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EARTHDAWN®

FOURTH EDITION



COMPANION

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INTRODUCTION

Even the Captain once scrubbed the decks.
• T'skrang proverb •

The world of **Earthdawn** is one of danger and adventure. Enemies lurk in many places: from the marbled halls of wealth and power to refuse littered alleys and remote corners of the wilderness. Fortunately, there are heroes that work to fight these foes and bring hope to a world still recovering from the Scourge. That dark time may be a fading memory, but evil is never in short supply. Fortunately, the adepts of **Earthdawn** stand ready to challenge these forces of darkness, whether induced by the corruption of the Horrors or by simple selfishness and hate.

The *Earthdawn Companion* picks up where the *Player's Guide* and *Gamemaster's Guide* left off. It provides rules and information useful for both players and gamemasters, exploring the legendary abilities and advanced powers and options available to characters in Warden and Master tiers of play.

Characters at this level are true living legends. Tales of their exploits are shared in taverns and inns across the land. Kings and merchant princes seek their aid. Younger followers of their Discipline look to them for inspiration. They may have a long-standing rival, or draw the attention of dark cults and secret societies.

HOW TO USE THIS BOOK

This first half of this book focuses on rules and information of use to players. It describes the talent progression of the core fifteen Disciplines from Circles nine through fifteen. It provides rules for new talents and abilities available to adepts that reach these lofty heights of power, and introduces talent knacks, ways that an adept can expand and enhance the use of their talents. Rounding out the section is a chapter about enchanting, the process by which player characters can create magical items.

The second half of the book focuses on information of interest to gamemasters. More thread items are provided, with an emphasis on Warden, Master, and Legendary items. More creatures are provided, along with the introduction of *masks*, a template system that allows gamemasters to modify existing creatures for greater variety and challenge. Finally, a few optional rules are provided that provide alternate ways to approach some aspects of the game.

As with the other **Earthdawn** products, the material provided here is a starting point. You are encouraged to make the game your own by adding, modifying, or removing what you see fit. Each group's play style and goals are different, and while we do our best, it is impossible to anticipate every need. If you're having fun, you're playing the game right. Don't let anybody (even us) tell you otherwise.

THE CHALLENGES OF HIGH CIRCLE PLAY

As you explore the rules and options available in this book, you will find that high Circle adepts can gain truly incredible powers, especially when it comes to the unique abilities available to each Discipline. As player characters advance into the Warden and Master tiers, actions that seemed impossible in their early careers can become routine.

This requires that the gamemaster shift their adventure design and how they challenge their player characters. While there is still a place for combat-based challenges—powerful Horrors, dragons, or other high Circle adepts can certainly provide these—a group of Wardens and Masters can hold off a small army with a little planning and not too much effort. Rolling out each round of that conflict can take a long time and suck energy (and fun) out of the game. Instead, it might make sense to shift the game's focus to challenges that can't be solved at the point of a sword or filling a target with arcane energy.

One approach is to involve the characters in the affairs of provincial powers. Political machinations and competing interests can lead to scenarios without clear-cut good and evil. Perhaps a newly opened kaer sits atop a rich vein of True Earth, drawing interest from a merchant house in Travar, a Urupan cabal of Elementalists, and the Throalic Miner's Guild. If the player characters were involved in the kaer's discovery, they may feel the need to make sure the residents get the best deal possible. They might be asked to help moderate the negotiations, or provide security for the dignitaries involved.

Another potential avenue is exploration and investigation. To this day, there are large swaths of Barsaive that remain unexplored, particularly those hardest hit by the Scourge. What fuels the expansion of the Badlands? What is the source of the ash blowing in from the Wastes? What mysteries does Aban hide in the depths of the Mist Swamps? Can the Blood Wood be restored? High Circle adepts have the experience and abilities to face the challenges posed by these exotic environments, and plumbing the depths of these mysteries can bring them into conflict with powerful individuals with extensive power and resources of their own.

Of course, high Circle play gives you the opportunity to face off against epic foes. Dragons, Named Horrors, powerful spirits, and even the Passions can pose a challenge to characters in Warden and Master tiers of play. The important thing to remember, however, is not to diminish the impact these adversaries can have in the world. The characters shouldn't slay Charcoalgrin before breakfast, then take Verjigorm's head as a centerpiece for afternoon tea.

Instead, remember these characters have their own motivations, goals, and networks of supporters. A large part of defeating these opponents can simply be figuring out ways to minimize their advantages, finding weaknesses, or gathering allies. Even then, defeating the villain could be just the beginning. You've managed to infiltrate Iopos and assassinate Uhl Denairastas? What next? Powerful adepts are larger than life—the consequences of their actions should be even larger.

In the end, as we said above, it comes down to the needs and desires of the group seated at the table. Not every adventure needs to be a world-changing saga. Barsaive can be a dark place, but that doesn't mean you can't find happiness, comedy, or love within its borders. You want a high-powered monster-stomp, or an **Earthdawn**-flavored take on *A Midsummer Night's Dream*? Go for it! It's *your* **Earthdawn**, make it legendary!




LAUBENSTEIN·18



DISCIPLINES

Some say it takes an open mind, an honest heart, or a noble spirit to be an adept. Nonsense. In truth, it takes stones the size of boulders to snatch magic from the world's grasp and make it your own.

• Alikks the Sharp, Scourge of the Wind •

WARDENS AND MASTERS

What is the role of Warden and Master adepts in Barsaive? The answer to that question lies in the number of Warden and Master adepts. While no comprehensive census of Barsaive has been done, most estimate the total population of Barsaive as between half a million and one million Namegivers. Scholars who study adepts and their magic believe about one in twenty—five percent—of Namegivers have the capacity to be adepts.

This means between twenty-five and fifty thousand potential adepts can be found in Barsaive. If the fifteen core Disciplines are represented equally, this means each Discipline has—at most—a little over three thousand followers. That may seem like a lot, but think of athletes. Countless individuals might play basketball, but few are good enough to play at the college or semi-pro level. Of those, even fewer are capable, devoted, and lucky enough to play

How Many Adepts?

The numbers in the main text refer to the number of *potential* adepts based on a couple of assumptions. Not every potential candidate becomes a full-fledged adept. Some may never be discovered by a mentor, while others might not find a Discipline suited to their personality and temperament. This means the estimates we give in the main text are on the generous side and there are even fewer adepts in Barsaive.

As with other aspects of the **Earthdawn** game, this setting element can be adjusted to suit the needs of individual campaigns. Increasing the number of potential adepts to ten percent of the population, for example, doubles the number of adepts—and the problems they attract—running around the province.

Of course, nothing requires the adepts to be evenly distributed across Disciplines! In fact, it is likely that some are more numerous than others, and which ones can vary from place to place based on different cultural factors. Even something as simple as the ratio of Warriors to Swordmasters can say a lot about the way a population looks at conflict.

Added to that, these tendencies can say a lot about individuals in a culture. The highland troll clans are stereotypically Sky Raiders. What does that say about one who follows the Illusionist Discipline? How would a Troubadour from that area be different from one trained in the Halls of Throal? How is a culture that values Nethermancers different from one that appreciates Elementalists?

These considerations don't have to be taken into account when populating your version of Barsaive, but they can add additional depth and varied story hooks to your **Earthdawn** game.

professionally. In the same way, there will be far fewer Wardens and Masters of a Discipline compared to their lower Circle brethren.

Since few adepts reach those heights of power, Wardens and Masters serve as paragons of their Discipline, an ideal that all who follow the path aspire to. They also serve as keepers of the Discipline's highest secrets. Therefore, Wardens and Masters tend to be careful about who they initiate into these higher mysteries.

This is understandable when you look at the abilities available to these adepts. In addition to achieving incredible results with the talents known by Novices, Wardens and Masters learn impressive and frightening powers. Calling down the power of storms. Becoming a literal shadow. Using the fury of the elements to keep enemies off balance. Shaping the very nature of reality. These powers are a great responsibility, and the high Circle adherents of a Discipline do their best to only share them with the worthy.

Another effect of their small numbers is if the Wardens and Masters of a Discipline don't know each other personally, they almost certainly know *of* each other. There will be history, friendships, rivalries. That network expands when you consider high Circle adepts also know high Circle adepts of other Disciplines. When you're dealing with living legends, the conflicts and emotions involved are likely to be as legendary.

Due to their Legendary Status (*Player's Guide*, p. 459), Wardens and Masters seldom have the luxury of retiring from public life. Whether they want to or not, characters who reach these Circles are movers and shakers, and their very presence shapes the places they settle.

For example, Garlthik One-Eye is one of the most famous high Circle adepts in Barsaive. He retired to Kratas, but was forced to become a civic leader, shaping Kratas into the place it is today. The things he did to establish and maintain a peaceful life put him at the center of an extensive intelligence network, which became important in the greater socio-political environment leading up to the Second Theran War.

Player characters who become Wardens and Masters likewise end up at the center of important events, whether they want to be or not. Their allies seek their aid, their enemies obstruct their plans, and those with dark ends in mind for Barsaive might decide to preemptively remove their potential interference, dragging them into plots of which they were previously unaware.

RITUALS AND TRADITIONS

Following a Discipline is more than a profession; it is a way of life. The magical abilities available to an adept are unlocked through dedication to a deeply personal mystic philosophy. Initiation involves secrets passed down through untold generations. Advancement requires mastery of abilities gained, and a demonstration of that knowledge.

Because of the secrets involved, Disciplines have developed traditions, many of which revolve around advancement to higher Circles. These rituals also introduce the student to the benefits and powers available at their new level of understanding. Just like following a Discipline is more than a job, advancement is more than taking a class.

One way to enhance your experience in the world of **Earthdawn** is to flesh out these rituals and traditions. Much like an adept's Karma Ritual can provide insight into their personal philosophy, rituals can fill in details about the Discipline's history, resulting in a richer world.

Does an Archer's advancement ritual require him to split an arrow his instructor has fired into a difficult target? This could recall a legend where an early follower of the Discipline had to perform a similar feat. A Nethermancer seeking Warden status might need to summon a spirit who helped train other members of their school, then negotiate a journey to a netherworld to retrieve some bit of lore. This task not only demonstrates the Nethermancer's mastery of their Discipline, but also reinforces the character's connection to the history of their Discipline.

The amount of ritual and tradition you bring into your game will depend on the tone of your game, and how much time you wish to spend exploring your character's philosophy and connection with their Discipline. Even if you prefer a more action-oriented game, it can help to slow down now and then and put the spotlight on individual characters.

Perhaps you choose to detail advancement rituals when a character moves into a new tier, like from Novice to Journeyman. Maybe when the group takes a break for training and advancement, one character's ritual can be role-played. The next time, another character could be the focus. If the instructor is a recurring gamemaster character, these sessions can serve to explore the relationship between mentor and student.

As an inspiration, we provide here some basic outlines of sample rituals. These can be fleshed out in more detail, or used as inspiration for rituals of your own.

Air Sailor: The adept plans the defense of their ship in a mock battle led by their mentor, demonstrating their abilities and devotion to the ideals of being part of a crew.

Archer: The mentor requires the adept to hit all the targets in an obstacle course. Some of the shots will require the use of talents involving not just ranged combat, but also movement and self-defense. Sometimes the ritual will have a time limit, or require the candidate to choose between mutually

exclusive objectives to emphasize the need to be decisive and focus on a specific purpose.

Beastmaster: The adept is assigned a task by their instructor, and must complete it using animal companions as their eyes, ears, and hands. For Beastmasters who don't focus on animal companions, the ritual could emphasize their wilderness and survival skills, perhaps requiring them to track and confront a wild creature that poses a suitable challenge.

Cavalryman: The adept must traverse a ritualized battle, with specific objectives they (and their mount) must achieve. Some tasks might require the mount and rider to deal with unusual circumstances (for example, navigating the close quarters inside a fort), or face challenges that emphasize the bond and need for the pair to work together.

Elementalist: The adept must summon and negotiate the services of elemental spirits to solve a problem. More difficult versions of the ritual might require elementals of various types, requiring the adept to balance their different temperaments and desires.

Illusionist: The adept must use illusion magic to deceive their mentor, or discover the truth behind a complex series of illusions set out by their instructor.

Nethermancer: The adept must demonstrate self-control by facing a spirit of fear or doubt, perhaps using their arcane abilities to overcome the challenge.

Scout: The instructor requires the adept to travel from one location to another, stopping at certain landmarks and retrieving items to demonstrate they were there. A time limit might be imposed, or the Scout might need to report on a discovery they made along the way. This discovery need not be strictly new, only new to the candidate.

Sky Raider: The adept must plan and lead a raid on a rival crew, whether ritualized or authentic, and 'count coup' on a high-ranking member of the target. Personal valor and bravery are emphasized.

Swordmaster: The adept must distinguish themselves in a duel or tournament. Victory is not required, but demonstration of their skill and style—martial or social—is.

Thief: The instructor requires the adept to steal an item of value and deliver it. Organized gangs might have a ritual chamber with traps and obstacles that the candidate must overcome to steal a prize.

Troubadour: The adept must learn and perform a piece of music, dance, or historical drama for an audience. Higher Circle rituals might require the piece to be an original composition, the result of research or investigation.

Warrior: The adept overcomes a series of ritualized challenges that require their talents as well as tactical thinking. Some orders may require groups of candidates to work against each other to achieve the objective.

Weaponsmith: The mentor presents the character with a notable weapon and, after a week of study and research, the adept must present what they

have learned. Alternately, the candidate might be required to present an item they crafted for judgement by the forge elders.

Wizard: The adept researches and presents a treatise on some aspect of magical theory, then defends their findings and conclusions before a panel of elders. New spells and magical enchantments sometimes result, but more often these works are only of interest to other theorists.

ALTERNATE TRAINING METHODS

The *Player's Guide* describes the most common method of Circle advancement for characters in the Novice and Journeyman tiers: paying a mentor in silver and studying with them. There are two other methods practiced in Barsaive, however, often used by those seeking to train into Warden and Master tiers, when mentors can be hard to locate.

Training Pledge

Sometimes an adept meets the requirements for advancing to the next Circle but lacks the funds to pay for the training. They may also find prospective mentors into the Warden and Master tiers of their Discipline are only interested in training those who demonstrate true commitment to their Discipline's ideals.

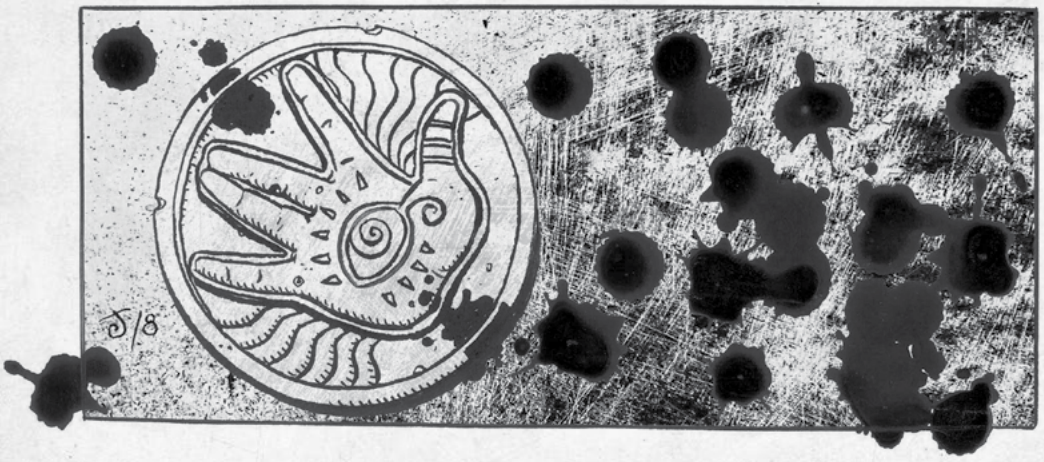
The Training Pledge is specialized blood magic (*Player's Guide*, p. 238) that allows a candidate to pay for training with commitment instead of coin. Wardens and Masters may not wish to sully those higher teachings with simple commerce, or they may be selective about who is worthy to learn the Discipline's deeper mysteries. The Training Pledge ensures their students are dedicated to following (and advancing) the instructor's vision of the Discipline.

The adept seeking instruction must ask to take the Pledge; the master cannot ask it of the student. Because it requires the master to commit time to training the student without compensation, the master can ask the student to withdraw the pledge, but must honor the request if the student persists. While the Pledge is almost never sworn between adepts who are hostile towards one another, there are legends of hatreds being soothed by a Training Pledge between the rivals.

After taking the Pledge, the student can train with the master multiple times at no charge. They must still meet other requirements for Circle advancement, and the master must be of a high enough Circle to instruct the student in the new Circle.

The Training Pledge is a blood magic ritual that requires an orichalcum coin, called a Pledge Coin. The only way the potential master can refuse the Pledge is if they do not have access to a coin. Many masters require the student to acquire one to demonstrate their commitment to taking the Pledge.

During the ritual, the master and student each let seven drops of their blood fall on the coin, which causes each 3 Blood Magic Damage. They meditate together for one hour while the blood dries, and then the master meditates alone for another hour while the enchantment takes hold. After which the



master presents the Pledge Coin to the student, and the student swears the oath:

"I shall see the wisdom of my Discipline as my master sees it. I shall practice the wisdom of my Discipline as my master practices it. I shall teach the wisdom of my Discipline as my master taught me."

The Circle at which the adept swears the Pledge (not the Circle they are training for) is their Pledge Circle. We recommend the player keep track of this on their character sheet as it may be important in the future. At this point, training for the new Circle continues as described in the *Player's Guide*.

Violating the Pledge

While taking the Training Pledge does not prohibit the adept from using other methods to advance (for example, paying silver to a trainer), they must abide by three conditions:

They must never ask a potential student to take the Training Pledge, the request must always come from the student.

They must always honor a request for the Pledge that comes from another member of their Discipline, but need not honor the request from those who do not follow their Discipline.

They may only give up their Pledge Coin by passing it along to a student taking the Training Pledge with them. If the adept loses the Coin for any other reason, they have one week to retrieve it or suffer the penalties described here.

An adept who breaks any of these conditions loses all talent ranks for Circles higher than their Pledge Circle, even if they have used other advancement methods after that point.

Mica the Swordmaster took the Training Pledge at Fourth Circle and has advanced to Seventh Circle. He is stripped of his Pledge Coin when captured by

agents of Iopos, and while he manages to escape, he fails to retrieve the coin within a week.

Mica loses all talent ranks for his Fifth, Sixth, and Seventh Circle talents, even though he had only taken advantage of the Pledge to advance to Fifth Circle. He does keep the higher ranks purchased for talents in Circles One through Four.

Legend Points spent on talents lost from breaking the Pledge are gone, as are any powers and bonuses (Defense Ratings, etc.) from higher Circles. The only way to regain them is to undergo training and purchase the talent ranks once again.

The only way an adept can get rid of their Pledge Coin without penalty is to pass it on to a student who has asked them for the Training Pledge. A new ritual is performed on the coin, with the former student now becoming the master. Once the ritual is complete and the Pledge sworn, the master from the original Pledge instinctively knows their student's oath has been fulfilled, and they may heal the Blood Magic Damage. The master in a Training Pledge may also heal the Blood Magic Damage if their student dies without passing on their Pledge Coin.

The new master takes 3 Blood Magic Damage from the new oath, and the Pledge Coin is passed to the new student. The new master may now heal the damage from their previous Pledge, and no longer has a Pledge Circle (unless he swears a new Training Pledge after that point).

Ghost Masters

Sometimes a high Circle adept will have a hard time finding a mentor for training. This may come about from a lack of mentors of sufficient Circle, or poor relationships with those that are available—the low population of these living legends can give one few options. At times like these, adepts seeking advancement in their Discipline can turn to a Ghost Master.

Nethermancers first developed the technique of contacting the spirts of high Circle adepts, bargaining with them for instruction in their Discipline. These mentors became known as Ghost Masters. Over the centuries, the practice spread, and now each Discipline has access to their own version of the ritual.

To learn from a Ghost Master, the prospective student must learn the Name of a dead adept whose Circle was high enough to train the adept in the desired Circle. These Names are often kept secret by the Discipline's Wardens and Masters and are not revealed lightly. Other Names may be discovered in ruined kaers and citadels. Learning a Name, or finding somebody who knows one, can be a significant undertaking, and the cost of such knowledge is rarely paid with silver.

In addition to learning the Name of a potential Ghost Master, the adept must also obtain an orichalcum coin free of enchantment, and learn the proper ritual. The ritual is learned through the Ghost Master Ritual talent knack (p.

113), and each Discipline has its own version, which may include variations and subtleties not described here.

The ritual is usually performed at night. The adept inscribes a circle and meditates in it for one hour, mentally performing each of their talents. At the end of the meditation they speak the Name of the chosen Ghost Master and make a Thread Weaving test against the Ghost Master's Mystic Defense. If successful, the Ghost Master appears. The ritual can only be performed once per day.

The first time the ritual is successfully performed, the adept gives the Ghost Master the orichalcum coin. The Ghost Master returns to whatever netherworld they were summoned from, taking the coin with them. Three nights later, the adept performs the ritual again and the Ghost Master returns. The coin is given back to the adept as a Pledge Coin, and the pair enter a Training Pledge as previously described.

As with normal advancement, the adept must train with the Ghost Master for forty hours within three weeks. If not, the training fails and the adept must start over, though the adept can train with the same Ghost Master—there is no need to repeat the initial ritual and obtain a new Pledge Coin.

The other benefits and restrictions of the Training Pledge are the same. The adept can continue to train with the Ghost Master if the master's Circle is high enough, and the adept may even pass their Pledge Coin on to a new student, becoming an instructor themselves and no longer having a Pledge Circle.

The only drawback is the Pledge Coin serves as a connection to the Ghost Master; having given it away the adept can no longer perform the ritual, and is unable to continue training with that Ghost Master. If they wish to do so, a new ritual summoning process must be started, including the need to obtain a new, unenchanted, orichalcum coin. Even the new owner of the coin cannot use it to summon the Ghost Master, as the enchantment that served as the connection to the Ghost Master has been replaced by the blood magic of the new Training Pledge.

DISCIPLINE DESCRIPTIONS

The Discipline descriptions provided here follow the same format as those in the *Player's Guide*. Talent options that become available at each new tier are listed, followed by the specific Discipline talents, bonuses, and abilities learned at each Circle. For ease of reference a basic overview of each bonus type is provided here, along with any new ones that become available.

Characteristics Bonuses

As adepts advance in Circle, they automatically gain bonuses to some of their characteristics. Only the highest given Discipline bonus applies to any single characteristic. For example, the +2 Mystic Defense bonus an Archer receives at Tenth Circle replaces the +1 bonus from Fourth Circle. This limit

also applies to bonuses earned from an adept following multiple Disciplines (*Player's Guide*, p. 458).

Defense bonuses permanently increase the adept's Physical, Mystic, or Social Defense.

Mystic Armor bonuses permanently increase the adept's Mystic Armor.

Initiative bonuses permanently increase the adept's base Initiative Step.

Recovery bonuses permanently increase the number of Recovery tests the adept can make per day.

Karma Bonuses

Karma bonuses allow the adept to spend a Karma Point on different types of actions. Unless specifically indicated, each type ability may only contribute one point of Karma, though if multiple ability types apply, each may contribute, allowing multiple Karma to be spent on a given test.

At Thirteenth Circle, an adept's Karma Die increases by one Step (from a d6 to a d8).

AIR SAILOR

Warden Talent Options

Astral Sight, Blood Share, Cold Purify, Defensive Posture, Down Strike, Eagle Eye, Gliding Stride, Impressive Display, Relentless Recovery, Spot Armor Flaw

Ninth Circle

Coordinate Attacks: Any Harried penalties caused by the adept working together with their allies are increased by 1. This does not affect Harried penalties caused by spells.

Karma: The adept may spend a Karma Point on Recovery tests.

Discipline Talent: Lasting Impression

Tenth Circle

Defense: The adept adds +2 to their Social Defense.

Initiative: The adept adds +1 to their base Initiative Step.

Discipline Talent: Thought Link

Eleventh Circle

Defense: The adept adds +1 to their Mystic Defense.

Karma: The adept may spend a Karma Point once per round on an Action test made when adjacent to an ally.

Discipline Talent: Lion Spirit

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.

Recovery: The adept gains 2 additional Recovery tests per day.

Discipline Talent: Rally

Master Talent Options

Champion Challenge, Critical Hit, Disarming Smile, Fluid Movement, Life Check, Second Chance, Soul Aegis, Undermine

Thirteenth Circle

Windborne Speed: The adept takes 4 Blood Magic Damage and makes an Air Weaving (6) test. Each success increases the travel speed of their group by 10%. This may affect vehicles no larger than a galley or a total of no more than 50 people on foot and/or mounted. In combat, this increases the movement rate of all affected by 4. This ability lasts for one day, after which the Blood Magic damage can be healed.

Defense: The adept adds +3 to their Social Defense.

Mystic Armor: The adept adds +1 to their Mystic Armor.

Karma: The adept increases their Karma +1 Step to a d8.

Discipline Talent: Second Attack

Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.

Initiative: The adept adds +2 to their base Initiative Step.

Discipline Talent: Song of Battle

Fifteenth Circle

Defense: The adept adds +2 to their Mystic Defense.

Recovery: The adept gains 3 additional Recovery tests per day.

Discipline Talent: Concentrated Assault

ARCHER

Warden Talent Options

Astral Sight, Chameleon, Critical Hit, Defensive Posture, Ethereal Weapon, Lasting Impression, Lifesight, Matrix Sight, True Sight, Wood Skin

Ninth Circle

Blood Bound Bow: The adept performs an eight-hour ritual to attune to a specific missile weapon, taking 1 point of Blood Magic Damage. Each adept's ritual is unique, but tends to be a product of their instruction and personal philosophy. It is commonly performed as the final step in becoming a Warden, but need not be done at that time. After the ritual, the adept adds a +3 bonus to all Attack tests made with the chosen weapon. Only one weapon may be bound at a time, but the adept can end the effect at any time, allowing the damage to be healed as normal and a new weapon bound .

Karma: The adept may spend a Karma Point on Recovery tests.

Discipline Talent: Blind Fire

Tenth Circle

Defense: The adept adds +2 to their Mystic Defense.
Mystic Armor: The adept adds +1 to their Mystic Armor.
Discipline Talent: Spirit Strike

Eleventh Circle

Defense: The adept adds +1 to their Social Defense.
Karma: The adept may spend a Karma Point once per round on a Perception-based test against an opponent they have damaged since the beginning of the previous round.
Discipline Talent: Eagle Eye

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.
Initiative: The adept adds +2 to their base Initiative Step.
Discipline Talent: Missile Lock

Master Talent Options

Lion Heart, Orbiting Spy, Relentless Recovery, Second Chance, Soul Aegis, Venom, Vital Strike, Vital Ward

Thirteenth Circle

Perfect Shot: The adept uses supernatural senses and their connection with their weapon to fire a perfect attack. Once per round, they may spend Strain up to their Perception Step before making a ranged attack. If the attack is successful, each Strain spent adds a +2 bonus to the Damage test. This is in addition to any bonus damage that might normally apply.
Defense: The adept adds +3 to their Mystic Defense.
Karma: The adept increases their Karma +1 Step to a d8.
Recovery: The adept gains an additional Recovery test per day.
Discipline Talent: Influence Missile

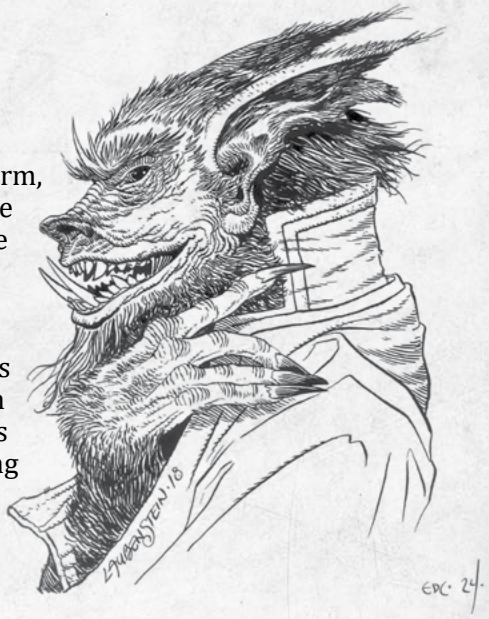
Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.
Mystic Armor: The adept adds +2 to their Mystic Armor.
Discipline Talent: Snapshot

Fifteenth Circle

Defense: The adept adds +2 to their Social Defense.
Initiative: The adept adds +3 to their base Initiative Step.
Discipline Talent: Multi-Shot

BEASTMASTER



Warden Talent Options

Armor Mount, Bloodhound Form, Burning Vigor, Chameleon, Defensive Posture, Eagle Eye, Goring Attack, Life Check, Resist Pain, Steely Stare

Ninth Circle

Tough Hide: The adept performs an eight-hour ritual to infuse their skin with bestial resilience. Each adept's ritual is unique, based on their training and personal philosophy. Some may commune with an animal companion, taking on aspects of its essence into themselves, while others may use the blood and hide of a wild creature they have recently slain. It is commonly performed as the final step of becoming a Warden, but can be done at any time. After the ritual, the adept takes 1 Blood Magic damage, and permanently adds +3 to their Toughness value.

Karma: The adept may spend a Karma Point per round on any non-combat test made while in the wilderness.

Discipline Talent: Relentless Recovery

Tenth Circle

Defense: The adept adds +2 to their Social Defense.

Initiative: The adept adds +1 to their base Initiative.

Discipline Talent: Critical Hit

Eleventh Circle

Defense: The adept adds +1 to their Mystic Defense.

Karma: The adept may spend a Karma Point on an Attack test made against a target they have previously damaged.

Discipline Talent: Unflinching Fortitude

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.

Recovery: The adept gains 2 additional Recovery tests per day.

Discipline Talent: Momentum Attack

Master Talent Options

Alley Cat Approach, Animal Leadership, Aura Armor, Echolocation, Lion Spirit, Second Chance, Vital Strike, Vital Ward

Thirteenth Circle

Bestial War Form: As a Simple action for 5 Strain, the adept can take on the features and traits of other creatures. The adept gains 12 points to allocate as they wish between Initiative, Claw Shape ranks, Movement Rate, and Physical Armor. The player is encouraged to describe how the bonuses manifest, affecting the adept's final appearance. The points may be reallocated by using the ability again for 5 Strain, but only once per round at most. Each use of this ability lasts for up to 10 minutes, and may be used a number of times per day equal to the adept's rank in Beast Weaving.

Defense: The adept adds +3 to their Social Defense.

Karma: The adept increases their Karma +1 Step to a d8.

Mystic Armor: The adept adds +1 to their Mystic Armor.

Discipline Talent: Howl

Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.

Inititative: The adept adds +2 to their base Initiative.

Discipline Talent: Vicious Wound

Fifteenth Circle

Defense: The adept adds +2 to their Mystic Defense.

Recovery: The adept gains 3 additional Recovery tests per day.

Discipline Talent: Venom

CAVALRYMAN

Warden Talent Options

Battle Bellow, Defensive Posture, Down Strike, Fireblood, Impressive Display, Iron Constitution, Lasting Impression, Life Check, Resist Taunt, Steel Thought

Ninth Circle

Shared Strength: The adept performs an eight-hour ritual to improve their bond with a specific mount. Each adept's ritual is unique, usually based on their training and personal philosophy. It is commonly done as the final step of becoming a Warden, but may be done at any time. After the ritual, the adept takes 1 Blood Magic Damage and the mount adds +3 to its Strength Step. Only one mount may be bound at a time. The effect may be ended at any time, at which time the adept may heal the damage as normal and use the ability on a new mount.

Karma: The adept may spend a Karma Point on a Recovery test.

Discipline Talent: Goring Attack

Tenth Circle

Defense: The adept adds +2 to their Social Defense.
Initiative: The adept adds +1 to their base Initiative.
Discipline Talent: Relentless Recovery

Eleventh Circle

Defense: The adept adds +1 to their Mystic Defense.
Karma: The adept may spend a Karma Point on Damage tests made by their mount.
Discipline Talent: Momentum Attack

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.
Recovery: The adept gains 2 additional Recovery tests per day.
Discipline Talent: Animal Talk

Master Talent Options

Champion Challenge, Lion Spirit, Rally, Resist Pain, Second Chance, Thought Link, Unflinching Fortitude, Vicious Wound

Thirteenth Circle

Shared Spirit: The adept knows the truth about their spirit and their mount's; they are one and the same. With this knowledge, they can trick reality and bring their mount to them at any time. The adept takes 4 Strain and makes a Mount Weaving test against their mount's Mystic Defense. If successful, the mount appears under the adept as if it had always been there and the adept is mounted properly. This ability will not work if there is not enough room for the mounted character.
Defense: The adept adds +3 to their Social Defense.
Karma: The adept increases their Karma +1 Step to a d8.
Mystic Armor: The adept adds +1 to their Mystic Armor.
Discipline Talent: Critical Hit

Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.
Inititative: The adept adds +2 to their base Initiative.
Discipline Talent: Thunderstruck

Fifteenth Circle

Defense: The adept adds +2 to their Mystic Defense.
Recovery: The adept gains 3 additional Recovery tests per day.
Discipline Talent: Multi-Charge

ELEMENTALIST

Warden Talent Options

Armored Matrix, Contest of Wills, Evidence Analysis, Iron Constitution, Perfect Focus, Plant Talk, Range Pattern, Summoning Circle, Suppress Curse, Temper Flesh

Ninth Circle

Earth and Wind: The adept takes 2 Strain and makes an Elementalism (6) test. If successful, they may either:

Create a circle of earth with a radius of 2 yards per success that grants all allies within it +3 Mystic Defense. The circle cannot be moved, but the Elementalist need not stay in it to maintain the effect, which lasts up to 24 hours. It may be canceled by the adept at any time.

Create a flow of air which circulates through a dome with a radius of 2 yards per success. The air is brought in from the Plane of Air and, though cold, is clean and fresh. It immediately disperses any noxious fumes; if they are caused by a magical effect, the Elementalism test result is treated as a Dispelling test (*Player's Guide*, p. 265). The affected area cannot be moved, but the Elementalist need not stay in it to maintain the effect, which lasts up to 24 hours. It may be canceled by the adept at any time.

Karma: The adept may spend a Karma Point when designing or crafting an item.

Discipline Talent: Thunderous Resolve

Tenth Circle

Defense: The adept adds +2 to their Physical Defense.

Mystic Armor: The adept adds +1 to their Mystic Armor.

Discipline Talent: Elemental Mastery

Eleventh Circle

Defense: The adept adds +1 to their Social Defense.

Karma: The adept may spend a Karma Point to improve one bonus from a spell they cast on an ally by +2.

Discipline Talent: Vine Armor

Twelfth Circle

Defense: The adept adds +4 to their Mystic Defense.

Recovery: The adept gains 2 additional Recovery tests per day.

Discipline Talent: Concise Casting

Master Talent Options

Burning Vigor, Casting Pattern, Effect Pattern, Life Check, Second Chance, Shared Matrix, Shock Treatment, Unflinching Fortitude

Thirteenth Circle

Elemental Form: As a Simple action for 5 Strain, the adept draws on their connection with the elements and merges their spirit with one of them. While this ability is active, they add a +3 bonus to Spellcasting (including Concise Casting), Thread Weaving, and Effect tests for all spells of the selected element, and each spell is cast with a free extra thread (no weaving test required, though this still counts toward normal maximums). The adept cannot cast spells of the element which has an advantage over them (air cannot use earth, earth cannot use wood, fire cannot use water, water cannot use air, and wood cannot use fire). The adept is limited to this form for a number of rounds equal to their rank in Elementalism per day. The Strain cost is only paid to activate the change, not for each subsequent round spent in the form. If the adept wants to change forms, or stops using the ability for a round, they must pay the Strain cost again.

Defense: The adept adds +3 to their Physical Defense.

Initiative: The adepts adds +1 to their base Initiative Step.

Karma: The adept increases their Karma +1 Step to a d8.

Discipline Talent: Elemental Walk

Fourteenth Circle

Defense: The adept adds +5 to their Mystic Defense.

Mystic Armor: The adept adds +2 to their Mystic Armor.

Discipline Talent: Stone Skin

Fifteenth Circle

Defense: The adept adds +2 to their Social Defense.

Recovery: The adept gains 3 additional Recovery tests per day.

Discipline Talent: Spliced Weave

ILLUSIONIST

Warden Talent Options

Armored Matrix, Astral Pocket, Empathic Sense, Etiquette, Graceful Exit, Lasting Impression, Range Pattern, Safe Thought, Thought Link, Undermine

Ninth Circle

Hide Matrix: As a Free action for 2 Strain, the adept can create the illusion they are not casting a spell. The adept's Illusionism rank is treated as the spell Circle to determine the Sensing Difficulty. Any character who could normally perceive the spellcasting can make Sensing tests. The spell cannot have a damaging effect.

Karma: The adept may spend a Karma Point on Recovery tests.

Discipline Talent: Disarming Smile

Tenth Circle

Defense: The adept adds +2 to their Social Defense.
Mystic Armor: The adept adds +1 to their Mystic Armor.
Discipline Talent: Infuse Memory

Eleventh Circle

Defense: The adept adds +1 to their Physical Defense.
Karma: The adept may spend a Karma Point to target an additional opponent with a spell they are casting. The duplicate spell is an illusion (whether or not the original was), allowing for disbelief or Sensing tests as appropriate.
Discipline Talent: Truth Through Lies

Twelfth Circle

Defense: The adept adds +4 to their Mystic Defense.
Initiative: The adept adds +2 to their base Initiative Step.
Discipline Talent: Concise Casting

Master Talent Options

Bardic Voice, Casting Pattern, Effect Pattern, Impossible Hide, Second Chance, Shared Matrix, Soul Aegis, Witty Repartee

Thirteenth Circle

Manipulate Reality: For 1 Strain, the adept may add the keyword *Illusion* to any spell they cast. These spells may be disbelieved or subject to Sensing tests as appropriate. The spell's target may require a Sensing test to realize the spell is an illusion. For example, an illusory Flying Carpet will not allow the target to fly, but the target may not realize this at first.

For 3 Strain, the adept may remove the keyword *Illusion* from any spell they cast, causing the effects to become real. The effects of this ability are powerful and unpredictable, and may not have the exact same effect each time. The exact outcome is subject to gamemaster discretion, but should involve input from the player regarding the desired outcome; they are a Master Illusionist and should have some idea what they are doing. After using this ability on a spell, the next spell cast must be an illusion, even if that requires the adept to use this ability to make it an illusion.

Defense: The adept adds +3 to their Social Defense.
Karma: The adept increases their Karma +1 Step to a d8.
Recovery: The adept gains an additional Recovery test per day.
Discipline Talent: Enthralling Visions

Fourteenth Circle

Defense: The adept adds +5 to their Mystic Defense.
Mystic Armor: The adept adds +2 to their Mystic Armor.
Discipline Talent: Memory Probe

Fifteenth Circle

Defense: The adept adds +2 to their Physical Defense.
Initiative: The adept adds +3 to their base Initiative Step.
Discipline Talent: Spliced Weave

NETHERMANCER

Warden Talent Options

Armored Matrix, Astral Pocket, Contest of Wills, Evidence Analysis, Item History, Perfect Focus, Range Pattern, Safe Thought, Soul Aegis, Summoning Circle

Ninth Circle

Otherworldly Willpower: The adept performs an eight-hour ritual to steel their will with astral influences. Each adept's ritual is unique, often based on their training and personal philosophy. Some may summon ally spirits, trading a piece of their pattern, while others may expose their psyche directly to astral space. The ritual is often performed as the final step in becoming a Warden, but may be done at any time. After the ritual, the adept takes 1 Blood Magic Damage and permanently adds +3 to their Willpower value.

Karma: The adept may spend a Karma Point on Recovery tests.
Discipline Talent: Matrix Sight



Tenth Circle

Defense: The adept adds +2 to their Social Defense.
Recovery: The adept gains an additional Recovery test per day.
Discipline Talent: Blood Insight

Eleventh Circle

Defense: The adept adds +1 to their Physical Defense.
Karma: The adept may spend a Karma Point on a Summon or Binding spell they are casting to improve a bonus or Effect Step from the spell by 2, or reduce a penalty from the spell by 2.
Discipline Talent: Netherwalk

Twelfth Circle

Defense: The adept adds +4 to their Mystic Defense.
Mystic Armor: The adept adds +2 to their Mystic Armor.
Discipline Talent: Concise Casting

Master Talent Options

Animal Possession, Casting Pattern, Confront Horror, Effect Pattern, Lion Spirit, Resist Pain, Second Chance, Shared Matrix

Thirteenth Circle

Astral Face: As a Simple action for 4 Strain, the adept can alter the features of their face and head, giving them a better sense of astral space. The altered appearance is smoother; the skin often silver or black. The eyes contain specks of unearthly light and the teeth are dull and unreflective, with a small rune on the surface of each tooth. The adept adds a +5 bonus to Spellcasting tests (including Concise Casting) and Effect tests while this ability is in effect. It can be used a number of rounds per day up to the adept's rank in Nethermancy. The Strain cost is paid when the ability is activated, not for each round, but if the adept stops using the ability for a round, the Strain must be paid to reactivate it.
Defense: The adept adds +3 to their Social Defense.
Karma: The adept increases their Karma +1 Step to a d8.
Initiative: The adept adds +1 to their base Initiative Step.
Discipline Talent: Astral Domain

Fourteenth Circle

Defense: The adept adds +5 to their Mystic Defense.
Recovery: The adept gains 2 additional Recovery tests per day.
Discipline Talent: Nethersoul

Fifteenth Circle

Defense: The adept adds +2 to their Physical Defense.
Mystic Armor: The adept adds +3 to their Mystic Armor.

Discipline Talent: Spliced Weave

SCOUT

Warden Talent Options

Animal Possession, Animal Talk, Animal Training, Critical Hit, Etiquette, Iron Constitution, Life Check, Plant Talk, Relentless Recovery, Wood Skin

Ninth Circle

Supernal Awareness: The adept performs an eight-hour ritual to heighten their senses to supernatural levels. Each adept's ritual is unique, often based on their training and personal philosophy. Some forge a deep connection with nature, losing a bit of themselves in the process, while others may commune with the spirit—literal or metaphorical—of a city. The ritual is often performed as the last step of becoming a Warden, but may be done at any time. After the ritual, the adept takes 1 Blood Magic damage and permanently adds +3 to their Perception value.

Karma: The adept may spend a Karma Point on any test made to escape detection.

Discipline Talent: Eagle Eye

Tenth Circle

Defense: The adept adds +2 to their Mystic Defense.

Recovery: The adept gains an additional Recovery test per day.

Discipline Talent: Chameleon

Eleventh Circle

Defense: The adept adds +1 to their Social Defense.

Karma: The adept may spend a Karma Point on Attack tests made against opponents who have not yet attacked the adept in that encounter.

Discipline Talent: Echolocation

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.

Initiative: The adept adds +2 to their base Initiative Step.

Discipline Talent: Bloodhound Form

Master Talent Options

Eidetic Memory, Matrix Sight, Netherwalk, Second Attack, Second Chance, Second Shot, Soul Aegis, Spirit Strike

Thirteenth Circle

One With the World: The adept can transform and become a natural part of their surroundings. They take 3 Blood Magic damage and make a Scout Weaving test against their Mystic Defense. The adept's appearance, accent, demeanor, and so forth adapt to the environment. In wild areas they change

to fit in with the scenery, while in populated areas they will naturally look and behave as a native. The adept adds a +2 bonus per success to any tests made to go unnoticed, blend in, or otherwise appear as if they belong. If they do nothing out of the ordinary or to attract attention, tests to notice the adept should only be allowed if specifically looking for them. Each success also gives the adept a +2 bonus to notice if something doesn't fit or is amiss while the ability is active. Use of this ability always scores at least one success, and lasts until the adept cancels it, at which point the damage can be healed.

Defense: The adept adds +3 to their Mystic Defense.
Karma: The adept increases their Karma +1 Step to a d8.
Mystic Armor: The adept adds +1 to their Mystic Armor.
Discipline Talent: Alley Cat Approach

Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.
Recovery: The adept gains 2 additional Recovery tests per day.
Discipline Talent: Elemental Walk

Fifteenth Circle

Defense: The adept adds +2 to their Social Defense.
Initiative: The adept adds +3 to their base Initiative Step.
Discipline Talent: World Pulse

SKY RAIDER

Warden Talent Options

Air Dance, Impressive Display, Lasting Impression, Life Check, Lion Spirit, Relentless Recovery, Resist Pain, Resist Taunt, Storm Shield, Vital Ward

Ninth Circle

Strength of the Sky: The adept performs an eight-hour ritual to draw on the power of storms and enhance their prowess. Each adept's ritual is unique, often based on their training and personal philosophy. Some climb a tall peak during a violent storm, getting struck by lightning and absorbing its power, others challenge powerful storm spirits or similar elementally-aspected creatures. The ritual is often performed as the last step in becoming a Warden, but may be done at any time. After the ritual, the adept takes 1 Blood Magic damage and permanently adds +3 to their Strength value.

Karma: The adept may spend a Karma Point on tests to intimidate or cause fear.

Discipline Talent: Burning Vigor

Tenth Circle

Defense: The adept adds +2 to their Social Defense.
Initiative: The adept adds +1 to their base Initiative Step.

Discipline Talent: Unflinching Fortitude

Eleventh Circle

Defense: The adept adds +1 to their Mystic Defense.

Karma: The adept may spend a Karma Point on Attack tests made against an opponent suffering from a fear or intimidation effect.

Discipline Talent: Vital Strike

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.

Recovery: The adept gains 2 additional Recovery tests per day.

Discipline Talent: Second Attack

Master Talent Options

Aura Armor, Champion Challenge, Critical Hit, Eagle Eye, Second Chance, Temper Flesh, Undermine, Weapon Breaker

Thirteenth Circle

Stormcall: When using the Aggressive Attack combat option (*Player's Guide*, p. 382), the adept may call down a hail of lightning to damage their enemies. The adept takes damage equal to their Wound Threshold and the accompanying Wound with no reduction for armor, then makes a Sky Weaving test and compares it to the Mystic Defense of each target within 10 yards. If successful, the target suffers from a Damage Step equal to the adept's Sky Weaving Step (not rank) plus Wound Threshold, with no reduction for armor.

The adept must rest at least ten minutes between uses of this ability, and each subsequent use in the same day causes an additional cumulative Wound (e.g., the third use will cause 3 Wounds) to reflect the danger of channeling raw elemental fury. Once per day during their Karma Ritual, the adept may designate a number of allies up to their rank in Sky Weaving as members of their "crew." Those individuals are not affected by this ability until dawn the next day.

Defense: The adept adds +3 to their Social Defense.

Karma: The adept increases their Karma +1 Step to a d8.

Mystic Armor: The adept adds +1 to their Mystic Armor.

Discipline Talent: Thunderstruck

Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.

Initiative: The adept adds +2 to their base Initiative Step.

Discipline Talent: Vicious Wound

Fifteenth Circle

Defense: The adept adds +2 to their Mystic Defense.

Recovery: The adept gains 3 additional Recovery tests per day.

Discipline Talent: Blood of Death's Sea

SWORDMASTER

Warden Talent Options

Champion Challenge, Empathic Sense, Ethereal Weapon, Life Check, Lion Spirit, Matrix Sight, Relentless Recovery, Spirit Strike, Undermine, Witty Repartee

Ninth Circle

Blood Bound Blades: The adept performs an eight-hour ritual to attune a specific melee weapon, taking 1 Blood Magic Damage. Each adept's ritual is unique, usually based on their training and personal philosophy. It is commonly performed as the last step in becoming a Warden, but may be done at any time. After the ritual, the weapon adds +3 Damage Steps while the adept wields it. The adept may cancel the effect at any time, allowing them to heal the damage and bind a new weapon. Up to two weapons may be bound at a time.

Karma: The adept may spend a Karma Point on Recovery tests.

Discipline Talent: Critical Hit

Tenth Circle

Defensive Posture: The adept adds +3 to their Social Defense.

Recovery: The adept gains an additional Recovery test per day.

Discipline Talent: Defense

Eleventh Circle

Defense: The adept adds +1 to their Mystic Defense.

Karma: The adept may spend a Karma Point on an Attack test made against an opponent currently affected by Taunt.

Discipline Talent: Momentum Attack

Twelfth Circle

Defense: The adept adds +3 to their Physical Defense.

Initiative: The adept adds +2 to their base Initiative Step.

Discipline Talent: Fluid Movement

Master Talent Options

Aura Armor, Bardic Voice, Chilling Strike, Resist Pain, Second Chance, Soul Aegis, Unflinching Fortitude, Vital Ward

Thirteenth Circle

Audacious Bravado: The adept can inspire their allies to feats of reckless excellence by charging headlong into a dangerous situation. For a cost of 2

Strain, all those who take part in the ill-advised course of action add a +3 bonus to one Action test each round (character's choice), for three rounds.

Defense: The adept adds +4 to their Social Defense.
Karma: The adept increases their Karma +1 Step to a d8.
Mystic Armor: The adept adds +1 to their Mystic Armor.
Discipline Talent: Cutting Words

Fourteenth Circle

Defense: The adept adds +4 to their Physical Defense.
Recovery: The adept gains 2 additional Recovery tests per day.
Discipline Talent: Vicious Wound

Fifteenth Circle

Defense: The adept adds +2 to their Mystic Defense.
Initiative: The adept adds +3 to their base Initiative Step.
Discipline Talent: Multi-Strike

THIEF

Warden Talent Options

Acrobatic Defense, Anticipate Blow, Astral Sight, Echolocation, Escape Plan, Orbiting Spy, Perfect Focus, Resist Taunt, Tiger Spring, Wind Catcher

Ninth Circle

Shadow Sight: The adept no longer suffers any penalties due to visibility. This includes spells and other effects that impose these penalties, like Ethereal Darkness. In addition, the adept's Shadowcloak grants them greater insight into the dark. While Shadowcloak is active, the adept adds a +3 bonus to Awareness when darkness penalties would normally apply. This ability does not affect penalties brought about by blindness.

Karma: The adept may spend a Karma Point on Recovery tests.
Discipline Talent: Power Mask

Tenth Circle

Defense: The adept adds +2 to their Social Defense.
Recovery: The adept gains an additional Recovery test per day.
Discipline Talent: Astral Pocket

Eleventh Circle

Defense: The adept adds +1 to their Mystic Defense.
Karma: The adept may spend a Karma Point on Damage tests made against targets suffering a penalty to their Physical Defense.
Discipline Talent: Chameleon

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.
Initiative: The adept adds +2 to their base Initiative Step.
Discipline Talent: Beguiling Blade

Master Talent Options

Alley Cat Approach, Critical Hit, Defensive Posture, Disarming Smile, Fluid Movement, Netherwalk, Second Chance, Spirit Strike

Thirteenth Circle

Shadowmeld: The adept's Shadowcloak allows for unparalleled stealth. They take 4 Strain and make a Thief Weaving (6) test. If successful they meld with their Shadowcloak for one hour, becoming a two-dimensional silhouette that can easily slip through any cracks light could spill through. Each success on the test grants them a +2 bonus to Physical and Mystic Defense, as well as any action test to escape notice. While in this form they cannot interact with anything physical. Talents that provide their own tools (e.g., Lock Picking) may be used at gamemaster discretion. The adept may end the effect at any time.

Defense: The adept adds +3 to their Social Defense.
Karma: The adept increases their Karma +1 Step to a d8.
Mystic Armor: The adept adds +1 to their Mystic Armor.
Discipline Talent: Impossible Hide



Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.
Recovery: The adept gains 2 additional Recovery tests per day.
Discipline Talent: Snatch Talent

Fifteenth Circle

Defense: The adept adds +2 to their Mystic Defense.
Initiative: The adept adds +3 to their base Initiative Step.
Discipline Talent: Dream Thief

TROUBADOUR

Warden Talent Options

Acrobatic Defense, Anticipate Blow, Book Memory, Cold Purify, Disarming Smile, Eidetic Memory, Second Weapon, Steel Thought, Thought Link, True Sight

Ninth Circle

Unnatural Charm: The adept performs an eight-hour ritual to mystically enhance their appeal. Each adept's ritual is unique, based on their training and personal philosophy. One might strike a deal with a spirit, permanently trading a song composed in exchange for supernatural attraction. Another might take on the role of a legendary Master Troubadour and perform in public as that individual, with a remnant of the Master's essence remaining after the performance ends. It is often performed as the final step in becoming a Warden, but may be done at any time. After the ritual, the adept takes 1 Blood Magic damage and permanently adds +3 to their Charisma value.

Karma: The adept may spend a Karma Point on Recovery tests.
Discipline Talent: Bardic Voice

Tenth Circle

Defense: The adept adds +2 to their Mystic Defense.
Mystic Armor: The adept adds +1 to their Mystic Armor.
Discipline Talent: Rally

Eleventh Circle

Defense: The adept adds +1 to their Physical Defense.

Karma: The adept may spend a Karma Point once per turn on any test made while adjacent to an ally.

Discipline Talent: Undermine

Twelfth Circle

Defense: The adept adds +4 to their Social Defense.
Initiative: The adept adds +2 to their base Initiative Step.
Discipline Talent: Witty Repartee

Master Talent Options

Confront Horror, Critical Hit, Lion Spirit, Memory Probe, Perfect Focus, Safe Thought, Second Chance, Soul Aegis

Thirteenth Circle

Encore: The adept may take 1 Strain to use any Charisma-based ability twice in a round, stacking its effects. If the ability is a Standard action, it costs 2 Strain. This is in addition to any Strain cost for the ability being used.

Defense: The adept adds +3 to their Mystic Defense.

Karma: The adept increases their Karma +1 Step to a d8.

Recovery: The adept gains an additional Recovery test per day.

Discipline Talent: Cutting Words

Fourteenth Circle

Defense: The adept adds +5 to their Social Defense.

Mystic Armor: The adept adds +2 to their Mystic Armor.

Discipline Talent: Song of Deflection

Fifteenth Circle

Defense: The adept adds +2 to their Physical Defense.

Initiative: The adept adds +3 to their base Initiative Step.

Discipline Talent: Song of Battle

WARRIOR

Warden Talent Options

Burning Vigor, Critical Hit, Defensive Posture, Iron Constitution, Lion Spirit, Rally, Resist Pain, Steel Thought, Storm Shield, Vital Strike

Ninth Circle

Battlefield Awareness: When performing Battle Rites (*Players Guide*, p. 113), the adept may take 2 Blood Magic Damage to prevent being Blindsided, Harried (this only negates the first instance of Harried in a round), or Surprised for 24 hours. The damage may be healed after the effect ends.

Karma: The adept may spend a Karma Point once per round on any test made when adjacent to an ally in combat.

Discipline Talent: Relentless Recovery

Tenth Circle

Defense: The adept adds +2 to their Mystic Defense.

Initiative: The adept adds +1 to their base Initiative Step.

Discipline Talent: Unflinching Fortitude

Eleventh Circle

Defense: The adept adds +1 to their Social Defense.

Karma: The adept may spend a Karma Point on an Attack test made against an opponent that has attacked the adept since the start of the previous round.

Discipline Talent: Chilling Strike

Twelfth Circle

Defense: The adept adds +4 to their Physical Defense.

Recovery: The adept gains 2 additional Recovery tests per day.

Discipline Talent: Vine Armor

Master Talent Options

Champion Challenge, Ethereal Weapon, Fluid Movement, Second Chance, Soul Aegis, Spirit Strike, Vicious Wound, Vital Ward

Thirteenth Circle

Elemental Warrior: When a Warrior is on the battlefield, they are never alone as the elements themselves are by their side. The adept can manipulate the elements to keep their opponents off balance, such as through gusts of air, shifting earth, entangling brush, oppressive heat, icy surfaces, etc. Regardless of the nature of the manifestation, all opponents in close combat with the adept are Harried.

Defense: The adept adds +3 to their Mystic Defense.

Karma: The adept increases their Karma +1 Step to a d8.

Mystic Armor: The adept adds +1 to their Mystic Armor.

Discipline Talent: Aura Armor

Fourteenth Circle

Defense: The adept adds +5 to their Physical Defense.

Initiative: The adept adds +2 to their base Initiative Step.

Discipline Talent: Stone Skin

Fifteenth Circle

Defense: The adept adds +2 to their Social Defense.

Recovery: The adept gains 3 additional Recovery tests per day.

Discipline Talent: Multi-Strike

WEAPONSMITH

Warden Talent Options

Astral Sight, Evidence Analysis, Lion Spirit, Matrix Sight, Momentum Attack, Relentless Recovery, Spirit Strike, Steely Stare, True Sight, Unflinching Fortitude

Ninth Circle

Blood Bound Forge: The adept may enhance weapons or armor they have crafted. The adept must touch the item, infusing it with the power of their blood by taking 1 Blood Magic Damage. Weapons gain a +3 Damage Step bonus, while armor gains a +2 to Physical and Mystic Armor. Anyone using the item gains the benefit of the bonus. The adept can enhance a number of items up to their Thread Smithing rank, and can only enhance one item per round. The bonus lasts until the adept releases the bond (in which case the damage can be healed), or dies.

Karma: The adept may spend a Karma Point once per round on any test being performed by an adjacent ally.

Discipline Talent: Perfect Focus

Tenth Circle

Defense: The adept adds +2 to their Physical Defense.

Recovery: The adept gains an additional Recovery test per day.

Discipline Talent: Dispel Magic

Eleventh Circle

Defense: The adept adds +1 to their Social Defense.

Karma: The adept may spend a Karma Point on any test to resist the effects of a spell or Horror power.

Discipline Talent: Living Weapon

Twelfth Circle

Defense: The adept adds +4 to their Mystic Defense.

Mystic Armor: The adept adds +2 to their Mystic Armor.

Discipline Talent: Forge Flesh

Master Talent Options

Burning Vigor, Crushing Blow, Ethereal Weapon, Resist Pain, Second Chance, Vital Strike, Vital Ward, Weapon Breaker

Thirteenth Circle

Mystic Grounding: Before the test is rolled, the adept may take 1 Strain to redirect a spell or Horror power targeting an ally onto themselves. The ally must be within the adept's Thread Smithing rank x 2 yards. The adept resists the effect as though they were the original target, including the ability to use defensive or reactive abilities. This may be done a number of times per day up to the adept's rank in Thread Smithing, but cannot be used to redirect area effects.

Defense: The adept adds +3 to their Mystic Defense.

Karma: The adept increases their Karma +1 Step to a d8.

Initiative: The adept adds +1 to their base Initiative Step.

Discipline Talent: Aura Armor

Fourteenth Circle

Defense: The adept adds +5 to their Mystic Defense.
Recovery: The adept gains 2 additional Recovery tests per day.
Discipline Talent: Soul Aegis

Fifteenth Circle

Defense: The adept adds +2 to their Social Defense.
Mystic Armor: The adept adds +3 to their Mystic Armor.
Discipline Talent: Confront Horror

WIZARD

Warden Talent Options

Armored Matrix, Astral Pocket, Empathic Sense, First Impression, Graceful Exit, Matrix Sight, Perfect Focus, Range Pattern, Safe Thought, Thought Link

Ninth Circle

Matrix Split: The adept may allow any of their spell matrices to store an additional spell by taking 2 Blood Magic Damage for each matrix affected. Each matrix may only be split once, and only the adept's personal matrices (not spell matrix items) may be affected. The total Circle of the spells in the matrix cannot exceed the spell matrix rank. Armored and Enhanced Matrices do not hold threads if split. This ability lasts 24 hours, and the damage may be healed once it ends.

Karma: The adept may spend a Karma Point on Recovery tests.
Discipline Talent: Eidetic Memory

Tenth Circle

Defense: The adept adds +2 to their Social Defense.
Initiative: The adept adds +1 to their base Initiative Step.
Discipline Talent: Glyph of Unweaving

Eleventh Circle

Defense: The adept adds +1 to their Physical Defense.

Karma: The adept may spend a Karma Point to allow an additional extra thread on a spell they are casting. The normal requirements for extra threads still apply.

Discipline Talent: Glyph of Shielding

Twelfth Circle

Defense: The adept adds +4 to their Mystic Defense.
Mystic Armor: The adept adds +2 to their Mystic Armor.
Discipline Talent: Concise Casting

Master Talent Options

Astral Domain, Casting Pattern, Effect Pattern, Memory Probe, Second Chance, Shared Matrix, Soul Aegis, Undermine

Thirteenth Circle

Mystic Triangle: As a Standard action, the adept may take 4 Blood Magic Damage to create a mystic triangle around them, each side no more than 2 yards long. While the adept is in the triangle, they add a +5 bonus to Spellcasting and Thread Weaving tests, including talents that replace them (e.g. Concise Casting), and Glyph tests. The triangle remains effective until the adept leaves its confines, after which it disappears and the damage may be healed normally.

Defense: The adept adds +3 to their Social Defense.

Karma: The adept increases their Karma +1 Step to a d8.

Recovery: The adept gains an additional Recovery test per day.

Discipline Talent: Glyph of Attunement

Fourteenth Circle

Defense: The adept adds +5 to their Mystic Defense.

Initiative: The adept adds +2 to their base Initiative Step.

Discipline Talent: Glyph of Reversal

Fifteenth Circle

Defense: The adept adds +2 to their Physical Defense.

Mystic Armor: The adept adds +3 to their Mystic Armor.

Discipline Talent: Spliced Weave





TALENTS

When you know the secrets of the universe, the miraculous becomes mundane.
• K'ral Sai-Jhin, Wizard •

Talents are the manifestation of an adept's power, shaping the world's magical energy to perform legendary feats. Through their talents, adepts define themselves and their Discipline, expressing their personal philosophy while adhering to the traditions of the past. The talents available to an adept may be limited by their Discipline, but their expression is only bound by your imagination.

GAME INFORMATION

The talents listed here are available to the Disciplines described in this book. They follow the same format as those in the *Player's Guide*. For more information on the game terms presented here, see page 122 of the *Player's Guide*. There is one term used here that was not previously described.

Warden Skills

Some new talents presented here can be learned as Warden tier skills. They are learned and advanced like normal skills (Player's Guide, p. 450), but cost 500 Legend Points for Rank 1, and the costs increase at the same rate as Master tier talents.

Natural Ratings

Some talents or abilities will refer to a character's "natural" characteristic (for example, "natural Mystic Defense"). This is the character's rating as determined by their Attribute, along with any inherent bonuses from their Discipline. It does not include bonuses provided by spells, talents, or woven threads unless otherwise specified.

Tomas is an Eighth Circle Wizard with a Perception value of 17. His natural Mystic Defense is 13 (10 from his Perception, plus 3 for being an Eighth Circle Wizard). If he has a rank 3 group thread woven to his Mystic Defense, and casts Astral Shield (Player's Guide, p. 346) on himself, his effective Mystic Defense may be 18, but his natural Mystic Defense is still only 13.

TALENT DESCRIPTIONS

Alley Cat Approach
Step: Rank + PER **Action**: Standard
Strain: 0 **Skill Use**: No

The adept alters their bearing and takes on features (such as cat-like ears or eyes, whiskers, etc.) to be more like an alley cat, suited for the darker corners of urban living. The adept spends a Recovery test and makes an Alley Cat Approach test against their Mystic Defense. Each success gives them a +2 bonus to Initiative tests, as well as Action tests made to navigate and maneuver through urban environments. This includes actions such as climbing, chasing, and escaping, though not direct combat actions (Attack tests, Damage tests, etc.). This lasts for a number of hours equal to their Alley Cat Approach rank. Use of this talent always scores at least one success.

Animal Leadership
Step: Rank + CHA **Action**: Standard
Strain: 0 **Skill Use**: No

The adept befriends and leads a group of animals by making an Animal Leadership test against the highest Social Defense among the target group, +1 for each additional animal. If successful, the target group accepts the adept as their pack leader for one hour per success.

The animals obediently follow the adept's lead during this time, attacking if the adept attacks, running if the adept runs, and so on. The adept cannot command the animals—the talent does not grant the ability to communicate with them—he can only lead by example. The animals will flee if things turn markedly bad for them (for example, several are killed or injured).

Armored Matrix
Step: Rank **Action**: NA
Strain: 0 **Skill Use**: No

The Armored Matrix talent provides magicians with an improved type of spell matrix, designed to better protect spells from astral attack. An Armored Matrix holds the pattern of a single spell and one pre-woven spell thread, in the same manner as an Enhanced Matrix (*Player's Guide*, p. 144).

The matrix's Mystic Armor absorbs damage from attacks directed against it, such as aided by the Matrix Sight talent, p. 59. However, the Armored Matrix is better protected than other spell matrices—its Mystic Armor is equal to the magician's natural Mystic Armor plus their Armored Matrix Rank. Each Armored Matrix represents a separate talent with its own rank and is improved independently.

