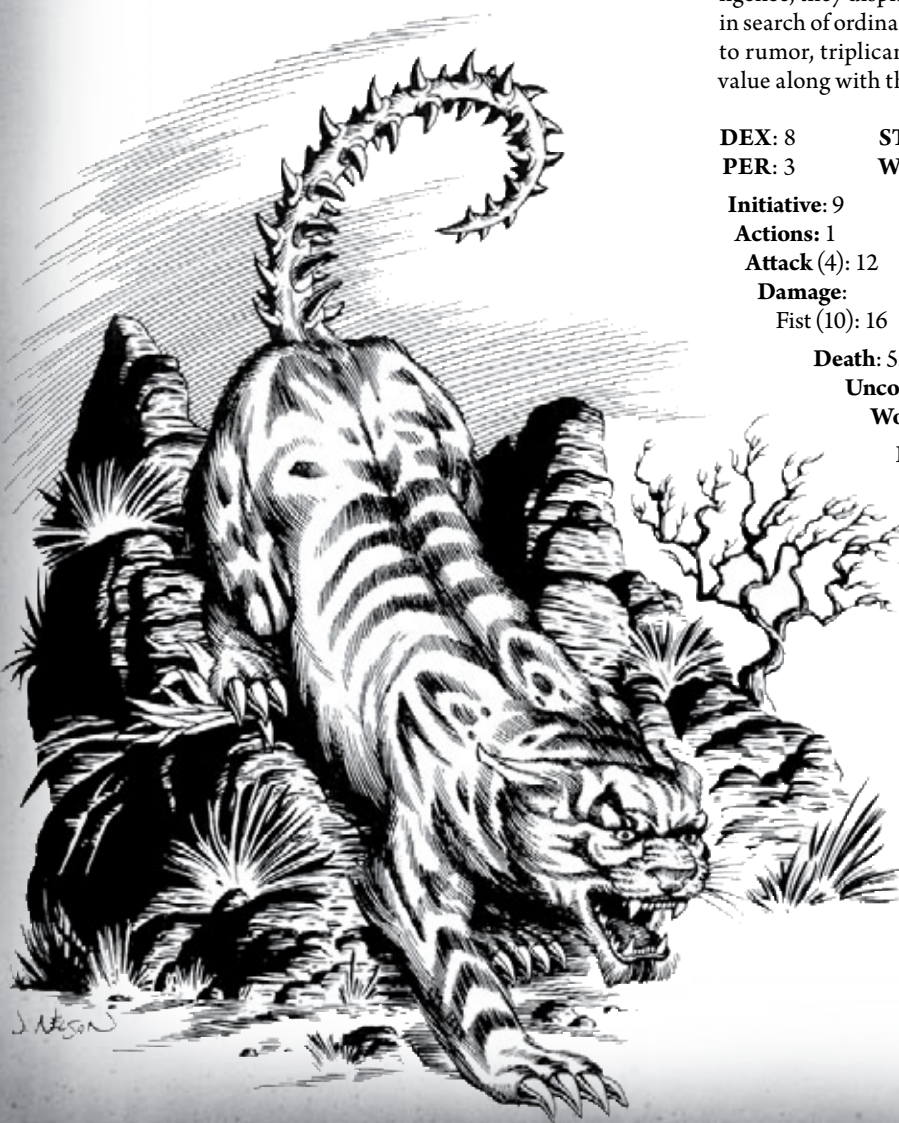
**Legend Award:** Fourth Circle (Group) (One triplicant will make enough copies to have a numerical advantage against the characters, this leads to one triplicant copy per PC + the core who may engage in combat or lie in wait to see how its copies perform).

**Powers:** Triplicate (10)

**Loot:** Odds and ends worth D8×10 silver pieces

## Rules

Triplicants can conjure copies of themselves to engage in combat, using their Triplicate power.



# GREAT DRAGONS

*Given the role that dragons have in the affairs of Throal and Thera, it is refreshing to read a candid treatise on the motivations and machinations of the great dragons of Barsaive. Vasdenjas has much of importance to say, but the reader is encouraged to form his own opinion on any 'truths' that may appear in this text. The 'truth' spoken by a dragon is usually what the dragon wants us to hear.*

• TIABDJIN THE KNOWER, SCRIBE OF THE GREAT LIBRARY OF THROAL •

**W**e great dragons are not a race as the other types of dragons are. All types of dragons have great dragons among them. Any dragon who lives long enough and gains the wisdom and experience that comes with great age can join the ranks of the great dragons. Still, there are things about great dragons that make us unique and worthy of consideration as a separate type of dragon. The most important differences between great dragons and younger dragons are our physical and magical abilities and our important role in draconian society.

## ON THE ABILITIES OF GREAT DRAGONS

**D**ragons continue growing throughout life, so great dragons, as the oldest of our kind, are also the largest. Some of us are easily twice the size of an adult dragon, with a corresponding increase in physical prowess. Our teeth and talons are longer, sharper and harder than those of a younger dragon as well. Unlike you Young Races, our teeth and bones do not become weaker as we age, they become stronger. Likewise our scales become toughened by the rigors of life. The armor of a great dragon is strong enough to resist almost any attack.

As our physical abilities increase, so do our mental and magical powers. Our long lives give us a great deal of time to hone our abilities. Great dragons are adept at the manipulation of magic to levels far beyond any other Namegivers. We all know many spells, often from many different magical disciplines, including spells no Young Race magician has imagined. Beyond these, we also create new spells to serve our needs, though most of these spells are of a type not suitable for use by Namegiver magicians.

The magical powers of a great dragon include improving our inborn gifts as well. My breath can flame targets with much greater power and range than in the years of my youth, and I have learned to use it in ways no young dragon could match. For example, the hides on which you sit I cured with puffs of flame, where a youngling would have incinerated them. We also use Dragonspeech and Dragonsight to our greatest advantage, to understand the nature and patterns of both Namegivers and of the world, for it is in our nature to seek understanding of the universe around us.

Perhaps the greatest abilities of a great dragon are the knowledge and experiences that come from living a long life. I have seen nations of Namegivers rise and fall. I have witnessed the performances of great artists, both of my kind and others, heard more tales than are recorded in your Great Library, and hunted

every manner of beast in this land. I have battled Namegivers, spoken with them, even dwelled, worked and played with them over the years. I have seen eggs hatch, and hatchlings grow and change and become adults to take their place among our kind. All of this and so much more have I witnessed. It is those experiences that make me great and give me the responsibility to use my knowledge for the good of dragon-kind.

## ON THE ROLE OF GREAT DRAGONS

**G**reat dragons are the rulers of dragon-kind. We do not rule like your kings or first governors; we do not share your idea of "government." Each adult dragon governs himself or herself for the most part, in accordance with our customs and traditions. This is why our youngsters are so deeply steeped in our customs, so that they may know correct behavior. Great dragons might be thought of as the overseers of dragon-kind. We lead by example and teaching, and when we must intervene, it is the great dragons who decide what is best for our kind.

The first duty of a great dragon is to look to the future. We care for the eggs and the young who hatch from them. The future of all dragon-kind is placed in our care. Young are quite rare among dragons. We mate only once in one of your lifetimes, and the hatching of an egg requires another dwarf lifetime or the passing of perhaps five or more generations of orks. While you Young Races breed rapidly (so rapidly that it's a wonder there is room enough for all of you), we dragons do not. Every new life is precious to us, which is why only the most experienced and learned among us are entrusted to guard and raise the young.

I have seen how you Young Races deal with your children. Anyone is permitted to be a parent simply because they feel the need to mate. Some parents are loving and raise their children well, but many are foolish or uncaring or simply unprepared for the responsibility. In fact, many care nothing for their offspring, casting them aside, while others treat children as no better than pets or possessions. Your vast numbers seem to make you value a single life far less. Why be concerned, when there will always be more children, more Namegivers? I suspect it is the cause of much of the social unrest among your kind.

We use our wisdom to decide the best path for our kind, and endeavor to learn from errors we have made so as not to repeat them. Yes, we make mistakes—I believe that is part of being alive—but we remember the lessons from each and every one,

and our triumphs as well. Thus we are prepared for those rare times when we great dragons must decide the future of dragon-kind, for what actions we take will set the course of events for some years to come. The need for such decisions is rare, but they have become more frequent in recent years. It is at these times that we convene the Great Dragon Councils I spoke of earlier.

The second duty of a great dragon is to protect and recall the past. One reason great dragons are best suited for raising the young is because we have so much to teach them. Only those as experienced as we are can pass on a true understanding of the history and lore of our kind. As each generation of dragons learns from the great dragons before them, the wisdom and experience of our race grows with the passing of the millennia. I know lore that stretches back to the time of Dayheart the First Dragon, those who follow me will know all that and more.

We are the guardians and upholders of our culture and traditions. Younger dragons seek us out to hear our wisdom regarding their conflicts over tradition, and our decisions shape the future of our culture. We are the lawmakers and judges of our race. Without law and tradition, dragons would have no means to live together in harmony. Our culture allows us to control our predator nature and exist as civilized creatures. It is up to great dragons to protect and sustain such precious knowledge.

There are those of us, myself included, who believe we also have an obligation of sorts to you Young Races. Dragons are the oldest of all Namegivers, and great dragons are the oldest of all dragons, making us the most ancient and the wisest creatures in this world. As such, we have a duty to try to enlighten and educate the Young Races when possible. Such is the reason for this work that I offer to the Great Library, a collection of knowledge that may help some of your people to understand us and to pass that knowledge on to others.

## TYPICAL GREAT DRAGON

**G**reat dragons are not really a unique type of dragon. Rather they are the oldest and most powerful specimens of the other types of dragons. There are great western (common) dragons, great Cathayan dragons, great feathered dragons, and great leviathans. These shrewd, highly intelligent creatures spend their long lives hatching and nurturing their plans for the world. Great dragons often interact with the world around them, but usually work through a web of contacts and agents rather than acting directly. Believing that the world holds powerful enemies, these great creatures apparently prefer to use discretion in their dealings.

|                                                   |                |                       |
|---------------------------------------------------|----------------|-----------------------|
| <b>DEX:</b> 20                                    | <b>STR:</b> 33 | <b>TOU:</b> 28        |
| <b>PER:</b> 26                                    | <b>WIL:</b> 26 | <b>CHA:</b> 23        |
| <b>Initiative:</b> 25                             |                |                       |
| <b>Actions:</b> 5                                 |                |                       |
| <b>Attack (8):</b> 28                             |                |                       |
| <b>Damage:</b>                                    |                |                       |
| Bite (7): 40; 4×Claws (5): 38                     |                |                       |
| <b>Death:</b> 261                                 |                |                       |
| <b>Unconsciousness:</b> 240                       |                |                       |
| <b>Wound Threshold:</b> 31                        |                |                       |
| <b>Legend Award:</b> Fifteenth Circle x 2 (Group) |                |                       |
| <b>Karma Points:</b> 50                           |                | <b>Karma Step:</b> 18 |

\* The second value is the dragon's flying Movement Rate.

### Powers:

|                                  |                      |
|----------------------------------|----------------------|
| Armored Matrix <sup>T</sup> (13) | Armored Scales (8)   |
| Dispel Magic (5): 31             | Disrupt Fate (5): 31 |
| Dragon Breath (5): 31            | Dragonsight (5): 31  |
| Dragonspeech (5): 31             | Durability (15)      |

|                                                |                                   |
|------------------------------------------------|-----------------------------------|
| Enhanced Matrix <sup>T</sup> (13)              | Enhanced Matrix <sup>T</sup> (13) |
| Enhanced Matrix <sup>T</sup> (13)              | Fear (7): 30                      |
| Karma Cancel (5): 31                           | Lair Sense (5): 31                |
| Regeneration (5): 33                           | Spellcasting (11): 37             |
| Spell Matrix <sup>T</sup> (13)                 | Spell Matrix <sup>T</sup> (13)    |
| Spell Matrix <sup>T</sup> (13)                 | Spell Matrix <sup>T</sup> (13)    |
| Spell Matrix <sup>T</sup> (13)                 | Spell Matrix <sup>T</sup> (13)    |
| Summoning (11): 37                             | Suppress Magic (5): 31            |
| Thread Weaving [Discipline; see text] (11): 37 |                                   |
| Venom (5): 31                                  | Wingbeat (5): 25                  |

**Spells:** By Discipline (up to Thirteenth Circle; see text)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (counts as treasure worth Legend Points)

## Rules

All great dragons can cast spells of at least one of the magician Disciplines. Most great dragons can cast spells of two Disciplines, and some can cast spells of three, or even all, of the magician Disciplines. Great dragons who know spells of only one Discipline know spells up to and including Thirteenth Circle, those who cast spells of two Disciplines know spells up to and including Tenth Circle, and those who know spells of three Disciplines know spells up to and including Ninth Circle. Keep in mind that these statements describe the average abilities of great dragons. Individual great dragons' abilities vary to a degree, some greatly, some very little. See **Customizing Dragons** (*Gamemaster's Guide*, p. 256) for more information about adjusting great dragon abilities.

## ABAN

**O**f the great dragons of Barsaive, Aban is the only one not born during the Age of Dragons. Aban was among the very first dragons hatched under the care of the mighty Cloudtamer during the first century of this magically-endowed age. Cloudtamer was a warrior among dragons, the fiercest of the fierce. Though his magical skills were not insignificant, he greatly enjoyed physical conflict and developed magic that augmented those capabilities above any other. As impatient as a great dragon may be said to be, he typically sought direct and violent solutions to his problems.

Cloudtamer was a harsh sire, even by the standards of a race that deliberately culls the weak from its numbers. He deliberately exposed his brood to danger, and pitted his hatchlings against each other in physical contests. The slightest weakness earned reproof, and consistent failure meant exile to the wilderness or death at his talons. Aban's gender earned her no lenience, for female dragons must, if anything, be stronger than males, the better to protect themselves when they carry eggs. Little wonder, then, that Aban is so hard and fierce.

Cloudtamer met his end shortly before the beginning of the Scourge, at the hands of the Theran Empire. A proud symbol of the strength of dragonkind, he was identified as the first target of the Theran behemoths when the Empire sought to discourage the great dragons from revealing magic that would protect people from the Scourge. Legendary though his strength was, his direct method of solving problems was not sufficient to the task, and he was destroyed. While few dragons retain lasting emotional attachments to the great dragons who raise them, Aban deeply respected her sire for his lessons and the strength they engendered. When the Therans killed Cloudtamer, they made of Aban an eternal and implacable enemy, a fact that the commanders and crews of airships in the region above and around the Mist Swamps have begun to learn personally.

Aban was taught to thrive in a world that slayed nearly all of those born with her, and her strength and aggression led her into adulthood earlier than is common. She is the only great dragon among all those born in this age. Her relative youth works against her in many ways. First, only newly admitted to the society of the great dragons, her voice is accorded little influence among the older dragons at Councils, who consider themselves far wiser than she (though to ignore her reveals the lie behind that opinion). She fanatically adheres to custom and ritual, especially the Rite of the Fifteen Venerations, as a way of assuring that she is given the respect that is her due. Second, she has not the same depth of experience as the other great dragons, a fact that sometimes leads her into what passes for impetuosity among her kind. She has not the same control over herself that most other great dragons have, and her rage sometimes gets the better of her. Third, she has not the degree of mastery over her powers that great dragons of the likes of Mountainshadow and Icewing have.

Physically, Aban is larger than most other dragons of her age; perhaps only Mountainshadow is larger. Despite this, she has no difficulty moving about the Mist Swamps completely unseen; she can appear from the gloom of the swamps suddenly and without warning, a fact well-described in journals left at Throal's Great Library by those who have survived encounters with her. The same tales that agree so completely on this account differ greatly on another, however—that of Aban's coloration. In one book she is described

as having scales the deep red of old blood and eyes as black as the midnight sky, while another tome paints a picture of her with greenish-black scales and unsettling yellow eyes. Whatever the reason for it, be it the effects of living in the Mist Swamps or some deliberate magical change, Aban's coloration can vary.

**DEX:** 21      **STR:** 34      **TOU:** 29  
**PER:** 25      **WIL:** 25      **CHA:** 22

**Initiative:** 26      **Physical Defense:** 26  
**Actions:** 5      **Spell Defense:** 32  
**Attack (8):** 29      **Social Defense:** 28  
**Damage:**      **Physical Armor:** 38  
Bite (7): 41; 4xClaws (5): 39      **Mystic Armor:** 29  
**Death:** 265      **Recovery Tests:** 14  
**Unconsciousness:** 244      **Knockdown:** 35  
**Wound Threshold:** 32      **Movement:** 7/14\*  
**Legend Award:** Fifteenth Circle x 3 (Group)

**Karma Points:** 50      **Karma Step:** 18

\* The second value is the dragon's flying Movement Rate.

**Powers (Knacks):**  
Armored Matrix<sup>T</sup> (15)      Armored Scales (9)  
Chameleon<sup>T</sup> (5): 26      Dispel Magic (5): 30  
Disrupt Fate (5): 30  
Dominate Beast (5): 30 (Beast Eyes)  
Dragon Breath (6): 31 (Smoke Cloud)  
Dragonsight (5): 30  
Dragonspeech (7): 32 (Animal Talk, Second Sight)  
Durability (15)      Enhanced Matrix<sup>T</sup> (15)  
Enhanced Matrix<sup>T</sup> (15)      Enhanced Matrix<sup>T</sup> (15)  
Fear (7): 29      Karma Cancel (5): 30  
Lair Sense (5): 30  
Regeneration (6): 35 (Regrowth)  
Spellcasting (12): 37 (Anchored Spell)  
Spell Matrix<sup>T</sup> (15)      Spell Matrix<sup>T</sup> (15)  
Spell Matrix<sup>T</sup> (15)      Spell Matrix<sup>T</sup> (15)  
Spell Matrix<sup>T</sup> (15)      Spell Matrix<sup>T</sup> (15)  
Summoning (11): 36      Suppress Magic (5): 30  
Thread Weaving [Elementalism] (12): 37  
Venom (5): 30      Wingbeat (5): 26

**Spells:** Elementalism (Fifteenth Circle)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (counts as treasure worth Legend Points)

## Rules

Aban, the enigmatic mistress of the Mist Swamps, allows no one to reach the heart of her domain. Her vigil over the ancient, elusive ruins of Yrns Morgath, the city long lost in the depths of the swamp, is eternal and unceasing. Only other dragons may approach that ancient place without raising her ire, and she takes a dim view of those who prevail upon her too often or who do not show the proper deference when seeking audience.

By virtue of her youth, Aban has not yet developed her powers to the same extent as other great dragons, and she may be considered one of the magically weaker of her kind. Her magical might is less than that of her brethren because they have had many millennia to perfect and develop their powers, while she has had only just over two thousand years. Aban has a great affinity for the magic of the elements, which may explain why she chooses to live in a place where all of the elements come together. She knows every Elementalism spell known in existence.

In addition to spell magic, Aban exercises her mastery of the elements in many ways, including the summoning and control



of elemental spirits. She often leaves elementals to guard her lair when she must be away from it for an extended time. Through the assistance of these elementals, Aban has attuned herself to the Mist Swamps and every living creature within them, extending her ability to sense her lair to include the entirety of the area. Everything the creatures of the swamps see and hear is known to her; they serve as her eyes and ears. These senses are usually distracted, as though she were listening to a crowd assembled outside a window. Whenever she chooses, however, she may concentrate upon a specific area and borrow the senses of the beasts therein, so as to see everything that occurs.

**Manipulate Element:** Aban's Manipulate Element power (p. 366) gives her near-total control over the very terrain of the Mist Swamps. She can quickly change water from boiling to cool and back again. Solid earth becomes thin mud at her whim, and the gnarled and twisted trees of the swamp rearrange themselves as she wills. She can thicken and thin the billowing mists with a thought, no doubt the explanation for why such a huge creature as Aban can suddenly appear without warning before the most observant and perceptive of explorers.

## ALAMAISE

**A**lamaise is an old dragon, one of the oldest great dragons of Barsaive. His scales are golden and red, the colors of a fiery sunset, and his tail is tipped with sharp spines. His bright yellow eyes burn like pits of fire, and his voice is deep and commanding. Alamaise carries himself with great pride and arrogance, even for a great dragon. He considers all others beneath him and barely worthy of his notice, including other dragons. Such

pride has earned him few allies among the dragons of Barsaive, but Alamaise has earned their respect with his focused power and keen mind.

All dragons possess and wield great force, but Alamaise is one of the few to admit to seeking power. He has always wished to increase his own strength and to extend his rule over the land and the Young Races who inhabit it. To Alamaise, this is his right. The most powerful beings should rule and the less powerful should serve.

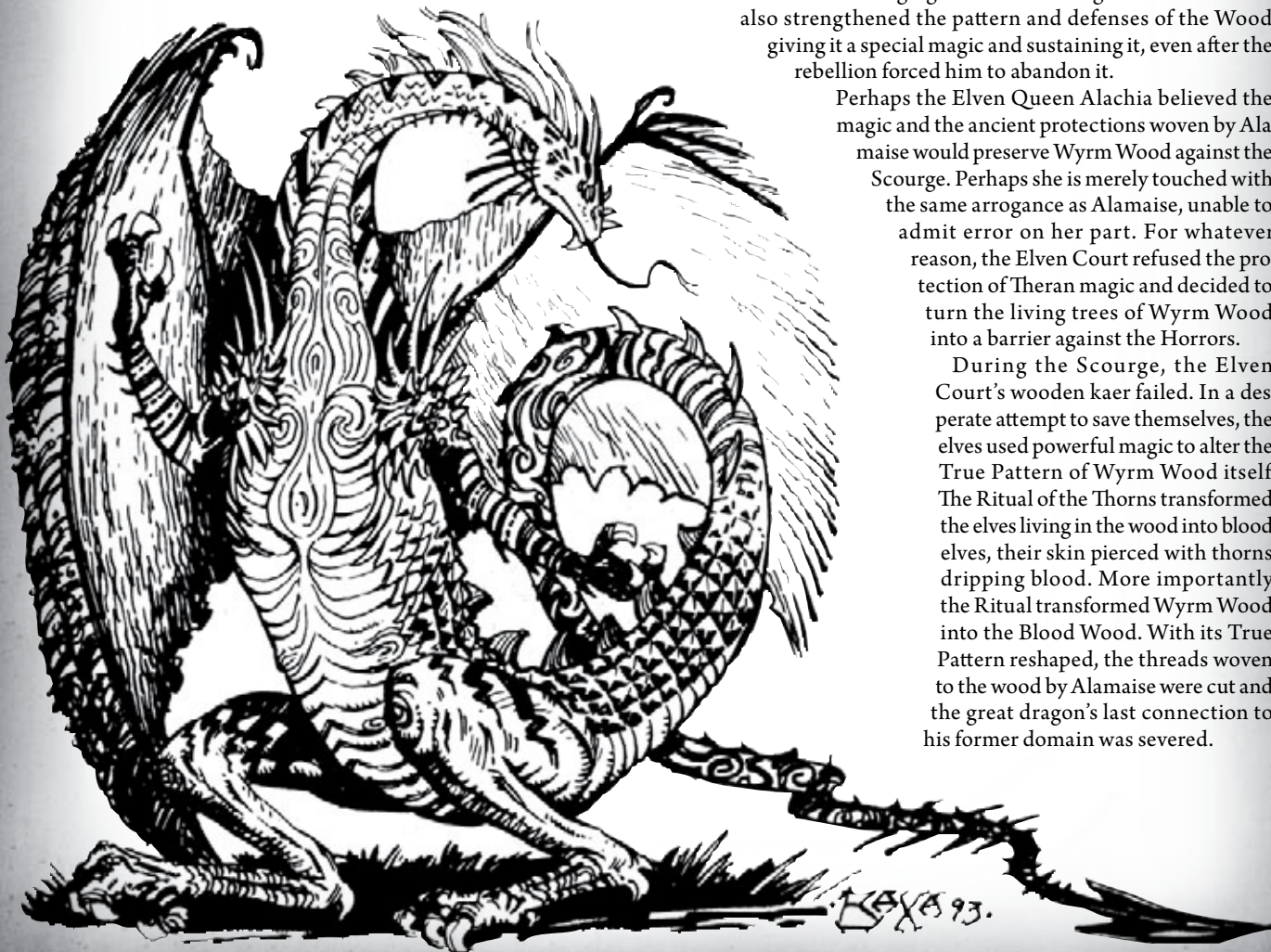
His arrogance is the key to understanding Alamaise's nature. He is assured of his superiority and righteousness. No matter what mistakes he might make, Alamaise will never admit to them—but he will learn from them. Nothing scratches under his scales worse than his own flaws, and he roots out any such imperfections as quickly and ruthlessly as he would dispatch an impetuous Namegiver.

Alamaise is a dragon obsessed with a single goal, that of regaining control of Wyrn Wood and the elves who inhabit it. This goal drives Alamaise to the exclusion of all else. Since the death of Queen Dallia of the Elven Court, Alamaise has not been seen anywhere in Barsaive, even by his fellow dragons. Instead, he has existed in isolation, pursuing his goal. As no kingdom or city in Barsaive concerns Alamaise, apart from the Elven Court, he is not involved in the politics of nations like Throal or the Theran Empire.

The greatest power Alamaise possessed was taken from him by Queen Alachia and the magicians of the Elven Court. As the Namer and maker of Wyrn Wood, Alamaise had many threads woven to the Wood's True Pattern. Within the bounds of Wyrn Wood, Alamaise was supremely powerful and no dragon would even think of challenging him on his home ground. His threads also strengthened the pattern and defenses of the Wood, giving it a special magic and sustaining it, even after the rebellion forced him to abandon it.

Perhaps the Elven Queen Alachia believed the magic and the ancient protections woven by Alamaise would preserve Wyrn Wood against the Scourge. Perhaps she is merely touched with the same arrogance as Alamaise, unable to admit error on her part. For whatever reason, the Elven Court refused the protection of Theran magic and decided to turn the living trees of Wyrn Wood into a barrier against the Horrors.

During the Scourge, the Elven Court's wooden kaer failed. In a desperate attempt to save themselves, the elves used powerful magic to alter the True Pattern of Wyrn Wood itself. The Ritual of the Thorns transformed the elves living in the wood into blood elves, their skin pierced with thorns dripping blood. More importantly, the Ritual transformed Wyrn Wood into the Blood Wood. With its True Pattern reshaped, the threads woven to the wood by Alamaise were cut and the great dragon's last connection to his former domain was severed.



DEX: 20      STR: 34      TOU: 27  
 PER: 27      WIL: 27      CHA: 22

**Initiative:** 25      **Physical Defense:** 24  
**Actions:** 5      **Spell Defense:** 34  
**Attack (8):** 28      **Social Defense:** 28  
**Damage:**      **Physical Armor:** 36  
 Bite (7): 41; 4×Claws (5): 39      **Mystic Armor:** 31  
**Death:** 257      **Recovery Tests:** 13  
**Unconsciousness:** 236      **Knockdown:** 35  
**Wound Threshold:** 30      **Movement:** 7/14\*  
**Legend Award:** Fifteenth Circle x 3 (Group)  
**Karma Points:** 50      **Karma Step:** 18

\* The second value is the dragon's flying Movement Rate.

#### Powers (Knacks):

Armored Matrix<sup>T</sup> (13)      Armored Scales (9)  
 Dispel Magic (5): 32      Disrupt Fate (5): 32  
 Dominate Beast (5): 32 (Beast Eyes)  
 Dragon Breath (6): 33 (Flame Ball)  
 Dragonsight (7): 34 (Item History, Matrix Strike)  
 Dragonspeech (6): 33 (Second Sight)  
 Durability (15)      Enhanced Matrix<sup>T</sup> (13)  
 Enhanced Matrix<sup>T</sup> (13)      Enhanced Matrix<sup>T</sup> (13)  
 Fear (7): 29  
 Karma Cancel (6): 33 (Lend Karma)  
 Lair Sense (7): 34 (Absent Lair Sense, Lair Vision)  
 Regeneration (3): 30  
 Spellcasting (11): 38 (Anchored Spell)  
 Spell Matrix<sup>T</sup> (13)      Spell Matrix<sup>T</sup> (13)  
 Spell Matrix<sup>T</sup> (13)      Spell Matrix<sup>T</sup> (13)  
 Spell Matrix<sup>T</sup> (13)      Spell Matrix<sup>T</sup> (13)  
 Summoning (10): 38      Suppress Magic (5): 32  
 Thread Weaving [Elementalism] (11): 38  
 Venom (5): 32      Wingbeat (5): 25

**Spells:** Elementalism (Thirteenth Circle)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (counts as treasure worth Legend Points)

## Rules

Alamaise is a foreign dragon, but he has lived in the northern reaches of Barsaive for millennia. He originally hails from a distant land to the north and west of Barsaive, near the outskirts of Vagothia, where his brother lives still. A conflict between Alamaise and his brother long ago drove Alamaise away from his original home, into the lands that became Barsaive. Alamaise and his brother hate each other and disagree on nearly every matter of consequence. Alamaise is old and strong, with mighty claws and teeth. His scales in particular are quite strong, able to ward off any weapon with ease and nigh-impossible to penetrate, even for the talons or flames of another dragon.

Alamaise knows a great deal of magic, particularly Elementalism. He was a master of the element of wood, and is quite adept at encouraging growth and molding greenery to suit his needs. The fantastic palaces and wooden structures of the Elven Court began as seeds in the mind of Alamaise, who taught the elves the arts of wood-shaping and elemental magic. His skill with the other elements is nearly as great: in his day, Alamaise diverted rivers, carved mountains and commanded rain and lightning. All of the beasts of Wyrms Wood were his to command as well. He occasionally took on different forms, including various Name--givers and forest beasts.

## EARTHROOT

**T**hough a generation younger than Mountainshadow and Icewing, Earthroot has lived long enough to gain considerable wisdom—much of it from far off Cathay, his native land. He came to Barsaive three hundred years after the death of All-Wings, possibly in search of territory. Rumor has it that Earthroot lost a battle with an ancient Cathayan dragon Named White Lotus before he disappeared from Cathay.

Earthroot favors the dark and secret places of the earth because they reflect his essential self. This love of darkness, of being hidden, lends some credence to the conflict with White Lotus; that titanic battle is said to have taken place above a high peak Named Spirit Mountain, whose snowy slopes were well known to Earthroot and upon whose summit he hoped to lair. The bitterness of his defeat may show in his self-chosen exile so far from Cathay, and in his choice to live almost exclusively underground. Since his arrival in Barsaive, he has shown himself in the open air a mere three times, if the legends are to be believed.

Earthroot is exceptionally large, and his scales appear to glimmer whether wet or dry. They shimmer in all the colors of mother of pearl, from silver to pale green to the rose of the dawn sky. The scales on his underbelly are the deep green of seaweed, and his luminous large eyes are as black as the underground night. Many who have seen him and lived to tell of it are dazzled by his beauty and mesmerized by his gaze; often described as “like falling into a depthless, dark pool.”

Though he prefers to spend most of his time submerged in underground lakes, Earthroot is as much at home out of the water as in it. Living under the earth, at depths where almost no Namegiver cares to go since the end of the Scourge, gives Earthroot the freedom to act far removed from prying eyes. He speaks in riddles and acts in shadow.

Earthroot is not a constant meddler, like Mountainshadow; but when he does take action, it is like a stone tossed into a pool. Consequences flow from it like ripples across the water—and for every ripple visible, there is at least one deep current hidden beneath the surface. Highly intelligent, Earthroot can see far into the future, and routinely lays plans that will not bear fruit for centuries. For example, his seemingly impulsive act in saving a small band of t'skrang from the ravages of the Scourge has given him an entire society of devoted worshippers and lackeys to call upon. The Pale Ones—primitive t'skrang who live out their brief lives beneath the Throal Mountains, in Earthroot's domain—belong to him, as he intended from the very first word he ever spoke to their ancestors. Through one simple action, he gained a population of servants that many other dragons envy: willing, grateful and endlessly renewable through means more natural and far simpler than the rites used to create drakes. Even Mountainshadow must have been impressed by this stroke of quiet genius.

DEX: 18      STR: 35      TOU: 30  
 PER: 25      WIL: 28      CHA: 22

**Initiative:** 20      **Physical Defense:** 21  
**Actions:** 5      **Spell Defense:** 32  
**Attack (10):** 28      **Social Defense:** 28  
**Damage:**      **Physical Armor:** 39  
 Bite (7): 42; 4×Claws (5): 40      **Mystic Armor:** 32  
**Death:** 269      **Recovery Tests:** 15  
**Unconsciousness:** 248      **Knockdown:** 36  
**Wound Threshold:** 32      **Movement:** 7/14\*  
**Legend Award:** Fifteenth Circle x 3 (Group)

**Karma Points:** 50      **Karma Step:** 18

\* The second value is the dragon's flying Movement Rate.

**Powers (Knacks):**

|                                                                |                                   |
|----------------------------------------------------------------|-----------------------------------|
| Armored Matrix <sup>T</sup> (10)                               | Armored Scales (9)                |
| Dispel Magic (5): 33                                           | Disrupt Fate (5): 33              |
| Dragon Breath (6): 34 (Friendly Fire)                          |                                   |
| Dragonsight (6): 31 (Item History)                             |                                   |
| Dragonspeech (6): 31 (Suggestion)                              |                                   |
| Durability (15)                                                | Earth Merge (see text)            |
| Enhanced Matrix <sup>T</sup> (10)                              | Enhanced Matrix <sup>T</sup> (10) |
| Enhanced Matrix <sup>T</sup> (10)                              |                                   |
| Fear (9): 31 (Awe, Paralyzing Gaze)                            |                                   |
| Karma Cancel (6): 34 (Lend Karma)                              |                                   |
| Lair Sense (5): 30                                             | Regeneration (6): 34              |
| Spellcasting (12): 37 (Anchored Spell, Maintain Spell Threads) |                                   |
| Spell Matrix <sup>T</sup> (10)                                 | Spell Matrix <sup>T</sup> (10)    |
| Spell Matrix <sup>T</sup> (10)                                 | Spell Matrix <sup>T</sup> (10)    |
| Spell Matrix <sup>T</sup> (10)                                 | Spell Matrix <sup>T</sup> (10)    |
| Summoning (11): 39                                             | Suppress Magic (5): 33            |
| Thread Weaving [Elementalism, Illusionism, Wizardry] (12): 37  |                                   |
| Venom (5): 33                                                  | Wingbeat (5): 23                  |

**Spells:** Elementalism (Tenth Circle), Illusionism (Ninth Circle), Wizardry (Ninth Circle)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (counts as treasure worth Legend Points)

**Rules**

Earthroot's magical ability matches his intelligence, and may in fact exceed it. Elementalism magic of all kinds is his especial inter-

est—but do not conclude from this that he has seriously neglected the study of Illusionism, Wizardry, or any other field of arcane knowledge.

Apart from the Pale Ones and the dwarfs of Throal, Earthroot appears little interested in the affairs of the Young Races. Unlike Mountainshadow, he does not find them objects worthy of constant study or devotion. Only those Namegivers who dwell in or near his domain truly matter to him. He considers them under his protection, and will fight for them with every means at his disposal.

**Earth Merge:** Among the most unique of Earthroot's powers is the ability to move through the earth itself, merging with earth and rock and traveling through it as easily as one might walk across the land. The only other beings known to possess this ability are spirits, and obsidimen who are able to merge with their Liferock. Given his strong affinity for the elemental magic of the earth, it stands to reason that Earthroot would seek out such knowledge, and it is possible that Earthroot sought out obsidimen from whom he might learn and expand this ability.

**ICEWING**

**A**s one of the most public and visible of dragonkind, Icewing has learned well how to deal with scrutiny. Many of his plots are buried deeply, under layers and layers of lies and misinformation, spread through various agents and dupes. Dealing with Icewing often means penetrating illusion and deception to even get a hint of the truth. However, he is more impulsive and impatient than his brethren, and frequently intervenes with an overconfidence that reveals an astonishing disregard for protocol and the wishes of his fellow great dragons (that he has faced



little reprimand for). This is especially true when his pawns or he himself are directly challenged, in which case he acts aggressively and prematurely against his rivals.

Icewing's views towards the Young Races once contained elements of fondness and nurturing to rival Mountainshadow's, but now are of a more "protective" nature, as Icewing sees his responsibility to guard them from threats generated by the dragons' actions in the past and "guide" them onto a path more inline with his visions. He makes extensive use of Namegiver servants, and his own private network complements Mountainshadow's as the backbone of the dragons' spy network. His primary focus is the Thera Empire, but his agents are spread throughout the world, and he is not afraid to use them, nor as slow to react as the others.

Icewing has an open-door policy toward Namegivers, allowing them to approach his lair on Mount Vapor on the condition that they bring a suitable gift. In his self-appointed role as liaison and advocate, he maintains this policy as a sort of responsibility he feels towards the Young Races. The demand of gifts is a testimony to his belief in dragon superiority, a throwback to the past that he maintains as a lesson. His open-door policy has proven beneficial in many ways, as many adventurers and adepts bring him news or items or questions that reveal much about various events in the world. It also allows the dwarfs of Throal and the agents of other dragons to access him if they have need of his assistance.

Icewing has become deeply invested in the dwarfs of Throal, and has done much more than they know on their behalf, including manipulating economic factors and rooting out Thera infiltrators. Icewing and Earthroot together work towards developing Throal as a viable alternative to Thera authority—one that is thoroughly under their claws. As Earthroot works below, using his abilities to strengthen Throal's physical defenses, Icewing is carefully molding Throal into a major political force. He has offered up his counsel to Throalic leaders in person on several occasions, and they have gratefully accepted it, unaware of how he uses them. Many high-ranking officials and dwarfs of influence within Throal are quietly sponsored by Icewing, and subtly induced to further his goals by various means. Through careful channels he has been strengthening their relationships with Cara Fahd, the t'skrang *aropagoi*, and other major political entities—destroying more than one competitive influence in the process. His agents abroad work feverishly to dredge up support for his pets in the form of trade compacts, exchanges of lore, and aid against the Therans. While supportive of the dwarfs, he views them foremost as tools, and so takes care not to allow suspicion or resentment of Mountainshadow and Earthroot's influence among them to interfere with his plans.

The downfall of Thera is one of Icewing's primary motivations—perhaps symbolic to him in terms of rectifying past mistakes. The very existence of this empire is a thorn under his scales. Since Thera's inception, Icewing has hindered the Empire from both within and without by any means at his disposal. His intelligence regarding their activities is excellent, indicating that he has some very high-placed spies, perhaps even a member among the Heavenherds. He takes this struggle personally, as he illustrated after the Therans' abortive attempt on his life, when a short time later he was so bold as to appear on top of the Sphinx on the Isle of Thera itself, his presence a warning that preceded a series of calculated strikes that forced the Therans to withdraw from conflict with the dragons.

The most dangerous of Icewing's powers is the unique one which gives him his Name. While all dragons can use the mighty force of their wings to fling opponents aside, stunning them and leaving them open for the kill, Icewing can manipulate the elements themselves with his wingbeats. He was once seen as he dueled with an adult dragon, who was so foolish as to challenge Icewing's claim to another's hoard. Icewing descended upon his opponent, his wings beating so furiously that they were but a flashing and blinding blur.

A whirlwind of ice and snow churned forward, enveloping his foe and encasing him in an icy prison. The dragon immediately began to burn and tear himself free, but not before Icewing was upon him, ripping him open and slashing him apart. By the time the dragon had freed himself, Icewing had grievously injured him, and dispatched him shortly afterwards.

|                                                   |                |                             |
|---------------------------------------------------|----------------|-----------------------------|
| <b>DEX:</b> 22                                    | <b>STR:</b> 34 | <b>TOU:</b> 28              |
| <b>PER:</b> 26                                    | <b>WIL:</b> 27 | <b>CHA:</b> 23              |
| <b>Initiative:</b> 27                             |                | <b>Physical Defense:</b> 25 |
| <b>Actions:</b> 5                                 |                | <b>Spell Defense:</b> 33    |
| <b>Attack (8):</b> 30                             |                | <b>Social Defense:</b> 29   |
| <b>Damage:</b>                                    |                | <b>Physical Armor:</b> 36   |
| Bite (7): 41; 4xClaws (5): 39                     |                | <b>Mystic Armor:</b> 31     |
| <b>Death:</b> 261                                 |                | <b>Recovery Tests:</b> 14   |
| <b>Unconsciousness:</b> 240                       |                | <b>Knockdown:</b> 35        |
| <b>Wound Threshold:</b> 31                        |                | <b>Movement:</b> 7/14 *     |
| <b>Legend Award:</b> Fifteenth Circle x 3 (Group) |                |                             |
| <b>Karma Points:</b> 50                           |                | <b>Karma Step:</b> 18       |

\* The second value is the dragon's flying Movement Rate.