Astral Domain
Step: Rank + WIL **Action**: Standard
Strain: 2 **Skill Use**: No

The adept attunes part of astral space to their pattern, temporarily creating an area that filters magic, reducing its corruption level. The adept makes an Astral Domain test against a Difficulty of 6 plus the Astral Sensing modifier (*Player's Guide*, p. 209). Each success reduces the effective corruption level by one to a minimum of Safe. The area affected has a radius of Astral Domain rank yards centered on the adept, but does not move with the adept.

Everyone within the area benefits from the effect, which lasts for one minute per Astral Domain rank. If the adept leaves the area, the effect ends. Any powers or effects modified by the level of astral corruption (e.g., Raw Magic) use the effective corruption level, except Astral Domain. The talent's effects do not lower the difficulty for other uses of the talent, and only the best modifier applies.

Within an astral domain, the barriers between the physical realm and the netherworlds are thinned. This is quite unnatural, which can cause weird and unusual side effects. The exact nature and manifestation of these effects is left to gamemaster discretion, but may include visions of the past, present, or future, glimpses of alternate realities, or the temporary or permanent manifestation of unusual astral entities. The greater the difference between the natural corruption level and the one imposed by the talent, the more bizarre and severe the effects should be.

Astral Pocket
Step: Rank + PER **Action**: Standard
Strain: 1 (see text) **Skill Use**: No

The adept creates a pocket in astral space where they can store items. To use this talent, the adept makes an Astral Pocket test against a Difficulty of 6 plus the area's Astral Sensing Modifier. If successful, the pocket exists for one day per success. The adept cannot have more than one pocket active at a time, which holds 2 pounds per rank. The adept may move items to and from the pocket as a Simple action, but takes 1 Strain per item when performing either action.

An astral pocket may be visible to those who can see astral space. The viewing character makes an appropriate Astral Sight test against the pocket owner's Mystic Defense. With three successes, the character notices the pocket, which appears as a finely woven net of purple and silver. Once detected, an astral pocket can be attacked in the same manner as a spell matrix.

If the pocket is destroyed, any items in the pocket are deposited into astral space. Unless the owner has some means of entering astral space to retrieve them, such as the Netherwalk talent or Spirit Portal spell, they are lost.

Aura Armor
Step: Rank + WIL **Action**: Standard
Strain: 2 **Skill Use**: No

The adept magically enhances their natural armor. They make an Aura Armor test and add their Aura Armor rank to their Physical and Mystic Armor

for a number of rounds equal to the test result. This talent visually manifests in a fashion unique to each adept. Examples include a simple glowing field, visible energy flowing beneath their skin, an ornate arrangement of glyphs over their form, or a ghostly suit of armor.

Bardic Voice
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

The adept uses their rich voice and persuasive magic to charm others. When making Interaction tests, using Emotion Song, or other Charisma-based talents that affect gamemaster character Attitude (*Gamemaster's Guide*, p. 142), the adept may add their Bardic Voice rank to the Action test.

Beguiling Blade
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

Illusion. The adept uses a combination of stealth, illusion, and mind magic to conceal items in the blink of an eye. This allows the adept to add their rank in Beguiling Blade to any Conceal Object test and make Conceal Object tests as a Simple action, instead of a Standard action.

Blind Fire
Step: Rank + PER **Action**: Simple
Strain: 1 **Skill Use**: No

The adept senses an unseen opponent by making a Blind Fire test against the target's Mystic Defense. If successful, they sense the target's location and may make ranged combat Attack tests against the target as if it were visible to the adept until the end of the round.

Use of this talent negates Darkness modifiers (Player's Guide, p. 387), concealment, and stealth, though the target still benefits from Cover (Player's Guide, p. 386) if the attack must pass through it. Blind Fire is very effective when used in combination with the Bank Shot and/or True Shot talents.

Blood Insight
Step: Rank + PER **Action**: Sustained (1 minute)
Strain: 1 **Skill Use**: No

The adept interacts (such as examining, touching, and tasting) with blood to gain an understanding of who it belonged to. The adept makes a Blood Insight test against the Mystic Defense of the target. If successful, the adept knows the gender, race, and age (within 10% of the actual age) of the target. If the blood is within Blood Insight rank hours old, the blood may be used to forge a temporary mystic connection with the target for one hour per success. For each success, the adept may ask a question regarding the target's health or pattern and gains a +1 to any Spellcasting and Effect tests against the

target. The connection also allows the use of talents or abilities that require a connection to the target (e.g., Mystic Pursuit).

Blood of Death's Sea
Step: Rank **Action**: Free
Strain: 0 **Skill Use**: No

The adept lets loose the healing fire within their blood, but at a price. They are enveloped with a corona of flame as their blood catches fire and splatters haphazardly like magma. To use this talent, the adept must take a Wound, which can only be healed through the normal process of spending a Recovery test after a full night's sleep (*Player's Guide*, p. 382, no magic or healing aids). They may then make a Fireblood test as a Simple action with a bonus equal to their Blood of Death's Sea rank. The Wound caused by this talent does not inflict any damage.

Bloodhound Form
Step: Rank **Action**: Sustained (see text)
Strain: 1 **Skill Use**: No

The adept enhances their ability to track a creature using their scent, or identify and track a creature based on scent alone if no other trail is viable. Use of this talent often involves the adept's face transforming into a form more amenable to tracking by scent, such as a canine snout.

Add the adept's Bloodhound Form rank to the Tracking test. The adept can also track a target through the air alone (useful if there is no physical evidence of passage to use as the basis for Tracking).

Burning Vigor
Step: Rank + STR **Action**: Free
Strain: 0 **Skill Use**: No

The adept has boundless energy. He may make a Burning Vigor test in place of a Strength-only test if it is only for raw applications of strength (e.g. lifting something heavy, breaking down a door, etc.). They also receive bonus Recovery Tests each day equal to their Burning Vigor rank, which may only be spent on talents (Life Check, Rally, or Wood Skin, for example). When using this talent, the adept's eyes burn with an inner fire and their veins glow beneath their skin.

Casting Pattern
Step: Rank + PER **Action**: Simple
Strain: 2 **Skill Use**: No

The magician manipulates a spell pattern to improve a subsequent Spellcasting test result. Before weaving any spell threads, they make a Casting Pattern test against the spell's Reattuning Difficulty. Each success adds +2 to their Spellcasting test for the spell.

Chameleon
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No
Illusion. The adept blends into their surroundings, making them more difficult to see. If the adept is trying to seem like an expected part of the environment (whether wilderness or urban) and not stand out, they may add their Chameleon rank to any tests to avoid detection. While using this talent, they may move at a pace appropriate to the surroundings.

Champion Challenge
Step: Rank + CHA **Action**: Standard
Strain: 0 **Skill Use**: No
The adept calls a formal challenge to the leader of an opposing group, urging him to let single combat decide an impending battle. The adept makes a Champion Challenge test against the target leader's Social Defense. If successful, the target may accept or ignore the challenge. Both sides may negotiate terms or commence fighting immediately. The talent provides an unspoken connection to immediately communicate each side's intentions.

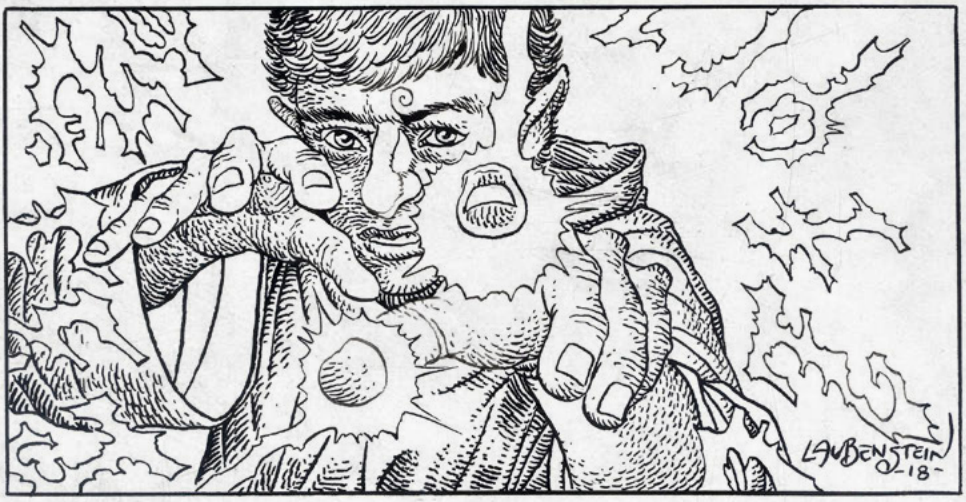
If the target refuses the challenge, both they and their troops become demoralized and suffer a -2 penalty to all Defenses and tests for each success on the Champion Challenge test for Champion Challenge rank in hours.

If the target accepts, the two characters fight. After the fight, the victor makes an Intimidate test against the highest Social Defense of the opposing side, with a bonus equal to the Circle (or equivalent) of the defeated opponent. Each success on this test gives members of the opposing side a -2 penalty to all tests made against the victor and their allies for 24 hours.

Anyone attempting to interfere with the challenge immediately causes their side to lose the challenge (regardless of which champion was interfered with) and in addition to the other penalties for losing, is Harried for 24 hours.

Chilling Strike
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No
In addition to normal damage after a successful melee Attack, the adept causes a penalty to the target's next Initiative test equal to the Chilling Strike rank. This cannot reduce a result below 1.

Concentrated Assault
Step: Rank + CHA **Action**: Standard
Strain: 1 **Skill Use**: No
The adept coordinates the attacks of their allies against a single target. To use this talent, the adept makes a Concentrated Assault test against the highest Social Defense in the target group, +1 for every ally who will benefit from this talent. Each success grants affected allies +2 to all Action tests against the



target (not including Damage or Effect tests). This effect lasts for a number of rounds equal to the adept's Concentrated Assault rank.

The adept does not benefit from their own use of this talent and only the highest result applies for any given group.

Concise Casting
Step: Rank + PER **Action**: Simple
Strain: 2 **Skill Use**: No

The magician can cast more than one spell in a round. After making a Spellcasting test to cast a spell, the adept may make a Concise Casting test to cast an additional spell. The second spell must not require any threads to be woven, but may have any legal target.

Spells cast with this talent use the caster's Concise Casting rank in place of Spellcasting rank for determining relevant spell characteristics (e.g., duration).

Confront Horror
Step: Rank + CHA **Action**: Standard
Strain: 5 **Skill Use**: No

The adept locks themselves in a contest of wills against a Horror, distracting and weakening it through a psychic assault. The adept makes a Confront Horror test against the Horror's Social Defense. If successful, the Horror loses one of its actions each round (this can reduce it to no actions) and suffers a -2 penalty per success to its tests.

The effect lasts for Confront Horror Rank rounds or until it is ended by the adept. While in effect, the adept may only take actions that target themselves or the Horror's Social Defense.

There are more stories about people using this legendary talent than actual documented cases.

Contest of Wills
Step: Rank + WIL **Action**: Free
Strain: 1 **Skill Use**: No
Drawing from their connection with astral space, the adept fortifies their will against spirits. This talent replaces the adept's Willpower Step in a Contest of Wills with a spirit.

Critical Hit
Step: Rank **Action**: Free
Strain: 0 **Skill Use**: Yes (Warden)
The adept targets an opponent's vulnerable areas or simply inflicts massive trauma when they strike true. When a close combat or ranged Attack test achieves at least three successes, the damage inflicted is increased by the adept's Critical Hit rank.

Cutting Words
Step: Rank + CHA **Action**: Simple
Strain: 2 **Skill Use**: No
With their keen wit and charm, the adept delivers a verbal attack against a target. The force behind their words is tremendous and accompanied by a psychic assault. The adept makes a Cutting Words test against the target's Social Defense. If successful, the target suffers Mystic damage equal to an additional roll of the talent's Step, +2 for every additional success on the first test, and must make a Knockdown test against the Action Step.

Defensive Posture
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: Yes (Warden)
The adept improves their ability to avoid physical attacks by adding their Defensive Posture rank to a talent Action test that improves Physical Defense (e.g. Acrobatic Defense, Anticipate Blow). The bonus to Physical Defense granted from the affected talent is also applied to Avoid Blow and Riposte tests against appropriate targets. This talent may only be used once per turn.

Disarming Smile
Step: Rank + CHA **Action**: Standard
Strain: 1 **Skill Use**: No
By offering some reassuring words and a trustworthy smile, the adept can defuse any tense situation—if only temporarily. The adept makes a Disarming Smile test against the highest Social Defense present. If successful, everyone immediately stops all hostilities and calms down enough to negotiate. This gives the adept a chance to reduce hostilities, or at least plan a better escape.
The effect lasts for one minute per success and may only be used successfully once per encounter. Any group that breaks this temporary truce is Harried until the end of the encounter. If the adept cannot defuse the

situation, and they and their companions do not engage in further hostilities, they gain a bonus equal to their Disarming Smile rank to any Graceful Exit tests for this encounter.

Dream Thief
Step: Rank + PER **Action**: Standard
Strain: 2 **Skill Use**: No

This talent allows the adept to enhance their Pick Pockets talent, allowing them to reach into the target's Pattern and temporarily steal their memories by making a Dream Thief test against the target's Mystic Defense. The number of successes required depends on the memory in question. A specific memory (e.g. first kiss) requires one success; general, but distant memories (e.g. childhood home) require two successes; while very broad or recent memories (e.g. childhood, an acquaintance) require three. Memories significant to the target (e.g. close friend or lover) require additional successes. Successfully stolen memories are removed from the target for one day per success.

The adept's rank in Dream Thief is limited to their Pick Pockets rank. If specifically prodded, the target will notice the hole in their memory, but know no other specifics. The memory itself is a gossamer bit of pattern that can only be stored in an Astral Pocket. It may be handled and transferred by anyone with this talent, but when the duration expires, it immediately returns to the target.

This talent cannot be used to make a target forget talents or spells, but can affect mundane skills. This is considered a broad memory, requiring three successes, imposing a -1 penalty to tests with the affected skill. Each additional success increases the penalty by 1.

Eagle Eye
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

The adept's eyes take on the appearance of a bird of prey and give them superlative distance vision. They gain a bonus to all Awareness tests equal to their Eagle Eye rank to see anything that is at least 30 yards away, up to rank x 100 yards. Use of this talent negates any range penalties to a ranged Attack test.

Echolocation
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

The adept locates objects and characters by bouncing sound off them. When this talent is active, it is common for the adept's ears to transform into a shape reflecting this use. The adept adds their Echolocation rank to all Awareness tests against solid objects within Echolocation rank x2 yards and negates darkness penalties within that area. The adept may make an Awareness test against the Mystic Defense of any solid target within range.

If successful, they detect and track the position of the target for Echolocation rank rounds.

Effect Pattern
Step: Rank + PER **Action**: Simple
Strain: 2 **Skill Use**: No

The magician manipulates a spell pattern to improve a subsequent Effect test result. Before weaving any spell threads, they make an Effect Pattern test against the spell's Reattuning Difficulty. Each success adds +2 to their Effect test for the spell.

Eidetic Memory
Step: Rank + WIL **Action**: Simple
Strain: 1 **Skill Use**: No

The adept uses a form of autohypnosis to improve their ability to recall information. Each adept manifests this talent in a different fashion, though eyes briefly turning a solid color is common. The adept makes an Eidetic Memory test against their Mystic Defense. Each success adds +2 to the next test made to recall information, including Knowledge and Book Memory tests. Use of this talent always scores at least one success.

Elemental Mastery
Step: Rank **Action**: Free
Strain: 2 **Skill Use**: No

The adept uses their knowledge of the elements to improve spells with an elemental keyword. When casting an appropriate spell, they gain their Elemental Mastery rank as a bonus to Thread Weaving tests for a spell with an elemental keyword.

Elemental Walk
Step: Rank + WIL **Action**: Standard
Strain: 2 **Skill Use**: No

The adept resists the effects of exposure to a single element for a short time—for example, taking a swim in Death's Sea or surviving on an elemental plane for a few minutes. Like an elemental spirit, they can exist within a single element and be sustained by it. The adept becomes immune to the (potentially damaging) effects of the designated element for Elemental Walk test minutes.

For example, an adept who is underwater would not drown, an adept attuned to air would be able to breathe anything, including poisonous fumes or smoke, and so on. Elemental Walk provides immunity to the Engulf spirit power (*Gamemaster's Guide*, p. 371) and many other abilities and spells based solely on one type of element. This talent does not increase the adept's physical abilities—for example, while they are protected from the damage delivered by a cave in or avalanche, they cannot dig their way out unless they are physically strong enough.

The duration may be extended with consecutive Elemental Walk tests. When the talent ends, they risk exposure to the element. The adept has protection from only one element at a time and if the talent is used to gain immunity to a different element, existing effects immediately end.

Enthralling Visions
Step: Rank + WIL **Action**: Free
Strain: 1 **Skill Use**: No

The adept increases the power of their illusions, disorienting those affected. Illusions affected by this talent appear vividly real, though this is not apparent until the effects have worn off. After successfully casting an illusion spell, the adept makes an Enthralling Visions test against the highest Mystic Defense of the targets. The targets suffer a -1 penalty to Action tests for each success until the end of the next turn, or the duration of the illusion expires, whichever is longer.

Escape Plan
Step: Rank + PER **Action**: Sustained (30 min)
Strain: 1 **Skill Use**: No

An imprisoned or trapped adept determines the best exit from their current confinement. They meditate uninterrupted for 30 minutes, after which they receive a mental impression of the escape route. The adept makes an Escape Plan (6) test, modified by any challenges associated with the escape. One success provides only a murky bit of information; two successes provide

Sample Escape Modifiers

Challenge	*Difficulty*
Guards	+Average Circle (or equivalent)
	+1 per 2 individuals
Guard Captain	+Circle (or equivalent)
Locks	+Highest lock DN
	+Number of locks to bypass
Bound or Restrained	
Rope	+3
Chains	+5
Magical Bonds	+Effect Circle or Rank
Scale Walls	+Climbing Difficulty
Distance to safety	+2 per 50 yards
Retrieve gear or other secondary goal	+5 per objective

an obscure clue; three successes provide a helpful clue; four successes offer complete and clear information for a trouble-free escape. Each success gives the adept and any characters following the adept's plan +2 to Action tests directly involved in escape, not including combat or spellcasting.

The Sample Escape Modifiers table provides some guidelines for modifying the base Difficulty Number for the test. It is not meant to be exhaustive, but provide guidelines and inspiration for the gamemaster. Not every modifier need be used, even if it might be applicable to the situation; review the guidelines for **Creating Difficulty Numbers** (*Gamemaster's Guide,* pages 159-162) for more advice on setting the Difficulty for this talent.

Ethereal Weapon
Step: Rank + WIL **Action**: Simple
Strain: 2 **Skill Use**: No

The adept empowers their weapon (or unarmed attacks) with astral energy, causing it to glow with a turbulent, colored haze. The adept makes an Ethereal Weapon test against the target's Mystic Defense. If successful, their Damage tests using the weapon affect Mystic Armor for one round against the affected target. Each additional success gives the adept a +2 bonus to Damage tests with the weapon against the affected target. This is in addition to any bonus damage from the Attack test.

The adept may attack targets in astral space with this talent if they are aware of them.

Fluid Movement
Step: Rank **Action**: Simple
Strain: 1+ **Skill Use**: No

The adept gains an unnatural grace and speed, taking on the characteristics of a rushing river. This talent increases their movement by adding their Fluid Movement rank to their Movement Rate. They may attack opponents while on the move by using the Splitting Movement combat option without penalty a number of times per round equal to their Fluid Movement rank. Each opponent attacked in this way costs 1 additional Strain.

Forge Flesh
Step: Rank + WIL **Action**: Standard
Strain: 2 **Skill Use**: No

The adept temporarily increases the target's natural Armor Rating by channeling magical energy through it. The adept touches the target and makes a Forge Flesh test against the target's Mystic Defense. Each success adds +1 to the target's Physical and Mystic Armor Ratings for Forge Flesh rank minutes and causes the target's skin to take on a metallic appearance. A target can only benefit from one use of this talent at a time.

Glyph of Attunement
Step: Rank + PER **Action**: Simple
Strain: 3 **Skill Use**: No

The adept may use their understanding of magic to abbreviate the Reattuning on the Fly process for a spell. They make a symbol with their hand, conjure their personal glyph, and focus their will to condense the spell pattern. The character makes a Glyph of Attunement test (limited by the appropriate Thread Weaving talent) against the spell's Reattuning Difficulty. If successful, the new spell is placed in the designated spell matrix. If failed, the spell matrix is emptied of all spells. This talent may not be used on the same turn as Spliced Weave.

Glyph of Reversal
Step: Rank + PER **Action**: Free
Strain: 2 **Skill Use**: No

The adept uses their understanding of magic to redirect a spell targeting them. They make a symbol with their hand, conjure their personal glyph, and focus their will to affect the astral pathway between them and the caster.

This talent cannot be used on area-effect spells. The adept makes a Glyph of Reversal test against the Spellcasting test result. If successful, the adept deflects the spell and avoids any ill effects.

If the Glyph of Reversal test scores any extra successes, the spell rebounds against the original caster. The Glyph of Reversal test result is compared to the caster's Mystic Defense. If successful, the new target suffers the original effect, but reduces the effective number of successes by one. If multiple instances of this talent are used to reverse a single spell (a spell with multiple targets), only the highest result rebounds on the caster.

The adept may only use Glyph of Reversal against attacks they are aware of, and may not use it if they are blindsided or surprised. The adept can use this talent a number of times each round equal to their Glyph of Reversal rank, but may only reverse a single spell per round. An adept may not use Glyph of Reversal and another ability that negates the effect, such as Steel Thought, against the same spell.

Glyph of Shielding
Step: Rank + PER **Action**: Simple
Strain: 1 **Skill Use**: No

The adept may use their understanding of magic to shield their pattern against harm. They make a symbol with their hand, conjure their personal glyph, and focus their will to crystallize their pattern. They make a Glyph of Shielding test against their Mystic Defense. Each success adds +2 to their Mystic Armor for Glyph of Shielding rank rounds. This talent always scores at least one success.

Glyph of Unweaving
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

The adept uses their knowledge of magic to unravel its effects. They make a symbol with their hand, conjure their personal glyph, and focus their will to weaken the spell. The Glyph of Unweaving adds its rank to any Dispel Magic tests and resistance tests against the ongoing effects of a spell. This talent cannot be combined with any effects that replace the original test (e.g., Lion Heart) and does not affect Sensing tests.

Goring Attack
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

The adept increases the damage inflicted by their animal companion. If their animal companion makes a successful Attack test, the adept may add their Goring Attack rank to the animal companion's Damage test.

Howl
Step: Rank + CHA **Action**: Simple
Strain: 2 **Skill Use**: No

The adept causes crippling fear in one or more characters or creatures by imitating the aggressive sounds of a creature he has personally trained. The adept makes a Howl test against the highest Social Defense in the target group, +1 per additional character or creature. Each success gives the affected targets a -2 penalty to all Action tests until the end of the next round.

Impossible Hide
Step: Rank **Action**: Standard
Strain: 3 **Skill Use**: No

Illusion. The adept uses illusion magic to hide behind or under objects much smaller than himself, as long as the object is larger than an inch high or wide; for example, a rock, a stick, a large cockroach, or the hand of a cooperative Namegiver.

The adept makes a Stealthy Stride test with their Impossible Hide rank as a bonus. With failed Perception tests, searchers simply pass by the adept unless they lift or move the object behind which they are hiding. If someone finds the hidden adept this way, or the adept chooses to reveal themselves, they seem to shoot out from behind the object, startling the searcher and surprising them (*Player's Guide*, p. 390). The effect lasts for Impossible Hide rank minutes; the adept may spend additional Strain to maintain the effect. The talent always ends when the adept is discovered or comes out of hiding.

Influence Missile
Step: Rank + WIL **Action**: Free
Strain: 2 **Skill Use**: No

The adept controls the flight of a missile or thrown weapon fired by another. They must have a higher Initiative test result than the character making the attack and must be able to sense the missile or weapon during its flight. The adept makes an Influence Missile test against the firing character's ranged Attack test. Attack tests made against targets other than the adept require an additional success.

If successful, the adept takes control of the missile or weapon, directing it away from the intended target or toward a new target within weapon range (including the firing character), using their Influence Missile test as the ranged Attack test against the target's Physical Defense, and needing an additional success to hit. The firing character, not the adept, makes the Damage test, applying range modifiers (Player's Guide, p. 389) based on the distance between the firing character and the final target.

This ability can be used a maximum number of times per round equal to the adept's Influence Missile rank.

Infuse Memory
Step: Rank **Action**: Free
Strain: 0 **Skill Use**: No

The adept stores images of a person or event in their mind, allowing them to be recalled later to form the central image for an illusion. The realism of illusions created from such images is greatly enhanced. The adept adds their Infuse Memory rank to any False Sight tests for an illusion based on a stored image. The maximum number of images an adept may have stored at any time is equal to their Infuse Memory rank. The adept may choose to remove or replace a stored image at any time.

Lion Spirit
Step: Rank **Action**: NA
Strain: 0 **Skill Use**: No

The adept's defense against fear and intimidation is increased. They add their Lion Spirit rank to their Spell and Social Defense against such effects.

Living Weapon
Step: Rank + WIL **Action**: Standard
Strain: 2 **Skill Use**: No

The adept temporarily increases the Damage Step of a target character by channeling magical energy through them. They touch the target and make a Living Weapon test against their Mystic Defense. For each success, the target adds +2 to the Damage Step of any attack using unarmed or a weapon for Living Weapon rank minutes. While this talent is active, the affected character's veins and eyes glow. A character can only benefit from one use of this talent at a time. The damage bonus is in addition to any bonuses resulting from attack tests made by the target.

Matrix Sight
Step: Rank + PER **Action**: Simple
Strain: 1 **Skill Use**: No

The adept can perceive an opponent's spell matrices by making a Matrix Sight test against the target's Mystic Defense.

One success detects all the target's spell matrices, and the adept may target them with attacks that can affect astral targets (such as spells which deal Mystic damage, attacks augmented with Ethereal Weapon, etc.). Two successes allow the adept to identify the type of each spell matrix (Standard, Enhanced, Armored, Shared, etc.). Three successes allow the adept to identify the discipline of the spell in each matrix. With four successes, the adept identifies all the spells in the target's spell matrices they have encountered previously. A successful use of this talent allows the adept to immediately make one Patterncraft test per success to identify (or gain general knowledge of the effects of) spells in the target's spell matrices.

Each success also gives a +2 bonus to Damage and Effect tests against the target's spell matrices for Matrix Sight rounds.

If an attack targets a spell matrix, the matrix owner's natural Mystic Armor reduces damage. See the *Player's Guide*, p. 260, for more on how matrices can be damaged and repaired.

Memory Probe
Step: Rank + CHA **Action**: Sustained (1+ minute)
Strain: 3 **Skill Use**: No

The adept meets the target's eyes and then uses their force of personality to bore their will into the target. This talent may only be used on Namegivers. To use this talent, the adept makes a Memory Probe test against the target's Social Defense. If successful, they may pick up the thoughts and impressions of the target for one minute. While it certainly helps to understand the target's native language, it is not strictly necessary.

Additional successes allow the adept to ask one question for each additional success, allowing them to search for specific information. Each question poses a risk of discovery; the target makes a Willpower test against the Memory Probe Step. If successful, the target is aware someone is probing their mind.

Missile Lock
Step: Rank + PER **Action**: Simple
Strain: 1 **Skill Use**: No

The adept fires an arcane missile at the target, marking them and establishing a link between the two. The adept makes a Missile Lock test against the Mystic Defense of a target they must be able to see (including the use of talents such as Lifesight). If successful, a missile of arcane energy flies toward the target, marking them with a symbol unique to the adept, similar

to the mark caused by Mystic Aim. The mark lasts for Missile Lock rank in minutes.

While the target it marked, the adept is aware of the target's direction, and gains a bonus to Mystic Aim tests against the target equal to the adept's Missile Lock rank. If the target is within Missile Lock rank x 100 yards, the adept also knows the distance to the target.

This talent can only be used once per round. Subsequent uses of the talent against an affected target renews the duration of the original effect on that target.

Multi-Charge
Step: Rank + DEX **Action**: Simple
Strain: +1 (see text) **Skill Use**: No

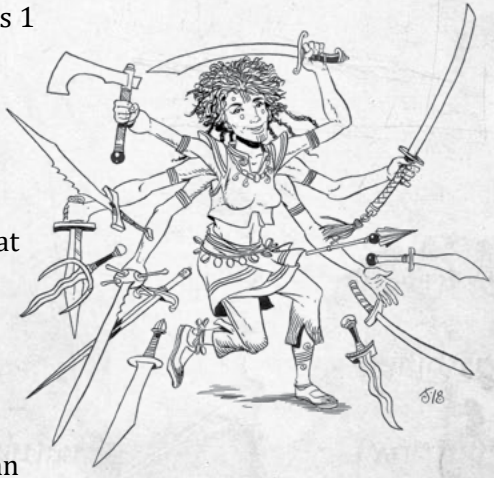
The adept makes Charging Attacks against multiple opponents using the Wheeling Attack talent. The adept chooses the possible targets for their attacks and makes a Multi-Charge test against the highest Physical Defense among them. For each success, they may make an additional Wheeling Attack test.

Each of these additional Wheeling Attack tests cost 1 more Strain (i.e., 3 Strain). They must move at least 2 yards between attacks, 4 yards if attacking the same target again.

Multi-Shot
Step: Rank + PER **Action**: Simple
Strain: +1 (see text) **Skill Use**: No

The adept makes multiple ranged weapon attacks against one or more opponents using the Second Shot talent. The adept chooses the possible targets for their attacks and makes a Multi-Shot test against the highest Physical Defense among them. For each success, they may make an additional Second Shot test.

Each additional Second Shot test costs 1 more Strain (i.e., 3 Strain).



Multi-Strike
Step: Rank + DEX **Action**: Simple
Strain: 1+ (see text) **Skill Use**: No

The adept makes multiple close combat attacks against one or more opponents using the Second Attack or Second Weapon talents. The adept chooses the possible targets for their attacks and makes a Multi-Strike test against the highest Physical Defense among them. For each success, they may make an

additional Second Attack or Second Weapon test. The adept may divide their additional attacks between Second Attack and Second Weapon, but at least half of the additional tests must use Second Attack.

Each additional Second Attack or Second Weapon test costs 1 more Strain. (i.e., additional Second Attack tests cost 3 Strain, and additional Second Weapon tests cost 2 Strain).

Nethersoul
Step: Rank + WIL **Action**: Standard
Strain: 0 **Skill Use**: No

The adept draws cold energy from deep within astral space, weaving it with their pattern to steel it against damage and corruption. This otherworldly influence gives the adept a sense of detachment from their fears. The adept spends a Recovery test and makes a Nethersoul test against their Mystic Defense. Each success increases their natural Mystic Armor by +2, and gives a +2 bonus to Mystic and Social Defense against effects based on fear or intimidation, and any tests to resist fear. This lasts for a number of hours equal to their Nethersoul rank. When this talent is active, the adept's skin takes on a pall, their eyes have a strange gleam, and the air around them takes on a chill. Each adept may have other unique manifestations for this talent. Use of this talent always scores at least one success.

Netherwalk
Step: Rank + WIL **Action**: Standard
Strain: 5 **Skill Use**: No

This talent is used infrequently, as its use poses grave danger to the adept. The adept opens a jagged rift in reality just long enough for them to step through into astral space. To return, the adept must open another rift. Others may not use these rifts.

The adept makes a Netherwalk test against Difficulty based on the astral region as shown in the Netherwalk Table. While in astral space, the adept can pass through many barriers that exist only in the physical world. Attempts to pass through objects with a True Pattern require the adept to make a Netherwalk test against the object's Mystic Defense. If successful, they can continue past the obstacle.

When traveling in astral space, the adept can move no faster than their Movement Rate, and may use their Astral Sight talent without Strain cost. If the adept does not possess Astral Sight, they default to Perception while in astral space. As the adept is physically in astral space, they may affect anything in astral space with physical actions. To affect anything in the physical world, it must be capable of interacting with astral space when on the other side (e.g. a spell that deals Mystic Damage).

Netherwalk Table

Region	*Damage per Minute*	*Difficulty*
Safe	Step 13	8
Open	Step 17	12
Tainted	Step 21	16
Corrupt	Step 25	20

While Netherwalking, the adept exposes themselves to the dangers of astral space. Each minute of travel, the adept suffers damage based on the level of astral corruption in the region. The adept's natural Mystic Armor plus their Netherwalk rank protects against this damage; if this is at least equal to the Damage Step, no Damage test is made. The Netherwalk Table shows the damage an adept takes during each minute of travel, based on the astral region's classification.

Perfect Focus
Step: Rank + WIL **Action**: Simple
Strain: 0 **Skill Use**: No

The adept increases the effectiveness of their abilities. While performing actions leading to the use of an ability that requires a Sustained action—working on a weapon before making a Forge Weapon test, watching the sky before making a Navigation test, talking to the target before making a Seduction test, and so on—the adept makes a Perfect Focus test against their Mystic Defense. Each success adds +2 to the test for the Sustained action. Until the sustained task is completed, any Action test not related to it suffers a penalty equal to the Perfect Focus rank. Use of this talent always scores at least one success.

Plant Talk
Step: Rank + PER **Action**: Standard
Strain: 0 **Skill Use**: No

The adept can understand plants, talking with them by imitating their own forms of communication. They make a Plant Talk test against the target's Mystic Defense. If successful, the adept can talk to and understand the target for a number of minutes equal to their Plant Talk rank. Each additional success improves the plant's Attitude by one degree, making them more helpful.

This talent does not compel the plant to communicate; it merely makes communication possible. The gamemaster is advised to treat plants as if they were gamemaster characters, using the rules for Social Interactions (*Gamemaster's Guide,* pp. 142-151), but they should keep in mind plants aren't as intelligent as Namegivers and perceive the world differently.

Rally
Step: Rank + CHA **Action**: Standard
Strain: 0 **Skill Use**: No

The adept inspires their companions during battle. The adept declares those companions whom they wish to rally, and then compares their Rally test result against the highest Social Defense among those allied. If successful, each conscious target may make an immediate Recovery test, if one is available to them, with a bonus equal to the number of successes on the Rally test. The talent does not provide any bonus Recovery Tests.

Affected targets also ignore Harried or Knocked Down modifiers until the end of the next round. The adept can inspire up to their Rally rank in characters and may only use it while the adept and all targets are actively involved in combat.

Range Pattern
Step: Rank + PER **Action**: Simple
Strain: 1 **Skill Use**: No

The magician manipulates a spell pattern to improve the range of a spell. Before weaving any spell threads, they make a Range Pattern test against the spell's Reattuning Difficulty. Each success increases the spell's normal range by 10 yards. This talent cannot be used on spells with a range of "Self" or "Touch".

Relentless Recovery
Step: Rank+TOU **Action**: Free
Strain: 0 **Skill Use**: No

The adept recovers from damage faster than normal, using their Relentless Recovery Step in place of their Toughness Step when making a Recovery Test, but cannot be used with talents or abilities that are powered by a Recovery test (e.g., Fireblood).

Resist Pain
Step: Rank **Action**: NA
Strain: 0 **Skill Use**: Yes (Warden)

The adept is more resistant to the effects of injury and other sources of pain. Any Wound penalties they suffer are reduced by their Resist Pain rank. For example, an adept with Resist Pain at rank 1 reduces the -2 penalty from two Wounds to a -1 penalty. The adept also adds their Resist Pain rank as a bonus to any Action tests made to ignore intense pain, which by itself causes no damage, but incapacitates the target, such as the effects of the Pain spell.

Safe Thought
Step: Rank **Action**: Free
Strain: 0 **Skill Use**: No

The adept hides thoughts, attitudes, and feelings from telepathic probes or divination magic. The adept adds their Safe Thought rank to any active defense test (e.g. Resist Taunt, Steel Thought) or resistance test when being targeted by an ability which would detect the hidden thought (such as spells, Interaction tests, or the Empathic Sense talent), or cause a form of mind control. The talent also provides a bonus to Perception tests made to detect when the adept is being mentally probed by a talent, spell, or other ability.

At their discretion, the adept may replace the "real" thought or attitude with vague and non-committal images or sensations in response to the mind probe. Example thoughts which might be hidden by this talent include, "the best treasure we found in Parlainth" or "King Gerrik is an idiot."

Second Chance
Step: Rank + CHA **Action**: Free
Strain: 3 **Skill Use**: No

The adept may attempt any Action test again, whether it was failed or successful. Once per round, after making an Action test, the adept may disregard the test result, making a Second Chance test in its place; the adept must accept the Second Chance test result, even if the new test result is lower. If the adept's Second Chance Step is higher than the original Action test Step, his Second Chance test is made with a penalty equal to the difference between the Step Numbers.

Shared Matrix
Step: Rank **Action**: NA
Strain: 0 **Skill Use**: No

Magicians use a Shared Matrix to hold multiple spells. The combined spell Circles of all spells held within the matrix cannot exceed the Shared Matrix rank. For example, a rank 7 Shared Matrix could hold one Third Circle spell and four First Circle spells, but could not hold two Fourth Circle spells. A Shared Matrix does not hold any pre-woven spell threads. Each Shared Matrix represents a separate talent with its own Rank, and is improved independently.

Shock Treatment
Step: Rank + WIL **Action**: Standard
Strain: 2 **Skill Use**: No

The adept conjures lightning to give their target a jolt of health and energy. The adept makes a Shock Treatment test against the target's Mystic Defense. If successful, the target may spend a Recovery test, or the adept may spend one of their Recovery tests (using their Recovery Step). Each additional success gives a +2 to the Recovery test.

This talent has no effect on characters whose current damage is greater than their Death Rating, and conscious characters may only benefit from this talent once per day.

Snapshot
Step: Rank + DEX **Action**: Free
Strain: 2 **Skill Use**: No

The adept makes a sudden ranged attack that may preempt another action, but not interrupt one in progress. For example, the adept may use Snapshot before the target makes a Melee Weapons test, but once the Melee Weapons test has been made, Snapshot may not be used until the Melee Weapons test and its effects are resolved.

The adept makes a Snapshot test against the Physical Defense of the target. If successful, they make a Damage test with their ranged weapon against the target. Any effects that result from the Snapshot (e.g., Wound Penalties) apply to the target's tests. This talent may only be performed once per turn and may only be used against targets with a lower Initiative result.

Snatch Talent
Step: Rank + WIL **Action**: Standard
Strain: 2 **Skill Use**: No

This talent enhances the adept's Pick Pockets talent, allowing them to temporarily steal another adept's talents. The adept makes a Snatch Talent test against the target's Mystic Defense. The adept can target a specific talent or go for something at random. If the target does not have the specific talent, the adept will steal the closest equivalent (gamemaster's discretion).

The adept may only steal talents with a rank equal to or lower than their Snatch Talent rank, and their rank in Snatch Talent is limited to their Pick Pockets rank. Successfully stolen talents are removed from the target for one round per success. The stolen talent itself is a gossamer bit of pattern that can only be stored in an Astral Pocket. It may be handled and transferred by anyone with this talent, but when the duration expires, it immediately returns to the target. The stolen talent may not be incorporated into another pattern, even temporarily.

Song of Battle
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

The adept pushes their comrades to heightened puissance through an inspiring song. This talent allows the adept to add their Song of Battle rank to any Inspire Others tests they make. If the adept has continued singing through the duration of their Inspire Others talent, they may take 1 Strain to renew the effects at the same level of success for Song of Battle rank rounds. This talent may be maintained with the same song as Song of Deflection.

Song of Deflection
Step: Rank + CHA **Action**: Standard
Strain: 1 **Skill Use**: No

The adept improves the defenses of the adept and their allies against attacks by singing or humming a little song, then making a Song of Deflection test against the highest Social Defense among their allies, +1 for each additional character. If successful, each target adds +2 per success to their active defense tests (e.g. Avoid Blow, Resist Taunt, Riposte, Steel Thought) for Song of Deflection rank rounds.

The adept must continue singing to maintain the talent's effect. This does not use their Standard action, but they may not perform actions that require them to use their voice. If they stop singing before the duration expires, the talent ends. This talent may be maintained with the same song as Song of Battle.

Soul Aegis
Step: Rank+WIL **Action**: Standard
Strain: 1 **Skill Use**: No

The adept centers themselves and fortifies their pattern and will against outside influence. The adept makes a Soul Aegis test against the higher of their Mystic or Social Defense. Each success increases their Mystic and Social Defense by +2. This increase lasts for a number of rounds equal to their Soul Aegis rank. The visual manifestation for this talent is unique to each adept. Use of this talent always scores at least one success.

Spirit Strike
Step: Rank+WIL **Action**: Standard
Strain: 2 **Skill Use**: No

The adept makes an attack against an opponent through astral space by making a Spirit Strike test against the target's Mystic Defense. If successful, they hit the target, and their weapon disappears as it enters astral space, before re-emerging after the attack, trailing cold green wisps of mist. The adept makes a Damage test as normal, based on the weapon used. The adept must use some form of astral sensing to perceive their opponent or they suffer a –4 Blindness penalty to their Attack test when using this talent.

The adept may attack targets in astral space with this talent if they are aware of them.

Spliced Weave
Step: Rank **Action**: Simple
Strain: 1+ (see text) **Skill Use**: No

Once per round, the magician may utilize their advanced understanding of magic to abbreviate the thread weaving process for a spell. When weaving threads for a spell, the magician may choose to make multiple Thread Weaving tests, up to their Spliced Weave rank. The number of tests must be decided in advance of any rolls. Each test costs 1 Strain.

Bonus threads from extra successes on the Thread Weaving tests apply as normal. If any of the Action tests fail, all the threads woven to that point are

lost, though the magician may use any remaining tests to start over. The adept must pay the Strain cost for all indicated tests, but is not required to make all indicated tests.

This talent may not be used in the same round as Concise Casting.



Stone Skin
Step: Rank **Action**: Standard
Strain: 0 **Skill Use**: No

Portions of the adept's muscles and ligaments toughen to become more resistant to physical damage and their skin's appearance becomes pebbly, even jagged, and is tough as stone. Use of the Stone Skin talent requires one of the adept's Recovery Tests; if they have no Recovery Tests available, they cannot use this talent. The adept adds their Stone Skin rank to an Earth Skin test. Each success on the Earth Skin test also increases their Physical Armor by +2 for the duration of the Earth Skin talent.

Storm Shield
Step: Rank **Action**: Standard
Strain: 2 **Skill Use**: No

The adept empowers their shield with a hissing and popping field of blue-white electricity. Storm Shield adds the adept's Storm Shield rank as a bonus to Shield Bash tests for Storm Shield rank rounds.

Additionally, the lightning shocks attackers. When a close combat attack misses the adept because of Avoid Blow, the attacker suffers electrical damage equal to the Storm Shield rank (no armor provides protection).

Summoning Circle
Step: Rank **Action**: Sustained
Strain: 1+ **Skill Use**: No

The adept creates a protective circle to contain a summoned spirit. The adept spends 10 minutes per rank carefully drawing the circle, paying 1 Strain per rank of the circle. The circle must be large enough to hold the entity being summoned and at least 1 foot radius per rank. After creating the circle, the adept can summon entities into it using the Summon talent. They gain a bonus to all tests against the spirit (including Summon tests) equal to the rank of the circle.

Adepts may only use circles they have created, and may have a number of circles equal to their Summoning Circle rank. If they desire, the adept may explicitly create the circle at a reduced rank.

Thunderstruck
Step: Rank + STR + Weapon Size **Action**: Free
Strain: 1 **Skill Use**: No

The adept empowers their blows with the force of the storm. A wave of thunder emanates from the attack, tossing opponents aside as leaves in the wind. Once per turn, if an Attack test benefitting from Charge or Down Strike is successful, opponents adjacent to the adept and their target must make a Knockdown test against a difficulty equal to the Thunderstruck Step.

Thunderous Resolve
Step: Rank + WIL **Action**: Free
Strain: 1 **Skill Use**: No

With a shout and crackle of electricity, the adept draws on the power of the storm to throw off the ongoing effects of a spell. They use their Thunderous Resolve Step in place of their normal Step when making tests to resist the ongoing effects of any spell.

Truth Through Lies
Step: Rank + CHA **Action**: Standard
Strain: 2 **Skill Use**: No

The adept knows the secret to finding the truth of a matter is by seeing through the lies. To use this talent, the adept makes a Truth Through Lies test against the target's Social Defense. For the rest of the day (until the next sunrise or sunset, whichever comes later), whenever the target knowingly

tells the adept a lie, the adept may ask the target a question which they must answer truthfully. Each success on the Truth Through Lies test allows the adept to ask one question. The adept must know the target is lying (whether by Insight or some other method) and the target must believe they are lying (even if they are actually telling the truth). This talent may only be used once per day for a given target.

Undermine
Step: Rank + CHA **Action**: Simple
Strain: 1 **Skill Use**: No
The adept uses their inherent superiority (for example, bulging muscles, good looks, or mental prowess) to make the target feel inadequate. They roll an Undermine test against the target's Social Defense. Each success reduces the target's Social Defense -1 for Undermine rank in minutes.

Unflinching Fortitude
Step: Rank **Action**: NA
Strain: 0 **Skill Use**: No
The adept resists taking major damage by adding their Unflinching Fortitude rank to their Wound Threshold.

Venom
Step: Rank + TOU **Action**: Free
Strain: 1 **Skill Use**: No
The adept secretes poison from their hands that may be spread on weapons or enhance unarmed attacks. This poison affects a target after a successful Attack test that inflicts damage after armor resistance. It is a damaging poison with an instant onset time, a Step equal to the adept's Venom Step, and interval of Venom Rank/1 round. A target can suffer from only one Venom talent poison at a time. See the *Gamemaster's Guide*, p. 171, for more on poisons.

Vicious Wound
Step: Rank + PER **Action**: Simple
Strain: 2 **Skill Use**: Yes (Warden)
The adept finds and exploits weaknesses in an opponent's anatomy by making a Vicious Wound test against their opponent's Mystic Defense. Each success reduces the target's Wound Threshold against their attacks by -2 for the rest of the round. If the damage result allows, they may inflict an additional Wound for each success.
Skill Use: When used as a skill, the character may only inflict one additional Wound regardless of the number of successes.

Honeysuckle uses Vicious Wound against Maester Bleys Tarr with three successes, reducing Tarr's Wound Threshold from 16 to 10. When Honeysuckle deals 26 damage to him after armor resistance, he takes

two Wounds. If her damage had been sufficient, Honeysuckle could have dealt up to four Wounds to him from the successes on her Vicious Wound test.



Vine Armor
Step: Rank **Action**: Free
Strain: 0 **Skill Use**: No

The adept enhances their Wood Skin talent, wrapping themselves in the protective power of Elemental Wood. The adept spends a Recovery test and adds their Vine Armor rank to their Wood Skin test, then compares the Wood Skin test result against their Mystic Defense. Each success gives the adept +2 to their Mystic Armor for the duration of the Wood Skin. This additional effect always scores at least one success.

Vital Strike
Step: Rank +TOU **Action**: Free
Strain: 2 **Skill Use**: No

The adept sacrifices their life force to empower an attack, visibly transferring the energy through their body to the target. After making a successful close combat attack, they may spend a Recovery test to deal

additional damage to the target equal to the Vital Strike result. The Vital Strike test is considered a separate Damage test and only the target's natural Mystic Armor reduces the damage. This additional damage may inflict an additional Wound on the target.

Vital Ward
Step: Rank **Action**: Free
Strain: 1 **Skill Use**: No

The adept sacrifices their life force to empower an active defense attempt, the energy visibly moving through their form. After making an active defensive test (e.g. Avoid Blow, Resist Taunt, Riposte, Steel Thought), the adept may spend a Recovery test to add their Vital Ward rank to the result.

Weapon Breaker
Step: Rank **Action**: Free
Strain: 0 **Skill Use**: Yes (Warden)

The adept attacks an opponent's weapon with the intent of shattering it. They make a close combat Attack test as normal. If successful, they make a Damage test with a bonus equal to their Weapon Breaker rank against the higher of either the weapon's Mystic Defense or the weapon's Damage Step +5.

Instead of inflicting damage to the target, each success reduces the weapon's Damage Step by –2. Three successes on the Damage test or reducing the Damage Step to 0 shatters non-magical weapons, ruining them. Threaded weapons can only be reduced to a minimum Damage Step of 1, and cannot be shattered. Damaged weapons can be repaired (*Player's Guide*, p. 411), but shattered weapons cannot. Weapon Breaker only works on manufactured weapons, not natural weapons such as a creature's fangs or claws.

Witty Repartee
Step: Rank + CHA **Action**: Free
Strain: 2 **Skill Use**: Yes (Warden)

The adept uses charm, wit, and force of personality to deflect attacks against their Social Defense, possibly turning it back on their attacker. They make a Witty Repartee test against their opponent's Action test result. If successful, the adept deflects the attack and avoids any ill effects.

If the Witty Repartee test scores any extra successes, the adept counterattacks. The Witty Repartee test result is compared to the new target's Social Defense. If successful, the new target suffers the original effect, but reduces the effective number of successes by one.

The adept can only Witty Repartee attacks they are aware of, and may not use it if they are blindsided or surprised. The adept can use this talent a number of times each round equal to their Witty Repartee rank, but may only make a single counterattack per round. An adept may not use Witty Repartee



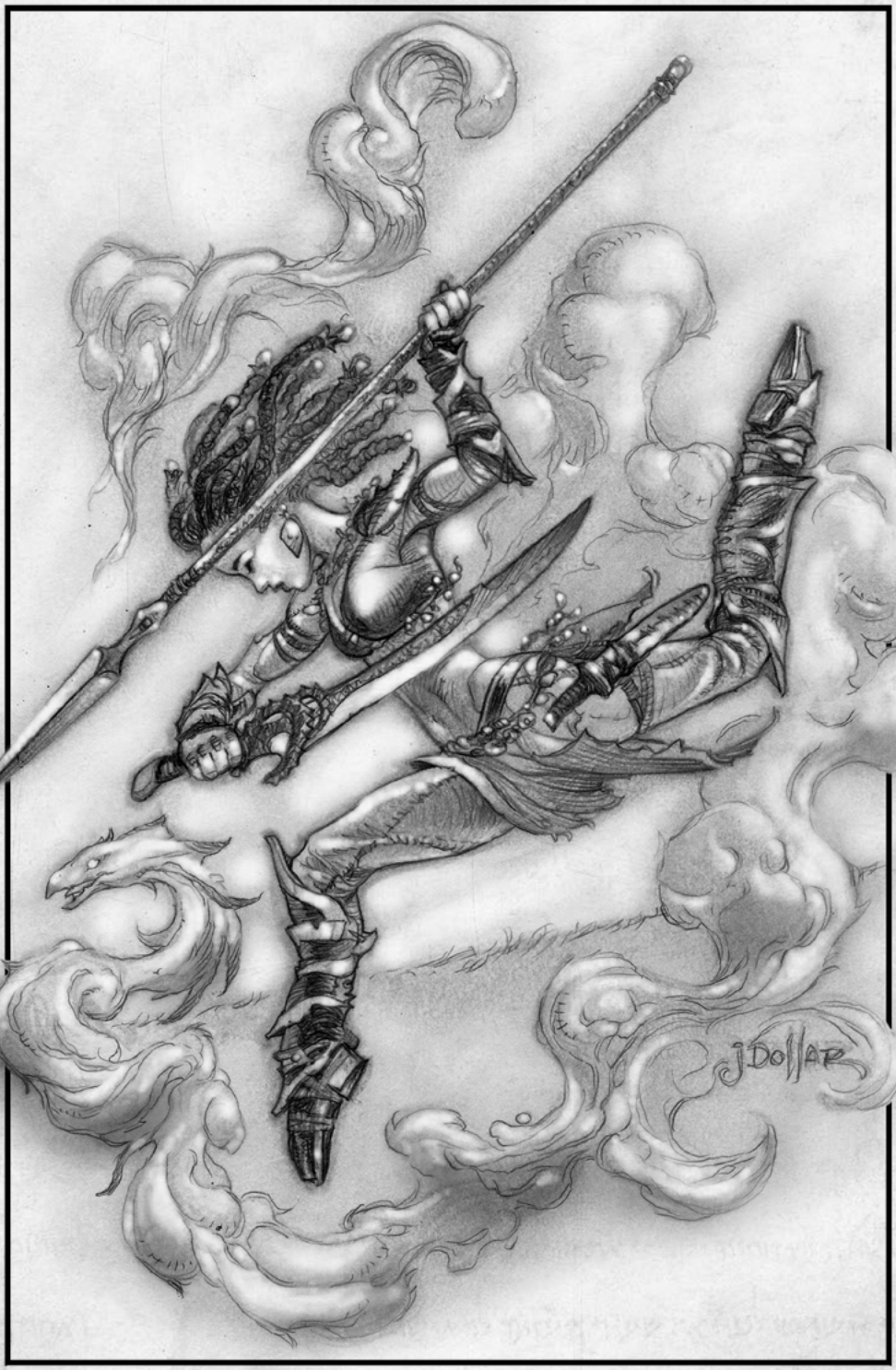
and another ability that negates the effect, such as Resist Taunt, against the same attack.

World Pulse
Step: Rank + PER **Action**: Sustained
Strain: 3 **Skill Use**: No

Adepts often describe the use of this talent as reaching down to touch the pattern of the world, though it is a profound and deeply personal experience to each, and any adept who has used this talent instantly recognizes another when their eyes meet. The adept meditates while on the ground for 10 minutes, and then makes a World Pulse (6) test, modified by the Astral Sensing Difficulty Modifier. Each success grants the adept information regarding features of the area within World Pulse rank miles.

One success describes the general natural features and direction, but not distance (mountains to the south, river to the east, forest to the south, lake to the west, etc.). Two successes indicate any man-made features within the area. Three successes reveal any anomalies in the area, such as areas where the barrier between elemental realms is weak, though only the direction and no specific information. Four successes provide more detailed information, including distances and any relevant or interesting features (gamemaster's discretion). Five successes reveal locations of astral corruption (tainted or corrupt).

If this information is being used to find something specific, such as supporting a Wilderness Survival test, or locating a lost ruin, each success gives a +2 to the associated test.


J.Dollar



Talent Knacks

You claim to have mastered our Discipline, but remember, there's more than one way to skin a dyre. Watch. Listen. I will explain how talents may be extended to work in many different situations.
-Arnestien, elven Nethermancer

The number of talents available to adepts in the **Earthdawn** game provides players with many options for customizing their characters. But, even with that variety, some adepts have developed and focused their magic to allow specialized uses for their talents. These are called talent knacks (sometimes just knacks) and provide even more options for character flavor and customization.

This chapter provides guidelines for learning, using, and creating talent knacks. It also includes rules and descriptions for some of the many knacks available to adepts in Barsaive.

Learning Talent Knacks

Most knacks are learned from a tutor who knows the knack. It is possible for an adept to develop a knack on their own, but it takes more time and many adepts prefer to focus their efforts in other areas.

Each talent knack is associated with a particular talent and, like talents, are learned through meditation and study. Unlike talents, knacks are not improved. Once learned, a knack may be used whenever appropriate, and usually uses the associated talent for any required tests.

To learn a talent knack, a character must know the associated talent at a minimum rank and meet any other requirements for the talent. They must also spend the appropriate amount of time in training and meditation, and spend the requisite Legend Points.

Most adepts choose to learn knacks as part of their training for a new Discipline Circle, often seeking out a mentor who knows the knack they wish to learn. However, knacks can be learned at any time, the adept just needs to find a suitable mentor, who will require payment (often silver, but some mentors may request other services in place of, or in addition to, cash).

Minimum Talent Rank

Each talent knack specifies a Talent and a Rank (see *Knack Descriptions*, p. 77). To learn a knack, an adept must know the indicated talent at the specified rank or higher. Only the adept's actual talent rank matters. Like qualifying for

Circle advancement, bonuses from threads or other magical effects do not count.

Adepts may only learn knacks for talents they know through their Discipline. Talents learned through Versatility, or some other ability not tied to a Discipline (for example, a windling learning Astral Sight through their racial ability rather than through a Discipline) may not be used to qualify for a knack.

Knacks as Skills

Some knacks can be learned as skills (these are noted in the knack description). These knacks do not require the character learning them to know the associated talent (or skill, if appropriate), and only provide the effect described in the knack. They have ranks and are learned and advanced like other skills (*Player's Guide*, p. 450). The skill rank is used to determine the Step as indicated in the knack description.

Thread Weaving Knacks

Some knacks are based on the Thread Weaving talent. Because each Discipline has its own unique version of this talent, some special rules apply.

Not all thread weaving knacks are available to all Disciplines. If the description indicates specific Thread Weaving talents (for example, Elementalism, or Thread Smithing), then the knack is only available through those talents. If it says "Magician Only," the knack is available to any Discipline that casts spells and uses Thread Weaving to attune matrices.

Unless otherwise noted, Thread Weaving knacks available to multiple Disciplines only need to be learned once.

Basics

You can use one knack per use of a talent.

You can have a number of knacks for each talent equal to your unaugmented rank in the talent.

Learning Knacks: To learn a knack, the adept must meet all requirements and one restriction (if the knack has restrictions), be in good health, and spend four hours a day in meditation and training with an instructor who knows the knack. Training lasts for a number of days equal to the Rank requirement and the adept can only learn one knack at a time. Adepts typically charge 50 sp a day, but this can vary widely and more powerful adepts may not be interested in money at all.

Talent: The talent (or talents) associated with the knack. If a knack can be applied to multiple talents, the adept chooses which one applies at the time they learn it. The knack must be learned separately for each talent.

NOTE: When used, all knacks are still considered to be the governing talent. For example, a Destructive Shout test is still considered to be a Battle

Shout test. If a knack can be learned through multiple talents, it is always used with the talent it was learned through.

Cost: Knacks cost the same as a Novice talent of the required Rank. This cost can be found in the Talent Cost Table on page 450 in the Player's Guide.

Requirements: The adept must meet all requirements to learn the knack. Skills cannot meet requirements, only talents and knacks.

Restrictions: The adept must meet one of the knack's restrictions to learn it. These can include (but are not limited to) a minimum Circle in a Discipline, a race or racial ability, membership in an organization, minimum Attribute Value, etc. Skills cannot meet restrictions.

Step: This is the Action Step for the knack and replaces the Action Step of the talent.

Action: This is the action type for the knack and replaces the action type of the talent.

Strain: This is the Strain cost of the knack and replaces the Strain cost of the talent.

Skill: This notes if the knack can be learned as a skill. If yes, only the effects of the knack are learned as a skill of the same name. The skill cannot be used in the same round as other skills derived from knacks of the same governing talent; i.e. no using skills to get around restrictions knacks face.

Combining Knacks

Some knacks are explicitly allowed to be combined with other knacks. In this case, use the lowest Action Step of the associated knacks, use the greatest action time (Sustained > Standard > Simple > Free), and the total Strain cost of all knacks must be paid.

Special Knacks

There are two special types of knacks: Enchanting knacks and Special Maneuvers. Both of these types have some different limitations. Enchanting knacks may be freely combined with other Enchanting knacks, and Special Maneuvers can be used freely with the appropriate test (listed in the description) as long as the adept has extra successes to pay for its use. Special Maneuvers cannot be used on unsuccessful tests, thus the test must always have at least one success which cannot be used for Special Maneuvers. Special Maneuvers also do not count towards limits on how many knacks can be used.

ACROBATIC DEFENSE

Acrobatic Recovery

Talent: Acrobatic Defense
Restrictions: None
Action: Simple
Skill Use: No

Requirements: Rank 4
Step: Rank+DEX
Strain: 3

As a fluid part of their movement, the adept quickly leaps to their feet. The adept may use this knack in place of Dexterity for the Jumping Up combat option. If the Acrobatic Defense test is successful, the adept stands up as part of the Simple action. The strain cost includes the cost for performing this option. The normal rules for Jumping Up apply.

Acrobatic Strike

Talent: Acrobatic Defense — Requirements: Rank 6
Restrictions: None — Step: Rank+DEX
Action: Simple — Strain: 1
Skill Use: No

The adept flips, spins, somersaults, or performs similar acrobatic maneuvers aggressively, making their attacks come from unexpected directions. They must be able to move and have sufficient space to maneuver in. The adept makes an Acrobatic Strike test against the highest Physical Defense of any opponents in close combat range (2 yards). Each success gives the adept a +2 bonus to the next close combat Attack test against each affected target until the end of the round. If the adept is knocked down or otherwise finds their movement restricted, they lose this bonus.

Control the Tempo

Talent: Acrobatic Defense — Requirements: Rank 5
Restrictions: None — Step: Rank+DEX
Action: Simple — Strain: 2
Skill Use: No

The adept knows how to get the most from every movement in close combat, sacrificing offense in the process. If the adept is using Defensive Stance, they may apply bonuses from Control the Tempo and Defensive Stance to active defense tests from adjacent opponents' attacks that target Physical Defense (e.g. Avoid Blow and Riposte). This knack may be combined with other Acrobatic Defense knacks.

Deny Terrain

Talent: Acrobatic Defense — Requirements: Rank 3
Restrictions: None — Step: Rank+DEX
Action: Simple — Strain: 3
Skill Use: No

The adept flips, spins, somersaults, or performs similar acrobatic maneuvers, harrying their opponents and reducing their ability to move. The adept must have sufficient space to maneuver and move and use the Defensive Stance combat option and makes a Deny Terrain test against the highest Physical Defense of all adjacent opponents. Each success either reduces the Movement Rate of each affected target by 4 or the opponent is Harried until the end of the round. Targets choose their condition. If the adept is knocked down or otherwise finds their movement restricted, the effect ends.

AIR SAILING

Air Legs
Talent: Air Sailing
Requirements: Rank 3
Restrictions: None
Step: Rank+DEX
Action: Free
Strain: 1
Skill Use: No

The adept keeps their footing in treacherous conditions while on an airship by making an Air Legs test in place of a Dexterity test to avoid falling off the airship or in other similar situations "aboard ship" that require a Dexterity test. This knack cannot be used when the adept is on "dry land."

Pilot Boat
Talent: Air Sailing
Requirements: Rank 5
Restrictions: None
Step: Rank+PER
Action: Sustained
Strain: 0
Skill Use: NA
As the skill, *Player's Guide*, p. 199.

Sailing
Talent: Air Sailing
Requirements: Rank 4
Restrictions: None
Step: Rank+PER
Action: Sustained
Strain: 0
Skill Use: NA
As the skill, *Player's Guide*, p. 199.

ANIMAL BOND

Heal Animal Companion
Talent: Animal Bond
Requirements: Rank 7
Restrictions: None
Step: Rank+TOU
Action: Standard
Strain: 0
Skill Use: No

The adept heals a Loyal animal companion, spending one of the adept's Recovery tests to make a Heal Animal Companion test, and reducing the animal's Current Damage by the result. This knack costs a Recovery test, but is not a Recovery test, and can only be used once per day per animal.

ANIMAL TRAINING

Animal Handling
Talent: Animal Training
Requirements: Rank 4
Restrictions: None
Step: Rank+WIL
Action: Standard
Strain: 0

Skill Use: NA
As the skill, *Player's Guide*, p. 192.

ANTICIPATE BLOW

Anticipate Movement
Talent: Anticipate Blow — Requirements: Rank 7
Restrictions: None — Step: Rank+PER
Action: Simple — Strain: 2
Skill Use: No

The adept anticipates any movements their target intends to make, and heads them off. The adept must have a higher Initiative result than their target, and makes an Anticipate Movement test against the target's Mystic Defense. Each success reduces the target's Movement Rate by 4 until the end of the round. If the target does move, the adept may move with the target as a Free action, intercepting them before they reach their objective, until the end of the round. This does not allow the adept to move beyond their Movement Rate.

Anticipate Spell
Talent: Anticipate Blow — Requirements: Rank 5
Restrictions: None — Step: Rank+PER
Action: Simple — Strain: 2
Skill Use: No

The adept anticipates mystic attacks made against them, making them more difficult to target astrally. The adept must have a higher Initiative result than their target, and makes an Anticipate Spell test against the target's Mystic Defense. Each success adds +2 to their Mystic Defense against the target until the end of the round. The adept also gains +2 per success to the first Attack or Spellcasting test they make against the target, who may be the only target of the test. The adept can use this knack a number of times equal to their Anticipate Blow rank each round. Anticipate Blow or any associated knacks may not be used for other purposes this round.

Foresee Aggression
Talent: Anticipate Blow — Requirements: Rank 7
Restrictions: None — Step: Rank+PER
Action: Simple — Strain: 3
Skill Use: No

The adept uses their knowledge of the future to improve their defenses, eschewing any offensive benefits. If the adept is using Defensive Stance, they may apply bonuses from Foresee Aggression and Defensive Stance to active defense tests (e.g. Avoid Blow, Riposte, and Steel Thought) against effects from opponents successfully targeted by Foresee Aggression. The adept does not gain bonuses to Attack tests. This knack may be combined with other Anticipate Blow knacks.