#### **Powers (Knacks):**

|                                                               |                                   |
|---------------------------------------------------------------|-----------------------------------|
| Armored Matrix <sup>T</sup> (9)                               | Armored Scales (8)                |
| Dispel Magic (5): 32                                          | Disrupt Fate (5): 32              |
| Dragon Breath (Ice) (5): 32                                   |                                   |
| Dragonsight (8): 34 (Item History, Spirit Strike, True Sight) |                                   |
| Dragonspeech (7): 33 (Read Thoughts, Thought Probe)           |                                   |
| Durability (15)                                               | Enhanced Matrix <sup>T</sup> (13) |
| Enhanced Matrix <sup>T</sup> (9)                              | Enhanced Matrix <sup>T</sup> (13) |
| Fear (9): 32 (Awe, Paralyzing Gaze)                           |                                   |
| Karma Cancel (6): 33 (Lend Karma)                             |                                   |
| Lair Sense (5): 31                                            | Regeneration (5): 33              |
| Spellcasting (12): 38                                         |                                   |
| (Anchored Spell, Maintain Spell Threads, Spell Stacking)      |                                   |
| Spell Matrix <sup>T</sup> (13)                                | Spell Matrix <sup>T</sup> (9)     |
| Spell Matrix <sup>T</sup> (13)                                | Spell Matrix <sup>T</sup> (9)     |
| Spell Matrix <sup>T</sup> (13)                                | Spell Matrix <sup>T</sup> (9)     |
| Summoning (11): 38                                            | Suppress Magic (5): 32            |
| Thread Weaving [Illusionism, Nethermancy, Wizardry] (12): 38  |                                   |
| Venom (5): 32                                                 |                                   |
| Wingbeat (7): 29 (Freezing Gale)                              |                                   |

**Spells:** Illusionism, Nethermancy, Wizardry (all at Ninth Circle)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 1,000,000 silver pieces (counts as treasure worth Legend Points)

#### **Rules**

Almost as large as his brother Mountainshadow, Icewing is more physically aggressive, and could easily rend an obsidian in two with a swipe of his tail or claws. His demeanor is hard, callous and fearsome, and his frosty gaze can cause the hardiest warriors to flee him in abject terror. The Therans lost a behemoth when they attacked his mate Yuichotol, and if Icewing had stayed to fight them openly they would likely have lost two more, so terrifying is Icewing with speed and fire and sorcery.

**Freezing Gale:** The great dragon Icewing has a unique knack based on his Wingbeat power. To use this knack, Icewing makes a Spellcasting Test against the highest Spell Defense among the target group, +1 for each additional target above the first. All of the intended targets must be within an area no larger than 20 yards in diameter. Each use of this power causes Icewing 5 Strain, +1 Strain for each additional target beyond. If the test succeeds, the victim is encased in ice, and Icewing makes a Wingbeat Test. The result of

this test is the Difficulty Number for any Strength Tests made to break free of the ice from the inside. The ice can be attacked from the outside, and is treated like a barrier with a Physical Armor rating of 10, and a Damage Rating equal to the Wingbeat Test result. Characters encased in ice are in danger of suffocation.

## MOUNTAINSHADOW

**M**ountainshadow was hatched long before the founding of any kingdom in Barsaive, from an egg clutch protected by the mighty All-Wings, greatest of the great dragons. To be of the clutch of All-Wings is to be a prince among dragons, with a proud and noble heritage, and a heavy burden of responsibility. All-Wings taught her hatchlings the traditions and history of dragon-kind and raised them to become wise and fierce beyond all other dragons. And so they were, and so they remain to this day. Unfortunately, the surviving descendants of All-Wings are not worthy of their illustrious foremother. They may have her power, but cannot claim her wisdom or clarity of vision.

Many of her clutch did not survive their first centuries of life; competition between them was fierce and often lethal. As the last clutch of All-Wings passed through their wild years into adulthood, the greatest of dragons was struck down by the treachery of Namegivers and her own arrogance. Mountainshadow and his clutch-mates are therefore the last dragons hatched and raised by All-Wings, and Mountainshadow and his brother Icewing are the two who have survived and prospered through all the centuries since. Through overwhelming strength and all the guile at his command, Mountainshadow remains first among his kind.

Mountainshadow's size is as immense as his age. His vast body is longer than an air galley, his jaws capable of crushing a troll in a single bite. His silvery-blue scales shimmer in the light like polished armor. Many have seen him soaring high above his domain in the Dragon Mountains or, more rarely, flying out over the Badlands or the nearby Servos Jungle. Mountainshadow has a lair hidden in the depths of the Badlands, a place so blighted by the Scourge that even many dragons shun it. That he dwells there is testament to his fearlessness; the most dangerous denizens of the Badlands pose no threat to him.

Mountainshadow is one of the few dragons who pursue knowledge above all for its own sake—indeed, he is obsessed with collecting every scrap of lore he can lay talons on. (To act on his knowledge is another thing entirely; like most of Barsaive's dragons, he prefers talking to doing. Only those who threaten to cross him feel his swift wrath.) Lost magic, ancient legends, scraps of history concerning every Namegiver race in addition to his own ... all these and more, Mountainshadow prizes as another might prize a rare and precious pearl or a fine living-crystal sword. He also eagerly consumes the latest news and gossip from the far corners of the world. His many servants are his eyes and ears throughout Barsaive and beyond, bringing him the knowledge he craves. Dragonspeech enables Mountainshadow to perceive the experiences of his servants directly from their memories, and he often relives their experiences in this manner. He knows a great deal and can discover even more. Given enough time, no secret is safe from him—even if it is ringed with a thousand allegedly unbreakable enchantments.

Mountainshadow's genuine interest in the Young Races makes him unusual among his kind. Most dragons regard other Namegivers as lesser creatures valuable only as servants or as a source of food or sport. Mountainshadow dimly understands these truths, though he still regards the Young Races as lesser beings. His interest in the Young Races has led him to involve himself in the affairs of Namegivers in the past; during the Scourge, he sheltered many in the Dragon Mountains against the Horrors' onslaught. No one



has fathomed his reasons for doing so, as he is otherwise opposed to mingling with the Young Races. He prefers to watch over them from afar, seeing to their welfare (as he defines it) through intermediaries.

Curiosity drives Mountainshadow more than any other motive, to the point where it might be considered one of his few weaknesses. His thirst for knowledge apparently cannot ever be fully quenched. His desire to know everything outweighs all other desires and considerations. Mountainshadow has spared the lives of Namegivers who offended him merely to hear their life stories and understand the reasons for their actions. Often this indulgence buys the offenders only enough time to tell their tales before Mountainshadow devours them. Others, lucky enough to amuse their captor sufficiently, are allowed to live. How Mountainshadow judges who shall live and who shall die is unknown.

**DEX:** 20

**STR:** 34

**TOU:** 29

**PER:** 28

**WIL:** 26

**CHA:** 23

**Initiative:** 25

**Physical Defense:** 24

**Actions:** 5

**Spell Defense:** 36

**Attack (8):** 28

**Social Defense:** 29

**Damage:**

**Physical Armor:** 38

Bite (7): 41; 4xClaws (5): 38

**Mystic Armor:** 31

**Death:** 265

**Recovery Tests:** 14

**Unconsciousness:** 244

**Knockdown:** 35

**Wound Threshold:** 32

**Movement:** 7/14 \*

**Legend Award:** Fifteenth Circle x 3 (Group)

**Karma Points:** 50

**Karma Step:** 18

\* The second value is the dragon's flying Movement Rate.

**Powers (Knacks):**

Armored Matrix<sup>T</sup> (7)

Armored Scales (9)

Dispel Magic (5): 31

Disrupt Fate (5): 31

Dragon Breath (6): 32 (Friendly Fire)

Dragnosight (7): 35 (Item History, True Sight)

Dragnospeech (11): 39 (Learn Language, Read Thoughts, Reweave Mind, Second Sight, Suggestion, Thought Probe)

Durability (15)

Enhanced Matrix<sup>T</sup> (7)

Enhanced Matrix<sup>T</sup> (7)

Enhanced Matrix<sup>T</sup> (7)

Fear (7): 31 (Paralyzing Gaze; see text)

Karma Cancel (6): 32 (Lend Karma)  
 Lair Sense (9): 37 (Absent Lair Sense, Identify Intruder, Lair Vision, Lair Mark)  
 Regeneration (5): 34  
 Spellcasting (12): 40 (Anchored Spell, Maintain Spell Threads)  
 Spell Matrix<sup>T</sup> (7)                      Spell Matrix<sup>T</sup> (7)  
 Spell Matrix<sup>T</sup> (7)                      Spell Matrix<sup>T</sup> (7)  
 Spell Matrix<sup>T</sup> (7)                      Spell Matrix<sup>T</sup> (7)  
 Summoning (11): 37                      Suppress Magic (5): 31  
 Thread Weaving [All magician Disciplines] (12): 40  
 Venom (5): 31                      Wingbeat (5): 25

**Spells:** All magician Disciplines (Seventh Circle)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (counts as treasure worth Legend Points)

## Rules

Like any dragon of his venerable age, Mountainshadow is powerful of tooth and claw, but the true source of his strength is his vast store of arcane knowledge. Mountainshadow knows more mystic secrets than anyone else in Barsaive, perhaps more than anyone in this part of the world. His command of the arcane arts allows him to ward his lair and create magical traps and servants whenever he requires them. His extensive library contains magical lore unknown to other Namegivers, powerful enough to shake mountains or reduce cities to smoking ruins.

Along with his mastery of the mystic arts, Mountainshadow is especially skilled in the use of Dragonspeech and Dragonsight. Mountainshadow's Dragonsight is as sharp as his talons. He understands patterns and the delicate threads that make them, especially the power of patterns to create and destroy. With Dragonspeech, he has refined the ancient arts of touching the minds of others and sifting through their memories like a heap of gleaming gems to find exactly the one he seeks. He once spoke of experiencing life from the view of the Young Races, and how vastly different the world looked through their eyes. With Dragonspeech, Mountainshadow can pluck the very thoughts from inside any Namegiver's head.

Mountainshadow shows great interest in the Young Races and has countless Namegiver servants in places where no one would expect to find them. The recent incursion of the Theran Empire into Barsaive has roused him from his endless studies and experiments, and moved him to take action with the formation of what the Therans refer to as the Dragon's Network. His Namegiver servants make up a significant part of this vast net of spies and lackeys, enhancing his influence even more among the dragons of Barsaive.

**Paralyzing Gaze:** Mountainshadow's gaze is like a viper's, paralyzing in its intensity. (For details on how this power works, see **Paralyzation**, p. 276.) Once his victims are rendered helpless, Mountainshadow slithers through their minds and takes whatever he desires, using his Dragonspeech power. With it, he can also bend a mind to his will, planting ideas, feelings and even memories. The crafting of such thoughts, which subtly tug at the threads of a Namegiver's pattern until they change it, requires time and concentration, but can be a more powerful weapon than flame or claw.

## USUN

**U**sun is a legend among the Namegivers of Barsaive, particularly those who live close to his home in the Liaj Jungle. He is fairly young by great dragon standards; although still older than any nation known. His great body is sleek and powerfully muscled, covered with overlapping scales



of burnished green, like aged copper. His wings and underbelly are a paler green, allowing him to almost disappear into the jungle foliage. Usun's broad head is topped with a pair of horns twisted like those of a ram, and equipped with a set of powerful jaws with teeth honed by hunting and fighting.

Usun is a warrior and a hunter, known as Vast Green to other great dragons. He harkens back to the predator heritage of his kind, savage and cunning. Where Mountainshadow or Vadsenjas might use honeyed words or subterfuge, Usun strikes with flame and claw and knows no mercy. The master of the Liaj Jungle has no use for words or diplomacy. He is a fighter who lives for the glory of battle, pitting his strength against the strength of the enemy. Since he has no enemies to fight, and cannot go to war against the Young Races as he might wish, Usun dwells in the Liaj Jungle, home to some of the most savage creatures in Barsaive. There he pits his strength and cunning against them in a daily struggle for life. No doubt Usun finds most of the creatures of the jungle a poor challenge for his abilities.

Unlike other great dragons, Usun has no interest in the Young Races as anything other than prey. He looks on all of the Young Races as they look upon the animals they slaughter for food, or perhaps more like the vermin they exterminate from their homes. Were it in his power, Usun would likely scour Barsaive with flame

and reduce all of its cities to ash and rubble. His savage warrior-nature may cause his enemies to underestimate Usun's cleverness. Although Usun does not follow the intellectual pursuits of other great dragons, he is no less intelligent because of it. Usun knows much lore, and he collects information on the natural world, giving him a great understanding of the flora and fauna of Barsaive.

Usun is one of the most isolationist of all of the great dragons of Barsaive. He claims the Liaj Jungle as his, and woe betide any other Namegiver he catches there. This does not stop some Namegivers (like the legendary Tamers) from living in the jungle, but it certainly makes Usun and his motives mysterious to the outside world.

Usun firmly believes dragons should rightfully rule the world—and while many fellow great dragons agree with this, Usun has been staunchly opposed in his desire to war against all other Namegivers and subjugate them, as it was in the Age of Dragons. Failing that, he would see the Young Races wiped out, removed from the world so it can be shaped by dragon strength and magic. The other great dragons consider Usun's plans both impractical and unacceptable. The Therans and other Namegivers have developed too much, and are too powerful to oppose in open warfare. Great dragons such as Icewing and Mountainshadow prefer to work behind the scenes, manipulating events to further their plans. Such machinations frustrate Usun, who has thus far agreed to abide by the will of the others and limits himself to the Liaj, where he takes out his frustrations on any Namegiver foolish enough to defy his ban on their entering the jungle.

There are certain similarities between Usun and Aban, the great dragon of the Mist Swamps. It is certainly true that the two do in fact share a number of traits, such as a preference for physical combat, use of spirits and creatures as their eyes and ears within their domains, and jealous guarding of their territories. Given these similarities, it is easy to think these dragons are two of a kind, but they are not.

**DEX:** 21      **STR:** 35      **TOU:** 29  
**PER:** 26      **WIL:** 25      **CHA:** 22

**Initiative:** 26      **Physical Defense:** 26  
**Actions:** 5      **Spell Defense:** 33  
**Attack (8):** 29      **Social Defense:** 28  
**Damage:**      **Physical Armor:** 38  
Bite (7): 42; 4×Claws (5): 40      **Mystic Armor:** 30  
**Death:** 265      **Recovery Tests:** 14  
**Unconsciousness:** 244      **Knockdown:** 36  
**Wound Threshold:** 32      **Movement:** 7/14\*  
**Legend Award:** Fifteenth Circle x 3 (Group)  
**Karma Points:** 50      **Karma Step:** 18

\* The second value is the dragon's flying Movement Rate.

#### **Powers:**

Armored Matrix<sup>T</sup> (13)      Armored Scales (9)  
Chameleon<sup>T</sup> (5): 26      Dispel Magic (5): 30  
Disrupt Fate (5): 30  
Dominate Beast (5): 30 (Beast Eyes)  
Dragon Breath (8): 33 (Flame Spout, Friendly Fire, Smoke Cloud)  
Dragonsight (5): 31  
Dragonspeech (7): 33 (Animal Talk, Second Sight)  
Durability (15)      Enhanced Matrix<sup>T</sup> (13)  
Enhanced Matrix<sup>T</sup> (13)      Enhanced Matrix<sup>T</sup> (13)  
Fear (8): 30 (Terror)  
Karma Cancel (6): 31 (Lend Karma)  
Lair Sense (6): 32 (Absent Lair Sense)  
Regeneration (6): 35 (Regrowth)  
Spellcasting (11): 37      Spell Matrix<sup>T</sup> (13)  
Spell Matrix<sup>T</sup> (13)      Spell Matrix<sup>T</sup> (13)  
Spell Matrix<sup>T</sup> (13)      Spell Matrix<sup>T</sup> (13)  
Spell Matrix<sup>T</sup> (13)      Summoning (11): 36  
Suppress Magic (5): 30

Thread Weaving [Elementalism] (11): 37

Venom (8): 33 (Pain Venom, Sleep Venom, Spit Venom)

Wingbeat (5): 26

**Spells:** Elementalism (Thirteenth Circle)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (counts as treasure worth Legend Points)

#### **Rules**

Usun is a mighty opponent in battle. His scales are more resilient than any armor made by the Young Races and his teeth and talons are sharper than thrice-forged swords, able to rend other creatures apart with ease and tipped with potent venom. For the most part, Usun is able to rely solely on his physical prowess to bring down even the most dangerous prey. His constant hunting has honed his fighting skills, marking him as one of the most formidable fighters among dragon-kind. Few other great dragons could even aspire to best him.

It is true that the master of the Liaj Jungle rarely makes use of his fiery breath, since the flames can destroy large areas of jungle growth with a single blast. Yet Usun has refined his breath to spew forth clouds of choking smoke that render the jungle as dark as night, or even to breathe flames that burn only what he wishes to burn. A blast of Usun's fire can burn an intruder to ash while leaving the surrounding jungle untouched. Despite this, Usun prefers to face opponents with fang and claw.

Disdainful of Namegivers, Usun rarely speaks in any Namegiver tongue, as languages of lesser races are beneath his stature. He prefers the use of Dragonspeech, which has led many Namegivers to believe that Usun does not speak at all. Some Namegivers (mostly windlings) living near the jungle refer to Usun as "the Silent One." Despite this reputation, Usun is more than capable of speaking—in a number of different languages—whenever he chooses, he simply prefers not to resort to such crude means.

As part of his development of Dragonspeech, Usun has learned to use it to sense the emotions of other creatures near him—especially those he hunts. Usun certainly possesses the power of all great dragons to inspire fear and unreasoning terror in the hearts of all creatures that see him; the passage of Usun's shadow is said to paralyze other creatures with fear, pinning them to the spot like the passage of a hawk's shadow over a field mouse. In addition to his empathic abilities, Usun has developed a great rapport with the creatures of the Liaj Jungle. He uses Dragonspeech to command the creatures of the jungle and employ them as spies, servants and soldiers.

Usun does not possess the breadth of magical knowledge exhibited by great dragons such as Mountainshadow or Vasdenjas, but he does have considerable mastery of the arts of Elementalism. Elemental magic allows Usun to control nearly every aspect of the Liaj Jungle to suit him. He can animate the trees and jungle vines to attack intruders, create rain and fog to shroud the jungle, and wield the powers of fire, ice, and earth as weapons. There is a great deal of elemental lore to be learned from Usun's magic, although wresting such secrets from him may be an impossible task.

## VASDENJAS

**V**asdenjas, the Master of Secrets, the Terrible, the Eater of Cities, called Talespeaker by dragonkind, is a meddlesome gossip and storyteller, something akin to a dragon troubadour. Vasdenjas is one of the most learned and scholarly of the great dragons of Barsaive. He is the Loremaster of Barsaive's dragons, a very important role among dragons. Loremasters are



those who keep records of the history and stories of our dragon-kind, passed on from the time of Nightslayer and Dayheart, the First Dragons. Loremasters learn, maintain and pass on knowledge from one generation of dragons to the next. They also serve as Keepers of the Rites, ensuring that the etiquette and traditions the great dragons have developed are adhered to. Since the death of Barsaive's last Loremaster, Thermail, Vasdenjas has performed admirably in this position, and has even taken his role a step further—a step not all of his fellow dragons agree with.

Like Mountainshadow and Icewing, Vasdenjas believes we dragons have something of a responsibility to the Young Races. Unlike Mountainshadow, Vasdenjas has very little curiosity about Namegivers—he knows all that he needs or cares to know about them. Unlike Icewing, he has little patience for meddling in Namegiver affairs. Instead, Vasdenjas believes in passing on knowledge and lore to the Young Races to help guide and educate them in the wonders of the world. He truly loves to pontificate and to hear the sound of his own voice, going on endlessly about nearly any topic. Vasdenjas considers himself an expert on nearly everything, someone who can offer guidance to the foolish and limited Namegivers of Barsaive. He has no interest in learning from them in return, as Mountainshadow claims to do.

Despite his desire to share information with the young races, Vasdenjas is still a traditionalist. He believes other Namegivers should be subservient to dragons and that they should be educated, guided, and controlled like children. At the same time, Vasdenjas is also a hypocrite. He argues and pontificates against the experiments conducted by the Young Races to produce creatures such as hell hounds or nagas and rails against the magician who created the hydra, yet Vasdenjas is one of the most skilled in tampering with life of any of the great dragons. He is a master of creating drakes.

Vasdenjas' greatest assets are clearly his mind and his clever tongue, which he uses to worm his way into the attention of Namegivers. In body he is not the most powerful of great dragons, and prefers to avoid physical conflict when necessary. He talks his way from fights when he can, and is thought by some dragons to be almost afraid of battle, if such a thing could be said to be true of a great dragon. Though he hunts well enough, he claims

to be above the dragon's ancient struggles and physical conflicts, much as one might expect from a scholar or wordsmith from one of the Young Races.

Still, Vasdenjas is a great dragon, with all that entails. He is larger than any newly Named dragon, as large as a small air galleon. His scales are a dun color, fading to yellow on his wings and almost eggshell color on his belly. They match the colors of the stone where Vasdenjas prefers to rest. His horns are fairly straight, curving slightly back from his head along his neck. Vasdenjas has sharp talons and teeth, although he uses them only to hunt, rarely slaying any intruders in his lair.

|                                                   |                             |                |
|---------------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 20                                    | <b>STR:</b> 32              | <b>TOU:</b> 28 |
| <b>PER:</b> 27                                    | <b>WIL:</b> 27              | <b>CHA:</b> 25 |
| <b>Initiative:</b> 25                             | <b>Physical Defense:</b> 24 |                |
| <b>Actions:</b> 5                                 | <b>Spell Defense:</b> 34    |                |
| <b>Attack (8):</b> 28                             | <b>Social Defense:</b> 32   |                |
| <b>Damage:</b>                                    | <b>Physical Armor:</b> 36   |                |
| Bite (7): 39; 4×Claws (5): 37                     | <b>Mystic Armor:</b> 31     |                |
| <b>Death:</b> 261                                 | <b>Recovery Tests:</b> 14   |                |
| <b>Unconsciousness:</b> 240                       | <b>Knockdown:</b> 33        |                |
| <b>Wound Threshold:</b> 31                        | <b>Movement:</b> 7/14 *     |                |
| <b>Legend Award:</b> Fifteenth Circle x 3 (Group) |                             |                |
| <b>Karma Points:</b> 50                           | <b>Karma Step:</b> 18       |                |

\* The second value is the dragon's flying Movement Rate.

#### **Powers (Knacks):**

|                                                                              |                                  |
|------------------------------------------------------------------------------|----------------------------------|
| Armored Matrix <sup>T</sup> (9)                                              | Armored Scales (8)               |
| Creature Lore <sup>S</sup> (10): 37                                          | Dispel Magic (5): 32             |
| Disrupt Fate (5): 32                                                         | Dragon Breath (5): 32            |
| Dragon Lore <sup>S</sup> (10): 37                                            |                                  |
| Dragonsight (9): 36 (Item History, Matrix Strike, Spirit Strike, True Sight) |                                  |
| Dragonspeech (6): 33 (Learn Language)                                        |                                  |
| Durability (15)                                                              | Enhanced Matrix <sup>T</sup> (9) |
| Enhanced Matrix <sup>T</sup> (9)                                             | Enhanced Matrix <sup>T</sup> (9) |
| Fear (7): 32                                                                 | Horror Lore <sup>S</sup> (5): 32 |
| Karma Cancel (6): 33 (Lend Karma)                                            |                                  |
| Lair Sense (5): 32                                                           | Regeneration (5): 33             |
| Spellcasting (12): 39 (Anchored Spellcasting, Maintain Spell Threads)        |                                  |
| Spell Matrix <sup>T</sup> (9)                                                | Spell Matrix <sup>T</sup> (9)    |
| Spell Matrix <sup>T</sup> (9)                                                | Spell Matrix <sup>T</sup> (9)    |
| Spell Matrix <sup>T</sup> (9)                                                | Spell Matrix <sup>T</sup> (9)    |
| Summoning (11): 38                                                           | Suppress Magic (5): 32           |
| Thread Weaving [Illusionism, Nethermancy, Wizardry] (12): 39                 |                                  |
| Venom (5): 32                                                                | Wingbeat (5): 25                 |

**Spells:** Illusionism, Nethermancy, Wizardry (each at Ninth Circle)

**Equipment:** None

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (counts as treasure worth Legend Points)

#### **Rules**

Vasdenjas is the only great dragon to share any substantial portion of his knowledge with other Namegivers. Apart from Icewing, Vasdenjas is the only great dragon the dwarfkingdom of Throal has had any significant open contact with, and the so-called Master of Secrets is a good deal more forthcoming than Icewing, for reasons of his own.

The Master of Secrets is, as his title implies, a scholar and keeper of lore. Though not quite as learned as his elder, Mountainshadow, Vasdenjas is a vast storehouse of knowledge from throughout the centuries, stretching back across the Ages. His store of wisdom is

the dragon's greatest power and, perhaps, his greatest weakness. His physical prowess is considerable, but unremarkable for a great dragon. Vasdenjas can destroy a city if he chooses, but physical conflict is not normally his way, preferring to avoid it whenever possible. The Master of Secrets excels instead in activities connected to his pursuit and love of knowledge: magic and an understanding of Patterns.

Vasdenjas has great magical skills, some of the best among the great dragons of Barsaive. His knowledge is not as great as that of Mountainshadow, but it is far greater than any magician of the Young Races. Vasdenjas knows spells of wizardry, nethermancy and illusion, and perhaps some of elementalism as well. Like all dragons, Vasdenjas certainly knows spells and enchantments he keeps to himself, although he may share them with his small brood of younger dragons. Great magical lore, preserved on memory crystals, may be hidden among the jewels and gems of the dragon's treasure hoard, more valuable than any gemstone or coin could ever be.

As skilled as Vasdenjas is in magic, he is even more skilled in the use of Dragonsight. He earned the Name Master of Secrets from his ability to see what others would keep hidden, to use Dragonsight to penetrate into the deepest and most complex of Patterns and understand them. It is his understanding of Patterns that causes Vasdenjas to be so interested in knowledge. Knowledge is power, and to know something is to begin to understand its Pattern, its true self. Knowledge is the key to unlocking the secrets of a pattern, and Vasdenjas has over the centuries become a master locksmith.

As one might expect, Vasdenjas is quite skilled in working thread magic of all kinds. He is also skilled in more powerful pattern magic. He has become adept at the creation of life, forming new patterns out of the formless energy of astral space. He has spent many years working with Icewing, and has become an expert in the Dance of Blue Spirits. In recent years he has experimented on this drake-creating ritual and refined it significantly.

## VESTRIVAN

**V**estrian and Vasdenjas were born in a twin-shelled egg, two apparently normal eggs joined end to end. Such proximity allowed the two to share the same intimate telepathy that a sire shares with his brood. Such intimacy is what made the two brothers so close, and so identical in mind and spirit. The pair together grew to become two of the greatest scholars of all dragonkind.

It is interesting to note, however, that the brothers approached their shared destiny in very different ways. Vasdenjas was anxious to

travel the world and learn from experience, while Vestrian wanted to delve through the accumulated knowledge of all Namegivers, dragons included, and benefit from the experience of others. This is where the brothers were destined to forever veer from each other's lives.

In their youth, the pair could not be parted from each other. They made their sire, Yuichotol, proud as they quickly picked up the traditions and rituals of dragon-kind. The first divisions became apparent during this time, as Vasdenjas sought always to journey as far out from the lair as they were allowed in order to see the world and converse with others, while Vestrian sought only to dig slowly through the memory crystals Yuichotol had provided for study.

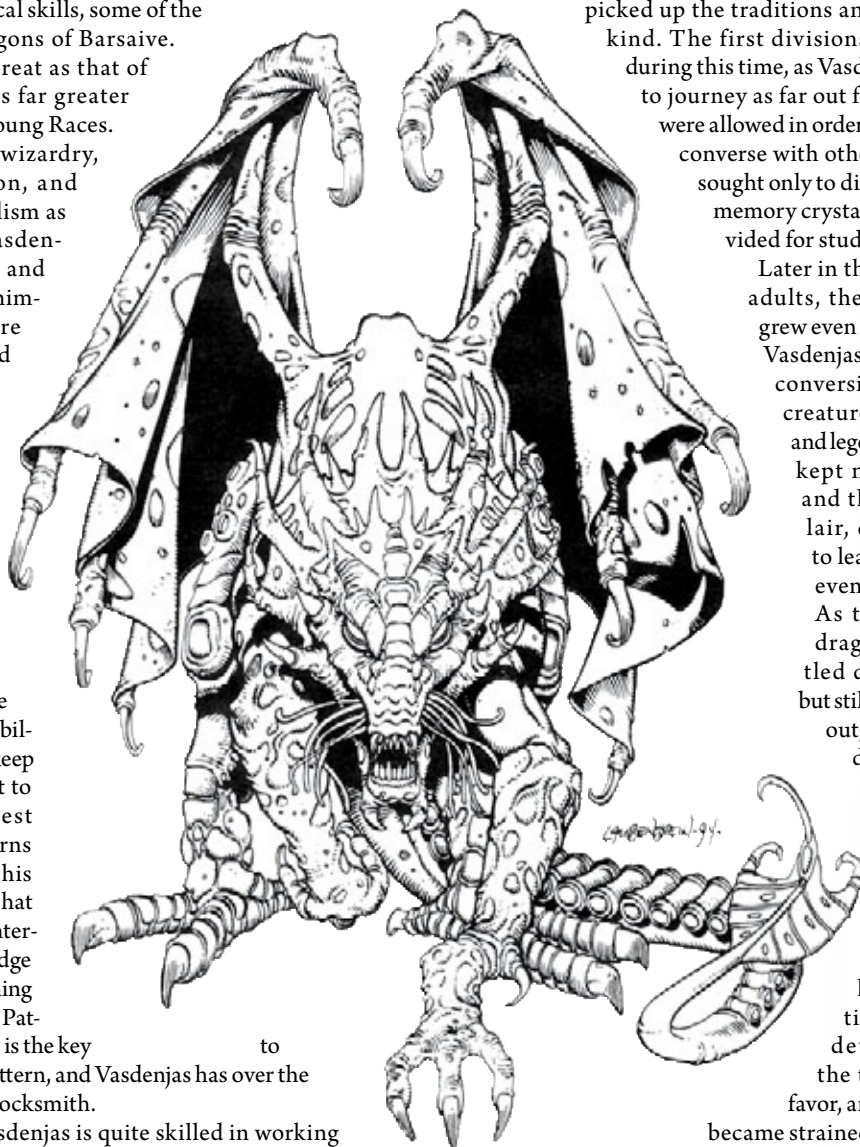
Later in their lives, as Named adults, they stayed close but grew even further apart. While Vasdenjas traversed the lands, conversing and learning of creatures and Namegivers and legends, Vestrian again kept mostly to Barsaive and the lands near their lair, devoting his mind to learning and studying even more about magic. As they became great dragons, Vasdenjas settled down considerably, but still stayed as active and outgoing as other great dragons. The brothers grew close to Thermail, Loremaster of the time, becoming ardent students, thoroughly exploring her vast store of knowledge. At this time, a competition developed between the two for Thermail's favor, and their relationship

became strained and soured. When

Thermail chose Vasdenjas for companionship, Vestrian cloistered himself away, and shunned most contact with other dragons. Instead, he threw himself thoroughly into his passion and lust for knowledge, eagerly devouring any scrap and tidbit of magical lore in particular. Over his years of self-isolation, Vestrian came to be an unprecedented wielder of magical power—very few arcane secrets escaped him.

As the Scourge approached, the brothers turned their attention to the study of Horrors and their effects. As always, Vasdenjas scoured the land, seeking tales and information and direct experience. Vestrian also learned of the Horrors, but from memory crystals and old and musty tomes. Witnessing what he had, Vasdenjas realized the raw, destructive and evil power of the Horrors. Conversely, his brother came to view them as potential sources of magical knowledge. Both were correct.

When Vestrian had read every magical tome known to the Namegivers, and some unknown and since lost forever, he came to the realization that only one realm of magical learning remained.



To fully understand every nuance of patterns, names, threads and blood magic, Vestrivan would have to learn from the Horrors.

Vestrivan learned of the Horrors from scholarly works penned by races and peoples that have vanished since the Age of Dragons. Those tomes, certainly as old as or older than the Thera's Books of Harrow, are supposedly long gone, physically devoured by Vestrivan after reading them and realizing their content.

Like his brother, Vestrivan proved to be defiantly curious. Anxious to learn the unlearnable Horror magic, Vestrivan used the knowledge within those devoured tomes and made contact with the Horrors. And the Horrors responded with the greed and hunger for which they are so well known. Vestrivan was no fool, however, and had prepared himself thoroughly. He was not easily defeated. Vestrivan struggled with a formless spirit for at least forty years. At first, Vasdenjas sought to aid his brother, but Vestrivan spurned him, and invoked the Rite of Inviolable Self-Direction. Vasdenjas had no choice but to watch his brother struggle from afar, and slowly succumb.

Eventually Vestrivan capitulated to the Horror, as nearly everyone and everything eventually does to an entity as powerful as it was. But the defeat was not complete. The Horror was either unwilling or unable to completely devour Vestrivan's mind, and in fact was lured and trapped inside Vestrivan's body itself—which they both now share. This was exactly what Vestrivan wanted—he was able to continue studying the Horrors and their magic, while the Horror gained a form in which to walk through our world.

There are several disturbing facets of this malign relationship, the most surprising of which is the discovery of Vestrivan's dual personalities. He seems to share his body with the Horror, but the two are never both present at the same time. Sometimes the Horror's personality is at the forefront, and sometimes Vestrivan's old persona comes through. Sadly, as time progresses, the old Vestrivan is seen less and the Horror is seen more. One intriguing—though remote—possibility, is that the two might eventually merge into a single being, combining the wisdom and intellect of the dragon Vestrivan with the destructive hunger of the Horror.

|                             |                |                |
|-----------------------------|----------------|----------------|
| <b>DEX:</b> 18              | <b>STR:</b> 33 | <b>TOU:</b> 28 |
| <b>PER:</b> 28              | <b>WIL:</b> 28 | <b>CHA:</b> 24 |
| <b>Initiative:</b> 20       |                |                |
| <b>Actions:</b> 5           |                |                |
| <b>Attack</b> (8): 26       |                |                |
| <b>Damage:</b> Bite (7): 40 |                |                |
| 4×Claws (5): 38             |                |                |
| <b>Death:</b> 261           |                |                |
| <b>Unconsciousness:</b> 240 |                |                |
| <b>Wound Threshold:</b> 31  |                |                |
| <b>Physical Defense:</b> 22 |                |                |
| <b>Spell Defense:</b> 36    |                |                |
| <b>Social Defense:</b> 31   |                |                |
| <b>Physical Armor:</b> 36   |                |                |
| <b>Mystic Armor:</b> 32     |                |                |
| <b>Recovery Tests:</b> 14   |                |                |
| <b>Knockdown:</b> 34        |                |                |
| <b>Movement:</b> 7/14*      |                |                |

**Legend Award:** Fifteenth Circle x 3 (Group)

**Karma Points:** 50

**Karma Step:** 18

\* The second value is the dragon's flying Movement Rate.

#### **Powers (Knacks):**

|                                       |                                       |
|---------------------------------------|---------------------------------------|
| Armored Matrix <sup>T</sup> (13): 13  | Armored Scales (8): 8                 |
| Dragonsight (5): 33                   | Dragonspeech (5): 33                  |
| Durability (15): 15                   | Enhanced Matrix <sup>T</sup> (13): 13 |
| Enhanced Matrix <sup>T</sup> (13): 13 | Enhanced Matrix <sup>T</sup> (13): 13 |
| Horror Lore <sup>S</sup> (8): 36      | Spellcasting (11): 39                 |
| Spell Matrix <sup>T</sup> (13): 13    | Spell Matrix <sup>T</sup> (13): 13    |
| Spell Matrix <sup>T</sup> (13): 13    | Spell Matrix <sup>T</sup> (13): 13    |
| Spell Matrix <sup>T</sup> (13): 13    | Spell Matrix <sup>T</sup> (13): 13    |
| Thread Weaving [Nethermancy] (11): 39 |                                       |

And add three or more of the following dragon powers (knacks):

|                                   |                        |
|-----------------------------------|------------------------|
| Dispel Magic (5): 33              | Disrupt Fate (5): 33   |
| Dragon Breath (5): 33             | Fear (6): 30 (Terror)  |
| Karma Cancel (6): 34 (Lend Karma) |                        |
| Lair Sense (5): 33                | Regeneration (5): 33   |
| Summoning (10): 38                | Suppress Magic (5): 33 |
| Venom (5): 33                     | Wingbeat (5): 23       |

**Horror Powers:** See **Despoiler of the Land**, p. 479, for his powers when the Despoiler is in control of Vestrivan

**Spells:** Nethermancy (Thirteenth Circle)

**Loot:** Magical items (some quite ancient) and a hoard of coins and gems worth around 500,000 silver pieces (worth Legend Points)

#### **Rules**

Few dragons strike such unreasoning fear into the hearts of Namegivers as does the Horror-marked Vestrivan. Despite the failure of other great dragons to recognize Vestrivan as a 'great dragon,' he is doubtless as powerful—considering the gifts from his 'patron'—as most other great dragons in Barsaive. For more information on Vestrivan's other personality, see **Despoiler of the Land**, p. 149.

Vestrivan's story is not merely about his villainy. Indeed, there is a more tragic story in Vestrivan's past, of hubris and power and lost brotherhood with his fellow dragons. For within Vestrivan there are two minds, two distinct beings: The old Vestrivan, broodmate of Vasdenjas and magical scholar, and the Horror that accepted Vestrivan's ill-considered invitation to reside alongside the soul of the scholar. In short, there is more to Vestrivan's story than anyone has suspected.

Vestrivan is intended to be an enigma, and—as a Horror-corrupted dragon—is likely to be the most powerful opponent the characters will ever meet. Gamemasters should be careful when introducing him into their campaigns.

# NAMED HORRORS

*Foolish Namegivers! Knowledge is a powerful tool in this age of magic. Knowledge of the Horrors, however, invites their touch upon your mind and heart. The wise Namegiver will remember this and be wary.*

• XUATOCL •

▲ ▲ ▲

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 Namegivers 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. As the reader of this tome will discover, many of the Names by which we call these Horrors are labels, rather than the True Names of these beings. And as every Barsaivian knows, to learn the True Name of a Horror is often as dangerous as directly confronting one—for it may be that only through thread magic will we have any chance of driving the Horrors from our world. The following descriptions include information our librarians have collected about these powerful and dangerous beings.

—Merrox, Master of the Hall of Records

▲ ▲ ▲

The following text is an edited version of the notorious Eurydon Document. The document, purchased by the traveled scholar Falamica from an itinerant peddler in 1502 TH, has since become the center of much controversy here at the Hall of Records. Purportedly, the document is the human merchant Eurydon's account of his experiences under the Horror mark of a being known as Aazhvat Many-Eyes—hence its inclusion in this compendium. The document also holds great interest for linguistic scholars of Throal, for it veers seemingly at random between three languages: human, Throalic, and a tongue as yet unidentified. The noted language historian Verrif Kanos and his apprentices studied the document intensively between 1503 and 1504 in an attempt to identify this unknown script. Though the group made little progress in decoding these passages, Verrif Kanos concluded that the weird letters represented the language—or one language—of the Horrors themselves. When several of Verrif's apprentices were implicated in the so-called Copper Dagger Murders of 1504, King Varulus, in his wisdom, elected to suppress the Eurydon Document, identifying it as the cause of their madness. And so it is only with the special dispensation of the king—and under the provision that the passages in the unknown language be stricken from the

document—that we present it here, in this most secret and restricted of Great Library compilations. We hope that what remains of the document can shed light on the nature of the Horrors, with minimal risk to the sanity of the reader.

—Ardiv Fasha, Apprentice  
Archivist, Great Library of Throal, 1507 TH

▲ ▲ ▲

## AAZH VAT MANY-EYES

I had not seen nor spoken to my brother Uraxes for more than three years. Though no quarrel divided us, our paths through life had become separate. Uraxes had chosen the way of the adventurer, seeking to build a great legend. I had chosen the way of the merchant, seeking only to build a respectable business.