Take the Hit
Talent: Anticipate Blow
Requirements: Rank 6
Restrictions: Warrior 5, Swordmaster 6, Scout 8
Step: Rank+PER
Action: Simple
Strain: 2+ (Special)
Skill Use: No

The adept uses their heightened awareness and prescience to protect an ally against their opponents. When Take the Hit is successfully used, the adept may select an adjacent ally; only one ally may be selected each round. When the ally is targeted by an opponent's attack that affects Physical Defense, the adept may spend 2 Strain to change the target of the attack to the adept. The adept must successfully use Take the Hit against the opponent and the ally must be adjacent to the adept to use this effect.

ARCANE MUTTERINGS

Arcane Curses [Special Maneuver]
Talent: Arcane Mutterings Requirements: Rank 7
Restrictions: None

Arcane Curses (Adept, Arcane Mutterings): For 1 Strain, the adept can spend two additional successes on an Arcane Mutterings test to maintain the effect without concentration.

Jinx
Talent: Arcane Mutterings Requirements: Rank 5
Restrictions: None Step: Rank+CHA
Action: Simple Strain: 1
Skill Use: No

The adept shouts a dire warning or arcane-sounding curse against an opponent, suggesting an impending misfortune occurring, then makes a Jinx test against the target's Social Defense. If successful, the target, fearful of the curse, is forced to concentrate on avoiding the suggested outcome and is Harried until the end of the round. Due to the disconcerting nature of this knack, this penalty also applies to the targets' Social Defense. This knack may be used during combat.

ASTRAL INTERFERENCE

Mobile Interference
Talent: Astral Interference — Requirements: Rank 6
Restrictions: None — Step: Rank+WIL
Action: Standard — Strain: 2
Skill Use: No

The adept has learned how to anchor their astral interference not to a location, but to their own pattern. The field of increased astral noise is not stationary, but instead moves with the adept, keeping them in the center of the effect.

Push Against the Horror
Talent: Astral Interference — Requirements: Rank 7
Restrictions: Nethermancer 7 — Step: Rank+WIL
Action: Standard — Strain: 1
Skill Use: No

The adept knows how to increase their astral interference to include Horrors. The field of increased astral noise also affects any powers used by Horrors and Horror constructs which require tests.

AVOID BLOW

Arrow Cutting [Special Maneuver]
Talent: Avoid Blow — Requirements: Rank 5
Restrictions: Melee Weapons Rank 5, Unarmed Combat Rank 5

Arrow Cutting (Adept, Avoid Blow): The adept can spend an additional success on an Avoid Blow test to deflect the missile fired at them in such a way as to render it useless. This doesn't require the adept to be using a weapon.

Roll With the Punches
Talent: Avoid Blow — Requirements: Rank 6
Restrictions: None — Step: N/A
Action: Free — Strain: 1
Skill Use: No

Instead of making an Avoid Blow test, the adept reduces the successes on a successful Attack test against which Avoid Blow can be applied by one. This cannot reduce an attack below two successes.

Redirect Attack [Special Maneuver]
Talent: Avoid Blow — Requirements:
Rank 8 — Restrictions: None

Redirect Attack (Adept, Avoid Blow): For 2 Strain, the adept can spend two additional successes on an Avoid Blow test to take advantage of the close quarters and surrounding chaos to redirect the close combat attack to a different opponent in close combat with the adept, using the original Attack test result with a -5 penalty. There must be at least four opponents in close combat with the adept to use this special maneuver. This special maneuver may only be used once per round.

AWARENESS

Lip Reading
Talent: Awareness — Requirements: Rank 3
Restrictions: None — Step: Rank+PER
Action: Standard — Strain: 1
Skill Use: Yes (Novice)

The adept eavesdrops on a conversation by watching the target character's lips move and making a Lip Reading test against the target's Social Defense. If successful, they are able to read what the speaker is saying for a number of minutes equal to the test result, as long as they can see the target's lips. The adept must be able to understand the language being spoken to make sense of the conversation. If they don't, the adept can phonetically sound out what the target is saying, allowing someone nearby who can understand the language to translate for them.

BATTLE BELLOW

Intimidating Bellow
Talent: Battle Bellow — Requirements: Rank 5
Restrictions: None — Step: Rank+CHA
Action: Simple — Strain: 1
Skill Use: Yes

The adept issues a terrifying bellow against all enemies within Battle Bellow rank ×10 yards, making an Intimidating Bellow test against the highest Social Defense among the target group. If successful, all affected enemies suffer a -1 penalty to their tests per success until the end of the next round. This knack does not affect targets who are immune to fear.

BATTLE SHOUT

Defiant Shout
Talent: Battle Shout
Requirements: Rank 7
Restrictions: None
Step: Rank+WIL
Action: Simple
Strain: 1
Skill Use: No

The adept issues a defiant shout from force of will alone against a target within Battle Shout rank ×5 yards by making a Defiant Shout test against the target's Social Defense. If successful, the target cannot use any fear-based abilities (such as Battle Shout, Frighten, or Terror) for one round per success. This knack is considered to be a use of Battle Shout for increasing Difficulty Number.

Destructive Shout
Talent: Battle Shout
Requirements: Rank 6
Restrictions: None
Step: Rank+WIL
Action: Simple
Strain: 2
Skill Use: No

The adept channels their anger into a shout, making a Destructive Shout (6) test. Each success gives a +3 bonus to the next Damage test against an inanimate object in the same round.

BOOK MEMORY

Photographic Memory
Talent: Book Memory
Requirements: Rank 4
Restrictions: None
Step: Rank+WIL
Action: Standard
Strain: 0
Skill Use: No

The adept remembers the exact details of a place, up to Book Memory rank in yards in every direction. They make a Photographic Memory test against the highest Mystic Defense of any item or character (or the place itself) in the area. If successful, the adept successfully memorizes the details of the place. The place counts as one book for the purpose of the Book Memory talent, but cannot be transcribed as a piece of text could be. Like looking up a memorized book, the adept can envision the place in their mind's eye, allowing them to use Evidence Analysis to ask questions about the scene, or just examine details at their leisure. Note: Use of Evidence Analysis knacks is at the GM's discretion.

Remember Conversation
Talent: Book Memory
Requirements: Rank 3
Restrictions: None
Step: Rank+WIL
Action: Standard
Strain: 0
Skill Use: No

The adept remembers a conversation for later recall by making a Remember Conversation test against the highest Mystic Defense among all the speakers conversing. If successful, the adept successfully memorizes the conversation. A memorized conversation counts as one book for the purpose of the Book Memory talent.

BORROW SENSE

One Eye Open

Talent: Borrow Sense — Requirements: Rank 4
Restrictions: None — Step: N/A
Action: Sustained (10 min) — Strain: 0
Skill Use: No

Before going to sleep, the adept meditates for 10 minutes and spends a Recovery test. For the next 10 hours, the adept adds their Borrow Sense rank to any Awareness tests made while sleeping to detect disturbances around them.

Other Sense

Talent: Borrow Sense — Requirements: Rank 8
Restrictions: None — Step: Rank+WIL
Action: Standard — Strain: 1
Skill Use: No

The adept may target senses designated as [Other].

CALL ANIMAL COMPANION

Beast Summons

Talent: Call Animal Companion — Requirements: Rank 5
Restrictions: None — Step: Rank+CHA
Action: Free — Strain: 2
Skill Use: No

The adept has developed a connection or knowledge of creatures and can summon them. The adept thinks of a creature they are familiar with enough to recognize on sight. This can be broad, such as “bird”, or specific, “storm crow”, at the adept’s discretion. The adept makes a Beast Summons test and compares it to the Social Defense of the nearest applicable creature within Call Animal Companion rank ×100 yards. If successful, the creature moves toward the adept at its fastest reasonable speed. If it fails, the result is compared to the Social Defense of the next closest applicable creature until a creature is summoned or all options have been exhausted. This knack does not improve the attitude of the summoned creature, nor does it prevent allies of the summoned creature from following. If the adept wants to summon additional creatures, reduce the test result by 1 for each additional creature, up to Call Animal Companion rank total creatures.

Empathic Command

Talent: Call Animal Companion — Requirements: Rank 8
Restrictions: None — Step: Rank+CHA
Action: Free — Strain: 1
Skill Use: No

The adept commands and calms their trusted animal companion through emotion and mental imagery. They need not speak any commands, but must be within Empathic Command Rank yards of their animal companion. The adept may make an Empathic Command test in place of their animal companion's Willpower test to resist the effects of fear, charm, or other spells and talents directed against the animal companion which allow a test.

CALL MISSILE

Call Any Missile

Talent: Call Missile — Requirements: Rank 6
Restrictions: None — Step: Rank+CHA
Action: Simple — Strain: 1
Skill Use: No

The adept is no longer restricted to ammunition or weapons they fired or threw and may call all thrown or fired objects within Call Missile Rank x 20 yards. The result determines the number of missiles called as usual. The adept may also direct this knack against a specific opponent, allowing them to steal any unsecured missiles or throwing weapons they have on their person. When used in this way, the adept makes a Call Missile test against the target's Mystic Defense. Each success calls a single throwing weapon or 3 missiles from their respective containers. Objects secured or "locked away" (secured by a rope or behind a closed door) cannot be retrieved as per normal.

CHARGE

Overrun [Special Maneuver]

Talent: Charge — Requirements: Rank 7
Restrictions: None

Overrun (Adept, Charge): The adept can spend an additional success on an Attack test to force the target to make a Knockdown test if the target has a lower Strength Step than the adept's mount. The Difficulty is the Attack test result.

CLAW SHAPE

Claw Tool

Talent: Claw Shape — Requirements: Rank 5
Restrictions: None — Step: N/A
Action: Sustained — Strain: 1 per minute



Skill Use: No

The adept gains more control over their Claw Shape ability enabling them to use it outside of combat. They gain a +2 bonus to any test which might benefit from this ability such as crafting, intimidation, or climbing tests. Applicable tests are at the discretion of the GM. The adept can revert their hands back to normal at any time.

Savage Limbs

Talent: Claw Shape
Requirements: Rank 5
Restrictions: None
Step: Rank+STR
Action: Free
Strain: 0
Skill Use: No

The adept can apply the benefits of Claw Shape to any appendage, not just their hands. Each appendage has an appearance distinctive to the character, for example one adept may grow an elk's antlers from their head, another a ram's horns, or spikes from the tail in the case of a t'skrang. The appendage may not have any coverings which would obstruct this knack.

Wrecking Claws

Talent: Claw Shape
Requirements: Rank 6
Restrictions: None
Step: N/A
Action: Sustained
Strain: 1 per attack
Skill Use: No

The adept can harden and lengthen their claws to improve their ability to damage barriers and structures. If used to destroy an object, the adept gains +5 to their Claw Shape Damage test. The adept can revert their hands back to normal at any time.

CLIMBING

Spider Climb
Talent: Climbing
Requirements: Rank 8
Restrictions: None
Step: Rank+DEX
Action: Standard
Strain: 0
Skill Use: No

The adept can climb sheer, vertical surfaces they may not normally be able to climb, including surfaces that may not be able to support their mass. Impossible to climb surfaces increase the Difficulty Number by +3 to +5. When using this knack, the adept may not engage in any other physical activity.

Swinging Move
Talent: Climbing
Requirements: Rank 3
Restrictions: None
Step: Rank+DEX
Action: Standard
Strain: 0+ (see text)
Skill Use: Yes (Novice)

The adept makes Swinging Move test to travel distances by swinging from ropes or vines, such as an airship's rigging or a chandelier. When covering a distance up to their Movement Rate, the adept makes a Swinging Move (8) test; when swinging up to double their Movement Rate, they make a Swinging Move (12) test and take 1 Strain. The attempt counts as their move for the round. A successful Swinging Move test means the adept swings and lands where they want, while failure means the adept botches their landing and are knocked down, taking falling damage for falls over 10 feet (reduce the distance fallen by 10 ft).

COLD PURIFY

Halt Disease
Talent: Cold Purify
Requirements: Rank 6
Restrictions: None
Step: Rank+WIL
Action: Sustained (1 min)
Strain: 0
Skill Use: No

The adept spends a minute to prepare a poultice as normal. However, instead the poultice stops the progress of disease by making a Cold Purify test against the disease's Step. With two successes, the effect of the disease is halted. The victim does not heal any damage already inflicted; the knack merely prevents the disease ravaging them further.

CONVERSATION

Getting to Know You [Special Maneuver]
Talent: Conversation
Requirements: Rank 7
Restrictions: None

Getting to Know You (Adept, Conversation): The adept can spend additional successes on a Conversation test for 1 Strain per success to learn more about the target. Each success spent in this way allows the adept to learn one of the targets fears, personality traits, or wants.

DANGER SENSE

Detect Poison
Talent: Danger Sense
Requirements: Rank 7
Restrictions: None
Step: Rank+PER
Action: Simple
Strain: 1
Skill Use: No

The adept senses the presence of poison in food, drink, and even the air, within Danger Sense rank yards by making a Detect Poison test against the higher of the poison's Step or the Mystic Defense of the creature or character (in the case of a poison stinger or poisoned weapon). If successful, they detect poison on the target substance, object, or character. If a poison is carried in a tightly sealed container, like a vial or flask, or if the poison comprises a natural part of an animal, such as a spider's or scorpion's venom, the adept requires an additional success on their Detect Poison test to detect the poison's presence.

Detect Weapon
Talent: Danger Sense
Requirements: Rank 3
Restrictions: None
Step: Rank+PER
Action: Simple
Strain: 1
Skill Use: No

The adept detects hidden weapons by making a Detect Weapon test and comparing the result against the Detection Difficulty of any concealed weapons within short range of visibility (see the Gamemaster's Guide, p. 135). If successful, they spot the weapon and learn its type, but are unaware of any magical properties it may possess. Once the adept notices a concealed weapon, they become aware of its presence and are alert to possible treachery. As a result, they cannot be surprised by an attack made with that weapon (see Conceal Object, Player's Guide p.135) unless the weapon's owner takes different measures to gain surprise against them.

DIPLOMACY

Assess Intentions
Talent: Diplomacy
Requirements: Rank 8
Restrictions: None
Step: Rank+CHA
Action: Sustained (10 minutes)
Strain: 1
Skill Use: Yes (Journeyman)

The adept discerns the true intentions of a Namegiver who they have been conversing with for at least ten minutes. The gamemaster makes a

secret Assess Intentions test against the target's Social Defense for the adept. If successful, the target's true feelings about the matter being discussed are revealed. "The target doesn't know what to feel," or "the target hasn't made any plans yet," are both valid answers, though if the target is leaning one way or another on the issue, which should be specified. If the test fails, the reading is inaccurate.

Poisoned Influence
Talent: Diplomacy — Requirements: Rank 7
Restrictions: None — Step: Rank+CHA
Action: Sustained — Strain: 0
Skill Use: Yes (Journeyman)

The adept inflames disputes and influences the development of mutual antipathy by making a Poisoned Influence test against the negotiating target's Social Defense. If successful, the negotiator's Attitude towards their opponents worsens by one degree for a number of hours equal to the adept's Diplomacy rank.

While this might not necessarily result in an immediate fight or cause the target to walk away, the use of Poisoned Influence usually helps to get parties divided and unwilling to compromise.

DISARM

I'll Take That [Special Maneuver]
Talent: Disarm — Requirements: Rank 6
Restrictions: Swordmaster 5, any Discipline 7

I'll Take That (Adept, Disarm): The adept can spend two additional successes on a Disarm test to capture the disarmed weapon in a free hand. If the adept doesn't have a free hand, they can drop whatever they are holding in one hand to capture the weapon.

DISGUISE SELF

Ideal Appearance
Talent: Disguise Self — Requirements: Rank 8
Restrictions: None — Step: Rank+CHA
Action: Simple — Strain: 1
Skill Use: No

The adept uses illusion magic to temporarily boost their charisma. Each time they interact with another character, the adept may make an Angelic Appearance test against the target's Mystic Defense. The adept gains +1 for each success on their next Interaction test with the target.

DOMINATE BEAST

Tame Animal
Talent: Dominate Beast Requirements: Rank 8
Restrictions: Beastmaster 7, Cavalryman 8
Step: Rank+CHA Action: Standard
Strain: 2 Skill Use: No

The adept tames a creature by touching it and making a Tame Animal test against its Social Defense. If successful, the creature's Attitude toward the adept improves by one degree per success, to a maximum of Friendly. Once a creature's attitude has been raised to Friendly, the adept may ride it. No one else may ride the creature until it is trained; it is automatically Unfriendly to anyone who tries to ride it other than the adept, including any characters to whom the creature may have had a better attitude before. This knack may be used on a creature only once each day.



EMOTION SONG

Accompaniment
Talent: Emotion Song Requirements: Rank 6
Restrictions: None Step: Rank+CHA
Action: Sustained (10 min) Strain: 2
Skill Use: No

The adept summons music to accompany their performance, granting an additional success to a successful test.

Telling the Tale
Talent: Emotion Song Requirements: Rank 1

Restrictions: None
Action: Sustained
Skill: Yes (Novice)
Step: Rank+CHA
Strain: 0

The adept expands their repertoire for use with the Emotion Song talent. Instead of singing, they can perform any artistic activity, such as storytelling, reciting of poetry, or even performing a puppet show. Using this knack does not count as using a knack for any limitations.

Skill Use: The character must specify the artistic activity when this skill is learned. This skill may be learned more than once.

ENGAGING BANTER

Bribery
Talent: Engaging Banter
Restrictions: None
Action: Standard
Skill Use: Yes (Novice)
Requirements: Rank 5
Step: CHA+Rank
Strain: 0

Though most societies publicly disapprove of bribes, those same societies harbor many members more than willing to take them. Bribery is discreetly buying favors. Adepts with this knack can use any number of successful methods to disguise the exchange. The adept makes a Bribery test against the target's Social Defense, +1 for each additional target. If successful, the target does the favor asked. Small favors require a small amount of money, for example, 5 silver or the equivalent of a few hours' wages for each target. For large favors, the adept must produce a day's earnings for the targets. Larger-than-necessary bribes may receive a bonus to the Bribery test at the gamemaster's discretion.

ENHANCE ANIMAL COMPANION

Augment Ally's Form
Talent: Enhance Animal Companion
Requirements: Rank 5
Restrictions: Beastmaster 5, Cavalryman 5
Step: N/A
Strain: N/A
Action: Sustained
Skill Use: No

This knack may be purchased multiple times. Each time it is purchased, the adept must select a different animal companion. The adept performs a week long ritual, eight hours a day, with their animal companion, changing their form. This ritual applies a Mask to the animal companion, or changes the Mask already applied; the animal companion cannot have more than one Mask. The animal companion must still be a viable animal companion after the Mask is applied and the Mask cannot increase the effective Circle of the base creature.

Mold Ally's Form
Talent: Enhance Animal Companion
Requirements: Rank 9 and Augment Ally's Form
Restrictions: Beastmaster 9, Cavalryman 9
Step: N/A Action: Sustained
Strain: N/A Skill Use: No

This knack may be purchased multiple times. Each time it is purchased, the adept must select a different animal companion. The adept performs a week long ritual, eight hours a day, with their animal companion, further changing their form. This ritual enhances a Mask already applied to the animal companion. If the animal companion does not have a Mask, this knack has no function. The Mask is changed to the effective Circle +1 version.

Sculpt Ally's Form
Talent: Enhance Animal Companion
Requirements: Rank 13 and Mold Ally's Form
Restrictions: Beastmaster 13, Cavalryman 13
Step: N/A Action: Sustained
Strain: N/A Skill Use: No

This knack may be purchased multiple times. Each time it is purchased, the adept must select a different animal companion. The adept performs a week long ritual, eight hours a day, with their animal companion, further changing their form. This ritual enhances a Mask already applied to the animal companion. If the animal companion does not have a Mask, this knack has no function. The Mask is changed to the effective Circle +2 version.

EVIDENCE ANALYSIS

Astral Survey
Talent: Evidence Analysis Requirements: Rank 6
Restrictions: None Step: Rank+PER
Action: Sustained (10 minutes) Strain: 2
Skill Use: No

Using equal parts observation, logic, and divination magic, the adept also examines astral evidence to determine the answers to questions relating to their investigation.

Cold Case
Talent: Evidence Analysis Requirements: Rank 7
Restrictions: None Step: Rank+PER
Action: Sustained (10 minutes) Strain: 1
Skill Use: No

The Difficulty Number is increased by +5, but when using this knack to evaluate evidence more than a week old, add +1 to the Difficulty Number for

each week after the first. This knack may be combined with other Evidence Analysis Knacks.

FIRST IMPRESSION

Grand Entrance
Talent: First Impression — Requirements: Rank 7
Restrictions: None — Step: Rank+CHA
Action: Standard — Strain: 3
Skill Use: No

The adept must make a grand gesture when entering a room by dramatically opening doors, sweeping aside curtains, etc. Once inside, the adept may make a First Impression test against the highest Social Defense of the room's occupants. With two successes, the Attitude of all occupants the adept has not previously met improves toward the adept by one degree. With at least three successes, it improves by two degrees.

FORGE ARMOR

Efficient Armor Forging
Talent: Forge Armor — Requirements: Rank 5
Restrictions: Weaponsmith 5 — Step: Rank+PER
Action: Sustained — Strain: 0
Skill Use: No

The adept can improve a number of pieces of armor equal to their Forge Armor rank at a time. All affected armor must be initiated at the same time and a test is made for each armor.

Rapid Armor Forging [Special Maneuver]
Talent: Forge Armor — Requirements: Rank 6
Restrictions: Weaponsmith 6

Rapid Forge (Adept, Forge Armor): The adept can spend additional successes to reduce the number of days required to use Forge Armor by one per success to a minimum of one day. This may not be used with Efficient Armor Forging.

FORGE WEAPON

Efficient Weapon Forging
Talent: Forge Weapon — Requirements: Rank 5
Restrictions: Weaponsmith 5 — Step: Rank+PER
Action: Sustained — Strain: 0
Skill Use: No

The adept can improve a number of weapons equal to their Forge Weapon rank at a time. All affected weapons must be initiated at the same time and a test is made for each weapon.

Rapid Weapon Forging [Special Maneuver]
Talent: Forge Weapon Requirements: Rank 6
Restrictions: Weaponsmith 6
Rapid Forge (Adept, Forge Weapon): The adept can spend additional successes to reduce the number of days required to use Forge Weapon by one per success to a minimum of one day. This may not be used with Efficient Weapon Forging.

GREAT LEAP

Pounce [Special Maneuver]
Talent: Great Leap Requirements: Rank 7
Restrictions: None
Pounce (Adept, Close Combat): If the adept reaches their target with Great Leap and the target isn't too much larger, they may spend an additional success from the Attack test to force the target to make a Knockdown test against a Difficulty equal to the Attack test result.

Vault Opponent
Talent: Great Leap Requirements: Rank 6
Restrictions: None Step: Rank+DEX
Action: Simple Strain: 2
Skill Use: No
To use this knack, there must be space for the adept on the opposite side of their opponent. If so, the adept makes a Vault Opponent test against the target's Social Defense. The test result must provide enough movement (vertical and horizontal) to move over the target. If the result provides enough movement, the adept leaps over the target and lands on the opposite side of them. Also, if the test is successful, the target is Blindsided for the first Action test made against the target after landing. If the result does not provide enough movement, the adept is knocked down. This may only be used once against a given target per day.

HAGGLE

Evaluate
Talent: Haggle Requirements: Rank 1
Restrictions: None Step: Rank+PER
Action: Standard Strain: 0
Skill Use: Yes (Novice)

The adept has a shrewd sense for the true market value of an object. The adept examines the object and makes a Haggle test against the item's Mystic Defense. On one success, they learn the item's approximate price. Additional successes may disclose more detailed information based on the local or global economy, at the gamemaster's discretion. On two successes, the adept also learns the item's hidden value, if any, not readily apparent to the casual observer (for example if it is worth more to collectors). When evaluating magical items, the adept learns if the item is magical on three successes, but not the effect or purpose of its enchantment.

ITEM HISTORY

Psychometry
Talent: Item History
Requirements: Rank 6
Restrictions: None
Step: Rank+PER
Action: Standard
Strain: 1
Skill Use: No

The adept briefly handles an item and gains impressions about its history. These impressions can take various forms, from images, voices, scenes played out from the item's perspective, etc. Most adepts have a particular style for the form of their impressions. The adept makes a Psychometry test against the item's Mystic Defense. Each success allows the adept to ask a question about the item, and what it has done and seen within the previous Item History rank days.

Touching the Past
Talent: Item History
Requirements: Rank 8
Restrictions: None
Step: Rank+PER
Action: Standard
Strain: 0
Skill Use: No

The adept can learn additional information from handling an item over an extended period, 1 hour each day for a week. This knack cannot be used at the same time as Item History during this time period as the adept's pattern begins to interfere with the item's pattern. The adept makes a Touching the Past test against the item's Mystic Defense. Each success allows the adept to ask a question about the item and its history. The answers are vague and never reveal Key Knowledge, but can provide some insight and direction about where to look for such information. This may come in the form of visions from the item's perspective, disembodied voices, ghostly scenes reliving the moment, etc.

LOCK PICKING

Shackle Shrug
Talent: Lock Picking
Requirements: Rank 3

Restrictions: None
Action: Sustained (1 minute)
Skill Use: No
Step: Rank+DEX
Strain: 2



The adept escapes from bonds around their hands or feet by gradually straining against them, and using extraordinary flexibility and magic to extricate their wrists or ankles from openings too small to wriggle out of normally. The adept spends one minute attempting to get out of the bonds, then makes a Shackle Shrug test against a Difficulty Number based on the type of bindings. Twine or string carries a Difficulty Number of 5; rope tied by an inexperienced captor has a Difficulty Number of 7; rope tied by an experienced jailer has a Difficulty Number of 9; steel shackles have a Difficulty Number of 11; magical shackles have a Difficulty Number equal to the shackles' Mystic Defense. Because it is always easier to escape from shackles that bind the wrists than those around the ankles, add +2 to the Difficulty Number if the shackles bind the feet. If successful, the adept escapes. If they fail, the adept may try again, but requires an additional success cumulatively. The adept may make up to Shackle Shrug rank attempts per set of bindings each day.

LONG SHOT

Extend Range
Talent: Long Shot
Requirements: Rank 5
Restrictions: None
Action: Simple
Skill: No
Step: N/A
Strain: 1

Instead of extending their weapon's maximum distance beyond Long Range, the adept extends the effective Short Range distance of their weapon to the maximum Long Range, suffering no distance penalty to their Attack test.

MANEUVER

Aggressive Maneuver
Talent: Maneuver
Restrictions: None
Action: Simple
Skill: Yes (Journeyman)
Requirements: Rank 5
Step: Rank+DEX
Strain: 2

The adept uses aggressive positioning to gain a superior offensive position, while not improving their defensive position. They make an Aggressive Maneuver test against the target's Physical Defense. Each success gives the

adept a +2 bonus to close combat Attack tests against the target until the end of the round. If the adept is using the Aggressive Attack combat option, they gain a +2 bonus to the Aggressive Maneuver test.

Feint
Talent: Maneuver — Requirements: Rank 7
Restrictions: None — Step: Rank+CHA
Action: Simple — Strain: 2
Skill Use: Yes (Journeyman)

The adept makes a Feint test against the target's Social Defense. If successful, the adept deceives the target and they are Harried for the adept's next Attack test against them. Each subsequent use of this talent against a target requires an additional success. If the adept is using the Defensive Stance combat option, they gain a +2 bonus to the Feint test and the target is Harried until the end of the round.

Hamstring [Special Maneuver]
Talent: Maneuver — Requirements: Rank 6
Restrictions: None

Hamstring (Adept, Close Combat): The adept may spend an additional success on an Attack test to halve the opponent's Movement Rate until the end of the next round. If the attack causes a Wound, the penalty lasts until the Wound is healed. The adept must be using a sharp weapon or claws to use this special maneuver.

Patient Maneuver
Talent: Maneuver — Requirements: Rank 5
Restrictions: None — Step: Rank+DEX
Action: Free - see text — Strain: 1
Skill Use: Yes (Journeyman)

The adept fights defensively for a turn, creating an opening. This knack is announced prior to determining Initiative and uses the adept's Standard Action for the round. After announcing the knack, the adept makes a Patient Maneuver test and replaces their Physical Defense with the result until the end of the round. If the adept is not successfully attacked during this round, the first close combat attack the adept makes in the following round gains a bonus to the Attack test and Damage test equal to the adept's Maneuver rank.

Setup
Talent: Maneuver — Requirements: Rank 8
Restrictions: None — Step: Rank+DEX
Action: Simple — Strain: 2
Skill Use: Yes (Journeyman)

The adept maneuvers into a position to aid an ally against an opponent. They make a Setup test against the target's Social Defense. Each success gives

the ally +2 to their next close combat Attack test against the target and +2 to their Physical Defense against the target until the end of the round. If the adept is using the Defensive Stance combat option, or the ally also knows this knack, they gain +2 to the Setup test.

MELEE WEAPONS

Deflect Blow
Talent: Melee Weapons — Requirements: Rank 7
Restrictions: None — Step: N/A
Action: Simple — Strain: 1
Skill Use: No

The adept achieves greater skill at defensive fighting. When using the Defensive Stance combat option, they can freely determine the bonus to Physical Defense, up to a bonus equal to their Melee Weapons Rank. The penalty to Action tests is equal to the bonus to Physical Defense. For example, a character with a Melee Weapons Rank of 9 can receive a bonus ranging from +1 to +9, and receives a penalty from –1 to –9 as appropriate. Deflect Blow requires one use of the Melee Weapons talent in the round this knack is used, otherwise the adept suffers the penalty in the following round from overextending themselves, without receiving the Defense bonus. The effects of this knack end immediately if the adept is disarmed.

Improvised Weapon
Talent: Melee Weapons — Requirements: Rank 4
Restrictions: None — Step: Rank+DEX
Action: Standard — Strain: 0
Skill Use: No

The adept suffers no penalties when using improvised weapons.

Improved Improvised Weapon
Talent: Melee Weapons
Requirements: Rank 7 and Improvised Weapon
Restrictions: None — Step: Rank+DEX
Action: Standard — Strain: 1
Skill Use: No

The adept suffers no penalties when using improvised weapons and can use other Melee Weapons knacks with this knack.

Mind Blade
Talent: Melee Weapons — Requirements: Rank 8
Restrictions: None — Step: N/A
Action: Standard — Strain: 1
Skill Use: No

The adept creates a melee weapon from sheer will at a moment's notice. The weapon appears as a distortion of the air, shaped like a melee weapon of the adept's choice, with a Damage Step equal to their Mind Blade Rank. The adept uses the blade in melee combat as normal. No Strength minimum applies for using a mind blade. The weapon lasts for Mind Blade Rank minutes, but may be dispelled by the adept before that time elapses. Mind blades may be broken using magical abilities and the wielder may be disarmed as with a normal melee weapon. A mind blade that is broken or leaves the adept's hand is automatically dispelled.

Swing Attack
Talent: Melee Weapons — Requirements: Rank 6
Restrictions: None — Step: Rank+DEX
Action: Standard — Strain: 1
Skill Use: Yes (Novice)

The adept swings down at an opponent from an elevated position using sturdy ropes, ship rigging, or vines. Before the attack, the adept decides whether to swing past, or land next to the target. If the adept swings past, the attack is treated as a Swooping Attack with no penalties or Strain cost for Splitting Movement. The adept makes a Swing Attack test as a close combat Attack test against the target's Physical Defense. If successful, each extra success inflicts an additional point of damage (generally +3 for each success).

Tail Weapon
Talent: Melee Weapons — Requirements: Rank 4
Restrictions: Tail Combat — Step: Rank+DEX
Action: Simple — Strain: 0

When the adept can use their Tail Attack combat option, this knack can be used with Melee Weapons in the same round. This attack cannot benefit from any other knacks.

Give Ground [Special Maneuver]
Talent: Melee Weapons, Unarmed Combat
Requirements: Rank 6 — Restrictions: None

Give Ground (Adept, Close Combat): The adept may spend additional successes to retreat two yards per success. The adept gains +1 to Physical Defense until the end of the next round for every two yards ceded through this special maneuver. Movement through this special maneuver does not trigger effects from opponents, but opponents are allowed to follow the adept up to their remaining Movement Rate as a Free action. The adept is limited to Rank yards.

Harrying Attack [Special Maneuver]
Talent: Melee Weapons — Requirements: Rank 6
Restrictions: None

Harrying Attack (Adept, Close Combat): The adept may spend two additional successes on a close combat Attack test to give the target a choice: until the end of the next round, reduce their Movement Rate to 0 or be Harried.

Overpower [Special Maneuver]
Talent: Melee Weapons Requirements: Rank 7
Restrictions: Strength 14
Overpower (Adept, Close Combat): The adept may spend two additional successes on a close combat Attack test to force the target to make a Knockdown test against a Difficulty Number equal to the Attack test result. If the test fails, the target is knocked down and knocked back a number of yards equal to the total number of successes on the Attack test. The adept must be wielding a weapon in two hands to use this special maneuver.

MISSILE WEAPONS

Flare
Talent: Missile Weapons, Throwing Weapons
Requirements: Rank 7 Restrictions: None
Step: Rank+DEX Action: Standard
Strain: 2
The adept causes their missile or thrown weapon to shine brightly in their target's eyes. If the Attack test is successful, the target suffers from Partial Blindness until the end of their next turn.

Point-Blank Shot
Talent: Missile Weapons, Throwing Weapons
Requirements: Rank 3 Restrictions: None
Step: Rank+DEX Action: Standard
Strain: 1
The adept reduces the minimum range of their missile or thrown weapon to 0 yards and may attack adjacent opponents with it.

Wind Bow
Talent: Missile Weapons Requirements: Rank 8
Restrictions: None Step: N/A
Action: Standard Strain: 1
Skill Use: No
The adept manipulates the wind, shaping the whirling, shimmering elemental forces into a bow, crossbow, or other missile weapon which can propel a projectile with terrific force. The weapon is used like a normal weapon of its kind, but has a Damage Step equal to the adept's Wind Bow Rank. Attack tests are made as normal. The weapon lasts for Wind Bow Rank minutes, but the adept may dispel it at any time. The weapon may be broken

or taken from the adept like any other weapon of its type, in which case it is automatically dispelled.

MYSTIC AIM

Precise Shot
Talent: Mystic Aim — Requirements: Rank 7
Restrictions: None — Step: Rank+PER
Action: Simple — Strain: 3

If Mystic Aim was successful, the adept may declare Called Shots against the target without Strain cost or penalty.

NAVIGATION

Mapmaking
Talent: Navigation — Requirements: Rank 2
Restrictions: None — Step: Rank+PER
Action: Sustained — Strain: 0
Skill Use: NA
As the skill, *Player's Guide*, p. 197.

Read River
Talent: Navigation — Requirements: Rank 5
Restrictions: None — Step: Rank+PER
Action: Sustained — Strain: 0
Skill Use: Yes (Novice)

The adept guides a riverboat through the often treacherous waters of a river. This can also be used to track another riverboat along the river. To track another riverboat, the adept makes a Read River test against the target riverboat captain's Pilot Boat Step, modified at the gamemaster's discretion.

PATTERNCRAFT

Improvised Pattern
Talent: Patterncraft — Requirements: Rank 8
Restrictions: None — Step: NA
Action: Simple — Strain: 1+ (see below)
Skill Use: No

The adept has learned to adapt their spell patterns on the fly. Prior to a Thread Weaving test for the purpose of weaving threads for a spell, you may add, remove, and/or adjust any extra threads. The spellcaster is still limited to their normal extra thread maximum. Each thread affected in this fashion costs 1 Strain. If this effectively completes the spell (now all intended threads are woven), the spellcaster may make a Spellcasting test as normal. The assumed order of threads woven is first required threads, followed by extra threads

in an order of the caster's choice. For example, a spellcaster's first Thread Weaving attempt did not go as planned and the battlefield has changed. Now, they can choose to remove the extra threads they had intended on weaving, add additional extra threads, and/or change the purpose of unwoven extra threads (e.g. instead of additional range, choose increased area).

PICKING POCKETS

Streetwise
Talent: Picking Pockets
Requirements: Rank 4
Restrictions: None
Step: Rank+CHA
Action: Sustained
Strain: 0
Skill Use: NA
As the skill, *Player's Guide*, p. 201.

RESIST TAUNT

Make Concession
Talent: Resist Taunt
Requirements: Rank 6
Restrictions: None
Step: N/A
Action: Free
Strain: 1
Skill Use: No

The adept accepts their opponent has valid points to make, such as the quality of the sword is indeed superb or the Sky Raider is quite terrifying, while using that to mitigate damage. Instead of making a Resist Taunt test, the adept reduces the number of successes on a successful Action test against which Resist Taunt can be applied by one. This cannot reduce a result below two successes.

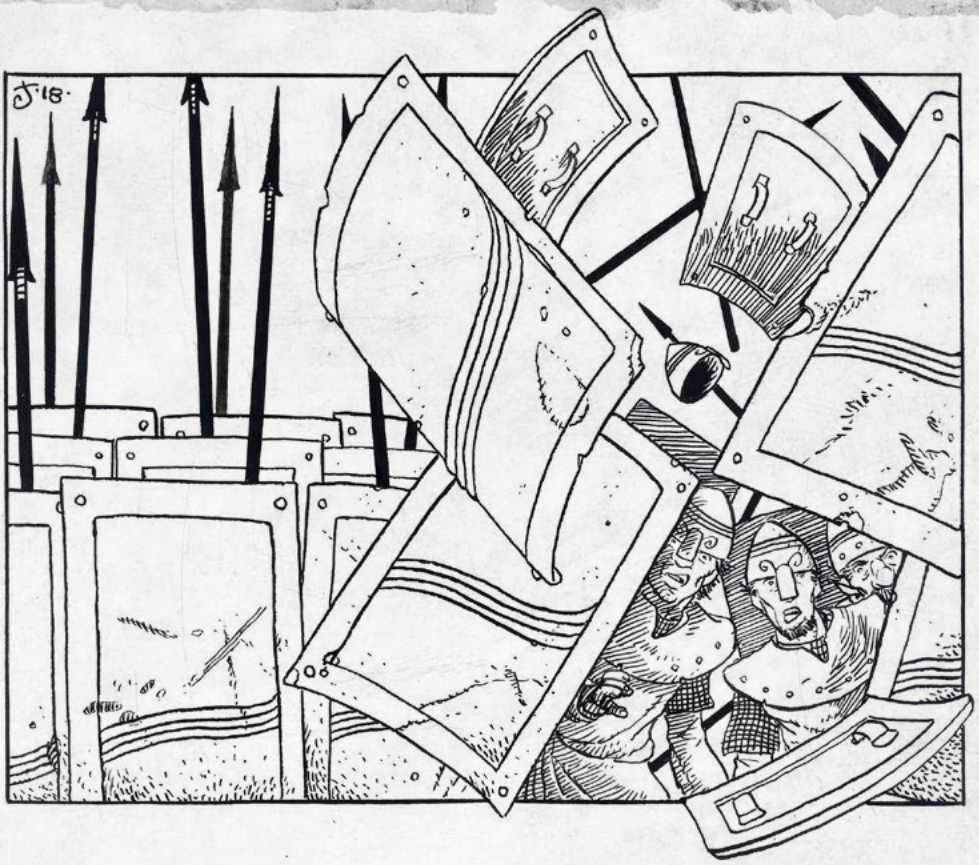
RIPOSTE

Claw Riposte
Talent: Riposte
Requirements: Rank 5
Restrictions: None
Step: Rank+DEX
Action: Free
Strain: 3

The adept can use Riposte against unarmed attacks, including creature attacks.

SHIELD BASH

Shield Drive
Talent: Shield Bash
Requirements: Rank 6
Restrictions: None
Step: Rank+STR
Action: Simple
Strain: 2
Skill Use: Yes (Journeyman)



The adept quickly bashes the target with their shield and makes a Shield Drive test against the target's Physical Defense. If successful, the target makes a Knockdown test against the Shield Drive result. The adept loses any Defense bonuses from their shield until their action in the following round.

SLOUGH BLAME

Forgery
Talent: Slough Blame
Restrictions: None
Action: Sustained
Skill Use: NA
Requirements: Rank 6
Step: Rank+DEX
Strain: 0
As the skill, *Player's Guide*, p. 197.

SPELLCASTING

Arcane Accuracy
Talent: Spellcasting
Restrictions: Wizard 2
Action: Standard (Special)
Requirements: Rank 2
Step: Rank+PER
Strain: 0

Skill Use: No

The Wizard lends temporary arcane aid to an ally's attack. The Wizard touches a willing target and makes a Spellcasting (6) test. If successful, the target gains +2 to their next Attack test targeting Physical Defense until the end of the next round. Using this knack is a Simple action if the adept used Wizardry to attempt weaving threads this round.

Arcane Edge

Talent: Spellcasting — Requirements: Rank 3
Restrictions: Wizard 3 — Step: Rank+PER
Action: Standard (Special) — Strain: 0
Skill Use: No

The Wizard briefly empowers an ally's attacks with arcane energy. The Wizard touches a willing target and makes a Spellcasting (6) test. If successful, the target gains +2 to their next Damage test using a weapon or claws until the end of the next round. Using this knack is a Simple action if the adept has used Wizardry to weave threads this round. Using this knack is a Simple action if the adept used Wizardry to attempt weaving threads this round.

Acid Splash

Talent: Spellcasting — Requirements: Rank 2
Restrictions: Elementalist 2 — Step: Rank+PER
Action: Standard (Special) — Strain: 1
Skill Use: No

Water - Acid. The Elementalist makes a flicking motion at a target within 10 yards, causing acid to manifest and weaken their armor briefly. The Elementalist makes a Spellcasting test against the target's Mystic Defense. If successful, the target has -2 Physical Armor until the end of the next round. Using this knack is a Simple action if the adept has used Elementalism to attempt weaving threads this round.

Astral Strain

Talent: Spellcasting — Requirements: Rank 2
Restrictions: Nethermancer 2 — Step: Rank+PER
Action: Standard (Special) — Strain: 1
Skill Use: No

The Nethermancer uses a minor hex on a target within 10 yards, weakening their pattern. The Nethermancer makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -2 Mystic Defense until the end of the next round. Using this knack is a Simple action if the adept used Nethermancy to attempt weaving threads this round.

Astral Ward

Talent: Spellcasting — Requirements: Rank 2
Restrictions: Wizard 2 — Step: Rank+PER

Action: Standard (Special) Strain: 1
Skill Use: No

The Wizard creates a brief ward on the pattern of an ally within 10 yards. The Wizard makes a Spellcasting (6) test against a willing target. If successful, the target gains +2 Mystic Defense until the end of the next round. Using this knack is a Simple action if the adept used Wizardry to attempt weaving threads this round.

Befuddle

Talent: Spellcasting Requirements: Rank 2
Restrictions: Illusionist 2 Step: Rank+PER
Action: Standard (Special) Strain: 1
Skill Use: No

The Illusionist taps their temple while staring at a target within 10 yards, causing momentary confusion. The Illusionist makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -2 Social Defense until the end of the next round. Using this knack is a Simple action if the adept used Illusionism to attempt weaving threads this round.

Bleed

Talent: Spellcasting Requirements: Rank 3
Restrictions: Nethermancer 3 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

The Nethermancer scrapes a nail against their wrist while staring at a target within 10 yards, briefly weakening their body. The Nethermancer makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -2 Wound Threshold until the end of the next round. Using this knack is a Simple action if the adept used Nethermancy to attempt weaving threads this round.

Burst of Speed

Talent: Spellcasting Requirements: Rank 3
Restrictions: Elementalist 3 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

Air. The Elementalist briefly imbues an ally within 10 yards with air, granting them brief fleetness. The Elementalist makes a Spellcasting (6) test against a willing target. If successful, the target gains +4 Movement Rate until the end of the next round. Using this knack is a Simple action if the adept used Elementalism to attempt weaving threads this round.

Courage

Talent: Spellcasting Requirements: Rank 2
Restrictions: Illusionist 2 Step: Rank+PER

Action: Standard (Special) Strain: 0
Skill Use: No

The Illusionist gives an ally within 10 yards an encouraging smile. The Illusionist makes a Spellcasting (6) test against a willing target. If successful, the target gains +1 per success to their next Initiative test until the end of the next round if their declared action is a close combat Attack test. Using this knack is a Simple action if the adept used Illusionism to attempt weaving threads this round.

Deflection
Talent: Spellcasting Requirements: Rank 4
Restrictions: Wizard 4 Step: Rank+PER
Action:Standard (Special) Strain: 1
Skill Use: No

The Wizard enhances an ally's ability to evade attack. The Wizard touches a willing target and makes a Spellcasting (6) test. If successful, the target gains +2 Physical Defense until the end of the next round. Using this knack is a Simple action if the adept used Wizardry to attempt weaving threads this round.

Doubt
Talent: Spellcasting Requirements: Rank 4
Restrictions: Illusionist 4 Step: Rank+PER
Action: Standard (Special) Strain: 1
Skill Use: No

The Illusionist frowns at a target within 10 yards causing them to experience momentary doubt over their course of action. The Illusionist makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -1 per success to their next Initiative test. Using this knack is a Simple action if the adept used Illusionism to attempt weaving threads this round.

Fluster
Talent: Spellcasting Requirements: Rank 5
Restrictions: Illusionist 5 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

The Illusionist makes an expression at a target within 10 yards, causing them to become briefly flustered. The Illusionist makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -2 to their next Action test until the end of the next round. Using this knack is a Simple action if the adept used Illusionism to attempt weaving threads this round.

Fortify Armor
Talent: Spellcasting Requirements: Rank 2

Restrictions: Elementalist 2 Step: Rank+PER
Action: Standard (Special) Strain: 1
Skill Use: No

Earth - Metal. The Elementalist infuses an ally or their armor with metal briefly, strengthening them against physical attack. The Elementalist touches a willing target and makes a Spellcasting (6) test. If successful, the target gains +2 Physical Armor until the end of the next round. Using this knack is a Simple action if the adept used Elementalism to attempt weaving threads this round.

Fortify Pattern
Talent: Spellcasting Requirements: Rank 5
Restrictions: Wizard 5 Step: Rank+PER
Action: Standard (Special) Strain: 1
Skill Use: No

The Wizard uses arcane energy to fortify an ally's pattern against mystic damage. The Wizard touches a willing target and makes a Spellcasting (6) test. If successful, the target gains +2 Mystic Armor until the end of the next round. Using this knack is a Simple action if the adept used Wizardry to attempt weaving threads this round.

Grasping Vines
Talent: Spellcasting Requirements: Rank 5
Restrictions: Elementalist 5 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

Wood - The Elementalist summons and encourages vines to grow in a 4-yard radius within 10 yards, briefly hindering any within before dying back. The Elementalist makes a Spellcasting test against the highest Mystic Defense in the area. If successful, Movement Rates are halved within the area until the end of the next round. Using this knack is a Simple action if the adept used Elementalism to attempt weaving threads this round.

Pattern Stress
Talent: Spellcasting Requirements: Rank 4
Restrictions: Nethermancer 4 Step: Rank+PER
Action: Standard (Special) Strain: 1
Skill Use: No

The Nethermancer hexes a target within 10 yards, weakening their pattern against mystic attacks. The Nethermancer makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -2 Mystic Armor until the end of the next round. Using this knack is a Simple action if the adept used Nethermancy to attempt weaving threads this round.

Soothe Venom
Talent: Spellcasting Requirements: Rank 4

Restrictions: Elementalist 4 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

Fire - The Elementalist warms and soothes a victim afflicted by poison, reducing its effects temporarily. The Elementalist touches the target and makes a Spellcasting (6) test against a willing target. If successful, the Step of any poisons affecting the target is reduced by -2 until the end of the next round. Using this knack is a Simple action if the adept used Elementalism to attempt weaving threads this round.

Sprain
Talent: Spellcasting Requirements: Rank 5
Restrictions: Nethermancer 5 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

The Nethermancer selects a target within 10 yards and pops their knuckles, causing the target to briefly falter in their movements. The Nethermancer makes a Spellcasting test against the target's Mystic Defense. If successful, the target's Movement Rate is halved until the end of the next round. Using this knack is a Simple action if the adept used Nethermancy to attempt weaving threads this round.

Stutter
Talent: Spellcasting Requirements: Rank 3
Restrictions: Illusionist 3 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

The Illusionist points out a target within 10 yards and inflicts upon them a minor curse of stuttering. The Illusionist makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -2 to Charisma-based tests until the end of the next round. Using this knack is a Simple action if the adept used Illusionism to attempt weaving threads this round.

Unsettle
Talent: Spellcasting Requirements: Rank 2
Restrictions: Nethermancer 2 Step: Rank+PER
Action: Standard (Special) Strain: 0
Skill Use: No

The Nethermancer stares at a target within 10 yards, catching their eye while the target sees something unsettling within. The Nethermancer makes a Spellcasting test against the target's Mystic Defense. If successful, the target suffers -2 to Willpower-based tests until the end of the next round. This does not include Effect tests. Using this knack is a Simple action if the adept used Nethermancy to attempt weaving threads this round.

STEALTHY STRIDE

Astral Stealth
Talent: Stealthy Stride — Requirements: Rank 7
Restrictions: None — Step: Rank+DEX
Action: Standard — Strain: 1
Skill Use: No

The adept has learned to further conceal their actions and their Stealthy Stride result also conceals them in astral space.

Subtle Casting
Talent: Stealthy Stride — Requirements: Rank 6
Restrictions: None — Step: Rank+DEX
Action: Free — Strain: 0
Skill Use: No

Illusion. The adept knows how to use illusion magic to conceal their spellcasting activities. When the adept begins the process of casting a spell (either by weaving threads or spellcasting), they make a Subtle Casting test. The spell must not have any very obvious casting requirements in the description (GM discretion). This creates the difficulty for onlookers to notice the adept is casting a spell.

Traceless Stride
Talent: Stealthy Stride — Requirements: Rank 8
Restrictions: None — Step: Rank+DEX
Action: Standard — Strain: 1
Skill Use: No

The adept can conceal not only their presence, but that they were ever there in the first place by not leaving any footprints while using Stealthy Stride on any surface. Once used, the effect lasts for Stealthy Stride Rank rounds, but ends if the adept stops using the talent.

STEEL THOUGHT

Absorb Spell
Talent: Steel Thought — Requirements: Rank 6
Restrictions: None — Step: N/A
Action: Free — Strain: 1
Skill Use; No

The adept has learned how to mitigate the effects of spellcasting attacks. Instead of making a Steel Thought test, the adept reduces the number of successes on a successful Spellcasting test against which Steel Thought can be applied by one. This cannot reduce an attack below two successes.

SURPRISE STRIKE

Dirty Fighting
Talent: Surprise Strike
Requirements: Rank 7
Restrictions: None
Step: Rank+CHA
Action: Simple
Strain: 2
Skill Use: No

The adept uses whatever tactics they can to gain an advantage on their opponent. The adept makes a Dirty Fighting test against the target's Social Defense. Each success gives a +2 to the next close combat Attack test this round against the target. The adept may not use or have already used Surprise Strike this round.

TACTICS

Opening [Special Maneuver]
Talent: Tactics
Requirements: Rank 8
Restrictions: None

Opening (Adept): For 1 Strain, the adept may spend additional successes on an Attack test to give all allies +1 to Attack tests against this target until the end of the round. If the target is afflicted by a status effect caused by you or one of your allies, the bonus lasts until the end of the next round.

THREAD WEAVING

Detect Spirit
Talent: Elementalism, Nethermancy, Scout Weaving
Requirements: Rank 5
Restrictions: None
Step: Rank+PER
Action: Standard
Strain: 0
Skill Use: No

The adept uses divination magic and their natural connection to spirits to detect any in the area. To do so, the adept makes a Detect Spirit test against the Mystic Defense of all spirits within 30 yards. If successful, the adept can sense the presence of the spirit and use spells or talents to communicate and interact with the spirit. Unlike similar Half-Magic, this knack is not always on, but it can detect any type of spirit. This knack does not provide the adept with the type of spirit detected.

Detect True Element
Talent: Elementalism, Scout Weaving, Thread Smithing
Requirements: Rank 4
Restrictions: None
Step: Rank+PER
Action: Standard
Strain: 1
Skill Use: Yes (Journeyman)

The adept uses divination magic and their natural connection to the elements to detect any pockets of True elements in the area. To do so, the



adept makes a Detect True Element test against the Detection difficulty of all elemental pockets within Rank x 100 yards. If successful, the adept knows the rough direction and intensity of any pockets or lodes. Intensity is a combination of the size and purity. See the Enchanting chapter for more details on this knack.

Elementalists have this ability as part of their Half-Magic and are not required to learn this knack.

Skill Use: The non-magical version of this talent is five separate skills, one for each element, and the character must have an appropriate tool to detect the True element.

Harvest True Element

Talent: Elementalism — Requirements: Rank 5
Restrictions: None — Step: Rank+PER
Action: Sustained (4 hours) — Strain: 0
Skill Use: Yes (Journeyman)

The adept uses their knowledge and natural connection to the elements to harvest True elements from a suitable lode or pocket, or uses the appropriate tool to harvest from a lode. To do so, the adept spends four hours working the site and makes a Harvest True Element test against the Harvest Difficulty. Each success yields one kernel of the appropriate quality.

Adepts can also use this knack to purify impure kernels into perfect quality kernels. See p. 129 for details.

See the Enchanting chapter for more details on this knack.

Skill Use: The non-magical version of this talent is five separate skills, one for each element, and the character must have an appropriate tool to harvest the True element.

Ghost Master Ritual

Talent: Thread Weaving — Requirements: Rank 5
Restrictions: None — Step: N/A
Action: Sustained — Strain: 0
Skill Use: No

The adept summons the ghost of a practitioner of his Discipline as a trainer for Circle advancement. See Ghost Masters, p. 19, for more information. Unlike other Thread Weaving talent knacks available to all types of Thread Weaving, the Ghost Master Ritual talent knack is specific to the Thread Weaving talent of each Discipline, as the ritual to be performed differs, and if the knack is learned from a tutor, the tutor must follow that Discipline. For example, an adept who is a Warrior and Archer must learn this talent knack twice, once from a Warrior tutor and once from an Archer tutor, to be able to summon a ghost master for both Disciplines.

Mind Armor

Talent: Thread Weaving — Requirements: Rank 8
Restrictions: None — Step: N/A
Action: Standard — Strain: 2
Skill Use: No

The adept fashions a suit of armor from sheer will at a moment's notice. The armor appears as shimmering air around the adept, and has a Physical Armor Rating equal to their Mind Armor Rank. Mind armor fits together in such a way as to allow the adept to move, similar to real armor. Mind Armor provides no Mystic Armor protection, but has no Initiative Penalty either. If other armor is worn, only the higher of any Armor Rating applies. Each use of this talent lasts for Mind Armor Rank minutes, but the adept may dispel it before that time elapses.

Strength of Bronze
Talent: Thread Weaving Requirements: Rank 5
Restrictions: STR 14, Dwarf Step: N/A
Action: N/A Strain: 1 Blood Magic Damage
Skill Use: No
The adept can reduce the negative effects of wearing heavy armor and using a shield. If the adept's total Initiative Penalty due to armor and shields is at least 7, reduce the penalty by 1.

Strength of Iron
Talent: Thread Weaving
Requirements: Rank 9 and Strength of Bronze
Restrictions: STR 16, Dwarf Step: N/A
Action: N/A Strain: 1 Blood Magic Damage
Skill Use: No
The adept can further reduce the negative effects of wearing heavy armor and using a shield. If the adept's total Initiative Penalty due to armor and shields is at least 6, reduce the penalty by 2 to no less than 5. This replaces the benefit of Strength of Bronze.

Strength of Steel
Talent: Thread Weaving
Requirements: Rank 13 and Strength of Iron
Restrictions: Strength 18, Dwarf Step: N/A
Action: N/A Strain: 1 Blood Magic Damage
Skill Use: No
The adept can further reduce the negative effects of wearing heavy armor and using a shield. If the adept's total Initiative Penalty due to armor and shields is at least 5, reduce the penalty by 3, to no less than 4. This replaces the benefit of Strength of Iron.

THROWING WEAPONS

Flare
See p. 101

Point Blank Shot
See p. 101

Returning
Talent: Throwing Weapons Requirements: Rank 4
Restrictions: None Step: N/A
Action: Free Strain: 1
The adept's thrown weapon returns to them immediately after an Attack

test. This does not count for talent usage limits and can be combined with any knack.

Throw Anything
Talent: Throwing Weapons Requirements: Rank 4
Restrictions: None Step: N/A
Action: N/A Strain: 0

The adept uses an object no bigger than twelve inches long as a throwing weapon and does not incur a penalty to the Attack test when hurling the improvised missile (Throwing Objects, Player's Guide, p. 393), but must be able to lift the object. The adept makes a Throwing Weapons test, as normal. If successful, the gamemaster determines the Damage Step of the improvised missile—most objects are Damage Step 1, but some larger or heavier objects may be Damage Step 2 or even 3. Objects hurled using this knack have the same range as a dagger (Player's Guide, p. 232).

UNARMED COMBAT

Body Blade
Talent: Unarmed Combat Requirements: Rank 5
Restrictions: None Step: Rank+STR
Action: Free Strain: 1
Skill Use: None

The adept temporarily transforms one of their limbs into a weapon, using the Body Blade Step for damage tests in unarmed combat. The transformation lasts for one attack, but the knack may be used for each unarmed attack during the round. This counts as a weapon for the purposes of targeting, but cannot be disarmed.

Eye Gouge [Special Maneuver]
Talent: Unarmed Combat Requirements: Rank 7
Restrictions: None

Eye Gouge (Adept, Unarmed Combat): The adept can spend two additional successes on an Attack test to inflict Partial Blindness on the target until the end of the next round. If the target is affected by this ability again in the same conflict, it inflicts Full Blindness. If the damage causes a Wound, the blindness lasts until the Wound is healed.

Give Ground
See p. 100

WIND CATCHER

Glide
Talent: Wind Catcher Requirements: Rank 6

Restrictions: None
Step: Rank+WIL
Action: Standard
Strain: 2
Skill Use: No

The adept can travel farther when using Wind Catcher. Instead of being allowed to move as far horizontally as vertically, they can now move three times as far horizontally as they move vertically.

WINNING SMILE

Flirting
Talent: Winning Smile
Requirements: Rank 4
Restrictions: None
Step: Rank+CHA
Action: Sustained
Strain: 0
As the skill, *Player's Guide*, p. 196.

Seduction
Talent: Winning Smile
Requirements: Rank 5
Restrictions: None
Step: Rank+CHA
Action: Sustained (10 min)
Strain: 0
As the skill, *Player's Guide*, p. 200.

ENCHANTING KNACKS

Craft Blood Charm
Talent: Patterncraft
Requirements: Rank 5
Restrictions: Nethermancer 5
Skill Use: No
The adept can use Patterncraft to create blood charms.

Craft Common Magic Item
Talent: Patterncraft
Requirements: Rank 5
Restrictions: Elementalist 4, Wizard 5
Skill Use: No
The adept can use Patterncraft to create common magic items.

Craft Poison
Talent: Scout Weaving, Thief Weaving
Requirements: Rank 5
Restrictions: Any Discipline 5
Skill Use: No
The adept can use the Scout Weaving or Thief Weaving to create poisons (and only poisons) as though they had Alchemy and their Half-Magic allows them to identify poisons with a Perception-based Half-Magic test.

Craft True Pattern
Talent: Patterncraft, Thread Smithing
Requirements: Rank 5
Restrictions: Any Discipline 5

Skill Use: No
The adept can use Patterncraft or Thread Smithing to create thread items.

Create Orichalcum
Talent: Elementalism, Thread Smithing
Requirements: Rank 10
Restrictions: Elementalist 9, Weaponsmith 10
Skill Use: Yes (Warden)
The adept can use Elementalism or Thread Smithing to purify and create orichalcum from True elements.
Skill Use: The non-magical version of this knack can only purify orichalcum, not create it.

Design Enchanting Pattern
Talent: Patterncraft, Thread Smithing
Requirements: Rank 8 Restrictions: None
Skill Use: Yes (Journeyman)
The adept can use Patterncraft or Thread Smithing to design and modify enchanting patterns.
Skill Use: This can only be applied to alchemical magic items and must be learned separately for each different category (e.g. common magic items, healing aids, etc.).

Handle Elements
Talent: Patterncraft, Thread Smithing
Requirements: Rank 5
Restrictions: Elementalist 4, Weaponsmith 5
Skill Use: No
The adept can use Patterncraft or Thread Smithing to incorporate True elements into magical items, in addition to handling and manipulating them, such as creating elemental coins.

Incorporate Bound Spirit
Talent: Patterncraft Requirements: Rank 6
Restrictions: Elementalist 6, Nethermancer 5
Skill Use: No
The adept can use Patterncraft to incorporate spirits into magic items.

Incorporate Glyph
Talent: Patterncraft Requirements: Rank 5
Restrictions: Any Discipline 5 Skill Use: No
The adept can use Patterncraft to incorporate glyphs into magic items and create spell matrix objects. The adept must know the appropriate type of matrix for any matrix object they wish to create.


LAUBENSTEIN·18

ENCHANTING

"Well, I can add any number of abilities to whatever item you like, madam. Of course...it will cost you."
-Joneth, human Elementalist

ENCHANTING OVERVIEW

Magic items of many varieties exist in the Earthdawn setting, ranging from the humble cleaning broom to thread items of immense power. The time and effort involved in creating these wonders can be significant and may not appeal to all adventuring adepts, but it may interest some. This chapter presents ideas and mechanics to facilitate characters enchanting their own items, whether through alchemy or thread magic.

Enchanting is performed using either the Alchemy skill or an appropriate talent through a knack. There are six broad categories of enchantments: blood charms, common magic items, consumables (which includes healing aids, potions, and similar items), living armor, spell matrix objects, and thread items. Blood charms, common magic items, and consumables are sometimes referred to as alchemical items because they can be crafted with the Alchemy skill. Each category has specific details addressed later in the chapter.

Regardless of category, creating a magic item follows three basic steps: obtain an enchanting pattern, gather the required materials, and perform the enchantment. Obtaining an enchanting pattern involves the enchanter using a tried and true method (common enchanting pattern) or creating their own (custom enchanting pattern). Gathering the materials may be as simple as purchasing alchemical reagents from a market in a large city, gathering your own, or going on a quest to gather specific ingredients from locations across

The rules offered here are intended to help frame enchanting, and foster the excitement of bringing something personal into the game world. They should be ignored or modified if they get in the way of having fun. The goal is to give gamemasters a framework, and some of the heavy lifting to get them started.

The guidelines here represent the default setting, and have as much bearing on your Barsaive as you want. If you want to encourage players to engage with enchanting, reduce the Difficulty associated with creating custom enchanting patterns and performing enchantments. If instead your setting is a world on the decline focused on forgotten lore, increase the Difficulty.

Barsaive. Performing the enchantment is the culmination of what may have been a great deal of work or a simple shopping trip. Each of these steps is discussed in greater detail below.

Obtain an Enchanting Pattern

Every enchantment, from a province-shaking thread item to a simple booster potion, requires a pattern. Enchanting patterns are not True patterns or astral patterns in the sense that they can be seen with abilities like Astral Sight. An enchanting pattern is somewhere between a recipe, formula, and blueprint for the enchanting process. It indicates the materials that need to be gathered and the Difficulty Number for the final Enchanting test.

Learning Enchanting Patterns

Before an enchanter can use an enchanting pattern, they must learn it. Learning an enchanting pattern is similar to learning a spell, though there is no Legend Point cost. This process is the same regardless of the kind of pattern, alchemical or thread item, common or custom. If a character is designing their own custom pattern, that process counts as learning.

The Difficulty Number for learning an enchanting pattern uses the item's rank as the Spell Circle on the **Spell Learning Difficulty Table** (Player's Guide, p. 251). For thread items, the equivalent Circle is the highest in the item's tier. For example, a Novice thread item has the same difficulty as a Fourth Circle spell. The test is made using the ability the character uses to make the Enchanting test (see p. 129).

A character only needs to learn a pattern once. After successfully learning the enchanting pattern, and assuming they succeed at the Enchanting tests, they may make the item as often as time and materials allow.

Common Patterns

Most enchantments are performed using established enchanting patterns, also called common patterns. These are formulas known to achieve the desired results, offering simplicity and ease of use. All the design work is done and has been refined by countless enchanters before, removing the idiosyncrasies. An enchanter only needs to gather the required materials and perform the enchantment. Common patterns exist primarily to represent the general world and provide players the option of creating stock items for personal use.

A given magical item may have multiple common patterns. This is particularly true for alchemical items that use production methods based on the materials available in the enchanter's area. It is much less common for this to be true for thread items.

For thread items, common patterns are only available for Novice and Journeyman tiers. Before the Scourge, there were common patterns for Warden tier items, but present-day magic levels are too low to take advantage of the shortcuts used by such patterns. Common Warden patterns might be

found in forgotten kaers or lost ruins, and used as inspiration for custom patterns.

Acquiring Common Patterns

Common patterns for alchemical items (blood charms, common magic items, and consumables) can be found in most major cities, though there is no set market value. The suggested starting price for alchemical common patterns is Rank x 500 silver pieces. Gamemasters are encouraged to alter these to suit their version of the setting. Availability is left to the Gamemaster. In general, common patterns for items have the same availability as the item they create, though common patterns for high rank items are rarer.

Common patterns for thread items, on the other hand, are much harder to come by. Enchanters who possess them are inclined only to pass them on to students, or Namegivers who have lent them a notable service. Some enchanters are more mercenary and part with thread item common patterns for silver, but these individuals tend to become pariahs as word spreads.

Some common patterns are considered trade secrets, available only to a chosen few. Learning these requires more than mere money. This knowledge is often an incentive for adventuring groups to curry favor with those who possess it, accompanied by a Blood Promise to never share the knowledge. Groups can build their research capabilities with the promise of access to these caches of knowledge.

Custom Patterns

When something off the shelf won't do, the answer is a custom pattern. Not every adept has the talent for this; it requires specialized knowledge and training. Once created, however, a custom pattern can be shared and learned by any enchanter, just like a common enchanting pattern.

Creating a custom enchanting pattern is a significant process. Few enchanters bother with the time and effort required to develop one, even if they intend to use it repeatedly. However, custom patterns can be more powerful, and constructed to fit their designer's vision. An enchanter can expend a great deal of effort in customizing the pattern to enhance the final Enchanting test.

Custom enchanting patterns are primarily intended for players to use, populating the setting with unique thread items, new or rare blood charms, and so forth. More detail is provided on designing custom enchanting patterns starting on page 145.

GATHER MATERIALS

Materials for a pattern include anything used in the enchanting process. For a thread sword, for example, this means the sword itself, along with any true elements, bound spirits, or other exotic materials. The enchanting process consumes most materials, whether they are incorporated into the resulting product, or simply used up.

For failed enchanting, structural ingredients may remain (GM's discretion), while other ingredients are consumed or rendered unusable. Structural materials are typically the physical item being enchanted, like the sword in the previous example. True elements are almost never structural as the enchanting process incorporates them into the item. In contrast, living crystal and orichalcum are almost always structural materials.

Enchanting patterns include *alchemical materials* and *specific materials*. Alchemical materials are generic supplies, useful in virtually any project, and tracked by value in silver pieces for simplicity. These can be acquired from any suitably equipped alchemy merchant simply by spending the appropriate amount. Gamemasters are encouraged to elaborate on these materials if desired, particularly with regard to requirements for common patterns, but should not prevent characters from obtaining them without good reason.

Specific materials, as the name implies, are specific materials or ingredients required for the item. If an example pattern presents an option (for example, gold or silver), the actual pattern specifies one or the other. It is possible for common patterns to have requirements other than those specified in the example. If the specific materials include or remove an exotic component, the Enchanting Difficulty is appropriately modified (see Designing Custom Patterns, p. 145, for the modifiers provided by different materials).

Specific materials are particularly important to custom patterns. These include not just materials, but also design aspects. Thread items often benefit from special construction and decoration to improve the chances of successful enchantment.

Gathering Alchemical Materials

Sometimes characters want to collect their own alchemical materials, whether to save money or because there isn't a suitable merchant available. The base time for gathering is one day, and the character makes a test with an appropriate talent or skill. Most commonly, this is Alchemy or Wilderness Survival, but relevant knowledge skills (Alchemy and Potions, Botany) may be used at gamemaster discretion.

The test is made against the Wilderness Survival Difficulty for the area (*Player's Guide*, p. 179). Each success gathers materials with a value equal to the Difficulty. For example, a result of 12 in woodlands (DN 5) scores two successes and yields 10 silver worth of materials. The same result in the Badlands (DN 12) scores one success, but results in 12 silver worth of materials. If gathering in a particularly bountiful area, the gamemaster can modify the yield by increasing either the base amount or offering bonus successes to any successful gathering tests.

An alchemist can be assisted by unskilled helpers when gathering materials. The total number of gatherers for a test is equal to the skill rank being used by the leader (e.g. if the alchemist has Rank 5, they can be helped by 4 assistants). Each assistant makes a Perception test against the Gathering difficulty, each success adds to the total, increasing the yield.

Harvesting True Elements and Orichalcum

True elements and orichalcum are commonly used in enchanting, and are gathered like other alchemical materials, though the process and skills required are different. A single unit of a True element is called a kernel. The size varies depending on purity: the purer the sample, the smaller the kernel. A deposit of True elements is called a *lode*, and can be mined by anyone with the appropriate knowledge and equipment. The quality of the kernels produced depends on the lode.

True elements can also be harvested through magic, using the Harvest True Elements knack (p. 112). While this technique harvests few kernels compared to mining, it doesn't require specialized tools and the kernels it produces are usually of higher quality. The knack can also be used anywhere an elemental realm is close to ours, called an elemental pocket, not just at a lode. Pockets may be stable for anywhere from hours to years, depending on the confluence of events that brought them into existence.

Whether a lode or a pocket, anywhere a True element can be harvested is a locus of activity for elemental spirits. These spirits may harass or attack miners harvesting True elements. Most mining companies have an Elementalist negotiate with the local spirits, gaining rights to the harvest. The locations of lodes and pockets are guarded jealously, as claim jumpers can take advantage of not only the find, but any agreements with spirits as well.

True Air

True air is found high in the sky, and among powerful winds. It resembles small, bright crystals containing swirls of pure, shimmering air. Mining it requires finely meshed orichalcum nets to pull the kernels from the sky, where they are transferred to orichalcum containers. There appears to be some relation between the hazards and the quality of the kernels mined; the more dangerous the conditions around the lode, the larger and more pure the kernels of True air.

Because True air is often mined in storms or high winds, skilled airmen (especially Air Sailors) are in high demand. It isn't unusual for storms to take down mining vessels, though stone airships tend to fare better than wooden ones. Remains of those ships can be found among Barsaive's peaks and passes. Some smaller outfits make their profits looting the wrecks for orichalcum, True elements, and anything else of value.

True Earth

True earth is found deep underground, although some lodes can be exposed to the surface through geologic activity. It usually appears as translucent gem-like shards of rock. It is the easiest to harvest and generally least hazardous, and traditional mining operations often collect kernels of True earth alongside whatever other minerals they are extracting, though these tend to be of lower quality. Elementalists skilled in locating lodes of True earth are highly valued.

Kernels of True earth can be stored in normal containers, but not for long. Unless shielded in orichalcum, the container becomes encased in earth and stone after about one week, though this can vary depending on the quality of the sample. When this happens, the kernel must be extracted, destroying the original container in the process.

True Fire

True fire appears as a solid flame, or shard of brilliant, white-hot light. It is found in places of tremendous heat like Death's Sea or volcanoes. In rare cases, it can form in intense forest fires or similar conflagrations. All the tools used in mining True fire are made of orichalcum, as their intense heat damages or destroys other materials and containers. Carelessly handling kernels can result in severe burns, or even the destruction of the mining vessel.

Two methods are used to mine True fire. The safer way is to use orichalcum nets to dredge Death's Sea or volcanic lava, gathering the kernels captured on the mesh. This technique is slower, and results in lower quality kernels. The faster method involves dropping kernels of True air into the site. The resulting explosions churn the lode, bringing higher quality kernels up from the depths. Not surprisingly, this method is much more dangerous. Both methods share the dangers of noxious gases, hostile spirits, and other vicious creatures.

True Water

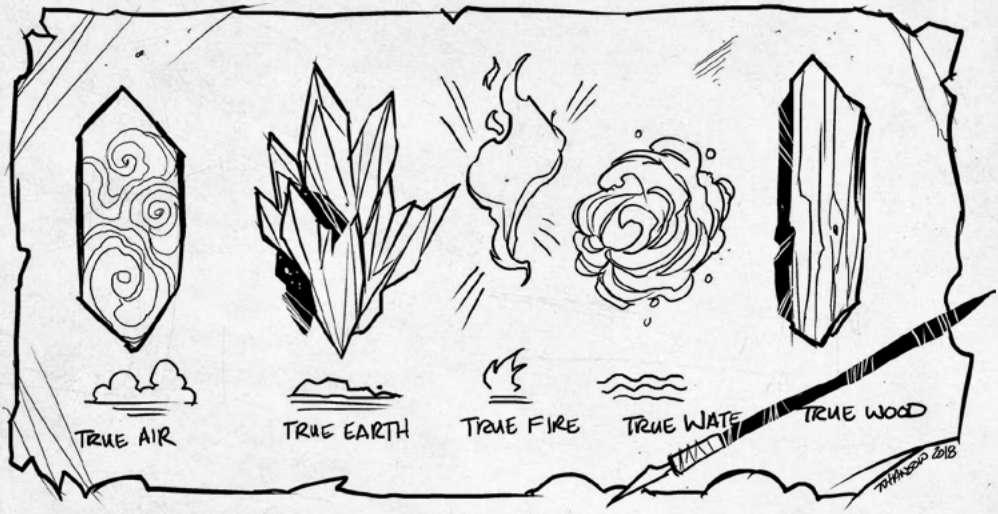
Looking like pure water and sparkling more than it should, True water is found in the deep ocean or at the bottom of mighty rivers. Storms can churn kernels to the surface, and they can also be harvested from waterfalls and rapids. It is harvested with orichalcum nets, similar to the way True air is harvested. Like True earth, it can be briefly stored in normal containers. After two or three days, the True water seeps out and is lost unless transferred to an orichalcum vessel.

True water mining is less hazardous than air and fire. The greatest dangers involve hostile spirits, damage from rapids or similar environmental hazards, and pirates looking to steal the proceeds for themselves. Unfortunately, for most prospectors, most True water lodes are in a territory held by one of the t'skrang *aropagoi*, who claim and protect them fiercely.

True Wood

Despite being the easiest to harvest of the True elements, True wood is among the rarest. It is found in the deepest heart of primeval forests and jungles. It resembles wood of the highest quality and luster, and looks varnished or polished, but without the oily or slippery quality that goes along with such treatment. Unlike other True elements, True wood does not need to be stored in a special container. Some Elementalists believe this is because it doesn't originate on one of the elemental realms, but is native to the physical world.

Mining True wood involves special rituals and tools to avoid spoiling the area's natural state. While not inherently dangerous, the lode's remote location makes it logistically difficult, and the spirits and creatures in these areas are often territorial. Some mining interests make deals with tribes native to the area, allowing them to responsibly harvest the kernels in exchange for trade goods and supplies that are difficult to obtain in the deep forest. Despite its corrupted state, Blood Wood is a major source of True wood, heavily regulated by Alachia's court.



Orichalcum

Orichalcum is a unique form of metal that contains the essences of all the True elements. It has a rich orange-gold color, and can be worked and polished to a bright finish much like silver or gold. It occurs naturally in places where True elements interact, and can be mined like any other metal. Because the concentrations of True elements present around naturally occurring orichalcum veins can vary, mined orichalcum must be purified before it can be used (see *Purifying True Elements*, page 129). It is a soft metal (like gold), and often alloyed with bronze or iron when crafting items that require strength.

The five True elements can be combined in equal parts to create orichalcum using the Create Orichalcum knack (p. 117). There are many different rituals for this process, based on differing traditions and practices, but all require one kernel of each True element of the highest purity for every kernel of orichalcum, and it takes one month. The difficulty is the same as purifying raw orichalcum, but failure destroys the True element kernels.

Finding True Elements

Before True elements can be harvested, a lode or pocket must be found. Lucky adepts may stumble into a site with their Detect True Element knack (p. 111), but most prospectors need research and fieldwork. Part of the difficulty is many lodes and pockets are already claimed, in addition to the dangers inherent to areas where they are found.

While adepts can use the Detect True Element knack, others must use a divining rod specific to the element they are searching for. These rods allow a skilled user to perceive the small changes in response to determine if a lode is nearby, and the approximate intensity of the lode. They can help find the lode, but the user must be in the right area in the first place. Divining rods cannot detect pockets.

The test to locate a lode is Difficulty 12, and can be made once per day. The gamemaster may vary this difficulty at their discretion; increasing it (or disallowing the test entirely) if the search is taking place in an inappropriate location, or reducing it if searching in an unspoiled locale. Success means a lode of medium size and moderate quality has been found.

Lode Attribute Table

Attribute	*Success Cost*
Small size	-1 success
Medium size	Default
Large size	1 success
Enormous size	2 successes
Mother lode	3 successes
Poor quality	-1 success
Moderate quality	Default
Good quality	1 successes
Excellent quality	2 successes
Perfect quality	3 successes
Extraordinary Danger	
Extreme Danger	
High Danger	Default for Air and Fire
Moderate Danger	Default for Water and Wood
Low Danger	Default for Earth
No Danger	

Additional successes may be spent to modify the lode's characteristics based on the **Lode Attribute Table**. Quality and size may be reduced for additional successes elsewhere, but the test must be successful. Successes spent on Danger reduce the danger level by one per success, and the gamemaster may allow danger to be increased, improving the lode. One extra success may also be spent to find the lode in the first place you look, allowing for a full day of harvesting.

Adepts using magic can spend one additional successes to find a pocket. All pockets have perfect quality and no size, as the kernels come directly from the elemental realm. Neither of these attributes can be modified. The danger level for pockets is upgraded by one from the default for the element, due to

the increased activity in the area (e.g., True earth pockets start at moderate danger).

Finding an orichalcum lode requires two additional successes and it is not found in pockets. In addition, the base lode attributes are different: size is small, quality is poor, and danger is high. Attributes can be increased as with other True elements, increasing the costs accordingly based on the defaults (e.g., a medium-sized lode costs one additional success, while a good quality lode costs two additional successes). Orichalcum lodes above large are unknown in Barsaive after the Orichalcum Wars, and the discovery of a large lode could result in a regional conflict over its control. Raw orichalcum mined from a lode uses the same base value as True air.

Size

Small lodes contain 3D6 ×10 kernels, medium contain 3D8 ×100 kernels, large contain 3D10 ×1000 kernels, enormous contain 3D12 ×10,000 kernels, and mother lodes contain a whopping 3D20 ×100,000.

Quality

Poor quality lodes produce kernels worth 50% of the maximum value (i.e., 5, 25, or 50 silver pieces, depending on the element), moderate quality kernels are worth 60% of the maximum value, good quality kernels are worth 70% of the maximum value, excellent quality kernels are worth 80% of the maximum value, and perfect quality kernels are worth the maximum value.

True Element Kernel Cost Table

True Element	*Cost Per Kernel*	*Availability*
True Air	50–100	Very Rare
True Earth	5–10	Rare
True Fire	50–100	Very Rare
True Water	5–10	Rare
True Wood	25–50	Very Rare
Orichalcum	1,000	Very Rare

Danger

Low danger is easily dealt with, and usually doesn't require violence, though it is typically annoying or time consuming. Examples include negotiations with a local tribe or spirit, or weak ceilings requiring additional support in a True earth mine. Moderate danger is similar, but presents a clear threat that requires more cost or time to resolve. If not addressed, harm is almost certain. High winds near mountains are common dangers for True air mining, while Death's Sea itself presents a danger for fire miners.

High danger presents a clear and present threat not easily removed. Not just environmental, but includes local denizens who do not appreciate the miners' presence. Resolving the threat is expensive and time-consuming. For air and fire miners, this includes not just the environment, but creatures and spirits that live there. Extreme danger is a continual threat to everyone involved and is extremely unlikely to go away. This level of danger might be a True fire lode in a breeding ground, or a True earth lode near a Horror's lair.

Extraordinary threats should have those involved wondering whose idea this decision was. These are the kinds of things horror movies are made of, and should turn the pressures involved in extreme danger even higher.

Harvesting Tests

Harvesting from a pocket or lode with magic, or mining from a lode, uses similar mechanics, but operate on different scales. Everyone involved makes a Harvest True Element test against a Difficulty based on the element, which takes four hours. Each success yields one kernel of the appropriate quality.

For simplicity with large crews, take the average Harvest True Element Step of the crew and either roll or compare directly to the Difficulty, generating successes as usual. Multiply the number of successes by the crew complement involved in mining for each half day. This generates an estimate of the haul.

Element Harvesting Difficulty Table

Element	*Difficulty Number*
True Air	10
True Earth	6
True Fire	12
True Water	10
True Wood	8
Orichalcum	6

At gamemaster's discretion, particularly successful tests may yield unusual kernels. They can be of notable size, appearance, or have curious properties.

Elemental Coins

Elemental coins originated as a way to stabilize True air, earth, fire, and water for storage and transport because of the expense and rarity of orichalcum. The alchemical treatment is relatively simple, and the process can be reversed, "cracking" the coin to extract the kernels. Clusters of ten kernels were found to be the most efficient configuration, and thus became the standard. Since Elemental wood kernels don't need special storage, there was no need to develop wood coins, though they are theoretically possible.

Since the kernels were arranged in a disc in a standard composition and consistent value, it didn't take too long before elemental coins became a form of currency between enchanters. Association with arcane arts gave the coins an air of the exotic, and were much easier to transport than chests of silver, so some merchants began using them as a sign of power and wealth. This led to their use as an alternative currency, while still serving as a way to safely store and handle True elements.

Creating elemental coins is simple. Alchemical reagents balance the natural effects of the element, stabilizing them. The reagents cost 10 silver per coin for earth and water, and 100 silver per coin for air and fire. Each coin also requires 10 kernels of the appropriate True element. The enchanter makes an Alchemy or Handle Elements test against Difficulty 5 + the number of coins being made. Each test takes one day. If successful, the

enchanter has produced the desired number of elemental coins. If the test fails, only the alchemical reagents are lost.

Creating orichalcum coins requires 10 kernels of orichalcum, which are then minted like any other currency, either cast or hammered. Cast coinage uses a mold that molten orichalcum is poured into, while hammered coinage strikes the kernels into a blank, then hammers the details into the faces with dies. Most molds and dies are incredibly intricate, producing works of art due to the inherent value of the material, and have been passed down for centuries, possibly millennia, from a long lineage of master to student. Their importance may even have caused some to develop True patterns in their own right.

Purifying True Elements

Not all raw True elements are suitable for every purpose. Enchanting thread items requires perfect quality kernels. Other items can use even poorest quality kernels, what matters is the total value. Elementalists with the Harvest True Element knack have the ability to purify these base components into the necessary quality for their purposes.

Purification takes one week and produces perfect kernels based on the total value of the kernels being purified. The total value does not change, and enough perfect kernels are produced to make up this value. Any remaining value is lost. Perfect quality True elements have the maximum cost on the True Element Kernel Cost Table. The Difficulty is 5 + the number of kernels produced. If the test fails, the materials are not lost, only time.

Orichalcum

Raw ore must be purified through alchemy or magic and formed into kernels, much like True elements, using the Form Orichalcum knack or skill. Purification takes one week and the Difficulty is 5 + the number of resulting kernels. Failure does not destroy the orichalcum, but the time is wasted.

Purchasing True Elements

While True elements are difficult to obtain, some merchants offer them for sale. Prices vary per kernel, as shown in the True Element Kernel Cost Table (p. 127). True elements are considered to have a Rare or Very Rare Availability, reflecting the difficulty of creating or mining them, and are normally only offered for purchase in the largest markets. The hypothetical value of a kernel does not reflect the actual cost, particularly when considering kernels of perfect purity, which required additional processing. The costs provided are the value for the purposes of enchanting.

ENCHANTING

In the final step, the adept gathers their ingredients and combines them as indicated by the enchanting pattern. This can be a long process, depending on what is being created. Additional successes on the enchanting test may reduce

the time by the interval indicated in parentheses after the base time in each entry. The listed interval is also the minimum time required.

The Enchanting Difficulty is determined by the pattern, modified by internal and external design aspects. Custom patterns add +5 to the base Enchanting difficulty.

There are limits to what a character can enchant based on their training and ability to understand the required principles. Spell matrix objects and thread items are limited to the character's tier in their primary enchanting Discipline. To create blood charms, common magic items, or consumables, the enchanter must have the appropriate skill or talent at the item's rank or higher.

Working as a Group

Creating custom patterns and enchanting may be performed as a group. One character, usually the most skilled enchanter, is designated as leader. The maximum number of enchanters allowed is the leader's rank in the appropriate enchanting ability (including the leader). If the leader has Rank 1, they cannot have any assistants.

Each assistant provides a bonus to the test based on the difference between their ability and that required to perform the enchantment. The more qualified the assistant, the higher the bonus. The Group Bonus tables,

Working as a Group (Spell Matrix Objects and Thread Items) Modifiers

	Required Tier			
Assistant Tier	*Novice*	*Journeyman*	*Warden*	*Master*
Novice	+2	+1	0	0
Journeyman	+3	+2	+1	0
Warden	+4	+3	+2	+1
Master	+5	+4	+3	+2

Working as a Group (Alchemical Items) Modifiers

Difference from Required	*Rank Modifier*
-4 or less	0
-3 to -2	+1
-1 to 1	+2
2 to 3	+3
4 to 5	+4
6 to 7	+5
8 to 9	+6

either for thread items (which includes spell matrix objects), or alchemical items, show the exact bonus.

Elmod, a Journeyman Nethermancer, is helping Grammercy, a Warden Wizard, with a Warden tier enchanting pattern. Grammercy gets a +1 bonus to the Enchanting test since Elmod is one tier below the enchanting pattern requirement.

Later, Grammercy agrees to help Elmod with some alchemy with Elmod as leader and Grammercy assisting. Elmod's enchanting pattern requires Alchemy Rank 5 and Grammercy has Alchemy Rank 8, three ranks above the requirement. According to the table, Elmod gets a +3 bonus.

Working as a group may be the only way to create enchanting patterns or items involving complex design aspects or multiple abilities. In this situation, the leader is whichever character has the lowest relevant Action Step, and all contributors must meet any relevant tier or rank requirements. Other participating characters provide bonuses as indicated above.

Assistants must be present for the full time required, or they do not provide any bonuses. They must also have a least one rank in the relevant talent or skill, and the ability to enchant the item or create enchanting patterns (as appropriate). They do not need all the required knacks, as long as at least one member of the group does.

Honeysuckle, a Warden Weaponsmith, and Elmod, a Journeyman Nethermancer, are working together to create Gloomfrost, a thread axe, for one of their allies. Both adepts have the ability to create custom enchanting patterns, without which they could not cooperate. For design aspects, they include two expensive components, two glyphs (Chilling Circle and Debilitating Gloom), living crystal, and True water.

Honeysuckle can include True elements in the pattern, while only Elmod can include glyphs. Since Elmod is only a Journeyman and contributing one of the design aspects, the axe cannot be Warden tier. Comparing their Action Steps, Elmod's is the lowest, so he is the leader for creating the custom enchanting pattern. Fortunately, Honeysuckle's experience provides a +3 bonus. Which is going to be important, because the difficulty is 19. Each test takes a week and needs a total of 8 successes.

After the custom enchanting pattern is complete, Honeysuckle and Elmod gather the materials, and prepare to complete the enchanting process. Neither knows all the required knacks on their own, but between the two of them, they know them all. Since each contributes a required ability, Elmod is again the leader with his lower Action Step, and Honeysuckle provides a +3 bonus because she is one tier higher than the requirement for the enchanting pattern.

Blood Charms

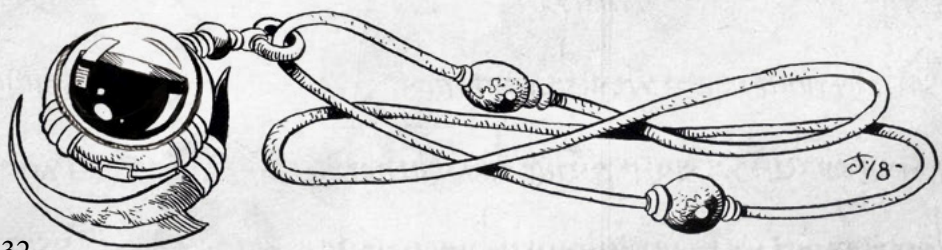
Enchanting tests for blood charms are made with Alchemy, or the appropriate knack. The enchanting character may attempt to make more than one charm at once, without needing additional materials. Only identical charms may be made this way, with each additional charm increasing the Enchanting Difficulty by +5.

Blood Charm	*Rank*	*EDN*	*Cost*	*Design Aspects*
Absorb Blow	2	10	50	
Astral Sensitive Eye	6	14	150	
Bone Charm	3	11	75	
Darksight Eye	2	9	100	L
Death Cheat	5	12	225	Ex
Desperate Blow	3	10	125[1]	Ex
Desperate Spell	4	11	150	Ex
Garlen Stone	5	13[2]	125	
Horn Needle	5	12	225	Ex
Horror Fend	6	13	250	Ea
Initiative Booster	8	15	300	L
Strength Booster	4	11	150	L
Targeting Eye	5	12	225	Ex
Wound Balance	4	12	100	

KEY: Ex = Expensive or Rare Component; L = Living Crystal; O = Orichalcum; A = True Air; Ea = True Earth; F = True Fire; Wa = True Water; Wo = True Wood

[1] Spellcasters complained enough about the price difference between their version and "meathead Warriors" for the price to be raised across the land on these charms. Instead of reducing the price on Desperate Spell charms, much to their chagrin.

[2] Enchanter must be a questor of Garlen and the pattern is freely provided to all questors of Garlen.



Creating a blood charm takes four days. Each additional success on the test reduces the time by one day, to a minimum time of one day. If the test fails, all materials are lost (except the base alchemy kit or shop).

Common Magic Items

These items are created with Alchemy, or the appropriate knack. The enchanting character may attempt to make more than one item at once, without needing additional materials. Only identical items may be made this way, with each additional item increasing the Enchanting Difficulty by +5.

Any items needing a specific crafted item (e.g. boots), require the enchanter to also possess the relevant crafting skill, and the lower of the relevant abilities (Alchemy or crafting) is used on the enchanting test. The

Common Magic Item	*Rank*	*EDN*	*Cost*	*Design Aspects*	*Quantity*
Bedroll of Comfort	4	8	175	Ex x2, A	
Boots, Dry	4	10	125	Wa	
Boots, Huntsman	8	12	350	Ex, A, Wa	
Cleaning Broom	1	6	75	Ea, Wo	5
Cloak, Dwarf Winternight	4	10	125	Ex	
Cloak, Everclean	3	8	125	A, Wa	
Cloak, Warm	4	9	150	A, F	
Divining Rod	2	8	75	Wa	2
Elemental Divining Rod	8	11	1000	O, True Element x2[1]	
Elfweave Robe	1	8	40	Fabric (15 sp)	
Fire Starter	1	7	50	F	
Firefly Chalk	1	8	50	Ex	10
Heat Stone	2	7	100	Ea, F	2
Hot Pot	1	7	50	F	
Light Quartz, Small[2]	1	6	75	Ex x2	2
Light Quartz, Medium	3	8	125	Ex x2	2
Light Quartz, Large	3	9	100	Ex	
Light Quartz, Weapon	2	9	100	Ex x2	2
Message Stone	3	7	150	L, A, Ea	
Message Stone (Warded)	6	10	300	L, A, Ea	
One-Size Hat	1	8	35	Hat (10 sp)2	
Orichalcum Container	6	11	2500	O[3]	

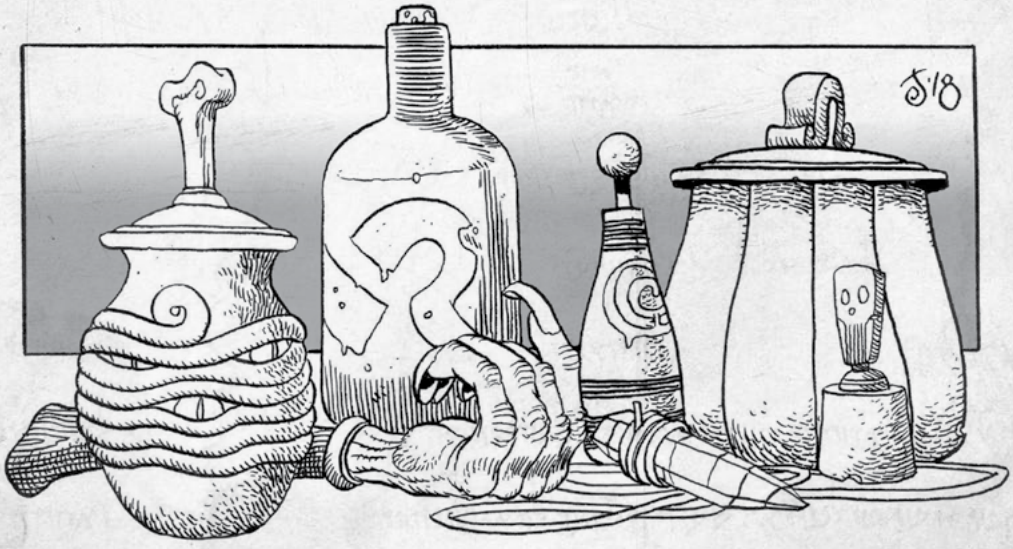
Common Magic Item	*Rank*	*EDN*	*Cost*	*Design Aspects*	*Quantity*
Pot of Grumbah, Small	1	6	75	Ex, A	2
Pot of Grumbah, Large	2	7	100	Ex, A	
Pure Water Pot	3	10	75		
Quiet Fingers Gloves	2	8	70	Gloves (20 sp)	
Quiet Pouch	2	8	65	Pouches (15 sp)	2
Season Lamp	4	8	175	A, F, Lamp (25 sp)	
Traveler's Mug	4	8	175	O, Wa	
Upandal's Blessing	3	8	137.5	Ea, Wo, Tools (12.5 sp)	
Wind Instrument	4	10	125	A	

KEY: Ex = Expensive or Rare Component; L = Living Crystal; O = Orichalcum; A = True Air; Ea = True Earth; F = True Fire; Wa = True Water; Wo = True Wood

[1] This enchanting pattern requires True element kernels in opposition of perfect quality and an unusual amount of orichalcum (700 sp).

[2] All characters who learn the Alchemy skill learn a version of this pattern as part of their training. Characters may still learn other variations of the pattern; there are many localized versions of this common pattern.

[3] This enchanting pattern requires an unusual amount of orichalcum (2350 sp)



item cannot be acquired separately, but the cost is factored into the material costs for the item.

Creating common magic items takes four days. Each additional success on the test reduces the time by one day, to a minimum of one day. If the test fails, all materials (except the base enchanting kit or shop) are lost.

Consumables

These items are created with Alchemy. The enchanting character may attempt to make more than one item at once, with no additional materials required. Only identical items may be made in this way, with each additional item adding +3 to the Enchanting Difficulty.

Healing Aids	*Rank*	*EDN*	*Cost*	*Design Aspects*
Booster Potion	1	7[1]	25	
Cure Disease Potion	6	11	250	Ex
Halt Illness Potion	2	8	50	
Healing Potion	6	12	150	
Kelia's Antidote	2	8	50[2]	
Kelix's Poultice	1	7	25	
Last Chance Salve	8	13	300	Ex
Salve of Closure	4	10	100	

Poisons	*Rank*	*EDN*	*Cost*	*Design Aspects*
Black Brine	4	9	150	Ex
Black Mercy	6	11	250	Ex
Elf Bane	7	12	275	Ex
Eyebite	5	11	150	
Fireleaf	4	10	100	
Hemlock	7	13	175	
Keesra	7	13	175	
Laesal	8	13	300	Ex
Night Pollen	5	11	125	
Padendra	10	15	350	Ex
Poison Gas	3	9	75	
Remis Berries	7	12	275	
Shadowmant Venom	10	15	350	Ex

Whaydra	6	12	150	
Witherfang Venom	7	12	275	Ex

KEY: Ex = Expensive or Rare Component

[1] All characters who learn the Alchemy skill learn a version of this pattern as part of their training. Characters may still learn other variations of the pattern; there are many localized versions of this common pattern.

[2] The pattern for this healing aid is quite rare given its simplicity. Alchemists are typically reluctant to share it and charge significantly more than patterns of a similar rank. This has the effect of continuing the rarity of the pattern and allowing those who know it to maintain a surcharge on the item due to the demand being greater than the supply.

Creating consumables takes one day. Each additional success on the test produces an additional dose, with no added material cost. If the test fails, all materials are lost (except for the base alchemy kit or shop).

Living Armor	*DN*	*Successes*	*Cost*	*Design Aspects*
Blood Pebble	12	5	150[1]	Ea
Crystal Plate	19	7	6000[2]	
Crystal Ringlet	13	4	250[3]	
Fernweave	10	2	62.5	
Living Crystal	14	6	550[4]	
Wyvern Skin	12	8	1000	Ex[5], Wa
Crystal Buckler	7	1	25[6]	
Crystal Raider	9	2	75[7]	
Ferndask	8	1	11	

KEY: Ex = Expensive or Rare Component; O = Orichalcum; A = True Air; Ea = True Earth; F = True Fire; Wa = True Water; Wo = True Wood

[1] This enchanting pattern requires 30 sp of True earth.
[2] This enchanting pattern requires 4800 sp of living crystal.
[3] This enchanting pattern requires 200 sp of living crystal.
[4] This enchanting pattern requires 440 sp of living crystal.
[5] This pattern requires an unusual amount of wyvern skin (400sp).
[6] This enchanting pattern requires 20 sp of living crystal.
[7] This enchanting pattern requires 60 sp of living crystal.

Living Armor and Shields

Living armor and shields are made according to the Craft Armor rules (*Player's Guide*, p. 194). If the enchanter is not a Weaponsmith, they use the lower of their Alchemy or Craft Armor steps for the crafting tests. The process still needs an enchanting pattern.

Spell Matrix Objects

These items are made using the Craft True Pattern knack (p. 116), but the enchanter must also know the Incorporate Glyph knack (p. 117) to place the appropriate matrix type in the item. These items do not have common or custom patterns. As long as the enchanter knows the appropriate knacks, and the appropriate matrix type, they can make the item.

Matrix Item	*EDN*	*Cost*[1]
Standard Matrix	12	1000
Enhanced Matrix	17	2000
Armored Matrix	22	4000
Shared Matrix	27	8000

[1] Half the listed cost is orichalcum, and one-quarter is for the glyph.

While threads are used to power a spell matrix object, they do not require the enchanter to suffer a Wound like with other thread items (see below). Creating a matrix object takes 7 days. Each additional success on the enchanting test reduces the time by 1 day, to a minimum of 1 day.

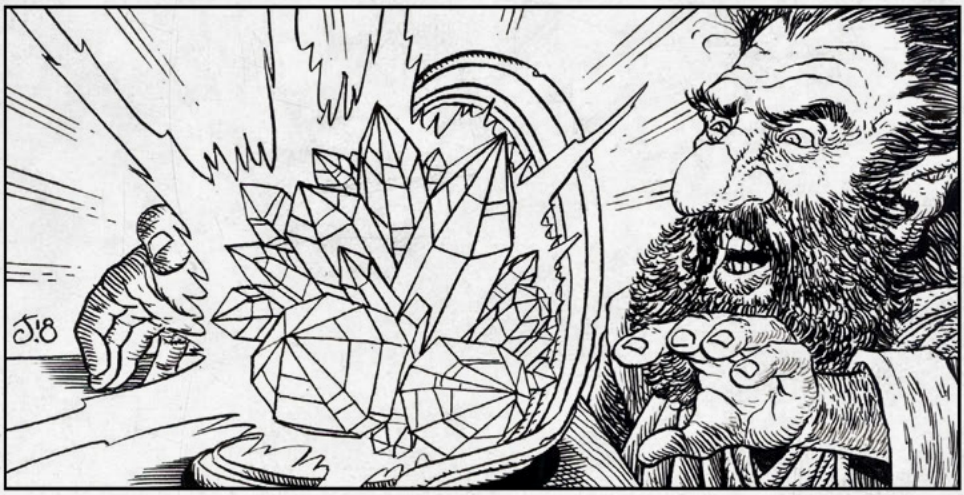
Thread Items

Thread items are made with the Craft True Pattern knack (p. 116). Because of the wide variety of possible items and effects, and the many different design elements used to customize and adapt enchanting patterns for these items,

Thread Item Tier	*Base EDN*	*Cost*[1]
Novice	15	250
Journeyman	20	500
Warden	30[2]	1000
Master	35[2]	2000

[1] Alchemical materials only. Each rare or expensive component, glyph, or living crystal incorporated as a design component adds the given cost to the total. Incorporating orichalcum as a design element adds double the given cost to the total.

[2] The EDN for Warden and Master tier items includes the +5 modifier for custom enchanting patterns.



there is no table of difficulties, costs, and associated details as there are with other magic items.

The base enchanting difficulty for thread items is based on their tier, as indicated in the *Thread Item Enchanting Table*. This can be adjusted by incorporating design elements, as described under *Designing Custom Patterns* (p. 145).

The final step in the process of enchanting a thread item severs a small piece of a Namegiver's pattern to provide the thread item with its True Pattern. This causes each participating enchanter to suffer a Wound, which cannot be healed for a year and a day. Another Namegiver may take the Wound in one (or more) of the enchanters' place if their blood is incorporated into the item. This is most commonly done if the item is being created for another Namegiver, and does not require any special modification to the enchanting pattern, or affect the difficulty of the Enchanting test.

The base time for enchanting a thread item is 10 days per tier. Each additional success reduces the time by two days, to a minimum of two days.

An enchanting pattern for a thread item might look like this:
Espagra Boots *(Journeyman Pattern)*
Alchemical Materials Cost: 500 sp
*Special Materials***:** *Espagra hide (500 sp), True Air (5 kernels)*
Enchanting Difficulty: 18
Time Required: 20 days
Notes: This is a common pattern. The espagra hide and True air each reduce the base enchanting difficulty by 1.

The rules provided for enchanting thread items, along with the options for customizing enchanting patterns, are intended for a character looking to deliberately create a specific thread item. Items made in this way are not legendary (though over time they may become so). The key knowledge associated with items in this way include the item's Name, and often the Name of the item's creator or the individual who commissioned it.

It is still possible for a thread item to be spontaneously created without needing an enchanting test, or paying associated costs, silver or otherwise. This process is subject to the random vagaries of magic, and beyond the scope of the rules in this chapter.

CUSTOM ENCHANTING PATTERNS

Custom patterns are most often associated with thread items, but innovations in any category of item begin with a custom pattern. Whether developing a brand new item from scratch, or altering an existing pattern to produce altered or improved effects, the designer incorporates different design elements to create the desired result.

Adding design elements makes the final enchanting process easier; each element reduces the base enchanting difficulty in different ways, but each element increases the complexity of the final enchanting pattern. Fortunately, there isn't really any way to "fail" at creating a custom enchanting pattern; the designer makes tests against the pattern's difficulty, and must accumulate a number of successes over time (similar to the way weapons and armor are crafted). From a mechanical standpoint, a higher design difficulty simply means it will take longer for the designer to accumulate the successes needed to finalize the custom pattern.

While we provide suggestions for different effects that might result from various design elements later in the chapter, the amount of detail you incorporate into the design process is ultimately up to you. The number of new or varied items is limited only by your imagination, and there is no way we could anticipate every option. The goal of our suggestions is to offer potential story hooks, or reasons why different creature parts and trophies are worth collecting.

Tweaking Existing Patterns

Existing enchanting patterns (whether common or custom) can be changed in small ways as needed. The enchanter must be able to design patterns, and have the appropriate ranks and the ability to design the pattern in question. Without this knowledge, the character is unable to appropriately assess the impact of the proposed changes, and the changes will fail.

Examples of changes include changing required materials, modifying the resulting effects, or altering the form. The item's tier or rank cannot be changed; items with multiple tiers have more than one enchanting pattern. Each minor change increases the Enchanting Difficulty by 3, though it doesn't

Alchemical Item Design Table

Alchemical item	*Blood Charms*	*Common Items*	*Consumables*	*Living Armor*
Available Aspects				
Expensive/Rare	Limit 2	Limit 2	Limit 2	Limit 2
Living Crystal	Yes	Yes	No	[1]
Orichalcum	Yes	Yes	No	Yes
True Elements	Yes	Yes	No	Yes
Base Difficulty	Rank+8	Rank+7	Rank+6	PA+MA+5
Custom Pattern	+5	+5	+5	+5
Each Design Aspect	-1	-1	-1	-1
Orichalcum	-2	-2		-2
Base Cost (Silver)	Rank x 25	Rank x 25	Rank x 25	50% Market Value
Aspect (Rank 1-4)	+50	+25	+50	10% Market Value
Aspect (Rank 5-10)	+100	+50	+100	
Orichalcum (Rank 1-4)	+100	+50	+100	
Orichalcum (Rank 5-10)	+200	+100	+200	
Time Required	4 days	4 days	1 day	1 week/test
Extra Successes	-1 day	-1 day	* [2]	* [3]

[1] Living crystal is a component in crystal armors, but does not reduce the base Enchanting Difficulty.

[2] Instead of reducing time, extra successes create additional doses.

[3] The enchanter must accumulate a total number of successes equal to the item's Physical Armor to successfully craft the item.



take many such changes before a custom pattern is advisable, even one based on the original design.

This process does not require the enchanter to make a Design Pattern test; the changes and their impact are addressed through the increase in the Enchanting Difficulty. Much like custom patterns, this process can produce new common patterns over time.

Designing New items

When introducing custom items into the game, especially alchemical items, one of the more difficult parts is deciding what rank to make the item. There are no hard and fast rules, and it's about knowing your group first and foremost, like many other aspects of customizing your game (creating creatures and GM characters, thread items, and so forth). What works great for one group may not work as well for another. An item that dominates one campaign causes barely a ripple in another.

With all that in mind, here are some general guidelines to help with the process. First, compare the proposed item to those that already exist. If a similar item exists, that's a good place to start. Unfortunately, this isn't always the case with common magic items. In this case, you want to look at the item's potential impact, on both the setting and gameplay. This can be a bit vague, and where the variability of individual campaigns has the greatest impact. Put simply, the greater the item's potential impact, the higher the rank should be.

Blood Charms

In addition to a blood charm's basic effects, two other factors can influence its impact: its Blood Magic Damage cost and whether it is reusable. In general, disposable charms get a little more impact for their cost, but some (like Desperate Spell or Desperate Blow) straddle the line as they can typically only be used once per encounter, instead of every round.

If a proposed blood charm is directly inspired by an existing blood charm, proportionally raise or lower the blood magic and rank. For example, a custom Absorb Blow charm could increase (or decrease) the amount of damage it absorbs. If it can take 6 damage (half normal), it should probably cause 1 Blood Magic and be considered a rank 1 enchanting pattern. One that absorbs 24 damage (twice normal) would cost 4 Blood Magic and be a Rank 4 pattern.

For a more complex example, another custom charm might combine low-light vision, heat sight, and a targeting eye. There isn't currently a blood charm for heat sight, but it's similar enough to low-light vision we can treat it the same way. There's no obvious synergy between the effects, but since most characters only have two eyes, the combination overcomes normal limits. It might be simplest to add the Blood Magic and ranks together, causing 6 Blood Magic as a Rank 9 item (5 for the Targeting Eye, +2 for each of the other two effects).

However, if you consider the item's likely impact, is it really a Rank 9 item (considering rank 10 is the pinnacle)? Two of the effects are near duplicates,

both overcoming darkness penalties in different ways. A more suitable approach might be to start with the highest item rank, and only adding half the rank of the other effects. This reduces the item to Rank 7. When combining effects for blood charms, it's not a good idea to reduce the Blood Magic Damage, as that is a balancing factor. Since the included charm effects are all reusable, so is this charm.

Common Magic Items

Providing effective guidelines for common magic items is harder than with the other categories, mainly due to the wide array of potential effects. In this case, assessing the impact on the game and setting is even more important.

Common magic items are the most accessible type of magic to the common residents of Barsaive. They have no requirements for use, and often provide quality of life improvements or provide effects similar to more modern technology (for example, a Pot of Grumbah provides refrigeration, or a clean broom resembles a modern vacuum). These items can be handy for adventurers, but usually don't have a significant mechanical impact on the game.

These items instead serve to help flesh out the magical nature of the world, and perhaps display differences in wealth, culture, or background. In this case, impact on the setting should be considered. What would the desired effect do to a society? Consider the implications of "magic as technology." The more potentially transformative, the higher the item's rank should be, and perhaps should influence whether rare ingredients or other expensive components should be required.

For example, the elemental divining rod duplicates an ability normally only available to adepts. This opens the ability to a larger population, sidestepping the need to hire expensive consultants every time you want to seek out a new lode. This expands the potential participants in elemental mining, and depending on how easy the item is to make, could have a profound impact on the availability of True elements and the economy surrounding them.

With this in mind, making the elemental divining rod a higher rank item makes sense. Rank 8 makes the item rare, but not so vanishingly iconic that only the very finest alchemists and enchanters can make them, which Rank 10 would indicate. The item obviously requires True elements to function, which increases its cost, but it becomes a valuable and useful piece of equipment for mining companies that don't have an Elementalist on staff.

Consumables

As the name indicates, all items in the category are consumed after use, which (like one-shot blood charms) can give them a bit more potency than reusable items. Depending on the effect, a duration might come into play as well. Unlike blood charms, they do not have permanent (or semi-permanent) damage as a balancing factor, which could otherwise be used to counteract any significant impact an individual item could provide.

Poison Design Table

Base Rank	Step 5
Type	
Debilitating or Paralysis	0
Damaging	+1
Deadly	+2
Onset	
Instant	+2
1-3 Rounds	+1
4+ Rounds	0
Interval	
1-4	0
5-8	+1
9+	+2 [1]
Duration	
Up to 2 hours	0
Over 2 hours	+1
Special Effects [2]	+1

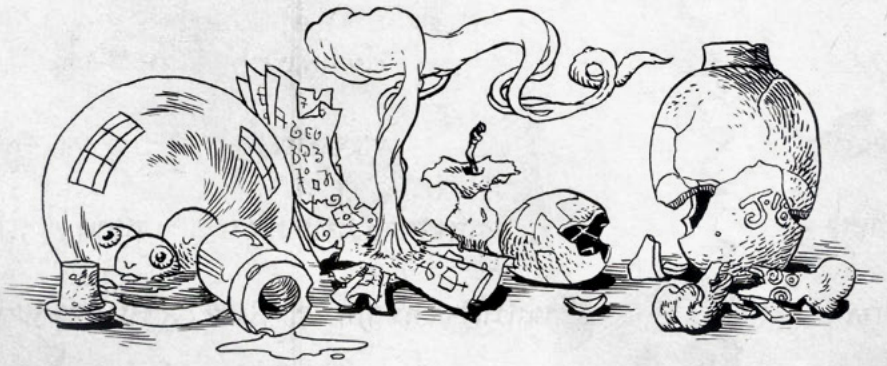
[1] Every multiple of 4 increases the Difficulty by +1.

[2] Such as contact poison, memory loss, or permanent debilitation. The Difficulty increase may be above +1 if appropriate.

These items tend to have an indirect, but sometimes notable, impact on the mechanical aspects of play. An alchemist might try to create a more effective booster potion, providing a higher bonus than the normal +8. Booster potions provide a bonus to an existing character resource (Recovery tests); they don't provide more of that resource. So improved versions aren't doing more than squeezing a bit more healing out of that limited resource. Since many of the mechanical bonuses in **Earthdawn** operate on multiples of two, going with an increase of +2 for each rank increase to the booster potion seems reasonable.

The picture changes a little when looking at healing potions. While they provide a bonus to recovery tests like a booster potion, they have some additional effects. They also heal a Wound (which normally takes a separate Recovery test), provide a Recovery test if the character doesn't have one available, or even provide an immediate bonus Recovery test outside of normal circumstances (for example, during combat).

This adds resources, and thus has a greater impact on the broader encounter and action economy. If



Thread Item Design Table

	Novice	*Journeyman*	*Warden*	*Master*
Enchanting Difficulty	**15**	**20**	**30**	**35**
Custom Pattern	+5	+5	*[1]	
Artistry/Craftsmanship [2]	-2	-3	-4	-5
Blood Magic [3]	-1	-2	-3	-4
Bound Spirit (SR 1-2)	-1			
Bound Spirit (SR 3-4)	-2	-1		
Bound Spirit (SR 5-6)	-3	-2	-1	
Bound Spirit (SR 7-8)	-3	-3	-2	-1
Bound Spirit (SR 9-10)	-3	-3	-3	-2
Bound Spirit (SR 11+)	-3	-3	-3	-3
Each Other Design Aspect [4]	-1	-1	-1	-1
Orichalcum	-2	-2	-2	-2
Materials Cost (silver)	**250**	**500**	**1000**	**2000**
Each Design Aspect	+250	+500	+1000	+2000
Orichalcum	+500	+1000	+2000	+4000
True element	3 kernels	5 kernels	8 kernels	13 kernels
Time Required	**10 days**	**20 days**	**30 days**	**40 days**
Extra Successes	-2 days	-2 days	-2 days	-2 days

[1] The +5 modifier for custom patterns is included in the difficulty for Warden and Master items.

[2] Maximum adjustment allowed (see page 146 for Artistry, page 148 for Craftsmanship)

[3] Maximum adjustment allowed at -1 per each additional Wound (see page 147)

[4] Expensive or rare component, living crystal, each glyph, each different True element.

characters are able to recover more quickly from more serious encounters, their ability to overcome challenges greater than their Circle indicates goes up. In this case, perhaps the recovery bonus for each rank increase is only +1 instead of +2. And while it might be theoretically possible to develop a healing potion that heals two Wounds (combining a healing potion with a salve of closure), the gamemaster could be justified in flat out denying the item. Wounds represent significant injuries that take time to recover, and easily removing multiple Wounds quickly can trivialize them.

Many consumables could be inspired by existing magical effects. If inspired by a spell, the spell Circle can serve as a good starting baseline. For example, a potion duplicating the effect of the Giant Size spell (Elementalist Circle 5) should probably be at least a Rank 5 item. Since the spell requires a thread, that could be used as justification to bump the item up to Rank 6. If a spell has an extended duration (minutes or longer), that could be another reason to increase the item's Rank for purposes of enchantment.

Creating Custom Patterns

To create a custom enchanting pattern, the designer must accumulate a number of successes based on the tier of the desired item, against a Difficulty Number based on the design. The base difficulty and number of successes are shown on the *Custom Enchanting Pattern Table*. The difficulty is modified by the various design aspects incorporated into the pattern (see p. 145). Each test takes one week. Failure costs the designer nothing but time.

Custom Enchanting Pattern Table

Item tier/rank	*Base DN*	*Successes*
Novice (Rank 1-4)	10	4
Journeyman (Rank 5-8)	15	8
Warden (Rank 9-10)	20	12
Master	25	16

The Design Enchanting Pattern knack or skill is used for this test. A designer can only create custom patterns for items they are capable of making. For example, to create a custom pattern for a Warden tier thread item, the designer must be a Warden Circle, and if creating a custom pattern for a Rank 6 consumable, they must have Rank 6 in Alchemy (or other ability they would use to enchant the item).

Enchanters cannot create custom patterns for alchemical items higher than Rank 10, even if they have the ability to create the item through a knack. The world's general magic levels are not high enough to support their existence. In theory, they could be crafted and function in areas where magic has been artificially enriched (if such things are possible).

Design Aspects

Design aspects are specific elements incorporated into an enchanting pattern with the ultimate goal of making the item easier to enchant (by reducing the item's Enchanting Difficulty). The drawback of incorporating design elements is that it adds to the design's complexity, increasing the pattern's Design Difficulty. This is usually a more than fair trade, as the only thing lost with failed Design tests is time, as opposed to the varied and possibly expensive ingredients lost to an unsuccessful Enchanting test.

Design Aspects Summary

Design Aspect	*Design DN Modifier*
Blood Magic	+1 per Wound [1]
Bound Spirit	+2
Expensive/Rare Component	+1 per component [2]
Glyph	+1 per glyph [3]
Living Crystal	+1
Orichalcum	-1
True Elements	+1 per element [4]

[1] Beyond the Wound required to complete the enchantment.
[2] Limited by item. See p. 148.
[3] Limit one per tier.
[4] Additional +3 modifier if opposing elements included without a balancing factor (p. 152)

There are two kinds of design aspects, *Internal*, and *External*. Internal aspects must be incorporated into the item's enchanting pattern, and affect both the Design and Enchanting Difficulties. External aspects do not need to be incorporated into the enchanting pattern, and do not affect the Design Difficulty. These aspects are used during the enchanting process to reduce the Enchanting Difficulty, and can be changed from item to item, even with items produced from the same enchanting pattern.

For some of the design aspects listed below, we suggest common effects that might be produced by the particular aspect. These are not exclusive or exhaustive; they merely serve as inspiration for how different effects in magical items might be achieved. Examples of items with the suggested power are sometimes listed, but this does not necessarily mean the item in question was made with the specific design aspect.

Artistry (External)

The item's ability to hold an enchantment can be enhanced with decoration, but not just any design suffices. The artistic choices made should be related to the desired enchantment. For example, runes or embroidery reinforcing the pattern, or gems selected and arranged to enhance the effect. Any artisan can provide the enhancement, but it is easier for the enchanter. Decorating an item is a relevant Artisan (10) test for the enchanter, Artisan (15) for anybody else. Each success reduces the Enchanting Difficulty by 1, to a maximum adjustment based on the item's tier.

Blood Magic (Internal)

As mentioned on page 138, thread items require the enchanters (or other participant) to suffer a Wound to give life to the item's True pattern. This design incorporates blood magic above and beyond that requirement.

Blood magic design aspects impose additional Wounds on either the enchanter, or another participant in the process, willing or unwilling. The recipient of the Wound must be present throughout the enchanting process (and if unwilling, suitably restrained or unconscious). Like the one taken to empower the thread item, Blood Wounds used as a design element cannot be healed for a year and a day.

The maximum number of additional Wounds that can be used in this manner is based on the item's tier. Each Blood Wound increases the Design Difficulty by one, and reduces the Enchanting Difficulty by one.

A thread item with Blood Magic as a design element can have different flavors depending on whether the sacrifice was voluntary or not. Blood magic is frequently connected to effects that cost Strain, interact with Wounds, or add Recovery tests or bonuses. Healing effects are sometimes linked to blood magic aspects, but these are almost never associated with unwilling donors, unless the effect involves stealing health from others.

Example Effects: +1 Recovery test, +1 Step bonus to Recovery tests, Gaining Karma from causing Wounds (Reaper Blade, Rank 5)

Bound Spirits (Internal)

Binding a spirit into a thread item's True pattern is a powerful way to enhance the enchantment. Despite this, spirits are rarely used in this way, mainly due to the difficulty involved in convincing it to potentially spend the rest of its existence bound to an item. Other enchanters balk at the ethical considerations, considering it tantamount to slavery.

Using a bound spirit as a design aspect does not include any required negotiations or contests of will. Only Named spirits may be bound to a thread item; if the spirit is not Named, it becomes Named as part of the enchanting process. The pattern must specify the type of spirit (e.g. guardian spirit, wood spirit), and the spirit's strength rating. The strength rating allows some flexibility, but for each point of difference between the intended strength rating and the one being used, the benefit is reduced by one.

Many thread items with a bound spirit require a Deed to re-bind the spirit. This could be done as part of the Thread Weaving test for that rank, or it might require a more elaborate ritual. In some cases, failure to perform this deed can result in the spirit being set free, altering the thread item's True pattern. This could result in the item developing a new Name, changes to its powers, or even the loss of existing threads as key knowledges change. These consequences are left to gamemaster's discretion to suit the needs of the story or a particular item's history; each thread item is unique.

Binding a spirit into a thread item almost always introduces a non-standard effect. It might be access to the spirit's powers, the ability to summon the spirit, or some other special effect related to the spirit's nature. Elemental spirits typically offer effects related to their associated element, while ally spirits are more varied (but still reflect their essential nature). In theory, an insect spirit or Horror could be bound, though why an enchanter might do such a thing, or what the effects might be, are best left to the imagination.

Binding a spirit increases the Design Difficulty by 2. The reduction in the item's Enchanting Difficulty is based on the thread item's tier and the spirit's strength rating (see Thread Item Design Table, p. 144).

Example Effects: Bonus cold damage (Ice Blade of Omifan, Rank 3), access to bound spirit's powers (Nightscar, Rank 7), blood spirit reducing Wound Threshold (Reaper Blade, Rank 3)

Craftsmanship (External)

This design element is more than just a high quality example of the item, but one that has been specifically crafted for the purpose. Care has been taken to ensure the item is in a form suitable to hold the enchantment. A sword's tempering aligns the underlying structure with the True pattern, or a robe's weave allows the magic to flow freely within and between its threads. This requires a relevant Craft (10) test for the enchanter, or a Craft (15) test for anybody else. Each success reduces the Enchanting Difficulty by 1, to a maximum adjustment based on the item's tier.

Expensive or Rare Components (Internal)

All enchanting patterns require specific ingredients that are relatively easy to acquire; their cost is included in the item's basic alchemical requirements. This design aspect is for specific rare or expensive materials beyond those expected for a typical item. They don't have to be special in any particular way, but should be related to the item's powers or function (for example, rare herbs known for their antiseptic properties in a healing aid). In many cases, this is where the valuable bits and pieces of creatures end up.

This is an easy way for enchanters to achieve desired effects and reduce the difficulty of the enchanting process, and is the most common. It offers a way for designers who don't have the ability to work directly with True elements a way to incorporate elemental effects (for example, the ice flyer hides used in a pot of Grumbah). In thread items, they can provide sympathetic or symbolic effects related to the ingredient.

Each rare or expensive component used as a design aspect increases the Design Difficulty by 1, to a maximum determined by the item. No more than 2 rare or expensive components can be included in the design of an alchemical item, living armor, or Novice tier thread item. Higher tier thread items allow one additional component per tier beyond Novice (e.g., a Warden tier item allows for 4 rare or expensive components).



Example Effects: A naga scale in a thread item giving access to the Hypnotize talent, espagra hide giving the ability to fly, wyvern skin being used as armor for a robe.

Glyphs (Internal)

A glyph is a physical representation of a pattern. They are most commonly used in the enchanting process to imbue an item with a desired effect, though some Wizards have learned to create glyphs based on their own pattern to affect their magic. Using a glyph in the enchanting process uses magically conductive powders and inscribed sigils to create the physical representation of the spell pattern. It is common for a layperson to confuse glyphs and runes, though anyone with Patterncraft (or a relevant Knowledge skill) can distinguish between the two.

Glyphs are the foundation for spell matrix objects, though instead of imbuing an item with a specific spell effect, it prepares the item to contain spell patterns. Glyphs also form the basis for Named spells and wards, but for the former, instead of incorporating the spell into another pattern, the glyph is designed to provide the spell with ephemeral life (no mean feat). Wards are glyphs permanently inscribed in a surface and renewed on a regular basis.

Like expensive or rare components, glyphs have a wide variety of applications and effects. Sometimes this simply gives access to a spell-like power (allowing the item's user to cast the spell in question). Other times the glyph acts as a way to provide sympathetic bonuses or effects based on the spell: a Combat Fury glyph might provide Attack test bonuses to a thread sword, or a Fog of Jeer glyph giving bonuses to Taunt. Thread items with a spell matrix almost always include a glyph to create the matrix.

Each glyph increases the item's Design Difficulty by one, and is limited to one glyph per item tier (e.g., a Journeyman thread item can have 2 glyphs).

Example Effects: +1 to Wilderness Survival from a Shelter glyph, low-light vision from an Ethereal Darkness glyph, +1 to Distract from a Disaster glyph.

Living Crystal (Internal)

Living crystal is found throughout Barsaive, though it is most common in the Twilight Peaks. It is most typically found in conjunction with True earth, or in places where True earth would be found. They naturally occur in a rainbow of colors and can range from transparent to nearly opaque. Brighter colors are rarer, and more highly prized, particularly in crystals usable for larger projects.

As the name suggests, living crystal grows in its natural environment, albeit slowly. It can take years of growth before the crystals are usable, especially for large projects like armor. Some alchemists have developed processes that can speed the growth, though these crystals typically lack the beauty of natural crystals. Rumors say some trollmoots in the Twilight Peaks have specially enchanted "seed crystals" that rapidly grow crystal deposits around them when planted in the right conditions.

Once harvested, living crystal stops growing and starts to go dormant, gradually losing the properties that make it so valuable. An alchemical enchantment can reawaken dormant crystal with no harm, even if the crystal has been dormant for an extended period of time, but this maintenance must be regularly renewed. If the crystal is incorporated into a blood charm or thread item, it draws sustenance from the user either directly through their blood, or through the thread.

Living crystal can easily store and regulate magical energy, making it popular in many forms of enchanting. It is more brittle than metal, but its mystical protection is impressive, so it is often used in items intended to offer or enhance magical defenses. It is also often used in items intended to enhance a magician's spellcasting abilities, and is very common in blood magic charms, as its living nature allows an easy interface between the charm's magical energies and the wearer's blood.

Incorporating living crystal as a design aspect increases the Design Difficulty by one, and usually requires living crystal equal to the item's alchemical ingredient cost, though more elaborate items (mainly armor, shields, and weapons), may require more crystal.

Example Effects: +1 Mystic Armor, +1 Mystic Defense, +1 to Spellcasting, +1 to Effect tests.

Orichalcum (Internal)

Containing all True elements, orichalcum is highly magical and naturally binds opposing True elements and neutralizes their volatile nature. It is used as a container to store magical materials, especially raw True elements and fire cannon munitions. Its properties enhance nearly any magical endeavor, making it highly prized in enchanting. It is particularly effective for enchantments that protect against magic, which is why it was instrumental in protecting kaers and citadels from the Scourge.

Much like living crystal, it is a powerful conductor and amplifier of magical energies, but is rarely used in enchanting due to its rarity and cost. It is

"mystically neutral," imparting no particular effects on an enchanting pattern, which makes it an incredibly versatile (if expensive) enchanting material. It is most often used to ground out the energies of opposing True elements, or in patterns where a high degree of mystic protection is required.

Unlike most internal design aspects, orichalcum does not increase the enchanting pattern's Design Difficulty, instead lowering it by one, and acting as a balancing factor for opposing True elements. (see page 152).

Example Effects: +1 Mystic Armor, +1 Mystic Defense

Symbolic Aspect (External)

This design aspect represents a more abstract external element, where artistry or craftsmanship represent more concrete aspects. It represents ingredients or efforts that provide something extra, aligning the enchanting process with the desired final form. It might take the design to a higher level, like using the feathers from a legendary Named ice flyer instead of more common ones, or incorporating something particularly appropriate to the enchanting process, for example, enchanting a mercenary company's banner at a Named battlefield. Symbolic aspects are at the gamemaster's discretion, and should mainly be used to enhance the story, or make things more notable and fun.

True Elements (Internal)

True elements form the basis of many common enchantments, as they are relatively accessible. Their physical form grounds elemental forces in the physical world, allowing enchanters to easily manipulate them. Using them in enchanting usually involves magically weaving them into other objects, imbuing the item with the element's properties. More than one True element may be woven into the same item, each contributing aspects to the final design. When doing this, care must be taken when combining elements in opposition.

True elements are considered in opposition when one element consumes or destroys another as described in the Litany of Elements, an ancient oral tradition taught to Elementalists across Barsaive.

Wood destroys Earth, by covering it.
Fire destroys Wood, by burning it.
Water destroys Fire, by quenching it.
Air destroys Water, by drying it.
Earth destroys Air, by smothering it.

Each element has two in opposition; one dominant, the other subordinate. The dominant element destroys the subordinate when combined. The speed with which this happens depends on the quantities and ratios of the elements involved; the higher the proportion of the dominant element, the faster the reaction. Some elemental combinations, such as True fire and True air, can produce spectacular results even without an oppositional relationship.

Because of this potential, kernels of True elements are stored separately from each other.

Each True element included as a design aspect adds +1 to the Design Difficulty. If elements in opposition are included without a balancing factor (like orichalcum), the Design Difficulty is increased by an additional +3.

True air is commonly used to make objects lighter, fly, carry sound, or protect from excessive cold or heat. They can improve speed, agility, range, communication, or abilities tied to air.

Example Effects: +1 Initiative, increased range, +1 Physical or Social Defense, +1 to Interaction tests, +2 Movement Rate, air talents (Air Dance, Air Speaking, Gliding Stride).

True earth increases durability and stability. Items enhanced with this element are strong and popular with craftsmen. It also resists magic, and is frequently used in defensive or protective items.