I learned of Uraxes's death when a messenger delivered his worldly goods to me, per the note found on his body. The authorities had dutifully delivered my brother's effects—minus the death tax, of course—but the accompanying document describing the circumstances of Uraxes's demise was hardly illuminating. That missive said merely that my brother had been slain in an inn, the Briar Lizard, in the city of Iopos. The note's lack of detail preyed on my mind, and, after a period of contemplation, I arranged my affairs and set off for Iopos.

The proprietor of the Briar Lizard was obviously not pleased to see me and was close-mouthed about my brother's fate. However, the purchase of several rounds of *hurlg* bought me considerable information from the ork patrons of the inn's tavern. They said Uraxes had frequented the tavern shortly before he died, trying to recruit adventurers to help him salvage goods from an abandoned kaer he had found. Unfortunately he had little success, for it was widely known that his previous companions had been slain in the kaer and he had little money to attract recruits. The orks said that Uraxes's behavior became more and more erratic over several weeks, until one night he smashed the tavern's large mirror and launched himself at the patrons, swinging his axe and screaming in rage. Uraxes slew many of the unfortunate souls, as well as the soldiers sent to subdue him. The mirror, its hundred pieces hastily affixed in its frame, hung above the bar in silent testimony to the havoc he had wrought that dark night.

After a while, I left the inn and sought out the officer in charge of public order for the district. He hinted that, for a fee, he might release into my care an item that had been withheld as evidence. I paid the troll the silver pieces he wanted and he provided me with a map to a kaer that had been drawn with Uraxes's charac-

teristic precision. I decided to use the resources at my disposal to hire a crew of adventurers to investigate the kaer, in the hope its contents might shed some light on my brother's demise. In a short time I had assembled a group of Namegivers experienced in such matters, and we set out.

I had never taken part in the exploration of a kaer before, but by the time we reached the site the mystery of my brother's fate filled me with a consuming curiosity. Undoubtedly this curiosity suppressed my usual caution as I plunged into the kaer alongside my hired companions, never suspecting the danger awaiting us.

As we entered the foul place, I gasped and clutched at my throat. As my eyes grew accustomed to the darkness, I discovered the source of the rancid vapors that filled the dark air. Strewn about the dirt floor were the bodies of the kaer's inhabitants, seemingly mummified by some unknown process. The uniform expression of terror on their pitiful faces remains fresh in my mind, as if burned into my memory. At the time I felt much dismayed by the casual, almost joking manner the others displayed at our gruesome discovery. Though I now understand it as a hardened, necessary reaction of those all too accustomed to such shocking sights, it angered me then. I recklessly hurried ahead, stumbling into an anteroom — where I beheld IT.

At first, it seemed nothing more than a forgotten old shield hanging on the wall, dusty and corroded. But then the lid appeared, sweeping open languidly to reveal the eye—that horrible, round, liquid EYE! I staggered back, shaken, and when I looked again I could see no trace of the cursed orb. I said nothing to my companions. Instinctively, I knew I had found the clue I had sought—and in so doing I had committed the worst error of my life.

That night, I went back to the Briar Lizard. Though I could well afford superior accommodations, I found myself driven by an inexplicable, irresistible urge to retrace the footsteps of my departed brother, to understand what had gone on in his mind. Already I had grown certain that he had seen IT as well, and like me he had been unable to purge the terrible image from his mind.

And so I sat in the tavern, this time seeking no companionship. I overindulged in the nectar of the vine and I thought of my brother, and of his strange demise, and the terrible thing in the kaer.

Next remember reeling into my room, hot wax from the candle dripping onto my hand. I set the candle down onto the chest of drawers and emptied my pockets, spilling out my coins next to the taper. Suddenly, eleven liquid eyes blinked open from the silver pieces and stared at me, boring into me and penetrating my soul. I screamed and fell backwards, and then all went dark.

I awoke with sunlight upon my face. I shook my throbbing head and thought of the eyes in the coins—a dream, a wine-fueled hallucination, I admonished myself. I staggered to my feet and walked over to the chest of drawers.

The coins were still looking at me—for an instant at least. Then they blinked shut. I grabbed them and held them tight. They



were metallic, solid—common coins. I clattered them together, threw them against the wall—common coins in every respect. I threw myself down upon the crude and musty bed and wept, for what had happened seemed obvious. I had been marked by a Horror in the kaer—the same Horror that had marked Uraxes. It had driven him mad, and now it would do the same to me.

For several days this went on. Coins, buttons, saucers, the wine in my goblet—each of these things opened their eyes to me; their staring, malign, relentless eyes. It happened in my room. It happened in the tavern. I tried my best to conceal my growing agitation, but soon I began to tremble uncontrollably. Sleep became impossible, for whenever I drifted off I began to dream of those eyes, that Eye, everywhere, boring through me, paralyzing me. Nowhere could I escape its unceasing gaze!

Somehow I located an expert on the Horrors and their magics, a Nethermancer who had recently retired from the Denairastas's service. I spoke to her of my recent experiences and told her of my brother's demise. She listened attentively to my desperate outpouring of words with an expression of deep sympathy. When I had finished, I pleaded desperately for a solution to my dilemma.

"You have been marked by Aazhvat, also known as Aazhvat Many-Eyes," she said. "Legends speak of several ways of breaking the mark of Aazhvat. Self-blinding is said to be one, but some tales claim this method is ineffective. Seeking the mark of a more powerful Horror is another way, but that is clearly undesirable. But there is a third way," she said as she slid a dagger across the table to me. Fixing me with a brief, piercing gaze, she walked from the room.

Her meaning was clear; suicide was the only surcease. But I could not bring myself to surrender.

As I walked back to the tavern, all those I passed on the streets seemed to stare at me with the awful eyes of Aazhvat. As I returned to the tavern, I saw workmen installing a new mirror. Before it was securely in its frame, it had already become an Eye of Aazhvat—looking at me, taunting me. Suddenly I found an empty bottle in my hand and I was smashing at it, again and again and again and again, until the shards were shards of shards. The proprietor advanced on me, fury in his eyes. I knew what I must do, and I seized one of the shards, plunging it into my left eye. I plunged it again and again, and into my right eye as well. The pain, the pain was indescribable. The proprietor had stopped, shocked by this display of self-mutilation.

His anger melted, and his knees buckled beneath him. He lurched for a table. A feeling of terror then began to grow in my stomach, for I realized I had not escaped. For though I had destroyed both my eyes, I could still see!

## GAME INFORMATION

Aazhvat Many-Eyes exists solely on the astral plane but maintains a close connection to the physical plane, where it finds its victims. No description of it exists, except that the Horror can manifest a large eye to peek into the physical realm.

**DEX:** 7      **STR:** 7      **TOU:** 18  
**PER:** 23      **WIL:** 20      **CHA:** 18

**Initiative:** 7      **Physical Defense:** 9  
**Actions:** 5      **Social Defense:** 29  
**Attack:** NA      **Spell Defense:** 23  
**Damage:** NA      **Physical Armor:** 10  
                          **Mystic Armor:** 15

**Death:** 183      **Recovery Tests:** 9  
**Unconsciousness:** Immune      **Knockdown:** Immune  
**Wound Threshold:** 23      **Movement:** 4

**Legend Award:** Fifteenth Circle (Group)

**Karma Points:** 0–40 (see text) **Karma Step:** 15

**Powers:** Corrupt Reality (15), Create Shadow (6), Durability (11), Horror Mark (5): 28 (special; see text), Karma Drain (5): 25, Spellcasting (7): 30, Thread Weaving [Nethermancy] (7): 30

**Spells:** Nethermancy (Ninth Circle)

**Equipment, Loot:** None

## Rules

Like many Horrors, Aazhvat Many-Eyes feeds by inducing terror, dread, and despair in its victims. But Aazhvat does so in a very particular manner.

**Corrupted Objects:** Throughout Barsaive, Aazhvat maintains psychic manifestations of itself, which it overlays onto mundane objects in the material world. These objects are always large, round items such as shields, plaques, broken pot bottoms, circular box lids, and so forth. Additionally, these objects must be located in areas of the physical world adjacent to highly polluted portions of astral space, such as Tainted or Corrupt regions (EPC, p. 289). These areas often retain a heavy Horror taint; examples include the Badlands, the ruins of Parlainth, or any kaer ravaged by Horrors during the Scourge.

Aazhvat maintains a maximum of thirteen of these charged objects throughout Barsaive. When one is discovered or destroyed, the Horror searches the physical plane for another likely spot and object to imprint with its essence. The act of imprinting an object requires no tests, but it costs Aazhvat 12 Karma Points. Once an object has been so imprinted, that object is considered Horror-marked by Aazhvat. Aazhvat senses whenever a suitable being ventures across one of these charged objects. When a victim beholds the object, Aazhvat employs its Corrupt Reality power to temporarily transform the object into a socket for one of its own eyes (understandably, most Namegivers find this a deeply disturbing sight). Aazhvat then uses this conduit to the physical plane to attempt to Horror-mark the victim. If the character does not immediately avert his gaze from the eye of Aazhvat, the Horror gains a +3 bonus to its Horror Mark Test.

**Gaze of Corruption:** Aazhvat usually induces insanity in its victims by using the Corrupt Reality power, which enables it to distort the very fabric of reality. It uses this power to make every vaguely round object appear to the victim as a manifestation of one of the Horror's gruesome eyes. It can even transform other Namegivers so that their eyes momentarily look like its eyes. Aazhvat never communicates directly with its victims, because it savors their terrified confusion.

**Horror Mark:** Aazhvat's unique Horror Mark ability is much more powerful than that of other Horrors. Aazhvat may mark victims who merely gaze at objects charged with its essence, rather than only victims it can see. As long as the original charged object exists intact, Aazhvat may always use any of its other powers on the victim, regardless of the distance between them. Aazhvat may only renew its Horror mark when it expires by spending 13 Karma Points.

Aazhvat's Horror mark is exceedingly difficult to break because the Horror can renew the mark without regard to distance. Destroying the original object containing Aazhvat's imprint changes Aazhvat's Horror mark to a standard one, which forces Aazhvat to occupy a point in astral space no more than ten miles from the Horror-marked character to manifest its powers. However, the only guaranteed way to completely erase Aazhvat's mark is to destroy Aazhvat. Because this Horror dwells exclusively in astral space, characters must fight Aazhvat in astral space to harm it. In astral space, Aazhvat appears as an enormous blob of wet, blinking eyes, roiling and bubbling in a chaotic mass. It has no appendages and fights solely by casting spells. Aazhvat is somewhat vulnerable to physical attacks, assuming that the characters can get to astral space and are carrying weapons that will manifest there as well. (Assume that only magical weapons with threads attached to them can do damage to the Horror on the astral plane.)

**Karma:** Aazhvat does not regain Karma naturally; it must leech karma from victims it has marked by using its Karma Drain power. To ensure itself a supply of Karma, Aazhvat typically maintains a dozen or so marked victims of various races at any given time. Because Aazhvat experiences intense pleasure when its victims go mad and destroy themselves, Aazhvat must constantly balance its hunger with its need for fresh victims to sustain its Karma supply.

## Adventure Hook

Characters can become involved with Aazhvat Many-Eyes through exposure to Aazhvat's Horror-marked items or through contact with one of Aazhvat's victims. Once a victim is marked, the Horror stalks the victim, using its powers to torment him.

One possible adventure involving Aazhvat involves a number of travelers in a rural area. Aazhvat marks the individuals, leading to a number of recent deaths. In response to the slayings, local village leaders have pooled their resources and hired the player characters to find and destroy the object that Aazhvat has imprinted with its essence. In this case, the object is a rounded knot of a tree in a patch of jungle that was corrupted during the Scourge and is currently inhabited by bizarre plant creatures.

## ARTIFICER



*Shortly after I began to research the Horror known as Artificer, I discovered that no solid documentary evidence of it existed. The literature contains many fragmentary, offhand references to it, but no coherent legends describe it directly. Therefore, I elicited the aid of a number of adventurers who have experienced personally the handiwork of this most curious Horror. What follows is a transcript of a discussion, which I moderated. The participants are Ajmar the Admirable, Court Wizard to the King of Throal; K'reena T'shimon, accomplished thief and leader emeritus of His Majesty's Exploratory Force; and Thridula, freelance scout.*

—Vomonica Cerrov, Apprentice Archivist, Library of Throal



**V**omonica: The topic of discussion today is the Horror known as Artificer. Thridula, you seem ... discomfited.

**Thridula:** You may be willing to speak the Name, but I am not.

**Vomonica:** How are we to discuss the entity if we do not speak its—

**Thridula:** I consider it unwise to speak the Name of any major Horror at any time.

**Ajmar:** Superstition, mere superstition! It is well known that Artificer resides on the astral plane exclusively, and that it can harm us only through its traps. As I see no traps in this comfortable reading room, I believe we can be confident that we are beyond its reach.

**Thridula:** Still, one can never be too—

**Vomonica:** Ajmar, this is the nub of the matter I wish to explore today. You say that such and so is well known about Artificer, but I found almost no references to the Horror in the existing literature.

**K'reena:** You must have experience in the field to understand this, boy. The Name of Artificer echoes in the mind of any seasoned explorer.

**Vomonica:** But the many adventurers' journals here at the library mention this Horror only sparingly.

**Thridula:** One does not tempt Fate by referring idly to a Horror such as this one.

**Vomonica:** Well, perhaps each of you could briefly describe Artificer, from what you know of him.

**Thridula:** It.

**Vomonica:** Very well, it. K'reena?

**K'reena:** Artificer is the nightmare of every explorer who ventures underground. Whenever you creep through a passageway, open a door or drop through a hole, a part of you fears that one of Artificer's cruel surprises is waiting for you, hungry to rend your flesh and taste your blood.

**Thridula:** Thankfully, the foul creature of which we speak leaves ample evidence of its work. It leaves all that it touches—be it earth, stone, whatever material—a smooth, gleaming, unearthly metal.

**Ajmar:** Strictly speaking, little about the metal itself is unearthly. I have extensively tested the material in my laboratory, as has an Elementalist colleague, and I have found that the metal created by Artificer has no innately magical characteristics. However, the material cannot be duplicated by any known means. The greatest metalworkers of Throal have gazed at it in wonder, admiring its absolute smoothness and seamlessness.

**Vomonica:** So Artificer is a Horror that changes underground complexes, covering them in this unusual metal and larding them with vicious traps. To what end?

**Thridula:** It wishes to feed on our pain.

**Vomonica:** And how do you know this?

**Thridula:** I have scars. The first two joints on my index finger I lost in a trap in the ruins of Landis. This leg was crippled by a crushing mechanism in an alcove in an abandoned kaer to the west of Blood Wood.

**Ajmar:** Curious, Thridula. I have never noticed you limping.

**Thridula:** A questor of Garlen healed it for me. Good as new on the outside. But on the inside, it still feels crippled. I've been wounded many a time in my day. Were I to recount all of my wounds, we would be here for hours—

**Ajmar:** No doubt.

**Thridula:** —but of all these, it is the Wound I suffered from that thing's trap that still haunts me.

**Vomonica:** But how do you know that Artificer fed on the pain you suffered?

**Thridula:** I could feel the vile thing. For the briefest moment, when my head was swimming with agony, I could feel its



presence. Far away, yet close as well. It was terrifying and might have driven me mad had it lasted longer than a moment.

**K'reena:** I felt the same thing when I was hit with the scythe blade of a trap in a kaer outside Urupa. The Horror did not speak directly to me or communicate any specific thoughts, but I knew it was there nonetheless.

**Ajmar:** I must say that I have not been as unlucky as my colleagues. Though I have been in a kaer altered by Artificer—the one catalogued as K626 in *Jabru's Atlas of Excavated Kaers*—I have never been personally injured by one of its traps. Not that I haven't had several close calls, I hasten to add! However, several of my companions on that desperate day were harmed by the traps and reported sensing a vast, impossibly strange consciousness touching theirs.

**Vomonica:** So no one knows what Artificer looks like? They just know its presence in their minds.

**Thridula:** I know what it looks like. The Horror of which we speak is half a league long, made of metal and covered with curious mechanisms and devices: wheels, pulleys, dials, rivets, seams. Its orifices excrete hot steam, dark and foul liquids, and throat-tightening gases.

**K'reena:** The only thing like it is the engine of one of my people's riverboats. Yes, it is a gigantic, distorted boat engine turned inside out. Its image is madness.

**Vomonica:** And how do you know this?

**K'reena:** I simply know it.

**Vomonica:** Have you always known this?

**K'reena:** No, I suppose not. Tales of this thing were never told in our compact.

**Ajmar:** I believe that Thridula and K'reena's visions of Artificer came to them when they were harmed by its traps. I have spoken to many adventurers about Artificer since our own encounter with its awful works. Those who have been in its traps describe it as our friends have done just now. Those who have not profess ignorance of the Horror's nature and appearance.

**Vomonica:** You also said it is well-known that the thing exists only on the astral plane. How is this well-known?

**Ajmar:** Perhaps it is not. I thought it was well-known. Curiously, I have always believed it to be common knowledge, yet I rarely

speak without being completely assured of the veracity of my statements.

**Thridula:** Indeed.

**Vomonica:** Have there been any reports of the Horror manifesting on the physical plane?

**Ajmar:** I am aware of none.

**Vomonica:** Is there anything else anyone cares to add about their experiences with Artificer?

**Thridula:** I could describe its traps more fully, but as to the thing itself, I have nothing more than those odd impressions. It is something I shall never forget.

**Ajmar:** I will speculate on its origins, if you will permit me. Having consulted an Elementalist colleague when studying the metal mentioned earlier, I came to the conclusion that the Horror might be related somehow to the elemental spirits.

**K'reena:** An elemental spirit and a Horror both? How can that be?

**Thridula:** Never trust an elemental spirit, that's all I'll say.

**Ajmar:** Needless to say, our theory is tentative. But my experiences in K626 seems to suggest such a connection. Our warrior had a magical lance bequeathed to him by an earth spirit in exchange for services rendered. The lance, which the warrior knew to be useless against other earth elementals, simply went dead within the confines of the complex. The threads he wove to it vanished as if dispelled, but sprang back into being as soon as we escaped from the kaer. From this, I conclude that Artificer is in part either an earth elemental or a related entity.

**K'reena:** The concept of elemental spirits being corrupted in this manner is most disturbing. Thank Mynbruje that no corrupted water elementals exist.

**Ajmar:** Do not be so sure, my t'skrang friend. What we know about the Horrors can fit in a thimble, tossed on a vast ocean of ignorance.

**Vomonica:** In conclusion, then, is there any advice you would like to present to readers of this tome who may find themselves in one of Artificer's mazes?

**Thridula:** If you find yourself in an area of worked and gleaming metal, the like of which you have never seen before, turn back immediately.

**K'reena:** The maze always contains a point that blocks one's exit. Map very carefully, for you will likely have to search for another way out.

**Ajmar:** Most of Artificer's mazes contain another route as well—one engineered to take you through the worst of the traps.

**Thridula:** Forget about any treasures you see. The Horror of which we speak packs its mazes with fabulous jewels and magical objects, enough to whet the greed of any dwarf. Remember, these items are placed there as bait.

**K'reena:** Two of my finest comrades were slain attempting to remove gems from a statue found in one of Artificer's kaers. Emeralds the size of your head, worth enough to retire on forever.

**Thridula:** I was with them. They retired, all right, but not in the manner they had intended. Another thing—beware of traps within traps. I found several traps that were triggered by actions necessary to disarm yet other traps. The Horror designs its devices to cripple the thieves and scouts, so as to prevent them from disarming the more diabolical traps ahead.

**K'reena:** I shudder at these memories. We have said enough today. Let us retire to the tavern and speak of better things.

## GAME INFORMATION

During a previous Scourge, a group of dragons summoned a powerful elemental to the physical world to use in their fight against the Horrors. This elemental was summoned from the Realm of Metal, an unearthly plane accessible via the larger Plane of Earth. Unfortunately for the dragons—and countless Namegivers thereafter—the

Horrors corrupted the elemental, turning it into a strange hybrid of Horror and elemental that contains certain traits of both.

Artificer feeds in an unusual manner. Whenever the magic level in the world is high enough to permit its entry, it burrows through the earth in search of underground caverns and tunnels. It then uses the Forge Trap power to transform these places into gleaming, metallic mazes strewn with fiendish mechanical traps. When the mystic energies abate and the world becomes hostile to its presence, Artificer retreats to the astral plane and waits. The deformed patterns of its trap mazes are connected to its own pattern, and so whenever a living being falls into one of its traps, Artificer can feed on the victim's pain.

During the most recent Scourge, Artificer found breached kaers ideal environments to transform into trap complexes. It also searched for gold, gems, magical treasures and other items valued by Namegivers and placed these inside these complexes as bait.

Physically, Artificer appears as an enormous entity with a vaguely quadruped body shape. Gleaming silver, gold, and bronze comprise its body, and a chaotic mix of rivets, gears, pulleys, levers, and other mechanical devices cover it. An array of wheels along its underside enables the Horror to propel itself along the ground when necessary, and it can burrow through earth as a whale swims through water. The Horror may attack by shooting forth up to four gigantic, spring-loaded spikes from its body per combat round.

|                                                     |                             |                |
|-----------------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 10                                      | <b>STR:</b> 20              | <b>TOU:</b> 28 |
| <b>PER:</b> 20                                      | <b>WIL:</b> 19              | <b>CHA:</b> 10 |
| <b>Initiative:</b> 7                                | <b>Physical Defense:</b> 11 |                |
| <b>Actions:</b> 4                                   | <b>Spell Defense:</b> 25    |                |
| <b>Attack (6):</b> 16                               | <b>Social Defense:</b> 13   |                |
| <b>Damage:</b>                                      | <b>Physical Armor:</b> 33   |                |
| Spikes (5): 25                                      | <b>Mystic Armor:</b> 20     |                |
| <b>Death:</b> 261                                   | <b>Recovery Tests:</b> 14   |                |
| <b>Unconsciousness:</b> 240                         | <b>Knockdown:</b> 23        |                |
| <b>Wound Threshold:</b> 34                          | <b>Movement:</b> 5          |                |
| <b>Legend Award:</b> Fifteenth Circle (Group)       |                             |                |
| <b>Karma Points:</b> 30                             | <b>Karma Step:</b> 15       |                |
| <b>Powers:</b> Durability (15), Forge Trap (15): 35 |                             |                |
| <b>Equipment, Loot:</b> None                        |                             |                |

## Rules

Though terrifying in combat, Artificer has no great interest in fighting. Instead, the Horror prefers to feed on those caught in its traps. Current magic levels prevent Artificer from returning to the material world, though some dread rituals may be powerful enough to summon it back temporarily. The Horror now resides solely on the astral plane, usually in the astral space surrounding one of its trap complexes.

**Immunity to Earth:** Artificer's elemental nature renders it immune to attacks by earth elementals and their kin and from the effects of earth-related Elementalism spells such as Earth Darts, Earth Staff, Metal Scream, Stone Cage, Tossing Earth.

## Adventure Hook

Artificer provides a rationale for the underground complex full of traps and treasure, a staple plot element of fantasy roleplaying. Gamemasters can use the classic "go in and get the loot" structure or vary the formula by having the characters form a rescue party to find and save someone who has disappeared into one of Artificer's complexes. Alternatively, the characters may attempt to enter astral space in search of Artificer, in the hope they might destroy it. In this case, locating the Horror becomes the first step in a particularly dangerous, exciting adventure.

# BONE CROWN THE USURPER

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*The following text was drawn from the Journal of Mustan, which was recovered from the ruins of Parlainth in 1502 TH by His Majesty's Exploratory Force. The journal appears to be an account of life in Parlainth at the time of the city's disappearance from our reality in 1044. The journal's author, Mustan Mustanicus, was the head of a Theran trading house. Unfortunately, the little of the journal that has not been rendered illegible by the ravages of time consists largely of curt notations of business dealings: it is not the key to the secrets of Parlainth's mysterious history that my superiors had initially hoped it would be. However, its disturbing last pages contain vital clues to the ongoing enigma of Parlainth's fate. As they also concern the baleful entity known as Bone Crown the Usurper, we chose to include them in this volume. In translating this journal excerpt from the Theran, I have retained the original Theran dating.*

—Zamirica One-Knee, Apprentice Archivist, Great Library of Throal

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## **S**ixtieth Week/Third Day, 607

Meeting with Emila Fist-Heart, a supporter of Headbreaker. Fist-Heart requests support of my trading house and vassals in upcoming skirmish with Vastbelly's forces. Fist-Heart's loyalty to Headbreaker is strong but without apparent motive. I do not understand Headbreaker's success in rallying so many to her cause. I impress upon Fist-Heart the need for peace and the futility of shedding Namegiver blood.

## **S**ixtieth Week/Fourth Day, 607

Meeting with Herek Quantz, chancellor to the Lord Mayor. Quantz also requests the support of my house and vassals. I repeat assertions given to Fist-Heart: need for reconciliation, mediation, solution—not fighting.

## **S**ixtieth Week/Fifth Day, 607

Fighting breaks out in the merchant's quarter. A troop of Headbreaker's fighters ambushes Vastbelly's tax patrol. Six are slain, fourteen seriously injured. This is madness.

## **S**ixty-First Week/Second Day, 607

Dinner with Phabre turns peculiar. Phabre is now a fierce partisan of Headbreaker. I detect a gleam in Phabre's eyes that seems, well, *eerie*. Last week he was fulminating against Headbreaker, crying "traitor" and "shame!" Now he claims Headbreaker is Parlainth's only hope. Spittle flies from his lips as he swears death to Vastbelly. I upbraid him and he storms out.

## **S**ixty-First Week/Third Day, 607

Still disquieted by dinner with Phabre. I begin inquiries, searching for a magical explanation for bizarre—  
(text obscured by water damage)

## **S**ixty-Seventh Week/Fourth Day, 607

No further outbreaks of violence. Mediation efforts seem to have borne fruit—for now. My suspicions of Headbreaker's supporters have grown stronger for their fervency seems unnatural. I feel I am getting closer to an explanation, however.

## **S**ixty-Ninth Week/Fifth Day, 607

I swallow my pride and visit Jadrian. Past differences forgotten. Jadrian is concerned new outbreaks are imminent. Like me, he worries that desire for peace is shallow on both sides. I ask Jadrian about a possible Horror connection to the cruel and stupid

behavior of Headbreaker's rebels. Jadrian replies, "Do not impute to the influence of Horrors what can be explained by the eternal folly of Namegivers."

## **S**eventieth Week/Third Day, 607

Success! I have found an actual witness to the events leading up to the Kathaz massacre. The witness is an ork serving woman, Name of Lalak. She says the town prepared for the Scourge with a cooperative effort to build a kaer. Then a series of mysterious slayings occurred. Community leaders were killed in their beds or simply disappeared. Then a man Named Zornos, a long-lost brother of one of the slain, appeared in town. Zornos found blood-magic fetishes buried inside the kaer's foundations. He blamed the current councilors, and fighting broke out between those who followed Zornos and the city guards. Blood flowed, and all the councilors were slain or fled. Zornos was acclaimed the new headman.

Over the next few months, Zornos convinced the townspeople that neighboring villagers had plotted with the councilors to plant the fetishes. He told them their neighbors had planned to take over their farms when the Scourge ended. *Lalak says the eyes of the Katkaz townsfolk had the same kind of look I detected in Phabre's!*

Zornos began training the townsfolk for war. Soon, kaer-building stopped and raids on other villages began. Zornos then told the townspeople their kaer had been permanently fouled and said they must kill other villagers and take over their kaers to survive. A series of raids followed over the next few months, in which dozens, perhaps hundreds, were killed. Lalak and others spoke out against Zornos, but they were arrested and tortured. Lalak escaped and was picked up by a Theran infantry patrol marching toward Kathaz.

Soon afterward, a Theran infantry unit attacked Kathaz. The townsfolk fought to the death, and every last man, woman, and child was slain. Zornos's body was never found.

I wondered if Zornos and Headbreaker are the same person, but it seems too simple. Also, Headbreaker is a troll and Zornos was an ork. Still, I feel Lalak's tale has some important connection to the present crisis.

## **S**eventieth Week/Fourth Day, 607

I visit Jadrian and recount Lalak's tale for him. Jadrian agrees that the Kathaz massacre sounds Horror-tainted but he remains unconvinced that it is related to Parlainth's current troubles. He promises to consult his library for similar accounts.

## **S**eventieth Week/Fifth Day, 607

The agreement between Vastbelly and Headbreaker has been violated. A fight broke out between partisans of both sides near the fountain. Unclear which side started it, and whether either was authorized to fight. Riots spread throughout the administrative quarter. Several elderly, peaceful Vastbelly supporters were doused with oil and set afire. Tensions are high throughout the city. I was summoned to mediate once more. Vastbelly is alternately cooperative and bombastic. Headbreaker sends an emissary—Emila Fist-Heart, who seems even more fervent than before. *Something is missing behind her eyes.* I propose a direct meeting between Vastbelly and Headbreaker, but Fist-Heart refuses. Vastbelly is offended. I ask for an audience with Headbreaker; I'm told "not yet." Very peculiar. More meetings are scheduled for tomorrow.

## **S**eventy-Second Week/First Day, 607

Peace again, for now. Firstweek festivities will be tense but not marked by bloodshed—I hope. I am exhausted, but the conflict seems papered over.

## **S**eventy-Second Week/Third Day, 607

Summoned by messenger to meet Jadrian. His excitement is obvious in his demeanor. In various texts, Jadrian has found leg-

endary references to a possible culprit: Bone Crown the Usurper. An entity by this Name was active during the Invae Burnings in southern Barsaive, before the founding of Thera. The Invae were insect-like creatures that infested the ancient kingdom of Landis, assumed the forms of Namegivers, infiltrated the cult of Chorrolis and began turning others into insect beings. In the ensuing confusion and hysteria, many innocents died.

Much of the innocent blood was spilled by an officer of the army of Landis, a human named Husan Allar. Allar became known as the Questor Killer and the Passion Slayer. He began to recruit followers of his own, outside the authority of the king of Landis. Eventually the king sent loyalist troops to bring Allar to heel. Several minor battles ensued, and many of the so-called loyalists defected to Allar. Allar's army continued to grow even after the threat of the Invae had ended. Soon Allar's army had captured a small province, of which Allar declared himself king.

The king of Landis then sent two questors to Allar: one of the Trickster Vestrial, and one of Erendis, Passion of Order. Erendis's follower failed in his attempt to uncover Allar's true nature and was put to death. But the woman who followed Vestrial tricked Allar into believing she had converted to his cause. Then she exposed him to a mirror (why she thought to do so is unclear from the legend), and he was revealed as a monstrous thing, a creature "of a thousand eyes, most hideous; of a thousand tongues, all gibbering; of a thousand teeth; all gnashing." The thing (we know now it was a Horror) revealed itself as Bone Crown the Usurper. It proclaimed itself the herald of a host of abominations and screeched that it would one day rule all of Barsaive. Then it fled. Allar was never seen again, and his forces soon dispersed. The many deserters from the armies of Landis were granted amnesty by the king, on the grounds that they had been "bewitched."

Jadrian and I sit for many minutes in silence after reading this. Suddenly I wish not to believe my suspicions. For if they are true, Horrors have entered Parlainth despite all we have done to protect it. Jadrian says he has found other possible accounts of Bone Crown's activities since then, and he will continue to research. Will meet again on the morrow.

#### Seventy-Second Week/Fourth Day, 607

I have been thinking much. If Headbreaker is Zornos, is Allar, is Bone Crown the Usurper, my previous neutrality must be abandoned. But my role as honest broker is precisely what has prevented great carnage. Do I remain a mediator, or do I throw my lot in with Vastbelly? Vastbelly's faults are as enormous as his girth, and his sorcerer backers are mad and menacing in their own way, but at least they are not Horrors. And do I have any real evidence to present to Vastbelly, to the people of Parlainth, to anyone? Can I better strike at Headbreaker by acting alone? More pondering in days ahead, no doubt.

On my way to consult again with Jadrian, I am accosted on the street by Phabre, who tells me that Headbreaker wishes to meet with me. Alone, I shudder. But perhaps this is an opportunity. I send a messenger with my regrets to Jadrian and spend the evening in the tavern, drawing what I can from Phabre. I soon become all the more convinced that something is wrong with him. Although he is inches from my face, he sounds like he is speaking to me from miles away.

#### Seventy-Second Week/Fifth Day, 607

First-week celebrations are only days away, but they will hold no joy for me. I went to Jadrian's home, but he was not there. Instead, I found blood on the floor of his study. His wife and children are also missing. Near frantic, I tracked down his friends, but none knew his whereabouts. I had sensed something strange in the maid's manner and went back to question her further, but she had disappeared.



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#### Second Week/First Day, 608

After penning these words, I leave for my appointed meeting with Headbreaker. My hands are trembling. I have never been a warrior, never claimed to be a hero. I am a man of peace, of accommodation, of negotiation. But now I venture into the bosom of absolute malignity—if, that is, my guesses are right and not just the fevered imaginings of an old dodderer who has seen too much killing and mayhem. There is a mirror in the left pocket of my robe, another in the right pocket, and a third sewn into the lining of my cape. May the Passions help me.

#### Second Week/Second Day, 608

Headbreaker is a great leader of Namegivers, but her chain of command leaves much to be desired. As Headbreaker's First Adviser, my top priority is to untangle the web of connections between her followers and mold this chance collusion of merchants, tradesmen and ruffians into a political entity that successfully can take power from Vastbelly when we finally tumble that incompetent from his feathered roost. I know my skills will allow us to make a smooth transition to rule with a minimum of slaughter and am confident that, under my tutelage, Headbreaker's rule of Parlainth will be glorious.

### GAME INFORMATION

Bone Crown the Usurper cloaks its identity in deceit, passing among Namegivers as one of their own. The more Namegivers who follow its commands, the more mystical power it gains, whether the Namegivers in question obey it wittingly or unwittingly, directly or indirectly. If it wins the fealty of a scorcher chieftain, for example, it gains a magical benefit not only from ruling that chieftain, but from ruling all those loyal to him as well.

Bone Crown usually finds a community of Namegivers in grave trouble for one reason or another. It presents itself to them as a heroic adventurer and surreptitiously uses its powers to end the crisis of the moment—which it may well have caused. Bone Crown then uses its Aura of Awe power to convince the community to appoint it as their leader. Once it has a grip on the reins of authority, Bone Crown begins to twist people, demanding that they violate their own princi-

ples in the name of authority and community stability. Alternatively, Bone Crown selects one of the strongest-willed, noblest members of a community and methodically corrupts him. The Horror's powers of persuasion are so powerful that many of its followers continue to fight for it even after it is exposed as a Horror.

Sly and articulate, Bone Crown speaks in soft, soothing tones and moves slowly and gracefully. Bone Crown enjoys the pleasures that Barsaive has to offer, having developed a taste for fine food and drink and luxurious surroundings. It loves to be flattered, even though it is seldom fooled by the honeyed words of others.

**DEX:** 18      **STR:** 20      **TOU:** 20  
**PER:** 18      **WIL:** 20      **CHA:** 22

**Initiative:** 15      **Physical Defense:** 23  
**Actions:** 4      **Spell Defense:** 23  
**Attack (4):** 22      **Social Defense:** 28  
**Damage:**      **Physical Armor:** 7  
Dagger (23): 43      **Mystic Armor:** 15  
**Death:** 211      **Recovery Tests:** 10  
**Unconsciousness:** 184      **Knockdown:** 20  
**Wound Threshold:** 25      **Movement:** 6

**Legend Award:** Fourteenth Circle (Group)

**Karma Points:** 20      **Karma Step:** See text

**Powers:** Aura of Awe (4): 26, Corrupt Karma (4): 24, Create Shadow (5), Cursed Luck (4): 24, Durability (12), Spellcasting (7): 25, Thread Weaving [Illusionism] (7): 25

**Spells:** Illusionism (Seventh Circle)

**Equipment:** Enchanted dagger (Forged +1; see text), Chain mail

**Loot:** None

## Rules

Though Bone Crown is formidable in combat, it prefers to fight through its followers. Bone Crown prefers to wear chain mail armor.

**Enchanted Dagger:** Bone Crown usually carries a dagger that has been specially enchanted. When wielded by Bone Crown, this dagger's Damage step increases by +20.

**Karma:** The Horror's Karma step is based on the number of followers it has under its sway. The Horror has a base Karma step of 4,  $3 + 1$  for every five followers, to a maximum Karma step of 20. For example, if Bone Crown has an army of fifty followers, its Karma step rises to Step 13 ( $50/5 = 10 + 3 = 13$ ).

**Shapeshifting:** Bone Crown can adopt the form of any Namegiver, with the exception of dragons. The Horror must spend 10 Karma Points to transform itself in this manner. For this reason, Bone Crown transforms only when necessary. The Horror zealously guards its true identity, revealing it only when presented with no other choice. Bone Crown loathes mirrors, as they reveal its true nature; in their reflection, it appears as a misshapen humanoid figure covered with hundreds of miniature faces.

## Adventure Hook

Generally, player characters will encounter Bone Crown the Usurper by coming into contact with a community or group under the Horror's influence. One possible adventure involves Bone Crown assembling a power base in an area of interest to the adventurers. Perhaps it has taken over a scorcher band that controls a crucial trade route or is building a coalition of river pirates. Maybe it has gained authority over a confederation of settlements agitating against the adventurers' political allies, such as the Kingdom of Throal. The player characters can struggle with Bone Crown's minions over a series of adventures and then infiltrate the Horror's "inner circle" in an attempt to learn more of the mysterious leader who has been causing so much trouble in the region.

# BUUALGATHOR

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*The following text is from the Journal of Zeier, which was recovered from the ruins of Parlainth in 1505 TH by an expedition of the Haven Grim Legionnaires led by Hotbolt. Zeier was a simple Theran soldier, trying to keep his family alive as the city descended into darkness. His tale is tragic, but sheds some light on the Horror known as Buualgathor, the Horror Hunter. In translating this journal excerpt from the Theran, I have retained the original Theran dating.*

—Zamirica One-Knee, Apprentice Archivist, Great Library of Throal

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## Eighth Week/Third Day, 608 TE

The city continues to slide into civil war. The battle lines are drawn between the merchant Headbreaker and the magicians and Vastbelly. As a Theran soldier, it is my duty to protect the magicians and Vastbelly, the Lord Mayor of Parlainth. My fiancée, Roselle and I, are getting married tomorrow. My friends among the soldiers decided to have a party tonight at the local tavern to commemorate my last day as a "free" man, with ale and wenches. But, I am worried about my beloved Roselle and my city which continues to crumble to pointless battle. I must keep on fighting to earn my pay, or else I will have no way to take care of my wife and child-to-be. I am caught up in this civil war with no say about how it is fought or why. My thoughts keep returning to these problems and I am ill at ease at a party held in my honor.

## Eighth Week/Fourth Day, 608 TE

I was married to my wife, Roselle in a subdued ceremony during a time of war. I have been given a week or two off to spend time with my wife. Our child will be born late this year, possibly in the sixty-first week, or so says the midwife.

## Tenth Week/Fifth Day, 608 TE

My wife told me she was worried for my safety at work. She gave me a back massage and told me she had learned of a magical tattoo that could protect me, but only if it was drawn by her. To ease her fears, I allowed her to begin work on the tattoo later that night though I doubted it could help protect me.

## Eleventh Week/Fourth Day, 608 TE

My back continues to itch from the tattooing. I have seen it through our mirror; it is a rose, symbolizing our love, surrounded by a wall of thorns and vines, symbolizing protection. Roselle always did love the flower she is named after.

## Twentieth Week/ First Day, 608 TE

I was transferred from Vastbelly's guards to the magician's fortress in the Western Quarter. I am unhappy about this assignment, as I believe the magicians are as responsible for the war as Headbreaker. However, their war magics are one of the keys to our continued survival, so it is an important task. I often freeze up in combat now, I can't understand or explain it. I am a veteran Theran soldier, this shouldn't be happening to me! I've been demoted and am getting paid less now as a result. How am I going to take care of my family if I continue to fail at my job like this?

## Thirty-Fifth Week/ Third Day, 608 TE

I had a terrible nightmare. My wife was in the middle of childbirth, and unable to push any longer both her and my child were lost to me. I then saw a plain, pale-faced, fat man. He was laughing at me, a horrible grating sound. It must be a sign. I must quit my job under Vastbelly, or this will be the result. I can work as a crafts-

man, since the demand for construction work has gone up as the city continues to be destroyed by war. My freezing up in combat should not affect my work there, and the pay can't possibly be much less than the private rank I effectively hold.