Example Effects: +1 to Physical or Mystic Armor, +1 Mystic Defense, +1 Wound Threshold, +1 to Wound Balance, inflict Knockdown, improved damage against objects or terrain, earth talents (Earth Skin, Temper Flesh)

True fire is typically used to provide heat, usually tempered by another True element lest it get out of control. True air and earth are the most common elements used for this purpose. True fire is an element of aggression and activity, but can also be one of soothing and healing.

Example Effects: +1 Damage, +1 to Attack tests, +1 to Recovery test Step, improved Aggressive Attack, fire talents (Fireblood, Flame Arrow).

True water is versatile and flexible. It can be used for cooling, create seals, or repel other elements (most commonly earth). When imbued in a material, it improves flexibility, making them more supple. It can help an item's owner bend and move, be more socially adept, or harness its power to cause devastating damage.

Example Effects: +1 Physical or Social Defense, +1 to Attack tests, +1 Recovery test, improved swimming, +1 to Interaction tests, water talents (Cold Purify, Waterfall Slam).

Items made with True wood are imbued with life, and often become more beautiful as they age. The wood gains a luster as use smooths it, the nicks and wear serving to bring out its character. This makes True wood very popular with those who cherish their tools and use them daily. It is associated with healing, ranged weapons, and more recently, thorns. Once mainly seen as peaceful, this has been changing since the Scourge and more items using True wood have taken on a sinister nature.

Example Effects: +1 Mystic or Social Defense, +1 Physical or Mystic Armor, +1 Recovery test, increased range, wood talents (Wood Skin).

EXAMPLE ENCHANTING PATTERNS

Blood Charms

Absorb Blow
Rank: 2
Availability: Unusual
Total Materials Cost: 50 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Ingredients:** Quartz

Enchanting Difficulty: 10
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: Enchanters believe the more clear the quartz the stronger the charm.

Astral-Sensitive Eye
Rank: 6
Availability: Unusual
Total Materials Cost: 150 sp
- **Alchemical Materials Cost:** 150 sp
- **Specific Ingredients:** Amber, gel worm, and nourishing fluid

Enchanting Difficulty: 14
Time Required: 4 days (1 day)
Suggested Pattern Cost: 3000 sp
Notes: This charm is made most frequently by Nethermancers and there is some unspoken agreement to have a surcharge because the "normies" can handle "the truth".

Bone Charm
Rank: 3
Availability: Rare
Total Materials Cost: 75 sp
- **Alchemical Materials Cost:** 75 sp
- **Specific Materials:** Bones

Enchanting Difficulty: 11
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1500 sp
Notes: The vast majority of bone charms sold are shaped with the additional work incurring a 25 sp surcharge (already factored into the market price).

Darksight Eye
Rank: 2
Availability: Unusual
Total Materials Cost: 100 sp

- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** Gel worm, living crystal (50 sp), nourishing fluid

Enchanting Difficulty: 9
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: Traditionally the enchanting is done at night without a candle or lantern.

Death Cheat
Rank: 5
Availability: Unusual
Total Materials Cost: 225 sp

- **Alchemical Materials Cost:** 125 sp
- **Specific Materials:** Turquoise or tourmaline (100 sp)

Enchanting Difficulty: 12
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2500 sp
Notes: When using tourmaline there is much debate on if color matters, all though to-date there has been no provable difference.

Desperate Blow
Rank: 3
Availability: Unusual
Total Materials Cost: 125 sp

- **Alchemical Materials Cost:** 125 sp
- **Specific Materials:** Steel and quartz (50 sp)

Enchanting Difficulty: 10
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1500 sp
Notes: Spellcasters complained enough about the price difference between their version and "meathead Warriors" for the price to be raised across the land on these charms. Instead of reducing the price on Desperate Spell charms, much to their chagrin.

Desperate Spell
Rank: 4
Availability: Unusual
Total Materials Cost: 200 sp

- **Alchemical Materials Cost:** 200 sp
- **Specific Materials:** Silver and a pearl (50 sp)

Enchanting Difficulty: 11
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: Enchanters who find themselves lucky enough to have access to a black pearl seem to have an easier time. (Enchanting Difficulty 10)

Garlen Stone
Rank: 5
Availability: Rare
Total Materials Cost: 125 sp
- **Alchemical Materials Cost:** 125 sp
- **Specific Materials:** None

Enchanting Difficulty: 13
Time Required: 4 days (1 day)
Suggested Pattern Cost: N/A
Notes: Enchanter must be a questor of Garlen and the pattern is freely provided to all questors of Garlen.

Horn Needle
Rank: 5
Availability: Rare
Total Materials Cost: 225 sp
- **Alchemical Materials Cost:** 125 sp
- **Specific Materials:** Creature horn (100 sp)

Enchanting Difficulty: 12
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2500 sp
Notes: Creature horn must be harvested from a wild animal after a hunt.

Horror Fend
Rank: 6
Availability: Unusual
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 150 sp
- **Specific Materials:** Gold, silver, and True Earth (100 sp)

Enchanting Difficulty: 13
Time Required: 4 days (1 day)
Suggested Pattern Cost: 3000 sp
Notes: Must be completed when the sun is at its zenith.

Initiative Booster
Rank: 8
Availability: Rare
Total Materials Cost: 300 sp
- **Alchemical Materials Cost:** 200 sp
- **Specific Materials:** Living crystal (100 sp)

Enchanting Difficulty: 15
Time Required: 4 days (1 day)
Suggested Pattern Cost: 4000 sp
Notes: It is best to use Living Crystals that are as fresh as possible.

Strength Booster
Rank: 4
Availability: Rare
Total Materials Cost: 150 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** Living crystal (50 sp)

Enchanting Difficulty: 11
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: Whereas any living crystal will work, using one that is a clear red tends to make the enchanting easier. (Enchanting Difficulty 10)

Targeting Eye
Rank: 5
Availability: Unusual
Total Materials Cost: 225 sp
- **Alchemical Materials Cost:** 125 sp
- **Specific Materials:** Gel worm, nourishing fluid, quartz, intact eye of an eagle

Enchanting Difficulty: 12
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2500 sp
Notes: Eagle has been successfully replaced with hawk or osprey, however the eye must be delicately harvested to keep it intact.

Wound Balance
Rank: 4
Availability: Unusual
Total Materials Cost: 100 sp
Alchemical Materials Cost: 100 sp
Specific Materials: Amber crystal
Enchanting Difficulty: 12
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: These are typically embedded near the wearer's heart.

Common Magic Items
Bedroll of Comfort
Rank: 4
Availability: Rare
Total Materials Cost: 175 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** Frasth fibers (25 sp), Glinsthin fibers (25 sp), and True air (25 sp)

Enchanting Difficulty: 8

Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: The color of the fibers controls the colors of the bedroll.

Boots, Dry
Rank: 4
Availability: Rare
Total Materials Cost: 125 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** True water (25 sp)

Enchanting Difficulty: 10
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: Never to be done on a rainy day.

Boots, Huntsman
Rank: 8
Availability: Rare
Total Materials Cost: 350 sp
- **Alchemical Materials Cost:** 225 sp
- **Specific Materials:** black fur (25 sp), True air (50 sp), and True water (50 sp)

Enchanting Difficulty: 12
Time Required: 4 days (1 day)
Suggested Pattern Cost: 4000 sp
Notes: The fur must be of a high quality and the result of a hunt.

Cleaning Broom
Rank: 1
Availability: Rare
Total Materials Cost: 75 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** True earth (25 sp) and True wood (25 sp)

Enchanting Difficulty: 6
Time Required: 4 days (1 day)
Notes: This enchanting pattern produces five cleaning brooms.

Cloak, Dwarf Winternight
Rank: 4
Availability: Unusual
Total Materials Cost: 125 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** Something rare> Frasth fibers (25 sp)

Enchanting Difficulty: 10
Time Required: 4 days (1 day)

Suggested Pattern Cost: 2000 sp
Notes: Best to be done in the early morning when the new day's light is first dawning.

Cloak, Everclean
Rank: 3
Availability: Rare
Total Materials Cost: 125 sp
- **Alchemical Materials Cost:** 75 sp
- **Specific Materials:** True air (25 sp) and True water (25 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1500 sp
Notes: Tradition dictates that this is done when the cloak is still new or at minimum very clean.

Cloak, Warm
Rank: 4
Availability: Rare
Total Materials Cost: 150 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** True air (25 sp) and True fire (25 sp)

Enchanting Difficulty: 9
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: It is said that having a crackling fire nearby gives the cloak a scent of burning wood although it is at most only perceptible by the wearer.

Divining Rod
Rank: 2
Availability: Rare
Total Materials Cost: 75 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** True water (25 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: This pattern produces two divining rods.

Elemental Divining Rod
Rank: 8
Availability: Very Rare
Total Materials Cost: 1000 sp
- **Alchemical Materials Cost:** 200 sp

- **Specific Materials:** Orichalcum (700 sp), True element (50 sp), and True element in opposition (50 sp)

Enchanting Difficulty: 11
Time Required: 4 days (1 day)
Suggested Pattern Cost: 4000 sp
Notes: This pattern requires True element kernels of perfect quality and an unusual amount of orichalcum.

Elfweave Robe
Rank: 1
Availability: Unusual
Total Materials Cost: 40 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** Luxurious fabric (15 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: The fabric should have embroidery on it.

Fire Starter
Rank: 1
Availability: Rare
Total Materials Cost: 50 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** True fire (25 sp)

Enchanting Difficulty: 7
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: Produces one wand.

Firefly Chalk
Rank: 1
Availability: Unusual
Total Materials Cost: 50 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** Special clay (25 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: This pattern produces ten sticks of firefly chalk.

Heat Stone
Rank: 2
Availability: Rare
Total Materials Cost: 100 sp
- **Alchemical Materials Cost:** 50 sp

- **Specific Materials:** True earth (25 sp) and True fire (25 sp)

Enchanting Difficulty: 7
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: This pattern produces two heat stones.

Hot Pot
Rank: 1
Availability: Rare
Total Materials Cost: 50 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** True fire (25 sp)

Enchanting Difficulty: 7
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: The best pots are the ones seasoned well with use.

Light Quartz, Small
Rank: 1
Availability: Unusual
Total Materials Cost: 75 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** Quartz (50 sp)

Enchanting Difficulty: 6
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: This pattern produces two small light quartz. All characters who learn the Alchemy skill learn this pattern as part of their training. Characters may still learn other variations of the pattern; there are many localized versions of this common pattern.

Light Quartz, Medium
Rank: 3
Availability: Unusual
Total Materials Cost: 125 sp
- **Alchemical Materials Cost:** 75 sp
- **Specific Materials:** Quartz (50 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: This pattern produces two medium light quartz.

Light Quartz, Large
Rank: 3
Availability: Rare

Total Materials Cost: 100 sp
- **Alchemical Materials Cost:** 75 sp
- **Specific Materials:** Quartz (25 sp)

Enchanting Difficulty: 9
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: This pattern only creates one large light quartz.

Light Quartz, Weapon
Rank: 2
Availability: Rare
Total Materials Cost: 100 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** Quartz (50 sp)

Enchanting Difficulty: 9
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: This pattern produces two weapon light quartz.

Message Stone
Rank: 3
Availability: Unusual
Total Materials Cost: 150 sp
- **Alchemical Materials Cost:** 75 sp
- **Specific Materials:** Living crystal (25 sp), True air (25 sp), and True earth (25 sp)

Enchanting Difficulty: 7
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1500 sp
Notes: Opaque Living crystal can be used.

Message Stone (warded)
Rank: 6
Availability: Rare
Total Materials Cost: 300 sp
- **Alchemical Materials Cost:** 150 sp
- **Specific Materials:** Living crystal (50 sp), True air (50 sp), and True earth (50 sp)

Enchanting Difficulty: 10
Time Required: 4 days (1 day)
Suggested Pattern Cost: 3000 sp
Notes: Clear Living crystal is important to use whereas color is not.

One-Size Hat
Rank: 1
Availability: Unusual
Total Materials Cost: 35 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** Fancy haberdashery (10 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: This pattern produces two one-size hats.

Orichalcum Container
Rank: 6
Availability: Rare
Total Materials Cost: 2500 sp
- **Alchemical Materials Cost:** 150 sp
- **Specific Materials:** Orichalcum (2350 sp)

Enchanting Difficulty: 11
Time Required: 4 days (1 day)
Suggested Pattern Cost: 3000 sp
Notes: This pattern requires an unusual amount of orichalcum.

Pot of Grumbah, Small
Rank: 1
Availability: Rare
Total Materials Cost: 75 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** Ice flyer hide (25 sp), iron, True air (25 sp)

Enchanting Difficulty: 6
Time Required: 4 days (1 day)
Suggested Pattern Cost: 500 sp
Notes: This pattern produces two small pots of grumbah.

Pot of Grumbah, Large
Rank: 2
Availability: Rare
Total Materials Cost: 100 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** Ice flyer hide (25 sp), iron, True air (25 sp)

Enchanting Difficulty: 7
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: This pattern produces one large pot of grumbah.

Pure Water Pot
Rank: 3
Availability: Rare
Total Materials Cost: 75 sp
- **Alchemical Materials Cost:** 75 sp
- **Specific Materials:** None**Enchanting Difficulty:** 10

Time Required: 4 days (1 day)
Suggested Pattern Cost: 1500 sp
Notes: Always start with a clean pot.

Quiet Fingers Gloves
Rank: 2
Availability: Unusual
Total Materials Cost: 70 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** Very nice gloves (20 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: Most believe beautifully embroidered gloves work best.

Quiet Pouch
Rank: 2
Availability: Rare
Total Materials Cost: 65 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** Fancy pouches (15 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1000 sp
Notes: This pattern produces two quiet pouches.

Season Lamp
Rank: 4
Availability: Rare
Total Materials Cost: 175 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** Fancy brass or iron lamp (25 sp), True air (25 sp), and True fire (25 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: Typically only ornate lamps are chosen.
Traveler's Mug
Rank: 4

Availability: Rare
Total Materials Cost: 175 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** Orichalcum (50 sp), True water (25 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: Begin with a finely crafted steel mug. The healing and endurance symbols should be wrought of fine metals.

Upandal's Blessings
Rank: 3
Availability: Rare
Total Materials Cost: 137.5 sp
- **Alchemical Materials Cost:** 75 sp
- **Specific Materials:** Tools (12.5 sp), True earth (25 sp), True wood (25 sp)

Enchanting Difficulty: 8
Time Required: 4 days (1 day)
Suggested Pattern Cost: 1500 sp
Notes: Make sure the runes are carefully done before beginning enchantment.

Wind Instrument
Rank: 4
Availability: Rare
Total Materials Cost: 125 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** True air (25 sp)

Enchanting Difficulty: 10
Time Required: 4 days (1 day)
Suggested Pattern Cost: 2000 sp
Notes: Even the most seasoned enchanters still believe these are best crafted with a song of hope in your heart.



Consumables

Booster Potion
Rank: 1
Availability: Unusual
Total Materials Cost: 25 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** None

Enchanting Difficulty: 7
Time Required: 1 day
Suggested Pattern Cost: 500 sp
Notes: All characters who learn the Alchemy skill learn this pattern as part of their training. Characters may still learn other variations of the pattern; there are many localized versions of this common pattern.

Cure Disease Potion
Rank: 6
Availability: Rare
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 150 sp
- **Specific Materials:** kernels of True water from a fountain of Garlen (100 sp)

Enchanting Difficulty: 11
Time Required: 1 day
Suggested Pattern Cost: 3000 sp
Notes: This pattern requires True water kernels of perfect quality.

Halt Illness Potion
Rank: 2
Availability: Unusual
Total Materials Cost: 50 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** None

Enchanting Difficulty: 8
Time Required: 1 day
Suggested Pattern Cost: 1000 sp
Notes: Best time of day for this enchantment is first light of the morning.

Healing Potion
Rank: 6
Availability: Rare
Total Materials Cost: 150 sp
- **Alchemical Materials Cost:** 150 sp
- **Specific Materials:** None

Enchanting Difficulty: 12
Time Required: 1 day

Suggested Pattern Cost: 3000 sp
Notes: A little sweetness is known to make this more palatable.

Kelia's Antidote
Rank: 2
Availability: Rare
Total Materials Cost: 50 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** None

Enchanting Difficulty: 8
Time Required: 1 day
Suggested Pattern Cost: 2000 sp
Notes: The pattern for this healing aid is quite rare given its simplicity. Alchemists are typically reluctant to share it and charge significantly more than patterns of a similar rank. This has the effect of continuing the rarity of the pattern and allowing those who know it to maintain a surcharge on the item due to the demand being greater than the supply.

Kelix's Poultice
Rank: 1
Availability: Unusual
Total Materials Cost: 25 sp
- **Alchemical Materials Cost:** 25 sp
- **Specific Materials:** None

Enchanting Difficulty: 7
Time Required: 1 day
Suggested Pattern Cost: 500 sp
Notes: Use only high quality dried herbs and combine with just enough hot water to moisten them. For roots, it's best to use a powdered form.

Last Chance Salve
Rank: 8
Availability: Very Rare
Total Materials Cost: 300 sp
- **Alchemical Materials Cost:** 200 sp
- **Specific Materials:** Water coin (100 sp)

Enchanting Difficulty: 13
Time Required: 1 day
Suggested Pattern Cost: 4000 sp
Notes: Allow to cool completely before sealing jars.

Salve of Closure
Rank: 4
Availability: Rare
Total Materials Cost: 100 sp

- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** None

Enchanting Difficulty: 10
Time Required: 1 day
Suggested Pattern Cost: 2000 sp
Notes: It's considered best practice to perform this at dusk.

Living Armor

Blood Pebble
Availability: Rare
Total Materials Cost: 150 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** True Earth (100 sp)

Enchanting Difficulty: 12
Time Required: 5 successes (minimum 1 week)
Suggested Pattern Cost: 3000 sp
Notes: Recipient should try to remain still during implantation.

Crystal Plate
Availability: Rare
Total Materials Cost: 6,000 sp
- **Alchemical Materials Cost:** 2,000 sp
- **Specific Materials:** Living crystal (4000 sp)

Enchanting Difficulty: 19
Time Required: 7 successes (minimum 1 week)
Suggested Pattern Cost: 120,000 sp
Notes: Color of crystal only affects the outcome color of the armor.

Crystal Ringlet
Availability: Rare
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 50 sp
- **Specific Materials:** Living crystal (200 sp)

Enchanting Difficulty: 13
Time Required: 4 successes (minimum 1 week)
Suggested Pattern Cost: 5000 sp
Notes: Color of crystal only affects the outcome color of the armor.

Fernweave
Availability: Unusual
Total Materials Cost: 62.5 sp
- **Alchemical Materials Cost:** 62.5 sp
- **Specific Materials:** Vines and herbs

Enchanting Difficulty: 10
Time Required: 2 successes (minimum 1 week)

Suggested Pattern Cost: 1250 sp
Notes: The vines must be fresh.

Living Crystal
Availability: Rare
Total Materials Cost: 550 sp
- **Alchemical Materials Cost:** 150 sp
- **Specific Materials:** Living crystal (400 sp)

Enchanting Difficulty: 14
Time Required: 6 successes (minimum 1 week)
Suggested Pattern Cost: 11,000 sp
Notes: Embedding can be quite painful, make sure recipient is prepared.

Wyvern Skin
Availability: Rare
Total Materials Cost: 1000 sp
- **Alchemical Materials Cost:** 100 sp
- **Specific Materials:** True Water (100 sp), wyvern skin (800 sp)

Enchanting Difficulty: 12
Base Time: 8 successes (minimum 1 week)
Suggested Pattern Cost: 20,000 sp
Notes: Careful tanning of the wyvern skin is important to end results.

Crystal Buckler
Availability: Rare
Total Materials Cost: 25 sp
- **Alchemical Materials Cost:** 5 sp
- **Specific Materials:** Living crystal (20 sp)

Enchanting Difficulty: 7
Time Required: 1 success (minimum 1 week)
Suggested Pattern Cost: 500 sp
Notes: Color of crystal only affects the outcome color of the buckler.

Crystal Raider
Availability: Rare
Total Materials Cost: 75 sp
- **Alchemical Materials Cost:** 15 sp
- **Specific Materials:** Living crystal (60 sp)

Enchanting Difficulty: 9
Time Required: 2 successes (minimum 1 week)
Suggested Pattern Cost: 1500 sp
Notes: Ornate wood or metal frame is recommended.

Ferndask
Availability: Unusual
Total Materials Cost: 11 sp
- **Alchemical Materials Cost:** 11 sp
- **Specific Materials:** Vines and herbs

Enchanting Difficulty: 8
Time Required: 1 success (minimum 1 week)
Suggested Pattern Cost: 220 sp
Notes: The vines must be fresh and any wooden frame should be carefully chosen.

Common Thread Items
Band of Elements
Tier: Journeyman
Total Materials Cost: 1250 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** True air (5 kernels), True earth (5 kernels), True fire (5 kernels), True water (5 kernels), and True wood (5 kernels), 5 stones

Enchanting Difficulty: 20
Time Required: 20 days
Notes: Either the stones are five distinct colors or they must be clear and will take on color when infused with their true elements.

Bracers of Aras
Tier: Journeyman
Total Materials Cost: 700 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** True water (5 kernels), metals mined from along shore of the Aras Sea

Enchanting Difficulty: 14
Time Required: 20 days
Notes: Wave and fish motifs are popular on these items.

Bracers of Obsidiman Strength
Tier: Journeyman
Total Materials Cost: 550
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** Stone

Enchanting Difficulty: 8
Time Required: 20 days
Notes: Stone mined near Life Rocks is preferable.

Elemental Long Spear
Tier: Journeyman
Total Materials Cost: 1000 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** True air (5 kernels), True earth (5 kernels), True fire (5 kernels), True water (5 kernels), and True wood (5 kernels)

Enchanting Difficulty: 15
Time Required: 20 days
Notes: Process is very important. Do not deviate from the order: shaft of wood, core of air, point of earth, quenched in water, then hardened in fire.

Espagra Boots
Tier: Journeyman
Total Materials Cost: 1000 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** Espagra hide (500 sp)

Enchanting Difficulty: 7
Time Required: 20 days
Notes: Hide from the Espagra's belly is the most supple.

Espagra Saddle
Tier: Journeyman
Total Materials Cost: 1000 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** Espagra hide (500 sp)

Enchanting Difficulty: 8
Time Required: 20 days
Notes: Look for good hide from the Espagra's flank or back.

Faerie Mail
Tier: Journeyman
Total Materials Cost: 500 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** None.

Enchanting Difficulty: 19
Time Required: 20 days
Notes: Measure twice, build once. As the links are considerable smaller, this armor is meant to be rather fitted.

Feral Bracers
Tier: Journeyman
Total Materials Cost: 500 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** None

Enchanting Difficulty:



Time Required: 20 days
Notes: The leather for these bracers must come from a hunt.

Frost Pouch
Tier: Journeyman
Total Materials Cost: 500 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** Water elementals

Enchanting Difficulty: 22
Time Required: 20 days
Notes: It is preferred to entice a willing water elemental. It is not required.

Lightning-Bolt Earring
Tier: Journeyman
Total Materials Cost: 1100 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** Base earing, gems (500 sp)

Enchanting Difficulty: 12 (does not include Craftsmanship)
Time Required: 20 days
Notes: Either a knowledge of jewelry craftsmanship or a jeweler is required.

Naga-Scale Brooch
Tier: Journeyman
Total Materials Cost: 1500 sp
- **Alchemical Materials Cost:** 500 sp

- **Specific Materials:** Naga scale (500 sp), precious metals (500 sp)

Enchanting Difficulty: 23
Time Required: 20 days
Notes: They can only be made from a willingly donated scale. Any attempt with an otherwise obtained scale will result in total material loss.

Oratory Necklace
Tier: Journeyman
Total Materials Cost: 1000 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** Semi precious stones (500 sp)

Enchanting Difficulty: 10
Time Required: 20 days
Notes: With 8-12 stones, each a minimum of a half inch, these necklaces can become very ornate to gaudy quickly.

Savage Hides
Tier: Journeyman
Total Materials Cost: 500 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** None

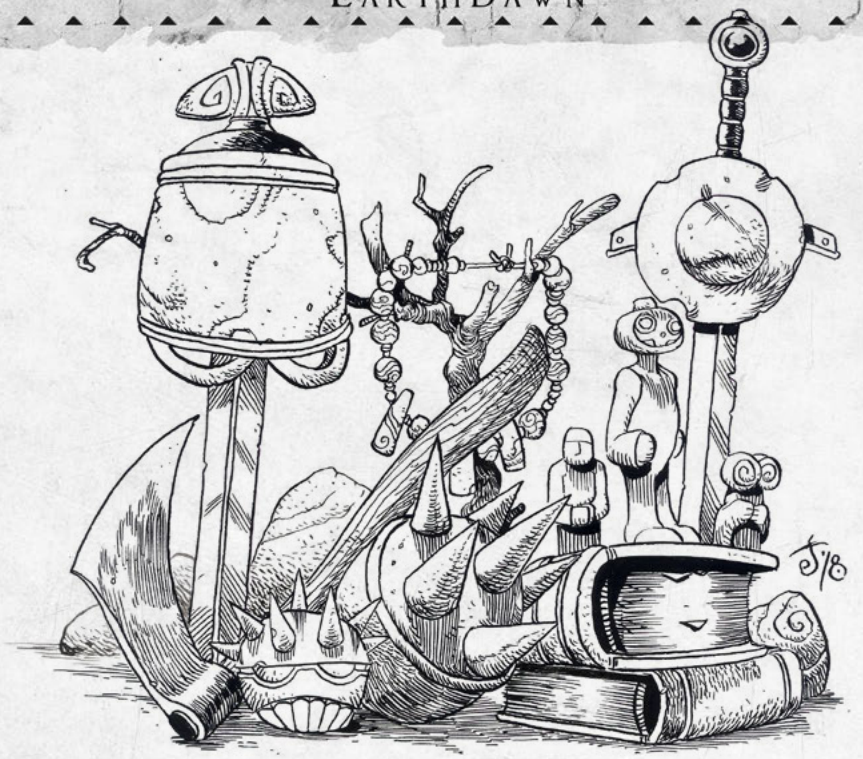
Enchanting Difficulty: 15
Time Required: 20 days
Notes: The hide for this must be hunted and from a large and dangerous beast.

Seven League Striders
Tier: Novice
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 250 sp
- **Specific Materials:** None.

Enchanting Difficulty: 7
Time Required: 10 days
Notes: Always built to at least the knees and made of shiny black leather. This version has four threads.

Seven League Striders
Tier: Journeyman
Total Materials Cost: 500 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** None

Enchanting Difficulty: 13
Time Required: 20 days
Notes: Always built to at least the knees and made of shiny black leather. This version has six threads.



Spell Sword
Tier: Journeyman
Total Materials Cost: 700 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** True air (5 kernels), True earth (5 kernels)

Enchanting Difficulty: 15
Time Required: 20 days
Notes: Broadswords are the most common used base weapon.

Spike Bomb
Tier: Journeyman
Total Materials Cost: 500 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** None

Enchanting Difficulty: 11
Time Required: 20 days
Notes: The arcane markings, while of no particular significance, are often used to identify the maker.

Talisman Statue
Tier: Journeyman
Total Materials Cost: 1000 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** gems (500 sp)

Enchanting Difficulty: 12 (does not include Artistry)
Time Required: 20 days
Notes: You must know rune carving and carve your own talisman.

Thorn Bow
Tier: Journeyman
Total Materials Cost: 600 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** True wood (5 kernels specifically from Blood Wood)

Enchanting Difficulty: 9
Time Required: 20 days
Notes: Only kernels from the Blood Wood will work.

Thorn Man Spear
Tier: Journeyman
Total Materials Cost: 600 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** True wood (5 kernels specifically from Blood Wood)

Enchanting Difficulty: 10
Time Required: 20 days
Notes: Reminder that no armor protects the user from the spear's thorns.

Thread Axe
Tier: Novice
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 250 sp
- **Specific Materials:** None

Enchanting Difficulty: 7
Time Required: 10 days
Notes: Start with a finely crafted axe.

Thread Sword
Tier: Novice
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 250 sp
- **Specific Materials:** None

Enchanting Difficulty: 7
Time Required: 10 days
Notes: Start with a finely crafted sword.

Thread Wand
Tier: Novice
Total Materials Cost: 250 sp

- **Alchemical Materials Cost:** 250 sp
- **Specific Materials:** None

Enchanting Difficulty: 7
Time Required: 10 days
Notes: Usually 8-18 inches and uniquely crafted to suit the individual.

Thread Warbow
Tier: Novice
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 250 sp
- **Specific Materials:** None

Enchanting Difficulty: 7
Time Required: 10 days
Notes: Start with a finely crafted bow.

Threaded Instrument
Tier: Novice
Total Materials Cost: 250 sp
- **Alchemical Materials Cost:** 250 sp
- **Specific Materials:** None

Enchanting Difficulty: 7
Time Required: 10 days
Notes: While most commonly a string instrument, these are always uniquely crafted to suit the individual.

War Helm of Landis
Tier: Journeyman
Total Materials Cost: 500 sp
- **Alchemical Materials Cost:** 500 sp
- **Specific Materials:** Metal helmet adorned with the symbol of Landis

Enchanting Difficulty: 10
Time Required: 20 days
Notes: These helmets are usually built with a visor.

Wyvernskin Robe
Tier: Journeyman
Total Materials Cost: 1000 sp
Alchemical Materials Cost: 500 sp
Specific Materials: Wyvern skin (500 sp)
Enchanting Difficulty: 17
Time Required: 20 days
Notes: Due to the nature of collecting wyvern hide, much thought must be put into it if one wants anything more than a patchwork affair.



Thread Items

"Behold, good gentles, the mighty blade Redeemer which was found by me in the lair of a most dire horror, after it had been lost to Namegivers since before the Scourge. Let me tell you of the more recent adventures Redeemer and I have had together."
-Andarl, ork swordmaster

Thread items are magical items that can lend more power to a character when threads are woven to them. Some have been designed by magicians and built with many long hours of work and enchantment. Others gain special abilities through being used to accomplish legendary deeds. The quest to learn the key knowledges necessary to unlock the powers at each thread level can add as much to your game as the use of the item itself.

Aetrin

Maximum Threads: 2
Mystic Defense: 14
Tier: Warden

In the last days before the Scourge, a t'skrang Weaponsmith Named Leahr was hired by Ladarrack, t'skrang captain of the river galley *Aetritris*. He was brought aboard to ensure her crew had the finest weapons as they plied the Serpent just before the kaers closed as the danger presented by Horrors was ever present. Aetrin was the finest creation of his career and it went to Capt. Ladarrack. She called it a noble blade, befitting of her — and so it was. The single edge had a graceful curve and gleamed brilliantly in the light. Her crew could always find her in the din of battle from the flashing light from her sword.

Tragically, Ladarrack and nearly all her crew perished where the small community of Javukk once was, all snuffed out by Ubyr. She fought without fear and struck three mighty blows against the Horror, but it was to no avail and Aetrin was lost to the Serpent. Without a thread, Aetrin is a standard, if impressive, broadsword.

Thread Rank One
Key Knowledge: The owner must learn the Name of the sword.
Effect: The sword is Damage Step 6.

Thread Rank Two
Effect: The owner gains +1 to Social Defense.

Thread Rank Three
Key Knowledge: The owner must learn the Name, race, and Discipline of the sword's creator.
Effect: The sword is Damage Step 7.

Thread Rank Four
Effect: The owner gains +1 to Physical Defense.

Thread Rank Five
Key Knowledge: The owner must learn the Name, race, and Discipline of the first owner and the Name of her ship.
Effect: The owner gains access to the **Noble Blade** ability. For 2 Strain as a Simple action, the owner gains +2 to Physical, Mystic, and Social Defense against Horrors and Horror constructs until the end of the next turn.

Thread Rank Six
Effect: Aetrin is forever untarnished and unsullied. The Step of any poison or corrosive (acidic or caustic) affecting the owner is reduced by -5.

Thread Rank Seven
Key Knowledge: The owner must learn what killed the first owner (including its Name).
Deed: The owner must kill a Horror more powerful than the owner using this blade. If it does not strike the killing blow, it must Wound the Horror.
Effect: All the owner's allies within 10 yards now benefit from Noble Blade.

Thread Rank Eight
Effect: The sword is Damage Step 9.

AMULET OF AGAMON

Maximum Threads: 2
Mystic Defense: 16
Tier: Warden

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 and orichalcum alloy which gives the jewelry an unusual luster and means the metal never needs polishing and cannot be scratched.

The magician Agamon hailed from a citadel nestled in the Thunder Mountains and 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 an additional spell matrix and providing protection during his journeys.

Thread Rank One
Key Knowledge: The owner must learn the Name of the amulet.
Effect: The amulet holds a Standard Matrix of rank equal to the thread rank.

Thread Rank Two
Effect: The owner gains +1 to Mystic Armor.

Thread Rank Three
Key Knowledge: The owner must learn the Name and Discipline of the creator.
Effect: The owner gains +1 to Mystic Defense.

Thread Rank Four
Effect: The owner gains +2 to Mystic Armor.

Thread Rank Five
Key Knowledge: The owner must learn the Name of the place where the amulet was created and from where the gem originated..
Effect: The owner gains +1 to Social Defense.

Thread Rank Six
Effect: The owner gains +3 to Mystic Armor.

Thread Rank Seven
Key Knowledge: The owner must learn what spell glyphs were used in the amulet's creation.
Effect: The spell matrix is now an Enhanced Matrix.

Thread Rank Eight
Effect: The owner gains +2 to Mystic and Social Defense.

ASTRAL SEXTANT

Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman

A globe-shaped copper device about a foot and a half in diameter, the astral sextant contains several nested gears and wheels, all of which spin in a dizzying, mechanical dance. The user activates the machine by pulling a lever mounted on the sextant's side. Opposite the lever is something that might be a directional pointer, but its significance remains unknown unless the user

attaches a thread to the sextant, as does the meaning of the whirring, whirring circles within circles. When a thread is attached and the device activated, the user hears it communicate with them in a firm voice from behind one of their ears. The astral sextant is one of many magical instruments developed by the Theran sorcerers of Parlainth in their quest for defense against the approaching Horrors. Parlainth's magicians made many of these useful devices, but the Horrors destroyed most of them during the Scourge. The Horrors hate these devices and go out of their way to smash them to bits. Several astral sextants have been found and more may survive in the ruins.

Thread Rank One

Key Knowledge: The owner must learn this device is called an astral sextant.

Effect: For 1 Strain as a Standard action, the owner makes a PER + Thread Rank test against the Mystic Defense of each Horror and Horror construct within Thread Rank × 20 yards. If successful, the astral sextant indicates the number of detected targets within the range.

Thread Rank Two

Effect: The owner gains a +2 bonus to all PER + Thread Rank tests with the astral sextant and it now indicates the direction of each detected target.

Thread Rank Three

Key Knowledge: The owner must learn the precise location of the chamber in which the astral sextant was built.

Effect: The owner gains a +4 to all PER + Thread Rank tests with the astral sextant and the range increases to Thread Rank × 50 yards.

Thread Rank Four

Effect: The owner gains a +6 bonus to all PER + Thread Rank tests with the astral sextant and it now indicates the distance to each detected target.

Thread Rank Five

Key Knowledge: The owner must learn how many gears the astral sextant contains.

Effect: The owner gains the **Scrutinize Horror** special maneuver.

Scrutinize Horror (Owner): The owner can spend additional successes on a Perception-based test at a cost of 1 Strain per success. The test must target a Horror or Horror construct's Mystic Defense and the owner must see or astrally sense the target. Each success allows the player to ask a specific question that reveals one of the target's game statistics or abilities. This special maneuver may be used once per round and only affects one target per use.

Thread Rank Six

Effect: The owner gains +8 to all PER + Thread Rank tests with the astral sextant and can use **Scrutinze Horror** twice per round.

BANDS OF FORTUNE

Maximum Threads: 1
Mystic Defense: 16
Tier: 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 Named Fortune's Favorites. The group met its end at the hands of a Horror which, 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 band 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 at least one thread to a group pattern.

Thread Rank One

Key Knowledge: The owner must learn the band is one of the Bands of Fortune and must learn the Name of the band.

Effect: The owner may store a number of Karma points in the band up to the thread rank. The owner may freely transfer Karma between their normal Karma pool and the band as a Standard action and may spend Karma from their band as if it were in their Karma pool.

Thread Rank Two

Effect: The owner gains +1 to Mystic Defense.

Thread Rank Three

Key Knowledge: The owner must learn the Name, Discipline, and race of the original owner of the band.

Effect: The owner gains +1 to Social Defense.

Thread Rank Four

Effect: The owner gains +1 Circle to their highest Circle discipline for the purpose of determining their Karma pool.

Thread Rank Five

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

Effect: The owner may spend 1 additional Karma point on any Action test on which they can normally use Karma. This Karma point must come from those stored in the band.

Thread Rank Six

Effect: The owner gains +2 Circles to their highest Circle discipline for the purpose of determining their Karma pool.

Thread Rank Seven

Key Knowledge: The owner must learn the pledge made by the group of the original owner of the band.

Effect: For 3 Strain, the owner spends all Karma points stored in the band on a single action test for which they can normally spend Karma. Also, as a Standard action, the owner may transfer Karma points to another of the Bands of Fortune if its owner has woven a thread to the same Group True Pattern and is within line of sight, taking 1 Strain per Karma point transferred.

Thread Rank Eight

Effect: The owner gains +4 Circles to their highest Circle discipline for the purpose of determining their Karma pool.

BLADE OF ALEMVOR

Maximum Threads: 2
Mystic Defense: 16
Tier: 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 kaers were sealed. He researched many spells and gathered arcane knowledge to preserve it during these 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 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, 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 the ork Wizard wished to preserve: Astral Sense, Energy Shield, Evolved Consciousness, Iron Hand, Mage Armor, and/or any other spells the gamemaster wishes the blade to contain. These spells can be learned by studying the runes. With no threads attached, the Blade of Alemvor is a normal broadsword.

Thread Rank One
Key Knowledge: The owner must learn the Name of the sword.
Effect: The sword holds a Standard Matrix of a rank equal to the thread rank.

Thread Rank Two
Effect: The sword is Damage Step 6.

Thread Rank Three
Key Knowledge: The owner must learn Alemvor's history up until the time of the Scourge.
Effect: The owner gains +1 rank to Spellcasting.

Thread Rank Four
Effect: The owner gains a +1 bonus to Thread Weaving tests.

Thread Rank Five
Deed: The owner must have a new spell engraved on the blade of the sword.
Effect: At the owner's command, the sword sheds a silvery-blue radiance that illuminates the surrounding area in a 6-yard radius, like a dim torch. For 1 Strain, the owner may cast the Divine Aura spell. They may use either their Spellcasting talent or PER + thread rank.

Thread Rank Six
Effect: The sword is Damage Step 7.

Thread Rank Seven
Deed: The owner must discover Alemvor's fate.
Effect: The spell matrix is now an Enhanced Matrix.

Thread Rank Eight
Effect: The sword is Damage Step 9.

BLOOD SWORN LATTICE

Maximum Threads: 2
Mystic Defense: 14
Tier: Warden

This armor is made up of fine crystal links, which afford greater protection than crystal ringlet and better mobility than crystal plate. It shines brightly when struck by light, causing shining patterns to emerge across the surface. Little is known regarding where the style originated, though it's most commonly attributed to an elf kingdom outside of Barsaive, or a dwarf nation lost during the Scourge.

Crystal Lattice is possibly the finest work of a once-renowned dwarf Weaponsmith from before the Scourge, Pethea of Krencha. She fashioned this armor for her love, Dellais of Wyrm Wood, as a symbol of their everlasting bond and to honor becoming blood-sworn together. Their exploits at the time were a thing of legend, but none more so than holding the army of Grengish at bay, until the combined dwarf and elf forces could put an end to the uprising.

While that may have been the most famous exploit of their youth, it was after their retirement from adventuring the pair made their greatest impact. The improved relations they helped foster between their respective peoples was their lasting legacy.

Without a thread attached, it is Physical Armor 5, Mystic Armor 5, Initiative Penalty 3, and weighs 60 lbs.

Thread Rank One
Key Knowledge: The owner must learn the Name of the armor.
Effect: The armor is Physical Armor 6.

Thread Rank Two
Effect: The armor is Mystic Armor 6.

Thread Rank Three
Key Knowledge: The owner must learn the Name of who crafted the armor.

Effect: The owner may store a number of Karma points in the armor up to the thread rank. The owner may freely transfer Karma between their normal Karma pool and the armor as a Standard action and may spend Karma from the armor as if it were in their Karma pool.

Thread Rank Four
Effect: The armor is Physical Armor 7.

Thread Rank Five
Key Knowledge: The owner must learn who was the first owner.
Effect: The owner can use the **Lattice Ward** ability as a Free action. After the wearer is hit by an attack, but before damage is determined, they may spend a Karma point stored in the armor to add their Karma Die to either Physical or Mystic Armor. When the owner uses this ability, a lattice of magical energy appears where the attack will hit immediately before the impact and strengthens the area before dissipating. This ability can be used a number of times per round equal to the thread rank.

Thread Rank Six
Effect: The armor is Mystic Armor 7.

Thread Rank Seven
Key Knowledge: The owner must learn the nature of the first owner and crafter's relationship and of their legacy.
Effect: The armor is Physical and Mystic Armor 8.

Thread Rank Eight
Effect: Lattice Ward can be used to protect allies within 4 yards. Each use of **Lattice Ward** protects one ally, though multiple allies may be protected in a round. Karma points are spent by the owner and use the owner's Karma Die. The armor is Initiative Penalty 2.

BLOODY RIBBONS

Maximum Threads: 2
Mystic Defense: 14
Tier: Warden

Prior to the Scourge, it was popular in northern Barsaive to braid ribbons into long hair, particularly among elves and windlings. Each set of ribbons is woven in a particular pattern, revealing both the town or region, and the particular weaver or weaving collective. The pattern on this particular set of blood red, satin ribbons is a repeating chain of linked squares that stands out slightly on the surface.

Luresthiel, an elf war leader, was the first owner of these ribbons and they became her signature on the battlefield. Her ferocity was nearly unmatched and her wrath was terrible. More than one opponent surrendered merely at

the sight her long, red ribbons flowing in the wind. What was once a war-torn and tumultuous area gained a strained peace due to her tireless efforts.

Her reputation was fierce, but honorable. However, when the village she once called home was sacked and razed, the bodies of her parents and beloved sister callously hung from branches she played in as a child, something in Luresthiel snapped. She cut a bloody swathe of vengeance through the nearby ork tribes, believing them to be responsible for the heinous deed. It was only when an ork Warrior, Gerjen, stood up to Luresthiel and challenged her to be the woman Gerjen had admired, to see the truth of what she was doing and how she had been used, did she stop.

The legend says they became blood sisters that day, with Luresthiel passing on one of her ribbons to the ork. Together, they unraveled the plot to ruin her reputation and once more plunge the region into strife. From that day, they were inseparable sisters in battle. Before Gerjen passed from old age, she extracted a promise from her blood sister to find another worthy adept and pass the ribbon along, and for the ribbons to always bind two together.

Thread Rank One
Key Knowledge: The owner must learn the Name of the ribbons
Effect: The owner gains +1 to Damage tests (this does not include Effect tests).

Thread Rank Two
Effect: The owner gains +1 to Attack tests (this does not include Spellcasting tests).

Thread Rank Three
Key Knowledge: The owner must learn the Name of the first owner.
Effect: The owner gains +1 to Initiative tests.

Thread Rank Four
Effect: The owner gains +2 to Damage tests (this does not include Effect tests).

Thread Rank Five
Deed: The owner must learn where the ribbon was originally crafted.
Effect: The owner gains +2 to Attack tests (this does not include Spellcasting tests).

Thread Rank Six
Effect: The owner gains +2 to Initiative tests.

Thread Rank Seven

Deed: They must have been given a ribbon as a gift, or give a ribbon as a gift. Effects at and beyond this rank only provide benefits if two threads are attached to this thread item and a blood oath is sworn between each owner.

Key Knowledge: The owner must learn the tale of Luresthiel and Gerjen.

Effect: The owner can use the **Blood Sisters** ability once per day as a Simple action. This ability grants the other owner one of their Recovery tests, which is made by the target immediately using the donor's Recovery Step. For 1 Strain each, the donor can spend Karma points on this Recovery test equal to the thread rank. This ability may only be used in combat and the target does not have to be conscious.

Thread Rank Eight

Effect: The owner gains +3 to Attack and Damage tests (this does not include Effect or Spellcasting tests).

BRACERS OF FIREWIND

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. Her bracers are almost always found together and circumstance brings them back when separated.

Fire Bracer

Maximum Threads: 2

Mystic Defense: 16

Tier: Warden

The ruby-studded Fire bracer features ornate engravings and images of flames.

Thread Rank One

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

Effect: The owner gains +1 rank to Spellcasting.

Thread Rank Two

Effect: The owner gains +1 to Physical Defense

Thread Rank Three

Key Knowledge: The owner must learn where the bracer was created.

Effect: The owner can use the **Fire Bolt** ability as a Standard action. For 1 Strain, the owner can throw a bolt of fire up to 20 yards away. The owner makes a Spellcasting or PER + thread rank test against the target's Mystic Defense. If successful, the owner makes a WIL+4 (+2 for each additional success) Damage test, Physical Armor protects.

Thread Rank Four
Effect: Fire Bolt does WIL+6 damage.

Thread Rank Five
Deed: The owner must locate the original fire spirit Aras Firewind summoned when she created the bracer and then convince the spirit to give its blessing to the continued use of the bracer.
Effect: The owner can use the **Fire Shield** ability as a Free action once per round. For 2 Strain, the owner may summon a burning shield in front of them. This effect may only be used against close combat attacks and must be used prior to the Attack test. It also may not be used if the owner is Blindsided or Surprised. After the owner is successfully attacked, they make a WIL+2 Damage test against the attacker, Physical Armor protects.

Thread Rank Six
Effect: The owner gains +2 ranks to Spellcasting.

Thread Rank Seven
Deed: The owner must find out what became of Aras Firewind and pay tribute to her memory at the site of her demise.
Effect: The owner gains +2 to Physical Defense and **Fire Shield** does WIL+4 damage.

Thread Rank Eight
Effect: Fire Bolt does WIL+8 damage and **Fire Shield** does WIL+6 damage.

Wind Bracer
Maximum Threads: 2
Mystic Defense: 16
Tier: Warden
The sapphire-studded Wind bracer features ornate engravings and images of clouds and storms.

Thread Rank One
Key Knowledge: The owner must learn the Name of the bracer.
Effect: The owner gains a +1 bonus to Thread Weaving tests.

Thread Rank Two
Effect: The owner gains +1 to Mystic Defense.

Thread Rank Three
Key Knowledge: The owner must learn where the bracer was created.
Effect: The owner can use the **Air Bolt** ability as a Standard action. For 1 Strain, the owner can throw a bolt of air up to 20 yards away. The owner makes

a Spellcasting or PER + Thread Rank test against the target's Mystic Defense. If successful, the owner makes a WIL+4 (+2 for each additional success) test, which becomes the Knockdown difficulty the target must resist.

Thread Rank Four
Effect: The owner now makes a WIL+6 test for the **Air Bolt**.

Thread Rank Five
Deed: The owner must locate the original air spirit Aras Firewind summoned when she created her bracers. The owner must then convince the spirit to give its blessing to the continued use of the bracer.
Effect: The owner can use the **Wind Shield** ability as a Free action. For 2 Strain, the owner may summon strong gusts of wind which surround and protect them. The owner gains +4 to Avoid Blow until the end of the round. This effect is incompatible with the Winds of Deflection spell.

Thread Rank Six
Effect: The owner gains a +2 bonus to Thread Weaving.

Thread Rank Seven
Deed: The owner must find out what became of Aras Firewind and pay tribute to her memory at the site of her demise.
Effect: The owner gains +2 to Mystic Defense and now makes a WIL+6 test for **Air Bolt**.

Thread Rank Eight
Effect: The owner now makes a WIL+8 test for the Air Bolt and gains +6 to Avoid Blow for **Wind Shield**.

CRYSTAL BULWARK

Maximum Threads: 2
Mystic Defense: 12
Tier: Journeyman
This crystal raider shield was reinforced with steel and true earth during the construction. The face bears the device of a long forgotten military unit, while the back features messages to loved ones in a variety of languages and writing styles.

Thread Rank One
Key Knowledge: The owner must learn the Name of the shield.
Effect: The shield is Physical Defense +3.

Thread Rank Two
Effect: The shield is Mystic Defense +3.

Thread Rank Three

Key Knowledge: The owner must learn the Name and history of the military unit with which the shield was associated.

Effect: For 1 Strain, the owner gains a +3 bonus to a Knockdown test.

Thread Rank Four

Effect: The owner gains +1 Circle to a Discipline of their choice for the purpose of determining Durability.

Thread Rank Five

Deed: The owner must engrave the shield with a sincere message to a loved one that their adventures have separated them from for a significant length of time.

Effect: When using the Defensive Stance combat option, the penalty to all tests is reduced to -2.

Thread Rank Six

Effect: The owner gains +1 Recovery test.

CRYSTAL SPEAR

Maximum Threads: 2

Mystic Defense: 14

Tier: Journeyman (Warden)

Crystal spears were created by troll Weaponsmiths in ancient times to arm crystal raiders in their attacks against Theran ships. No one knows how many were created or remain intact. Crystal spears typically came as an honorary gift for an individual troll as a reward for their accomplishments, and were awarded prior to a major assault.

As the name indicates, these magical items are spears made of solid crystal. The shafts of the spears are pentagonal and polished to a fine sheen. The magic of the spear keeps its crystal blade razor sharp, despite its rough finish. Some of these spears are more powerfully enchanted than others. In this case, they are Warden tier and possess eight thread ranks, instead of the six thread ranks Journeyman tier crystal spears possess.

With no threads attached, the crystal spear is a troll-sized spear: Size 4, Damage Step 5, Strength minimum 12, Weight: 4 lbs, Short Range: 2-10, and Long Range: 11-20.

Thread Rank One

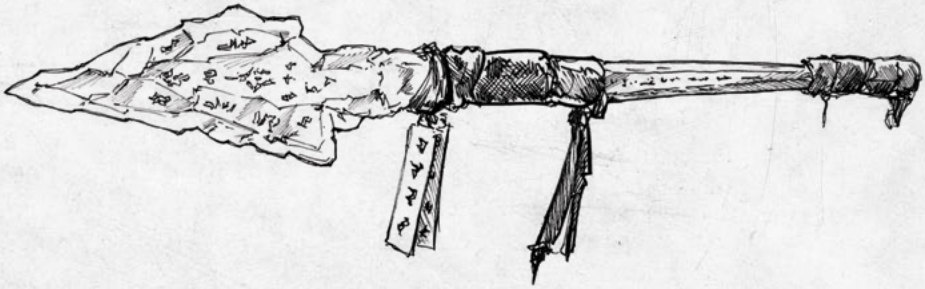
Key Knowledge: The owner must learn the Name of the spear.

Effect: The spear is now Damage Step 6.

Thread Rank Two

Key Knowledge: The owner must learn the Name of the spear's creator.

Effect: The spear is now Damage Step 7.



Thread Rank Three

Key Knowledge: The owner must learn the Name of the troll Sky Raider for whom the spear was created (the spear's first owner).

Effect: The spear is now Damage Step 8.

Thread Rank Four

Effect: The owner gains a +1 bonus to Initiative.

Thread Rank Five

Key Knowledge: The owner must learn for what historic assault the spear was crafted.

Effect: The owner can use the **Crystal Defense** ability as a Simple action. For 2 Strain, the spear glows a pale blue and the owner gains +2 to Physical and Mystic Defense until the end of the round.

Thread Rank Six

Effect: The owner can use the **Crystal Attack** ability as a Free action. For 1 Strain, the spear glows bright red and the owner gains a +3 bonus a Damage test with the spear. The spear glows a bright red when this bonus is in effect.

Thread Rank Seven

Deed: The owner must make a pilgrimage to the trollmoot to which the spear's creator, and most likely, first owner, belonged. At the trollmoot, the owner must swear a Blood Oath with the trollmoot's leader. The damage taken for this cannot be healed until the owner no longer has a thread attached to the spear. If the owner violates the Oath, the spear immediately shatters and is destroyed beyond repair.

Effect: The spear now inflicts +3 damage points for each additional success on an Attack test.

Thread Rank Eight

Deed: The owner must command an airship in an attack. During the attack, they must invoke the Names of the weapon's creator, the original owner, and the trollmoot from which they came.

Effect: The owner can use the **Crystal Command** ability as a Standard action. For 5 Strain, the owner can cause fear in their enemies and rally their own troops. This effect causes the spear to glow bright white, the light pulsing like a heartbeat. All the owner's allies within 20 yards receive the following: a +1 bonus to Initiative and Attack tests and +1 to Physical, Mystic, and Social Defenses. The effect lasts for a number of rounds equal to the thread rank.

DENNA'S BROOCH

Maximum Threads: 2
Mystic Defense: 16
Tier: Warden

Denna was an elf Elementalist who lived in Wyrm Wood before the Scourge. Though she left Wyrm 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 Wyrm Wood, Denna's father, one of Queen Alachia's advisors, gave her this brooch to remind her of her home. After leaving Wyrm 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 owner must learn the Name of the brooch.
Effect: The owner gains +1 rank to Spellcasting.

Thread Rank Two
Effect: The owner gains a +1 bonus to Thread Weaving tests.

Thread Rank Three
Key Knowledge: The owner must learn the Name of Denna's father.
Effect: The owner gains a +1 bonus to Summoning and Elemental Tongues tests against Wood elemental spirits.

Thread Rank Four
Effect: The owner gains a +1 rank to Willforce.

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

Effect: The owner gains a +2 bonus to any Research or Knowledge tests they make regarding Barsaive history.

Thread Rank Six
Effect: The owner gains a +2 bonus to any Research or Knowledge tests they make regarding the history of the elven court or its legends.

Thread Rank Seven
Key Knowledge: The owner must learn where Denna traveled after leaving Wyrm Wood.
Effect: The owner gains +2 ranks to Spellcasting and +2 to Thread Weaving tests.

Thread Rank Eight
Effect: The owner gains a +2 bonus to Summoning and Elemental Tongues tests against Wood elemental spirits and +2 ranks to Willforce.

DEVASTATOR SPEAR

Maximum Threads: 2
Mystic Defense: 14
Tier: Warden

Frightening in appearance, this spear is an eight-foot length of dark brown wood lined with runes that depict its origins. Rumor claims 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 throwing range.

Thread Rank One
Key Knowledge: The owner must learn the Name of the spear.
Effect: The spear is Damage Step 5.

Thread Rank Two
Effect: The owner gains +1 to Attack tests with the spear.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the first victim slain by the spear.
Effect: The owner gains +1 to Physical Defense.

Thread Rank Four
Effect: The spear is Damage Step 6.

Thread Rank Five

Key Knowledge: The owner must defeat a worthy creature in single combat using the Devastator Spear as their only weapon (including no unarmed combat and no spells).

Effect: The owner gains +2 Attack tests with spear.

Thread Rank Six

Effect: The owner gains +2 to Physical Defense.

Thread Rank Seven

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

Effect: When thrown, the spear splits into a number of spears up to the thread rank; the owner may choose to throw fewer than the maximum number of spears. These spears may be targeted against one opponent, or against different opponents. The owner makes a Throwing Weapons test against the highest Physical Defense among the targets. The result of this test applies to all the spears - all either hit or miss with the same number of successes (except for active defenses, such as Avoid Blow). After the attack, only one spear remains and returns to the owner's hand; all others disappear. Each spear created in this fashion costs an additional Strain; e.g. the first spear causes 1 Strain, the second 2 Strain (total of 3), the third 3 Strain (total of 6) and so on.

Thread Rank Eight

Effect: The owner gains +4 to Attack tests with the spear.

DRAGON MAIL

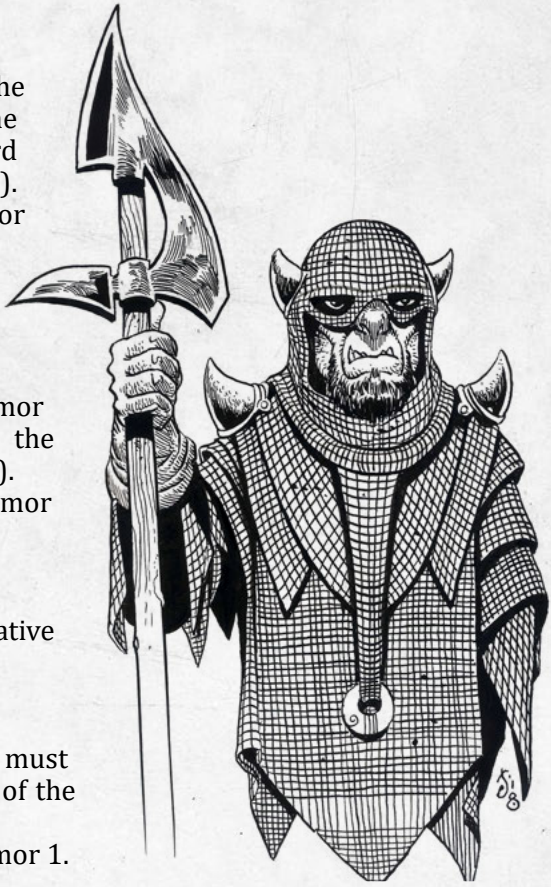
Maximum Threads: 1

Mystic Defense: 18

Tier: Master

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 Mystic Defense reveals it is saturated with dragon or dragon-like magic.

This unique chain mail suit was created by a great dragon for one of their servants to wear while in ork-form. The suit was designed to enable the owner to resist the magic of other great dragons. The original owner unfortunately came to believe the armor had made them immune to dragon attacks and became arrogant in their power. They were killed for insubordination by the dragon who made the armor.



Without a thread woven to it, the armor is a suit of chain mail with the same statistics of a set of standard chain mail (*Player's Guide*, p. 335). The armor cannot be damaged or destroyed by the Dragon Breath power.

Thread Rank One

Key Knowledge: The owner must learn the Name of the armor (recommended: Tra'kir Elthro, the draconic words for "dragon-proof").

Effect: The armor is Physical Armor 8.

Thread Rank Two

Effect: The armor is Initiative Penalty 2.

Thread Rank Three

Key Knowledge: The owner must learn the Name of the first owner of the armor.

Effect: The armor is Mystic Armor 1.

Thread Rank Four

Effect: The armor is Physical Armor 9.

Thread Rank Five

Key Knowledge: The owner must learn the Name of the dragon who created the armor.

Effect: The owner gains +2 to Mystic Armor against attacks made by dragons and drakes.

Thread Rank Six

Effect: The owner gains +4 to Mystic Armor against attacks made by dragons and drakes.

Thread Rank Seven

Key Knowledge: The owner must learn the person for whom the armor was created, and that they were killed by a dragon.

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

Effect: The owner and the dragon to whom the owner swore a blood oath may store a number of Karma points in the armor up to the thread rank. As

a Free action, the owner may spend a Recovery test to access the dragon's karma, spending a point of it and adding the dragon's karma die (typically Step 10) to any test the owner makes. The owner is also immune to the Venom dragon power.

Thread Rank Eight
Effect: The owner gains +2 to Physical and Mystic Defense against dragons and drakes.

Thread Rank Nine
Key Knowledge: The owner must learn why the dragon created the armor.
Effect: The owner may increase the quality of the armor's protection by binding it to themselves in a blood magic ritual that causes 2 Blood Magic Damage. If the ritual is performed, additional damage from extra successes is reduced by 1 per success, to a minimum of 1 per success. This includes spells and other powers in addition to physical attacks. The Blood Magic Damage can be healed a year and a day after the owner no longer has a thread attached to the armor.

Thread Rank Ten
Effect: The armor is Physical Armor 10 and Mystic Armor 2.

EARTHSHATTER HAMMER

Maximum Threads: 2
Mystic Defense: 10
Tier: Journeyman
This warhammer is constructed entirely of stone reinforced with True earth. The head is elaborately fashioned, but still practical, and decorated with intricate runes of the Scythan dialect. These runes continue down the haft to create a suitable grip for the wielder. After a thread is attached to the hammer, the runes glow just before impact. As the thread rank increases, so does the intensity of the glow.

Thread Rank One
Key Knowledge: The owner must learn the Name of the warhammer.
Effect: The warhammer is Damage Step 8.

Thread Rank Two
Effect: The owner gains +1 Circle to a Discipline of their choice for the purpose of determining Durability..

Thread Rank Three
Key Knowledge: The owner must learn the Name of the creator of the warhammer.
Effect: Barriers do not reduce the damage of the warhammer.

Thread Rank Four
Effect: The hammer is Damage Step 9.

Thread Rank Five
Key Knowledge: The owner must learn from where the stone and True earth used to create the warhammer were quarried.
Effect: The owner can use the **Broken Earth** ability as a Standard action. For 3 Strain, the owner strikes the earth with the hammer and cause the ground radiating 10 yards in front of them to buckle, crack, and open into yawning fissures. Anyone standing on the ground must make a Knockdown test against a Difficulty Number equal to the owner's STR + thread rank. Movement costs within the affected area are doubled. This ability may be used once per day.

Thread Rank Six
Effect: The hammer is Damage Step 10.

ENCHANTER'S TABLE

Maximum Threads: 3
Mystic Defense: 18
Tier: Master

The object commonly referred to as the Enchanter's Table is a long, lacquered, dark cherry, wooden bench. It has a large work area with drawers underneath, and a built-in basin. The basin is a shimmering, milky material, and almost impossibly smooth. It reflects light curiously, particularly when filled with water or other liquids, and is just translucent enough to cast shadows underneath when exposed to bright light.

This item has been coveted by enchanters for centuries, perhaps even millennia. Its origins are a mystery and it isn't unheard of for it to trade hands against the owner's wishes. While the task of stealing a large table is daunting, the table itself is always lovely, but banal. It's the basin that brings the magic to the table.

The truth about the table and the basin is a closely guarded secret — no one wants to spread the word just how easy it is to steal this potent artifact. Notes from owners who have carefully studied the basin indicate the magic is unlike anything they have seen before. Not that the powers are completely alien, just they are arranged in wholly unfamiliar ways.

A Theran Wizard and self-styled expert pertaining to the table from long ago, Yung, believes the basin's True Name, Gywrthyn's Eye, is not a euphemism, but an empirical statement. Specifically, the basin was crafted from the eye of Gywrthyn. What exactly Gywrthyn might be is a mystery, though Yung's favorite theory was a great dragon. A competing theory is a Horror, though the connotations that raises make it significantly less popular with owners of the table.

The table has some interesting properties outside of what it offers its owner. One, it often finds its way through circumstance into the hands of

powerful magicians more than willing to make use of its powers. The level of coincidence involved can be staggering. Another is the table in which it is set. No matter how it may start, it always ends up looking very similar. Lavishly decorated tables are soon worn down, or replaced, and those too small are expanded or replaced. Events always conspire to produce the same setting for the basin.

To use any powers of the table, the owner must anoint themselves with liquid from the basin. This can be as simple as rinsing hands, or more elaborate. Once so anointed, the owner gains the benefits of the table until dusk or dawn, whichever comes first. The owner may anoint themselves again, if they have access. The owner may also anoint others up to the owner's thread rank. This grants them the bonuses as if they were the owner for the duration, but does not provide access to Karma stored in the table, or the Blood Pattern ability.

Thera was the last known location of the table, where it passed through various hands over time, but the current whereabouts of the table are unknown. However, it is surmised the table has found its way into the hands of the Denairastas family of Iopos. If this is true, little good has almost certainly come of it and it will only get worse over time.

While not stated outright and which will not be revealed through Item History or similar abilities, the owner must enact alterations to the table at each thread rank, moving it ever closer to the ideal form for the basin. Events will conspire to help this process along and the owner feels a small compulsion to do so, and nagging guilt if they fail to do so. Failure almost certainly causes the owner to lose the basin in some fashion.

Thread Rank One

Deed: The owner must construct a suitable table in which to set the basin.

Effect: The owner gains +1 to Alchemy, Patterncraft, and Thread Weaving tests for the purposes of enchanting.

Thread Rank Two

Effect: The owner may store a number of Karma points in the basin up to the thread rank. The owner may freely transfer Karma between their normal Karma pool and the basin as a Standard action, and may spend Karma from the basin as if it were in their Karma pool. Karma stored in the basin is shared between owners, but each owner uses their personal Karma Step.

Thread Rank Three

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

Effect: The shimmer and eddies of the liquid in the basin gives insight when the owner gazes into it, giving the owner a +2 bonus to Knowledge tests. This bonus increases to +3 if the contents of the basin are symbolically appropriate to the Knowledge test and the owner anointed themselves with it.

Thread Rank Four

Effect: The owner gains +2 to Alchemy, Patterncraft, and Thread Weaving tests for the purposes of enchanting.

Thread Rank Five

Key Knowledge: The owner must learn the Name of the basin's creator.

Effect: Blood is well known as a powerful source of magic, particularly for enchanting. The basin stores this blood magic for use in breathing life into a True Pattern. This **Blood Pattern** can be used in two ways. First, the owner can take damage equal to their Wound Threshold (causing a Wound) and drip the blood into the basin. This must be done every day, consistently and immediately after either dusk or dawn, following the moon cycle from new moon to new moon. After the lunar month, the basin has accumulated one Wound. The second fashion involves sacrificing a Namegiver over the basin and draining their blood into it. This provides a number of Wounds equal to the Namegiver's Recovery tests. Regardless of the method, the basin can store a number of Wounds equal to the thread rank, and all owners add to and use from the same pool. These Wounds may be spent to meet the blood magic criterion for enchanting. The blood spilled in the basin is absorbed, giving it a slightly pink hue until dusk or dawn, whichever comes first.

Thread Rank Six

Deed: The owner must have stored at least one Wound in the using of the Blood Pattern ability.

Effect: The owner gains +3 to Alchemy, Patterncraft, and Thread Weaving tests for the purposes of enchanting.

Thread Rank Seven

Key Knowledge: The owner must learn about the original table constructed for the basin, where the materials came from, what it looked like, etc.

Effect: The owner may spend an additional Karma point on any enchanting test. This additional Karma point must come from the basin. Wounds from **Blood Pattern** may be spent to improve Karma used in this fashion, using the thread rank as the Karma Step instead of the owner's Karma Step. Additionally, the bonus from Rank Three increases to +4, or +6 with appropriate symbolism.

Thread Rank Eight

Deed: The owner must obtain some physical connection to the original table, whether it is a part of the table, materials from the same source, etc., and incorporate it into the current table for the basin.

Effect: The owner gains +5 to Alchemy, Patterncraft, and Thread Weaving tests for the purposes of enchanting.

Thread Rank Nine

Key Knowledge: The owner must learn the origins of the basin.

Effect: Wounds from **Blood Pattern** may be spent to significantly reduce the time required for enchanting activities. Spending a Wound in this fashion allows the owner to make tests to create or modify enchanting patterns, and enchant non-thread items in one day, as the owner becomes possessed by the knowledge contained within the basin. The time to enchant a thread item is reduced by 9 days per Wound, to a minimum of 1 day per tier.

Thread Rank Ten

Effect: The owner gains +7 to Alchemy, Patterncraft, and Thread Weaving tests for the purposes of enchanting.

FARLISS'S DAGGER

Maximum Threads: 2

Mystic Defense: 14

Tier: 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 Jaron the Everliving. In the early days of the Scourge, Farliss traveled all across the province battling Horrors. 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. At the end, when he was forced to retreat into a kaer, he chose to join the village of Tardim.

Farliss's 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.

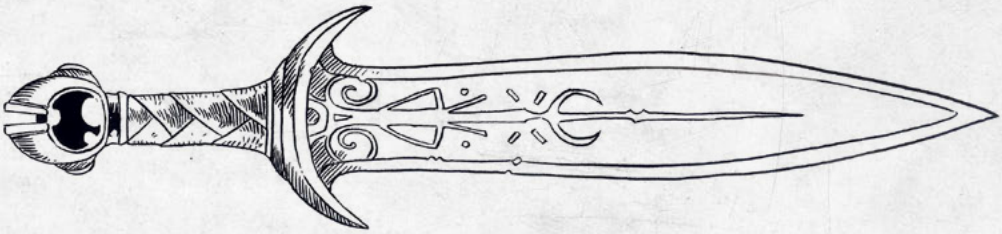
Thread Rank One

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

Effect: The owner can use the **Scour Area** ability as a Simple action. They can now detect the presence of Horrors and Horror constructs. For 2 Strain, the owner makes an Awareness test against the lowest Mystic Defense of Horror and Horror constructs within thread rank × 10 yards. If the test succeeds, the gem in the pommel of the dagger glows a faint blue for one minute. This ability does not provide direction or exact distance to the Horror and/or construct, but simply indicates it is nearby.

Thread Rank Two

Key Knowledge: The owner must learn where Farliss lived during the Scourge, and how he died.



Effect: While the gem in the pommel glows, the owner gains a +1 bonus to Attack and Spellcasting tests against Horrors and Horror constructs.

Thread Rank Three

Key Knowledge: The owner must learn the Name of the Horror from whom Farliss drew blood while using the dagger.

Effect: While the gem in the pommel glows, the owner gains a +1 bonus to Damage and Effect tests against Horrors and Horror constructs.

Thread Rank Four

Effect: While the gem in the pommel glows, the owner gains a +2 bonus to Attack and Spellcasting tests against Horrors and Horror constructs.

Thread Rank Five

Deeds: The owner must locate and visit Farliss' tomb. There they must pledge to spread the legend of Farliss across Barsaive.

Effect: While the gem in the pommel glows, the owner gains a +2 bonus to Damage and Effect tests against Horrors and Horror constructs.

Thread Rank Six

Effect: The owner can use the **Scour Horror** special maneuver.

Scour Horror (Owner): The owner may spend additional successes on an Attack or Spellcasting test to reduce the Wound Threshold of all affected Horrors and Horror constructs by 2 for each success until the end of the next round.

FOREST ROBES

Maximum Threads: 1

Mystic Defense: 14

Tier: Journeyman

Before the Scourge, forest robes were popular among the elf magicians of Wyrm Wood, Shosara, and other major elf settlements. Though most favored by Elementalists, the robes were worn by followers of all magician Disciplines. Forest robes take their collective name from the woodland patterns with

which they are decorated. Additionally, individual robes were often Named after their creator or owner.

Typically, robe patterns appear three-dimensional, as if one might reach inside and touch branches and leaves. Each robe looks slightly different from every other; the designs often depict the native forest of the creator or wearer, or display a jewelers' collage of branches, leaves, and vines. A forest robe can be worn over armor without any ill effects.

Thread Rank One
Key Knowledge: The owner must learn the Name of the robe.
Effect: The owner gains +1 rank to Spellcasting.

Thread Rank Two
Effect: The owner gains +1 to Mystic Armor.

Thread Rank Three
Key Knowledge: The owner must learn when and where the robe was created.
Effect: The owner gains +1 to Mystic Defense.

Thread Rank Four
Effect: The owner gains +2 to Mystic Armor.

Thread Rank Five
Key Knowledge: The owner must learn the Name of the robe's creator.
Effect: The robe contains a spell matrix of rank equal to the thread rank. This spell matrix is a Standard Matrix for most spells. If the spell attuned to the spell matrix has the Wood keyword, the spell matrix unfolds and reveals an Enhanced Matrix.

Thread Rank Six
Effect: The owner may hide up to four objects in the robe, no greater than 6 feet long and 3 feet wide. The robe wraps itself around the hidden objects and they disappear into the pattern of the robe. For 1 Strain, the owner makes Thread Weaving test against a Difficulty Number equal to the number of objects hidden in the robe + 9. If successful, the object is hidden within the robe. The wearer can remove an object from the robe anytime they want. However, replacing the object costs 1 Strain and requires another successful Thread Weaving test. Characters other than the owner can only remove objects from the robe (assuming they know they are hidden) by achieving two successes on a Willpower test against the robe's Mystic Defense (14). The robe's Mystic Defense is used as the Detection Difficulty for noticing objects hidden within its pattern.

GAUNTLETS OF GRAANEEL

Graaneel was an obsidiman Weaponsmith whose legend focuses around events during the Orichalcum Wars. His adventuring group, Pillars of Stone, worked to tirelessly to undermine what they saw as a great threat: the growing Theran hegemony in Barsaive. It is still rumored they may have been agents of a great dragon, most commonly theorized to be Mountainshadow, and as part of their mission encouraged Barsaivians to seek assistance from great dragons in surviving the Scourge.

In response to their efforts, a Theran kila was dispatched to destroy Graaneel's liferock, a frequent sanctuary for the adepts. Those who support the theory of the group acting as agents of a great dragon note the disproportionate response to their activities, and this was intended to send a message to the great dragons: do not interfere.

Graaneel was broken by the destruction and the Pillars of Stone were near crumbling without their foundation. However, all was not lost. A long-time ally, Ahnu, representative of another liferock, stepped forward. His brotherhood was shocked at the callous destruction and quaked with their rage. Ahnu welcomed Graaneel and his companions, his brotherhood standing steadfast with them. Over time, the Pillars of Stone drew more members from their adopted home, becoming the most fearsome defenders of it. The slow anger of the obsidimen had risen to an avalanche and could not be stopped.

To celebrate his adopted home and brotherhood, Graaneel forged a pair of gauntlets, matching and yet disparate. Just as they were. These gauntlets became a key piece of the blood swearing between Graaneel and Ahnu, the symbol of their eternal brotherhood. After this, some accounts indicate Graaneel actually became one with the liferock once the two obsidimen were blood sworn, while others maintain this is simply a metaphor.

The gauntlets may no longer be with the Pillars of Stone, as their journey to bring those in need together continues, the group still watches over their liferock, accepting any who would join their cause. Over centuries, the brotherhood of the Pillars of Stone has endured.

Ebony

Maximum Threads: 2
Mystic Defense: 16
Tier: Warden

This gauntlet is a massive affair of black steel and dark living crystal. It is constructed of heavy plates and crushing surfaces, and simply too massive and immovable to wear and use until a thread is woven to it. With a thread attached, the fingers maintain enough dexterity for basic functionality, but any form of fine manipulation is beyond them; it is incompatible with wielding a weapon or shield. The gauntlet automatically resizes to fit the owner, though the default size is only appropriate for an obsidiman.

Thread Rank One
Key Knowledge: The owner must learn the Name of the gauntlet.

Effect: While worn, the gauntlet acts as a crystal raider shield on the arm of the owner (+2 Physical and Mystic Defense, Initiative Penalty 2). The owner also gains +1 to Physical Armor.

Thread Rank Two

Effect: The owner gains +1 rank to Avoid Blow, easily deflecting attacks with the massive gauntlet.

Thread Rank Three

Key Knowledge: The owner must learn the Name of the first owner, Graaneel.

Effect: The owner gains +1 to Mystic Armor.

Thread Rank Four

Effect: The owner gains +2 ranks to Avoid Blow.

Thread Rank Five

Key Knowledge: The owner must learn of Ahnu's liferock, including the Name, location, and current status.

Effect: The owner gains the **Crushing Grip** special maneuver.

Crushing Grip (Owner, Ebony): The owner can spend an additional success (two against a natural weapon, or a weapon Size 2 or smaller) on an Avoid Blow, Disarm, or Riposte test and 2 Strain to grab and damage the weapon by making a Strength test with a bonus equal to the thread rank against the weapon's Damage Step. If successful, the Damage Step is reduced by 1 for each success. If it is used against a natural weapon, the Difficulty is the opponent's Toughness Step and causes a Wound if the test is successful (this does not reduce the Damage Step). Thread items cannot be permanently destroyed with this ability. The Strength test may not be improved or replaced by talents. This special maneuver may be used once per round.

Thread Rank Six

Effect: The owner gains +3 ranks to Avoid Blow.

Thread Rank Seven

Deed: The owner must be Blood Sworn to the owner of Ivory.

Deed: The owner must be accepted as an honorary member of a liferock.

Effect: The owner gains the **Head Ringer** special maneuver and **Crushing Grip** may be used twice per round.

Head Ringer (Owner, Close Combat): The owner may spend two additional successes on an Attack test and 2 Strain to deliver a stunning blow to the target, causing them to be Harried until the end of the next round and suffer an additional -3 penalty to Initiative.

Thread Rank Eight
Effect: The owner gains +2 to Physical and Mystic Armor.

Ivory
Maximum Threads: 2
Mystic Defense: 16
Tier: Warden
The gauntlet is a sleek affair of highly polished steel and opalescent living crystal. Constructed of small plates and smooth surfaces, the crystal appears asymmetrical from under the metal as though musculature. The gauntlet automatically resizes to fit the owner, though the default size is only appropriate for an obsidiman.

Thread Rank One
Key Knowledge: The owner must learn the Name of the gauntlet.
Effect: The owner gains +1 to Physical Armor.

Thread Rank Two
Effect: The owner gains +1 to Initiative tests.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the first owner, Ahnu.
Effect: The owner gains +1 to Mystic Armor.

Thread Rank Four
Effect: The owner gains +1 to close combat Attack tests.

Thread Rank Five
Key Knowledge: The owner must learn of Ahnu's liferock, including the Name, location and current status.
Effect: The owner can use the **Brilliant Cut** ability as a Simple action. For 1 Strain, additional successes from close combat Attack tests against targets with a lower Initiative result do +1 damage (typically +3 damage) until the end of the round.

Thread Rank Six
Effect: The owner gains +1 rank to Avoid Blow.

Thread Rank Seven
Deed: The owner must be Blood Sworn to the owner of Ebony.
Deed: The owner must help a displaced Namegiver find a new home.
Effect: The owner gains the **Dizzying Blow** special maneuver.
Dizzying Blow (Owner, Close Combat): The owner may spend two additional successes on an Attack test and 2 Strain to deliver a stunning blow to a target with a lower Initiative result, causing them to be Harried until the end of the

next round. If the character using Ebony is adjacent to the opponent, they may change the target of any attacks to themselves and **Crushing Grip** requires one less additional success to use against that opponent.

Thread Rank Eight

Effect: The owner gains +2 to close combat Attack tests and Initiative tests.

HARLEQUIN BOW

Maximum Threads: 2

Mystic Defense: 14

Tier: Warden

This elven warbow is fashioned from a combination of white and black woods. Their usage creates a fascinating pattern in contrasts. Careful examination of the surface reveals intricate geometric carvings on the otherwise glossy surface. Once a thread is attached, the combination of black and white wood shifts. This gives rise to different patterns and carvings. Previous owners have been convinced the bow is attempting to communicate with them through the patterns and carvings, but have been unable to decipher it — if there is anything to decipher. The bow may yet have secrets.

Thread Rank One

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

Effect: The bow is Damage Step 6.

Thread Rank Two

Effect: The owner gains +1 rank to Awareness.

Thread Rank Three

Key Knowledge: The owner must learn the Name of the forest(s) where the wood to craft the bow was harvested.

Effect: The bow is now Damage Step 7.

Thread Rank Four

Effect: The owner can spend 1 Strain to gain +3 ranks to Danger Sense for one test per thread attached per day..

Thread Rank Five

Key Knowledge: The owner must learn how the bow came to be and for what purpose.

Effect: When attacking a Horror or Horror construct, the carvings turn to small faces that begin vocalizing. Sometimes an eerie whistling song, a soft chant, sibilant whispers, etc. The owner gains +1 to Attack and Damage tests against Horrors and Horror constructs.

Thread Rank Six

Effect: The owner gains +2 to Attack and Damage tests against Horrors and Horror constructs.



Thread Rank Seven

Deed: The owner must perform a ritual and carve a representation of their Name into the bow, taking 1 Blood Magic Damage as they cut themselves during the process. The new carving turns into a face and consumes the blood, though this carving never speaks. This Blood Magic Damage cannot be healed as long as the owner has a thread attached. If the Blood Magic Damage is healed, the carving disappears from the bow.

Effect: The owner begins to understand the voices; the owner gains a bonus to Knowledge tests regarding Horrors equal to the thread rank. If the owner dies without the Blood Magic Damage being healed, the carving placed by the owner speaks with the others to the next owner.

Thread Rank Eight

Effect: The voices speak more clearly and frequently to the owner, who automatically knows any special maneuvers possessed by, or that may be performed on, a Horror or Horror construct opponent they can see. Called Shots may be performed against Horrors and Horror constructs without penalty (the Strain cost must still be paid), and the owner gains +3 to Attack and Damage tests against Horrors and Horror constructs.

ICE BLADE OF OMIFAN

Maximum Threads: 2
Mystic Defense: 16
Tier: Warden

The Ice Blade of Omifan is a windling sword. The sword is enchanted by a water 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 owner must learn the Name of the sword.
Effect: The sword holds a Standard Matrix of a rank equal to the thread rank

Thread Rank Two
Effect: The sword is Damage Step 4.

Thread Rank Three
Key Knowledge: The owner must learn what kind of the spirit is in the blade.
Effect: The owner can use the **Frost Bite** ability as a Free action. For 1 Strain, its tip develops a cold blue sheen and gives the owner a separate Step 4/D6 Frost Die with the weapon's next Damage test.

Thread Rank Four
Effect: The sword is Damage Step 5.

Thread Rank Five
Key Knowledge: The owner must learn that the Name of the elemental spirit trapped in the blade.
Effect: The Frost Die is D8.

Thread Rank Six
Effect: The sword is Damage Step 6.

Thread Rank Seven
Deed: The owner must learn that the first owner was killed by a dragon.
Effect: The sword is Damage Step 7 and the Frost Die is D10.

Thread Rank Eight
Effect: The sword is Damage Step 8 and the Frost Die is D12.

KEGEL'S SWORD

Maximum Threads: 2
Mystic Defense: 16
Tier: Warden

The dwarf Warrior, Kegel, used this sword for nearly 20 years. Kegel undertook a quest for a fire elemental, an earth elemental, a water elemental, and an air elemental to enchant the sword. 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 short broadsword and the 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 is a normal broadsword.

Thread Rank One
Key Knowledge: The owner must learn the Name of the sword.
Effect: The sword is Damage Step 6.

Thread Rank Two
Effect: The owner gains +1 to Physical Defense.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the sword's creator.
Effect: For 1 Strain as a Free action, the owner can attach firmly to the earth and gain a +3 bonus to a Knockdown test.

Thread Rank Four
Effect: The sword is Damage Step 7.

Thread Rank Five
Key Knowledge: The owner must learn the Name of Kegel's beloved, to whom he pledged the sword.
Effect: The owner may make the tip of the sword blaze into flame, acting as if it were a torch. For 1 Strain as a Free action, the owner may increase the intensity of the flame and add a Step 4/D6 Flame Die to their next Damage test.

Thread Rank Six
Effect: For 1 Strain as a Free action, the owner may take on a more fluid form. Though retaining their basic shape, they can flow around an attacker's blow and gain a +3 bonus to an Avoid Blow test.

Thread Rank Seven
Key Knowledge: The owner must learn the Name of the four elementals with whom Kegel bargained to empower his sword.
Effect: For 2 Strain as a Free action, the owner can call on the power of the winds to chill the blade edge to bone-freezing cold for a single attack reducing the target's Movement Rate to 0 until the end of the next turn if the attack is successful.

Thread Rank Eight
Effect: The sword is Damage Step 8 and the owner gains +2 to Physical Defense.

KELLIMAR'S ARMOR OF ROSE PETALS

Maximum Threads: 2
Mystic Defense: 16
Tier: Master

Originally conceived as a variation on fernweave armor, Kellimar's Armor of Rose Petals was crafted for Kellimar, a Warrior adept who was one of Queen Alachia's most trusted exolashers. Kellimar sacrificed his life to save the queen from a vicious Horror attack shortly before the casting of the Ritual of Thorns. After he defeated the Horror, Kellimar's body and his armor — woven entirely of red rose petals — could not be found.

The armor has never been recovered but could easily be hidden or lost somewhere within the immense, dense tangle of the Blood Wood. The rose petals which make up the armor are sustained through the magic of the armor's creation and do not require the special care which fernweave armor does. A character gains no benefit from Kellimar's Armor of Rose Petals until he attaches a thread to it.

Thread Rank One
Key Knowledge: The owner must learn the Name of the armor.
Effect: The armor is Physical Armor 3 and Mystic Armor 3.

Thread Rank Two
Effect: The armor is Physical Armor 4.

Thread Rank Three
Key Knowledge: The owner must learn the location where the roses for the armor were gathered.
Effect: The owner adds +1 to Social Defense.

Thread Rank Four
Effect: The armor is Mystic Armor 4.

Thread Rank Five
Key Knowledge: The owner must learn the circumstances of Kellimar's death.
Effect: The owner gains +2 to Interaction tests.

Thread Rank Six
Effect: The owner adds +2 to Mystic Defense against Horrors and Horror constructs.

Thread Rank Seven
Key Knowledge: The owner must learn the Name of the Horror who slew Kellimar.

Effect: The owner can use the **Blood Red Rose** ability as a Free action. For 1 Strain, before Initiative is determined, they may reduce the armor's Physical and/or Mystic Armor ratings to no lower than 0. For every point in Armor so reduced, the owner gains +1 to Attack and Damage tests against Horrors and Horror constructs until the end of the round.

Thread Rank Eight
Effect: The armor is Physical Armor 5 and Mystic Armor 5.

Thread Rank Nine
Deed: The owner must track down and destroy the Horror who slew Kellimar. They must then bring proof of the Horror's destruction to Queen Alachia, so all of the elf court may learn that Kellimar's death has been avenged.
Effect: If an attack or effect from a Horror or Horror construct increases the owner's Current Damage above their Unconsciousness Rating, they immediately spend a Recovery test with a bonus equal to the thread rank, reducing their Current Damage by the result. This continues until the owner is out of Recovery tests, or their Current Damage is below their Unconsciousness Rating. If the owner possesses the Life Check talent, its Action Step may be used instead with a bonus equal to the thread rank. This effect is considered a talent for the purposes of Recovery tests. Additionally, the wearer gains +1 Recovery test.

Thread Rank Ten
Effect: The armor is Physical Armor 6 and Mystic Armor 6.

KOLLDAR'S GLOVES

Maximum Threads: 3
Mystic Defense: 14
Tier: 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. He was also known for his talent in 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 Thief eventually became a legendary figure before the Scourge, and many tales tell of his wondrous abilities, each tale more glorious than the last. 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 owner must learn the Name of the gloves.
Effect: The owner gains +1 rank to Picking Pockets.

Thread Rank Two
Effect: The owner gains +1 rank to Lock Picking.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the person from whom Kolldar stole the gloves.
Effect: The owner gains +2 ranks to Picking Pockets.

Thread Rank Four
Effect: The owner gains +2 ranks to Lock Picking.

Thread Rank Five
Deed: The owner 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 owner talk their way out of troublesome situations. The owner gains a +1 bonus to any Charisma-based tests they use to get (or stay) out of trouble.

Thread Rank Six
Effect: The owner gains +1 rank to Danger Sense.

Thread Rank Seven
Key Knowledge: The owner must learn the nickname Kolldar gave his gloves.
Effect: The owner gains +1 rank to Awareness and +1 rank to Disarm Traps.

Thread Rank Eight
Effect: The owner gains +2 ranks to Awareness and +2 ranks to Disarm Traps.

LIGHTNING MACE

Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman (Warden)
Lightning maces can be of as many different shapes and sizes as normal maces and, despite the name, also include flails. The head of a lightning mace is always made of metal and often shows many small burn marks. When the owner of a lightning mace activates its magic, the head(s) of the mace crackles with small bolts of lightning. With no threads attached to them, lightning maces are normal maces or flails. Some lightning maces are more powerful and are Warden tier with thread ranks seven and eight.

Thread Rank One
Key Knowledge: The owner must learn the Name of the mace.
Effect: The mace is Damage Step 5.

Thread Rank Two
Effect: The mace is Damage Step 6.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the mace's creator.
Effect: For 1 Strain, the mace crackles with lightning and gains a +3 bonus to a Damage test.

Thread Rank Four
Effect: For 2 Strain, the mace produces flashes of lightning that deflect physical and magical attacks. The owner gains +1 to Physical Defense and +1 to Mystic Defense for a number of rounds equal to the thread rank.

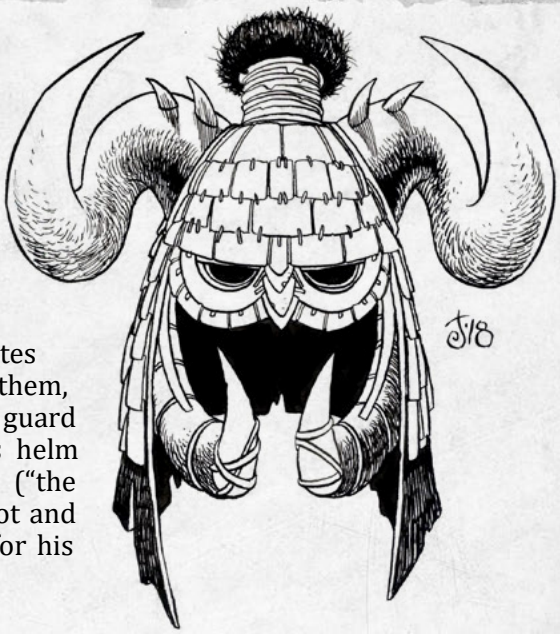
Thread Rank Five
Deed: The owner must visit the site where the previous owner lost the weapon. The owner must make a pledge to never part with the mace, taking 1 Blood Magic Damage to seal the blood oath.
Effect: For 2 Strain, the owner may shoot a lightning bolt from the mace at a target within 20 yards. The owner makes a Spellcasting or PER + thread rank test against the target's Mystic Defense. If successful, the owner makes a WIL + thread rank test as a Damage test, Physical Armor protects. Each additional success causes the lightning to jump to another target using the original test result against the new target's Mystic Defense. The lightning will not jump from the secondary target.

Thread Rank Six
Effect: The lightning increases in intensity and the Thread Rank Three effect now gives a +6 bonus to a Damage test.

Thread Rank Seven
Key Knowledge: The enchantment of lightning maces is always completed during a severe storm. The owner must learn about the storm during which the mace was completed.
Effect: The mace is now Damage Step 7 and the lightning further increases in intensity, the Thread Rank Three effect gives a +9 bonus to a Damage test.

Thread Rank Eight
Effect: The mace is Damage Step 8 and the flashes of lightning increase in intensity. The Thread Rank Four effect gives +2 to Physical Defense and +2 to Mystic Defense.

LITTLE TROLL'S HELM



Maximum Threads: 1
Mystic Defense: 14
Tier: Warden

Little Troll's Helm is made of iron plates sewn to a leather skullcap. The leather will magically resize to any character once a thread is attached. Two plates have large iron "troll horns" on them, and the helm also sports a chin guard which 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 owner must learn the Name of the helm.
Effect: The owner gains +1 rank to Battle Shout.

Thread Rank Two
Effect: The owner gains a +1 bonus to close combat Damage tests.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the ork who first wore this helm.
Effect: The owner gains +2 ranks to Battle Shout.

Thread Rank Four
Key Knowledge: The owner must learn the Name of the trollmoot to which the ork belonged.
Effect: The owner gains a +2 bonus to close combat Damage tests.

Thread Rank Five
Key Knowledge: The owner must learn the story of the battle in which the ork was asked to join the trollmoot.
Effect: Using the Aggressive Attack combat option does not cause the owner Strain.

Thread Rank Six
Effect: The Aggressive Attack combat option now grants +4 to close combat Attack and Damage tests.

Thread Rank Seven
Deed: The owner must become a member of a trollmoot.
Effect: The owner gains +3 ranks to Battle Shout and +3 to close combat Damage tests.

Thread Rank Eight
Effect: The owner gains +4 ranks to Battle Shout and +4 to close combat Damage tests.

LORM'S AXE

Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman

Lorm's Axe is a large battle-axe and belonged to Lorm, a fledgling troll hero who died in Kaer Jalendale. 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 owner must learn the Name of the axe.
Effect: The axe is Damage Step 8

Thread Rank Two
Key Knowledge: The owner must learn the Name of the creator of the axe.
Effect: The owner gains +1 to Mystic Defense.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the trollmoot to which Lorm belonged.
Effect: The axe is Damage Step 9.

Thread Rank Four
Effect: The owner gains +2 to Mystic Defense.

Thread Rank Five
Deed: Lorm's Axe is destined to blood Horrors and their constructs. The owner must inscribe their Name on the haft of the axe. The owner then hunts down a Horror or a Horror construct, invokes Lorm's Name, and strikes their opponent in close combat.
Effect: The owner gains +2 to Damage tests with the axe against Horrors, Horror constructs, and undead.

Thread Rank Six
Effect: The axe is Damage Step 10.

NEVERBURN

Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman

The magical torch, Neverburn, was created by Gathrad, a troll Illusionist who was seriously wounded by ghouls early in his career. He claimed that without the torch of a fallen companion, the entire group would have perished. Consequently, he carried the lucky torch throughout his adventures and it became strongly associated with his legend.

Due to his early, near-fatal encounter with ghouls, Gathrad was apprehensive of any poisonous or disease-carrying creature, to the point of paranoia in some instances. Ghouls remained a constant source of anxiety for the Illusionist. A Troubadour companion penned a song about his friend that caused some confusion among more literal-minded folk, leading to Gathrad frequently noting to his consternation, "Tales of my demise have been greatly exaggerated."

Without a thread woven to it, Neverburn looks like a normal torch.

Thread Rank One
Key Knowledge: The owner must learn the Name of the torch.
Effect: The torch creates a flame the owner can control at will in the following ways as a Simple action: increasing or decreasing the illumination cast, from none to a campfire, and increasing or decreasing the heat shed, from none to a torch. These two functions are independent - it can create light with no heat, or heat with no light. The latter combination is popular with groups of Namegivers who possess Heat Sight.

Thread Rank Two
Effect: The owner gains Heat Sight, or Low Light Vision if the owner already possess Heat Sight, and greater control over the flame in the following ways: the color can be changed and the light can be increased to that produced by a large light quartz.

Thread Rank Three
Key Knowledge: The owner must learn the Name and Discipline of the torch's first owner.
Effect: For 1 Strain, the owner gains a +2 bonus to tests to resist disease or poison, and greater control over the flame in the following ways: the flame can be changed into complex color combinations and have its movement controlled, though it must still behave generally like a flame.

Thread Rank Four

Effect: For 1 Strain, the torch turns blisteringly cold and the owner gains +3 ranks to Cold Purify, and greater control over the flame in the following ways: the shape and movement of the flame can be controlled. However, whatever form it takes is clearly made of flame and may not be in multiple pieces.

Thread Rank Five

Key Knowledge: The owner must learn about the origins of the torch and its importance to the first owner.

Effect: For 1 Strain each, the owner may give any target within the illumination of the torch a +2 bonus to tests to resist disease and poison. This may affect up to thread rank targets per round. The owner also gains greater control over the flame in the following ways: the flame can be split into multiple fragments that can float no more than 4 yards from the torch. These fragments produce roughly the same amount of light as the torch is currently producing, but cannot produce heat.

Thread Rank Six

Effect: The bonus to resist disease and poison is +4, and the owner gains greater control over the flame in the following way: the up to thread rank flame fragments can float up to 20 yards from the torch.

NIGHTSCAR

Maximum Threads: 2
Mystic Defense: 18
Tier: 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 owner 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 3 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 owner 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 owner must learn the Name of the sword.
Effect: The sword has a Standard Matrix of rank equal to the thread rank.

Thread Rank Two
Effect: The sword is Damage Step 6.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the spirit trapped in the sword.
Effect: The owner can communicate with Gloom telepathically while touching the sword. The owner can use the **Eternal Darkness** ability as a Standard action. For 2 strain, the owner creates darkness equivalent to the Ethereal Darkness spell without the need to weave any threads. The owner makes a Spellcasting or PER + thread rank test. The owner is considered to be a Nethermancer for this ability and is unaffected by Ethereal Darkness spells cast by themselves or others.

Thread Rank Four
Effect: The sword is Damage Step 7.

Thread Rank Five
Key Knowledge: The owner must learn the history of Nightscar and the Name of the Nethermancer who created it.
Effect: The owner gains the **Chill Blade** special maneuver.
Chill Blade (Owner, Nightscar): The owner can spend an additional success on an Attack test and 2 Strain to make the sword freezing cold and inflict that same numbing cold on anyone struck by it, reducing their Movement Rate is reduced to 0 until the end of the next round.

Thread Rank Six
Effect: The sword is Damage Step 8

Thread Rank Seven
Deed: The owner must win a Contest of Wills against the spirit to establish dominance.
Effect: The owner can call on the spirit's various powers. Gloom is a Strength Rating 9 ally spirit with the following powers: Aid Summoner, Astral Sight, Awareness, Curse, Danger Sense, and Karma. Any time the owner uses one of Gloom's powers, the owner must pay the standard Strain cost for the power. Any time the owner tries to call on Gloom's abilities, the spirit initiates a Contest of Wills. Only if the owner succeeds in winning the contest can they can use the power.

Thread Rank Eight
Effect: The sword is Damage Step 10

Thread Rank Nine
Deed: The owner must Wound a Horror in combat with Nightscar.
Effect: The Standard Matrix is now an Enhanced Matrix.

Thread Rank Ten
Effect: The sword is Damage Step 12.

PATHFINDER

Maximum Threads: 2
Mystic Defense: 14
Tier: 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 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 a kind of intelligence guides the staff and it has powers far beyond those known to its owners. So far, any such powers remain just another aspect of the legend.

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, it is a normal quarterstaff.

Thread Rank One
Key Knowledge: The owner must learn the Name of the staff.
Effect: The owner gains +1 rank to Wilderness Survival.

Thread Rank Two
Effect: The owner gains +1 rank to Tracking.

Thread Rank Three
Key Knowledge: The owner must learn about Flannon Farseer, the first bearer of Pathfinder, and all of his journeys across Barsaive.
Effect: The owner gains +1 rank to Navigation.

Thread Rank Four
Effect: The owner gains +1 rank to Awareness.

Thread Rank Five
Deed: The owner 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 owner through the northern reaches of Barsaive, including the Scol Mountains, Lake Vors, Scytha Mountains, Blood Wood, and Caucavic Mountains.
Effect: The owner gains +2 ranks to Tracking.

Thread Rank Six
Effect: The owner gains +2 ranks to Awareness.

Thread Rank Seven
Deed: The owner 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 owner might travel.
Effect: By taking 3 Strain and rolling Pathfinder over dirt, sand, or soft clay, the owner can create a map of Barsaive showing their current location. This map 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.

Thread Rank Eight
Effect: The owner gains +3 ranks to Awareness and +3 ranks to Tracking.

RAG OF VICTORY

Maximum Threads: 2
Mystic Defense: 12
Tier: Journeyman

Rag of Victory is a red cloth with a paisley design which was likely very nice once upon a time. It has since seen better days. The pattern has faded and the rag is damaged, burnt, stained, and smells slightly of smoke and spices. The color, however, is still as brilliant as ever. Except there are parts where the colors have faded, but those are easily concealed. It is worn by its owners as either a bandanna or cravat, depending on their preference.

It was originally a gift given to a Theran admiral. However, it was stolen by a notorious pirate, Jynis Y'mns, during a daring caper that saw her impersonating the admiral, commandeering a kila briefly, drinking wine the admiral had been saving for a special occasion, and stealing the wrong impounded cargo. The cat and mouse games between the two became deeds of legend over time, transforming from hated adversaries to respected opponents in a complicated competition. Both were last seen locked in a duel together, laughing, as the airship plummeted from the sky. All witnesses agreed they had never been happier. The nature of their relationship has become the source of some speculation since either they met their end during the ensuing wreck or it was her last caper to cover their escape and retirement together.

Thread Rank One
Key Knowledge: The owner must learn the Name of the cloth.
Effect: The owner gains +1 to Social Defense.

Thread Rank Two
Effect: The owner gains +1 rank to Taunt.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the first owner of the cloth.
Effect: The owner gains +1 to Mystic Defense.

Thread Rank Four
Effect: The owner gains +2 ranks to Taunt.

Thread Rank Five
Key Knowledge: The owner must learn the origins of the cloth.
Effect: For 1 Strain, the owner gains +3 ranks to Engaging Banter for one test per encounter.

Thread Rank Six
Effect: The owner gains a +2 bonus to Interaction tests.

RAIN CLUB

Maximum Threads: 2
Mystic Defense: 12
Legend Point Cost: Journeyman

Rain clubs are made in Barsaive's Servos and Liaj Jungles and the distant land of Araucania. The clubs are made of light, durable wood, usually 2 to 3 inches thick, and float on water. With no threads attached, they are standard clubs.

Thread Rank One
Key Knowledge: The owner must learn the Name of the club.
Effect: The club is Damage Step 4 and drips water when touched by fire, so it cannot burn.

Thread Rank Two
Effect: The club is Damage Step 5.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the club's creator.
Effect: When the owner grips the club's handle, it dries out so it will not slip from the owner's grip. The club can no longer be disarmed from the owner if the owner does not wish it.

Thread Rank Four
Effect: The owner gains +1 rank to Wood Skin.

Thread Rank Five
Key Knowledge: The owner must learn where the wood to craft the club was harvested.
Effect: If the club causes a knockdown, the owner may spend 1 Strain to gain +3 ranks to Waterfall Slam (Player's Guide, p. 178).

Thread Rank Six
Effect: The concussive force of the club is so great, anyone Knocked Down by the club is Harried until the end of their next turn and may only stand as a Standard action.

REAPER BLADE

Maximum Threads: 2
Mystic Defense: 12
Tier: Journeyman

This glaive has a jagged, oversized blade, notched and pitted from constant use. There is a cleft on the blade, running from the bottom corner up to near the point and the surface often has a sheen, which causes it to look wet. Bound to the glaive is a spirit of blood and violence who, unlike many bound spirits, is more than happy with her home — so long as she gets plenty of what she wants.

Without a thread attached, it has the same characteristics as a pole axe.

Thread Rank One
Key Knowledge: The owner must learn the Name of the glaive.
Effect: The weapon is now Damage Step 9.

Thread Rank Two
Effect: The owner gains +1 to Attack tests with the weapon.

Thread Rank Three
Key Knowledge: The owner must learn the Name of creator of the glaive and the Name of the spirit bound to the weapon.
Effect: For 1 Strain, the glaive reveals its true form and the blade opens along the cleft, turning into an enormous scythe. The spirit can be seen along the blade, particularly as she drinks hungrily from her victims. While in this configuration, the Wound Threshold of anyone struck by the scythe is reduced by 2 for the attack. After combat, the weapon automatically returns to the form of a glaive.

Thread Rank Four
Effect: The weapon is now Damage Step 10.

Thread Rank Five
Deed: The owner must contact the spirit bound to the weapon and either defeat her in a Contest of Wills, or come to an accord with her.
Effect: If the owner came to an equitable accord with the spirit, using the Aggressive Attack combat option does not cause them Strain. If the owner defeated her in a Contest of Wills, the owner gains a Karma point each time they cause a Wound with the glaive. They cannot exceed their normal Karma Maximum and these Karma points disappear when combat is over.

Thread Rank Six
Effect: If the owner came to an equitable accord with the spirit, the Aggressive Attack combat option now grants +4 to Attack and Damage tests with the weapon. If the owner defeated her in a Contest of Wills, the glaive is now Damage Step 11.

SOCK OF GRANAK

Maximum Threads: 1
Mystic Defense: 14
Tier: Warden
The Sock of Granak is a thick woolen stocking dyed deep green. Legend states 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. Granak always planned to spend his adventuring spoils by commissioning an airship. The sock was stained green by the ichor which oozed from the Horror Granak fought.

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

Thread Rank One
Key Knowledge: The owner must learn the Name of the sock.
Effect: The owner gains +1 rank to Unarmed Combat.

Thread Rank Two
Key Knowledge: The owner must learn the Name of the Horror Granak defeated.
Effect: The owner gains +1 rank to Swift Kick

Thread Rank Three
Key Knowledge: The owner must learn the exact oath Granak bellowed when engaging in battle.
Effect: The owner gains +1 rank to Battle Shout.

Thread Rank Four
Effect: The owner gains +2 ranks to Unarmed Combat.

Thread Rank Five
Key Knowledge: The owner must learn the intended Name of the never-completed vessel.
Effect: The owner gains a +2 bonus to Swift Kick tests as long as they fight with only the sock covering the limb they use to attack with Swift Kick.

Thread Rank Six
Effect: For 1 Strain, the owner gains +3 ranks to Great Leap.

Thread Rank Seven
Deed: The owner must defeat a powerful opponent in combat without using weapons or armor.
Effect: The owner gains a +6 bonus to the Knockdown test difficulty of any caused by a kick with the sock.

Thread Rank Eight
Effect: The owner gains +2 ranks to Battle Shout and +2 ranks to Swift Kick.

SOULSAFE

Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman

The origins of the windling-sized medallion Named Soulsafe are unknown, though the protection it gives its owner 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 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 owner must learn the Name of the medallion.
Deed: The owner 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 owner gains +1 to Mystic Defense.

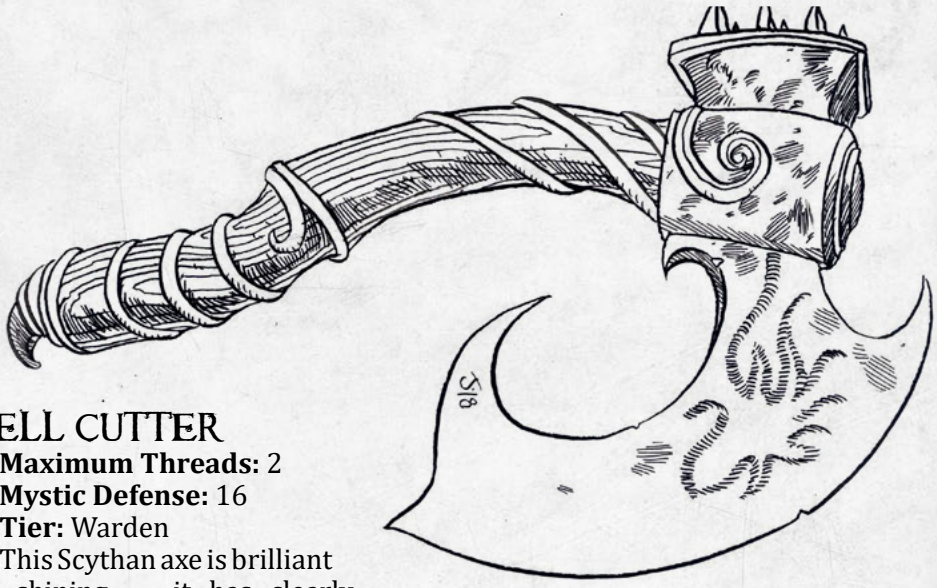
Thread Rank Two
Effect: The owner gains +1 to Mystic Armor.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the windling who crafted the medallion.
Effect: The owner gains +1 to Social Defense.

Thread Rank Four
Effect: The owner gains +2 to Mystic Defense

Thread Rank Five
Effect: For 4 Strain, the owner gains +4 to Mystic Defense for a number of rounds equal to the thread rank. During this time, any attack made against the owner by a Horror or Horror construct, or any Horror power or spell that mimics a Horror power, requires 1 additional success to affect the owner.

Thread Rank Six
Effect: The owner gains +2 to Mystic Armor



SPELL CUTTER

Maximum Threads: 2
Mystic Defense: 16
Tier: Warden

This Scythan axe is brilliant and shining — it has clearly been well taken care of throughout its life. The image of a brithan rampant is etched onto one side of the blade, while the symbol of the old dwarf kingdom of Scytha is etched on the opposite side. Warm and well-polished oak forms the haft and fits the owner's hand perfectly.

It was forged by Dag Clangellan, a dwarf Weaponsmith of Scytha from long before the Scourge, as his personal weapon. His legend is not well known and generally he chose to live a quiet life with his family, tending the village's forge and seeing to the training of future adepts. He was well respected and dealt with many small threats to his home.

He fell protecting his home from an amoral Wizard, Benicis, and her allies, who were searching for some bit of arcane lore. While Spell Cutter may have been born from this act, its destiny and true legend lay with Agus, the recently initiated son of Dag.

Agus tended the coals of his revenge and his mistrust of magicians became legendary. This didn't stop him from forming deep bonds with the spellcasters in his adventuring group, but the Warrior never forgot who took his beloved father from his family. Despite his crusade against evil magicians, there are conflicting stories regarding the resolution to his quest for vengeance.

Thread Rank One
Key Knowledge: The owner must learn the Name of the axe.
Effect: The axe is Damage Step 6.

Thread Rank Two
Effect: The axe is Damage Step 7.

Thread Rank Three
Key Knowledge: The owner must learn the Name of who created the axe and their fate.
Effect: The owner gains +1 rank to Astral Sight.

Thread Rank Four
Effect: The axe is Damage Step 8.

Thread Rank Five
Key Knowledge: The owner must learn the Name of the second owner and their relationship with the axe's creator.
Effect: The owner can use the **Cut Enchantment** ability as a Standard action. For 3 Strain, the owner may make a PER + thread rank test against the Dispel Difficulty of a spell currently affecting one of their allies. If successful, the spell is dispelled. This ability may be used once per round.

Thread Rank Six
Effect: The axe is Damage Step 9.

Thread Rank Seven
Key Knowledge: The owner must learn the fate of the second owner.
Effect: The owner gains the **Dispelling Strike** special maneuver.
Dispelling Strike (Owner, Spell Cutter): The owner may spend an additional success on an Attack test and to make a Dispel Magic test against one spell affecting the target. Use the Attack test result as for the Dispel Magic result. This special maneuver may be used once per round.

Thread Rank Eight
Effect: The axe is Damage Step 10 and if the owner successfully uses **Cut Enchantment** or **Dispelling Strike** on a target, they may cause the released magic to rebound against the target. If so, the target is Harried until the end of the next round.

SPIDER SLIP

Maximum Threads: 2
Mystic Defense: 14
Tier: Warden
With no threads attached, this cloak appears to be a fist-sized wad of spider webs. Once a thread is attached, it writhes and unwinds into a multi-layered film of spider silk that can be worn underneath a cloak, or as a cloak in its own right. However, it will not function appropriately if fully restrained, such as underneath a robe. If worn under a cloak, it will adhere to the article and act as an inner lining. The fine silk is maintained by tiny spiders who hide within the silk.

The cloak was created by Saedrax, a Nethermancer fascinated by jehuthra. It should go without saying this fascination was unhealthy. Saedrax conducted many experiments on this strange breed of communal spiders and spider spirits. Spider Slip was a useful, but shockingly banal outcome to this experimentation. It was stolen from Saedrax by Feytha, an ork Thief, who managed to make peace with the strange spiders living within. She found it strange Saedrax never made any attempt to reclaim the cloak, and how helpful the spiders became over time.

Thread Rank One
Key Knowledge: The owner must learn the Name of the cloak.
Effect: The owner gains +1 rank to Climbing

Thread Rank Two
Effect: The owner gains +1 rank to Stealthy Stride

Thread Rank Three
Key Knowledge: The owner learn the Name of who created the cloak.
Effect: The owner gains +2 ranks to Climbing

Thread Rank Four
Effect: The owner gains +2 to Movement Rate

Thread Rank Five
Key Knowledge: The owner must learn the origins of the communal spiders living in the cloak.
Effect: For 1 Strain, the owner can use the **Spider Climb** ability to cling to any surface they can climb, as long as at least one hand and one foot are touching it, for one hour. This effect only activates with a successful Climbing test against the appropriate Difficulty, but does mean the owner can make what would otherwise be impossible tests, such as hanging from a ceiling (this requires an additional success). The owner may use one-handed weapons without fear of falling. If the owner gains a similar effect through a different ability, they double their climbing movement instead.

Thread Rank Six
Effect: The owner gains +2 to Damage tests against Blindsided or Surprised opponents.

Thread Rank Seven
Deed: The owner must contact and broker a deal with the spiders residing in the cloak to continue their work. Since the magic of the cloak sustains them, their desires tend to be utterly peculiar, and at times, sinister.
Effect: The owner gains +2 ranks to Stealthy Stride and +4 to Movement Rate.

Thread Rank Eight

Effect: The owner can use the **Spider Climb** ability with only one point of contact from a hand or foot, this means the owner may fight freely with any weapon, and gains +4 to Damage tests against Blindsided or Surprised opponents.

STAFF OF VYLIR

Maximum Threads: 1
Mystic Defense: 16
Tier: Warden

The Staff of Vylir is actually a nondescript brown leather glove fashioned by the legendary t'skrang Elementalist Vylir of House V'strimon. Vylir had a famous academic rivalry with a fellow member of the College of the Vine. Concerned others might try to steal her fabulously bejeweled staff, Vylir transferred the staff's enchantment into the glove she wore on the hand she used to hold the staff. The Shivalahala V'strimon helped Vylir create her staff.

Thread Rank One

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

Effect: The glove holds a Standard Matrix of rank equal to the thread rank. Once per day, for 1 Strain, the owner 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 after a number of minutes equal to the thread rank woven. The staff is used like a normal quarterstaff.

Thread Rank Two

Effect: The owner gains +1 rank to Spellcasting.

Thread Rank Three

Key Knowledge: The bearer must learn the Name of Vylir's rival.

Effect: The owner may use the Detect True Element spirit power. Using this power requires the owner 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 owner 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 Four

Effect: The owner gains +2 ranks to Spellcasting.

Thread Rank Five

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

Effect: The glove's owner may place a True element kernel in the staff and throw it as a spear. The staff acts like the Elemental Spear spell of the same type as the kernel placed in the staff. The owner makes a Spellcasting or PER + thread rank test against the target's Mystic Defense. If successful, the effects of the spell are assessed as normal. Regardless of the result, the staff reforms in the owner's hand.

Thread Rank Six
Effect: The owner gains +1 rank to Willforce.

Thread Rank Seven
Deed: The owner must persuade the current Shivalahala to re-consecrate the treasure.
Effect: The spell matrix is now an Enhanced Matrix.

Thread Rank Eight
Effect: For 1 Strain, the owner gains a +3 bonus on any test to summon, control, or negotiate with an elemental spirit for one test per encounter .

TALISMANS OF DIANUUS

The Talismans of Dianuus are three magical items, which 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 the kaer's legacy. All three thread items—an amulet, an orichalcum-laced dagger, and a robe—contain powerful elemental magic.

A warder of Wyrm Wood, Dianuus was one of the many elves who publicly (though reluctantly) disagreed with 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 Wyrm 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 sheltered 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 rockslide, which 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.

Amulet of Dianuus

Maximum Threads: 2
Mystic Defense: 14
Tier: Warden

Amulet of Dianuus 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 owner must learn the Name of the amulet.
Effect: The owner gains +1 to Mystic Defense.

Thread Rank Two
Effect: The owner gains +1 to Mystic Armor.

Thread Rank Three
Key Knowledge: The owner must learn the history of Dianuus the Master-Builder and the Name of the kaer he aided.
Effect: The amulet holds a Standard Matrix of a rank equal to the thread rank woven.

Thread Rank Four
Effect: The owner gains +2 to Mystic Defense.

Thread Rank Five
Key Knowledge: The owner must learn how Dianuus created the amulet with the aid of various elemental spirits and must learn the Names of those spirits.
Effect: The owner gains +2 to Mystic Armor.

Thread Rank Six
Effect: The owner gains +3 to Mystic Armor.

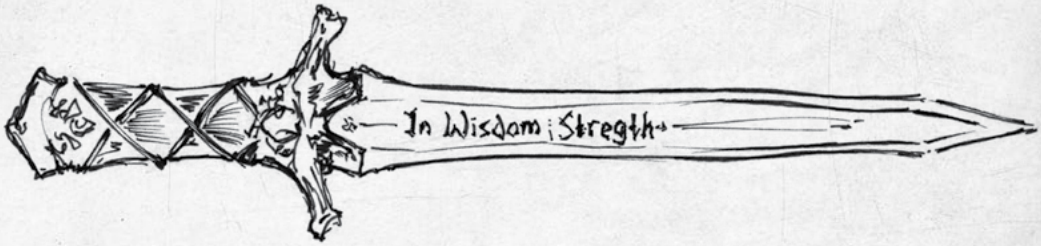
Thread Rank Seven

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

Effect: For 3 Strain, the owner can summon a Strength Rating 5 elemental spirit from each element once per year to perform a single service. This summoning does not require a Summon test or a Contest of Wills. The elemental spirit will appear the round after it is summoned and carry out the owner's request to the best of its ability. If the elemental is destroyed in the performance of the service, the owner permanently loses the ability to call upon that type of elemental spirit using the amulet.

Thread Rank Eight

Effect: The Standard Matrix is now an Enhanced Matrix.



Dagger of Dianuus

Maximum Threads: 2

Mystic Defense: 12

Tier: 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 is a normal dagger.

Thread Rank One

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

Effect: The owner gains +1 rank to Spellcasting.

Thread Rank Two

Effect: The owner gains +1 rank to Willforce.

Thread Rank Three

Key Knowledge: The owner 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 owner gains +2 ranks to Spellcasting.

Thread Rank Four
Effect: The owner gains +2 ranks to Willforce.

Thread Rank Five
Deed: The owner must overcome a spirit in single combat, using only the dagger and their own abilities.
Effect: The owner gains a +2 bonus to Effect tests against spirits.

Thread Rank Six
Effect: The owner gains a +2 bonus to Effect tests against Horrors and Horror constructs.

Robe of Dianuus
Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman
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 they seem to have grown across the surface of the garment. Close inspection reveals 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 following Elementalist spells are woven on the surface of the robe: Earth Staff, Elemental Spear (Earth), Elemental Spear (Wood), Grove Renewal, Nutritious Earth, Plant Feast, Shelter, Thrive, and Uneven Ground. A successful Patterncraft test enables an Elementalist to learn these spells by studying the embroidered patterns.

Thread Rank One
Key Knowledge: The owner must learn the Name of the robe.
Effect: The robe has a Standard Matrix of rank equal to the thread rank.

Thread Rank Two
Effect: The owner gains a +1 bonus to Thread Weaving tests.

Thread Rank Three
Key Knowledge: The owner must learn at least one spell embroidered on the robe. They must also learn of Dianuus's history and how he came to Kaer Daralon from the elven court.
Effect: The owner gains +1 to Physical Armor

Thread Rank Four
Effect: The owner gains a +2 bonus to Thread Weaving tests.

Thread Rank Five

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

Effect: The Standard Matrix is now an Enhanced Matrix, but may only contain spells with the Earth or Wood keyword.

Thread Rank Six

Effect: The owner gains a +2 bonus to Summon tests for summoning earth and wood elemental spirits.

THORN SWORD

Maximum Threads: 2

Mystic Defense: 12

Tier: Journeyman

These swords are crafted of wood woven with True Earth, True Water, and True Wood. They are incredibly light and flexible magical weapons, used primarily by Queen Alachia's exolashers and blood warders. In rare instances, however, the queen has awarded thorn swords to particularly favored heroes from outside the Blood Wood. Each thorn sword possesses a basket hilt woven of living thorn vines which flower with miniature rose blossoms throughout the year. Without a thread attached, these swords are normal broadswords.

Thread Rank One

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

Effect: The sword is Damage Step 6.

Thread Rank Two

Effect: The owner gains +1 rank to Riposte.

Thread Rank Three

Key Knowledge: The owner must learn the Name of the rose bush's location that yielded the vine used to fashion the basket hilt of the sword.

Effect: The sword is Damage Step 7.

Thread Rank Four

Effect: The owner gains +2 ranks to Riposte.

Thread Rank Five

Deed: The owner must take a cutting from the vine which forms the basket hilt of the sword and plant it in the gardens at Queen Alachia's palace. Once it is planted, the owner must Name it and take 2 points of Blood Magic Damage, which cannot be healed for a month. The rose cutting blooms immediately and produces a single flower.

Effect: The sword causes **Bleeding Wounds**. When the owner Wounds a target with the sword, the target suffers 2 points of damage per round until they make a Recovery Test or has their Wound bound or treated (e.g. Cold Purify or Physician). The effects of Bleeding Wounds are cumulative.

Thread Rank Six
Effect: The owner gains the **Laceration** special maneuver.
Laceration (Owner, Thorn Sword): The owner can spend additional successes on an Attack test at a cost of 1 Strain per success. Each success reduces the target's Wound Threshold by 3 until the end of the next round.

THORN WAND

Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman
These wands, typically 12 to 18 inches in length, are crafted in a variety of styles, though all are made from wood infused with True Air and True Wood. The handle is ornately carved to provide grip, and the rest of the length is wrapped in brambles. Initially, the thorns are small, but as the thread rank increases, so does the length of the thorns. Each wand has a unique core, made from materials designed to enhance the wand's ability to conduct magical energies.

Thread Rank One
Key Knowledge: The owner must learn the Name of the wand.
Effect: The wand holds a Standard Matrix of rank equal to the thread rank.

Thread Rank Two
Effect: The owner gains +1 rank to Spellcasting.

Thread Rank Three
Key Knowledge: The owner must learn where the wood and brambles used to create the wand were gathered.
Effect: The owner gains +1 to Thread Weaving tests.

Thread Rank Four
Effect: The owner gains +1 rank to Willforce.

Thread Rank Five
Key Knowledge: The owner must learn the identity and composition of the materials used to create the core of the wand.
Effect: The owner gains the **Thorn Fetters** special maneuver.
Thorn Fetters (Owner, Thorn Wand): The owner can spend an additional success on a Spellcasting test and 2 Strain per target, to cause mystic brambles to spring from the ground and bind all affected targets. The targets are Harried

until the end of the next round. If the spell has the Wood keyword, the duration is thread rank rounds.

Thread Rank Six
Effect: The owner gains the **Cruel Thorns** special maneuver;
Cruel Thorns (Owner, Thorn Fetters): The owner can spend additional successes on a Spellcasting test to reduce their opponent's Wound Threshold by 1 for each success for the duration of **Thorn Fetters**.

THREE—AXE

Maximum Threads: 2
Mystic Defense: 14
Tier: Journeyman
The three-axe is a fearsome, triple-bladed weapon. They are clumsy to use in combat: until the owner weaves a thread to the weapon, the owner is considered Harried while using the axe. Otherwise, with no threads attached to them, three-axes have characteristics of normal battle-axes.

Thread Rank One
Key Knowledge: The owner must learn the Name of the axe.
Effect: The axe is Damage Step 8.

Thread Rank Two
Effect: The axe is Damage Step 9.

Thread Rank Three
Key Knowledge: The owner must learn the Name of the axe's creator.
Effect: For 1 Strain, the owner may focus the energy of all three blades into just a single blade. Two of the blades become incorporeal, glowing a faint blue. When the owner next strikes an opponent, they gain a +3 bonus to his Damage test; the axe then returns to its normal shape.

Thread Rank Four
Effect: The axe is Damage Step 10.

Thread Rank Five
Deed: The owner must Wound an equal or superior opponent while using the focusing ability of the axe
Effect: When focusing the energy of the blades, the bonus to the Damage test is now +6.

Thread Rank Six
Effect: The owner gains +1 Recovery Test.

TOME OF MEMORY

Maximum Threads: 3
Mystic Defense: 14
Tier: 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 faculities 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. To "read" this tome and decipher the puzzles, the owner makes a Patterncraft test against the tome's Mystic Defense; this counts as their allotted attempt to learn a spell for the day. Each success allows the owner to understand a quarter of the puzzles . The owner can repeatedly attempt to understand the puzzles until they solve all of them, but is required to sacrifice Recovery Tests if using Patterncraft more than once per day in this fashion.

Thread Rank One
Key Knowledge: The owner must learn the Name of the book.
Effect: The owner gains a +1 bonus to tests when using the tome to research lost knowledge or legends.

Thread Rank Two
Effect: The owner gains a +1 bonus to Patterncraft and Read and Write Language tests for every quarter of the tome's puzzles understood. 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 gains +1 to Mystic Defense.

Thread Rank Four
Effect: The owner gains +2 to Mystic Defense.

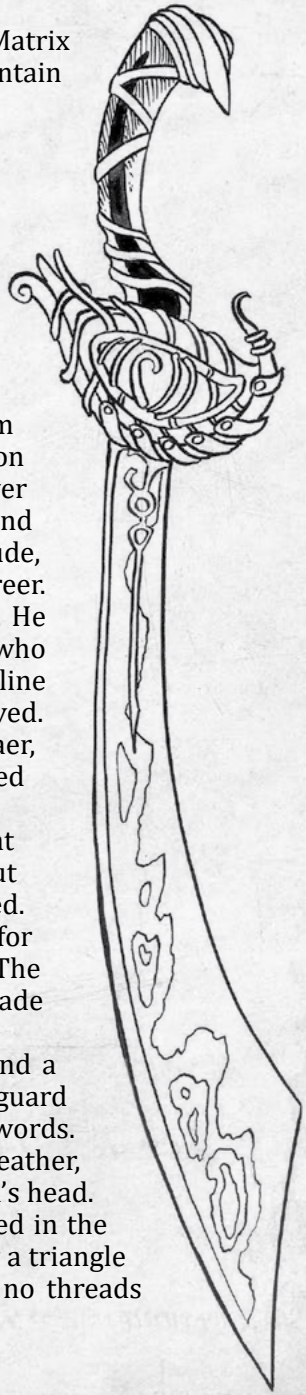
Thread Rank Five
Deed: The owner must create a new puzzle and draw it on a blank page in the tome. For the puzzle to remain in the book and complete this Deed, the owner must get at least 4 successes on a Patterncraft test made against the tome's Mystic Defense.
Effect: The owner now gains a +2 bonus to Patterncraft and Read and Write Language tests for every quarter of the tome's puzzles understood.

Thread Rank Six

Effect: The tome now contains an Enhanced Matrix of rank equal to the thread rank, which may only contain Nethermancy spells that do not cause damage.

TRUEFANG

Maximum Threads: 2
Mystic Defense: 18
Tier: Master



Truefang was forged by the elf 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 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 is a normal broadsword.

Thread Rank One
Key Knowledge: The owner must learn the Name of the sword.
Effect: The sword is Damage Step 6.

Thread Rank Two
Effect: The owner gains a +1 bonus to Initiative tests.

Thread Rank Three
Key Knowledge: The owner must learn the Names of the creator and first owner of the sword.
Effect: The sword is Damage Step 7.

Thread Rank Four
Effect: The owner gains a +2 bonus to Initiative tests.

Thread Rank Five
Key Knowledge: The owner must learn the Name of the sword's last owner.
Effect: The sword is Damage Step 8.

Thread Rank Six
Effect: The owner gains +1 Physical Defense

Thread Rank Seven
Deed: The owner must perform a quest to lift a curse from someone and swear a blood oath to do so.
Effect: The sword is Damage Step 9 and the owner gains +1 to Mystic Armor.

Thread Rank Eight
Effect: The sword is Damage Step 10 and the owner gains +2 to Mystic Armor.

Thread Rank Nine
Deed: The owner 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 owner, even though that owner is no longer wielding the blade, as long as their thread remains. If the heir finds the owner sufficiently worthy to return the blade to them, the owner can continue to weave their thread.
Effect: The owner gains the **Deadly Bite** special maneuver.
Deadly Bite (Owner, Truefang): The owner may spend additional successes for 1 Strain per success, causing the sword to glow red, starting at the arrow on the blade. The target takes 2 damage points each round at the beginning of

their turn until their injuries are treated (including magical healing), or they die. The damage begins on the following round.

Thread Rank Ten
Effect: The sword is Damage Step 12.

TWILIGHT STAFF

Maximum Threads: 2
Mystic Defense: 16
Tier: 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 destroyed 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 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. However, none 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 it may attract the attention of the Horror Thess'a'il as well.

The Twilight Staff is 6 feet long, carved from an unknown type of wood, and worn silvery-gray with age and use. Smooth and featureless, the staff is bound and shod in dark iron bands with magical symbols inlaid in silver. When bathed in moonlight, the staff gives off a faint silver glow. With no threads attached, it is a normal quarterstaff.

Thread Rank One
Key Knowledge: The owner must learn the Name of the staff.
Effect: The owner gains a +1 bonus to Spellcasting and Effect tests against Horrors, Horror constructs, and undead. At the owner'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 owner gains a +2 bonus to Spellcasting and Effect tests against Horrors, Horror constructs, and undead.

Thread Rank Three
Key Knowledge: The owner must learn the Names of all the adepts who have owned the staff and whose sigils are engraved upon it.

Deed: The owner 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 owner must carve their sigil into an iron band of the staff.

Effect: The owner can use the **Reveal Aura** ability as a Simple action. For 2 Strain, the owner can make the astral aura of a target within line of sight visible to others. The owner makes a Spellcasting or PER + thread rank test against the target's Mystic Defense. If successful, the target's aura becomes visible to normal sight for a number of rounds equal to the thread rank.

Thread Rank Four

Effect: The owner gains a +3 bonus to Spellcasting and Effect tests against Horrors, Horror constructs, and undead.

Thread Rank Five

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

Effect: If the **Reveal Aura** ability affects a Horror or Horror construct, anyone who target's their Mystic Defense gains a +2 bonus to the Action test (this does not affect Damage or Effect tests).

Thread Rank Six

Effect: The owner gains a +5 bonus to Spellcasting and Effect tests against Horrors, Horror constructs, and undead.