#### **Fifty-Fifth Week/First Day, 608 TE**

I was on the roof of a building when it happened. I called out to my fellow worker to bring a ladder, when my voice just changed from normal to a grating sound, just like the one in my dream. The sound made me drop prone, and I rolled off the roof and was knocked unconscious when I fell off the roof to the ground below. My co-worker had died from his fall through the hole in the roof we were fixing. When I tried to speak to my wife after I had awoke, the terrible sound returned, and I watched my wife fall to the ground, writhing in agony. I can't even talk to my own wife without causing her pain and sorrow. And what of my baby to be? The child could have been injured by the fall as well. I had been marked by a Horror, probably as a result of the magicians' experiments.

#### **Fifty-Sixth Week/First Day, 608 TE**

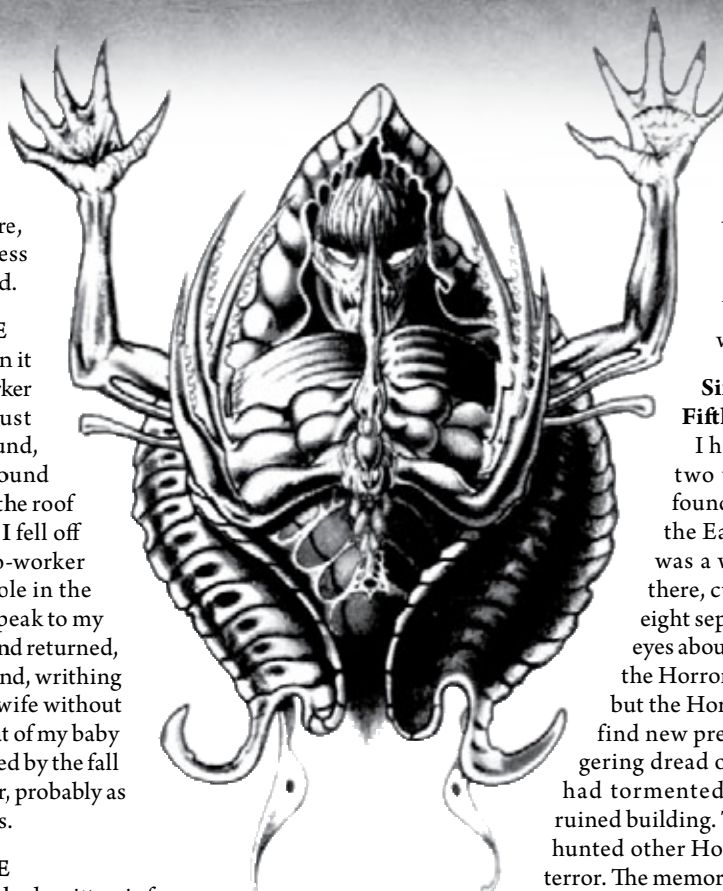
I would have vengeance. I have leaked written information to the Headbreaker side about the weaknesses of the Western Quarter magician lab. I would have gone there myself if I could be free of my own painful wailing, if I could do more than merely stay in this bed. They did this to me; they deserve to die.

#### **Sixtieth Week/ Fifth Day 609 TE**

The baby was born two weeks premature. To my horror, my nightmare has become reality. My wife pushed with all the strength she had left, but it was not enough to push the child into the light. Roselle, and my child, were gone in an instant. Both dead in labor; I truly have nothing left to live for in this cruel alternate realm. I grabbed a cutting knife in the kitchen and gutted the old midwife like a fish for her failure to save my wife and child. Everything that I had cared about, I had betrayed. There was only one thing left to do, end it all. I climbed up the roof of my house on a ladder. I prepared to jump off and kill myself.

It was there that I saw It on the roof. It was a creature dressed in a black, swirling cloak, with withered old hands, and cold, empty eyes. I felt a wave of dread and started back down the ladder, running away from the creature. It agilely jumped off the roof, its black cloak flying backwards, revealing seven more arms with blades at the tips instead of hands. I ran back inside my house, and shut the door behind me. But It just jumped into the house through a closed window with the glass shattering, shards flying everywhere. I was trapped in the house with It. It was on me in an instant, and It touched its old withered hands to my forehead, and I screamed like never before or since.

All the painful memories of the past year hit me all at once and my body burned with searing agony. I thought I would die from the wracking pain. My eyes saw an impossibly bright flash of golden light and I fell unconscious with my last vision of a giant white larva in a ruined building and the sounds of wretched, familiar laughter stopping and abruptly turning into fearful wails, as the thing that had touched me came from the shadows, pushed back his cloak, revealed his seven blade arms, and charged at the Horror.



#### **Sixty-First Week/ First Day 609 TE**

I felt that the place I had seen in my dream was real and was in Parlainth. I started my search for the ruined building. I had to know what had happened.

#### **Sixty-Second Week/ Fifth Day 609 TE**

I had searched for nearly two weeks until I finally found the place I sought in the Eastern Quarter. There was a white worm's carcass there, cut apart, and split into eight separate pieces. I cast my eyes about the room, looking for the Horror who had touched me, but the Horror had already left to find new prey. I could feel the lingering dread of the white larva that had tormented me throughout the ruined building. This was a Horror that hunted other Horrors and fed on their terror. The memories of fear in this place seemed to scream the Name of the Horror to

me; Buualgathor, the Horror Hunter. It used tortured souls like me as bait. It had let my whole family die, let me betray everyone I had once cared about, almost let me commit suicide, all to draw out another Horror to slay. The Horror Hunter's touch itself had nearly destroyed me. The Horror could have prevented so much suffering, if it had used its power on me as soon as I was marked. My family and countless others would still be alive. It is just as responsible for what I have become as the other Horror. I will hunt Buualgathor down for what it has done to me.

## **GAME INFORMATION**

Buualgathor, also called the Horror Hunter, considers Namegivers to be very unsatisfying prey. It finds greater satisfaction in feeding on the terror and pain of other Horrors, and so was the bane of other Horrors in Parlainth for all the centuries in which the city remained outside the material realm. Buualgathor finds bloatforms and despairthoughts particularly tasty, both of which are very common in Parlainth.

The dread that Buualgathor inspired in other Horrors permeates Parlainth's very stones, and those who spend time in the ruins often sense Buualgathor's presence, though they cannot identify it as such. Usually, this sensitivity manifests as a series of dreams or a strong tendency to believe without question rumors or legends of the Horror Hunter. Many long-time residents of Haven, for example, insist that their parents or grandparents told them tales of Buualgathor as children, though in truth their knowledge of the Horror Hunter comes from the memories of the Horrors living in the ruins of Parlainth. Other Horror Hunters may exist, but Buualgathor is the only one known to exist in Barsaive.

Buualgathor appears as a humanoid figure, usually of the same race as the person seeing it, wearing a dark cloak that seems to move with an eerie life of its own. On closer inspection, those who behold this Horror can see that the "cloak" is an appendage made of the same ropy tissue that makes up the rest of the Horror Hunter's body. When Buualgathor engages in physical combat, it throws

back the “cloak” to reveal seven blade-like arms. Buualgathor also has two stunted, weak arms with normal hands.

**DEX:** 16      **STR:** 16      **TOU:** 20  
**PER:** 16      **WIL:** 15      **CHA:** 16

**Initiative:** 13      **Physical Defense:** 20  
**Actions:** 5      **Spell Defense:** 21  
**Attack (6):** 22      **Social Defense:** 21  
**Damage:**      **Physical Armor:** 25  
4×Blades (12): 28; Claws (1): 17      **Mystic Armor:** 16  
**Death:** 229      **Recovery Tests:** 10  
**Wound Threshold:** 25      **Knockdown:** 16  
**Unconsciousness:** 208      **Movement:** 6

**Legend Award:** Fifteenth Circle (Group)  
**Karma Points:** 35      **Karma Step:** 18

**Powers:** Astral Sight (S): 21, Damage Shift (S): 20, Detect Horror (S): 21, Displace (S): 21, Durability (1S), Mark Trace (S): 21, Silent Walk<sup>T</sup> (S): 21, Spellcasting (7): 23, Terror (S): 21, Thread Weaving (Nethermancy) (7): 23

**Spells:** Nethermancy (Eighth Circle)

**Equipment, Loot:** None

## Rules

Buualgathor finds most of its prey by following the link between a Horror-marked Namegiver and his or her tormentor to the Horror’s lair. Buualgathor tries to catch Horrors in the act of tormenting their victims, because the change from tormentor to victim makes the Horror’s terror more acute. To hunt in this manner, Buualgathor uses the special Horror powers of Detect Horror and Mark Trace.

**Detect Horror:** The Detect Horror ability allows the Horror Hunter to notice the presence of Horrors, Horror-marked characters, and Horror-cursed items within 100 yards. To use this power, Buualgathor makes a Detect Horror Test versus the Spell Defense of the Horror it wishes to hunt (which must be physically present, or be responsible for the mark or curse present). On an Average result, the Horror Hunter knows the location of the Horror, the marked victim, or cursed item, and knows what type of Horror it is hunting. If more than one Horror, marked victim, or cursed item lies within the Horror Hunter’s Detect Horror power range, compare the Detect Horror Test versus the Spell Defense of each Horror, marked victim, or cursed item. Buualgathor detects those whose Spell Defense is less than or equal to the Detect Horror Test result.

**Mark Trace:** In order to trace a Horror through its Horror-marked victim, Buualgathor must touch the victim’s forehead. Though Buualgathor prefers to use its withered hands to make this link, its blade appendages work just as well. The Horror Hunter then makes a Mark Trace Test versus the victim’s Spell Defense. On an Average result, the thread of magical energy between the marked victim and the Horror briefly becomes visible. The Horror Hunter rides this thread to the Horror’s physical location; to outside observers, it appears as though the Horror Hunter turns to visible energy and shoots along this glowing thread. Though allowing Buualgathor to destroy the Horror tormenting them may appeal to Horror-marked characters, only the suicidal hope for Buualgathor to use its Mark Trace power on them, because the Horror-marked individual suffers damage equal to the result of the Horror Hunter’s Mark Trace Test. Mystic Armor protects against this damage.

## Adventure Hook

When one of the members of the adventuring group is marked by a Horror in Parlainth, the mark is sensed by Buualgathor. That night, the adventurers are beset by nightmares of a mysterious cloaked

warrior. The party must rush to defeat the Horror that has marked their comrade, or else Buualgathor will use his terrible Mark Trace on the Horror-marked adventurer and possibly destroy him to get at the Horror he has sensed. The adventurers must chase the Horror to save their companion, as Buualgathor chases them.

## CHANTREL’S HORROR

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*The following account is transcribed from the words of Chantrel the Troubadour, a young human whose fame as a bard is marred only by the eternal curse she bears. Though this Horror is commonly named for its connection to Chantrel, it may in fact have an entirely different Name of its own. I had no desire to explore this possibility, as the less knowledge I take away from this book, the safer I feel.*

—Lardo Muanto, Apprentice Scholar,  
Great Library of Throal

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**D**reams drove me from my kaer, dreams that sparked fear in my kindred and sheared the bonds of blood, family, and home. Each night, my sleeping eye watched horrified, transfixed by the gore on the smooth metal frame. Silent, whirring blades sculpted the Horror’s features, and it spit bloody froth as it sought to speak to me. Its eyes always sought mine; but I turned away, all flailing torso and twisting neck, my body a whip cracked by terror. Often its gaze scraped at my mind, but it never found my eyes before I awoke. Then one night I awoke with the sheets bunched between my crooked, cramped fingers and my chest aching from exertion, and I saw my brother Aleac’s face. The lamplight reflected off his tears and gleamed along his upraised knife. Aleac looked at my mother for permission. I looked at her for mercy. Her chiseled features revealed neither.

“The elders shall decide her fate,” she said, in a voice heavier than the thick marble walls of the temple. But knocks of mailed fists upon our door announced their answer before a word was spoken. Guards in chain armor, lacquered with the gleaming silver sigils of Thystonius and streaked with the bright blue and yellow war paints of an elder’s blessing, carried me to the gates of the kaer. The clap of the closing gate echoed down the valley. As my ears rang with the sound, the mages chanted, forbidding my return to the only home I had ever known.

I cursed the guards, the elders, the mages, and eventually I cursed my family—my mother last. Their callousness might have held their only hope for survival, but I could not forgive them. Drawing on the myriad tales I had heard as a child, I conjured fates for them. I imagined questing for the enchantment that would defeat the Horror and then returning to the grateful cheers of my people. Sometimes I was gracious in my fantasies, but other times I spurned those who turned me out. These fantasies sustained me, growing more and more vivid until my daily existence seemed a faint memory. I now believe that the Horror fed these daydreams to distract me from the bleakness of living.

I wandered Barsaive, saw the ravaged land marred like a plague-pocked face. Few devourers still scoured the lands. Other things had taken their place, things that left me alone. For I had been marked by another, and that mark warned the more mindless Horrors away. I slept very little for I could hear my tormentor as I tossed restlessly, its whirring knives changing speed and pitch in grating imitation of speech. It promised to sustain me, to protect me, to never let me be alone again. It said it would not be a false friend, but a true friend—an eternal friend.

I led an impossible existence, scrounging what I could from the broken land during the years of the Scourge. I expected to die. I wanted to die. I am not sure how many years passed, but I know that somehow my tormentor kept me physically fresh, young. The nightmares faded after months or years, I am not sure which. And as Barsaive began to heal, so did my spirit recover from the scars inflicted by the Horror. I did not hear from it for months, and then years. When the kaers began to open, I watched and trembled from the fear and hope in my heart.

I settled in the village of Kolomay, which lay a few days north-east of the city of Travar in the foothills of the Thunder Mountains. The villagers were cautious of all strangers, but my throat no longer cracked from the strain of carrying the Horror. They accepted me. I proved my usefulness during the hard days and increased my popularity by spinning tales under the soft glow of the evening fires.

I began to teach the young boy Calvis my trade, for the flow of magic within him bent easily to a story. He argued with me over most every point, as boys are wont to do, but he listened well. And while the village women sought to soothe me when crow's-feet first crinkled my eyes, Calvis sensed that my tears were a release of past sorrow, not a weeping for what was to come.

As Travar grew again, so did the flow of silver and traveler's tales through Kolomay. The tales stirred the restlessness within Calvis's young heart. He wanted me to travel the lands with him, but for me wandering Barsaive was as pleasant a prospect as trudging through a trackless desert without even the mirage of joy. Kolomay had become my home.

During the month of Charassa, all youths who wanted to leave the village had to declare their intent. Calvis spoke first, and the village council agreed that his path led away from Kolomay. On the final night of Charassa, the entire village celebrated the Night of New Journeys. Boisterous singing filled the night air, notes rising along with the sparks of the brilliant blue bonfires of enchanted wood. The night was filled with bold promises, the jangly excitement of those about to leave, the smell of roasted meat, the furtive touch of lovers not yet declared, the quiet pride of parents, the envy of siblings and those who had grown stagnant. I shall always remember Calvis that night. He stood straight and tall, outlined by the blue fire behind him, and led the village in "All Journeys End."

Later, I found I could not sleep, and so I worked on my gift for Calvis—a locket engraved with the opening lines of the first three epic poems I had taught him. I meant it to remind him of what he had accomplished, to remind him that what once had seemed nearly impossible was now child's play. I knew he would scoff at a locket. But I also knew he would keep it—and one day appreciate it.

As the sun rose on the Day of Leave-Taking, I took the locket to his house. I noticed the sick, wet smell as I knocked on the door, which swung open too easily. For a moment I stared incomprehensibly at the drying pile of flesh that lay on the inside steps. Then I recognized Calvis's mother's wedding ring on the half-hand lying at the base of the steps and I screamed, again and again.

As tears filled my eyes, I breathed through my sleeve and entered the house. I had to find Calvis. My legs trembled as I passed the raw heaps that had once been his younger brother and sister. I mounted the steps to the second floor, following the buzz of flies already feasting, and a whine escaped my throat as I slipped on the excretion on the landing. I nearly bit my lip through when I saw Calvis's father, his skin peeled away from his body as if he were a ripe fruit.

I stepped over the corpse, keeping my balance by sliding my hand along the blood-spattered walls leading to Calvis's bedroom. Panting wildly despite the smell, I gripped the door frame of the room with an outstretched hand, willing my arm to pull me to the doorway. I pulled and stepped, but closed my eyes as I did so. I stood weeping in the doorway for several moments, unable to open my eyes. Then I looked.



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The thing had dissected Calvis with impossible precision, leaving most of his skin intact. The boy's organs were sliced thinly and fanned out on the floor on the left of the bed, the bones separated and piled neatly on the right. I remember wondering where all Calvis's blood had gone and sobbing because it had left his face intact, lying still handsome amid the carnage.

Then suddenly Calvis's eyes fluttered open, looked over at his bones, then found me. I tried to scream but my throat could manage only a wet rattle. The face smiled, and in a voice of whirling blades and metal-scraping-metal it said, "I missed you."

The villagers said I sobbed for hours after they pulled me from the house. I left the village as soon as I had the strength, but it was too late. My friendship with Calvis had given the Horror a gateway to others in the village and to their kin in other towns. Sometimes it killed one man, other times it slaughtered entire encampments. Even today many call that region of the Thunder Mountains the Butcher Hills.

The Horror again talks to me at night. My hair has lost its gray, and my face is as smooth as if I had never lived those years at all. I imagine I shall live as long as it wants me to. I have even thrown myself into Deaths Sea, but to no avail. It can repair me, recreate a whole new me with its despicable magic.

Should you see me on the road, a slight woman with lips a little too crooked and a nose a little too small, eyes bright when telling a story, please be courteous. I promise to share nothing more than your fire and a story or two. You and your companions can then travel on your way. I shall take my own path, the one I share with my friend—my eternal friend.

## GAME INFORMATION

Chantrel's Horror has never been observed in the physical world. It has only been observed in the astral form of a bloody, demonic humanoid suspended in a metal frame. The edges of the frame comprise hundreds of small whirling blades forged of many metals, including the magical metal orichalcum. If the Horror is killed in its astral form, the frame can be taken from astral space. While many Horrors use their powers directly against their victims, Chantrel's Horror prefers to terrorize its victims by attacking their family, friends and loved ones. The True Name of Chantrel's Horror is

unknown, even to its victims. It is called Chantrel's Horror because of its relationship to the troubadour Chantrel. As a result, any magic that relies on the power of Names and Naming is useless against this Horror.

**DEX:** 18      **STR:** 22      **TOU:** 20  
**PER:** 18      **WIL:** 21      **CHA:** 19

**Initiative:** 14      **Physical Defense:** 23

**Actions:** 4      **Spell Defense:** 24  
**Attack (5):** 23      **Social Defense:** 24  
**Damage:**      **Physical Armor:** 29  
Blades (8): 30      **Mystic Armor:** 26

**Death:** 220      **Recovery Tests:** 10  
**Unconsciousness:** 200      **Knockdown:** NA  
**Wound Threshold:** 25      **Movement:** 6

**Legend Award:** Fourteenth Circle (Group)

**Karma Points:** 40      **Karma Step:** 15

**Powers:** Astral Slice (8): 30, Blood Memory (4): 25, Cursed Luck (4): 25, Durability (14), Horror Mark (4): 22, Karma Tap (4): 22, Suppress Horror Mark (4): 22, Spellcasting (5): 23, Thread Weaving [Elementalism] (5): 23, Terror (4): 23

**Spells:** Elementalism (Eighth Circle)

**Equipment:** None

**Loot:** Frame contains retrievable fragments of orichalcum, worth 40,000 + (D10+D6) × 1,000 silver pieces (counts as treasure worth Legend Points)

## Rules

Chantrel's Horror draws sustenance from the pain of separation and loneliness that its marked victims suffer. According to dragon lore, the Horror revels in a twisted empathy with the victim. The Horror often lies dormant for years, allowing its marked victims to establish new relationships. Dragon lore suggests that the number of the Horror's marked victims cannot exceed the number of full moons during a year, but even the dragons do not know why this is so.

Chantrel's Horror possesses many special powers. Some are possessed by other Horrors as well, while others are unique to Chantrel's Horror. All these special powers are described below.

**Astral Slice:** To use its unique astral slice attack, Chantrel's Horror makes a Spellcasting Test against a victim's Spell Defense. If it achieves an Armor-Defeating Hit, it can make an astral slice. In the following combat round, the victim takes physical damage from the astral slice. This attack originates in astral space, bypassing any physical protection or armor the target may have. The Horror rarely uses astral slice in combat. Instead, it most often uses this power to achieve ghoulish dissection effects, cutting and removing the bones and muscle from its victims while leaving their skin intact.

**Blood Memory:** The Blood Memory power enables a Horror to keep the essence of the slain character alive in the character's blood. In turn, the Horror keeps the blood in its own whirling, bloody mess of a body. To use this power, the Horror makes a Blood Memory Test against the Social Defense of the victim. A successful result absorbs the blood shed by the victim from attacks made by the Horror. If the target dies during the round in which Blood Memory is used, Chantrel's Horror absorbs a number of "blood memory points" equal to the victim's Death Rating. The Horror may use these points to extend the grief and pain of any victim it has marked through the slain character. Once the marked victim has recovered, the Horror expends 1 point of the absorbed blood, starting the pain afresh as if it had just happened. The renewed pain

lasts for at least a year and a day each time it is renewed. Chantrel's Horror may also use blood memory points to create a new body for a victim whose previous body has been destroyed.

**Eternal Youth:** Chantrel's Horror can keep a marked victim young by making Recovery Tests for the healthy victim. The Horror makes a number of Recovery Tests and the gamemaster records the results, keeping a total. Once the total equals the victim's Death Rating, the victim loses a year from his physical age. In this way, the Horror substitutes its own immortal essence for that of the marked character, undoing the work of time.

**Healing:** Chantrel's Horror can heal or regenerate a marked victim by substituting its own Recovery Tests for those of the victim. If the body of a marked victim has been completely destroyed or is otherwise inaccessible, the Horror must have at least one point of blood memory (see **Blood Memory**, above) from someone connected to the victim. The Horror can use the power of the blood memory to sculpt a new body for the marked victim from scratch. This new body is identical to the victim's old one.

**Horror Mark:** Many of Chantrel's Horror's powers can be used only against victims the Horror has previously marked. Generally, the Horror only appears in the dreams of its victims, through which it marks them. Chantrel's Horror first seeks a victim whose dreams are vivid enough to be sensed from astral space. To do this, the Horror makes a Spellcasting Test against the dreaming character's Spell Defense. The Horror must achieve an Extraordinary result to sense the victim. The Horror may attempt this test only once per month against any given character. Once the Horror has found its target, it Horror-marks that unfortunate character as per the standard rules. Chantrel's Horror can use the Suppress Horror Mark power to bury its mark deep within the pattern of a character.

**Instant Travel:** Once the Horror has marked a victim, it can travel the "thread that binds the bones" to attack or mark any other character related to the marked character by blood or friendship. To do this, the Horror makes a Spellcasting Test against the Social Defense of the targeted character. The required result level appears in the Relationship Table of the Suppress Horror Mark power (see **Horror Powers**, p. 446). The physical distance between the marked character and the target character is irrelevant—the Horror can travel from a mother on the Aras Sea to her son in Bartertown by achieving a Poor result. Once the Horror has jumped to a new victim, it may mark or kill him. Generally, the Horror does not kill victims it marks. Also, the Horror cannot reach casual acquaintances of a marked victim.

## Adventure Hook

Chantrel's Horror spreads terror and corruption through its marked victims, who travel Barsaive, carrying death and despair with them. The Horror may use its powers to keep these victims alive for many, many years. Additionally, it uses its Suppress Horror Mark power to keep many of them ignorant of the mark they carry and the danger they present to others.

The characters may fall under the sway of Chantrel's Horror if one of their relatives or friends is marked by the Horror or by meeting one of its victims, such as the Troubadour Chantrel herself. Alternatively, the player characters may be approached by a victim who realizes he has been marked and is aware of the danger he presents. The victim requests that the characters seek out and destroy any and all records of his existence, in essence making the victim disappear from the minds of all of Barsaive. This could lead the characters to seek out the victim's pattern items and attempt to destroy them. Such action might also draw the attention of Chantrel's Horror away from the victim and to the player characters themselves.

# DESPOILER OF THE LAND

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*The following account is transcribed from the words of Vestrivan himself, who gave me this account in one of his rare moments of control of his own body. He sought me out, knowing of my work with his brother Vasdenjas on the Creatures of Barsaive and the dragons portion of Denizens of Earthdawn. This information about the Horror entwined within Vestrivan may be invaluable in stopping that Horror and possibly saving Vestrivan himself. I have passed this information to Vasdenjas. After hearing his version of his brother's transformation, he may be overjoyed in learning that his brother is alive even in part and may yet be saved.*

—By the Hand of Tiabdjinn the Knower, Scribe of the Great Library of Throal and First Scholar of the *khavro'am*

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**I** was returning to Throal from the Scythian Mountains, when a dragon roared above my caravan. Most of the caravan dashed for Throal, my so called bodyguards abandoning me in their terror. I ducked behind an outcropping of rocks. The dragon dished out a storm of flame and smoke, charring and smothering Namegiver and mount alike. When the smoke finally cleared, I realized I was the only survivor. I then noticed the dragon writhing in pain on the ground, though none had landed a single blow this day. And then all of sudden the dragon got up and screamed out, "Tiabdjinn, be alive!" The dragon gave the area a quick look and easily found my location with his Dragonsight. He picked me up from my hiding spot with his claws. I stared into the dragon's mouth, an open, toothy abyss in front of me. I thought for sure that was the last image I'd ever see. I was shocked when the dragon put me down. "Tiabdjinn I presume? Write down my words without delay or face my wrath." I did as I was told.

My name is Vestrivan, brother of Vadenjas, a great dragon marked by a Horror. Despoiler of the Land found a thought in my subconscious involving you, and a desire to tell you my story. We are two entities that share the same body and fight for our share of consciousness. So he came here to destroy your caravan, and kill you to feed on my torment, my guilt at having caused your deaths. You are lucky I was able to overcome him when I did. He had already astrally-sensed you and was preparing a particularly gruesome Nethermancer spell for you, hoping to prolong your agony.

You know of my transformation, and how I came to be joined with the Horror. I shall not waste precious time reiterating that part of the tale. When the Despoiler of the Land had finally defeated my will and wards after forty years to become the dominant persona; he ravaged Namegiver communities just before the Scourge, destroying crops and erasing memories. The people called me Despoiler of the Land for these acts. This is what I call the Horror, but it is not its true name. I still search for that name, it may be my only hope. How did the Despoiler do these acts? He possesses the ability to disrupt magic itself. One of the reasons I have weakened into such a submissive persona over the years is his disruption of most of my pattern. Fortunately, he cannot disrupt my entire pattern, as this would also destroy him as his pattern is entwined with mine.

What is the aim of his disruption of patterns? He has the ability to unweave most of a pattern, and then use horror magic to change and alter the pattern. Using this and his prolific abilities to forge constructs, he wishes to create a new race of hybrid Namegivers and Horrors. The frightening possibility of Horror constructs with adept powers seems to be his goal.

He has created an army of loyal hybrids using a secret adept school where he corrupts them. They go throughout the land, disrupting patterns and kidnapping children at their master's bidding. All of this is to further the goal of the Despoiler to create a new hybrid race of Horrors and Namegivers. Where is the school? Its somewhere in ... run Tiabdjinn run! ...

*With that Vestrivan fell to the ground in convulsions, battling for control of his body with the Despoiler of the Land. I ran and never looked back, and somehow made it back to Throal alive.*

## GAME INFORMATION

The Despoiler of the Land is the name given to Vestrivan by the people of the lowland Twilight Peaks whose crops were blighted and memories stolen by the Horror's disrupt magic ability. The name has come to represent the Horror itself, but it is not its true Name. The goal of Despoiler of the Land seems to be to cause harm by disrupting the patterns of objects, places, and Namegivers. After the passing of the Scourge, it grew in sophistication, learning how to use Horror threads to alter and corrupt a pattern after disrupting it. It combined this knowledge with its own ability to forge Horror constructs to create adept/Horror hybrids.

After some early experimentation, the Horror decided to create a school for adepts in the Twilight Peaks using the name of Vestrivan the Sage. The school draws power hungry and curious adepts from throughout Barsaive and beyond. Because the Despoiler of the Land must feed on negative emotions such as fear and anger, these adepts are thrown into a living nightmare where no-win situations and the competitive learning environment cause the death of at least one of the participants in the class. Their dreams are haunted by promises of power mixed with visions of the Despoiler's origin, on a twisted world located somewhere in the netherworlds. These student's patterns are also slowly disrupted by the Despoiler, their essential magical fabric unwoven and remade by the Horror's own threads. By the end of their "graduation" and indoctrination, the surviving students are completely remade in the Despoiler's own image.

The Despoiler's students are valuable servants indeed, for they spread the Horror's bizarre disrupt magic efforts farther and wider than the dragon could himself. Students travel in groups of three to eight, usually a single Wizard or Nethermancer accompanied by a handful of Warriors. Single exceptional students also travel around Barsaive spreading the word of the Despoiler's elite college. They are unparalleled in their ability to seek out and whet the appetite of power-hungry and greedy adepts.

One of the recruiters of particular interest is an obsidiman Wizard by the Name of Urgulan. The obsidiman is apparently responsible for most of the thefts of orphans. Urgulan offers to purchase infants born to extremely poor parents, or those left on the doorsteps of houses and fortresses by anonymous parents. Street urchins are naturally attracted to him as well, and often follow him of their own accord when he leaves town. All children he gathers follow him back to the Despoiler's lair, even when the trip takes weeks. Some students have even been traveling Barsaive attempting to establish additional schools on behalf of their mentor.

**DEX:** 18

**STR:** 23

**TOU:** 26

**PER:** 21

**WIL:** 22

**CHA:** 16

**Initiative:** 20

**Physical Defense:** 24

**Actions:** 4

**Spell Defense:** 27

**Attack (4):** 22

**Social Defense:** 20

**Damage:**

**Physical Armor:** 26

Unarmed (7): 30

**Mystic Armor:** 17

**Death:** 241

**Recovery Tests:** 12

**Unconsciousness:** 221

**Knockdown:** 24

**Wound Threshold:** 29

**Movement:** 7

**Legend Award:** Fourteenth Circle (Group)

**Karma Points:** 20

**Karma Step:** 10

**Powers:** Astral Sight (12): 33, Disrupt Magic (11): 33, Durability (14), Energy Drain (4): 25, Forge Horror Construct (4): 25, Horror Mark (9): 30, Horror Thread (9): 30, Karma Tap (4): 25, Spellcasting (5): 26, Thread Weaving: [Nethermancy, Wizardry] (5): 26

**Dragon Powers:** See **Vestrivan**, p. 432, for his powers when the Despoiler of the Land is in control.

**Spells:** Nethermancy and Wizardry (both Eighth Circle)

**Equipment, Loot:** None

## Rules

Adepts corrupted by the Despoiler of the Land lose the ability to weave threads between themselves and other patterns, including magical treasure and other thread items. Their ability to use talents and weave spell threads is unaffected.

## Adventure Hook

The Battle of Prajor's Field caused the death of many Throalic soldiers. An adept called Urgulan has come to Throal to collect the plentiful orphans and street urchins, as well as convince magicians to attend a magician school he is establishing in the Scythan mountains. Urgulan approaches the party magicians to attempt to convince them to go. When the rest of the party awakens the next day, they find the party magicians gone. The rest of the party must pursue Urgulan, who has kidnapped the magicians, as well as a many Throalic children. Urgulan sends a Despoiler adept group of a Nethermancer, Wizard, and Warriors for the remaining players to stop the group from following any further. If the party succeeds in defeating them, they must chase Urgulan to save the magicians and the orphans. Urgulan heads for Darranis where he is going to get a boat to take him to House Syrtis where he can travel by land to Scytha. Make sure Urgulan gets away on the boat. A sequel to this adventure is the party heading for the Scythan Mountains to destroy the school and get revenge on Urgulan.

## DRUISTADT



*The following text comes from the work of Reodlan T'rilclaw, a noted t'skrang sage and magician. The passage provides much invaluable insight into its topic, but readers will note that it does not provide the Name of the Horror, like several other entries in this tome. Instead, a word from the t'skrang tongue—druistadt—is used to denote the entity. Reodlan included the following definition of the term:*

**druistadt:** (doo-i-staat). 1. mysterious name. Often applied to a particularly taboo subject as an alternative to verbalizing the forbidden phrase. 2. (prop. n.) The common name given to a particular Horror said to inhabit the region of Barsaive near the Serpent River and southeast of the dwarf kingdom of Throal.

—Ardonn Fil, Apprentice Scholar, 1507 TH



**I**, Reodlan Trilclaw, take up feather and ink to write these words with some trepidation, for there exist mysteries into which no one—not even a sage and scholar such as I—should inquire too closely. The Horror of which I write is one such mystery. Nevertheless, the importance of my task—spreading my knowledge of this abomination throughout Barsaive so that all may guard



against it—outweighs the dangers it presents. Ignorance can only serve the foul needs of this entity, which roams our waterways and preys on unsuspecting travelers in a fair but false guise.

For those of you who are not familiar with my work (you really should read more), I am a spellweaver, a sage, and a reluctant student of Horror lore. During the past few years I have devoted particular attention to the Horror that we t'skrang call Druistadt. The monster's True Name is unknown except to its victims and should never be spoken or recorded, for repetition of its True Name gives Druistadt power over Namegivers (but more of that later). My knowledge of this thing stems from a close friend's encounter with it—which he, the only survivor, related to me with tears and moans that would have melted a stone heart—and my subsequent prolonged study of ancient tales concerning various river monsters. I offer this treatise in hopes it might spare others the harm done to my friend and in memory of my dear sister Achatuss, who succumbed to this fiendish thing.

Here follow the words of my poor friend Khazios, once the proud bosun of the Tarrywell.

*"We'd just put in at port in the town of Callomere, a few hours' travel from Throal, where the river takes a sharp bend between the foothills of the Throal Mountains and Lake Ban. A squall had come up suddenly the day before, causing an anchor line to slip its knot and drag one of our crewmen overboard. Well, we needed a replacement, didn't we? I suppose we could have done poor Sadj's work ourselves well enough, but none of us cared to tire ourselves out so when there was no need. And there was no need because the perfect replacement turned up not an hour after we dropped anchor. Lysteruss, she said her name was—a t'skrang so beautiful that half the sailors were calling down love-verses to her from the rigging before she'd been aboard ten minutes. Noble limbs, pleasing curves in all the right places, a head crest that sported all the colors of the rainbow as well as some hues that Nature can't imagine. Yes, she was a rare beauty. How were we to know, I ask you? How were we to know?!"*

*"Well, we spent the rest of the morning patching up the storm damage, and Lysteruss proved her worth. She went right to work with a will, not shirking from any of the hard tasks, just as if she'd been born among*

the Tarrywell's crew and loved the ship as we did. She joked and bantered with us, and when it came time to break for our noon meal we were all ready to swear undying love for our new crewman.

"So we ate and drank, and Lysteruss sang us a rousing drinking song with some nonsensical words as the chorus. (I know now that one of those words was Druistadt's True Name, and I won't repeat it.) Well, we liked the song so much we insisted that she sing it again. She said she would, but only if someone joined her. Then she asked who had the sweetest voice in the crew, and Lajlion the stoker spoke up. So Lajlion and Lysteruss struck up the song, and Lajlion sang that unmentionable Name three times during the first chorus. About then, we all started to feel strangely tired, and Lajlion trailed off without finishing. We had to force ourselves to get up and cast off from Calomere's docks, because the captain was set on sailing a bit farther before nightfall. We didn't think anything of our fatigue at the time; but we should have known it was the first sign that the thing we'd taken into our midst had begun to feed off our spirits.

"We all had terrible nightmares that night. I dreamed of my own death—slow suffocation while trapped in the cargo hold of our burning ship. I woke with my throat raw from my own screams. All around me I heard the agonized cries of others as they died equally horrible dream-deaths. The next night it was the same, and the night after that. Lajlion threw himself overboard at dawn, driven half-mad by the nightmares. We dragged for him, but found no trace of his body even though we'd all marked well where he went down. And all the while, we grew increasingly weak and listless—more even than our disturbed slumbers could account for.

"We turned away from the rail, numb with grief for Lajlion, and started back toward our posts. Suddenly, before my eyes, two sailors clutched at their chests and fell dead on the deck. Heart seizures, it looked like. We all turned and looked at Lysteruss then, as if a compass needle had drawn our eyes. She smiled, and the air around her seemed to shimmer for a moment. Then it cleared, and we saw that her beak had grown two feet long. Poison dripped from its knifelike edge, burning the deck where it touched. Such terror gripped us that we couldn't move. The thing we'd called Lysteruss walked right up to Achatuss, our bosun, stabbed its beak into her chest, ripped out her heart and swallowed it in a single gulp. Then the monster began to do the same to every crewman in turn. Not one could run, or fight, or even hardly breathe for pure, heart-freezing fear. Finally, some vestige of jik'harra broke my paralysis, and I leaped overboard and swam away from the doomed Tarrywell as fast as I could. I didn't dare look back.

"I thought I had escaped. But then one night as I lay asleep, the infernal thing came to me in a dream and told me it could hear my heartbeat. It said the sound of my own blood pumping through my veins will always tell it where to find me, no matter how far I flee. I know the fiend spoke the truth; I've felt it lurking near me, waiting until it drains the last drop of fear from my heart before it kills me. I can never escape it. Never."

What little I can add to this account comes from considerable research into ancient tales, and I am as confident of its truth as anyone can be of legends concerning a Horror.

Druistadt appears to prefer groups of victims to individuals and always eats the heart of every Namegiver it slays. The Horror possesses great cunning as well and excels at turning members of a riverboat crew or adventuring band violently against one other before it finally destroys them.

Druistadt has the power to link its own pattern with those of its victims. This enables it to track all the victims it marks. Some claim this link is a Horror mark, while others insist it is an arcane ability unique to Druistadt. Whatever the true nature of this power, survivors of groups attacked by Druistadt invariably discover that fleeing only delays their eventual deaths. Druistadt relentlessly hunts down any Namegiver to whom it is linked and

seems to focus exclusively on a single group of victims until it has slain all its members. The most powerful magics may prevent Druistadt from physically reaching its victims, but nothing can break the Horror's link to its victims' patterns and minds. Some scholars believe that Druistadt is so dogged in its pursuit because it must destroy all the members of a linked group before it can link itself to another group; chance comments made by the Horror itself at various times tend to support this notion.

Druistadt's astral aspect resembles its physical form, but its beak is even longer, as are its fingers and claws. Its gentle curves and pleasing lines disappear almost entirely. The colors of its head crest shimmer and undulate, making one dizzy to look upon it, and its eyes glow redder than the heart of a fire engine.

The most intriguing tale of Druistadt concerns the Horror's origin. According to the story, when the Horrors first came to Barsaive long ago Druistadt corrupted a t'skrang riverboat captain Named Szdanzo Rela'zar. In return for promises of power, Rela'zar used foul magics to help the Horror return to the surface of our world. Druistadt used its abilities to read Rela'zar's thoughts and responded by assuming the form of a voluptuous t'skrang to stalk all of its subsequent victims.

This story may also explain why Druistadt prefers to hunt near the Serpent River and prefers as its prey our sailing ships. It is quite possible that the monster lairs near, within, or underneath the Serpent. Some tales, however, speak of Druistadt tracking its prey thousands of miles overland. From what I have read of this Horror, I would not be too quick to dismiss those tales. He who underestimates such beings as Druistadt courts a dreadful and untimely death.



## GAME INFORMATION

Druistadt prefers to operate through stealth, isolating its victims and attacking them after gaining their trust. The Horror usually presents itself to a group as a fellow traveler, assuming the guise of a female t'skrang. However, its spell abilities enable it to assume almost any form circumstances might require. After meeting its victims, the Horror manipulates one of them into repeating its True Name three times. That done, Druistadt may use its Horror Mark power. Druistadt can track victims it has marked by the sound of their heartbeats.