Thread Rank Seven

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

Effect: The owner can use the **Horror Shackle** ability as a Standard action. They can temporarily block a Horror's access to astral space. The owner takes 4 Strain and makes a Spellcasting or PER + thread rank test against the Horror's Mystic Defense. If successful, the Horror cannot move into astral space for a number of rounds equal to the thread rank.

Thread Rank Eight

Effect: The owner can use the **Blessed Light** ability as a Standard action. For 3 Strain, the owner conjures a ball of light which bathes an area with cool, white light for a number of rounds equal to the thread rank. The area has a radius in yards equal to the thread rank. All Horrors, Horror constructs, and undead attempting to enter this area, or already present when the power is activated, must make a Willpower test against the Mystic Defense of the staff. If successful, they may enter the area, but suffer a -2 penalty to all Action tests. Each additional success on the Willpower test reduces this penalty by 1. If the test is failed, the target must leave the radius for the duration. Any attacks, powers, or spells from Horrors, Horror constructs, or undead outside the area suffer a -2 penalty to all associated tests against targets within the area.

VENNA'S ARMOR

Maximum Threads: 2
Mystic Defense: 18
Tier: Master

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 elf. The construction of this armor is somewhat different from 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 is normal plate mail.

Thread Rank One
Key Knowledge: The owner must learn the Name of the armor.
Effect: The armor is Physical Armor 10.

Thread Rank Two
Effect: The armor is Initiative Penalty 3.

Thread Rank Three
Key Knowledge: The owner must learn the Name, and either the fate or location, of the Horror who slew Venna.
Effect: The owner may store a number of Karma points up to the thread rank in the armor. The owner may freely transfer Karma between their normal Karma pool and the armor as a Standard Action and may spend Karma from the armor as if it were in their Karma pool.

Thread Rank Four
Effect: The armor is Mystic Armor 1.

Thread Rank Five
Key Knowledge: The owner must find out whether Venna was a human or an elf.
Effect: The owner may spend 1 additional Karma point on any Action test for which they can normally use Karma. This Karma point must come from those stored in the armor.

Thread Rank Six
Effect: The armor is Physical Armor 11.

Thread Rank Seven

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

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

Effect: The owner may increase the quality of the armor's protection by binding it in a blood magic ritual that causes 2 Blood Magic Damage. If the ritual is performed, additional damage from extra successes is reduced by 1 per success, to a minimum of 1 per success. This includes spells and other powers in addition to physical attacks. This damage can be healed a year and a day after the owner no longer has a thread attached to the armor.

Thread Rank Eight

Effect: The armor is Mystic Armor 2 and has an Initiative Penalty of 1.

Thread Rank Nine

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

Effect: The armor is Physical Armor 12 and Mystic Armor 3.

Thread Rank Ten

Effect: The armor is Physical Armor 13 and has no Initiative Penalty.





CREATURES

"Take the espagra, for example, my favorite animal. There are 23 species. Seventeen of those species are rare or endangered. All of them of deadly. Although really, espagra are easy. They try to kill and eat you. People are harder. Sometimes they pretend to be your friend first."
-Mirisia, beastmaster

Many well-traveled Namegivers are still astonished by the variety of creatures that inhabit the lands of Barsaive. At least those that survive are astonished. Careless Namegivers do not have the time to be much more than dismayed.

This chapter provides a selection of creatures meant to challenge higher circle players in your game. Remember that challenge values are a guideline, not an absolute. Just as every adept has strengths and weakness, so too does every group. The number of creatures in an encounter can also make a big difference to the challenge value. For more information on selecting creatures for encounters appropriate for your group see Game Master's guide pages 245-248.

AFANC

It's said the only thing worse than stumbling across an afanc (pronounced 'avank') is stumbling across two. These immense beasts average fifteen feet long and weigh approximately 900 pounds. They live in bodies of standing water, but are particularly fond of the Mist Swamp. Afancs resemble strange crocodilian monsters with a hard turtle-like shell. Unlike a turtle, they cannot retract their long, flexible neck into their shell. Their mottled green skin is covered with brown fur except on the face and near their clawed feet. The shell has progressive green and brown rings similar to a turtle, but older afancs are known to have the occasional bright colored ring, typically red, orange, or yellow, near the middle. Their large claws are suitable for digging, and are rarely used to attack. Instead they are typically used to shred open carcasses. The mouth full of dagger-like teeth is the last sight for many meals.

They are lazy and prefer to scavenge, though they will hunt if an easily obtained meal doesn't present itself. When hunting, Afancs wait in water with only their eyes and snout showing above the surface. When prey is spotted, they use their fire breath to injure or kill before taking any risks, like getting out of the water. Despite their size, they can move quickly when pressed, but only for short bursts.

Afancs live in groups for mating and nesting purposes, but forage and hunt alone. During mating season or when they perceive their nests are in danger, they become aggressive. There are rumors of alchemical or ritual uses for afanc eggs, but only the bravest or the most foolish seek them out.

Challenge: Warden (Eleventh Circle)

DEX:	7	**Initiative**:	7	**Unconsciousness**:	97
STR:	11	**Physical Defense**:	16	**Death Rating**:	111
TOU:	14	**Mystic Defense**:	15	**Wound Threshold**:	21
PER:	7	**Social Defense**:	16	**Knockdown**:	15
WIL:	6	**Physical Armor**:	17	**Recovery Tests**:	5
CHA:	6	**Mystic Armor**:	8		

Movement: 10 (Swim 8)
Actions: 3; Bite: 30 (32), Claws ×2: 28 (24), Tail: 28 (26)

Powers:
Ambush (15)
Charge (15)
Creature Power (10, Fire Breath, Standard)
Dash: The afanc may move up to three times its Movement on a charge.
Enhanced Sense [Smell] (4)
Fire Breath (22): The afanc can breathe fire onto a single target within 40 yards. It makes a Creature Power test against the target's Mystic Defense. If successful, the target suffers Step 22/Mystic Damage from the flames. The flames burn an additional round for each additional success, doing Step 16/Mystic Damage. This power can be used twice per day. The second use is less potent, with a range of 20 yards and the Creature Power and Damage Steps suffer a -4 penalty. The power is restored to full potency after one day.
Fury (6): The afanc has this power during mating season.
Hardened Armor
Resist Pain (6): The afanc has this power if it does not have Fury.
Stealthy Stride (20): As the skill, *Player's Guide*, p. 170. This can only be used in water.
Willful (2)

Special Maneuvers:
Crack the Shell (Opponent)
Enrage (Opponent)
Grab and Bite (Afanc, Claws)
Provoke (Opponent, Close Combat)
Pry Loose (Opponent, Close Combat)
Stifle (Opponent): A character may spend two additional successes to prevent the afanc from using Fire Breath until the end of the next round. If the damage causes a Wound, the afanc may not use Fire Breath until the Wound is healed.

Tail Sweep (Afanc, Tail): The afanc may spend additional successes from an Attack test to throw opponents with a lower Strength Step. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, *Gamemaster's Guide,* p. 167).

Loot: Organs containing True fire worth 1D6×100 silver pieces (also worth Legend Points). Shell fragments worth 1D10×50 silver pieces (also worth Legend Points).

ANTLION, BADLANDS

The badlands antlion is a truly grotesque abomination. Those adepts who have encountered it and survived swear it must be a Horror construct, though this is not true.

These creatures tend to range from five to eight yards in repulsive height, though much larger have been seen. An airship was reportedly lost to an immense badlands antlion, though this seems far-fetched and the tale of a crew trying to hide their negligence for insurance purposes. The antlion's form is vaguely cone-like, with a flexible appendage at the point and three massive maws at the base. Covered in a variety of "skins", including scales, bone, tough and scarred flesh, chitin, and more, and possessing a vast array of surprisingly lengthy tentacles, those lucky enough to survive may not ever forget their encounter.

The flexible appendage at the top is the only portion of the badlands antlion above the surface as they wait for prey. It is remarkably malleable and can change to a variety of colors, allowing it to lure anything curious in the area. Some adepts have even indicated they can make noise, accurately replicating cries of distress. When suitable prey arrives, they emerge, creating a steep slope pointing to its open mouths. Its powerful tentacles capture any prey that attempts to escape.

There is some conjecture they may not be as rare as common wisdom holds, but there simply are not many survivors to speak of them. Despite being heavily associated with the Badlands, these creatures have been seen outside of the desolate region.

Challenge: Warden (Tenth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	110
STR:	18	**Physical Defense**:	14	**Death Rating**:	130
TOU:	20	**Mystic Defense**:	20	**Wound Threshold**:	30
PER:	8	**Social Defense**:	19	**Knockdown**:	NA
WIL:	9	**Physical Armor**:	14	**Recovery Tests**:	7
CHA:	4	**Mystic Armor**:	14		

Movement: 2 (Burrowing 6)
Actions: 4; Bite ×3: 23 (27), Tentacles: 28 (22)

Powers:
Ambush (10)

Awareness (14)

Disturbing Number of Eyes and Tentacles: The Badlands antlion cannot be Blindsided or Harried through mundane means, such as surrounding it. Magical effects, including the Distract talent and spells, function normally.

Enhanced Sense [Touch] (4): The Badlands antlion may make Perception tests against anything touching the ground within 1000 yards.

Grasping Tentacles: The Badlands antlion's tentacles have a range of 20 yards and are entangling weapons. Any target successfully attacked by a tentacle is dragged two yards towards the Badlands antlion, six yards if they are knocked down. Instead of causing damage with the Damage test from a tentacle, the Badlands antlion can cause the target to make a Knockdown test with a Difficulty equal to the Damage test result.

Resist Pain (2)

Sinkhole (Free): The Badlands antlion uses this as a Free action when it uses its Ambush power. This creates a steeply sloped area around the Badlands antlion in a six yard radius. At the beginning of each round, any target within this area must make a Knockdown (8) test or be knocked down.

Stealthy Stride (20): As the skill, *Player's Guide*, p. 170.

Special Maneuvers:

Grab and Bite (Badlands Antlion, Tentacles): The target must be adjacent to the Badlands antlion at any point during its turn.

Provoke (Opponent, Close Combat)

Pry Loose (Opponent, Close Combat): If this attack causes a Wound, the Badlands antlion loses the tentacle.

Sever Tentacle (Opponent): The attacker may spend two additional successes on an Attack test to destroy one of the Badland's antlion's tentacles, freeing a grappled victim.

Squeeze the Life (Badlands Antlion, Tentacle)

APE, DREAD

Dread apes are somewhat similar in appearance to gorillas and other great apes, but at least two feet taller at the shoulder and physically stronger. Like orks and trolls, they have pronounced tusks emerging from their lower jaw, but these are much larger and, in older apes, can extend to the forehead. Their spines and ribcages are covered in thick bony plates, giving them increased protection and an intimidating appearance. Enlarged bones also protrude from their vertebrae.

They are herbivores and live in small groups, with the strongest acting as leader much like gorillas. They are less peaceful and docile than their distant kin, but maintain their ability to make simple tools. The tools they fashion are of a more aggressive sort, with the stronger males crafting sharpened bones or antlers into heavy spear-like weapons. These weapons are used to savage effect on any creature who lurks too close to their community.

Dread apes are suitable as animal companions.

Challenge: Journeyman (Fifth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	55
STR:	11	**Physical Defense**:	10	**Death Rating**:	65
TOU:	10	**Mystic Defense**:	12	**Wound Threshold**:	15
PER:	8	**Social Defense**:	13	**Knockdown**:	15
WIL:	6	**Physical Armor**:	9	**Recovery Tests**:	3
CHA:	6	**Mystic Armor**:	5		

Movement: 12 (Climbing 12)
Actions: 2; Unarmed: 15 (15), Bite: 14 (16), Thrown (10, 20): 12 (13)

Powers:
Enhanced Sense [Smell] (2)
Great Leap (10)
Resist Pain (2)
Willful (1)

Special Maneuvers:
Bone Breaker (Dread Ape, Close Combat): The dread ape may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 for this attack. The target's Wound Threshold returns to normal after the attack is resolved.

Overpower (Dread Ape, Close Combat): The dread ape may spend two additional success on an Attack test to force the target to make a Knockdown test against a Difficulty Number equal to the Attack test result. If the test fails, the target is knocked down and knocked back a number of yards equal to the total number of success on the Attack test.

Provoke (Opponent, Close Combat)

AZIJIN

These great cats, also referred to as lightning lions and thunder cats, roam the plains of Barsaive, hunting enormous creatures that call it home. Azijins are highly social and have a hierarchy beyond their basic matriarchal family unit, known as a squall. Each squall is led by the alpha female who likely owes some kind of fealty to another squall, usually an older maternal relative, even if extended by multiple generations and removals. This creates a complex social web of large family groups, competing with others and maintaining feuds across numerous generations.

Azijins are dangerous predators not just because of their individual prowess, but because they are rarely encountered alone. Even if only one can be detected, the odds are the rest of the squall is not far away. These pack hunters use their deafening roars and static discharge to stun their prey, and work efficiently to slaughter as many as possible.

They are large cats, around five feet at the shoulder, with fine coats of golden fur displaying lighter and darker stripes, breaking up their outline in the plains. Enormous whiskers extend four feet from their faces, collecting static

electricity and storing it in their coat. Despite their size, they are unnaturally quiet due to a small cushion of air separating them and the ground, preventing their stored energy from prematurely discharging. They will never willingly enter water under any circumstance.

Azijins are suitable as animal companions.

Challenge: Journeyman (Eighth Circle)

DEX:	8	**Initiative**:	14	**Unconsciousness**:	67
STR:	10	**Physical Defense**:	15	**Death Rating**:	76
TOU:	9	**Mystic Defense**:	15	**Wound Threshold**:	13
PER:	7	**Social Defense**:	12	**Knockdown**:	14
WIL:	6	**Physical Armor**:	5	**Recovery Tests**:	3
CHA:	7	**Mystic Armor**:	6		

Movement: 18

Actions: 3; Bite: 20 (20), Claws ×2: 20 (19)

Powers:

Ambush (10)

Battle Bellow (20): As the skill, *Player's Guide*, p. 130.

Crackling Armor (18): The azijin wraps itself in a protective sheath of electricity. When an attacker hits, lightning arcs to the attacker, causing Step 18/Physical damage.

Enhanced Sense [Hearing] (2)

Enhanced Sense [Sight]: Low-Light Vision

Great Leap (10)

Immune to Electricity: The azijin suffers no damage from mundane electrical attacks, and gains +20 Physical and Mystic Armor against magical or elemental electricity.

Static Discharge (22, Standard): The azijin attacks a target within 10 yards as a Standard action by discharging stored electricity through its whiskers by making a Static Discharge test against the target's Mystic Defense. If successful, the target is Harried and their movement is halved until the end of the next round. If a target takes damage from Crackling Armor, they are affected by Static Discharge as well. If the azijin becomes submerged in water, it takes Step 10 damage (no armor protects) and cannot use Static Discharge until dry.

Stealthy Stride (18): As the skill, *Player's Guide,* p. 170.

Surprise Strike (10)

Willful (1)

Special Maneuvers:

Grounded Strike (Opponent): The attacker may spend additional successes on an Attack test to reduce the Damage Step of Crackling Armor by 4 for each success. This reduction only affects this attack.

Pounce (Azijin)

Provoke (Opponent, Close Combat)

Whisker Trim (Opponent): The attacker may spend two additional successes on an Attack test with a cutting weapon to prevent the azijin from using Static Discharge until the end of the next round. If the attack inflicts a Wound, Static Discharge may not be used until the Wound is healed. This Special Maneuver requires three additional successes if used with a piercing weapon.

Loot: Pelt worth 3D6 × 10 silver pieces (worth Legend Points). Whiskers worth D20 × 10 silver pieces (worth Legend Points)

BEAR, HONEY



Prior to the Scourge, honey bears called the forests and mountains of northern Barsaive home, though they could be found most commonly in Wyrm Wood. Their name came from the golden color of their fur, somewhat docile nature, as far as bears go, and love of sweets. It wasn't unheard of for these bears to show up at campsites, hoping for a handout from a friendly traveler. These bears have a curious social structure that includes other creatures as part of an extended family, establishing mutually beneficial relationships with them. Despite their friendly demeanor, they were quite ferocious when their territory or extended family were threatened, often including any travelers who had recently fed them.

This made them popular with Beastmasters, travelers, and hunters. Their beautiful hides were popular and easy to obtain, though not all communities looked fondly on this practice and were quite protective of their local honey bears.

The Scourge claimed those honey bears who dwelled outside of Wyrm Wood and those within were irrevocably changed like so many other creatures. Honey bears curious sense of extended family is devoted to creatures within Blood Wood. However, they are no longer docile, but utterly ferocious to any not part of their family who come within their domain. It isn't uncommon for them to fight to the death and any they best in combat are almost invariably torn limb-from-limb and devoured. If not by the honey bear, then by their family.

Their forms have changed to match their new demeanor, growing significantly larger sporting vicious claws. Where their diet was once mostly fruits with some meat, now honey bears subsist primarily on flesh,

supplemented by the honey produced by blood bees whenever possible. They still have the same luxurious golden coat, but their chests' are commonly stained red from frequent fights and gorging on blood bee honey. Honey bear pelts are still popular, but now much more difficult to acquire. Like many creatures adapted to Blood Wood, they are never found outside of its borders for long.

Honey bears are suitable as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	71
STR:	12	**Physical Defense**:	11	**Death Rating**:	83
TOU:	12	**Mystic Defense**:	13	**Wound Threshold**:	18
PER:	6	**Social Defense**:	14	**Knockdown**:	16
WIL:	7	**Physical Armor**:	10	**Recovery Tests**:	4
CHA:	7	**Mystic Armor**:	8		

Movement: 14

Actions: 2; Bite: 18 (23), Claws ×2: 21 (21)

Powers:

Battle Bellow (14): As the skill, *Player's Guide*, p. 130.

Enhanced Sense [Smell] (4)

Frenzy: If a member of the honey bear's "extended family", including anyone who the honey bear has at least a Loyal attitude towards, is Wounded, the animal targets the opponent who caused the Wound exclusively, gaining an additional Action and a +4 bonus to Attack, Damage, and Battle Bellow tests.

Fury (2)

Special Maneuvers:

Enrage (Opponent): Using this maneuver cases the honey bear to frenzy.

Grab and Bite (Honey Bear, Claws)

Provoke (Opponent, Close Combat): Use of this maneuver is the only way to cause a honey bear in frenzy to change opponents.

Pry Loose (Opponent, Close Combat)

Loot: Pelt worth 3D10 × 10 silver pieces (worth Legend Points)

BEETLE, THUNDRA

Thundra beetles are native to the jungles of Barsaive, but have been known to dwell in other woodland environments as well. It gets its name from its vast size (comparable to a large thundra beast) and its penchant to charge enemies with the four large horns protruding from its head. They are lime green in color and are covered in an exoskeleton, including two elytra that protect their wings.

They are territorial, solitary creatures who subsist on the smaller creatures that abound in their natural environment. Despite their size, they are almost unnaturally quiet creatures and able to stalk through woodlands with great stealth. They usually make their lair at the center of their hunting ground, which most often takes the form of a pit littered with the bones of their victims. However, they are also known to make use of abandoned kaers and natural caverns for their lairs.

Thundra beetles have long since lost the ability to fly, but have learned to use their wings to knock over smaller prey. They can generate an intense wind blast that blows creatures down from trees, or removes any concealing underbrush, knocking creatures down in the process. Once their prey are prone from this attack, the beetles pounce on them, gobbling them up with their powerful mandibles. For larger creatures, thundra beetles prefer to charge them down and they are capable of surprisingly quick bursts of speed. After this initial assault, the beetles use their bite and/or claws to knock down their opponents, depending on which is the most effective at the time.

Challenge: Journeyman (Seventh Circle)

DEX:	8	**Initiative**:	11	**Unconsciousness**:	62
STR:	10	**Physical Defense**:	14	**Death Rating**:	71
TOU:	9	**Mystic Defense**:	10	**Wound Threshold**:	13
PER:	6	**Social Defense**:	12	**Knockdown**:	16
WIL:	8	**Physical Armor**:	12	**Recovery Tests**:	3
CHA:	5	**Mystic Armor**:	8		

Movement: 14

Actions: 2; Bite: 17 (21), Claws ×2: 19 (19), Trample: 19 (17)

Powers:

Charge (10)

Great Leap (10)

Resist Pain (2)

Stealthy Stride (12): As the skill, *Player's Guide,* p. 170.

Wing Blast (20, Standard): As a Standard action, the thundra beetle targets an area 20 yards long and 4 yards wide, extending from it. Every creature in this area must make a Knockdown test against Difficulty 20. Any cover in the area is also removed, unless it is sturdy or secured.

Special Maneuvers:

Crack the Shell (Opponent)

Goring Charge (Thundra Beetle, Charge): The thundra beetle may spend an additional success from an Attack test to cause a Knockdown test against the target. The Difficulty Number is the Attack test result.

Horn Sweep (Thundra Beetle, Horns): The thundra beetle may spend additional successes from an Attack test to throw its approximately human-sized or smaller opponent. Each success spent in this way throws the opponent

2 yards and the opponent treats this distance as falling (see Falling Damage, p. 167).

Overrun (Thundra Beetle, Trample)

Loot: Shell worth 200 silver pieces (worth Legend Points).

BEETLE, TURFCUTTER

Not all threats are immediately visible. Even out on the southwestern plains, where there is very little cover but long grass and the occasional gentle rise of the land, danger can lie hidden. Such are the turfcutter beetles, hazards that rarely fail to take their victims by surprise. Adult turfcutter beetles grow to roughly the size of a large dog, and that size requires a good deal of food. They have a means of hunting not normally seen in anything that large, likely evidence of interference by a Horror.

Turfcutter beetles use their long, curved mandibles to slice a disk out of the ground, cutting through the thick mat of prairie grass roots. They then hollow out a cavity in the soil large enough to crouch in and pull the sod over themselves, creating a trapdoor. When anything large enough to be a mouthful wanders by, they pop up from their hiding place and seize their prey, usually slicing them into multiple pieces with the first stroke of their scythe-like mandibles. The beetles do not hesitate in attacking very large animals; while strong bones do stop their powerful jaws, this hardly dissuades them.

Fortunately, the beetles only spawn once a year in the middle of the rainy season, and only after a series of courtship battles in which the males compete savagely for the few available females. Turfcutter grubs, the size of rats and dark brown with lighter brown banding, make a feast for the region's birds, further reducing the number of young beetles. The odds of encountering a turfcutter beetle are slim, but there are still enough that travel across the plains can become a nervous business.

Challenge: Journeyman (Fifth Circle)

DEX:	7	**Initiative**:	13	**Unconsciousness**:	46
STR:	8	**Physical Defense**:	10	**Death Rating**:	53
TOU:	7	**Mystic Defense**:	10	**Wound Threshold**:	10
PER:	6	**Social Defense**:	8	**Knockdown**:	14
WIL:	6	**Physical Armor**:	8	**Recovery Tests**:	2
CHA:	3	**Mystic Armor**:	4		

Movement: 14

Actions: 3; Mandibles: 16 (17)

Powers:

Ambush (10)

Flashing Mandibles: The turfcutter beetle can make multiple attacks with its mandibles.

Stealthy Stride (15): As the skill, *Player's Guide,* p. 170.

Special Maneuvers:
Hamstring (Turfcutter Beetle, Mandibles)

BOAR, BLOOD

There are a few different kinds of wild pig to be found in Blood Wood and all are dangerous and ill-tempered in their own right. However, blood boars take this surliness to an extreme. These creatures are immediately distinguishable by their rust-colored fur with dark streaks, and a ridge running down their backs. They are also noticeably larger than their average cousin, but not as much as might be thought from the stories about them. Instead, their bodies are compact masses of tightly coiled muscle, with sharp, oversized tusks.

They are incredibly aggressive, attacking nearly anything within their range of perception, and commonly fight to the death, running up spears that impale them to score one final strike against their foe. Most encounters with blood boars begin with a deafening squeal as it charges its target. Not only is the cry distracting, but it serves to call other blood boars in the area. Other denizens of Blood Wood also show up, either to enjoy the show or pick up the remains when the conflict is over.

They are social creatures, though the dynamics of their social structure are complex and puzzling, fraught with shifting alliances and violence. There is a certain cunning to them and they have been known to display cooperative tactics when working in groups. Despite all this, perhaps the most disconcerting thing about blood boars is their tremendous ability to heal, which certainly encourages their hyper-aggressive attitude and constant drive for conflict.

Blood boars are suitable as animal companions.

Challenge: Journeyman (Fifth Circle)

DEX:	7	**Initiative**:	9	**Unconsciousness**:	58
STR:	10	**Physical Defense**:	12	**Death Rating**:	69
TOU:	11	**Mystic Defense**:	12	**Wound Threshold**:	16
PER:	4	**Social Defense**:	10	**Knockdown**:	14
WIL:	6	**Physical Armor**:	5	**Recovery Tests**:	4
CHA:	5	**Mystic Armor**:	5		

Movement: 14
Actions: 1; Tusks: 14 (14)

Powers:
Battle Shout (10): As the skill, *Player's Guide,* p. 131.
Blood Vigor (16, Simple): The blood boar can spend a Recovery test and make a Blood Vigor test as a Simple action. The blood boar heals damage equal to the test result. This power may be used once per round.
Charge (10)
Distract (10): As the skill, *Player's Guide*, p. 139.
Enhanced Sense [Hearing] (2)

Enhanced Sense [Smell] (4)
Fury (4)
Surprise Strike (10): As the skill, *Player's Guide*, p. 172.
Willful (1)

Special Maneuvers:
Enrage (Opponent)
Provoke (Opponent, Close Combat)
Goring Charge (Blood Boar, Charge): The blood boar may spend an additional success on an Attack test to cause a Knockdown test against the target. The Difficulty Number is the Attack test result.
Loot: Tusks worth 1d6 × 5 silver pieces (worth Legend Points).

BOAR, RAZOR

Taller at the shoulder than an ork, covered in thick, coarse grey fur with the consistency of metal shards, and bristling with razor-sharp tusks in its massive, oversized mouth, razor boars are tenacious and spiteful beasts that most Namegivers wisely avoid. With a head that takes up almost a third of its body size, razor boars can easily gobble up a human child in one bite, and messily chew and swallow said meal in seconds. The beast's tusks are infused with dull gray metal, razor sharp, and anchored firmly to the creature's jaw, useful both for rooting for food and goring foes. Curiously, the tusks continue to grow and the boars sprout new tusks as they age, with the oldest razor boars having four or five rows of nasty bone and metal spearheads jutting from their maws.

Razor boars can be encountered almost anywhere in Barsaive, as they are an adaptable and stubborn species that do not allow their environment to dictate their survival. Herds of razor boars are called clans, and consist of interrelated adult females and their young (called squeakers). Adult males are forced from the clan by the clan matriarchs, and must live a solitary existence away from clan territory. During rutting season, each clan forms a temporary camp in a defensible location, where they await the arrival of the adult males. During this time, male razor boars become intensely violent and territorial, chasing other animals (predator, prey, and Namegiver alike) from the area. Once the camp is free of outsiders, the males compete, occasionally fatally, for the right to enter the camp to mate.

Most predators avoid razor boars, even solitary ones. Powerful predators can take down such a creature, but the cost is usually steep, as razor boars are suicidally tenacious when cornered, able to fight on well past the point of their own survival. Razor boars occasionally play dead after receiving a grievous wound, only to explode into a fresh burst of horrific violence once its would-be killer approaches. In combat, they move quickly from target to target, preferring to maim many opponents rather than kill one, in hopes their enemies are more diminished by many festering injuries.

Many Namegivers have pointed out the similarities between razor boars and orks; the tusks, the clannishness, the violent mood swings. Although some may intend this comparison as an insult, many orks view it as a compliment.

Razor boars are suitable as animal companions.

Challenge: Journeyman (Eighth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	82
STR:	13	**Physical Defense**:	15	**Death Rating**:	96
TOU:	14	**Mystic Defense**:	12	**Wound Threshold**:	21
PER:	6	**Social Defense**:	13	**Knockdown**:	17
WIL:	9	**Physical Armor**:	11	**Recovery Tests**:	5
CHA:	6	**Mystic Armor**:	8		

Movement: 16

Actions: 2; Bite: 20 (22), Slam: 23 (20), Trample: 21 (22), Tusks: 21 (24)

Powers:

Ambush (10): This may only be used with Dead Fall.

Charge (10)

Dead Fall (14): As the talent, *Player's Guide,* p. 137.

Enhanced Sense [Hearing] (2)

Enhanced Sense [Smell] (4)

Frenzy: A razor boar benefiting from Fury does not go unconscious as normal. Instead, once their Current Damage meets or exceeds their Unconsciousness Rating, they go into a frenzy, gain an additional Action, and +2 to Attack and Damage tests. They are killed once their Current Damage meets or exceeds their Death Rating, or they no longer benefit from Fury.

Fury (4)

Razor Hide: The razor boar's fur and skin contains thousands of metal slivers that cause intense discomfort to anyone who comes into contact with them. If an opponent grapples the razor boar, they are Harried until they end the grapple and spend a Standard action removing the slivers.

Special Maneuvers:

Enrage (Razor Boar): Using this special maneuver causes the razor boar to frenzy.

Goring Charge (Razor Boar, Charge): The razor boar may spend an additional success to cause a Knockdown test against the target. The Difficulty Number is the Attack test result.

Overrun (Razor Boar, Trample)

Provoke (Opponent, Close Combat)

Razor Tusks (Razor Boar, Tusks): The razor boar may spend additional successes on its Attack test to reduce the target's Wound Threshold by -2 per success for this attack. Each success spent in this fashion allows the razor boar to inflict an additional Wound on the target based on the new Wound Threshold.

Razor Slam (Razor Boar, Slam): The razor boar may spend two additional successes on an Attack test to use Razor Hide against the target. If the attack does not cause damage, only a Simple action is required to remove the slivers. If the attack causes a Wound, the silvers require medical attention, such as the Physician skill, to remove.

Loot: Tusks worth 5D6 × 10 silver pieces (worth Legend Points).

BROCCHA

Brocchas live on what are known as *clenkas* or "fool's islands" in Death's Sea. They are reptilian with a snake-like head, four stocky legs, and a long tail lined with short spikes. The creatures' skin has the odor and texture of the *clenkas* they lie on, a resemblance accentuated by small, bright-red welts, each roughly an inch in diameter, that dot the brocchas' skin. These welts show the True fire that runs through their blood. Their coloration allows them to lie motionless on the fool's islands and easily blend in with their environment. It is easy to miss these creatures as they lounge until it is too late.

They apparently possess an unlimited capacity for their fire-spitting powers, though the bright red welts on their skin seem to fade the more they use it. Some tales tell of brocchas that have no red welts and never use this form of attack, but the implications of these rumors cannot begin to be understood.

Brocchas are suitable as animal companions.

Challenge: Journeyman (Sixth Circle)

DEX:	5	**Initiative**:	6	**Unconsciousness**:	57
STR:	8	**Physical Defense**:	11	**Death Rating**:	66
TOU:	9	**Mystic Defense**:	14	**Wound Threshold**:	13
PER:	6	**Social Defense**:	12	**Knockdown**:	14
WIL:	6	**Physical Armor**:	6	**Recovery Tests**:	3
CHA:	5	**Mystic Armor**:8			

Movement: 10

Actions: 2; Bite: 16 (18), Claws ×2: 17 (17), Tail: 15 (19)

Powers:

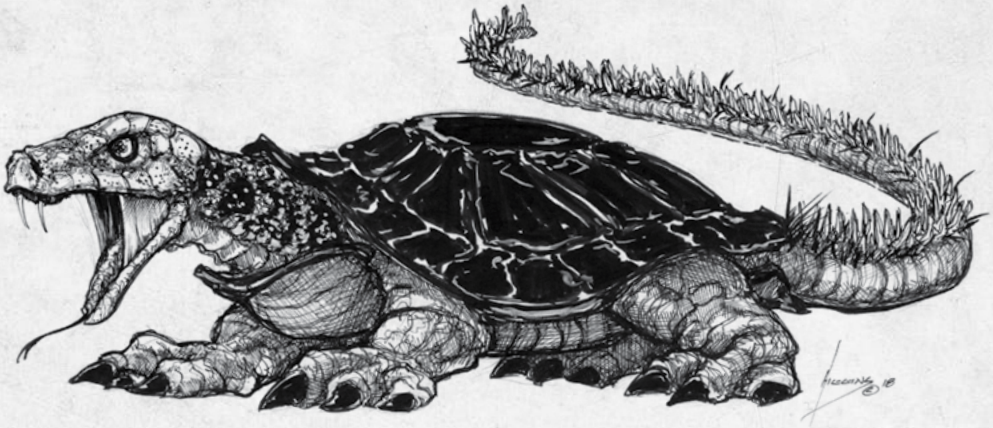
Creature Power (16, Fire Breath, Standard)

Explosive Fire Breath (Standard): The broccha may spend a Standard action to cause its Fire Breath power to have a 4-yard area of effect. The Creature Power result is compared against each target in the area individually.

Fire Breath (18): The broccha can breathe fire onto a target within 40 yards. It makes a Creature Power test against the target's Mystic Defense. If successful, the target suffers Step 18/Physical damage from the flames. Each additional success increases the damage by +2.

Immune to Fire: The broccha suffers no damage from mundane fire attacks, and gains +20 Physical and Mystic Armor against magical or elemental fire.

Resist Pain (4)



Vulnerability to Water: Attacks with the water or cold keyword against the broccha ignore any protection provided by armor.

Special Maneuvers:

Explosion! (Broccha, Explosive Fire Breath): The broccha may spend an extra success on a Creature Power test to cause the target to make a Knockdown test against the Creature Power test result. If the target fails the test, they are moved to the nearest edge of the area of effect in addition to being knocked down.

Provoke (Opponent, Close Combat)

Stifle (Opponent): A character may spend two additional successes on a successful Attack test to prevent the broccha from using Fire Breath until the end of the next round. If the damage causes a Wound, the broccha may not use Fire Breath until the Wound is healed.

Tail Frenzy (Broccha, Tail): The broccha whips its tail around in random patterns during combat. It may spend an extra success on the Attack test to cause the target to make a Knockdown (12) test.

Loot: Organs containing True fire worth 400 silver pieces (worth Legend Points).

CENTAUR, CARAD

Carad centaurs are brutal ork-horse hybrids who originated from a disbanded cavalry unit of old Cara Fahd that was caught within Landis territory when the kaers and citadels of the regions began to close. Though the war had ended with a pyrrhic victory for Landis, what was left of the unit harassed the locals and lived off their land. They were delayed and harassed constantly by Horrors and Constructs as they attempted to return home to find respite from the Long Night. They eventually realized that they were very much alone in the world.

Not knowing what else to do, they returned to the scene of a previous battle and took over an abandoned keep which had been somewhat fortified to resist the coming danger. The warriors were strong and proud, and fought

off many Horrors. However, the poor fortifications could not hold forever and they succumbed to a Horror known as Ti'ack'liom, a powerful Horror that fed from inflicting shame and self-loathing on people. Through a gruesome ritual, the Horror bonded the warriors to their cherished mounts, creating the terrible hybrids and the first Carad Centaurs. The pathetic creatures became servants to the Horror, in exchange for some blessed moments when their lives were not consumed with self-loathing. It used them to spread destruction across the land and rejoiced at what they left in their wake. When the magic level subsided, Ti'ack'liom retreated to the netherworlds, but its creations remained and bred.

The creatures today have inherited the self-loathing of their ancestors. They hate their own nature and see others' existence as a slight on theirs. They harbor a particular hatred for humans and always attack them first. They speak a debased form of *Or'zet* and can also work leather and make stone weapons. They usually wield heavy stone axes that they hurl at their foe before charging them down.

Carad centaurs are mostly solitary creatures, as the sight of another deepens their own torment. They only spend time together to mate and take care of their young, living in small family units of up to five. Despite this, they cluster in areas near to each other, each delineating their own territory to the others. Where there is one, there are often more close by. There is only a small number of these creatures in existence and they can all be found within the forests of Landis.

Challenge: Journeyman (Eighth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	73
STR:	10	**Physical Defense**:	17	**Death Rating**:	84
TOU:	11	**Mystic Defense**:	13	**Wound Threshold**:	16
PER:	6	**Social Defense**:	16	**Knockdown**:	16
WIL:	8	**Physical Armor**:	8	**Recovery Tests**:	4
CHA:	6	**Mystic Armor**:	4		

Movement: 16

Actions: 3; Stone Axes: 22 (22), Trample: 22 (20)

Powers:
Charge (10)
Enhanced Sense [Hearing] (2)
Enhanced Sense [Smell] (2)
Fury (2)

Special Maneuvers:
Enrage (Opponent)
Overrun (Carad Centaur, Trample)
Provoke (Opponent, Close Combat)

CENTIPEDE, DREAD

Dread centipedes vary in length between two and three yards long (depending on their age). They come in a variety of colors, based on their habitat, and are found in wilderness locations across Barsaive, but prefer damp environments. Similar to regular centipedes, they have a dizzying number of paired legs and a front pair of appendages used to inject poison into their victims.

They are not social creatures, but neither are they territorial. As such, they can be found in large groups, but they don't work together in accomplishing goals. They are not strong combatants individually, but their fast acting paralytic venom usually means they don't have to be. Smaller, weaker creatures are their typical prey, but they have been known to attack adventuring parties in the wilderness. They most often attack Namegivers when they are very hungry, or if they can sense their potential victims are significantly weakened. Dread centipedes have very poor vision and must rely on their other senses to ascertain this though.

Challenge: Journeyman (Fifth Circle)

DEX:	10	**Initiative**:	10	**Unconsciousness**:	43
STR:	6	**Physical Defense**:	11	**Death Rating**:	49
TOU:	6	**Mystic Defense**:	11	**Wound Threshold**:	9
PER:	4	**Social Defense**:	9	**Knockdown**:	20
WIL:	6	**Physical Armor**:	8	**Recovery Tests**:	2
CHA:	4	**Mystic Armor**:	6		

Movement: 14

Actions: 2; Bite: 14 (14, Poison), Claws ×2: 16 (12, Poison)

Powers:

Ambush (10)

Enhanced Sense [Hearing] (4)

Enhanced Sense [Touch] (4): The dread centipede may make Perception tests against anything touching the ground within 40 yards.

Poison (10): If the dread centipede causes damage, the victim must resist paralytic poison (see *Gamemaster's Guide,* p. 171). The poison is Step 10 [Onset: 1 round, Interval: 5/1 round, Duration: 15 min]

Stealthy Stride (15): As the skill, *Player's Guide,* p. 170.

Special Maneuvers:

Defang (Opponent)

CHIDRA

Found only in the deepest regions of the Servos Jungle, chidra are known to only a handful of jungle tribes. These massive creatures resemble wood elementals, but they constitute a distinct species apparently produced by the



Servos Jungle's unique evolutionary environment, or perhaps spawned by elemental magic gone awry.

The well-camouflaged chidra usually possess two main appendages, which they use for walking, as well as any number of other appendages. They are quite strong, difficult to kill (they can lose appendages and feel almost no pain), and vicious. Fiercely territorial creatures, chidra attack without warning any creature that enters their territory. Finally, the carnivorous chidra sustain themselves on the flesh of large animals and Namegivers.

Challenge: Warden (Tenth Circle)

DEX:	7	**Initiative**:	9	**Unconsciousness**:	95
STR:	13	**Physical Defense**:	19	**Death Rating**:	110
TOU:	15	**Mystic Defense**:	19	**Wound Threshold**:	22
PER:	7	**Social Defense**:	16	**Knockdown**:	15
WIL:	7	**Physical Armor**:	13	**Recovery Tests**:	5
CHA:	5	**Mystic Armor**:	14		

Movement: 14
Actions: 3; Claws: 24 (28)

Powers:
Ambush (15)
Awareness (13): As the skill, *Player's Guide,* p. 129.
Enhanced Sense [Hearing] (4)
Hardened Armor
Resist Pain (6)
Stealthy Stride (15): As the skill, *Player's Guide*, p. 170.

Special Maneuvers:
Enrage (Opponent)
Squeeze the Life (Chidra, Claws): This requires only one appendage to use.
Provoke (Opponent, Close Combat)
Pry Loose (Opponent, Close Combat): If the attack inflicts a Wound, the appendage is severed.

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 50 to 100 feet. Their features are soft and fluffy, like a snowy owl. They nest in high mountain peaks all over Barsaive, especially the highest peaks of the Throal Mountains whose climate they prefer.

They can easily carry away a full grown horse or baby thundra beast, but feed primarily on mountain sheep and goats, and are particularly fond of ice flyers. Namegivers are distasteful to cloud birds and only taken 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 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.

Cloud birds are physically powerful and can best most opponents. Their large wings can create a blast of air to knock opponents down and their deafening screech can stun those near to them.

Adult Cloud Bird
Challenge: Warden (Eleventh Circle)

DEX:	10	**Initiative**:	12	**Unconsciousness**:	115
STR:	20	**Physical Defense**:	21	**Death Rating**:	135
TOU:	20	**Mystic Defense**:	23	**Wound Threshold**:	30
PER:	10	**Social Defense**:	18	**Knockdown**:	20
WIL:	7	**Physical Armor**:	15	**Recovery Tests**:	7
CHA:	5	**Mystic Armor**:	12		

Movement: 8 (Flying 22)
Actions: 3; Bite: 22 (31), Claws ×2: 26 (27)

***Powers*:**
Deafening Cry (26, Simple): The cloud bird emits a piercing screech that affects everyone within the immediate area. The cloud bird makes a Deafening Cry test against the Mystic Defence of each target within 10 yards. If successful, the target is deafened for one round per success. Deafened targets are Harried and suffer an additional -5 to tests that rely on hearing.
Dive (15)
Enhanced Sense [Sight] (6): Adult cloud birds do not suffer penalties to vision-based Awareness tests.
Swooping Attack: The adult cloud bird may split its movement (*Player's Guide,* p. 386) and not suffer any penalty, and it does not spend Strain.
Willful (2)

Special Maneuvers:
Clip the Wing (Opponent)
Grab and Takeoff (Adult Cloud Bird, Claws): The adult cloud bird may spend an additional success on an Attack test to grapple the target and use any remaining movement to fly away.
Provoke (Opponent, Close Combat)
Pry Loose (Opponent, Close Combat)
Wing Buffet (Adult Cloud Bird): The adult cloud bird can spend two additional successes on an Attack test to cause the target to make a Knockdown test with the Attack test result as the difficulty.

Baby Cloud Bird
Challenge: Journeyman (Fifth Circle)

DEX:	7	**Initiative**:	7	**Unconsciousness**:	49
STR:	8	**Physical Defense**:	12	**Death Rating**:	57
TOU:	8	**Mystic Defense**:	14	**Wound Threshold**:	12
PER:	6	**Social Defense**:	9	**Knockdown**:	8
WIL:	4	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	6		

Movement: 6
Actions: 2; Bite: 13 (18), Claws ×2: 15 (16)

Powers:
Enhanced Sense [Sight] (4): Baby cloud birds do not suffer penalties to vision-based Awareness tests.
Great Leap (6)

Special Maneuvers:
Pounce (Baby Cloud Bird)
Provoke (Opponent, Close Combat)

CRANE, MIST

The Mist Swamp swarms with the hideous, grotesque, and perilous. There is one creature that dwells within who defies the usual characterization of the area, the mist crane. They are majestic creatures that reach the same height as a troll and are covered with glimmering white and grey feathers.

Mist cranes resemble their mundane counterpart in most ways but are solitary, silent creatures that emanate calm and tranquility. It is unknown how it has managed to retain its beauty within the swamps, but it has a number of natural and magical defenses that enable it to survive even the fiercest predators. In particular, they seem to have a direct connection to the mists present in the swamp and can sense creatures displacing them from quite a distance. Not being skittish or fearful creatures, they will usually not flee at the first signs of danger, however, they can disperse their form into a misty state when threatened, which have led some to believe they are immortal.

Although not aggressive, when threatened, mist cranes have a strong affinity to elemental air and access to a small number of magical powers. They rarely attack physically preferring to disable opponents and escape through use of their mist form.

Mist cranes are suitable as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	10	**Initiative**:	10	**Unconsciousness**:	56
STR:	6	**Physical Defense**:	17	**Death Rating**:	63
TOU:	7	**Mystic Defense**:	17	**Wound Threshold**:	10
PER:	10	**Social Defense**:	19	**Knockdown**:	8

WIL: 6 **Physical Armor**: 3 **Recovery Tests**: 2
CHA: 9 **Mystic Armor**: 7
Movement: 8 (Flying 18)
Actions: 2; Beak: 18 (14)

Powers:

Awareness (18)

Calm Others (10, Standard): The mist crane makes a Calm Others test as a Standard action, comparing the result against the Social Defense of each target within 10 yards. If the test is successful, any magical or mundane fear is dispelled, and the target is calmed for one minute per success, losing the desire to take any action that harms another. The target shakes off this effect with a Willpower (10) test as a Simple action, or automatically if they are attacked.

Enhanced Sense [Other]: The mist crane may make Awareness tests to detect anything moving through the mists within 300 yards.

Healing Vapors (14, Standard): When in its mist form, the mist crane can spend a Recovery test to use Healing Vapors. If the target is not the mist crane, it must be enveloped by their mist form. The mist crane makes a Healing Vapors test as a Standard Action and the target's Current Damage is reduced by the result.

Mist Form (7, Standard): If a crane suffers a Wound or receives more than half its Unconsciousness Rating in damage, it retreats to its mist form on its next action for up to 7 minutes. While using this power, the mist crane is indistinguishable from the mist, unless viewed through Astral Sight or Lifesight. Unless the opponent has detected the mist crane with Astral Sight or Lifesight, it cannot be targeted with attacks. Any attacks that target the mist crane's Physical Defense require two additional successes. The mist crane cannot attack.

Misty Vortex (14, Standard): The mist crane can summon a violent swirling misty vortex with it at the center to impair would be threats as a Standard action. The mist crane makes a Misty Vortex test against the Mystic Defense of each target within 6 yards. If the test is successful, that target is Harried until the end of the next round.

Willful (3)

Special Maneuvers:

Clip the Wing (Opponent)

Misty Strike (Mist Crane, Beak): The mist crane can spend two additional successes on an Attack test against an opponent affected by Misty Vortex to turn part of their beak insubstantial, ignoring the target's Physical Armor.

Wing Buffet (Mist Crane): The mist crane can spend two additional successes on an Attack test to cause the target to make a Knockdown test with the Attack test result as the Difficulty. If Misty Vortex affects the target, this special maneuver only costs one additional success.

Loot: Beak worth D6 × 10 silver pieces (worth Legend Points). Feathers worth 6D6 × 10 silver pieces (worth Legend Points).

CROCODILE, JUNGLE

The jungle crocodiles of the Servos are large, aggressive predators, challenged by few creatures. Jungle crocodiles not only challenge their smaller cousins for territory, but also regularly prey on them. However, they prefer other meat, such as the flesh of hadrosaurs that frequent the jungle's waterways.

Approximately 14 to 15 feet in length, with thick, scaly hides and rows of sharp teeth set firmly in their blunt-nosed faces, jungle crocodiles are feared by almost every creature in the Servos. They lie submerged and barely visible in the water, waiting. These willful and cunning reptiles are afraid of nothing and attack any creature that comes within reach.

Jungle crocodiles are suitable as animal companions.

Challenge: Journeyman (Sixth Circle)

DEX:	6	**Initiative**:	6	**Unconsciousness**:	57
STR:	10	**Physical Defense**:	14	**Death Rating**:	66
TOU:	9	**Mystic Defense**:	11	**Wound Threshold**:	13
PER:	6	**Social Defense**:	11	**Knockdown**:	14
WIL:	6	**Physical Armor**:	10	**Recovery Tests**:	3
CHA:	3	**Mystic Armor**:	6		

Movement: 12 (Swimming 12)
Actions: 1; Bite: 18 (23)

Powers:

Ambush (10)

Awareness (12): As the skill, *Player's Guide,* p. 129.

Semi-Aquatic: Jungle crocodiles can hold their breath for 30 minutes before drowning.

Stealthy Stride (15): As the skill, *Player's Guide,* p. 170.

Special Maneuvers:

Grab and Bite (Jungle Crocodile)

Death Roll (Jungle Crocodile): The jungle crocodile may spend two additional successes on an Attack test to inflict Grab and Bite and force it and its opponent to make a Strength test. If the jungle crocodile succeeds, it drags its prey below the water where it rolls the victim against the bottom, causing Step 12 damage. This damage is in addition to continuing damage from the jungle crocodile's bite.

Pry Loose (Opponent, Close Combat)

Loot: Skin worth 5D6 × 10 silver pieces (worth Legend Points).

EAGLE, FIRE

Fire eagles are predatory birds that nest atop the bizarre rock formations that form along the shores of Death's Sea. Their 12-foot wingspan makes these birds resemble large eagles with continually flaming feathers, the flames fueled by the True fire in their blood. The razor-sharp claws of fire eagles are shiny black and usually more than four inches long. These birds are fiercely territorial, only one person has ever claimed to tame one, and that was the great Beastmaster Nil Tasio of the Dragon Mountains.

Their feathers do not remain on fire if taken from their bodies; the fire is a side-effect of the True fire that courses through their blood. The feathers possess certain other qualities that alchemists, Elementalists, and sages find valuable and can be sold for considerable profit. Fire eagle eggs glow with True fire. They are extremely rare and valuable, mostly because many magic items based on True fire contain pieces of fire eagle egg.

Fire eagles are suitable as animal companions.

Challenge: Warden (Tenth Circle)

DEX:	11	**Initiative**:	15	**Unconsciousness**:	80
STR:	7	**Physical Defense**:	21	**Death Rating**:	90
TOU:	10	**Mystic Defense**:	21	**Wound Threshold**:	15
PER:	8	**Social Defense**:	18	**Knockdown**:	7
WIL:	7	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	6	**Mystic Armor**:	12		

Movement: 4 (Flying 20)
Actions: 3; Bite: 26 (26), Claws ×2: 30 (22)

Powers:

Dive (15)

Burning Aura (15): The fire eagle radiates heat. All creatures within 6 yards suffer Step 15/Physical fire damage. Clothing, paper, and other easily flammable objects usually burst into flame when exposed to this power.

Enhanced Sense [Sight] (4): The fire eagle does not suffer penalties to vision-based Perception tests.

Fire Trail (25): The fire eagle leaves a trail of fire that follows it, burning targets in its wake. Targets affected by Fire Trail take Step 25/Physical damage.

Immune to Fire: The fire eagle suffers no damage from mundane fire attacks, and gains +20 Physical and Mystic Armor against magical or elemental fire.

Swooping Attack: The fire eagle may split its movement (*Player's Guide,* p. 386) and not suffer any penalty, and it does not spend Strain.

Vulnerable to Water: Attacks with the water or cold keyword against the fire eagle ignore any protection provided by armor.

Willful (3)

Special Maneuvers:
Clip the Wing (Opponent)
Enrage (Opponent)
Hot Stuff Coming Through (Fire Eagle, Swooping Attack): The fire eagle may spend an additional success on an Attack test to affect the target with Fire Trail. This may be used on a target once per round.
Provoke (Opponent, Close Combat)
Loot: Feathers containing True fire worth 2D6 × 100 silver pieces (worth Legend Points). Eggs containing True fire worth 300 silver pieces each (worth Legend Points).

ELK, TUNDRA

Prior to the Scourge, wild tundra elk could be found in the northern reaches of Barsaive as they migrated south during the winter months. The climate changes in the province following the Scourge have resulted in only small pockets of them remaining, and those that had been kept inside during the hundreds of years of darkness.

These tall, majestic creatures are docile unless provoked, in which case they can quickly become a force of nature to the average Namegiver. They have incredibly soft double coats to protect them from the harsh cold of the more northern climes, which are starkly colored in black and white. These coats are prized for their beauty, texture, and warmth by those who can afford them.

Every tundra elk, both female and male, bears an impressive set of antlers on top of their head. The antlers for male tundra elk have tines, while the antlers on the females do not. Regardless of tines, both sets of antlers are sharp and dangerous. Unlike other elk, tundra elk do not seasonally shed their antlers.

Tundra elk are suitable as mounts for dwarfs, elves, humans, orks, t'skrang, and trolls, and as animal companions.

Challenge: Novice (Fourth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	47
STR:	10	**Physical Defense**:	11	**Death Rating**:	56
TOU:	9	**Mystic Defense**:	10	**Wound Threshold**:	13
PER:	6	**Social Defense**:	11	**Knockdown**:	14
WIL:	7	**Physical Armor**:	6	**Recovery Tests**:	3
CHA:	6	**Mystic Armor**:	4		

Movement: 18
Actions: 1; Horns: 12 (14), Trample: 12 (12)

Powers:
Charge (5)
Enhanced Sense [Hearing] (2)
Enhanced Sense [Smell] (2)

Resist Cold (10): The tundra elk gains +10 Physical and Mystic Armor against cold damage.

Resist Pain (2)

Willful (1)

Special Maneuvers:

Goring Charge (Tundra Elk, Charge): The tundra elk may spend an additional success on an Attack test to cause a Knockdown test against the target. The Difficulty Number is the Attack test result.

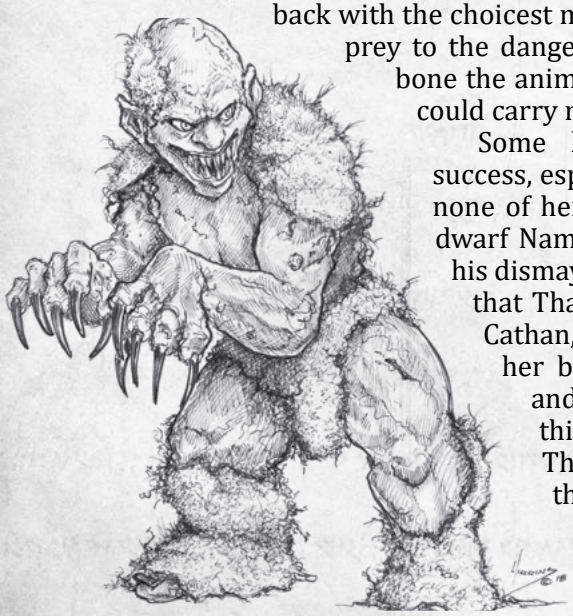
Overrun (Tundra Elk, Trample)

Loot: Antlers worth 4d6 silver pieces (worth Legend Points). Pelt worth 2d10 × 5 silver pieces (worth Legend Points).

ELOKO

The eloko reside in the deepest parts of the Servos and their name is derived from the Cathan word for danger, *eloken*. It is an apt name for these merciless predators. They are similar in stature to dwarves, but the similarities end there. Eloko are entirely hairless and wear no clothes or armor. Moss and lichen grow from their skin in large patches on their bodies and their hands are more like claws with long talons in the place of fingers. Their mouths are inhumanly wide and contain razor sharp teeth. They have a bestial intellect at best and subsist solely on raw meat.

Eloko are descended from a tribe of dwarfs that survived the scourge in an underground kaer under the Servos Jungle. Although they were protected by magical defenses, the tribe soon began to run out of food and were forced to rely on their best hunters to brave the outside world and keep them alive. At some point during the Scourge, a hunter, greater than all the others, appeared. Thanuus was her name. No matter how slim the pickings, she always came back with the choicest meat, even when her companions fell prey to the dangers of the wild. She would skin and bone the animal in the wild itself, she said, so she could carry more.



Some hunters began to begrudge her success, especially as she hunted alone, sharing none of her secrets. So much so, that a young dwarf Named Garon took to spying on her. To his dismay, he found the secret he coveted was that Thanuus hunted Namegivers. T'skrang, Cathan, even other hunters, all went under her butcher's knife. Goran was appalled and told his community's elders, but things did not work out as he thought. Thanuus was not punished, even when the truth was outed publicly, rather the unpleasantness was ignored and people continued to eat the meat.

Other hunters took up the same practice and their exploits were celebrated. Goran and a few others refused to eat and slowly starved in protest. This too was ignored and before Goran took his last breath, he unleashed a terrible curse on his kin.

"Apathy and greed has played their hand,
To consume, your only thought.
Until murder no longer haunts this land,
Your strife will come to naught
Your accursed hunger will never end,
And skin, seem as it aught."

The bestial nature of the entire community came to the fore and they warped into the form of the eloko today. They've been a constant presence in the Servos since and prefer Namegivers to all other prey, usually hunting alone. Though they cannot speak, they have developed an ability to softly sing a tune which hypnotizes their victims. Those who listen closely to this tune can just make out the words of the curse placed upon the eloko before ending up as their dinner.

Challenge: Journeyman (Fifth Circle)

DEX:	6	**Initiative**:	7	**Unconsciousness**:	55
STR:	8	**Physical Defense**:	14	**Death Rating**:	66
TOU:	10	**Mystic Defense**:	11	**Wound Threshold**:	15
PER:	5	**Social Defense**:	10	**Knockdown**:	10
WIL:	7	**Physical Armor**:	3	**Recovery Tests**:	3
CHA:	5	**Mystic Armor**:	5		

Movement: 12
Actions: 2; Claws ×2: 15 (16), Bite 15 (12)

Powers:

Frenzy: If the eloko smells blood as a result of any living creatures (including itself) within 10 yards suffering a Wound, it becomes frenzied, gaining an additional action and a +2 bonus to Attack and Damage rolls.

Hypnosis Humming (10, Standard): The eloko can hypnotize those who can hear them humming. The eloko makes a Hypnosis Humming test against each target's Social Defense within 30 yards as a Standard action. If successful, the target is hypnotized for one round per success. The eloko can give the affected target simple instructions through gestures, such as lie down, or follow me, and the target will not take any action that directly harms them (e.g. walk off a cliff). While hypnotized, the target can try to break free from the effects by making a Willpower (10) test as a Simple action. If the target is attacked while hypnotized, they make the Willpower test as a Free action. The target gains a +2 bonus each time they have been attacked while under hypnosis; this bonus is cumulative. The eloko may not use this power if they are frenzied.

Special Maneuvers:
Enrage (Opponent): Using this special maneuver causes the eloko to frenzy.
Grab and Bite (Eloko)
Hamstring (Eloko)
Provoke (Opponent, Close Combat)
Pry Loose (Opponent, Close Combat)

ESPAGRA, BADLANDS

This variety of espagra has adapted to the unique challenges and terrain of the Badlands. Sometimes, they hunt in the surrounding mountains and plains, but thankfully, this is rare. These espagra are notably larger and leaner than their cousins, with wingspans up to 20 feet. Their heavy scales and ridges are dun colored, making them unattractive and difficult to work with for armor.

These creatures are most commonly seen wheeling high in the sky in flocks of four to ten, looking for carrion or potential prey. The next minute, they may be gone, meaning something has caught their interest. They have two methods for hunting. The first is through sheer force, diving from the sky as common espagra. This is typically used against easy prey where guile is unnecessary. In the second, they fly in the direction their prey is traveling, land beyond them, then the flock conceals itself in the landscape to prepare an ambush. Their coloration, form, and flexibility allow Badlands espagra to hide effectively within scrub and rocky terrain. This method is effective against superior, but numerically inferior opponents.

Badlands espagra are aggressive and vicious when they feel they have the upper hand, but will quickly retreat as a group if the tides turn, leaving behind any injured who cannot keep up with the flock. Life in the Badlands is too difficult for such weakness. Despite this, Badlands espagra have close social bonds and a close-knit structure with their flock, always acting together. If a traveler finds a lone, seemingly injured Badlands espagra, they best be wary. It is either injured and will fight as an animal backed into a corner, or it is a trap to entice would-be prey.

Badlands espagra are suitable as animal companions.

Challenge: Journeyman (Eighth Circle)

DEX:	9	**Initiative**:	15	**Unconsciousness**:	70
STR:	8	**Physical Defense**:	17	**Death Rating**:	80
TOU:	10	**Mystic Defense**:	16	**Wound Threshold**:	15
PER:	9	**Social Defense**:	13	**Knockdown**:	12
WIL:	12	**Physical Armor**:	9	**Recovery Tests**:	3
CHA:	7	**Mystic Armor**:	9		

Movement: 12 (Flying 16)
Actions: 3; Bite: 18 (18), Claws ×2: 20 (16), Tail: 21 (15)

Powers:
Ambush (10)

Dive (10)
Enhanced Sense [Smell] (4)
Enhanced Sense [Sight] (2): Badlands espagra do not suffer penalties to vision-based Awareness tests.
Resist Pain (2)
Stealthy Stride (17): As the skill, *Player's Guide*, p. 170.
Willful (2)

Special Maneuvers:
Clip the Wing (Opponent)
Power Dive (Badlands Espagra, Dive): Following an attack using Dive, the Badlands espagra may spend an additional success on an Attack test to cause a Knockdown test against the target. The Difficulty Number is the Attack test result.
Wing Buffet (Badlands Espagra): The Badlands espagra can spend two additional successes on an Attack test to cause the target to make a Knockdown test with the Attack test result as the difficulty.

ESPAGRA, DEATH'S SEA

Noted for both their beauty and rarity, Death's Sea espagra are found only in the mountains and areas immediately surrounding Death's Sea and the Scarlet Sea. They roost in loose communities, living in the cliffs and crags of those regions, where they continually fight and squabble over dominance. To call these creatures simply "aggressive" is an understatement. Not only do they relentlessly attack anything that enters their perceived territory, groups of Death's Sea espagra are known to become combative outside their territory against opponents they have no interest in eating. It seems these creatures engage in such fights for the sheer thrill of it, a behavior that causes no end of trouble for fire miners. The greater effect is most inhabitants of Death's Sea give these psychopaths a wide berth, lest they attract unwanted attention.

Their scales are brilliant red on top of their body and gleaming silver underneath. Long spines stretch from their wings, back, limbs, and tail, which seem to collect, concentrate, and dissipate the heat they absorb. The unique coloration and rarity of their scales makes them highly prized for many purposes.

Death's Sea espagra are suitable as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	9	**Initiative**:	15	**Unconsciousness**:	62
STR:	6	**Physical Defense**:	16	**Death Rating**:	71
TOU:	9	**Mystic Defense**:	15	**Wound Threshold**:	13
PER:	7	**Social Defense**:	14	**Knockdown**:	10
WIL:	10	**Physical Armor**:	6	**Recovery Tests**:	3
CHA:	6	**Mystic Armor**:	8		

Movement: 10 (Flying 16)
Actions: 3; Bite: 16(15), Claws ×2: 17 (14), Tail: 18 (13)

Powers:
Dive (10)
Heat Spines: Any attacks made against the Death's Sea espagra are likely to contact the spines it uses to dissipate the heat from Death's Sea. If successfully attacked in close combat, the weapon's Damage Step is reduced by 1. This power cannot destroy thread items. If the attack is made with a natural weapon (not including Claw Shape), the attacker suffers Step 10 damage.
Resist Pain (2)
Resist Fire (15): The Death's Sea espagra gains +15 Physical and Mystic Armor against fire attacks.
Willful (2)

Special Maneuvers:
Been Burned Before (Opponent): The opponent may spend an additional success on an Attack test to ignore the Heat Spines power.
Clip the Wing (Opponent)
Armor Cutter (Death's See Espagra): The Death's Sea espagra may spend additional successes to reduce the target's Physical Armor by 1 per success. This may not destroy thread armor.
Power Dive (Death's Sea Espagra): Following an attack using Dive, the Death's Sea espagra may spend an additional success on an Attack test to cause a Knockdown test against the target. The Difficulty Number is the Attack test result.
Loot: Scales worth 3D20 × 10 silver pieces (worth Legend Points).

ESPAGRA, JUNGLE

Jungle espagra are bright emerald green in color. They generally inhabit areas of thick vegetation like the jungles of Barsaive. These espagra only occasionally make trips outside the jungle - usually to mate in the safety of high mountain peaks. Because of their habitat, jungle espagra are smaller and more agile than normal espagra, with wingspans rarely larger than eight feet. While not as strong or large, they do have an enlarged neck compared to other espagra due to their special glands. Jungle espagra do not make swooping attacks; instead, they hop from tree to tree, spitting a blinding poison into the eyes of their prey.

Jungle espagra are suitable as animal companions.

Challenge: Journeyman (Fifth Circle)

DEX:	10	**Initiative**:	16	**Unconsciousness**:	43
STR:	5	**Physical Defense**:	15	**Death Rating**:	49
TOU:	6	**Mystic Defense**:	13	**Wound Threshold**:	9
PER:	7	**Social Defense**:	10	**Knockdown**:	9

WIL:	8	**Physical Armor**:	3	**Recovery Tests**:	2
CHA:	6	**Mystic Armor**:	4		

Movement: 14 (Flying 14)
Actions: 3; Bite: 14 (13), Claws ×2: 15 (12), Tail: 16 (11)

Powers:
Blinding Spit (16): The jungle espagra makes a Blinding Spit test against a target within 4 yards. If successful, the target is blinded, suffering the penalties of Full Darkness, for three rounds (until the end of the round following the next round).
Resist Pain (2)
Willful (1)

Special Maneuvers:
Block the Stream (Opponent): The attacker may use two additional successes on an Attack test to attack the espagra's acid producing gland in its neck. This prevents it from using its Blinding Spit power until the end of the next round. Each additional success used in this fashion extends the duration by one round.
Wing Buffet (Jungle Espagra): The jungle espagra can spend two additional successes on an Attack test to cause the target to make a Knockdown test with the Attack test result as the difficulty.
Loot: Scales worth 2D10 × 15 silver pieces (worth Legend Points). Saliva gland worth D6 x 10 silver pieces (worth Legend Points).