**DEX:** 19

**STR:** 19

**TOU:** 21

**PER:** 18

**WIL:** 24

**CHA:** 20

**Initiative:** 16

**Actions:** 4

**Attack (7):** 26

**Damage:**

Claws (9): 28

**Death:** 150

**Unconsciousness:** 138

**Wound Threshold:** 26

**Physical Defense:** 24

**Spell Defense:** 23

**Social Defense:** 25

**Physical Armor:** 21

**Mystic Armor:** 20

**Recovery Tests:** 10

**Knockdown:** 19

**Movement:** 6

**Legend Award:** Thirteenth Circle (Group)

**Karma Points:** 35

**Karma Step:** 14

**Powers:** Damage Shift (4): 28, Durability (6),

Dream Shape (6): 30, Horror Mark (7): 25,

Karma Tap (10): 28, Spellcasting (4): 22,

Thread Weaving [Illusionism] (4): 22, Terror (4): 24

**Spells:** Illusionism (Eighth Circle)

**Equipment, Loot:** None

## Rules

Druistadt's formidable spells and physical gifts are enough to overwhelm most adversaries, but it can be defeated with a tremendous concentration of power. However, Druistadt is above all a survivor, and can blend in well with its surroundings. It knows when to retreat to fight another day.

**Dream Shape:** Druistadt can use the Dream Shape power to enter the dreams of any victims it has previously marked. The Horror uses this power to torment victims by causing them to dream of themselves dying, for example, impaled on the burning bill of a ferocious bird with glowing red eyes.

**Horror Mark:** Druistadt's Horror Mark power works slightly differently than previously described. Once Druistadt has manipulated a member of a target group to speak its True Name three times, the Horror can use this power to mark all the members of the group. (For purposes of Druistadt's powers, a "group" is any collection of Namegivers who are together in some fashion: the passengers and crew of a riverboat, all the customers in a given tavern, and the like.)

**Karma Tap:** Druistadt uses its Karma Tap ability to wreak havoc on its victims from a distance. It may use this ability to influence the actions of fleeing victims who are aware of its existence or compel marked victims to commit unspeakable acts against their companions.

**Terror:** Druistadt attempts to use its Terror power at the beginning of every combat, immediately after it manifests in its true form. During combat the Horror uses Damage Shift as well, causing its enemies blows to harm others.

## Adventure Hook

Player characters most likely encounter Druistadt while traveling on or near the Serpent River. In one intriguing option, the



characters begin hearing of a number of victims—all found with their hearts ripped out of their bodies. Eventually the characters may realize the victims were all members of some group targeted by Druistadt. The victims may have all traveled or crewed on a particular riverboat trip or may frequent a particular tavern. The player characters may even realize that they are members of the targeted group as well. Soon, the characters begin to have nightmarish dreams, and eventually Druistadt tracks the characters down.

In another possible adventure, the characters hear rumors that the ghost of Szdanzo Rela'zar still haunts Barsaive, doomed to walk the decks of his ship forever unless he can somehow reverse the terrible evil he committed four centuries ago. This rumor is true. The ghost of the t'skrang captain still haunts the wrecked hulk of his riverboat, the *Scaled Lady*, which lies at the bottom of the Serpent River. (The characters may learn of Rela'zar's story, his deal with Druistadt, and the approximate location of his riverboat from a variety of scholarly or popular works.) Rela'zar's ghost cannot leave the wreck of the *Scaled Lady*, but he remembers the ritual he used to bring Druistadt across the void. The ghost gladly communicates this information to the characters if they promise to defeat Druistadt. Reversing the ritual might enable the characters to drive the Horror out of Barsaive permanently. Unfortunately, the ritual can only be performed in the Horror's presence.

Alternatively, the characters may be hired to recover the cargo of a riverboat attacked by Druistadt. The characters do not know who attacked the vessel, and so they get a big surprise when they learn the true nature of their opponent. The quest to track down and defeat this powerful adversary could be a defining epic for the career of any hero!

# GIFTBRINGER



*The following account was provided by a victim of the Horror known as the Giftbringer. Unfortunately, the author of the tale did not identify himself or his town. Though bothersome, these omissions do not seriously reduce the value of this text, as it is unlikely that this Horror would limit itself to a particular area of Barsaive.*

—Marrlo Tendril, Apprentice Archivist, 1507 TH



**I**ll never forget the day the man came to town. All bright eyes and riding atop a pulsing wagon filled with boxes. That's right, the wagon pulsed. You'd look at it and it'd be one size, then you could look away and a breath later it'd be a little bigger or smaller. Strange, but then we'd seen some Illusionists come through not so long ago, and we figured this fellow might be one of the adepts we hear of from time to time. Truth be told, most of us just wanted to have this man around. Something about him just felt right, and he had all those boxes—all sizes and shapes, wrapped up in shiny ribbons and cloth all the colors of the rainbow. Never seen anything like it. Hope never to again.

The man looked a bit odd, but nothing too out of the ordinary. He was tall, with great arms and legs and a body that didn't seem quite big or strong enough to warrant those limbs. And he was skinny. Not starving skinny, just sort of lanky and long. His face I guess some would call handsome, and he had a thick beard that he kept trimmed. His nose was fine and straight, perched over a mouth that seemed to stretch from ear to ear when he smiled. His eyes were like green fire, emeralds set into his skull to shine the light of his thoughts through.

Everyone was curious as soon as they saw him. He didn't say a word at first. But you could sense he had a sort of power you couldn't deny. It was like he knew everything about you. He would smile at you, all shining teeth and rosy lips, and you got the impression he was better than everyone else. You didn't get the feeling he was going to hurt you, though. Not until later.

He set up shop near the center of town. Bought out Gerry, the carpenter who'd called the place home for more than twenty years. The man just pulled right up, brought out one of his boxes and handed it right over. Old Gerry cleared right out after that, packed up his wife and kids and just took off. Never saw him again. Lucky bastard.

Not long after, the man opened his doors and people started to go in. Just one or two at first. It seemed like the sort of dark and quiet place you didn't want to go rushing into, so people kind of crept in, almost like they were sneaking—like they knew what they were going to find in there. I'm ashamed to admit I was one of the first to go in. I can see by your face that you think you'd never have done it. But you don't know how it was. The place pulled at you, nagged at your mind, called to you in your sleep. You had to go there, you just had to.

That store had everything, and all of it was on display, sitting on glass stands and cluttering up the shelves. Toys, silverware, jewelry, swords, tools, books—everything. And when you came through the door, the man was waiting behind his counter like he'd been expecting you. He'd sit there sort of hunched over, perched on his stool like some damned vulture. And he'd smile, all teeth and shiny lips, and hold out his hand, pointing. And right behind you, you'd find just what you'd always wanted.

But once you'd left the dark little store, you'd start thinking and wondering. Maybe this wasn't quite what you'd thought you were going to get. And hadn't the man said something about someone

else getting just the thing you were looking for? And surely they couldn't appreciate it as much as you would, and maybe they'd bring it back. And you'd go back, once or twice a week at first and then every day, looking to see if they'd brought it back. And every time he'd say the same thing: "No, they didn't bring it back. I can't believe how cruel they are, keeping something they don't want, just knowing how much you'd like to have it."

Anyway, things started to get bad soon after that. I can remember people starting to fight over little things. A mother would strike one of her babies for crying, a father would beat his son for having a shirt lace untied. Friends turned on each other like snakes crammed into a small hole, biting and tearing with words and blows. I'd never seen anything like it.

Then one night it all came loose. The man hadn't opened his store that day, and you could see people were getting mad. Some hadn't been into the place yet, and they were anxious that the store wouldn't open again, that they wouldn't get what they had coming. They were wrong. Everybody got what they had coming.

It was awful once it began. Seemed to start with Jerrik, the stout dwarf barkeep. He smashed his cousin's brains with a mug, then drank out of it with brains still dropping off the bottom and his kin's blood splashed up the sides. Sydn went next. The little seamstress drove her scissors into her aunt's throat, cut out the poor woman's voicebox. Hell came to town after that.

Everywhere I looked, people were at each other screaming about thieves and getting what they deserved. Blood and brains and guts and bones filled the streets. Me, all I could think about was that snuffbox I'd seen old man Farlus tinkering with the day before. See, when I went to the store, I got this nice old pipe made out of some sort of bone (even though I don't smoke). All gold inlays and silver curlicues around. Quin the bellows-mender had tried to kill me for that pipe, so I smashed him with a hammer. Cracked him right between the eyes as hard as I could. I knew he was trying to trick me out of old man Farlus's snuffbox, too. I wanted that box, and I'd be damned if I wasn't going to get it.

And I did get that box, by the way. I remember Farlus was running from me, and I just kept getting madder and madder. That box was really mine, after all, and Farlus knew it. I caught the thief in the alley out behind the man's store. Grabbed him by the beard and started bouncing his head off the rough stone wall. When he didn't die fast enough, I put his skull to the pavement and kept pounding. I still remember that. Something snapped and popped and his face just sort of caved in. But I had that box, ripped it out of his pocket with my hand still slippery with his blood.

Right then a caravan pulled into town. The ashen-faced guards sitting on the caravan wagons immediately started felling people with crossbow bolts. I'd be dead myself if it weren't for the man leaving. Came busting out of the roof of the store, timbers flying like busted splinters. I remember it too well, that shiny slick skin stretched out on the ends of arms turned to wings, big enough to blot out the moon as he flew over. I could see all his bones jutting up against his skin just as sharp as knives under parchment. His head had gotten all long and skinny too, and his nose and mouth had turned into a shiny black beak. His green eyes were huge, as big as my head, and they seemed about to burst out of their sockets. Those legs of his had been long before, but now they were thin and tapered almost half again as long, ending in clicking claws that could snap around a man's neck without even closing all the way. The guards sent flight after flight of bolts at the thing, but it just kept on flying, just kept going.

After that, I felt awful down. The snuffbox looked like nothing more than an old, worthless trinket. I started crying, tears mixing with the blood and running down into my mouth. That's what saved me from the guards and their damn bows, I think. I was crying, and they could see it wasn't my fault. They realized then what I know now—a Horror had been among us.

## GAME INFORMATION

The Giftbringer is a dangerous Horror that feeds off aggression and violence, especially violence between two people who know and care for each other. It uses gifts to drive people at each other, to kindle their own latent jealousies into hatred, rage, and violence on which it can feast. The Giftbringer favors small, out-of-the-way towns because their residents offer the least resistance to its machinations. Larger towns contain more individuals for the Horror to deal with, which increases the chances that its true nature will be discovered.

In its physical manifestation, the Horror appears as the creature described at the end of the preceding tale. When disguised, it often appears as a human male (though it can appear as males of other races as well). In Namegiver form, the Horror has a charismatic presence that it uses to entice victims into its shop. The Giftbringer's astral forms differ, however. When physically disguised as a Namegiver, its astral form looks perfectly normal, masked to perfection. If the Horror is not physically disguised, its astral form becomes a mass of seething knots of energy, all screaming out at once. These knots are the life energy taken from those the Giftbringer causes to die. The Giftbringer cannot change form, but uses illusions to mask its true appearance. Perceptive adepts may be able to see through these illusions and bring the Horror's dreadful ruse to an end, and so the Giftbringer does its best to avoid such individuals.

The Horror is fearsome when fighting and relishes physical combat almost as much as feeding on the pain and misery it causes. If pushed into a fight, the Giftbringer drops its illusory guise and uses Illusionism spells to confuse and terrorize its opponents. If the Giftbringer believes it is losing a battle, it may use those same spells to cover its escape as it flies off to the next town to start all over again.

|                                             |                             |                |
|---------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 18                              | <b>STR:</b> 20              | <b>TOU:</b> 24 |
| <b>PER:</b> 18                              | <b>WIL:</b> 21              | <b>CHA:</b> 19 |
| <b>Initiative:</b> 23                       | <b>Physical Defense:</b> 23 |                |
| <b>Actions:</b> 4                           | <b>Spell Defense:</b> 23    |                |
| <b>Attack (6):</b> 24                       | <b>Social Defense:</b> 24   |                |
| <b>Damage:</b>                              | <b>Physical Armor:</b> 28   |                |
| Claws (5): 25                               | <b>Mystic Armor:</b> 21     |                |
| <b>Death:</b> 171                           | <b>Recovery Tests:</b> 12   |                |
| <b>Unconsciousness:</b> Immune              | <b>Knockdown:</b> 20        |                |
| <b>Wound Threshold:</b> 28                  | <b>Movement:</b> 6/8 *      |                |
| <b>Legend Award:</b> Twelfth Circle (Group) |                             |                |
| <b>Karma Points:</b> 40                     | <b>Karma Step:</b> 14       |                |

\* The second number represents the Horror's flying Movement Rate.

**Powers:** Damage Shift (4): 25, Durability (7), Gifts (4): 25, Horror Mark (4): 24, Karma Tap (4): 24, Spellcasting (4): 22, Thread Weaving [Illusionism] (4): 22, Terror (4): 23

**Spells:** Illusionism (Seventh Circle)

**Equipment:** 2 horses, a wagon, numerous empty boxes

**Loot:** None

### Rules

The Giftbringer usually rolls into town, using Illusionism spells to make its wagon intriguing to the villagers, and sets up shop. Then the Horror uses Illusionism spells such as Clarion Call to entice customers into his store. The first few customers are offered nothing, but the Giftbringer uses its Gifts power (see below) to create items they desire. The Horror gives these items to the next customers and uses its Gifts power on these individuals as well. Eventually, everyone in the town receives something that someone else wants. At this point, Giftbringer uses its Horror Mark power on individu-



als and its Karma Tap power to convince them that they have the right to take what they believe is rightfully theirs. Very quickly, the town devolves into a madhouse as neighbor attacks neighbor and husband turns on wife. Once the town has destroyed itself, the Giftbringer moves on to the next town.

**Gifts:** This power allows the Giftbringer to create an exact duplicate of whatever his target desires by performing a successful Gifts Test against the Spell Defense of the target character. Items created with the Gifts power are real in every way. Such items are always small (less than one cubic yard), and light (less than 50 pounds). Items created by this power do not disappear unless specifically destroyed, even if the Giftbringer is killed.

**Shapeshifting:** Giftbringer may adopt the form of any Namegiver, with the exception of dragons. The Horror must spend 10 Karma Points to transform itself in this manner. For this reason, Giftbringer tries to transform only when necessary.

### Adventure Hook

The Giftbringer always uses the same method of operation, which provides many opportunities for characters to become involved with the Horror. Most simply, the Giftbringer may set up shop in the town that the player characters call home. In this case, the characters may become embroiled in the Horror's violent mind games, causing them to do terrible harm to themselves and those they love.

In another possible adventure, the characters are contacted by someone they know in a distant town, who tells them of strange events taking place there. When the characters arrive, they may find any variety of conditions in the town, from growing tension to murderous mayhem—all sparked by the Giftbringer. If the Giftbringer escapes, the characters may pursue it, if only to ensure that the madness spreads no further. This provides the characters yet another chance to become embroiled in the intrigues of the Giftbringer.

In yet another adventure, the characters find themselves passing through a village as it explodes in a fit of jealous violence brought on by the Giftbringer. In this case, they may well become the objects of hatred by people they don't even know, and will have to choose between defending themselves and slaughtering innocents. This scenario may also lead the characters to pursue the Horror in an attempt to stop its destruction of another town.

# HATE



*Sadly, Renwil Fasthand, the scribe who researched the incidents described below, never returned. Lochost preserve his memory.*

—**Merrox, Master of the Hall of Records**



Hate destroyed at least two kaers during the Scourge. He also penetrated two others, Coppertail and Menkin Town, but left those intact. To this day, most Barsaive citizens harbor deep suspicions of residents from Coppertail and Menkin Town, assuming that the Horror left the kaers alone because the residents promised him something better. No one can guess what they might have promised, and few care to try.

## GAME INFORMATION

Hate entered Kaer Coppertail and Menkin Town, as well as two other kaers during the Scourge, offering each a terrible choice: to bring him the magicians of the Kaer or be killed to the last man, woman, and child. The first two kaers fought to the bitter end and refused to be corrupted by the Horror, but they were ultimately overwhelmed by his strength. The residents of Coppertail and Menkin Town, however, turned on their town magicians in a cowardly act, offering them up as sacrifices to Hate to survive. Hate used these enslaved magicians to create the Flydrop Coat (see *Gamemaster's Guide*, p. 268), which he promptly used on the magicians themselves as an initial experiment, before releasing them back into the kaers, feeding on the agony of the fight that followed.

Hate appears as a glowing, well-proportioned male human. From the top of his back sprout twelve multi-jointed limbs. As Hate speaks the limbs move, each limb producing grating speech in a different tone. The limbs can extend in front of Hate, and the Horror uses them to strike opponents.

**DEX:** 19      **STR:** 19      **TOU:** 20  
**PER:** 19      **WIL:** 22      **CHA:** 16

**Initiative:** 22      **Physical Defense:** 24  
**Actions:** 4      **Spell Defense:** 24  
**Attack (4):** 23      **Social Defense:** 20  
**Damage:**      **Physical Armor:** 20  
Unarmed (7): 26      **Mystic Armor:** 18

**Death:** 139      **Recovery Tests:** 10  
**Unconsciousness:** Immune      **Knockdown:** 19  
**Wound Threshold:** 25      **Movement:** 5

**Legend Award:** Twelfth Circle (Group)

**Karma Points:** 40      **Karma Step:** 15

**Powers:** Animate Dead (4): 26, Cursed Luck (4): 26, Damage Shift (4): 26, Durability (5), Forge Horror Construct (5): 24, Horror Mark (4): 23, Skin Shift (8): 30, Spellcasting (4): 23, Thread Weaving [Illusionism] (4): 23, Terror (4): 20

**Spells:** Illusionism (Eighth Circle)

**Equipment, Loot:** None

## Rules

When Hate attacks traveling parties, he horribly mutilates some members of the party and leaves others virtually unscathed. Most residents of Barsaive treat survivors of such attacks with even more suspicion than people from Coppertail or Menkin Town. Hate feeds by corrupting Namegivers and pitting them against that which they once held dear. Hate has also been feeding off the suspicion of other Namegivers of the surviving residents of Coppertail and Menkin Town.

His major goals include propagating as many jehuthras as possible as well as causing hatred and strife in groups of adventurers—and perhaps even nations, if he can create the jehuthra army he wants.

## Adventure Hook

Jehuthras are becoming a major threat near the Servos Jungle. The adventurers are hired by Eldemar Von, leader of a town close to the Servos Jungle, to destroy a jehuthra's lair. Arriving at the lair, they find an entire group of jehuthra surrounding a cocoon of some sort. While the adventurers fight them, another jehuthra bursts out of the cocoon, carrying a gray fur cloak. Using its powers to delay the adventurers, it runs fast for the town that hired them.

The adventurers return to the village, they find Eldemar Von himself wearing the gray coat. The town leader refuses to pay the adventurers and even provokes them by telling them to get out of his town. Later, the characters hear rumors about how Von's behavior changed in the past days. When the adventurers investigate, they find out that Von is suffering the slow transformation induced by the coat.

The adventurers must somehow convince the town leader to remove the cloak—to save him and to get their payment. If they succeed, the hidden jehuthra attacks the heroes at the first opportunity in an attempt to steal the cloak back. If the party succeeds in destroying the cloak, Hate will be forced to recreate the cloak—and his plans to do so might involve the player characters themselves ...

# JOIE



*This disturbing account comes to us from Mystal Gentlehands, a humble bonesetter from the village of Circle Round in the hinterlands near Lake Ban. I have placed the date of its writing in 1489 TH, and so the actual incidents related herein likely occurred in 1479 TH or thereabouts. Some maps drawn before that date identify three villages within half a day of the forest's edge; maps of the region drawn after 1483 TH show no villages at all. The available records on the being known as Joie have provoked some debate as to whether the creature is a Horror or something else. Most people unlucky enough to encounter Joie insist that she is a Horror; some scholars, however, have put forward the interesting theory that this being is actually a Horror-corrupted servant of the mad Passion Vestrial. Joie's apparent ability to shift between Namegiver and monstrous forms would seem to paint her as a Horror, however, the paucity of records that describe Joie's astral aspect might support the Vestrial theory.*

—**Kerrith Golden-Tongue, Assistant Scribe of the Great Library of Throal**



We knew enough to be wary of strangers. The wandering minstrel, the tinsmith or peddler seeking a day's profit or a night's shelter—these we would have suspected and tested, to be sure they were what they appeared to be. Or like as not, we'd have driven them away. No sense taking risks in times like these, after all. But who can refuse an abandoned child? And she was such a pretty little thing ...

Couldn't have been more than six summers old, I thought when I first laid eyes on her. Lilla, she said her Name was—that's the elven word for gold, the color of the pretty curls that tumbled down her back. Her eyes were as blue as the heart of a summer sky. I've seen blue eyes before, but never quite that shade.

A delicate little elf-maid, she was, though I daresay she'd have made herself any race needful to touch our hearts. I took her in, as I shared my house only with my apprentice, Cevas. Poor Cevas was a bit simple, and he'd sometimes get frustrated when he couldn't learn a skill—but once Lilla came, he was happy all the time. Her very presence seemed to calm him.

At first folk said she brought us good fortune, and it was true—from the first day we took Lilla in, the weather was a blessing to us farmers. The sun shone when the land needed plowing and sowing, and gentle rains fell just often enough when the seed was in the ground. We were all so happy at the thought of the bumper crop we were finally going to get, after years of harvesting mostly stones and barren stalks fit only for feeding to mules.

Everything seemed to go right for everyone—no one came down sick, everyone's grackle hens laid large and beautiful eggs, vegetable gardens flourished, harnesses never needed mending. All manner of small annoyances vanished from our lives, and we felt truly blessed.

Things first went wrong on the midsummer night that Anaster's barn burned to the ground. Everyone said at the time how lucky Anaster was, himself included—one of his sons or someone had left the barn door unlatched, and all the stock had bolted when they first smelled smoke. So all he'd lost was a building—and though it was a shame it happened, Anaster was glad it had been no worse. Indeed, he was positively gleeful about the prospect of a barn-raising. We'd not had a proper festival in Circle Round for years, because the hard grind of every day wore us out too much. But a barn-raising's a joyful thing—the work goes easy when all pull together, and afterward the whole village gathers for a feast and a night of song and dancing (for them young enough to have strength left). So Anaster just looked at the charred stubs of his barn and smiled, like the loss of it was a birthday present he'd always wanted.

At the barn-raising, Tarris the carpenter slipped off the roof-frame and fell, breaking her leg in three places. I set the bones, and from the way they'd splintered in one spot I knew Tarris would never walk quite straight again. When I told her this, she smiled and said, "Could have been worse. I could have broken something to cost me the use of my hands." And I found myself nodding my head, grinning like a fool with relief that she was taking it so well.

A few weeks later, when I stopped to see how Tarris was doing, I found her hobbling around on a makeshift crutch. Now only two weeks had passed, mind, and I knew the bones hadn't knit yet. To walk on them must have felt like stepping on knife-blades. Tarris should have been screaming in agony. But she wasn't. She was bathed in sweat and her eyes were glazed, so I knew she was feeling something—but when she saw me, she smiled and told me to watch. And I did.

Tarris should have been flat abed—I should have snatched her off that leg and laid her down quicker than I could say my own Name. But I stood still and watched my patient grinding the

broken ends of her own bones together in a fair bid to cripple herself, and all I could think was how wonderfully brave she was.

Finally she couldn't walk any more, and she collapsed against the side of her pallet with a shriek. The sound brought me to my senses, and I rushed over and got her onto the pallet as gently as I could. Every movement made her cry out, but she seemed almost to be enjoying it. When I asked what had possessed her to try walking so soon, she grinned at me and said, "Because the pain makes me feel alive. It's wonderful."

I went home, much disturbed in mind. But worse was to come. Cevas was sitting at the table in the warm kitchen, working over something. When I moved closer, I saw that he was sawing away at his own arms with a fine-edged dagger I'd given him as a festival-day gift. He'd drawn waves and curlicues into his skin; blood welled up in the cuts like crimson lace. He saw me staring at him in shock, held out one mutilated arm toward me and said, "Pretty, isn't it, Myskal? Pretty pattern?"

Before I could take a step toward him, he turned back to his grim work with a delighted smile and slashed the dagger's edge across his wrist. A deep cut, this one, much deeper than any of the others looked. His heart's blood came spurting out, and he watched in wonder even as the lifelight dimmed in his eyes.

"See the pattern!" he cried out to me, like a child might share the wonder of its first pony ride. "See the pretty rubies falling through the air!"

As Cevas's corpse collapsed over the table, I felt eyes on me. I turned, slowly, and saw Lilla standing in the doorway. She looked at Cevas, then at me, and her blue eyes glowed with joy.

She smiled and then began to laugh. I've never before nor since heard a sound so beautiful—or so horrible. Silvery and sweet, like little bells, but with the howl of a storm wind underneath—and as I listened, the wind howled louder and louder until I could see and hear nothing else. Just for a moment, like a shadow across my mind, I saw a monster with huge claws and a wide mouth stretched in an evil smile. I could smell the stench of its rotting teeth. Then it vanished.

Some while later—I'm not sure how long—the wind went away. I came to myself, sitting on the kitchen floor and staring at Cevas's body. My lantern had fallen over and shattered, and flames were licking up one wall and toward me across the floor-boards. I sat and watched the fire spread, enchanted by the dance of the red-gold flames with their blue hearts—as blue as Lilla's eyes. Only when the fire touched my sleeve did I move. I still don't know what happened. I only remember feeling as if I had awakened from a sleep and suddenly I felt afraid. I ran as if the mad Passion Raggok himself pursued me, past a circle of neighbors who were dancing and singing as they watched my house burn.

It's been ten years now, and I've heard nothing of anyone from Circle Round. Nothing of Lilla, either. I still don't know what she



was, though I can guess. She was no elf-child, that's certain. She was nothing of this world.

## GAME INFORMATION

Joie can alter its physical appearance and frequently manifests as a wandering minstrel, a village idiot, or a child with blond hair and blue eyes. The Horror appears in these forms to the isolated villages that are its preferred prey, seeking aid, shelter, or any other plausible need suited to the form it has taken. Though it prefers to remain disguised whenever possible, Joie's true shape is that of a lithe, man-sized beast of terrible strength, with a thick hide and wicked claws. The beast has a particularly evil smile; its mouth appears wider than physically possible, and is filled with rows of cracked, yellow teeth. Its tongue, the size and texture of the liver of a small animal, plays constantly across these teeth.

Over a number of days, Joie makes itself wholly welcome in its target community, all the while observing the citizens for weaknesses upon which to prey. After a short time, Joie begins to pervert the emotions of the local folk, usually starting with one or two minor incidents. The Horror gradually spreads its influence until most of the community is firmly under its control and begins drawing nourishment from the warped psyches of its victims. The Horror stays in a given village or town until its dreadful doings are discovered. Once unmasked, Joie departs in search of new victims. Often, though not always, Joie slays the villagers before leaving.

**DEX:** 16      **STR:** 10      **TOU:** 17

**PER:** 18      **WIL:** 18      **CHA:** 19

**Initiative:** 15

**Actions:** 4

**Attack (4):** 20

**Damage:**

Bite (6): 16; Claws (2): 12

**Death:** 106

**Unconsciousness:** Immune

**Wound Threshold:** 22

**Physical Defense:** 20

**Spell Defense:** 23

**Social Defense:** 25

**Physical Armor:** 16

**Mystic Armor:** 14

**Recovery Tests:** 8

**Knockdown:** 10

**Movement:** 6

**Legend Award:** Ninth Circle (Group)

**Karma Points:** 20

**Karma Step:** 10

**Powers:** Corrupt Karma (4): 22, Disguise Self<sup>T</sup> (4): 22, Durability (3), Horror Mark (4): 22, Karma Tap (4): 22, Pervert Emotion (4): 23, Terror (4): 23

**Equipment, Loot:** None

## Rules

Joie rarely engages in combat, preferring to manipulate its victims from the shadows. However, Joie can be formidable in battle. The Horror can use its huge, toothy jaws to bite an opponent or rake enemies with its powerful claws. In Namegiver guise, Joie can use its Corrupt Karma, Horror Mark, and Karma Tap powers, as well as its unique Pervert Emotion power (see below). In its monstrous true form, Joie adds the Terror power to its arsenal.

**Pervert Emotion:** Many powerful Horrors feed on negative emotions such as hatred, anger, fear, and jealousy. Once people realize that these emotions are controlling their actions, they will resist these feelings, thereby starving the Horror. The Pervert Emotion power, unique to Joie, allows the Horror to subvert such resistance by warping its victims' minds so that painful and evil things become a source of happiness to them.

Pervert Emotion allows Joie to change a victim's interpretation of emotions, causing him to act in ways that he normally would not because he no longer sees his actions as wrong or inappropriate. For example, a character who feels joy rather than disgust at physical violence may express his affection for his neighbor by nailing the individual's cap to his head. While under the influ-

ence of this horrible power, people can commit truly terrifying acts without realizing it.

To use this power, Joie makes a Pervert Emotion Test against the target's Spell Defense. If the test succeeds, Joie perverts the target's emotions in a way that the victim finds pleasing, and that is also appetizing to the Horror. The result level achieved determines the ease with which Joie can pervert the victim's feelings. Altering strong anger into simple affection requires an Average result; turning bitter jealousy into euphoria requires an Extraordinary result. The gamemaster determines the power's effectiveness, based on the circumstances of the given situation.

A victim under the influence of this power may realize that his emotions are being manipulated if he makes a successful Perception Test against the result of the Pervert Emotion Test. The gamemaster should make this test for the character. If the test succeeds, the character realizes that his emotions are somehow inappropriate, though he cannot control them. To break free of the Pervert Emotion power, the character must make a successful Willpower Test against the result of the Pervert Emotion Test.

## Adventure Hook

Typically, player characters encounter Joie by coming into contact with the population of a small town or village that has come under the influence of the Horror's Pervert Emotion power. Alternatively, Joie may simply try to use its powers directly against the characters or even attack them outright. In one possible adventure, player characters on a long journey stop at a village for the night. Soon after their arrival, they notice that the local people are behaving strangely—laughing uproariously when they or others hurt themselves, acting joyful at things that ought to make them angry or sad, and so on. Once the characters realize that a Horror might be causing these bizarre emotional shifts, they may attempt to find and destroy Joie. However, the citizens of the town are less than willing to give up their new-found, constant pleasure; and Joie is unwilling to leave her latest meal unfinished.





*Enwid Deltern, Third Assistant Librarian of the Hall of Records, diligently compiled and humbly submitted this report, with the stated hope that its scrupulous attention to accuracy, thoroughness, and vivid detail would aid in the battle against Horrors everywhere. We print this final work by assistant Deltern unaltered, as a testimonial to his long, though sadly heretofore undistinguished, career at the library.*

—Ardiv Fasha, Apprentice Archivist, 1507 TH



**R**eports of the entity called Nebis have surfaced only since the end of the Scourge. Many adepts have encountered the Horror, and happily, almost all the stronger adventuring parties have come away with survivors.

One adept who has tangled with Nebis—Manterlinck the Enchanter, chronicler of the Seven Learned Fellows—speculates that Nebis could not compete with the more powerful Horrors in Barsaive during the Scourge. This theory might account for Nebis's relatively recent appearance.

"The high level of magic may have distressed it, or the entity may have feared rival Horrors," writes Manterlinck, one of three surviving Fellows. "Now that the magic has declined somewhat, Nebis finds our milieu better suited to his lesser strength."

Here follows a comprehensive list of Nebis's known manifestations, compiled through strenuous effort by your humble scribe,

- *Destruction of Kaer Mornwood (1423 TH, first documented appearance of N.) and Kaer Lanhold Deere (1445 TH, both located in the Tylon Mountains. Some folklore implicates N. in the loss of Kaer Dunholden (1456 TH) in the Caucavics, but N.'s involvement seems doubtful, as N. has not been observed so far northeast.*
- *Destruction of Merchad, village south of Kratas (1438 TH, by provoking residents to murder one another. Destruction of central Barsaivian villages Cabo (1466 TH), Dairen (1478 TH), Numaovasi (1488 TH), and Nea Manolas (1492 TH), means unknown. Maddened survivors in some cases.*
- *Failed destruction attempts: Samatirula, southwest of Kratas (1450 TH), stopped by Seven Learned Fellows. Village of Cut Off (1463 TH), foiled by Order of Danbury. Repeated attempts to enter Bartertown (1496, 1501, 1503, 1504 TH), foiled at great cost by various bands of adepts.*
- *Implicated in assassination of Olan Urzicenyi, mayor of Bartertown (1495-96 TH). Implicated in deaths of 26 Bartertown children (1501 TH). Implicated in the deaths of Logen Olaria, leader of Bartertown's primary Garlen shrine (1503 TH), and of numerous officials, questors, and caregivers in many small villages. N. also linked to hundreds of cases of incurable insanity.*
- *Widespread agreement among writers that N. aids various Living Legend cults, Hand of Corruption, questors of Vestrial, and other agents of chaos. No concrete evidence to support these speculations, however.*

Many readers may wonder why Nebis has been grouped with the Named Horrors, considering its relatively minor record of devastation. True, Nebis poses little physical threat. The Horror is fat, slow, and lazy of manner, and even inexperienced adepts have defeated him in physical combat. But the principal differences between common Horrors and Named Horrors are the methods and ambitions of these vile entities, and Nebis appears

much more intelligent and crafty than most un-Named Horrors. It possesses a shiftier disposition and employs more devious tactics than common Horrors, and Nebis's opponents report that the entity possesses many insidious abilities often attributed to Named Horrors. Nebis also entertains the ambitions of a Named Horror. In notes left in the ruins of Merchad village, apparently dictated by Nebis, the entity vows to bring madness on every Namegiver in Barsaive.

Many survivors of battles with Nebis describe its revolting appearance in detail. According to these accounts, Nebis possesses a body shaped like a tun cask of wine, covered with short tawny or white fur. Normally, the entity walks on all four of its limbs, but has been observed standing upright. Nebis's arms resemble those of the gorillas of the Liaj jungle. The Horror possesses two short, hind limbs like those of a lion, and four-digit clawed hands and feet.

Bone spikes cover Nebis's long reptilian tail, but the Horror's most terrible feature is its face. An elongated triangular visage of trollish aspect, Nebis's face lacks a forehead, contains a single central nostril, and sports overgrown tusks set in a protuberant jaw.

The only astral description of Nebis comes from Lannonder the Gray Wizard. Lannonder describes the form as a "slowly roiling concatenation of what seemed a dozen patterns, much larger than the physical body and jarring and ugly in their clashes."

According to all accounts, Nebis persistently manipulates a victim's sense of reality using dreams, Namegivers under its control, and telepathic suggestion. He slowly subverts the tormented victim's every belief, then the victim's perception of his surroundings, and finally the individual's sense of self. The unfortunate lunatic becomes one more pawn Nebis can use in its insidious plots against Barsaive. More than one adept group has run afoul of these plots and has taken steps to foil them. Imagine their astonishment and alarm when they discover that Nebis has merely assimilated them into its plans!



Extracts from an account by Dandeer of Lowfen, human weaponsmith of the Bright Spear Fellowship, offer a telling example of Nebis's machinations.

"We first met it in a nameless village three days' walk southwest of Kratas. Everyone there had died or gone mad. We tracked it to the village headman's home, where it had set the last two living people—a mother and child—upon each other, so that it might feed on their pain.

"We fought it well and bravely, though it crushed Theona's skull and ripped off Caedmon's leg. I gave the killing stroke myself. We chopped up its body and burned the pieces. Not until months later did we notice disturbing signs.

"Two nights after that first battle, each of us received a dream that we took to be from the Passion Thystonius. Words cannot convey the marvelous, solemn authority in those visions. The Passion told us of grave danger in a nearby village. When we arrived at the place, we found a demented troll slaughtering villagers at random. We killed him and gained the surviving villagers' acclaim. Thereafter, Thystonius directed us to several other dangers, and we acquitted ourselves with honor. So we grew to trust the dreams implicitly.

"One night Thystonius told us that a Horror had possessed the mayor of the nearby village of Solile. The Passion instructed us to kill the mayor for the good of the village. The next morning some of us voiced suspicions of this dream's message, but on the way to Solile we met a villager who confirmed the Passion's claim with vivid accounts of the possessed mayor's awful deeds.

"Convinced by this, we entered Solile by stealth. Nothing appeared wrong, but mindful of Thystonius' warning we ambushed the mayor in her bed and slew her, then fled. In our dreams that night Thystonius promised to reward us. When we awoke, each of us bore a golden tattoo. Mine was on my right leg, and thereafter I found I could run faster and leap higher. Landy Born, our warrior, had one on his sword arm, which had become stronger. We later found that Candia's chest tattoo made her more resistant to injury, and Adjunius had a forehead tattoo that improved his vision. Poor Adjunius! He was my dearest friend.

"Soon thereafter, we met a traveling questor of Thystonius—or so he seemed—who identified the marks as blessings of the Passion. 'Now you belong to the Brothers of Thystonius,' he said, as he showed us his own tattoo.

"So encouraged, we pursued our travels. Then one night, we received a dream message of quite another kind than we had grown accustomed to. The Horror, its own repulsive person undisguised, manifested in a terrifying nightmare that we all shared. 'I have a body again,' it said, sniggering and drooling horribly. 'I can come to you now. Prepare for your imminent doom!' It seems obvious now that this Horror-sent dream should have inspired us to reexamine the dreams from Thystonius, but the thought did not cross our minds.

"These nightmares continued for several nights. In desperation we began investigating ways to destroy the Horror. In Kratas, apparently by accident, we met a fellow Brother of Thystonius, a Nethermancer who told us of a blood ritual that she insisted would drive the Horror out of this realm for a year and a day. We had no better choice, and so we resolved to try it.

"After much labor we assembled the required orichalcum and other elements. In so doing we met other Brothers of Thystonius embarked on the same mission, and they joined us. At midnight, with all of us present, Adjunius cast the spell."

Here the narrative grows less coherent. "We lost poor Adjunius right away, his head separated and changed. Landy's arm grew like a gorilla's, then suddenly ripped from his torso and flew across the circle, trailing blood everywhere. A stranger there lost his arm too, or maybe he lost the leg—I don't remember, for just then my own leg tore loose. All the bloody parts flew together overhead, melded together, and suddenly the Horror stood before us. It could do anything it wanted to us, but it let us live. I don't



know why except I'm always afraid, I don't even want to write his Name because he'll find me again ..."

Dandeer's account ends here. Her attendants at a local shrine to Garlen add a note that Dandeer can now walk well on her wooden leg. Dandeer and other writers accept implicitly that Nebis can notice and manipulate unwary Namegivers who invoke its Name too often. Your humble scribe finds this unlikely, for Nebis Nebis has not demonstrated clairvoyant powers of this Nebis description, certainly not on those Nebis whom Nebis has not Nebis already marked. Assuming such Nebis were true, the effects of Nebis's Nebis's NEBIS'S manipulation would become evident to an NEBIS observer. NEBIS To date no such NEBIS has surfaced, despite the NEBIS diligent inquiry of one NEBIS who only desires to NEBIS the NEBIS of the NEBIS Library of NEBIS, and hopes that NEBIS superiors will NEBIS him with NEBIS and NEBIS NEBIS NEBIS.

*Enwid Deltern, 1445–1507 TH. Lochost preserve his memory.*

—Merrox, Master of the Hall of Records

## GAME INFORMATION

Nebis exists solely on the astral plane but maintains a close connection to the physical plane, where it finds its victims. No description of Nebis exists, since the Horror manifests a new physical body by stealing body parts from its victims.

|                                |                            |                |
|--------------------------------|----------------------------|----------------|
| <b>DEX:</b> 7                  | <b>STR:</b> 10             | <b>TOU:</b> 18 |
| <b>PER:</b> 9                  | <b>WIL:</b> 20             | <b>CHA:</b> 20 |
| <b>Initiative:</b> 8           | <b>Physical Defense:</b> 9 |                |
| <b>Actions:</b> 2              | <b>Spell Defense:</b> 12   |                |
| <b>Attack (3):</b> 10          | <b>Social Defense:</b> 25  |                |
| <b>Damage:</b>                 | <b>Physical Armor:</b> 8   |                |
| Claws (3): 13                  | <b>Mystic Armor:</b> 16    |                |
| <b>Death:</b> 111 (see text)   | <b>Recovery Tests:</b> 9   |                |
| <b>Unconsciousness:</b> Immune | <b>Knockdown:</b> 10       |                |
| <b>Wound Threshold:</b> 28     | <b>Movement:</b> 6         |                |

**Legend Award:** Astral: Ninth Circle (Group); Physical: Eighth Circle (Group)

**Karma Points:** 30

**Karma Step:** 12

**Powers:** Cursed Luck (2): 22, Durability (3), Horror Mark (9): 18, Karma Tap (5): 14, Spellcasting (13): 22, Tattoo Claim (2): 22 (see text), Thread Weaving [Illusionism] (13): 22, Thought Worm (5): 14

**Spells:** Illusionism (Third Circle), Tattoo Ritual

**Equipment, Loot:** None

## Rules

Nebis presents a slight threat in combat compared to other Named Horrors. The Horror defends its lair primarily with prepared defenses such as the Illusionist spells Alarm, Impossible Lock, and Nobody Here. Though Nebis is physically weak, the destruction of the Horror's physical body does not kill it. Instead, physical destruction of the Horror forces Nebis to retreat to astral space for a year and a day or until it can manifest a new body using its unique Tattoo Claim power (see below).

To kill Nebis, characters must destroy both its physical and astral forms. Each form has a separate Death Rating of 111. Physical damage is subtracted from the Horror's physical Death Rating. Damage that is reduced by Mystic Armor is subtracted equally from both ratings. While on the astral plane, Nebis can use powers that cause Strain or require the Horror to take blood magic or permanent damage. When Nebis acquires a new body, this Strain and damage are transferred to its new physical form.

Though slow to react to new information, Nebis is profoundly intelligent and deeply vindictive. The Horror develops personal grudges against adepts who slay its physical body or interfere with its plans. Nebis uses its actions in combat to Horror-mark its opponents, then plants Thought Worms and Karma Taps. Once it marks all opponents, Nebis makes physical attacks against them until its body dies.

Nebis is the subject of more than one of the so-called Horror cults, and the Horror often uses the members of these cults as pawns in its plans.

The fictional entry on Nebis mentions its ability to sense the mention or thought of its Name. The gamemaster should decide whether this is true according to the needs of his adventure.

**Clairvoyancy:** By spending 1 point of Strain per round, Nebis can clairvoyantly sense anything of which a previously marked character is aware. The marked character does not sense Nebis's eavesdropping.

**Tattoo Claim:** The Tattoo Claim power enables Nebis to place special tattoos on characters it has previously marked and later retrieve the tattooed body parts for its own use. To use the power, Nebis makes a Tattoo Claim Test against the Spell Defense of any sleeping targeted character. If the test succeeds, the target character receives a tattoo on one body part chosen by the gamemaster: arm, leg, chest, head, and so on. The tattoo is recognizably magical and especially visible on the astral plane. A character cannot receive more than one Tattoo Claim, and Nebis must take 1 point of Permanent damage for each Tattoo Claim Test it makes.

The tattooed character gains a +2 bonus to one ability or set of abilities, depending on the tattooed body part. A tattooed arm adds +2 steps to Strength; a tattooed leg, +2 steps to Dexterity; chest, +2 to the character's Physical Armor; a tattooed head, +2 steps to Perception. The tattoo and the bonus last for a year and a day, or until Nebis's Horror mark lapses. Nebis can renew the tattoo by making another Tattoo Claim Test whenever the target character is within 100 miles of the Horror. Dispel Magic and similar effects may remove a character's tattoo by overcoming the Horror's Spell Defense of 12. The tattoo does not confer this Spell Defense to the character. If six or more characters bear Nebis's Tattoo Claim, Nebis can manifest a new physical body by persuading its victims to perform a Tattoo Ritual (see below).

**Thought Worm:** Nebis's Thought Worm power enables the Horror to manipulate the dreams of any sleeping character it has previously marked. By making a successful Spellcasting Test against the dreaming target's Spell Defense, Nebis can convincingly impersonate a benevolent Passion, ghost, fictitious spirit, and so on. (These beings need not really exist in Barsaive, as long as Nebis persuades his victim that they do.) The target may experience deep emotions during the dream and always remembers it on waking. After one successful test, Nebis can impersonate the same



figure in the character's later dreams without making another test. This use of the Thought Worm power causes the victim no pain or damage. Nebis must spend 1 point of Strain per round to send a dream message. The Horror can send the same dream to a group of marked characters simultaneously, as long as all the targeted characters are sleeping.

**Tattoo Ritual:** Nebis teaches this ritual to its agents and/or victims, usually under the false pretext that the ritual accomplishes something else, such as driving the Horror from the world or destroying Nebis forever. Members of Horror cults devoted to Nebis and others among Nebis's corrupt servitors often teach the ritual as well. The Tattoo Ritual requires at least six characters with Tattoo Claims, one for each body part (head, chest, left and right arms, left and right legs). The ritual requires no particular location, materials, or preparation, though Nebis often invents these to lull characters' suspicions. Performing the ritual takes ten minutes, allowing Nebis to make a single Tattoo Ritual Test against a Difficulty Number equal to the highest Spell Defense of any tattooed character present, +1 for each additional character. If the test succeeds, all of the characters tattooed by Nebis are affected by the ritual.

Characters with a head or chest tattoo die immediately. Those with limb tattoos take 1 Wound and Step 16 damage, as the tattooed limb tears away. No armor protects against this damage. They suffer extreme pain, with effects similar to the Pain spell, though these characters incur no further damage. The character also loses the step bonus granted by the Tattoo Claim. If Nebis receives more body parts than it needs (an extra arm or head, for instance), the parts are incorporated into its new body. Add +10 to Nebis's Death Rating for each extra body part beyond six. Nebis also gains a +4 bonus to all Action Tests it makes against any character who has lost a body part to the Horror. If Nebis's Tattoo Ritual Test fails, the ritual has no effect. Nebis takes 10 Strain and cannot make another Tattoo Ritual Test for 24 hours. Nebis cannot use any of these powers on characters it has not personally marked, nor can Nebis sense or use other Horrors' marks.

## Adventure Hook

Nebis seeks out adepts to battle, for it cares little if its physical form is destroyed. If player characters kill its body, the Horror stalks the characters in astral space. Nebis uses its powers to mark its victims and eventually tricks them into performing its Tattoo Ritual.

# NEMESIS



*The information we have regarding the Horror Nemesis comes to us from one Veran Tuul, a scholar from the area near Urupa. As Tuul's account attests, Nemesis has involved itself in slave trade and other acts usually the sole domain of Namegivers. Nemesis is a particularly dangerous entity, as it has been known to deceive even the most clear-headed and virtuous heroes.*

—**Voiha Mystral, Apprentice Archivist,  
Great Library of Throal, 1507 TH**



**I** can offer no better example of the insidious danger the Horror called Nemesis poses than the following letter. I took this missive from the hand of a dead comrade, who had succumbed to Nemesis's wiles. Until the last day of his life, he maintained that the Horror had sent it to him.

*Enlightened Being,*

*I have watched your peoples for many decades now, counting the years as you do days. I have witnessed your vain attempts to hide from those beings that you call Horrors and have watched with great interest the power that you and others like you have learned to wield.*

*Nevertheless, you are nothing compared to those you fight. Hiding in the earth did not save you, for they were patient and merely awaited your return. And now they crouch all around you, hiding in shadows and riding beneath the very skins of those you may call friends. You know I speak the truth, for you have learned to sense them, to see the way they warp astral space and rip at the very fabric of the magic you hold so dear. But still you are powerless to destroy them.*

*It does not have to be so, however. I have knowledge that you might use to your advantage, powerful insights into the ways of the Horrors you seek to destroy. You know of Patterns and Pattern Items, and you know the power of Knowledge. I can give you these and much, much more. You have but to place around your neck the amulet you will find in this package, and it will guide you to me.*

*Your destiny awaits, for surely you will be known as the greatest of the Horror hunters.*

—*The Knowing One*

None should be misled by the frail appearance of many of Nemesis's physical forms. This entity's truly powerful weapons are its mastery of metamorphoses and deception. It is impossible to say for certain how Nemesis will appear at any given time, though the Horror's physical aspects contain certain distinguishing features.

First, Nemesis always takes the form of a male or female human, never of one of the other Namegiver races. Second, it almost always has blue-white eyes that shine with the brilliance of lightning. Often Nemesis explains this strange gleam as the mark of a Wizard, and the Horror has the abilities needed to convince others that it is indeed competent in the magical arts. Third, the Horror dresses in light clothing, eschewing armor in favor of flowing silks and brightly colored sashes. It delights in drawing attention to itself and is often quite attractive. I doubt that Nemesis has what could be called a True Form. I know of two individuals who have seen Nemesis near to death; both said the Horror's form began to shift from one human guise to the next, but never to anything inhuman.

The Horror's astral appearance, however, is quite striking. It remains human-looking, but glowing lines of force emanate from its body. The lines pulse between black and purple and seem to extend outward forever. I have come to believe that these lines are Nemesis's magical connections to adepts across Barsaive, and I shudder for us all if I am correct. Hundreds, if not thousands, of these glowing lines shoot from Nemesis's body, and if each of these represents a corrupted adept, then surely we are all doomed.

The Horror we call Nemesis is old, though not as old as many others. I have traced hundreds of reports of the being, including many letters written shortly after the end of the Scourge, and I believe that this dread entity arrived in our world not long after the opening of the first kaers. Whether or not it was present before that time is uncertain, but it seems to have made no contact with Namegivers until the kaers opened.

Since the end of the Scourge, Nemesis has contacted many, many adepts. In each case, Nemesis has offered them the knowledge or weapons, or both, necessary to destroy other Horrors. In every case I know of, Nemesis has destroyed these adepts in mind, spirit, and body, consuming every tortured emotion from their dying husks. I believe that Nemesis originally took control of its victims to reduce its own competition. By providing adepts with the means to destroy other Horrors, Nemesis ensured that fewer Horrors could contend with it for the emotional energy it needs to maintain its physical form.

The letters and accounts tell us that Nemesis did not bestow its knowledge and weapons freely. It tainted each gift with its terrible essence, and through these it manipulated the adepts it had chosen. Nemesis allowed these adepts to destroy a Horror and then turned them against one another at the height of their celebrations. Journal entries tell of petty arguments that exploded into fights with drawn weapons, disagreements that became bitter feuds. Nemesis became quite skilled at wringing terrible emotions from his pawns, exhausting them of all their strength before forcing them to kill themselves. The Horror would then give its tainted gifts to new victims, beginning its terrible game all over again.

Nemesis's voracious appetite continued to grow, however, and soon the Horror realized that it needed a more constant supply of nourishment. And so Nemesis began to sell its knowledge. The Horror traveled to various towns and cities, offering knowledge



of other Horrors in exchange for large sums of silver. With the Scourge and years of hiding still fresh in their minds, nearly all the Namegivers it approached agreed to its bargain. Nemesis took its profits and traveled south, entering the shattered remnants of the Theran Empire where the foul practice of slavery still exists. Nemesis offered premium prices for slaves, often paying in information as well as silver.

Soon, Nemesis established itself as a slaver. The money it gained from selling information about Horrors allowed Nemesis to build numerous strongholds near Iopos and Jerris, one in the depths of the Liaj Jungle, another beneath the Twilight Peaks, two secreted in the depths of the Servos Jungle, one near Urupa, and a final one hidden in the Caucavic Mountains near Parlainth. More may exist, but these are reportedly the largest. Slaves pour into these strongholds regularly, supplied by the Therans and the many individuals Nemesis has corrupted throughout Barsaive. Nemesis's caravan travels by night to collect the poor souls and transport them to the nearest of the strongholds. It is said that great numbers of cadaver men guard these caravans, that Wizards guide them, and that to look upon them is death.

Many accounts say that at the new moon, these accursed strongholds become arenas for gladiatorial matches. Slaves are armed with savage weapons and thrown into pits to fight one another. Often wild beasts join the battles, driven mad by the power of Nemesis. Certain wealthy Barsaivians have been seen traveling to these events, and I can only assume that Nemesis is corrupting them for its nefarious schemes. I suspect Nemesis feeds off the suffering of those in the pits and also from the roiling emotions of the spectators.

As far as I can tell, the Horror still seeks adepts. Its pawns seem to lurk everywhere, looking for those with hot blood and little sense, those who can be easily corrupted. On behalf of their Horror master, Nemesis's minions offer those unfortunate individuals information about Horrors and speak of the glory to be won by destroying these terrifying creatures. Of course, those who accept information and assistance from these minions or their awful patron are damned from that moment on. As time passes they become more and more hostile, urged on by the power of Nemesis, until eventually they destroy themselves and everything they love. Throughout, Nemesis swallows every tasty morsel of Namegiver pain and rage.

I regret to say I have no idea how Nemesis travels. Whether it can move through astral space or uses some form of magic to transport itself, I do not know. I have heard reports of the entity appearing at opposite ends of Barsaive within days; if these reports are true, I can only surmise that the Horror can move itself almost instantaneously if the need arises.

## GAME INFORMATION

Nemesis exists solely on the astral plane but maintains a close connection to the physical plane, where it finds its victims. Various descriptions of Nemesis exist, since the Horror manifests in many disguises. However, all of its disguises are human with lightning blue-white eyes.

**DEX:** 5      **STR:** 5      **TOU** 19  
**PER:** 23      **WIL:** 25      **CHA** 16

**Initiative:** 10      **Physical Defense:** 7

**Actions:** 5      **Spell Defense:** 29  
**Attack (S):** 10      **Social Defense:** 20  
**Damage:**      **Physical Armor:** 19  
Unarmed (1): 6      **Mystic Armor:** 21

**Death:** 171      **Recovery Tests:** 9  
**Unconsciousness:** 156      **Knockdown:** 5  
**Wound Threshold:** 25      **Movement:** 6



**Legend Award:** Fifteenth Circle × 2 (Group)

**Karma Points:** 60

**Karma Step:** 20

**Powers:** Animate Dead (5): 30, Create Shadow (7), Damage Shift (5): 30, Durability (9), Knowledge: Horror Lore<sup>S</sup> (7): 30, Horror Mark (5): 28, Spellcasting (5): 28, Thread Weaving [Wizardry] (5): 28, Thought Worm (5): 28, Transport (5): 28

**Spells:** Wizardry (Ninth Circle)

**Equipment:** Loose robes, personal items befitting a noble

**Loot:** Usually none, though several thousand silver pieces can be found at each of Nemesis's strongholds.

## Rules

Nemesis hates standup fights and uses its spells to kill as many attackers as quickly as it can if things become violent. If it appears that the Horror cannot win, Nemesis uses its Transport power to flee the scene, vowing to return and slay the player characters another day.

**Horror Lore:** Nemesis's unique Horror Lore power is the source of the entity's knowledge concerning Horrors. To use this power, Nemesis makes a Horror Lore Test against the Spell Defense of the Horror in question. If the test succeeds, Nemesis may spend 1 Karma Point to discover the weaknesses (if any) of a particular Horror. A successful test also enables Nemesis to empower a weapon so that it causes extra damage to the targeted Horror. Nemesis may spend up to 5 Karma Points to do this. Each Karma Point increases the Damage step of the weapon by +2 steps when used against the targeted Horror. When used against any other target, the weapon functions normally.

**Horror Mark:** Nemesis's Horror Mark power only works against player characters who have accepted gifts from the Horror. If a character accepts such a gift, Nemesis may then attempt to mark the character at any time, as long as the character keeps the gift. These gifts are usually the weapons Nemesis gives player characters to destroy other Horrors, but any other item will work as well. Nemesis usually uses human agents to contact player characters it wishes to mark. These agents offer the characters the knowledge and weapons they need to destroy a nearby Horror. Nemesis then uses its Horror Lore power (see **Horror Lore**, above) to provide these weapons. Nemesis also tells the characters the Horror's Name and other information about its weaknesses.

Nemesis also tries to mark at least one of the player characters, more if the adventuring group appears particularly weak or overconfident. Once a player character is Horror-marked, Nemesis tries to implant a Thought Worm in the individual, slowly turning the character against friends and family and finally forcing the individual to destroy all he holds dear.

**Transport:** Nemesis's Transport power enables the Horror to move from one of its strongholds to the next through astral space. To use this power, Nemesis makes a Transport Test against its own Spell Defense. If the test succeeds the Horror shifts into astral space and transports to a new location. However, each time the Horror uses this power, it takes Step 10 damage (reduced by -1 step for each result level achieved on the Transport Test). No armor protects against this damage. Though it is unlikely to happen, Nemesis can die from overusing this power. When using its Transport power, Nemesis may travel from stronghold to stronghold in one combat round.

## Adventure Hook

Nemesis is an intelligent, cultivated Horror that moves among circles most Horrors do not. Rather than a grotesque monstrosity to be feared on sight, Nemesis is a beautiful, cunning entity that prefers to manipulate its foes and victims into destroying themselves rather than lay hands on them itself.

In one possible adventure, the characters arrive in a small town to find that the streets are nearly deserted and that the remaining townspeople are half-mad with fear. It seems a wormskull Horror has taken up residence nearby and is systematically destroying the town. The survivors tell the characters that they have heard of a Wizard not far from the town who might know how to destroy the Horror, but none of them are strong or brave enough to make the trip. The Wizard, of course, is really Nemesis, who is more than happy to provide the characters with the information and weapons they need to destroy the wormskull.

Alternatively, the characters may be hired by a city official to find out what is happening in the city government. Many officials have begun taking extended vacations and returning with some interesting new thoughts. As a result the city is becoming a crueler place, with heavier taxes and harsher penalties for crimes.

The player characters must involve themselves in the politics of the city to discover that during these extended vacations, city officials have been attending gladiatorial games hosted by someone they refuse to identify. If the characters can wangle themselves an invitation to one of these events or convince someone of import that the characters should serve as guards, they witness a scene of senseless cruelty and barbarism. Provide subtle clues that the host of the event is a Horror. If the characters try to attack Nemesis, the Horror does its best to calm them and offers information about other Horrors, trying to persuade them to enter its service. Depending on how the characters handle the situation, it ends in a bloody fight or becomes the beginning of a sinister and uneasy alliance.

## RISTUL

*This text is the work of one Cymric the Wizard. Though Cymric is not well known in Throal, the endorsement he has received from Merrox, Master of the Hall of Records, provides more than adequate reason to include his dissertation in this tome. Merrox's endorsement, along with the fact that Cymric confronted the Horror he describes and yet was not corrupted, lends credence to Cymric's authority and suggests the inestimable value his work holds for those who would study the ways of the Horrors.*

—Reelo Pasha, Apprentice  
Scribe, Great Library of Throal, 1507 TH



I wish to thank Merrox, Master of the Hall of Records, for the opportunity to add my meager tidbit to the great storehouse of knowledge that is the Library of Throal. I hear the librarians so fear this book that they have ordered scribes to simply ensure that the pages of each section are in order and to read no more than the first sentence of each entry. Now, I would be less than the Wizard I am if I passed by this chance to pull the nose hairs of so prestigious a dwarf as Master Merrox. But we must keep up appearances, so if you could just blanch as if reading the most terrible thing, mutter direly under your breath and then look wildly about the room, that should clear away any nosy bystanders. My thanks in absentia.

Now, imagine that we sit in a tavern specializing in rude help, stale breads and watery ales. You try to ply me with enough drink to loosen my tongue about Ristul, I try not to lose my tongue to drink. My gestures grow grander with each swallow. I flop forward, elbow catching the edge of the table as I try to settle myself. You hunch forward to hear what I am saying. Through a lopsided smile I ask, "Why are you in such a hurry to die?"

If you cannot answer that question to your satisfaction, close this book now. Good, you are still reading; I hate going on an imaginary drinking spree alone. So order me another ale and I will tell you what I know of Ristul.

Let me start by saying that Ristul is not what most people think of as a Horror. This entity is not an individual being with a body, a mind, a distinct identity. Think of it this way. You are a person, as am I, as is the bartender who keeps watering this swill. We are three distinct entities. But consider water. A fountain holds water, as does a lake. But we do not look at a fountain and say, "oh look, a water" or at a lake and say, "Gads, there go seven waters." Certainly we measure water, a cup here, a barrel there, but those measures are arbitrary standards we place on water.

In this way Ristul is like water. In fact, the Horror's Name is a bastardized contraction of the phrase, "*riyah istu leev aertin*" which loosely translates to "action eternally corrupting." So Ristul is far more frightening than water; for we can see water in a glass, in a lake, bubbling over rocks during a mountain thaw. But how can we see action eternally corrupting? We cannot, save for the results of this corruption in our world. And so the Abyss of Aras Nehem is Ristul, as are nightwists and the Ristular. And so, if certain legends hold truth, are the Mad Passions.

Ristul corrupts all, and is all that Ristul corrupts. What Ristul corrupts, Ristul absorbs. To be corrupted by Ristul is to become part of Ristul, as though by drinking a glass of water you became water and were poured into the barrel with all the rest. Once corrupted, a victim loses his individual identity, just as every cup of water from a barrel is much like every other. He does not, however, lose awareness (as had originally been thought).

At one time, a Nethermancer named Maeumis (whose work I have read) performed extensive research on Ristul and concluded that individuals might be extracted from the Horror. Maeumis believed that all sentience is not lost in Ristul, and that a Namegiver might be reconstructed by gathering all of his scattered soul back together. Maeumis's magical theories seem sound, but I reckon the chances of gathering a scattered soul are no better than tossing a barrel in a stormy sea in hopes of retrieving a flagon of water emptied into the surf months before. Magical practice lags far behind theory in this area.

*Ristul is Hell.* This statement was scrawled again and again in large, loose letters across hundreds of pages in Maeumis's grimoire. At first I assumed the notes were a product of his madness. Maeumis was a Nethermancer, after all, and you know how they get. But as I continued my research, I came to understand what that ugly little dwarf meant. Ristul is action eternally corrupting, and sentience is not lost upon absorption by Ristul. The Horror's victims remain aware of the atomizing of their souls,

the bending of their thoughts, the perversion of their memories, the destruction of their selves. And as a victim blends and mixes with other souls trapped in Ristul, he shares their pain and loss. And so the victim of Ristul continually experiences terror and pain as his soul is fragmented, recombined, and fragmented over and over again. I am certain our universe holds many Hells, but undoubtedly Ristul is one of them.

As I said before, Ristul is not an individual being. The Horror can take many forms in our world, all of which are corrupt—and all of which may threaten the soul of a Namegiver. Ristul most often assumes the form of nightwists. These things are literally the stuff of nightmares. Ristul shapes these constructs from itself, forging them from the dark shapes that haunt our dreams. These twisted bits of darkness travel the world, seeking the owners of the dreams that spawned them. Of course, most often the dreamers are long dead, leaving the nightwists to prey on the living.

Ristul also manifests itself in the Ristular, those who embrace the corruption that is Ristul. Ristular are Namegivers, corrupt to the last, who offer themselves to serve Ristul and in turn are served by Ristul. The Ristular can be found in virtually any area of Barsaive, working to further the corruption that is Ristul.

But perhaps I can best impress on you the power of Ristul by recounting the tale of Aras Nehem.

## THE ABYSS OF ARAS NEHEM

Ten or twelve days walking along the jagged coastline southwest of Urupa will bring you to the caverns of Aras Nehem. The caverns are now known as the prime source of those disgusting flying worms some magicians favor as companions. But around Urupa the caverns are still known for the richness of the enchanted and elemental life that exists within them. Scholars, gossips, and storytellers also know the site as the home of Kaer Otsok, once the largest troll haven in southern Barsaive.

Kaer Otsok was a rambling, disjointed cavern city in comparison to dwarf or Theran kaers. For protection, Kaer Otsok depended on enchantments provided by three significant sites arranged in a perfect triangle, which in turn formed a pyramid-shaped safe area above the Nehem Liferock located several hundred feet below the surface. On each site a temple had been built years before the kaer was started. The temples were devoted to Dis, Raggok and Vestrial. Local legends recall the fall of Kaer Otsok as the Betrayal, when the Passions went mad and directed their followers to abandon the protections. This allowed an abyss to open near the Liferock, through which Horrors poured to swarm through Otsok unimpeded. They razed the city, desecrated the temples, and befouled and consumed Kaer Otsok's doomed inhabitants. Some claim the Liferock still remains, covered by clinging obsidimen locked in the Dreaming by the swirling spiritual putrescence that spills from the abyss.

I have pieced together a different version of the fall of Kaer Otsok. I believe the fall was not a betrayal, but a sacrifice—a grand sacrifice. True, the abyss is a breach into astral space through which Ristul could pass. And given enough time, Ristul could have consumed all of Barsaive and beyond, for Ristul is insatiable. I believe the Passions and their questors sensed the abyss and Ristul's approach. And I believe the questors and their Passions chose to sacrifice themselves, to be corrupted and absorbed by Ristul. The three Passions went mad because they surrendered themselves to Ristul. But even action eternally corrupting cannot consume three Passions—not all of them, not all at once. The Mad Passions, therefore, prevented Ristul from consuming the world in its vile corruption ... at least, thus far. The Mad Passions remain, twisted and shrunken versions of themselves. If Ristul is Hell, it is no wonder the three Passions went mad.



## GAME INFORMATION

Ristul has no single form that can be seen either astrally or physically. It has no shape that can be attacked or destroyed, and so Ristul will remain until all corruption is driven from Barsaive. Ristul most often manifests as the black, inky substance that pollutes much of astral space. As this pollution is more common in certain areas of Barsaive than in others, so too is Ristul more likely to be an influence in these places. Nightwists and corrupted Namegivers are additional manifestations of this Horror, as is the Abyss of Aras Nehem. The Abyss is the only manifestation of Ristul that remains stationary. Through this gaping hole between the physical and astral worlds Ristul spills into the realm of Namegivers.

**DEX:** NA  
**PER:** 20

**STR:** NA  
**WIL:** 24

**TOU:** NA  
**CHA:** NA

**Initiative:** NA  
**Actions:** 4  
**Attack:** NA  
**Damage:** NA

**Physical Defense:** NA  
**Spell Defense:** 25  
**Social Defense:** NA  
**Physical Armor:** NA  
**Mystic Armor:** 20

**Death:** NA  
**Unconsciousness:** NA  
**Wound Threshold:** Immune

**Recovery Tests:** NA  
**Knockdown:** NA  
**Movement:** NA

**Legend Award:** NA

**Karma Points:** 40

**Karma Step:** 18

**Powers:** Corrupt Karma (4): 29, Horror Mark (4): 24, Horror Thread (4): 24 (see text), Karma Tap (4): 24

**Equipment, Loot:** None

## Rules

Though Ristul has no single form, it possesses powers and abilities that aid it in its endless corruption. However, Ristul's powers and abilities also suffer from a number of significant restrictions that limit how and when the Horror may use them. In general, Ristul can only use its powers in areas where it has manifested—regions classified as either Tainted or Corrupt (EPC, p. 289).

However, Ristular in any type of region can act as a conduit for Ristul to use its powers.

**Horror Thread:** Ristul's most potent power, Horror Thread, enables it to spread its corruption among Namegivers. However, Ristul can only use this power in places where it has manifested.

## Adventure Hook

Nightwist constructs and the Ristular are the most likely ways player characters will encounter Ristul. A confrontation with either of these Horror minions will likely result in one or more of the characters being Horror-marked and eventually falling victim to Ristul's Horror Thread power. The player characters may enter a small town and discover the bodies of several townspeople who have been ritually slain, the corpses left to serve as a warning to the survivors of what might happen to them. As the characters investigate the deaths, they learn that each of the victims had been seen talking with a group of mysterious men the night before the slayings. As the characters follow up on these leads, they eventually catch up to the Ristular, only to come upon them as they are enacting their ritual. Though the ritual is doomed to failure, it has attracted the attention of Ristul, which marks the players characters in short order. The characters must seek a way to rid themselves of the Horror's mark.

## TAINT

▲ ▲ ▲

*The following text came to the Great Library of Throal as part of the manuscript for Creatures of Barsaive, a most valuable tome dictated by the Great Dragon Vasdenjas and scribed by Tiabdjinn the Knower, First Scholar of the Khavro'am. After long consultation with Tiabdjinn and subsequent correspondence with Vasdenjas, I chose to place this text in this tome on the Horrors. Our thanks go to Vasdenjas for allowing this work to appear here.*

—Merrox, Master of the Hall of Records, 1507 TH

▲ ▲ ▲

**T**hough not a creature in the same sense as the skeorx or cave crab (as Vasdenjas said this, I heard his stomach growl), Taint is an entity of which all Barsaive should be made aware. I have encountered Taint on more than one occasion—much to my misfortune—and only my superior magical ability protected me from the mark of this Horror. Of course, every Horror is a fearsome thing to Namegivers, particularly to you small folk. Taint, however, is a being of particular evil whose attack is most greatly to be feared. Those of you who have become adepts often think of yourselves as better able than common folk to challenge the Horrors, and many a time you are right. But in the case of Taint, adepts are more at risk than the common Namegiver. Adepts of the spellcasting Disciplines face the greatest danger of all.

This increased danger results from the nature of this accursed Horror, for Taint marks its prey by tainting the flow of magic to an adept. Almost all Horrors possess this ability in one form or another, but Taint can conceal the use of its dreadful power, even as it marks its victims. This Horror-marks victims gradually, by subtly tainting the flow of magic from astral space to the adept until, over time, this taint grows into a Horror mark.

Unlike most other Horrors, Taint is bound to the astral plane and cannot take physical form in our world. But Taint has learned every secret of the powerful realm in which it dwells. Therefore, it knows exactly how to corrupt the flow of magic so that its tampering goes entirely unnoticed. Let us say that you are a Wizard, weaving threads for some magical purpose (I assume all my readers know that all magic use involves gathering threads of astral energy).

If Taint is lurking in astral space near you when you weave your thread, it carefully taints the thread, making certain that the amount of corrupted magic is low enough to avoid detection. Taint continues to do this, lingering near its chosen victim and subtly corrupting every thread the adept weaves until—days, weeks, or even months later—the victim becomes Horror-marked. Once this happens, the Horror can corrupt any use of magic by the victim. The Horror may cause the adept's own magic to turn against him or may pervert the magic's intent in some horrible way.

The most famous example of Taint's terrible work is the tragic destruction of Kaer Orinthal. I see by your face that you know the Name, but I daresay the full story is unknown to you. The denizens of this kaer had created their defenses carefully enough to have weathered the Scourge well, but they knew nothing of Taint and could not guard against its subtle guile. All the elaborate traps, all the stalwart defenders made no difference. Taint placed itself outside the kaer and slowly, over the course of twenty years, corrupted its first victim inside the kaer: an adept responsible for growing the kaer's food. Through this first victim, Taint made every soul in the kaer its unwilling servant. Within fifty years after this insidious Horror began its terrible work, the entire kaer was in its grip. It kept the people of Orinthal alive for a time—until it ceased to find their anguish diverting, I doubt not. And then it turned them against each other in a blood bath of dreadful proportions. No one from doomed Orinthal survived.

*Noble Master, how does one defend against such a fiend?*

Not easily, friend Tiabdjinn, not easily. Taint exists only in the astral plane, and so no physical act can touch it. The only way to destroy this horrible entity is to cast powerful magic at it or to confront it on the astral plane. Both methods force one to combat the Horror in its natural element, both are extremely dangerous. In the former case, Taint can turn the spells you cast back against you. In the latter case, you end up battling Taint on a battleground it has spent its entire existence learning to understand, and of which you know almost nothing by comparison.

## GAME INFORMATION

Taint exists solely on the astral plane, where it appears as a huge bodiless head, floating amid swirls of polluted astral energy. Taint's face (if it can be called that) has four huge dark eyes, a pair on either side, that stare lifelessly into the depths of astral space. Its mouth can stretch to impossibly large dimensions, enabling it to swallow almost any astral prey. A pair of talon-tipped tendrils float at the top and bottom of Taint's body; the Horror uses these tendrils to draw astral victims into its gaping maw.

Taint roams astral space, searching for potential victims to mark. Though the Horror can mark adepts of any Discipline, Taint most often attacks magicians because their use of magic is much more obvious and easier to corrupt.

|                                           |                             |                |
|-------------------------------------------|-----------------------------|----------------|
| <b>DEX:</b> 12                            | <b>STR:</b> 16              | <b>TOU:</b> 13 |
| <b>PER:</b> 18                            | <b>WIL:</b> 15              | <b>CHA:</b> 12 |
| <b>Initiative:</b> 15                     | <b>Physical Defense:</b> 15 |                |
| <b>Actions:</b> 4                         | <b>Spell Defense:</b> 23    |                |
| <b>Attack (4):</b> 16                     | <b>Social Defense:</b> 15   |                |
| <b>Damage:</b>                            | <b>Physical Armor:</b> 10   |                |
| Unarmed (1): 17                           | <b>Mystic Armor:</b> 10     |                |
| <b>Death:</b> 117                         | <b>Recovery Tests:</b> 6    |                |
| <b>Unconsciousness:</b> 104               | <b>Knockdown:</b> NA        |                |
| <b>Wound Threshold:</b> 18                | <b>Movement:</b> 6          |                |
| <b>Legend Award:</b> Tenth Circle (Group) |                             |                |
| <b>Karma Points:</b> 40                   | <b>Karma Step:</b> 16       |                |

**Powers:** Astral Camouflage (S): 20, Corrupt Karma (S): 20, Corrupt Magic (S): 20, Create Shadow (4), Durability (6), Horror Mark (4): 22, Karma Tap (4): 22, Spellcasting (4): 22, Thread Weaving [Wizardry] (4): 22

**Spells:** Wizard (Tenth Circle)

**Equipment, Loot:** None

## Rules

Taint favors areas that suffered worst during the Scourge and shows up most often in regions designated as Tainted or Corrupt (EPC, p. 289). Taint occasionally wanders through Open regions as well, but enters Safe regions only in rare circumstances, as these areas expose the Horror to adepts' astral sensing abilities. In addition to a few unique abilities discussed below, Taint possesses several common Horror powers, including Corrupt Karma and Spellcasting.

**Astral Camouflage:** Taint's affinity for corrupted magical energies makes the Horror comfortable in polluted regions of astral space. When in these areas, Taint is more difficult to detect than normal, as the astral pollution functions as magical camouflage. To reflect this, Taint gains a bonus to its Astral Camouflage Test when it lurks in polluted areas of astral space, as shown on the Astral Pollution Camouflage Table.

**Corrupt Magic:** The Corrupt Magic power enables Taint to corrupt any use of magic by a Horror-marked target, such as casting spells and using talents. This corruption can take many forms, ranging from damage to the Horror-marked character to a perversion of the magic's intent. To use this power, Taint makes a Corrupt Magic Test against the target's Spell Defense. If this test succeeds, the Horror can influence the outcome of the target's use of magic. The gamemaster determines the exact effects of this power. The following examples illustrate possible effects.

If a tainted spell causes damage to the marked character, the effect is similar to that of casting raw magic. The target takes damage based on the result level of Taint's Corrupt Magic Test. An Average result causes damage as if the character had cast raw magic in a Safe region; a Good result damages the target as if he had cast magic in an Open region; an Excellent result, as if he had cast in a Tainted region; an Extraordinary result, as if he had cast in a Corrupt region. When Taint uses this power to damage a character using a talent, the talent rank substitutes for the spell Circle when calculating the damage taken by the target.

Taint can also cause the effects of a talent or spell to go wrong. For example, a spell that heals a target may do harm, or a talent that improves an object or target character (i.e. Forge Blade) may damage the object or character. Alternatively, the spell or talent may affect the wrong target. For example, a Bone Shatter spell aimed at an enemy may instead strike a companion.

**Horror Mark:** Taint's Horror Mark power works a little differently than the standard version of this power. When Taint chooses to Horror-mark a victim, the Horror must use its power over and over again until enough corruption has collected in the adept's pattern to Horror-mark him or her. Unlike normal versions of this power, Taint can only make a Horror Mark Test against a target who is manipulating magical energy in some way: weaving spell threads, casting a spell, using thread magic, or improving talent ranks. Magicians are Taint's favored targets because the use of their spellcasting abilities makes them easy prey.

Each time Taint attempts to use its Horror Mark power, it makes a Horror Mark Test against the target's Spell Defense. If the test

succeeds, a part of the target's magic has become tainted. As soon as the number of successful tests is equal to the target's Perception step, the victim is Horror-marked. For example, if Taint attempts to pervert the flow of magic to a Wizard with Perception step 7, the Horror must make seven successful Horror Mark Tests. On the seventh successful test, the victim is Horror-marked. If a test fails, however, the target may make a Perception Test against the result of the failed Horror Mark Test. If the Perception Test succeeds, the character realizes that some outside force has interfered with his use of magic.

Through its Horror mark, Taint can corrupt a marked victim's use of magic. Victims of Taint's Horror mark can also serve as conduits through which the Horror can use its other powers against targets in the physical world. It can cast its spells at other targets near the marked victim.

**Regenerate:** Taint can also draw strength from corrupt astral energy. This enables the Horror to recover from damage and regenerate spent or lost Karma without making tests. However, Taint cannot engage in other activities while drawing on corrupt astral energy for this purpose. In Open regions, each hour that Taint draws energy gains the Horror 1 additional Recovery Test or 1 point of Karma. In Tainted regions it gains 2 Recovery Tests or 2 points of Karma per hour. In Corrupt regions it gains 3 Recovery Tests or 3 points of Karma. Note that Taint can accumulate more than the listed 40 Karma Points in this manner.

## Adventure Hook

Taint's method of attack makes it a particularly insidious danger. It prefers to target the most powerful of adepts, as these offer the greatest opportunities for it to use its corrupting powers. Once the Horror has marked such a victim, it can use its Corrupt Magic power to cause the victim to spread pain, fear, and terror throughout Barsaive. And any adept once marked by Taint will never be able to fully trust his own abilities again.

Taint is a particularly good choice of Horror for a group that has been adventuring together for quite some time, whose members are beginning to think they've seen everything Barsaive can throw at them. During an appropriate adventure, one of the characters (whichever could most do with a little paranoia) begins to sense something wrong with his magic. Each time this character uses a talent, he feels a terrible drain on his soul. If the characters dig around for information, they will most likely determine the source of the problem. Once they realize that Taint is responsible, the tainted character has some difficult decisions ahead of him. Does he stop using his talents altogether? Does he keep using them until he is under Taint's control? Or does he confront the creature astrally and attempt to destroy it?

## THE TEMPTER



*Seldom does a librarian bemoan the authenticity of a document she is researching. But I find myself doing so with this text, an epistle to the Master of the Hall of Records by the traveled scholar Elberg the Younger. Elberg served as my master when I was initiated into the Discipline, and no dwarf could ask for a gentler and wiser teacher. Though he was in ill health even when I knew him, his wisdom and generosity shone through like the finest of light crystals. Upon my return to the library after my latest series of inquiries in Barsaive, I was asked to study this document and determine its authenticity. I must sadly attest that the letter's familiar style is indeed Elberg's. As to its veracity, I cannot say for certain, for the Horrors are not my field of expertise. Instead, I shall merely state that Elberg, even under the terrible pressures*

described in the text below, would die before allowing falsehood to contaminate the body of dwarf knowledge.

—Carina Featherhood,  
Traveled Scholar of Throal, 1505 TH



**D**ear Merrox,  
Pardon the curtness of this letter, for the sands in my hourglass are dwindling and I have little time for academic formalities. I had hoped to bequeath to you an entire volume of careful notes on the phenomena I am about to describe. But last night I was not myself, and I awoke to see my notes torn to shreds and strewn about my room. I write to you from Kratas, from the most disreputable of inns—the only place that will accept my patronage in my current condition. The notes, the notes were all destroyed, as the other half of me—

But my thoughts run away with me. Let me begin at the beginning. As you might have discerned when I last visited the library, disease has been slowly pressing the life from my body for nigh on two years now. I have consulted healer after healer, from the royal physicians to the sisters of the elusive Order of Garlen, and none could offer me any hope. Nothing can be done. The healers inform me that I am dying, Merrox, have been dying for months, and the disease I have—the Inner Wastes—was curable before the Scourge, but no longer. Not for me, at least.

I decided to do something useful with my few remaining months. Long have we struggled to understand the ways of the Horrors and the experience of being marked, so as to better combat these monsters. We have had many fragments presented to us, many clues, but never a comprehensive study. I sought to remedy this situation with a volume I spent the past months laboring over. But my final legacy is now a heap of tatters—ruined! Ruined!

Yes, Merrox, I did the unthinkable. I sought out the mark. I sought the mark of a Horror, so that I might study its effects firsthand, carefully monitor the progress of my condition and leave behind something that could be used to—but the time for noble pronouncements is past. I shall tell you what I can of the Horror called the Tempter.

The Tempter is a tiny thing, scarcely what one would speak of in the same breath as Verjigorm or Chantrel's Horror. But make no mistake, its malignance is vast. I have held the vile thing in my hands. It has flown from my fingers, flitted about the room, tormented me. It resembles a seed of the azalvine or hainthorn bushes, a burr with small hooks it uses to catch onto clothing or—yes, Merrox, I know you think I am mad, but this Horror takes the shape of a simple seed! Why is it that we believe easily in the Horror with a hundred tentacles, or the slime-covered mass of flesh that towers above the landscape, yet we doubt the evil that takes the form of a common, mundane object? It seems so absurd now, even as I write this, even with the thing still in my—

It whispers to you at night, Merrox, whispers. It speaks softly in the mind's ear. Not at all the terrifying, wretched voice I expected. No, the Tempter sounded like my mother as she sang me lullabies during my childhood. It was not dishonest with me. It told me it was a Horror, that it called itself the Tempter. It assured me it would not do anything to me that I did not wish for. It assured me that it was patient, that it could wait—that it would only destroy me if I requested destruction. It is a seed, indeed, the seed of all the vainglory, self-deception, and self-destruction a Namegiver hides within his own heart.

Undoubtedly you will ask, Merrox, how I acquired the mark of this great Horror? In the villages outside Urupa I heard rumors that the revered purifier Onac had been behaving erratically and had committed foul and remorseless crimes. Reportedly, he had slaughtered many in a particular village. I traveled to the cursed hamlet and heard the tale. I heard how they had given Onac hospitality. They told me he had looked changed, more troll than obsidian—but something else horrible added to the mix as well. They told me he had he cried in his sleep and screamed the Name of the Tempter.

I knew the Name from many texts. But these tomes always contained vague references, couched in fear and too unreliable to be of any use. And so I followed the trail of destruction left by Onac until I found his corpse. A determined trio of young adepts had run him to ground and, after a great struggle, hastened him to his grave. His form had been appallingly corrupted; he looked more like a gargoyle than a great obsidian hero.

I had hoped to question Onac as to where one might find this Tempter, and thought my plans at a dead end. However, the Tempter was waiting for me in a fold of Onac's cape—Oh, Merrox, the thing wishes to dictate to you, wishes me to let it write to you directly. It says it welcomes fools like me, welcomes those who seek

its mark. It usually spends many weeks or months between victims, looking for those sufficiently heroic to attach itself to, those with goals, ideals, things that must be done, things for which its help is required. It says nothing thrills it more than to take a Namegiver with a cause—a cause such as mine. I cannot drive it from my mind, Merrox, the temptation is so—to feel its power run through your veins. I had thought myself a calm and rational dwarf, not one given to flights of—in all my pain, my mental and physical agony, there is still the memory of those moments when the Tempter's essence roared through my veins, and I had twice the strength of my youth. My mind grew and took in new vistas of understanding. I became bigger, better! Join it! Seek it out and join it! I have promised it an empire, an empire of servants, if only it will spare me its insistent promises, its seductive offers. IF ONLY IT WILL LEAVE ME ALONE, I WILL GIVE IT OTHERS, COUNTLESS OTHERS, JUST TO SPARE ME AND ME ALONE—



Forgive me, Merrox, I am mad. No, I was mad, engorged with an old man's pride. To think any good could have come from my plan! I thought I had the strength to offer myself up as a sacrifice, that my weakness could become power through a redemptive act of—but now I am beyond redemption. I have fallen, I have killed that which a dwarf was not meant to kill, tasted the meat no Namegiver was meant to taste, all because I accepted its offer once. Once. I did so even when all my instincts howled in my being and warned me not to. But the child was about to be crushed, Merrox, crushed, and it promised me the strength to hold the wall long enough, just long enough to ... After the first time, the second acceptance was easier, and the third easier still.

Whether the Tempter engineered the collapse of the wall or not, I cannot guess. I have not plumbed the limits of its powers. I have learned little about it, and it has learned everything about me—the fundamental weakness in my soul, the softness, the pride.

Every time I gave into its offers—each offer sensible, calm, without coercion; each cause just, worthy—the foul entity drew a little more of my soul into its hooks. Now I am changing, my gross and corrupt inner self hardening my skin into a chitinous shell and lengthening my nails into claws. I am no longer a Namegiver, Merrox! My pattern is warped and twisted, twisted from the inside, with my help—my blind, benighted, arrogant help!

My tears stain the page, and my strength fails me. Yes, I have an offer of help, a boost of potency with which to continue this letter, all day and all night if need be. But it is an offer I dare not accept. I have a messenger standing by to forward it to you. With luck I shall be dead by the time you read it.

—Elberg

## GAME INFORMATION

The Tempter specializes in the corruption of the most righteous of Barsaivians: it concentrates on questors, Lightbearers, members of warrior bands, liberators, and others who live according to vows or strict principles of honor. It derives sustenance from fear, pain, and doubt as most Horrors do, but it gains extra power from the despair that results from self-betrayal. It exists to steer unfortunate souls to betray all they stand for. Once its victims are at their lowest ebb, it enjoys the additional cruelty of transforming them into Horror constructs.

Physically, the Tempter appears as a burr, a thorny seed case no more than half an inch in diameter. The Tempter uses its tiny spikes to latch onto a victim's cloak, boots, or leggings. It may also hide in the hair of a victim's mount. What, if anything, is contained inside the seed case is unknown. It is unlikely that anyone has opened the case and lived to report on its contents. According to legend, however, an ork liberator once opened the Tempter's case in the early years after the Scourge. She found inside it an oozing, half-formed, miniature replica of herself.

Despite the Tempter's small size, harming the Horror physically is extremely difficult. Though the Tempter cannot harm opponents in direct physical combat (it is particularly fond of the Illusory Missiles spell) it typically flees when discovered, for it derives no mystic energy from slaying victims directly. It has no means of ground locomotion, but can fly through the air at high speeds. If it remains interested in a victim from whom it has fled, the Tempter returns later. It uses its illusion spells cleverly to disguise its presence if need be.

DEX: 20

STR: 4

TOU: 10

PER: 23

WIL: 24

CHA: 18

Initiative: 20

Physical Defense: 27

Actions: 5

Spell Defense: 29

Attack: NA

Social Defense: 23

Damage: NA

Physical Armor: 8

Mystic Armor: 20

Death: 171

Unconsciousness: 151

Wound Threshold: 15

Recovery Tests: 5

Knockdown: 6

Movement: 8 \*

Legend Award: Fifteenth Circle × 2 (Group)

\* This value represents the Horror's flying Movement Rate.

Karma Points: 40

Karma Step: 15

**Powers:** Create Shadow (5), Durability (13), Horror Mark (5): 28, Forge Horror Construct (5): 28, Karma Boost (5): 28, Spellcasting (7): 30, Thread Weaving [Illusionism] (7): 30

**Spells:** Illusionism (Sixth Circle)

**Equipment, Loot:** None

## Rules

After the Tempter has latched onto a victim, it immediately uses its Horror Mark power. Marking its victim allows the Tempter to form a mental link with the unfortunate individual, through which it offers assistance in various situations. The Horror's first suggestions do not violate any principles the victim believes in. In fact, the Tempter offers aid in the form of its Karma Boost power, in moments when the character truly needs help. It whispers praise for the victim's code of honor and claims to be a benign entity cruelly slandered in legend. If the victim refuses its aid, the Tempter merely sniffs its regret. It is a patient Horror and will wait for its victims to betray themselves by asking for that extra surge of Karma when times get rough. After the victim has accepted its help a few times, the Tempter's whispering becomes more frequent and it offers Karma Boosts for increasingly trivial matters. It aims to make the victim completely dependent upon it. Eventually the victim accepts the Tempter's aid one time too many and begins to turn into a Horror construct.

## Adventure Hook

Player characters can encounter the Tempter without meeting the Horror directly. They may fight the Horror constructs it leaves in its wake or try to bring one of its victims to a Wizard powerful enough to dispel the effects of its Karma Boost power.

However, if you want a player character to be marked by a major Horror, the Tempter makes an interesting choice. Because it provides boosts when the character most wants them, the character might well be tempted to draw upon those +15 extra steps again and again, until it is too late—which leaves the character's doom or salvation in the player's hands.

## UBYR



*The following account of Ubyr, Horror of the Serpent River, was provided by the t'skrang weaponsmith Leahr, who recounted his experience of the Horror to Damorpin the scribe in the year 1075 TH. This fascinating document has only recently come to light.*

—Lasher Smallfast, Apprentice Scholar, Library of Throal, 1507 TH



In the final days before the closing of the kaers, many riverboat crews grew wealthy by braving the ever-growing threat of the Horrors to bring supplies to those villages and riverside communities whose kaers remained open. So it happened that I, inspired by a youthful craving for adventure that gnawed at my belly and an unwillingness to seal myself away prematurely, signed onto the river galley *Aetritris* under the command of Captain Ladarrak. My task was to see that the crew was armed with weapons of sufficient virtue to withstand the assaults of the myriad

Horrors abroad at that time. And indeed, in several confrontations with marauding entities of the lesser sort, the valiant t'skrang of the *Aetritris* proved equal to the task set them.

Ladarrak's plan called for the galley to make a single trip from Kaer Chivitus to Kaer Agalit and back, a voyage of some three weeks. During the upriver voyage, we planned to purchase surplus items from anyone who might remain in any covenant we passed by (and to take anything of value found abandoned). On the downriver voyage we would sell these items to the needy people of Agalit, Dirirmir, Javukk and Chivitus, the four communities that lay along our route. This single voyage of three weeks was to bring us as much profit as five good years of regular river trade.

The upriver voyage passed profitably, though not without danger, and we did good business at Agalit and Dirirmir. In good spirits we approached Javukk, a mere three days from Chivitus, wealth, and safety. Javukk was the smallest community along that part of the Serpent, but many thought its kaer the most secure. Dwarf engineers and their crews had carved the structure out of a single gigantic, unbroken protrusion of volcanic rock. Indeed, many of the wealthiest merchants and nobles in that area of Barsaive planned to make their homes in the kaer. We had intended to make our greatest single profit thereby, selling luxury items abandoned by refugees. When we reached Javukk, we found the place so quiet that we thought the folk had sealed their kaer early. Upon inspection, however, we found the great granite door pulled tightly shut but the final seals and bars not yet in place. Intent on making some profit, the captain determined we should enter.

Now I have walked on battlefields strewn with the fallen and have swam amid slain covenants where the shredded flesh of Horror victims floated, so corrupt that even the small fishes would not touch it. I tell you that these sights were nothing compared to the strange tableau we found within Kaer Javukk. Countless dead people lay where they had fallen, their bodies unmarked by violence or sign of illness. Their expressions showed neither fear nor despair, but only a profound weariness, like the faces of t'skrang who, having labored on the docks for a day and a night and a day, finally fall into painful slumber. The bodies showed little evidence of swelling or natural putrefaction, as though the very agents of corruption had been slain along with the inhabitants of Javukk.

Some of the residents of the kaer seemed to have arisen in the last minutes of their lives and set forth as though to try to reach their own homes, or at least the side of a loved one. From the evidence of their movements, we came to believe that the people of the kaer had known they were doomed, and that their dying had taken no more than one hour—most certainly an hour of fear and dread.

When we emerged from that accursed place, we discovered more evidence illuminating the kaer's final fate. The surrounding rocks showed tracks and impressions unmistakably made by a huge, serpentine body. Judging from the impressions, the beast was as wide around as a t'skrang is tall, and its length was staggering—several hundreds of yards. It seemed to have been long enough, at any rate, to have stretched itself entirely around the upper portion of Kaer Javukk. The creature had clearly come up out of the water to wrap itself around the kaer. And though we found no clear evidence of an attack, it seemed obvious that the monster had somehow drained the life from the victims of Javukk.

I do not know what beneficent Passion touched me that day, but to that Passion I pledge my undying devotion. For when the captain ordered the crew aboard to resume the voyage to Chivitus, an overwhelming terror possessed me. Though in my mind I knew that the land was as perilous as the river, no force could compel my heart to return to the riverboat. Instead, I determined to strike out alone and return to Chivitus overland. My desertion enraged the captain, but she could conceive of no threat more ter-



rible to me than the prospect of returning to the riverboat. And so in the end I was left behind—to my certain doom, as most of the crew thought, myself included.

From the dome of rock above the tomb that Javukk had become, I watched the *Aetritris* move away. The doomed vessel had barely moved from shore when disaster struck. The terrible serpent sprang out of the river like a bow of iron and snatched the bosun from the deck. Its body was scaled like an eel, but its head was flat and featureless, merely a tooth-lined circular maw like that of a leech. It hoisted the bosun high above the deck of the ship and shook him about for less than a minute before throwing his bloodless body ashore, a distance of more than 100 feet. In shock, I realized that I had heard of this monster—a fearsome tale told by a troubadour had spoken of it as the Horror Named Ubyr.

The captain, seeing that flight was futile, ordered the *Aetritris* about. She attacked Ubyr with the sword Aetrin, perhaps the finest blade ever to emerge from my forge. I watched her give Ubyr three great wounds with the blade, until the water boiled with the ichor that flowed from the creature's flesh. In the end it availed her naught, for the monster was not slowed. The valiant captain suffered the same fate as her helpless bosun, and the noble blade Aetrin was lost beneath the boiling river.

At the captain's death the crew fell into panic, and I watched in terror as they were slain to the last t'skrang. Those who did not become part of Ubyr's repast were broken by its thrashing coils or else succumbed to the boiling acid of the creature's blood. As I watched, Ubyr smashed the *Aetritris* to splinters. Only after the terrible thing had devoured the last crew member and reduced the riverboat to wreckage did I realize how exposed my position was, and so I hastened inland.

I remember little of the next five days and nights. I know that I either hid from or fought wild beasts, bandits and lesser Horrors. I arrived at Chivitus in the late morning, and at sunset that evening the kaer was sealed. So disheveled and incoherent was I that they almost refused to let me in, fearing I might be Horror-touched. After some days I recovered my senses and my strength, but it was not until now that I have felt able to speak of the last voyage of the doomed *Aetritris* and the Horror called Ubyr.

## GAME INFORMATION

Ubyr is a unique, gargantuan Horror that haunted the Serpent River during the Scourge, preying on the crew covenants of the t'skrang and on coastal villages of other races. A leechlike creature of staggering size, it seems to feed both on blood and on the pure vital energy of its victims. In addition to using its fantastic size and strength to simply smash a victim or object, Ubyr can also completely drain the blood of a human-sized victim caught in its jaws within seconds. Ubyr also has a far stranger and more devastating ability. After encircling a building or other inhabited enclosure, it can drain the vital energy from every living creature inside that structure.

Ubyr is usually about 400 yards long, but can stretch its body to a maximum length of 700 yards. This stretching allows it to encircle a square building as long as 500 feet to a side.

|                                |                |                             |
|--------------------------------|----------------|-----------------------------|
| <b>DEX:</b> 21                 | <b>STR:</b> 30 | <b>TOU:</b> 21              |
| <b>PER:</b> 15                 | <b>WIL:</b> 21 | <b>CHA:</b> 15              |
| <b>Initiative:</b> 17          |                | <b>Physical Defense:</b> 25 |
| <b>Actions:</b> 1              |                | <b>Spell Defense:</b> 22    |
| <b>Attack (3):</b> 24          |                | <b>Social Defense:</b> 27   |
| <b>Damage:</b>                 |                | <b>Physical Armor:</b> 30   |
| Constrict (1): 31              |                | <b>Mystic Armor:</b> 20     |
| <b>Death:</b> 185              |                | <b>Recovery Tests:</b> 10   |
| <b>Unconsciousness:</b> Immune |                | <b>Knockdown:</b> 32        |
| <b>Wound Threshold:</b> 26     |                | <b>Movement:</b> 5          |

**Legend Award:** Twelfth Circle (Group)

**Karma Points:** 40      **Karma Step:** 15

**Powers:** Durability (10), Enhanced Senses [Smell] (10): 25, Locate Target (10): 25, Horror Mark (1): 16, Siphon Will (1): 22, Terror (2): 17

**Equipment, Loot:** None

### Rules

Ubyr is blind, but can sense any living being that passes within 30 yards of any part of its body, unless a solid object lies between the being and the Horror. If Ubyr senses a victim about to escape its coils, it usually breaks off its Siphon Will attack and simply crushes or devours the structure and everyone inside. Implacable in its pursuit of escaped prey, Ubyr can unerringly track a victim once it has the target's "scent." Nonetheless, intended victims may escape from Ubyr's coils by using underground tunnels, for example, or swimming beyond the Horror's reach.

**Corrosive Blood:** The ichor that courses through Ubyr's veins is corrosive. Direct contact with it causes Step 15 damage. When the ichor comes into contact with water it turns even more acidic, causing Step 20 damage to any who touch it. Neither clothing nor armor provide any protection against the damage. If Ubyr is wounded in the water (it spends almost all of its time in the water, though it can move just as fast on land) the ichor spreads out from the wound at a rate of one cubic yard per round, to a maximum radius equal to the total damage taken by Ubyr (maximum radius is measured in cubic yards).

**Horror Mark:** Ubyr can only use its Horror Mark power to track a victim that has escaped its coils. Whenever a victim manages to free himself from Ubyr, the Horror makes a Perception Test. If the result equals or exceeds the target's Spell Defense, Ubyr has sensed the target and immediately attempts to Horror-mark him or her. If the Horror Mark Test succeeds, Ubyr can track the target at a range of up to 100 miles. This tracking is automatic and does

not require any further tests. Few who confront Ubyr ever survive to tell the tale.

**Siphon Will:** The Siphon Will power allows Ubyr to drain the life force from victims trapped within a structure encircled by the Horror. Once Ubyr has completely encircled the structure, it makes a Siphon Will Test against the highest Spell Defense among any targets within the structure. If the test succeeds, each individual inside the encircled building loses 1 point from each Attribute value every minute, with an appropriate reduction to all step numbers and other characteristics. This loss cannot be resisted and only stops when Ubyr uncoils. The loss stops for individual targets who escape the circle of Ubyr's body as well. Whenever any Attribute value reaches 0, the character is dead. Any character who somehow escapes Ubyr before losing all his vital energy regains 1 point of each affected Attribute value with every successful Recovery Test.

Ubyr uses the life energy drained by this power to replenish its Karma Points, as well as heal damage. For every victim Ubyr kills with this power, the Horror can regain 1 Karma Point or heal 5 Damage Points it has previously taken. (See the **Energy Drain** Horror power on p. 172 of the *Gamemaster's Companion* for more information.) Ubyr can use its Siphon Will power against any structure with four solid walls and a roof. The gamemaster determines whether walled compounds, tents, and other reasonably solid enclosures constitute such structures. If Ubyr completely encircles a portion of a much larger structure or complex, its power only affects those in the encircled area. For example, if Ubyr climbed up the wall of a fort and draped itself around one of the towers, its power would affect everyone in the tower, but nobody in the other parts of the fort.

### Adventure Hook

In one possible adventure involving Ubyr, a riverboat is found adrift on the Serpent River with all of its crew struck dead where they stood. No marks of violence or sickness appear anywhere on them, and the ship and its cargo are untouched. At first the authorities assume that the crew fell prey to some new form of magical attack launched by river pirates or business rivals of the ship's owners. Then an elder t'skrang remembers childhood tales he has heard of Ubyr, the giant river-leech. This tale prompts others to come forward and tell of a great serpentine body glimpsed in the river at midnight, or friends of friends mysteriously and recently lost on parts of the river thought to be safe from monsters and pirates. The player characters are hired to retrace the drifting ship's last voyage and discover its true fate. The gamemaster determines whether the river killer is some mundane menace or actually Ubyr, awakened from a long sleep at the bottom of the Serpent River.

In another possible adventure, the crews of riverboats begin telling strange stories of shadowy figures seen at night on the rocky dome above the long-abandoned shell of Kaer Javukk, or of mysterious lights flickering in the river below. Some who have passed near the lost kaer report dreams of silent t'skrang coming to them and demanding some sort of unknown service. Because of these manifestations, the river communities decide to re-open Javukk to ensure that the kaer's dead still lie undisturbed. The characters are commissioned to investigate, spending a full night exploring the rooms of Kaer Javukk. The gamemaster determines whether the manifestations are really restless spirits, some lingering and belated manifestation of Ubyr, or some more mundane threat that has come to lair in the necropolis of Javukk.

# VERJIGORM



*The following account was graciously provided by the great dragon Icewing. The Library of Throal, and indeed all the Namegivers of Barsaive, owe this generous dragon a debt of undying gratitude for the information he has provided on this entity. Scholars throughout the land agree that Verjigorm is the most powerful Horror that has ever existed—a terrible, vile abomination whose strength towers above that of all other Horrors. May the Passions protect us all against the curse of the Horror called Verjigorm and its unnatural spawn, for its unmatched power and malevolent intelligence may yet spell the end of all that we know.*

—Laanto Myrn, Apprentice Scholar,  
Library of Throal, 1507 TH



**G**enerations of Namegivers throughout Barsaive and the lands beyond have learned to fear the great dragons. Even your most powerful magicians are but bumbling children in things magical when compared to us, and your most celebrated heroes cringe like frightened old women at the thought of facing the sword-like teeth and scythe-like claws of a dragon in battle. There is no shame in this fear. Beings of much greater power than you little folk have learned to fear us, for we great dragons are ancient and powerful beyond imagining. We walked these lands and rode the wind thousands of years before the first t'skrang tasted the waters of the Serpent or the first windling unfurled its wings in the cool morning air.

But one being exists that even great dragons fear, a being that existed long before my ancient race appeared in Barsaive. Some call it the Horror of a Thousand Faces, or the Corruptor. Others know it as the Horror That Is Worshipped as a Passion, or the Great Hunter. Even today, dragons speak its cursed Name only in whispers, for it is said to have ears that hear all and eyes that never close. It is the Horror that always was, the Horror that is, the Horror that ever shall be. It is Verjigorm.

The words of Namegivers cannot describe this Horror's all-encompassing evil, but I will try to do so in the hope that some day the monster might be banished forever from our world. Perhaps the following story, which I heard often as a hatchling, may help you understand.

Long before the first dragon soared through the sky, the world was darkness, a never-ending moonless night that even the sun and stars could not penetrate. Thick, black clouds choked the sky and spawned cold, biting rains that scoured the barren land like a plague of hungry locusts. The seas and rivers were foul, bubbling cesspools teeming with plague and death.

This was the age of the Dark One. One thousand and seven eyes sprang from its head, so that it might watch forever its cursed kingdom. Its terrible ears never shut, so that it might always hear the gnashing of teeth and the wailing and moaning of all living things. From its mouth flowed countless foul poisons into the waters and the winds. Its decaying flesh gave birth to countless abominations—creeping, sightless many-legged things that crawled and slithered across the land; black-winged, cloven-hoofed creatures that swarmed in the storm-filled skies; powerful, many-toothed beasts that ruled the dark waters.

As the ages passed the Dark One grew bored with its foul minions, for they were mindless entities. And so it spawned others in its own image. Soon the children of the Dark One, the *horoi*, began to birth their own foul spawn into the world. Each tried to



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outdo the others by creating the foulest creature to impress the Dark One, and soon the *horoi* grew insanely jealous of one another. Then the Dark One's children began to attack one other, directing their terrible spawn as a general commands troops against an enemy. Their vile blood filled the oceans, and their minions fed on the putrid corpses that littered the land. The Dark One rejoiced at the carnage and spawned new *horoi* to replace those devoured by their brothers.

Some time during the world's endless night, the Dark One bore a *horoi* that was not like the others. At first it seemed little different from its vile brethren. But as time passed, the *horoi* slowly changed. First, it withdrew from the terrible battle that consumed all the others. It stretched its dark, webbed wings and soared into the sky. The grotesque minions of its brethren pursued it, clawing at its skin and pecking at its eyes, but it paid them no heed. It continued to climb higher and higher, until it passed the dark storm clouds and its tormentors could no longer follow it. It soared on the winds until it reached the other side of the world, a place the Dark One had not yet corrupted. Exhausted by its journey, it set down and fell into a deep, deep sleep.

For ages it slumbered, as the carnage and suffering continued unabated in the domain of the Dark One. Then one day a break appeared in the ever-present clouds overhead, letting in a stream of sunlight that warmed the *horoi* and awakened it. As it looked about, it noticed that its slimy, pockmarked, blackened skin had turned into gleaming white scales. The formless hulk of its body had been replaced with four strong legs, a slender tail and neck, and a pair of graceful wings, all connected to a stout and powerful middle. As the *horoi* gazed at itself in wonder, it realized that the air was silent—free of the cries of pain and fear that filled the Dark One's domain. As it surveyed its surroundings, the *horoi* realized that it was alone. Nothing crawled underfoot or slithered through the seas or swarmed in the sky. For a moment, the *horoi* felt a great relief. Then the *horoi* closed its great eyes for a moment and felt something else. For the first time in its life, the *horoi* knew it was lonely.

As the thought entered its mind, a wonderful thing happened. Beneath its feet, it felt grass burst through the earth: then bushes

and trees and entire forests. Suddenly, the sound of waves crashing against the shore reached its ears, and the *horoi* knew that an ocean lay over the horizon. Next came the sound of running rivers and waterfalls, then the sounds of animals in the forests. As the *horoi* surveyed what its loneliness had called forth, its heart grew full of something it had never known—joy. At that moment, nine large tears formed in its eyes and fell to the ground. At the spot where the first drop struck, a handsome winged creature resembling the *horoi* appeared. This creature, it called Dragon. The second and third drops yielded creatures the *horoi* Named Elf and Human. The fourth and fifth drops created Obsidiman and T'skrang. The sixth and seventh formed Dwarf and Windling; and the eighth and ninth, Troll and Ork.

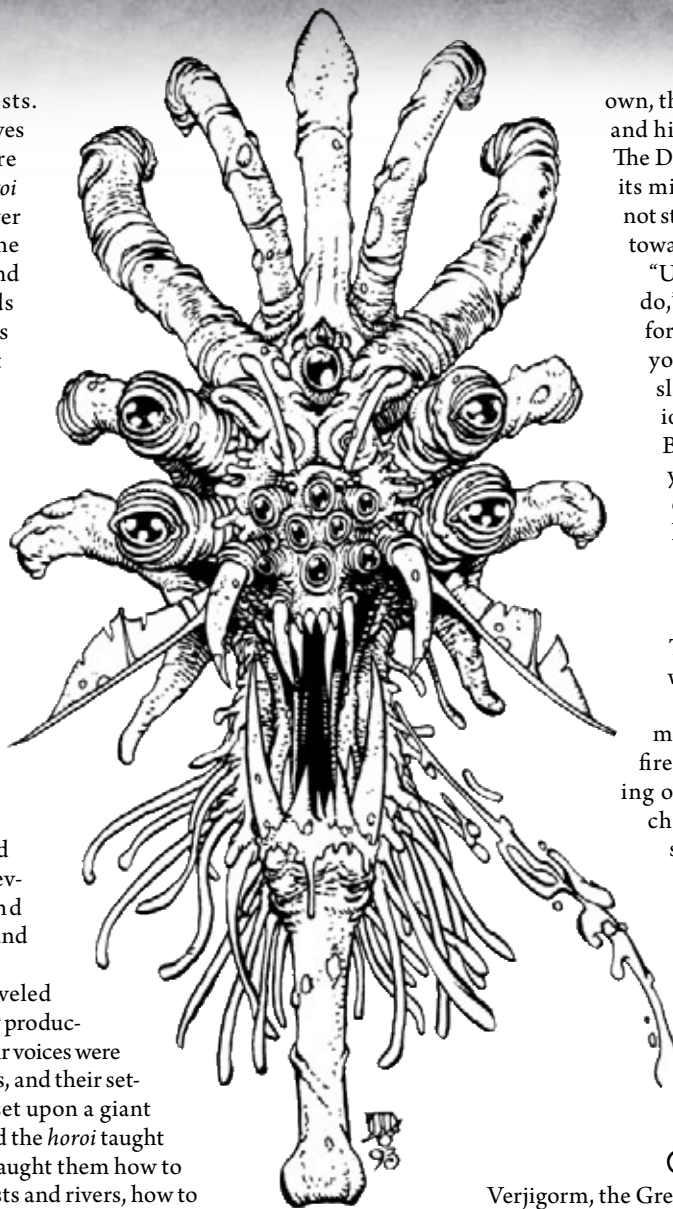
These new creatures traveled across the new land, swiftly producing others of their kind. Their voices were like music to the *horoi's* ears, and their settlements were like jewels set upon a giant tapestry. As the days passed the *horoi* taught its children all it knew. It taught them how to harvest food from the forests and rivers, how to sing and write and paint. And with great sadness, it taught them how to forge and wield the sword and shield. The weapons puzzled the *horoi's* inquisitive children, for they knew not war; but the *horoi* told them that one day a darkness would descend on them and they must be ready to fight.

Meanwhile, the Dark One's domain grew until its spawn reached the edge of the untouched lands. When the foul things saw the wonders that their transformed brother had wrought, they hurried back to their dark master and told it what they had seen. When the Dark One heard their news, it vowed to destroy the *horoi* and its children, and gathered its minions together into a terrible army.

The Dark One's army filled the sky like a storm cloud and teemed across the untouched land like a giant shadow. From all sides the Dark One's minions attacked the *horoi* and its children, spewing venom and gnashing teeth, cutting and burning and striking and killing all in their path. For seven days and nights the battle raged, as the *horoi's* children fought with sword and shield against the overwhelming foe. Finally, only the *horoi* and its nine firstborn children remained standing against the Dark One and its legion of abominations.

At that moment, the *horoi* reared up on its hind legs, spread its wings and shouted in a voice that echoed like thunder across the plains. "I am Nightslayer, Mother of Beauty and Father of Good, Protector of All That Is Light! I command you to leave this place! Be gone!"

As the *horoi's* children watched, a strange thing happened—the land itself, the waters, and the sky rose up against the Dark One and its spawn. Terrified before a power greater than their



own, the wretched creatures fled, flying higher and higher until they disappeared from view. The Dark One watched helplessly, shouting at its minions to remain and fight, but it could not stop them. Enraged, the Dark One turned toward the *horoi*.

"Ungrateful *horoi*, you know not what you do," the Dark One said. "But you will pay for your insolence. I, Verjigorm, will hunt your children for the rest of time. I will slay every last one of them, and my minions will feed on their pain and terror. But I will not give the mercy of death to your favorite—the Dragon, the one you created in your image. The Dragon will know eternal pain. As you betrayed me, the children of the Dragon's line will betray you. I will corrupt them, twist their souls and make them my own. Then I will return to reign over all the world."

With that the Dark One fled after its minions, throwing an enormous ball of fire at Nightslayer as it did so. As the glowing orb approached, the *horoi* gathered its children under its wings. When the ball struck Nightslayer, it exploded like a thousand thunderclaps. The earth and sky rumbled, and a vast cloud filled the sky. After a time, the great rumbling stopped and the sun shone once again. Nightslayer's children then gathered near the *horoi's* head, but the great creature had died. They were left alone to await the return of the Dark One called Verjigorm.

## GAME INFORMATION

Verjigorm, the Great Hunter, is perhaps the most powerful and feared Horror in the universe. Dragons especially fear and hate Verjigorm because dragons are the Horror's preferred prey. However, Verjigorm's unmatched physical and magical powers, intelligence, and plans for ruling over the whole world make it a threat to all Namegivers.

Unlike most Horrors, Verjigorm is driven by more than the need to feed on pain and despair. Two obsessions motivate this ancient Horror—an insatiable hunger for power and a fanatical hatred of dragons. Verjigorm views dragons as the "creator race" of Barsaive and believes they have usurped its rightful place as Barsaive's ruler. During a previous Scourge roughly ten thousand years ago, the Horror aimed to rectify this perceived wrong by hunting down and capturing several hundred dragons, among them a number of great dragons. It then placed the astral forms of its victims in astral cocoons. Some of these cocoons are located near dragon lairs, kaers, or whatever places Verjigorm found convenient. Verjigorm has used its various powers to corrupt the True patterns of these cocooned victims in various ways and transform them into powerful, Horror-like creatures.

Ultimately Verjigorm intends to create a new race of powerful Namegivers that can re-Name, and thus redefine, the world and its denizens according to Verjigorm's tastes. In this new world, all life forms would become corrupted. Orks would become more savage, obsidimen violent and impatient, t'skrang ill-tempered and venomous, and so on.

Most of Barsaive's Namegivers who are not dragons remain almost indifferent to tales of Verjigorm because the Horror remained largely inactive during the most recent Scourge (appar-

ently to avoid drawing the attention of Barsaive's great dragons). However, the "incubation" periods for Verjigorm's cocooned victims are drawing to a close and many scholars fear these corrupted Namegivers will soon begin wreaking havoc in Barsaive. Some even believe that a few leaders of the so-called Cult of the Great Hunter are corrupted dragons that have emerged from the cocoons. The greatest fear of Horror scholars, however, is that Verjigorm itself will soon reappear in this world.

**DEX:** 26  
**PER:** 28

**STR:** 33  
**WIL:** 40

**TOU:** 29  
**CHA:** 23

**Initiative:** 30

**Actions:** 6

**Attack (12):** 38

**Damage:**

Claws (7): 40

**Death:** 400

**Unconsciousness:** 364

**Wound Threshold:** 32

**Physical Defense:** 32

**Spell Defense:** 40

**Social Defense:** 30

**Physical Armor:** 40

**Mystic Armor:** 40

**Recovery Tests:** 14

**Knockdown:** 34

**Movement:** 12

**Legend Award:** Fifteenth Circle × 5 (Group)

**Karma Points:** 50

**Karma Step:** 20

**Powers:** Animate Dead (6): 46, Corrupt Karma (6): 46, Cursed Luck (6): 46, Damage Shift (6): 46, Displace (6): 34, Durability (15), Forge Horror Construct (6): 34, Horror Mark (6): 34, Horror Thread (6): 34, Spellcasting (12): 40, Thread Weaving [Wizardry] (12): 40, Thought Worm (6): 46, Unnatural Life (6): 46

**Spells:** Wizardry (Eighth Circle)

**Equipment, Loot:** None

## Rules

Verjigorm can manifest in many different forms, though it most often takes on a single physical appearance of horrifying proportions. In its most common manifestation, Verjigorm stands fifteen feet tall at the shoulder. The face of this hideous creature sports six eyes, a wide mouth with three-inch fangs, and spiked horns. Its horrifying head is connected to its torso by a flexible, ten-foot-long neck. Its skin gleams like metal and razor-sharp spikes protrude from its body. Each of the creature's four legs ends in three sharp talons. The Horror can stand on its rear legs to fight; when it does so, its height rises to a towering forty-five feet. In astral space Verjigorm adopts many different appearances, ranging from an astral duplicate of its physical form to a huge face, surrounded by spiked horns and dozens of staring eyes.

The most fearsome of Verjigorm's powers is the Horror Thread power, which links Verjigorm to its captured dragons and enables the Horror to use its other powers against the dragons while they are metamorphosing. By combining the effects of its Corrupt Karma, Horror Mark, Thought Worm and Unnatural Life powers through its Horror Threads, Verjigorm alters the True patterns of the dragons it has captured to place them completely under its control.

**Vitality of the Ages:** As one of the most ancient and powerful Horrors, Verjigorm has double the normal Horror Durability rating (18/16).

## Adventure Hook

Verjigorm is perhaps the most powerful of Horrors, and direct confrontations with the Horror will almost certainly result in the death of most, if not all, the player characters in a group. However, characters may oppose the Horror indirectly by confronting members of the Cult of the Great Hunter. By becoming involved with Verjigorm's schemes, player characters have an opportunity to make some very powerful enemies—the cultists or even the



Horror itself. On the other hand, opposing Verjigorm may make the characters some very powerful friends or allies among the dragons of Barsaive.

## YSRTHGRATHE

▲ ▲ ▲

*The following account was excerpted from the journal of Noleta of Iopos. Most scholars believe Noleta was possessed by the Horror called Ysrthgrathe at the time she wrote these words, and that they represent the thoughts of the Horror itself. If this is true, then these passages are a truly invaluable record of the consciousness of a powerful and deadly Horror. Noleta killed herself shortly after committing these words to paper.*

—Elko Mar, Apprentice Scholar,  
Library of Throal, 1507 TH

▲ ▲ ▲

**I** had forgotten what the world felt like to a Namegiver form. It is a pity that this body is all but used up, for I have had such enjoyment with it. But it has been all too short, far too short. Yes, in this body I can remember why Namegivers are always in such a hurry. Their fragile bodies are decaying as they live in them! Each breath they take leads them closer to the grave. What a constant worry that must be to them.

This one foolishly asked for immortality. I gave it to her, of course. Don't I always oblige the requests made of me? But she didn't ask for eternal youth. What an unfortunate oversight.

As I write these words using her withered hands, I bask in the memory of her despair when she realized what she had done. Such wailing and tearful pleadings. But that's always the way of it. These Namegivers are so eager to grasp at what they cannot understand. And then they despair when they realize how they have been misled. Ah, but their cries provide such solace to my soul.

I have known the universe for far longer than I can recall. My memory spans this world, and worlds from long times before; times when we came to the world and took from it sweet life and caused such beautiful pain. Like now. True, they were more prepared for us this time. But that only made my work all the more challenging. Their foolish beliefs in their runes and wards, their childish illusions of safety and security—how delightful it was to tear their meager protections apart! Not all at once, of course. Granted, such crudity is the hallmark of some of my kind, and in younger times I too took my pleasure quickly and crudely. But age has given me an appreciation of subtlety. I no longer rush to destroy, but rather linger and take what I will slowly.

My honesty no doubt horrifies you Namegivers, for you like to think yourselves better than my kind. But you do not know how we are made in your image. The longer we spend with you, the more like you we become. For do we not feel pain when we are cut? Do we not bleed from our wounds? Do we not take pleasure in our work? Do we not experience what you call the finer emotions?

Without us, you Namegivers would be at each other's throats. Even with the Scourge over, you still battle one another. Over what? Property? We give you something you can look down upon, a dark foil to contrast with your imagined superiority. Without us, you would have to look into your souls and face the ugliness there.

You are greedy and vain, petty and opportunistic. You covet that which is not yours. And sometimes, when coveting is not enough, you take without permission. You trample over each other like elephants—for emotions, money, land. It doesn't matter. We are not the evil ones. You are.

But that is neither here nor there.

Personally, I find it most annoying that Namegivers provide such limited vehicles for my pleasures. Oh, I have certainly found more than enough willing to dance with me. But few have fulfilled my deepest needs. True, the occasional human or dwarf has withstood years of torment, but they all die unexpectedly and deprive me of my amusement. Once I managed to trap an obsidian, but even that experience disappointed me in the end.

I have amused myself from time to time with these others, but for me the fullest satisfaction came from one source. For years, decades, centuries, I waited for her to come. Our union



was a banquet of suffering. All the others were but a preparation for this one, for the wedding of need and longing. I have tried to find solace with others, but I shall always return to her—my most constant desire, my faithful victim.

When I rip the love from new prey, does it give me pleasure? A bit, perhaps, but never nearly as much as I took from her. When I steal the self-respect from another, does it please me as well? No. I confess that everything palls before the happiness she gave me. And I shall punish all of them for it. Punish them for not giving me enough of what I need, for not being her.

## GAME INFORMATION

Ysrthgrathe can disguise its appearance masterfully. When Ysrthgrathe first shows itself to one of its victims, the victim often sees only the Horror's long velvet robes. The hood of its robe constantly shadows its face, which often leads an anxious victim to conjure up terrible ideas of what Ysrthgrathe might look like. Other victims

may perceive Ysrthgrathe as beautiful, with a melodic and hypnotic voice and robes richly embroidered with gold and precious stones. Everyone who experiences Ysrthgrathe sees the Horror differently. In general, the physical form the victim perceives depends on whatever nasty trick Ysrthgrathe has in mind, and any desire the Horror may elicit in the victim. A few characteristics appear in all of Ysrthgrathe's manifestations, however. The most prominent recurring characteristic is the long robe of brown velvet the Horror wears. Often something appears to be writhing underneath the garment. The Horror's long, thin, spidery hands and razor-sharp nails also appear in each manifestation, though Ysrthgrathe usually keeps them hidden within the folds of its robe.

In its most "true" physical form, the upper part of the Horror's body resembles a well-muscled human torso. The lower half of Ysrthgrathe's body is a snakelike tail covered with yellow-green, iridescent scales. Thick, hard ridges stick out at irregular intervals along the length of its body. Ysrthgrathe's face appears as an elongated skull with black eyes, and long yellow teeth line its mouth. On the astral planes, the Horror appears as an amorphous black form. Alternatively, Ysrthgrathe may appear astrally in the shape of a physical manifestation it has taken in front of a character.

Though many Horrors seek out groups of Namegivers as their victims, Ysrthgrathe much prefers to target individuals for torment. Generally, Ysrthgrathe prefers characters who are strong enough to withstand its form of punishment over a long period of time. The more powerful a character becomes, the more likely he is to attract Ysrthgrathe's attention. The Horror does not waste its time with low-Circle characters because they are too easily destroyed. Give it a seasoned warrior, a high-Circle magician, or a devoted questor, and the Horror is in its element.

Ysrthgrathe is unimaginably ancient. Long ago the Horror realized that the relatively short life spans and weakness of most Namegivers severely limited the pleasure it could extract from them. Physical pain will drive a human or a dwarf or a t'skrang crazy in a remarkably short amount of time, and many Namegivers are killed easily. For these reasons, Ysrthgrathe seeks longer living Namegivers, such as elves and obsidimen. These Namegivers can provide centuries-long banquets for the Horror.

Many scholars who have studied the Horrors theorize that the longer the Horrors are exposed to Namegivers, the more like Namegivers the Horrors become. For example, Horrors begin to experience more "human" emotions. Though this theory may not hold true for all Horrors, it applies to Ysrthgrathe. Like Namegivers, Ysrthgrathe experiences intense fits of jealousy and anger and can become obsessed with its victims at times. The Horror hates the idea of anyone else hurting one of its victims and becomes quite possessive of them. The Horror will even go so far as to protect its Horror-marked victims from any other that tries to harm them. Ysrthgrathe also prefers victims who have some sort of conscience, because such victims are more likely to feel guilty if the Horror kills someone else because of them.

This intense, human-like bond that Ysrthgrathe builds between itself and its victims has led more than one victim to believe the Horror is actually helpful rather than harmful to their cause. Whenever the Horror senses such beliefs in its victims, it offers its victims aid of some sort: power, protection, anything to assuage the victim's fears for the moment. This truce of sorts never lasts long, however, because Ysrthgrathe eventually yearns to rekindle the torment that only it can deliver. Often, Ysrthgrathe's victims try to divert the Horror's attention from themselves by offering it another victim. Ysrthgrathe usually allows the victim to believe it might work before

claiming both unfortunate targets. Ysrthgrathe never willingly lets a victim escape and the Horror adores trickery.

Ysrthgrathe may be encountered in almost any part of Barsaive, with the notable exception of Blood Wood. Like most Horrors, Ysrthgrathe finds the Wood distasteful, though it can travel there under special circumstances. Otherwise, Ysrthgrathe goes wherever it can find potential victims.

|                             |                             |                |
|-----------------------------|-----------------------------|----------------|
| <b>DEX:</b> 13              | <b>STR:</b> 15              | <b>TOU:</b> 13 |
| <b>PER:</b> 20              | <b>WIL:</b> 20              | <b>CHA:</b> 18 |
| <b>Initiative:</b> 15       | <b>Physical Defense:</b> 17 |                |
| <b>Actions:</b> 4           | <b>Spell Defense:</b> 25    |                |
| <b>Attack (4):</b> 17       | <b>Social Defense:</b> 23   |                |
| <b>Damage:</b>              | <b>Physical Armor:</b> 8    |                |
| Unarmed (3): 18             | <b>Mystic Armor:</b> 15     |                |
| <b>Death:</b> 129           | <b>Recovery Tests:</b> 6    |                |
| <b>Unconsciousness:</b> 112 | <b>Knockdown:</b> 15        |                |
| <b>Wound Threshold:</b> 19  | <b>Movement:</b> 6          |                |

**Legend Award:** Eleventh Circle (Group)

**Karma Points:** 30

**Karma Step:** 18

**Powers:** Corrupt Karma (4): 24, Create Shadow (4), Cursed Luck (4): 24, Displace (4): 24, Disrupt Magic (4): 24, Durability (7), Horror Mark (4): 24, Karma Tap (4): 24, Thought Worm (7): 27, Spellcasting (4): 24, Thread Weaving [All] (4): 24

**Spells:** All Disciplines (Tenth Circle)

**Equipment, Loot:** None

## Rules

Most of Ysrthgrathe's powers function normally. However, Ysrthgrathe always seeks to use them in the most destructive manner possible. The Horror can cast spells from all of the magician Disciplines practiced in Barsaive, but harbors a particular affinity for combat spells.

Ysrthgrathe also possesses the Disrupt Magic power. This power enables the Horror to disrupt any form of magical force or pattern.

## Adventure Hook

Gamemasters can introduce Ysrthgrathe into campaigns by enticing player characters to accept favors from the Horror. Ysrthgrathe appears quite beneficial, but the Horror always exploits some psychological tic already present in the targeted character. For example, a character might long to be the most powerful warrior in Barsaive. Ysrthgrathe might approach such a character and offer to give him the power to achieve this goal. If the player accepts the gift, the gamemaster would then increase the character's powers accordingly. However, the warrior character will soon find himself winning a string of impressive—but empty—victories. He may kill a monster only to discover that the person he meant to rescue is already dead. Nobody doubts his prowess or abilities, of course; things just never seem to turn out as planned. Naturally, Ysrthgrathe shows up at appropriate moments to enjoy the character's mounting frustration and eventual despair.

Ysrthgrathe provides an excellent tool for adjusting the balance of a game, forcing a player to grow in roleplaying, or simply shaking things up when they become too rigid.

# CREATING DISCIPLINES

*I'm no raider, sir. I follow the Discipline of the Air Sailor—a finer, nobler, and very distant cousin of that barbaric ideal followed by the trolls of the Twilight Peaks!*

• JENDAR FOR, THERAN AIR SAILOR •

**T**he Disciplines described in the *Player's Guide* and *Player's Companion* are the fifteen most commonly practiced by the adepts of Barsaive. However, adepts can and sometimes do follow other Disciplines, and sometimes follow narrower paths of these Disciplines called Specialists. This chapter provides detailed Discipline design rules, and is intended for gamemasters and players who wish to introduce new Disciplines into their **Earthdawn** campaign.

## WHY NEW DISCIPLINES?

**C**reating new Disciplines can be a fun and rewarding process that adds additional complexity and diversity to an existing **Earthdawn** campaign. It may be that players miss a certain aspect in the spectrum of abilities and professions typically available in fantasy roleplaying games, and while this “hole” may have been created with intent by **Earthdawn's** creators, the actual tone of the group's campaign would allow such a Discipline. It may also be that the gamemaster wants to introduce an adversary with surprise abilities, an exotic gamemaster character from a faraway land, or modify his campaign to cover lands outside or Barsaive, or even outside of the normal **Earthdawn** setting. However, designing a new Discipline and playing an adept of that Discipline can pose a number of challenges. This section outlines a few of them.

## GAME BALANCE

The Disciplines in the *Player's Guide* and *Player's Companion* were carefully designed to be balanced with regards to one another and to be flexible enough that an adept character can use his Discipline's talents and abilities in a variety of different settings. For this reason, new Disciplines should be added to the game with caution, and generally only when the existing Disciplines (or combinations thereof) do not satisfy the players' or gamemaster's needs. Because no system for creating any new game element is perfect, a new Discipline could potentially be powerful enough to threaten game balance, or come with a focus so narrow that it has little use in most adventures. When designing a new Discipline, it is important to select talents and abilities that give the Discipline a unique focus, while still leaving enough room for player characters to adapt and maintaining game balance.

## HISTORY AND ROLE

Disciplines don't just spring into existence overnight. All common **Earthdawn** Disciplines have been in existence for

centuries, if not longer. Only the cumulative effects of generations of adepts following in the footsteps of their predecessors can establish a Discipline's path, defining the talents and abilities available at each Circle. The time required for this process alone explains why new Disciplines are so rare in Barsaive. Also note that most Disciplines represent a primary aspect of the lives of Namegivers, but not a common profession. The existence of a Warrior Discipline represents struggle between Namegivers, but does not represent a fighting profession: Warriors are not soldiers, they are embodiments of the Namegivers' perception that struggle exists, and is something to prevail in. Likewise, the Beastmaster represents Namegivers' relations with animals in any role from pets to companions to resources in building civilization, but not a profession to supply animal services or being an escape for anti-social loners: Beastmasters act along the lines of animal and Namegiver inhabiting a common world and sharing similar primal urges, they do not treat them as objects or something arcane.

## PUBLIC ACCEPTANCE

Bear in mind that the fifteen Disciplines presented in the *Player's Guide* are those best known to the people of Barsaive. Adepts of these Disciplines are often the subject of local legend, which frequently describes their strange and wonderful abilities. By contrast, adepts of new Disciplines use magic in a new and unfamiliar way, combining both known and unknown talents. To many Barsaivians these often startling new Disciplines may hint at Horror magic or, more likely, Theran magic. The people of Barsaive generally believe that the Therans are masters of magic, and assume that their former overlords have many more Disciplines than those known in Barsaive. Ordinary citizens who encounter an adept that uses magic in an unusual way may reasonably assume the adept is a Theran spy or slaver.

New Disciplines that are designed as not being common in Barsaive may suffer from misunderstandings, even if it just means being taken for an adept of another Discipline. Disciplines are also a representation of the culture they originate from, so if that culture has values and ideals differing from the one the adept acts in, complications may arise. One such example is the Sky Raider Discipline even. Originating in highland troll culture where taking what you need by force is acceptable, the Sky Raider is not completely accepted in more civilized areas, although the long existence of the Discipline has made Barsaivians accustomed to the gentler side of these adepts, and focused their fear on the actual raider clans.

## DESIGNING A DISCIPLINE

**T**his section offers in-depth explanations of the steps for creating a new Discipline from scratch. At each step of the process, players should work with the gamemaster to ensure that their new Discipline fits into the gamemaster's view of the **Earthdawn** world and game. The gamemaster makes the final decision on whether or not a new Discipline may be added to his game. The Discipline design system uses a Discipline Design Sheet (provided as free download on [earthdawn.com](http://earthdawn.com)) allowing you to make key decisions concerning your Discipline and need only to fill in the blanks. This serves to make all Disciplines comparable, speeds up the more arduous tasks of the design process, and allows you to focus your creative effort on what your Discipline is actually about, instead of the particulars of game balance. All **Earthdawn Third Edition** Disciplines published by **RedBrick** have been designed with this system, so you can take a look at any of the standard Disciplines for comparisons at any time. Follow the instructions below, keeping the Discipline Template at hand, and go back and forth between the steps to fine-tune your Discipline.

- ❶ Define the Discipline
- ❷ Select Discipline Talents
- ❸ Design Discipline Abilities
- ❹ Determine Attributes, Defenses, and Karma
- ❺ Spend Build Points
- ❻ Design Half-magic and Special Rules
- ❼ Determine Karma Ritual and find Artisan Skills
- ❽ Write Additional Descriptions

### DEFINE THE DISCIPLINE

What is your Discipline about? What role do its followers play in society (or apart from it), and how do they play it? How do they perceive their surroundings, and how are they perceived? What is the Discipline's origin, and where do typical followers come from?

Write down a short description answering the above questions, and/or write down a few statements about your Discipline that you would use to describe it to other players. These can be made to help make decisions later in design.

*Swordmasters are about mastering a weapon and witty comebacks. They are seen as following a path to mastery, confident in their abilities, but also as flashy swashbucklers desiring center-stage, and are more duellists than regular fighters. They come from a long tradition of individuals striving for martial perfection that is an extension of the tendency of Namegivers to excel at any specific task, and come from any place where a child may turn out to be a prodigy at swordplay, which means any culture that has any noteworthy history of using weapons.*

Every new Discipline should add a new and unique point of view to the world of **Earthdawn**. Look at the existing Disciplines to confirm if your concept cannot be covered with an alteration to an existing Discipline. If it can, design a Specialist for that Discipline (see p. 181) instead, as this will be much faster.

### SELECT DISCIPLINE TALENTS

Discipline Talents represent the primary abilities your Discipline uses to fulfil its purpose. Look at existing talents and decide which ones your Discipline needs to do its job. It may be helpful to just pick out a whole lot of talents that fit the general area of expertise your Discipline covers without assigning them yet, and eliminate



talents that fit the least, instead of picking the ones that fit the most. Also, looking at what is available instead of just going for the ideas you had when envisioning the Discipline can show you interesting alternatives for talent combinations, and helps making your Discipline more distinctive from the existing ones (talents that are used the most in existing designs will be very present in your mind, but it is often the less-used talents that offer interesting choices for new Disciplines, especially when combined).

Sometimes, the existing talents do not cover what your Discipline Definition demands, though. In this case, you may want to design a new talent for your Discipline (see p. 182). Often, two or three new talents really make a Discipline, because your Discipline is supposed to offer something new to the world of **Earthdawn**, it regularly needs new talents. New talents should be Discipline Talents and be more or less exclusive to your Discipline. Your Discipline should have a few talents that it shares with only one or two other Disciplines, these should represent the primary proficiencies the Discipline has.

*The Swordmaster's Discipline Talents include talents that represent weapon proficiency and especially the mastery of weapons, rather than fighting in general (Melee Weapons, Parry, Disarm, Second Weapon) but also talents representing his confidence and social wit (Taunt, Heartening Laugh, Resist Taunt). Two talents are more unique to the Swordmaster and tie into his duellist nature as well as mastery of weapons, including the opponent's weapon: Maneuver and Riposte. Maneuver is available to the Scout and Warrior, but not as a Discipline Talent. Riposte is available to the Air Sailor, but not as a Discipline Talent either. These*

## TALENT AVAILABILITY

The following lists present the lowest Status Level each talent is available at.

### Initiate/Novice

Abate Curse, Acrobatic Strike, Air Dance, Air Sailing, Air Speaking, Animal Bond, Animal Possession, Animal Training, Anticipate Blow, Arcane Mutterings, Astral Sight, Avoid Blow, Battle Shout, Blood Share, Book Memory, Borrow Sense, Charge, Claw Shape, Climbing, Conversation, Creature Analysis, Dead Fall, Detect Trap, Detect Weapon, Direction Arrow, Disarm Trap, Disguise Self, Distract, Dominate Beast, Durability, Elemental Hold, Elemental Tongues, Emotion Song, Empathic Command, Empathic Sense, Etiquette, Evaluate, Evidence Analysis, False Sight, Fire Heal, Fireblood, First Impression, Flame Arrow, Forge Weapon, Frighten, Frighten Animals, Great Leap, Haggle, Heartening Laugh, Impress, Item History, Karma Ritual, Lasting Impression, Lock Picking, Long Shot, Maneuver, Melee Weapons, Mimic Voice, Missile Weapons, Mystic Aim, Navigation, Parry, Picking Pockets, Read/Write Language, Read/Write Magic, Research, Riposte, Search, Sense Danger, Shield Charge, Silent Walk, Speak Language, Spell Matrix, Spellcasting, Spirit Hold, Spirit Talk, Sprint, Steel Thought, Sure Mount, Surprise Strike, Swift Kick, Tactics, Taunt, Thread Weaving, Throwing Weapons, Tiger Spring, Tracking, Trap Initiative, Trick Riding, True Shot, Unarmed Combat, Wilderness Survival, Wind Catcher, Winning Smile, Wood Skin, Wound Balance

### Journeyman

Animal Companion Durability (6/5), Animal Talk, Armor Mount, Bank Shot, Battle Bellow, Blade Juggle, Book Recall, Call Animal Companion, Call Missile, Cobra Strike, Cold Purify, Conceal Object, Crushing Blow, Diplomacy, Direction Sense, Disarm, Double-Charge, Down Strike, Earth Skin, Engaging Banter, Enhanced Matrix, Fast Hand, Fearsome Charge, Forge Armor, Frenzy, Gliding Stride, Graceful Exit, Heal Animal Companion, Hold Thread, Hypnotize, Impressive Shot, Inspire Others, Leadership, Life Check, Lifesight, Lion

Heart, Lip Reading, Momentum Attack, Mount Attack, Mount Durability (6/5), Orbiting Spy, Performance, Poison Resistance, Power Mask, Resist Taunt, Safe Path, Second Attack, Second Shot, Second Weapon, Sense Poison, Slough Blame, Spirit Dodge, Spirit Mount, Spot Armor Flaw, Steely Stare, Stopping Aim, Summon (Ally Spirits), Summon (Elemental Spirits), Swing Attack, Temper Other, Temper Self, Temperature, True Sight, Wheeling Attack, Wheeling Defense, Willforce

### Warden

Animal Leadership, Animate Object, Armored Matrix, Astral Pocket, Bardic Voice, Bargain with Summoned Creature, Bestial Resilience, Bestial Toughness, Blind Fire, Body Blade, Bone Compass, Call Mount, Casting Pattern, Chameleon, Champion Challenge, Critical Hit, Defense, Detect Falsehood, Detect Influence, Develop Animal Sense, Dominate Arrow, Eagle Eye, Endure Cold, Enduring Art, Escape Divination, Gold Sense, Howl, Impressive Strike, Incite Mob, Incite Stampede, Infuse Armor, Infuse Weapon, Lion Spirit, Matrix Strike, Memorize Image, Metal Ward, Mind Blade, Mind Wave, Multi-Tongue, Netherwalk, Pin, Plant Shelter, Quick Shot, Rally, Range Pattern, Reshape Object, Resist Pain, Rushing Attack, Safe Thought, Sense Magic Item, Shackle Shrug, Shield Beater, Show Armor Flaw, Song of Deflection, Spirit Strike, Storm Shield, Summoning Circle, Tame Mount, Thought Link, Thoughtful Expression, Thunder Axe, Trace Missile, Trample, Unmount, Vitality, Warning Shot, Warp Missile, Weapon Breaker, Weapon Ward, Whirlwind, Wound Transfer

### Master

Astral Web, Aura Armor, Blood Guilt Weapon, Confront Horror, Earth Armor, Echo Location, Effect Pattern, Elemental Walk, Ethereal Weapon, First Ring of Perfection, Gain Surprise, Impossible Hide, Infuse Blade, Mind Armor, Missile Twister, Moving Earth, Multi-Charge, Multi-Shot, Multi-Strike, Multi-Weaving, Scent Identifier, Screaming Arrow, Second Chance, Shared Matrix, Soften Blade, Soul Shatter, Spell Crystal Lock, Stone Skin, Truth Skit, Venom, Vital Strike, Water Dancing, Wind Bow

*talents may also serve a different function in these other Disciplines. Maneuver and Riposte represent a Swordmaster's playing with the opponent, his mastery over the opponent's actions in a fight. For the Scout, for example, Maneuver may be a representation of that Discipline's ability to move unobstructed and "tread lightly" while Riposte for the Air Sailor is a representation of that Discipline's aspect of being defensive.*

When selecting talents for the Discipline Talent category, keep in mind that these talents form the core of a Discipline, and represent what all members of this Discipline have in common and require to fill their role. While some talents might be good to have in any case or seem obvious choices for you if you played the Discipline, consider what other players might choose. Usually, Discipline Talents are talents that benefit a Discipline no matter how a player focuses it.

Assign the talents you selected as Discipline Talents to your Discipline, and keep the ones not assigned for later considerations as Talent Options (p. 179). Assigning Discipline Talents follows these requirements:

- Disciplines have 5 Discipline Talents at First Circle, spellcasting Disciplines have 6, the additional talent is always Spell Matrix.
- All Disciplines have Karma Ritual as one of their First Circle Discipline Talents

- Thread Weaving is the Fourth Circle Discipline talent, except for spellcasting Disciplines (see below); Thread Weaving requires a unique secondary Name denoted in parentheses.
- Spellcasting Disciplines automatically receives the following 5 talents at First Circle: Karma Ritual, Read/Write Magic, Spellcasting, Spell Matrix, and Thread Weaving. This leaves only one First Circle Discipline Talent to be determined by you.
- Disciplines have 1 Discipline Talent at every Circle after the First.
- Any one talent is not necessarily free to be assigned to any Circle; more powerful talents are only available at higher Circles. Every talent falls into one of the four categories of Initiate/Novice, Journeyman, Warden, and Master. The talent may be assigned to a Circle that falls into the respective Discipline Status Level or higher. For example, a talent listed under Warden may be assigned to Warden Circles or higher (Circles 9 through 15), but not to the lower Journeyman, novice, or Initiate levels (Circles 1 through 8).

## DESIGN DISCIPLINE ABILITIES

The next important set of abilities your Discipline has are three Discipline Abilities. Discipline Abilities are a more unique expression of your Discipline's purpose and role than even the Discipline Talents, as no other Discipline is supposed to share them, but are



fewer in number and less regularly used. Discipline abilities offer a special bonus, usually paid for by an amount of Strain depending on when the ability becomes available. Higher-Circled abilities are more powerful, but the adept takes more Strain when using them. Discipline abilities should be used to incorporate an ability into your Discipline that it innately knows and that is a natural extension of its magical abilities, but that cannot be easily represented by a new talent, does not require Action Tests against opponents frequently, and does not increase its power with higher ranks as most talents do. Discipline Abilities should not be basic functions of your Discipline, but should not be as powerful as Master Talents either.

*The Swordmaster's Flourish ability represents his ability to intimidate an unarmed opponent—who would be so foolish as to face a Swordmaster without a weapon in hand?—but really is a piece of showmanship, as the Swordmaster might fare better against an armed opponent due to the requirements of Riposte. The Swordmaster's Weapon Bond and Keen Blade abilities stand for the Discipline's ability to specialize in their chosen weapon and develop an above-average proficiency with it—the Swordmaster's magic allows them to enhance these weapons through rituals of binding.*

Discipline abilities are assigned to Circles 5, 9, and 13. These Circles correspond to the first Circle of the Journeyman, Warden,

and Master Status Levels, important steps in an adept's career. Journeyman Abilities should provide a small bonus equivalent to 1—3 Steps or an advantage that lets the adept circumvent the same range of penalties, should cost 1 or 2 Strain, and should work for a short time of rounds or minutes. Warden Abilities can provide a bonus equivalent to 3—5 Steps for 3 or 4 Strain for longer periods or minutes or hours, or a permanent bonus for Blood Magic Damage taken. Master abilities are slightly more powerful and costly than Warden abilities, but either easier to use or granting more special effects; they often allow more liberate use of Karma for a specific task. If an ability is designed to require an Action Test, the test should either be made with an Attribute-only Test or the Thread Weaving talent of the Discipline (i.e., an "Elementalism Test" rather than a generic "Thread Weaving Test").

## SELECT TALENT OPTIONS

Talent Options complement Discipline Talents by allowing the Discipline to choose a narrower path, specialize in certain aspects, or even diversify its abilities. Talents that did not quite make the list of Discipline Talents should be the first ones to be considered as Talent Options. Otherwise, Talent Options can be chosen by looking for talents that complement a Discipline Talent in achieving its goal in a certain way, ideally in a way that fits the Discipline's Definition.

*The First Impression, Winning Smile, or Etiquette talents can suit a Swordmaster who stresses his Discipline's abilities to make an impression or act socially, while a Swordmaster learning Acrobatic Strike and Tiger Spring can call more attention to spectacular martial techniques by doing so. Talents like Sprint, Unarmed Combat, or Conceal Object serve to diversify the Discipline, but still serve a function in his fighting role. The Throwing Weapons talent complements the Swordmaster's melee abilities, as many melee weapons can be thrown, while Speak Language can help the Swordmaster make himself understood by Namegivers—to Taunt them, for example.*

Assign the talents you selected as Talent Options to the Talent Option pools of the different Status Levels. Assigning Talent Options follows these requirements:

- There are 5 talent in the Initiate Talent Options, 8 talents each in the Novice, Journeyman, and Warden Talent Option pools, and 6 talents in the Master Talent Options.
- The Durability talent is always assigned to the Novice Talent Options.
- No Talent Option pool should offer more than three matrices of any type, and no matrix should be made available more than three times in total.
- Talent Options follow the same requirements as Discipline Talents for the earliest Circle they can be assigned to. For example, a talent listed under Journeyman may be assigned to Journeyman, Warden, or Master Talent Options, but not Novice or Initiate Talent Options.

## DETERMINE ATTRIBUTES, DEFENSES, AND KARMA

Your Discipline needs two Important Attributes, a priority of Defenses, and Karma bonuses.

To determine the two Important Attributes, look at the talents available to your Discipline and get an impression of the two attributes most often use to determine Talent Steps. Discipline Talents should weigh in more heavily. Decide if these two Attributes also match your Discipline's Definition. If there is a huge discrep-

ancy, you might even be prompted to alter your talent choices, but you may just as well take the discrepancy as it is, as some Attributes may be important without being the base Attribute for a lot of Talent Steps; for example, Strength may be important for a martial Discipline, even though most talents of that Discipline are Dexterity-based.

*Charisma and Dexterity are the Swordmaster's Important Attributes as most of the Discipline's talents are based on them (the only Discipline Talents not based on them up until Eight Circle are Thread Weaving and Resist Taunt). Charisma represents the Swordmaster's flashy and expressionistic side, while Dexterity stands for his nimbleness and the ability to use and work with tools and objects (weapons).*

Determining the priority of the three Defenses (Physical, Social, and Spell) establishes when a Discipline receives bonuses to the three Defenses, and how many it gets of each. The primary Defense starts giving bonuses at Second Circle, while the secondary and tertiary Defenses only start in Warden Level. The primary Defense receives a total +5 bonus at Fifteenth Circle, the secondary a total +3, and the tertiary a total +2. These bonuses are always active and become a part of the character, as in how his Discipline makes him less susceptible to certain types of attacks. If you cannot decide, look at your Important Attributes, and use the Defenses based on these Attributes as primary and secondary (if possible).

*The Swordmaster's Defense priority is primary: Social, secondary: Physical, tertiary: Spell. Social and Physical Defense correspond to the Important Attributes of Charisma and Dexterity. They also represent the Swordmaster's two focal points, fighting and social interaction. Social Defense is the primary priority because it applies as well in fights as outside of fights (Physical Defense is seldom targeted in casual conversation, while Social Defense is targeted during fights by talents such as Battle Shout or Taunt).*

A Discipline receives a minimum of three Karma bonuses. Karma bonuses allow an adept to spend 1 Karma point on a test. The first two of these bonuses are for tests with an Attribute only: these are assigned to Fourth and Sixth Circle, and the Attributes chosen must be the two Important Attributes from above. The third Karma bonus is assigned to Seventh Circle and is a bonus to a common test type that Discipline makes, but that does not allow Karma by default. This is a certain type of Damage Test for most martial Disciplines, the ability to use Karma on Spell Effect Test for magicians, and a Karma bonus involving another creature or item for Disciplines that primarily deal with other creatures or items.

*Swordmasters receive a Karma bonus allowing them to spend 1 Karma Point on Damage Tests made with melee weapons because they are a martial Discipline, and their weapon damage can be magically enhanced even without using any talents, just by being a Seventh Circle Swordmaster. Other martial Disciplines receive a variant of this bonus. The Warrior is not limited to melee weapons, but can use Karma on Damage Tests in all of close combat. The Weaponsmith is limited to using his own weapons when spending Karma.*

Three Karma bonuses are the minimum a Discipline has. More Karma bonuses may be assigned to Warden and Master Circles.

## SPEND BUILD POINTS

Every Discipline receives 5 Build Points to fine-tune it, used for both determining the Discipline's Durability as well as additional Karma, Initiative, and Recovery Test bonuses.

### Durability

The bonuses the Durability talent conveys to the Death and Unconsciousness Rating of a character vary from Discipline to Discipline. Disciplines with a martial focus often have higher bonuses to compensate for the high amount of Strain they spend each combat round, while magicians spend less Strain due to having versatile alternatives through spells. Magicians always have Durability (4/3) and cannot increase it, while non-magicians start with base Durability (6/5) and can increase the bonuses up to (9/7) by spending some of the 5 Build Points every Discipline receives. Look at the Durability Cost Table, decide on the Bonus of Durability fitting the Discipline, and subtract the Build Point Cost from the Build Points available to you. Keep in mind that a high Durability should not be assigned just because you can spend the Build Points, the Durability Bonus chosen should fit your Discipline's definition and role. Use the existing Disciplines for good measure, and keep in mind only two of them get a bonus of more than (7/6) in the first place.

**DURABILITY COST TABLE**

| Bonus | Build Point Cost |
|-------|------------------|
| (9/7) | 3                |
| (8/6) | 2                |
| (7/6) | 1                |

### Karma, Initiative, Recovery

You may spend the remaining five Build Points on bonuses to Karma, Recovery Tests, and/or Initiative. A Karma bonus can be to an Attribute-only Test or similar to the Karma bonus for Seventh Circle. Recovery Test bonuses add +1 additional Recovery Test per day. Initiative bonuses add +1 to the Initiative Step. Any one of these bonuses costs 1 Build Point. For example, if a Durability of (8/6) was chosen, 3 Build Points remain for 3 bonuses to characteristics to be chosen. Bonuses to Karma, Recovery, and Initiative can be combined in any way, but can only be assigned to Circles 10 to 15, and should be evenly distributed between these Circles.

Note that all Disciplines receive two identical bonuses: The ability to spend Karma on Recovery Tests at Ninth Circle, and a bonus to their Karma Step at Thirteenth Circle. These come free

## DEFINITION: MAGICIANS

Magicians, or spellcasting Disciplines, follow some special rules within this design process. They are more limited in talent choices, including choice of Durability Bonus. For the purpose of determining Durability, a magician is defined as any character who receives all the necessary abilities to cast spells (Spellcasting, appropriate Thread Weaving, and Read/Write Magic) within the first eight Circles of a Discipline, as part of a Discipline. Even if the necessary talents are Talent Options, the Discipline is limited to Durability (4/3). Disciplines that receive all the required talents as Discipline Talents at First Circle, and First Circle only, receive the additional Spell Matrix talent. They also receive a Bonus Spell at Circles 2 through 5 (*Player's Guide*, p. 41).

We recommend not using any Disciplines that strays from the talent progression for spellcasters presented for the standard magician Disciplines.

of any Build Point Cost, and have been added to the Discipline template already.

## DESIGN HALF-MAGIC AND SPECIAL RULES

Half-magic abilities for a Discipline follow less conventions than the other steps in its design, as half-magic is supposed to serve a fluid function in the game, allowing an adept to make tests towards achieving any goal his Discipline seems better suited to achieve than the average person. A short list of Knowledge and General skills this always covers should be provided. Some Disciplines can use Half-Magic Tests instead of a number of activities that are covered by General skills, if these skills cover mundane tasks every member of the Discipline can perform that do not require them to be talents, such as the Weaponsmith's ability to produce weapons.

Special Rules should only be introduced if they are a flavourful addition to a Discipline. They can mean starting the game with extra equipment, having special opportunities, or even special restrictions. For example, Cavalrymen start the game with a mount (what would they do without one?) and can gain Honor Braids upon losing it.

## DESIGN KARMA RITUAL AND SELECT ARTISAN SKILLS

The last touch to your Discipline is to determine two example Artisan skills and define the typical Karma Ritual. The Artisan skills chosen should be connected to the Discipline by being skills including objects typically used by the Discipline or being non-magical extensions of the Discipline.

*Typical Artisan Skills for the Swordmaster are Acting and Dancing. When a Swordmaster presents himself and tries to make his fights look good he puts up an act, while his duels and treatment of an opponent may well be interpreted as a dance.*

The Karma Ritual usually is a display or mental repetition of the Discipline's role and of the ways used to fulfil this role. It is supposed to be vague enough to be interpreted by different adepts in different ways. Most Disciplines should be able to perform it alone, and the Discipline should not require any more objects than the bare minimum it requires to use its most important abilities.

## WRITE ADDITIONAL DESCRIPTIONS

Not necessarily required to use a Discipline in your game, but a part of a proper Discipline write-up, are a short description, a fictional discussion of the Discipline's path by a follower of that Discipline, and rules and guidelines for Discipline Violations, Rituals of Advancement, Roleplaying Hints, and Discipline Combinations. If you are considering submitting a Discipline to **RedBrick**, these are mandatory parts of the Discipline submission and should be just as thorough as the existing Disciplines.

## DESIGNING A SPECIALIST

**S**pecialists are variations of a Discipline that narrow its path a bit more than Talent Option choice does, although rules for specialist adepts frequently elevate Talent Options to Discipline Talents, as the former Option is of as much importance to the Specialist as a Discipline Talent is to a typical representative of a Discipline. To create a Specialist, you need to re-define the Discipline, and alter its abilities.



## BALANCING DURABILITY

The allocation of Build Points to Durability or characteristic bonuses balances Disciplines in the long run. While Durability starts being of use in Second Circle, the total bonus it conveys becomes larger and larger, and at that time a Discipline with a high Durability receives fewer additional bonuses: A Novice Warrior with Durability Rank 3 adds +9/+6 more to his Health Ratings than a Scout with Durability Rank 3 does, but this difference becomes +36/+24 when they have Ranks of 12, the difference becoming more noteworthy then. At this time, the Scout receives a number of other bonuses, though: Karma to Charisma Tests, another Recovery Test, a bonus to the Karma Step, and Initiative bonuses. These are independent of any Rank increases. Considering a Warrior often spends more Strain to use abilities than the Scout, so the Scout's characteristic bonuses are balanced with the now high difference in Health Ratings.

## RE-DEFINE DISCIPLINE

Re-defining a Discipline means looking at the texts provided for it (or written by you for Disciplines designed by you) and determine where its most important aspect (see **Define the Discipline**, p. 177) might be explained differently or with an additional sentence, or where a part of a sentence might be left out. Imagine a specialist as someone answering one or two of the defining question differently if directly asked. Then write a short description of how the Specialist's worldview and philosophy, or interpretation of role, differs from the standard Discipline.

*The Bladesman Swordmaster's definition leaves out some of the wit and flashy swordplay, while the Gallant Swordmaster's definition places an additional focus on impressing others, especially the romantically preferred gender.*

## ALTER ABILITIES

To express the change in magic abilities the Specialist's change of worldview and definition brings with it, usually 2 to 4 alterations are made to the Discipline's abilities. If too many alterations seem necessary, a new Discipline might be in order, although more changes are still appropriate if the Specialists seems the same thematically. Changes should be limited to Circles 1 through 6, except when changing Defenses and Karma bonuses. Changes to Half-magic or the Karma Ritual can always be made independently from other changes, and do not count against the suggested number of changes. Changes should be considered in the following order:

- Changing Talent Options
- Changing Half-magic abilities
- Swapping Discipline Talents with Talent Options
- Changing Discipline Talents
- Changing Defense Priority
- Changing Seventh Circle Karma Bonus
- Changing a Discipline Ability

Important Attributes and the associated Karma Bonuses should not be changed, as they tie into a Discipline's talents. Some exotic ideas for Specialists might justify changing other aspects of a Discipline than those listed, but caution is advised: some changes may only seem necessary because a single feature of a Discipline is disliked by the player or gamemaster. It is there for a reason, however. The usefulness of some abilities, or the reason for why a specific talent is a Talent Option instead of a Discipline Talent, might open itself up after repeated reading and comparison with other talents, and may sometimes be for balancing reasons.



## DESIGNING TALENTS

**D**esigning new talents is probably the most demanding task from the perspective of efforts made to compare a design with existing alternatives, even though writing a whole new Discipline is a considerable creative effort.

Before a new talent can be designed, all other talents need to be studied, because there might already be a talent out there that actually serves the same or a very similar purpose, or that could easily be modified and designated with another Name to fulfil the need for a talent. For example, a player of previous editions of **Earthdawn** intent on designing "an Avoid Blow for spells" can find that function served with the changes to the Steel Thought talent **RedBrick** made to its **Earthdawn** lines. Especially some of the infrequently used talents might offer a solution to the need for a new talent.

Even if no talent can be modified or used as a blueprint, knowing their effects and characteristics gives a good sense of balance for talents and where the limits for talent magic are, especially where it comes to the Circle a talent is available at. Similarly to talents, talent knacks and spells as well as skills that might serve as a blueprint or alternative source for rules that should be taken into consideration. Effectively, it is easier to work with a reliable source than come up with a new one. If there is no comparable material to work with, use the following guidelines to design a new talent, and also take them into account when modifying an existing one.

## EFFECT

The talent's effect is what the design process is all about. You should have a pretty good idea about the effect, given that you are designing a talent for it, but some general advice applies as to its extent.

Talents that are used against characters or for their benefit usually do not have an effect that is measured in any quantity other than the rank if a bonus or penalty (see *Battle Shout*), the Result Level of a Talent Test against a target number, or the Talent Test itself if an Effect Test such as *Damage* or when enhancing a trait other than *Defenses* or *Action Tests* (see *Wood Skin*).

Most of the work done on your talent should be to allow the effect to be made possible by determining the talent's characteristics and putting the effect into context in the talent's description, determining any additional requirements there.

## CHARACTERISTICS

Talent characteristics are the *Action* requirement, *Karma* requirement, *Strain*, and the *Step*. Characteristics are usually the requirements that must be met before using a talent, in addition to requirements the talent's description sets.

Refer to the description of the different **Action** types in the *Player's Guide*, p. 58, to determine what type of Action a talent uses. Non-damaging talents that measure their effects and durations with their rank lean towards requiring a Standard Action (see *Heartening Laugh* or *Frighten*), but can use Simple Actions if they use the rank to determine only effect or duration and have an additional limitation (see *Taunt*). Talents with long-lasting effects measured in hours or days are often Sustained Action and have requirements that must be met (see *Diplomacy*).

The **Step** requires an Attribute to be determined for tests that are made for the talent, or the decision that the talent's effect only requires a Rank. If a talent only requires a Rank, it is either constantly active, or can be used without a test if another condition is met, and then enhances that test or a following test (see *Critical Hit*). Such talents should be an exception, another method to assume a talent to be active all the time but require a test is the Free Action (see *Empathic Command*). The preferred alternative is to design a talent that's Step replaces another step (see *Crushing Blow*), to prevent too many talents from stacking their effect.

**Karma** should be required on talents with powerful effects that require magical instead of just physical effort, while the reverse is true for **Strain**. Karma allows effects that cannot be achieved without the help of magic (see *Flame Arrow*), Strain is used where a talent is an enhanced version of something that can be done with mundane training (see *Great Leap*). Some basic tasks should not require Strain, even if they would normally be physically demanding, to reduce

bookkeeping (see *Melee Weapons*). Deciding if Karma is required and what amount of Strain is caused depends on the talent description that more closely details the rules than the characteristics do.

## DESCRIPTION

The talent description details aspects surrounding the talent's effect. The important parts to be decided upon here are the target, Difficulty Number, additional requirements, Result Levels, and duration.

The **target** of a talent most often determines the **Difficulty Number** as well. If the talent is used as an attack or attack-like ability, the Difficulty Number is usually a target's appropriate Defense Rating. If multiple targets are possible, the highest Defense is used and +1 added for each additional target (see *Howl*). If very large groups are targeted, only the highest Defense among the group is used without increase, other methods are applied to handle targeting a group (see *Emotion Song*). If a talent is used to affect multiple targets but is not an attack, only the highest Defense is used (see *Acrobatic Strike*). The Defense targeted depends on the type of effect and method of delivery. Most physical combat maneuvers target the Physical Defense, but some combat talents that cannot be explained by mere physical action target the Spell Defense, usually if an action that simulates knowledge of the target is performed (see *Anticipate Blow*). It is usually easy to determine if Social Defense should be used as the Difficulty Number, this is usually the case if interaction is the medium to deliver the effect (see *Inspire Others*). In most other cases, a talent targets the Spell Defense or determines its Difficulty Number otherwise. A sizeable number of talents do not use Difficulty Numbers, but make their Talent test as an Effect Test. This includes talents that are used only after another successful test, for example to determine damage, or if the talent's effect only targets the adept (see *Great Leap*).

**Requirements** are a way of either limiting an otherwise powerful talent (see *Air Dance*) or to specify in what situations a talent can be used (see *First Impression*). A special form of requirement, usually expressed as an event, might explain not when a talent can be used, but when it ends (see *Engaging Banter*). Requirements can be introduced to allow a more powerful effect in a smaller choice of circumstances. For an example outside of talents, *Down Strike* is available as a skill, while *Crushing Blow* is not, although they are almost identical. *Down Strike* has steeper requirements, making its availability as a skill feasible.

**Result Levels** can be used to stagger a talent's effect if they would be too powerful if applied on any successful Test (see *Battle Bellow*), this is usually a way to make a talent available as a Simple Action or increase the duration. Result Levels can also be used to reward high Test Results, especially when using several talents and paying their Strain and Karma costs to achieve such a high result—this method is ubiquitous in *Earthdawn* and evident in *Armor-Defeating Hits*, that are made more likely through use of talents that enhance attacks.

The **duration** of a talent is usually determined first, as it is a part of the desired effect, and other measures are taken to guarantee it, but in some cases altering the duration may be a step towards avoiding other limitations. Talent durations in *Earthdawn* are most often either 1 round, to the end of the following round, or based on the talent's Rank or Test Result.

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