ESPAGRA, MOUNTAIN

Mountain espagra live in the high peaks of Barsaive. Barely leaving their homes, their pearly white scales help them blend into their habitat. This hardy breed of espagra is virtually unknown in Barsaive and exhibits a shyness from Namegivers that other espagra do not. They have the ability to breathe an icy wind at their prey and appear unaffected by the chill in which they dwell.
Mountain espagra are suitable as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	9	**Initiative**:	13	**Unconsciousness**:	62
STR:	7	**Physical Defense**:	16	**Death Rating**:	71
TOU:	9	**Mystic Defense**:	15	**Wound Threshold**:	13
PER:	7	**Social Defense**:	13	**Knockdown**:	11
WIL:	7	**Physical Armor**:	7	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	8		

Movement: 10 (Flying 18)
Actions: 3; Bite: 16 (15), Claws ×2: 17 (14), Tail: 18 (13)

Powers:

Freezing Breath (14): The mountain espagra sharply exhales a freezing wind that chills to the bone, making a Creature Power test against the Mystic Defense of each opponent in a 4-yard radius area originating at the mountain espagra. If successful, affected targets take Step 14/Mystic damage.

Creature Power (17, Standard, Freezing Breath)

Resist Cold (10): The mountain espagra gains +10 Physical and Mystic Armor against cold attacks.

Resist Pain (2)

Willful (1)

Special Maneuvers:

Chill to the Bone (Mountain Espagra, Freezing Breath): The mountain espagra may spend additional successes on a Creature Power test to reduce the target's Movement Rate and Initiative by -2 per success.

Clip the Wing (Opponent)

Stifle (Opponent): An opponent may spend two additional successes on an Attack test to prevent a mountain espagra from using Icy Breath until the end of the next round. If the damage causes a Wound, the mountain espagra may not use Icy Breath until the Wound is healed.

Wing Buffet (Mountain Espagra): The mountain espagra can spend two additional successes on an Attack test to cause the target to make a Knockdown test with the Attack test result as the difficulty.

Loot: Scales worth 2D20 × 10 silver pieces (worth Legend Points).

ESPAGRA, SWAMP

Swamp espagra closely resemble their more common cousins, appearing like small dragons with iguana heads, but are smaller and more compact. This is particularly true of their wings and tail, which are rather small, but powerfully muscled. Swamp espagra can still fly, though not with the speed and agility of the common espagra, but more importantly: they can swim.

Their wings allow them to float virtually undetected on the surface of the water, or propel them into action with the assistance of their tail that also acts as a powerful rudder. Combined with their ability to climb, swamp espagra can ambush their prey from virtually any position within their domain; which makes them even more dangerous when hunting in a group. While they have a social structure and may live as a colony, swamp espagra aren't truly pack hunters as they don't effectively work together.

Swamp espagra have more pronounced spines along their head, back, limbs, and wings, giving them the appearance of marsh grass when floating. Their coloration is a variety of greens, lighter on the underside, moving to a drab olive and dark at their ridges. Their skin still possesses the luster of their cousins, though muted in comparison, making it popular for those who want their protective formal wear to be more "outdoorsy" in appearance.

Swamp espagra are suitable as animal companions.



Challenge: Journeyman (Fifth Circle)

DEX:	8	**Initiative**:	12	**Unconsciousness**:	49
STR:	6	**Physical Defense**:	14	**Death Rating**:	57
TOU:	8	**Mystic Defense**:	15	**Wound Threshold**:	12
PER:	7	**Social Defense**:	9	**Knockdown**:	10
WIL:	8	**Physical Armor**:	5	**Recovery Tests**:	3
CHA:	5	**Mystic Armor**:	5		

Movement: 12 (Climbing 12) (Flying 12) (Swimming 12)
Actions: 2; Bite: 14 (15), Claws ×2: 16 (13), Tail: 15 (14)

Powers:
Ambush (10)
Resist Pain (2)
Stealthy Stride (13): As the skill, *Player's Guide,* p. 170.
Willful (1)

Special Maneuvers:
Pounce (Swamp Espagra)
Loot: Scales worth 2D10 × 10 silver pieces (worth Legend Points).

FIRESCALE

These huge, four-legged animals resemble thundra beasts and are large enough for trolls to use as mounts. These beasts are known to live only in the Scol Mountains of Barsaive. Firescales stand more than eight feet tall at the shoulder, are 12 to 15 feet long, and weigh well over 1,000 pounds. Their rock-like, deep-red hides resemble dragon scales.

Trolls of the Firescale moot use these creatures as mounts. They consider the beasts sacred; to slay one for its blood or horns is unthinkable, and they viciously attack any who dare attempt to do so. Only if a firescale dies in battle do the Firescale trolls consider using it for such purposes.

Like thundra beasts, firescales have a large horn in the center of their foreheads, as well as one on either side of their skulls, all of which they use to gore their victims. Firescales also often trample their victims, crushing unlucky targets under their huge hooves.

Firescales are suitable as mounts for dwarfs, elves, humans, orks, t'skrang, and trolls, and as animal companions.

Challenge: Journeyman (Sixth Circle)

DEX:	7	**Initiative**:	9	**Unconsciousness**:	60
STR:	9	**Physical Defense**:	13	**Death Rating**:	70
TOU:	10	**Mystic Defense**:	12	**Wound Threshold**:	15
PER:	5	**Social Defense**:	12	**Knockdown**:	13
WIL:	8	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	5	**Mystic Armor**:	8		

Movement: 16
Actions: 2; Horns: 14 (15), Trample: 14 (13)

Powers:
Charge (10)
Climbing (12)
Creature Power (14, Fire Breath, Standard)
Enhanced Sense [Hearing] (2)
Enhanced Sense [Smell] (2)
Fire Breath (15): The firescale can breathe fire onto a target within 30 yards. It makes a Creature Power test against the target's Mystic Defense. If successful, the target suffers Step 15/Mystic damage from the flames. Each additional success causes the flames to burn for an additional round, doing Step 10 Damage. This power can be used three times per day, and subsequent uses are less potent. The second use has a range of 20 yards and the Creature Power and Damage Steps suffer a -2 penalty. The third use has a range of 10 yards and the Creature Power and Damage Steps suffer a -4 penalty. The power is restored to full potency after one day.
Resist Pain (2)
Willful (1)

Special Maneuvers:
Enrage (Opponent)
Overrun (Firescale, Trample)
Provoke (Opponent, Close Combat)
Loot: Horns worth 2D6×10 silver pieces (worth Legend Points). Organs containing True fire worth 200 silver pieces (worth Legend Points).

GELTECKIN

Inhabiting the jungles of southern Barsaive and the Mist Swamps, gelteckins are a terrible hazard to travelers. Though they pose less of a threat to the natives of these areas. They resemble jellyfish with a parrot-like beak in the center of their undersides and are colored a pale green with brown streaks and dark green patches. This allows them to blend in well among the foliage where they float quietly and wait for prey. With their coloration and absolute quiet when moving, their approach is hard to detect.

These creatures produce a lighter-than-air gas within their bodies, which they secrete into several bladders. This gas holds them aloft where they drift like clouds, at the mercy of whatever breeze, although they can use their tentacles to clutch at nearby branches and tree trunks, pulling themselves deftly around the jungle. If enough bladders are punctured, these creatures cannot remain in the air and collapse on the ground. Grounded gelteckins are far from harmless, however. They can still move around on the ground using their tentacles when downed. Also, care should be taken in piercing the bladders, as the gas is highly flammable.

Alchemists no doubt have a use for something that catches alight so easily, but other Namegivers should be wary of the beasts' explosive nature.

Because of their mode of flight, they have a terrific fear of fire. As such, they will not approach anything with open flame. Cathan hunting parties carry unlit torches magically prepared to blaze up at command word to ward off the creatures. The slightest flicker of fire appears to be enough to ward them off.

Glands along the edge of the beasts produce a toxin that trickles down their tentacles to paralyze their prey. Additionally, their tentacles deliver a stinging, magical jolt of electricity on contact. Once their prey is immobilized, they descend onto their helpless victims and feed.

Challenge: Journeyman (Fifth Circle)

DEX:	6	**Initiative**:	6	**Unconsciousness**:	46
STR:	8	**Physical Defense**:	12	**Death Rating**:	53
TOU:	7	**Mystic Defense**:	9	**Wound Threshold**:	10
PER:	4	**Social Defense**:	10	**Knockdown**:	12
WIL:	5	**Physical Armor**:	4	**Recovery Tests**:	2
CHA:	2	**Mystic Armor**:	4		

Movement: 10 (Flying)
Actions: 3; Bite: 12 (22, Poison), Tentacles: 18 (16, Poison)

Powers:

Ambush (10)

Poison (11): If the gelteckin causes damage, the victim must resist paralytic poison (see *Gamemaster's Guide*, p. 171.) The poison is Step 11 [Onset: 2 rounds, Interval: 4/2 rounds, Duration: 1 hour].

Stealthy Stride (14): As the skill, *Player's Guide,* p. 170.

Special Maneuvers:

Grab and Bite (Gelteckin)

Pry Loose (Opponent, Close Combat): If the attack inflicts a Wound, the Gelteckin loses a tentacle.

Puncture Bladder (Opponent): The opponent may spend two additional successes on an Attack test to target one of the gelteckin's bladders. If the attack causes a Wound, the bladder is punctured. If the gelteckin is exposed to an open flame (including targeted by a spell or effect that causes fire damage) before the Wound is healed, it explodes, causing Step 13 Damage in a 4-yard radius, reduced by Physical Armor. Three such Wounds cause the gelteckin to slowly lose altitude, knocking them down on the following round.

Shocking Touch (Gelteckin, Tentacles): The gelteckin may spend an additional success on an Attack test to deliver a stinging, magical jolt of electricity. The target suffers a -2 penalty to Physical Defense and any Dexterity-based Action tests (including Initiative) until the end of the next round.

Loot: Six bladders worth 30 silver pieces each (worth Legend Points).

GORGON

Gorgons, or snake hags, are found exclusively in the Mist Swamp. They are terrifying creatures who vary in appearance, but always appear as human females with snake-like mutations. Reports have described individual gorgons as having snake-like appendages, snakes for hair, or their entire lower body to be that of a giant serpent. One thing all gorgons have in common is their irisless, golden mirror-like eyes and the ability to petrify those who catch their gaze.

The origin of these creatures lies within a lost city in the Mist Swamp. Before the disaster that engulfed the Mist Swamp, a small cult of priestesses worshipped what they believed was a snake Passion. It is unknown if this was a true Passion, an aspect of Jaspree, or even a powerful spirit. What is known, however, is the cultists committed an unforgivable act in this entity's Name that resulted in them and their offspring cursed for eternity. How exactly these creatures reproduce is another mystery few scholars endeavor to discover.

A gorgon's eyes are pure orichalcum that open miniature portals directly to an astral realm of elemental earth. Through direct eye contact, they can channel the released energy directly into the pattern of their victim, resulting in a form of petrification. However, gorgons are completely blind and rely on their other senses and the motions of their snake-like appendages to find their victims and direct their gaze.

Challenge: Warden (Eleventh Circle)

DEX:	8	**Initiative**:	8	**Unconsciousness**:	91
STR:	7	**Physical Defense**:	19	**Death Rating**:	103
TOU:	12	**Mystic Defense**:	24	**Wound Threshold**:	18
PER:	10	**Social Defense**:	23	**Knockdown**:	11

WIL: 9 **Physical Armor**: 8 **Recovery Tests**: 4
CHA: 8 **Mystic Armor**: 16 **Karma:** 3 (12)
Movement: 16
Actions: 3; Gaze: 29 (26), Bite: 27 (28)

Powers:
Enhanced Sense [Hearing] (4)
Enhanced Sense [Smell] (2)
Multitude of Snakes: The gorgon has no limits on the number of bite attacks it can make in a round.
Petrifying Gaze: Targets reduced to their Death Rating by the gorgon's gaze attack are immediately turned to stone. Targets reduced to their Unconsciousness Rating by the gorgon's gaze attack slowly turn to stone, taking 2 damage each round until they are reduced to their Death Rating, at which point they turn to stone. Armor does not protect against this damage. If the target's current damage is restored above their Unconsciousness Rating, this power stops.

Additional Powers (Choose One):
Constrict (15): Grappled opponents take Step 15 Damage each round as long as the grapple is held.
Poison (15): If the gorgon's bite causes damage, the victim must resist damaging poison (see *Gamemaster's Guide*, p. 171). The poison is Step 15 [Onset: 1 round, Interval: 5/1 round].

Special Maneuvers:
Bite and Hold (Gorgon)
Go For the Eyes! (Opponent): The attacker may use two additional successes on an Attack test to attack one of the gorgon's eyes, giving the gorgon a -4 penalty to Attack and Damage tests with Petrifying Gaze. This lasts until the end of the next turn. If the damage causes a Wound, the penalty lasts until the Wound is healed (the silver piece value of the affected eye is halved). A gorgon suffering from this twice cannot use gaze as long as the effect of both maneuvers lasts.
Pry Loose (Opponent, Close Combat)
Loot: Orichalcum eyes worth 1000 silver pieces each (worth Legend Points).

HAWK, SENTINEL

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 speak without the aid of magic. Sentinel hawks were unknown before the Scourge, and their origin still remains a mystery. Some scholars speculate a magician created them just

before or during the Scourge to act as sentries and guardians against Horrors, and the hawks eventually escaped and bred in the wild. Sentinel hawks refuse to discuss the subject.

They 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).

Challenge: Journeyman (Sixth Circle)

DEX:	9	**Initiative**:	11	**Unconsciousness**:	45
STR:	5	**Physical Defense**:	14	**Death Rating**:	50
TOU:	5	**Mystic Defense**:	14	**Wound Threshold**:	7
PER:	8	**Social Defense**:	11	**Knockdown**:	7
WIL:	8	**Physical Armor**:	3	**Recovery Tests**:	2
CHA:	7	**Mystic Armor**:	6	**Karma:**	4 (16)

Movement: 4 (Flying 18)
Actions: 2; Bite: 14 (14), Claws ×2: 16 (12)

Powers:

Air Blast [Spell, 13]: As the spell, *Player's Guide*, p. 280.

Air Spear [Spell, 12]: As the spell, *Player's Guide*, p. 281.

Astral Sense [Spell]: Always active and as the spell, *Player's Guide*, p. 342.

Astral Attack: The sentinel hawk can target Mystic Defense instead of Physical Defense with its Bite or Claw attacks.

Creature Power (Standard, Spell, 16): The sentinel hawk has powers equivalent to these spells, but they are not spells. No threads need to be woven, but they also cannot benefit from extra threads. Additional successes function as per the spell description.

Dispel Magic (14): As the talent, *Player's Guide*, p. 139.

Enhanced Sense [Other] (4): Astral Sight, as the talent, *Player's Guide*, p. 129.

Enhanced Sense [Sight] (4): The sentinel hawk does not suffer penalties to vision-based Awareness tests.

Fingers of Wind [Spell, 8]: As the spell, *Player's Guide*, p. 276.

Resistant to Horrors: The sentinel hawk gains +5 to its Defenses against powers used by Horrors and Horror constructs.

Swooping Attack: The sentinel hawk may split its movement (*Player's Guide*, p. 389) without penalty, and does not cause Strain.

Special Maneuvers:

Clip the Wing (Opponent)

Ethereal Attack (Sentinel Hawk, Close Combat): The sentinel hawk may

spend an additional success on an Attack test to affect Mystic Armor instead of Physical Armor.

HAWK, SILVER

Considered a fascinating mystery by some and a dangerous nuisance by others, silver hawks are most commonly found in mountains and plains, but can make their homes in any sort of open terrain, including deserts and fields. A magical beast of near-Namegiver intelligence, the silver hawks' natural form is an elegant bird of prey with a black and silver coloration that either reflects or absorbs light depending on the angle of the sun. They seem to appear out of thin air by subtly shifting the angle of their wings.

Silver hawks make use of instinctive illusory magic, with the particular effects determined by the time of day. At dusk and dawn they become nearly invisible, and swoop at such speeds they may appear as angry spirits to witnesses of their hunts. For most of the day, they project illusionary doubles, allowing a single individual to appear to be a flock of many. However, their most astonishing illusory ability occurs at night. By borrowing the fickle light of the full moon, silver hawks project the image of a beautiful humanoid figure. The figure is universally slender, beautiful, and covered in fine, scale-like feathers that glitter with the hawk's silvery hue, but other details vary from hawk to hawk. Some appear as male, others female, others undefined, and many choose to project wide, gorgeous wings instead of humanoid arms. The purpose of this illusory form is unclear, though speculation abounds.

While appearing as a humanoid, silver hawks can communicate verbally with others, though they are limited to simple concepts and interactions. Sometimes helpful, silver hawks occasionally help lost travelers find their way back to roads and settlements, sometimes requesting (or simply taking) a trinket for their trouble. They are just as capable of mischief, however, and occasionally lead travelers into danger, then pick rewards from their remains. Silver hawks are an uncommon trickster figure in Barsaive folklore, though there is at least one famous song recounting the tale of a soldier who fell in love with a silver hawk, only to meet a tragic end.

Atypically for birds of prey, silver hawks obsessively collect shiny and colorful things, and snatch dyed and metal objects from Namegivers if an opportunity presents itself. Though not particularly dangerous in a fight, the swift and elusive silver hawks can easily snatch an object from an inattentive Namegiver's hand. Silver hawks desire mirrors above all objects, however, and preferentially take them above other trinkets.

Challenge: Journeyman (Sixth Circle)

DEX:	12	**Initiative**:	16	**Unconsciousness**:	45
STR:	6	**Physical Defense**:	16	**Death Rating**:	50
TOU:	5	**Mystic Defense**:	15	**Wound Threshold**:	7
PER:	8	**Social Defense**:	15	**Knockdown**:	5
WIL:	7	**Physical Armor**:	3	**Recovery Tests**:	2

CHA: 8 **Mystic Armor**:6
Movement: 2 (Flying 22)
Actions: 2; Bite: 14 (14), Claws ×2: 18 (10)

Powers:

Ambush (10): This may only be used when the silver hawk is using the Silver Shadow power.

Dive (10)

Enhanced Sense [Sight] (6): The Silver hawk does not suffer penalties from distance to vision-based Awareness tests.

Silver Figure: During the full moon, the silver hawk appears as a humanoid as the description.

Silver Phantoms (5): During the day, the silver hawk creates phantom images of itself. Treat this as the Phantom Warrior spell, *Player's Guide*, p. 304, with five images. Note: This power is not a spell.

Silver Shadow: During dusk or dawn, the silver hawk can effectively turn invisible. Everyone suffers the effects of full blindness when attempting to target or detect the silver hawk.

Precise Strike: The silver hawk inflicts an additional point of damage for each additional success on an Attack test (typically +3 instead of +2).

Stealthy Stride (16): As the skill, *Player's Guide,* p. 170. This may only be used when the silver hawk is using the Silver Shadow power.

Swooping Attack: The silver hawk may split its movement (*Player's Guide,* p. 386) and not suffer any penalty, and does not cause Strain.

Willful (2)

Special Maneuvers:

Clip the Wing (Opponent)

Loot: Feathers worth 5D6 × 10 silver pieces (worth Legend Points).

HULKER

Hulkers are large, solitary predators that move slowly through the darkest parts of Blood Wood. They stalk the area surrounding the central forest, as well as parts of the Western Border and Northern Reaches closest to the forest's center. Standing somewhat taller than a troll, they have thick, gnarled skin that resembles tree bark. Their 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 from the base of the larger one, forming a pincer with which the hulker can grasp its meal. Though hulkers eat anything they can catch, they display particular fondness for Namegiver flesh. Hulkers don't attack Namegiver settlements, however, unless driven to desperation by extreme hunger.

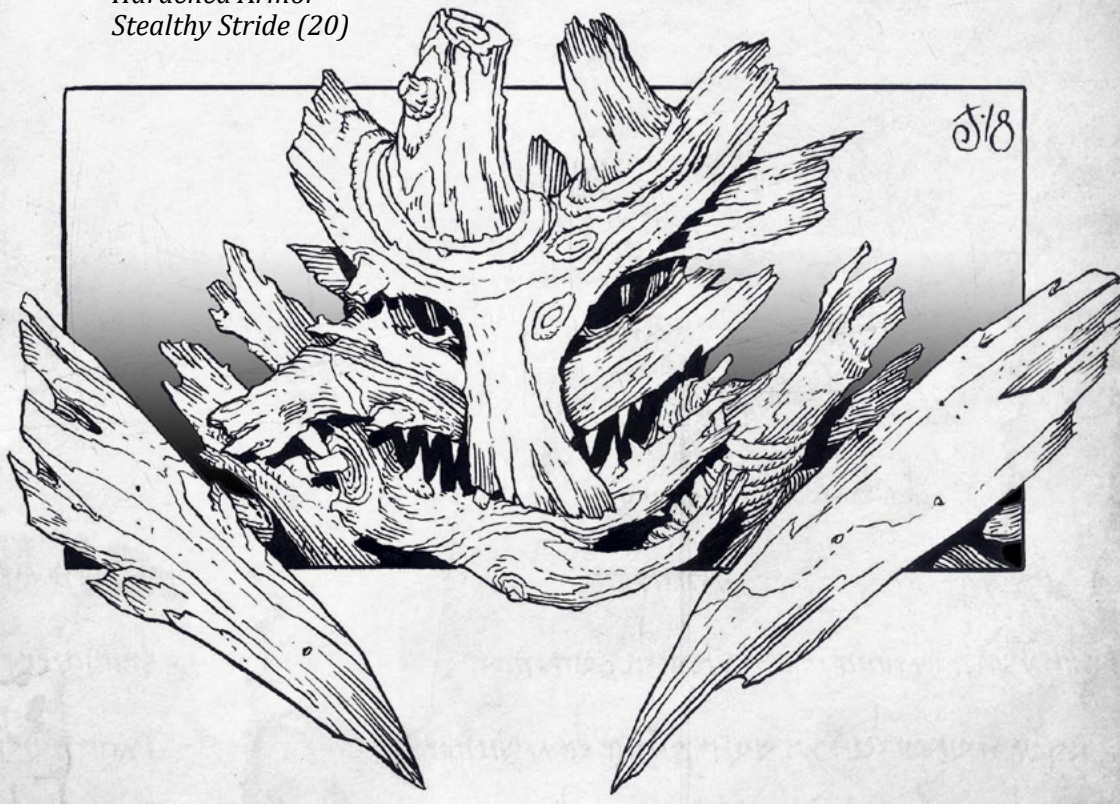
What hulkers lack in speed, they often make up for in guile by concealing themselves among the trees. Hulkers prefer to attack from hiding because most prey can easily outrun them.

Challenge: Warden (Ninth Circle)

DEX:	7	**Initiative**:	7	**Unconsciousness**:	78
STR:	13	**Physical Defense**:	17	**Death Rating**:	89
TOU:	11	**Mystic Defense**:	18	**Wound Threshold**:	16
PER:	6	**Social Defense**:	14	**Knockdown**:	15
WIL:	6	**Physical Armor**:	12	**Recovery Tests**:	4
CHA:	5	**Mystic Armor**:	9		

Movement: 10
Actions: 2; Claws x2: 23 (28)

Powers:
Ambush (15)
Blood Vigor (Simple, 20): The hulker can spend a Recovery test and make a Blood Vigor test. The hulker heals damage equal to the test result. This power may be used once per round.
Enhanced Sense [Hearing] (4)
Hardened Armor
Stealthy Stride (20)



Special Maneuvers:

Armor Cutter (Hulker): The hulker may spend additional successes on an Attack test to reduce the target's Physical Armor by 1 per success. This will not destroy thread armor.

Enrage (Opponent)

Flesh Rend (Hulker): The hulker may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success for this attack.

Provoke (Opponent, Hulker)

JACOTI

Standing seven feet tall at the shoulder and weighing over 2000 pounds, adult jacoti are a force to be wary of. Their deep green hides are rough and thicken into armor-like plates over most of their vulnerable areas. Their necks are protected by a bony plate that sweeps up and back from the head. At the end of their massive tails is a large, bony knob that strikes with the impact of a mace. Projecting from the top of their snouts and over each eye are horns. While they are herbivores, they can still deliver fearsome bites with teeth designed to cut tough roots.

Jacoti enter their mating season every six months. During this time, females are anxious to produce offspring, but don't accept males they have not seen prove themselves in combat. Thus, for two weeks out of every six months, every adult male jacoti is spoiling for a fight. Travelers do well to learn the gender of a jacoti from a distance, and to avoid the vicinity of females no matter how arduous the alternate route.

In combat, jacoti attack by charging with their head lowered, aiming their horns at the widest part of the target. Once they have closed, they rake with their horns and use their tail club to tear and pound their enemies into submission. Jacoti are fierce and stubborn, and do not give up on a fight unless severely wounded. Even then, they do not flee immediately, but make a fighting withdrawal, continuing to threaten their foes until no longer in range.

Females normally bear a single offspring; twins are rare and anything more unheard of. Offspring come into the world weighing an average of 200 pounds and the young are able to defend themselves within a day or two. Mothers stay with their young for about 10 to 12 months, when they are half grown. They typically don't breed again for two years.

Jacoti are suitable as animal companions.

Challenge: Journeyman (Sixth Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	63
STR:	10	**Physical Defense**:	12	**Death Rating**:	74
TOU:	11	**Mystic Defense**:	9	**Wound Threshold**:	16
PER:	5	**Social Defense**:	12	**Knockdown**:	13
WIL:	8	**Physical Armor**:	10	**Recovery Tests**:	4
CHA:	3	**Mystic Armor**:	6		

Movement: 14
Actions: 2; Bite: 18 (20), Horns: 18 (21), Tail: 20 (19), Trample: 18 (19)

Powers:
Charge (10)
Enhanced Sense [Smell] (4)
Willful (2)

Special Maneuvers:
Earth-Shattering Headache (Jacoti, Tail): The jacoti may spend two additional successes on an Attack test to strike the target on the head, causing them to be Harried until the end of the next round.
Enrage (Opponent)
Overrun (Jacoti, Trample)
Provoke (Opponent, Close Combat)
Tail Sweep (Jacoti, Tail): The jacoti may spend additional successes on an Attack test to throw opponents with a lower Strength Step. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, *Gamemaster's Guide,* p. 167).

Jacoti, Albino

About 1% of jacoti are born albino. These white jacoti are smaller and less physically powerful, but have powerful magic to make up for their size and coloration. Albino jacoti have been observed causing minor earth tremors by pawing the ground and enshrouding themselves with mist and fog to render combat a chancy business. Also, the horns over the eyes store magical energies. If an albino strikes with both of these horns, the energies are discharged into the target, causing grievous wounds. Magicians prize these horns and pay a high price for them. So, too, do the hunters, often paying the final price once they locate an albino jacoti and try to relieve it of its horns.

Challenge: Journeyman (Seventh Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	62
STR:	8	**Physical Defense**:	12	**Death Rating**:	71
TOU:	9	**Mystic Defense**:	14	**Wound Threshold**:	13
PER:	7	**Social Defense**:	12	**Knockdown**:	13
WIL:	9	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	3	**Mystic Armor**:	10		

Movement: 14
Actions: 2; Bite: 18 (16), Horns: 18 (17), Tail: 20 (15), Trample: 18 (15)
Powers:
Charge (10)
Creature Power (23, Zap, Standard)
Difficult Terrain (Simple): The albino jacoti paws at the ground and causes the area in a 10-yard radius to buckle and shift. Movement through this area is

halved until the end of the next turn. This power may not be used on the same turn as Fog Cloud.

Enhanced Sense [Smell] (4)

Fog Cloud (Simple): The albino jacoti expels fog from its nose, quickly enveloping a 4-yard radius around it, causing Complete Darkness to anyone within the area, or targeting something within the area. This power may not be used on the same turn as Difficult Terrain. This power may be used once per round.

Willful (2)

Zap (10): The albino jacoti discharges electricity up to 20 yards away from its horns, causing Step 10/Mystic damage to the target and -2 to Physical Defense until the end of the next turn.

Special Maneuvers:

Earth-Shattering Headache (Albino Jacoti, Tail): The albino jacoti may spend two additional successes on an Attack test to strike the target on the head, causing them to be Harried until the end of the next round.

Enrage (Opponent)

Overrun (Albino Jacoti, Trample)

Provoke (Opponent, Close Combat)

Tail Sweep (Albino Jacoti, Tail): The albino jacoti may spend additional successes on an Attack test to throw opponents with a lower Strength Step. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, *Gamemaster's Guide,* p. 167).

Zapped! (Albino Jacoti, Horns): The albino jacoti may spend an additional success on an Attack test to inflict the Zap power on the target.

Loot: Two horns worth 100 silver pieces each (worth Legend Points).

KHAREFYA

Agile in the water but cumbersome on land, kharefya are deadly predators in the waters they claim as territory. Both genders maintain vast hunting grounds, meeting only to lay and fertilize eggs. They resemble enormous newts with a more pronounced tail, scrawny limbs, and come in shades of dark blue with black and white patterned spots.

Feeding mainly on fish and small prey at the water's edge, these strange amphibians are six to seven feet long and roughly 150 pounds. Their wide, flat heads are filled with hundreds of sharp, rowed teeth. In the water they have no trouble quickly hunting and catching prey, but they move awkwardly on land, relying on their venom to slow or kill their quarry. Afterwards, they drag it back into the water to enjoy at leisure.

Kharefya have paralytic poison that coats their skin. These large brutes also have pairs of spines near their ribs that can be used with devastating effect to deliver a venomous attack. Kharefya vocalize, making whining or crying sounds that resemble the mewling of young Namegiver children.

Unwary Namegivers who seek to find the "crying child" are attacked and devoured instead.

Challenge: Journeyman (Seventh Circle)

DEX:	9	**Initiative**:	11	**Unconsciousness**:	62
STR:	9	**Physical Defense**:	15	**Death Rating**:	71
TOU:	9	**Mystic Defense**:	11	**Wound Threshold**:	13
PER:	6	**Social Defense**:	11	**Knockdown**:	13
WIL:	7	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	8		

Movement: 8 (Swimming 12)
Actions: 3; Bite: 19 (18), Barbs ×2: 19 (16, Poison)

Powers:
Ambush (10)
Aquatic: When on land, the kharefya suffers -2 to Attack tests, Initiative tests, and Physical Defense, and cannot use Stealthy Stride.
Enhanced Sense [Hearing] (2)
Poison (12): If the kharefya causes damage with its barbs or is successfully attacked by an unarmed opponent, the victim must resist a paralytic poison (see Gamemaster's Guide, p. 171.) The poison is Step 12 [Onset: 2 rounds, Interval: 4/2 rounds, Duration: 1 hour].
Poison Slick (8): When in the water, non-kharefya within 2 yards are affected by Poison with a -4 Step penalty (Step 8).
Stealthy Stride (15): As the skill, *Player's Guide*, p. 170.

Special Maneuvers:
Defang (Opponent)
Bite and Stab (Kharefya, Bite): The kharefya may spend an additional success to automatically grapple an opponent. Grappled opponents automatically take barb damage each round until the grapple is broken.
Pry Loose (Opponent, Close Combat)
Loot: Small kernels of True water it consumed worth D20×5 silver pieces.

KOTIILI

At only four to five feet long and 65-80 pounds, kotiili are smaller than most other crocodiles, which makes their ferocity all the more shocking. Kotiili have longer legs than most crocodiles, carrying their body much further above the ground than normal. Their short snouts sport many teeth and four large incisors. They are well armored on their back, belly, and throat. Their skin is a natural camouflage, adapting to their surroundings in earth and jewel tones. Black markings on their skin fluoresce slightly in irregular patterns, leading some scholars to speculate these are used as some form of rudimentary communication. The beautiful colors, black markings, and faint glow on their hides make them prized, but the colors are fixed upon death.

The mostly nocturnal kotiili live almost exclusively in underground rivers, caverns, and flooded kaers, burrowing through river banks at night when hungry. They can overpower and kill prey several times their size, using their agility and pack structure to vicious success. Working as a team, the creatures surround and subdue larger prey by biting them and striking at the legs with their tails. Once downed, their terrible jaws tear into their prey's flesh. They can subsist on a good meal for over a week.

Kotiili are suitable as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	10	**Initiative**:	12	**Unconsciousness**:	56
STR:	7	**Physical Defense**:	16	**Death Rating**:	63
TOU:	7	**Mystic Defense**:	13	**Wound Threshold**:	10
PER:	8	**Social Defense**:	13	**Knockdown**:	11
WIL:	8	**Physical Armor**:	9	**Recovery Tests**:	
CHA:	8	**Mystic Armor**:	7		

Movement: 14 (Burrowing 6, Swimming 14)
Actions: 2; Bite: 17 (19), Tail: 17 (17)

Powers:
Awareness (15): As the skill, *Player's Guide,* p. 129.
Enhanced Sense [Sight]: Low-Light Vision
Resist Pain (4)
Stealthy Stride (17): As the skill, *Player's Guide*, p. 170.
Surprise Strike (10): As the skill, *Player's Guide*, p. 170.
Teamwork: Opponents are Harried by one less opponent if at least one other attacker has this power.
Vulnerablity to Light: The kotiili suffers a -5 penalty to Defenses and any ongoing resistance light-based attacks that inflict Blindness.

Special Maneuvers:
Grab and Bite (Kotiili, Bite)
Hamstring (Kotiili, Bite)
Pry Loose (Opponent, Close Combat)
Tail Sweep (Kotiili, Tail): The kotiili may spend additional successes from an Attack test to throw opponents with a lower Strength Step. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, *Gamemaster's Guide,* p. 167).
Loot: Hide worth 5D6×10 silver pieces (worth legend points)

LEECH, TITAN

Titan leeches are one of the most horrific creatures in the Mist Swamps. Similar in appearance to the smaller giant leeches, they can reach 30 feet in length and have a reddish brown coloration. They feed by swallowing large creatures whole and slowly digesting them.

Despite their large size, titan leeches are quite flat when not full. They make use of this by lying in the swamp and hiding their bodies with the dirty, mucky sludge of the swamp until their victims are within reach. They then swallow their victims whole and return to the swamp to digest them.

Challenge: Warden (Ninth Circle)

DEX:	6	**Initiative**:	9	**Unconsciousness**:	84
STR:	12	**Physical Defense**:	13	**Death Rating**:	97
TOU:	13	**Mystic Defense**:	17	**Wound Threshold**:	19
PER:	6	**Social Defense**:	17	**Knockdown**:	-
WIL:	9	**Physical Armor**:	8	**Recovery Tests**:	4
CHA:	6	**Mystic Armor**:	8		

Movement: 8
Actions: 2; Bite: 32 (26)

Powers:
Ambush (15)
Aquatic
Digest (20): A swallowed target gets to meet the titan leech's acidic digestive juices. The target takes Step 20/Physical damage at the beginning of each round before Initiative is determined. After damage is assessed, the target's Physical Armor is reduced by 1. Thread items are never destroyed by this effect.
Enhanced Senses [Sight]: Heat Sight
Oral Fixation: The titan leech can make multiple bite attacks each round.
Stealthy Stride (15)

Special Maneuvers:
Cut Free (Opponent): The opponent may spend an additional success on an Attack test to attempt to free a swallowed target. If the attack causes a Wound, a swallowed target escapes. If there is more than one swallowed target, determine who escapes randomly.
Provoke (Opponent, Close Combat)
Swallow Whole (Titan Leech): The titan leech can spend two additional successes on an Attack test to swallow the target. The target may escape the leech's insides by making a successful Attack test with a bladed weapon against the titan leech's Physical Defense, or casting a spell that causes damage reduced by Physical Armor against the titan leech's Mystic Defense, and inflicting a Wound. Attack and Damage tests from weapons larger than Size 2 have a penalty equal to the weapon's size. The target is Harried while swallowed.

MAGMA BEAST

Among the many hazards facing those who mine True fire from Death's Sea is the magma beast, a fearsome predator that many folk incorrectly

believe is a Horror. Almost twice as tall as a 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 Death's Sea, leaving the lava only to hunt. Their red color makes magma beasts almost impossible to distinguish from the molten sea, a camouflage that allows them to easily stalk their favorite meal: fire miners. When 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 are lowered by their shipmates toward the surface on ropes specially made to be impervious to fire. When the miners have dropped low enough to gather the fire, the magma beasts spring onto the island (to gain sure footing for the attack) and slay the luckless victims. If they can get hold of the ropes, magma beasts use them to rock the boat. 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 magma beasts have an uncanny intelligence.

There is a tale of a mining crew who 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 Death's Sea. They enjoy company and often travel in large groups. Magma beasts possess the curious ability to cause bursts of lava to erupt from the surface to attack airships.

Challenge: Warden (Twelfth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	102
STR:	14	**Physical Defense**:	21	**Death Rating**:	116
TOU:	14	**Mystic Defense**:	24	**Wound Threshold**:	21
PER:	7	**Social Defense**:	22	**Knockdown**:	20
WIL:	8	**Physical Armor**:	14	**Recovery Tests**:	5
CHA:	4	**Mystic Armor**:	14		

Movement: 14

Actions: 3; Bite: 30 (30), Claws ×2: 32 (28)

Powers:

Ambush (15)

Burning Aura (20): The magma beast gives off waves of intense heat, even beyond its natural habitat. All creatures within 4 yards of the magma beast take Step 20 damage per round, reduced by Physical Armor. Easily flammable objects burst into flame when exposed to this power. Any non-magical

weapons striking the magma beast immediately combust or melt before connecting causing no damage.

Immune to Fire: The magma beast suffers no damage from mundane fire attacks, and gains +20 Physical and Mystic Armor against magical or elemental fire.

Resist Pain (4)

Stealthy Stride (18): As the skill, *Players Guide*, p. 170, and only for use while within Death's Sea.

Vulnerable to Water: Attacks with the water or cold keyword against the magma beast ignore any protection provided by armor.

Special Maneuvers:

Destroy Item (Magma Beast, Close Combat): The magma beast may spend an extra success on an Attack test to strike a specific object a target is holding or wearing. Non-magical items struck, such as shields, immediately combust or melt as if affected by Burning Aura. Damage from the attack is applied to the target as normal.

Enrage (Opponent)

Provoke (Opponent, Close Combat)

Loot: Organs containing True fire worth 800 silver pieces (worth Legend Points).

MAMONT

At twelve feet tall and almost five tons, these pachyderm brutes have an oddly trim build. Mamonts make striking figures with their short honey-ginger coat, which gives off warmth and light, radiating their body heat to the surroundings. When threatened, this turns scalding and dangerous. Their coats offer significant protection against heat and cold, and are rumored to have significant healing properties. Because of this mamonts are increasingly rare due to the desirability of their coats.

Mamonts are herd animals living in loose family groups of up to a dozen. Both genders have lengthy curved tusks and a long, prehensile trunk. With a gestation period of twenty months, most packs have one or more pregnant females to protect at any given time. The herd cooperates to tend the young, and as young males mature, they leave to join other herds. These herbivores can be very nonchalant about Namegivers or extremely aggressive depending on how close to term the females are.

Mamonts are suitable as animal companions.

Challenge: Journeyman (Eighth Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	76
STR:	11	**Physical Defense**:	12	**Death Rating**:	88
TOU:	12	**Mystic Defense**:	15	**Wound Threshold**:	18
PER:	6	**Social Defense**:	15	**Knockdown**:	15
WIL:	8	**Physical Armor**:	13	**Recovery Tests**:	4
CHA:	7	**Mystic Armor**:	11		

Movement: 12
Actions: 2; Trample: 15 (18), Tusks: 15 (20)

Powers:
Burning Aura (10, Simple): The mamont radiates heat. All creatures within 6 yards suffer Step 10/Physical fire damage. Clothing, paper, and other easily flammable objects usually burst into flame when exposed to this power.
Charge (10)
Enhanced Sense [Hearing] (2)
Enhanced Sense [Smell] (2)
Resist Cold (10): The mamont gains +10 Physical and Mystic Armor against cold damage.
Resist Fire (10): The mamont gains +10 Physical and Mystic Armor against fire damage.
Resist Pain (4)
Willful (2): This increases to 6 during mating season for all genders.

Special Maneuvers:
Enrage (Opponent)
Overrun (Mamont, Trample)
Provoke (Opponent, Close Combat)
Tusk Sweep (Mamont, Tusks): The mamont may spend additional successes from an Attack test to throw its opponent. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, p. 167).
Loot: Pelt worth 2D10×50 silver pieces (worth Legend Points). Two tusks worth 2D6×50 silver pieces each (worth Legend Points).

MANDRAKE

Mandrakes look like elves with polished wood for skin. Their hair ranges from green to the many shades of autumn leaves, and they wear no clothes and carry no tools yet are incredibly resistant to illness. Their fingers sharpen to points at the ends and secrete a sap-like substance that is poisonous to most living things.

Mandrakes are social creatures among their own kind, but hateful of other races. For them, survival of their race is paramount and ensure this by slaughtering interlopers who stray too close to their forest homes. Originally descended from elves, mandrakes still retain some intelligence, speaking the language of wood elementals. Other languages are almost certainly within their grasp, if they ever gave anyone the chance to teach them.

Before the Scourge, there was an elven cult blindly dedicated to Jaspree. They refused all offers to seek shelter and vowed to protect her works throughout the Scourge, whatever the cost. Jaspree, honored at such a sacrifice, approached to grant them permission to hide. However, even at her insistence, they refused to seek shelter. Torn, Jaspree respected their wishes,

but left them a parting gift and a warning. She blessed their bodies to become even more as one with nature, so they appear as they do now, delighting them. The warning was not taken with as much grace. She foretold these abilities would allow them to hide from some Horrors, but not all would be so easily evaded, and, as the Scourge wore on, they would die for their folly. With that, she left.

To survive, mandrakes became as beasts over time, sacrificing the majority of their sapience allowing them to escape the notice of more intelligent Horrors. They fled to and sheltered within the forests of Barsaive, fighting with the fury of a cornered animal, for that was what they had become. Despite Jaspree's warning, they survived, just. Today, they are scattered into small tribes that live in the deepest parts of isolated forests. In general, they are hostile, though not cruel or evil. Their most striking ability allows them to run through and hide within living trees, which they will usually do after infecting interlopers with their poison. There are rumors of mandrakes who can not only move through trees, but teleport between them. Given their nature, this is impossible to verify.

Jaspree still admires these creatures for their strength through the Scourge and their survival instinct, but is saddened at how much they have lost. She often watches over them and intervenes in subtle ways to ensure their continued existence.

Challenge: Journeyman (Sixth Circle)

DEX:	9	**Initiative**:	11	**Unconsciousness**:	54
STR:	6	**Physical Defense**:	14	**Death Rating**:	62
TOU:	8	**Mystic Defense**:	11	**Wound Threshold**:	12
PER:	6	**Social Defense**:	14	**Knockdown**:	8
WIL:	7	**Physical Armor**:	7	**Recovery Tests**:	3
CHA:	7	**Mystic Armor**:	8		

Movement: 14

Actions: 2; Claws ×2: 17 (2, Poison)

Powers:

Ambush (10)

Awareness (10)

Enhanced Sense [Hearing] (2)

Immune to Poison: The mandrake is immune to poison in all forms..

Vulnerable to Fire: Attacks with the fire keyword against the mandrake ignore any protection provided by armor.

Poison (12): If the mandrake causes damage, the target must resist a paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 12 [Onset: 2 rounds, Interval 6/2 rounds, Duration: 4 hours].

Stealthy Stride (15): As the skill, *Player's Guide,* p. 170.

Tree Merge: The mandrake can move freely through trees and other

plants; their Movement Rate is not reduced due to and cannot be restrained by plants. They can move within a tree, emerging further up or down the trunk, and perceive the area around it. Once inside a tree, the mandrake cannot be removed short of cutting the tree down.

Special Maneuvers:

Tree Spike (Opponent, Close Combat): An opponent can spend two additional successes on an Attack test with a metal weapon at least the size of a dagger (an arrowhead is too small) to pierce a mandrake and leave the weapon in the mandrake. This prevents the mandrake from moving within trees until the weapon is removed, which requires a Standard action. If the attack causes a Wound, it requires two Standard actions to remove the weapon.

MASTRYLITH

Mastryliths are huge war elephants with four tusks, weighing about 15 tons. Native to the province of Indrisa, they can be found throughout the Theran Empire, including Barsaive. Unlike their smaller cousins, mastryliths are bred to be aggressive along with their incredible size and strength. Not only do they have additional tusks, but other bony protrusions along their bodies which serve to enhance their fearsome appearance and provide additional protection.

Mastryliths are suitable as mounts for elves, humans, obsidimen, orks, t'skrang, and trolls, and as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	4	**Initiative**:	4	**Unconsciousness**:	77
STR:	15	**Physical Defense**:	10	**Death Rating**:	91
TOU:	14	**Mystic Defense**:	14	**Wound Threshold**:	21
PER:	5	**Social Defense**:	16	**Knockdown**:	17
WIL:	6	**Physical Armor**:	12	**Recovery Tests**:	5
CHA:	5	**Mystic Armor**:	10		

Movement: 16

Actions: 2; Trample: 12 (20), Tusks: 12 (22)

Powers:

Beast of Burden: When used as a mount, the mastrylith effectively has 2 less Strength for the purposes of a charging attack.

Charge (10)
Enhanced Sense [Listen] (2)
Enhanced Sense [Smell] (2)
Resist Pain (4)
Willful (2)

Special Maneuvers:

Enrage (Opponent)
Overrun (Mastrylith, Trample)

Provoke (Opponent, Close Combat)

Tusk Sweep (Mastrylith, Horns): The mastrylith may spend additional successes from an Attack test to throw its opponent. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, *Gamemaster's Guide,* p. 167).

Loot: Four tusks worth 2D6×50 silver pieces each (worth Legend Points)

OGRE, SWAMP

Swamp ogres are similar in appearance to mountain ogres, with the exception of their large eyes and corpulent tendencies. The extra blubber helps to keep them warm in a wet environment. Their skin pigmentation is also different, usually varying shades of mottled green.

Unlike their mountain kin, swamp ogres are nocturnal and direct sunlight causes them discomfort. They also do not have the same connection to True earth or gold, but consider their homes, usually crude dwellings built from dead trees, their treasure. They are fiercely territorial against non-ogres and frequently build rudimentary walls and litter swamps with hostile markings warning others to keep away.

Swamp ogres usually attack with brute force and ferocity, but also have another disgusting ability if threatened, their breath. It is vile to most Namegivers and ogres belch on their hapless foes at will. Many heroic adventurers have lost their lives as a result of the uncontrolled retching and vomiting this causes while being pummeled by merciless ogres.

Challenge: Journeyman (Fifth Circle)

DEX:	5	**Initiative**:	4	**Unconsciousness**:	61
STR:	11	**Physical Defense**:	9	**Death Rating**:	73
TOU:	12	**Mystic Defense**:	8	**Wound Threshold**:	18
PER:	4	**Social Defense**:	7	**Knockdown**:	13
WIL:	6	**Physical Armor**:	9	**Recovery Tests**:	4
CHA:	4	**Mystic Armor**:	5		

Movement: 10

Actions: 2; Massive Tree Branch: 13 (22)

Powers:

Enhanced Sense [Smell] (2)

Noxious Breath (18, Simple): The swamp ogre may belch on a single target engaged in close combat with it as a Simple action. The ogre makes a Noxious Breath test against the target's Mystic Defense. If successful, the target suffers a -1 penalty per success to all Action tests until the end of the next combat round. If the total penalty exceeds the target's Toughness Step, the character suffers a violent vomiting fit until the end of the next round and are Knocked Down. This power may be used once per round.

Resist Pain (4)

Special Maneuvers:
Enrage (Opponent)
Provoke (Opponent, Close Combat)
Stifle (Opponent): An opponent may spend two additional successes on an Attack test to prevent a swamp ogre from using Noxious Breath until the end of the next round. If the damage causes a Wound, the swamp ogre may not use Noxious Breath until the Wound is healed.

OGRE TWINS, SWAMP

Swamp ogres may be born with an astral twin in the same way as their mountain kin. They switch places with a thought and while in the Astral Plane, the twin regenerates damage. The game statistics provided are for one twin.

Challenge: Journeyman (Sixth Circle)

DEX:	6	**Initiative**:	5	**Unconsciousness**:	66
STR:	11	**Physical Defense**:	10	**Death Rating**:	78
TOU:	12	**Mystic Defense**:	11	**Wound Threshold**:	18
PER:	5	**Social Defense**:	9	**Knockdown**:	13
WIL:	7	**Physical Armor**:	9	**Recovery Tests**:	4
CHA:	5	**Mystic Armor**:5			

Movement: 10
Actions: 2; Massive Tree Branch: 13 (22)

Powers:
Displace: A swamp ogre twin can switch places with its twin at any time as a Free action. The magical connection between the two allows one to know what is happening with the other at all times. If one twin is killed, the other appears on the physical plane and attempts to avenge the twin's death.
Enhanced Sense [Smell] (2)
Noxious Breath (18): The swamp ogre twin may belch on a single target engaged in close combat with it as a Simple action. The ogre makes a Noxious Breath test against the target's Mystic Defense. If successful, the target suffers a -1 penalty per success to all Action tests until the end of the next combat round. If the total penalty exceeds the target's Toughness Step, the character suffers a violent, vomiting fit until the end of the next round. If this occurs, they are considered Knocked Down and can take no actions other than crawl away at half movement until the feeling passes.
Regeneration (13, Standard): When in its astral pocket, the swamp ogre twin may make a Regeneration test as a Standard action, reducing its Current Damage by the result. Each twin may use this ability a maximum of four times per day.
Resist Pain (4)

Special Maneuvers:
Enrage (Opponent)

Furious Focus (Opponent): An opponent may spend two additional successes on an Attack test against the swamp ogre twin currently under the effects of Enrage or Provoke to prevent it from using the Displace power until the end of the next turn. If the twin on the physical plane is killed, the other immediately appears as normal.

Provoke (Opponent, Close Combat)

Stifle (Opponent): An opponent may spend two additional successes on an Attack test to prevent a swamp ogre twin from using Noxious Breath until the end of the next round. If the damage causes a Wound, the swamp ogre twin may not use Noxious Breath until the Wound is healed.

PANTHER, TWILIGHT

The twilight panther is a great cat with a coat of dark purple shades, indigo, or even jet black. Its main habitats are swamps or wetlands, with a sizable portion of them dwelling in the Mist Swamps. These are large beasts, often the size of small ponies, but maintain the grace, speed, and stealthiness of their kin.

They are solitary creatures and fiercely territorial to others of their kind. This aggression is not extended to other creatures, but they do consider themselves the masters of their terrain and all those within to be their potential prey. Twilight panthers are perfectly adapted to hunting within a wet environment with poor visibility due to a unique combination of magical abilities, including Astral Sight, becoming semi-transparent, and running on the surface of water for a limited time. It is unknown how these creatures gained these magical effects, but it is believed to be a by-product of whatever disaster resulted in the creation of the Mist Swamps.

Twilight panthers are suitable as animal companions.

Challenge: Journeyman (Eighth Circle)

DEX:	13	**Initiative**:	20	**Unconsciousness**:	67
STR:	10	**Physical Defense**:	18	**Death Rating**:	76
TOU:	9	**Mystic Defense**:	15	**Wound Threshold**:	13
PER:	9	**Social Defense**:	12	**Knockdown**:	14
WIL:	8	**Physical Armor**:	6	**Recovery Tests**:	3
CHA:	7	**Mystic Armor**:	6		

Movement: 20

Actions: 3; Bite: 20 (20), Claws ×2: 22 (18)

Powers:

Ambush (10)

Astral Attack: Attacks can target Mystic Defense instead of Physical Defense.

Climbing (18): As the skill, *Player's Guide*, p. 134.

Enhanced Sense [Hearing] (2)

Enhanced Sense [Other] (4): Astral Sight, as the talent, *Player's Guide*, p. 129.

Great Leap (18)

Stealthy Stride (21): As the skill, *Player's Guide*, p. 170.

Twilight Form (Simple): The twilight panther's form becomes indistinct and hazy, gaining Partial Cover until the end of the next round. If the twilight panther makes an Attack test on a round when this power is active, they must wait one round to use it again. This power may be used once per round.

Water Stride: If the twilight panther moves at least a quarter of its Movement Rate, it can move across the surface of water as if it were solid ground until the end of the next round.

Willful (3)

Special Maneuvers:

Ethereal Attack (Twilight Panther): The twilight panther may spend an additional success on an Attack test to affect Mystic Armor instead of Physical Armor.

Pounce (Twilight Panther)

Provoke (Opponent, Close Combat)

Loot: Pelt worth 5D6 × 10 silver pieces (worth Legend Points).

SALAMANDER, DEATH'S SEA

To say distinguishing between Death's Sea salamanders and the fire spirits known as salamanders presents some challenges is an understatement. The problems extend beyond their naming conventions, as Death's Sea is home to the eponymous salamanders and the most likely place in Barsaive to find the spirits (except summoning them, naturally), and it can be extremely difficult to distinguish the two when the spirit is manifested, which is particularly troublesome given how they seem to enjoy each other's company.

Death's Sea salamanders can generally be distinguished from their spirit counterparts by the black stripes and mottling on their blazing red skin, lengthy claws, and ridge of horns at the base of their skull. While these features are not unheard of in the fire spirits, they are considerably more uncommon.

They spend their days floating in the magma of Death's Sea either alone or in small groups, waiting for a school of lava fish to pass by and provide an easy meal. If convenient, broccha can also be easy prey for a few Death's Sea salamanders, either cornering them on a *clenka*, or flipping over the fool's island and having at the hapless creature once in the lava. Firebird and fire eagle eggs are choice tidbits, but these creatures are easily driven away by the histrionics of the nesting birds protecting their eggs.

Unfortunately for Namegivers, they look like particularly easy prey for these lazy predators. However, the good news is it is rare for these creatures to continue fighting after suffering a Wound, or any significant damage. There are always other lava fish in Death's Sea.

Despite their generally sluggish behavior, Death's Sea salamanders are lightning quick in combat, reserving their energy for the deadly conflicts that are part of daily life. Their toothless jaws are powerful, either swallowing lava fish in a single gulp, or trapping prey to easily rend with their claws. Their pebbled skin is tough, much like an impossibly strong, flexible metal studded with even stronger metal. However, what makes them difficult to deal with is their ability to quickly heal when bathed in the molten stone of their home.

Death's Sea salamanders are suitable as animal companions.

Challenge: Warden (Ninth Circle)

DEX:	8	**Initiative**:	14	**Unconsciousness**:	81
STR:	11	**Physical Defense**:	18	**Death Rating**:	93
TOU:	12	**Mystic Defense**:	18	**Wound Threshold**:	18
PER:	7	**Social Defense**:	10	**Knockdown**:	15
WIL:	5	**Physical Armor**:	15	**Recovery Tests**:	4
CHA:	6	**Mystic Armor**:	15		

Movement: 12 (Swimming 12)
Actions: 2; Bite: 25 (25), Claw ×2: 23 (27)

Powers:

Awareness (15): As the skill, *Player's Guide*, p. 129.

Blood of Death's Sea (20, Simple): While bathed in fire, the Death's Sea salamander may spend a Recovery Test to make a Healing Fires test . The Death's Sea salamander heals damage equal to the test result.

Easily Discouraged: Any abilities that target Social Defense and cause penalties, such as Battle Shout, gain the effects of an additional success against the Death's Sea salamander.

Enhanced Sense [Hearing] (2)

Enhanced Sense [Smell] (2)

Immune to Fire: The Death's Sea salamander suffers no damage from mundane fire attacks, and gains +20 Physical and Mystic Armor against magical or elemental fire.

Vulnerable to Water: Attacks with the water or cold keyword against the Death's Sea salamander ignore any protection provided by armor.

Willful (2)

Special Maneuvers:

Bite and Claw (Death's Sea Salamander, Bite): The Death's Sea salamander may spend an additional success on an Attack test to automatically grapple an opponent. Grappled opponents automatically take claw damage each round until the grapple is broken.

Pry Loose (Opponent, Close Combat)

Provoke (Opponent, Close Combat)

Too Much Effort (Opponent, Intimidate): If an opponent spends two additional successes on an Interaction (Intimidate) test, it is enough to

convince the Death's Sea salamander this whole ordeal simply isn't worth the effort, causing it to slink off into the lava. If any opponents attack the Death's Sea salamander again, the Provoke and Too Much Effort special maneuvers no longer have any effect, nor does the Easily Discouraged power. It attacks the offender with dogged determination, gaining +4 to all Attack and Damage tests against any targets who attack it.

Loot: Organs containing True fire worth 600 silver pieces (also worth Legend Points).

SCORPION, BONECRACKER

These dark gray scorpions make their home within the deepest parts of the Badlands and get their name from their oversized claws, which are large and powerful enough to crush a troll. They measure between 20 and 30 feet long and feature a large tail with a stinger, just like their much smaller cousins.

Bonecracker scorpions are one of the most feared predators in the Badlands. They are ferocious and aggressive creatures who seem to be in an almost perpetual state of hunger, something they are more than willing to slake on other scorpions. Hence, they are almost always encountered alone. They rarely mate, with the male becoming the female's meal once complete. Even the birth of these scorpions is a horrific, violent occurrence. Between 30 and 40 infant scorpions gestate within their mother, then hatch and consume her and each other, eventually escaping once their pincers are strong enough to break through her chitinous shell. It is rare for more than three or four infants to survive this ordeal and make their own way into the world.

As adults, they are fearsome, fast moving, and aggressive. With armor-like metal plates, lethal pincers, and a poisonous sting to threaten even the mightiest beasts, a wise traveler steers clear of these apex predators. However, a wise traveler is unlikely to be in the Badlands in the first place.

Adult Bonecracker

A full-grown bonecracker scorpion in all its terrible glory.

Challenge: Warden (Eleventh Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	103
STR:	14	**Physical Defense**:	18	**Death Rating**:	119
TOU:	16	**Mystic Defense**:	14	**Wound Threshold**:	24
PER:	5	**Social Defense**:	17	**Knockdown**:	22
WIL:	7	**Physical Armor**:	20	**Recovery Tests**:	5
CHA:	3	**Mystic Armor**:	12		

Movement: 16

Actions: 4; Claws ×2: 28 (32), Stinger: 32 (28, Poison)

Powers:

Hardened Armor

Poison (16): If the adult bonecracker scorpion causes damage with its stinger, the target must resist a deadly paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 16 [Onset: Immediate, Interval 10/1 round, Duration: 1 hour].

Resist Pain (4)

Special Maneuvers:

Armor Cutter (Adult Bonecracker Scorpion): The adult bonecracker scorpion may spend additional successes on an Attack test to reduce the target's Physical Armor by 1 per success. This will not destroy thread armor.

Crack the Shell (Opponent)

Defang (Opponent)

Grab and Sting (Adult Bonecracker Scorpion, Claws): The adult bonecracker scorpion may spend an additional success from an Attack test to automatically grapple an opponent. Grappled opponents automatically take stinger damage each round until the grapple is broken.

Provoke (Opponent, Close Combat)

Pry Loose (Opponent, Close Combat)

Loot: Stinger worth 3D10 × 10 silver pieces (worth Legend Points).

Juvenile Bonecracker

A bonecracker scorpion between one and two years of age. These measure a mere eight to twelve feet in length.

Challenge: Journeyman (Eighth Circle)

DEX:	7	**Initiative**:	9	**Unconsciousness**:	79
STR:	10	**Physical Defense**:	13	**Death Rating**:	92
TOU:	13	**Mystic Defense**:	11	**Wound Threshold**:	19
PER:	5	**Social Defense**:	12	**Knockdown**:	18
WIL:	7	**Physical Armor**:	14	**Recovery Tests**:	4
CHA:	3	**Mystic Armor**:	9		

Movement: 14

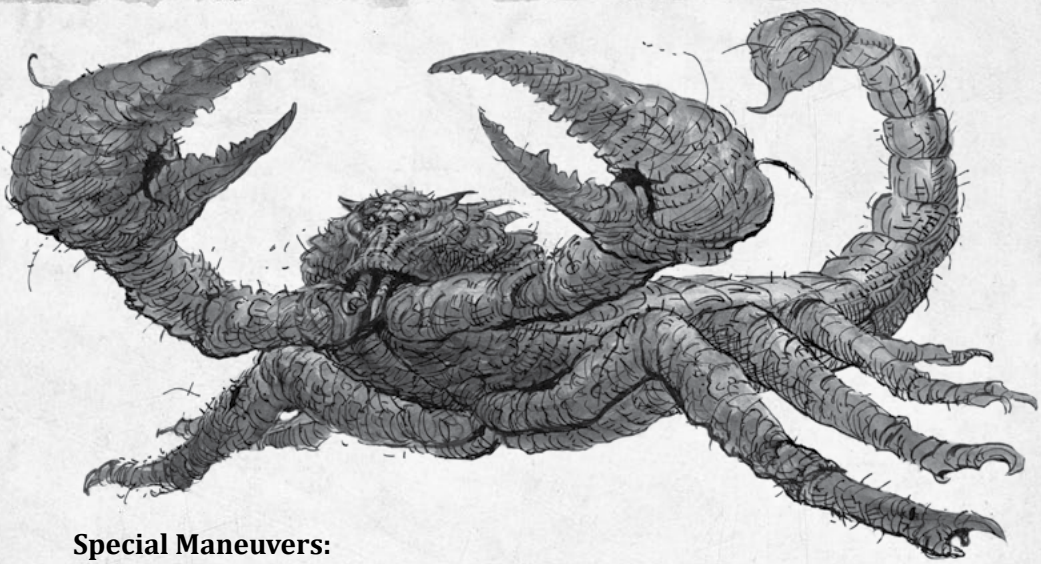
Actions: 3; Claws ×2: 19 (22), Stinger: 22 (19, Poison)

Powers:

Hardened Armor

Poison (12): If the juvenile bonecracker scorpion causes damage with its stinger, the target must resist a deadly paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 12 [Onset: Immediate, Interval 10/1 round, Duration: 1 hour].

Resist Pain (2)



Special Maneuvers:

Armor Cutter (Juvenile Bonecracker Scorpion): The juvenile bonecracker scorpion may spend additional successes on an Attack test to reduce the target's Physical Armor by 1 per success. This will not destroy thread armor.

Defang (Opponent)

Crack the Shell (Opponent)

Grab and Sting (Juvenile Bonecracker Scorpion, Claws): The juvenile bonecracker scorpion may spend an additional success from an Attack test to automatically grapple an opponent. Grappled opponents automatically take stinger damage each round until the grapple is broken.

Provoke (Opponent, Close Combat)

Pry Loose (Opponent)

Loot: Stinger worth 3D16 × 5 silver pieces (worth Legend Points).

Nymph Bonecracker

A bonecracker scorpion that was birthed within the past year. These measure a mere three to six feet in length.

Challenge: Novice (Fourth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	41
STR:	6	**Physical Defense**:	10	**Death Rating**:	48
TOU:	7	**Mystic Defense**:	9	**Wound Threshold**:	10
PER:	5	**Social Defense**:	7	**Knockdown**:	14
WIL:	7	**Physical Armor**:	7	**Recovery Tests**:	2
CHA:	3	**Mystic Armor**:	5		

Movement: 12

Actions: 2; Claws ×2: 10 (10), Stinger: 12 (8, Poison)

Powers:

Hardened Armor

Poison (8): If the nymph bonecracker scorpion causes damage with its stinger, the target must resist a deadly paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 8 [Onset: Immediate, Interval 10/1 round, Duration: 1 hour].

Resist Pain (2)

Special Maneuvers:

Armor Cutter (Nymph Bonecracker Scorpion): The nymph bonecracker scorpion may spend additional successes on an Attack test to reduce the target's Physical Armor by 1 per success. This will not destroy thread armor.

Crack the Shell (Opponent)

Defang (Opponent)

Grab and Sting (Nymph Bonecracker Scorpion, Claws): The nymph bonecracker scorpion may spend an additional success from an Attack test to automatically grapple an opponent. Grappled opponents automatically take stinger damage each round until the grapple is broken.

Provoke (Opponent, Close Combat)

Pry Loose (Opponent, Close Combat)

Loot: Stinger worth 3D10 silver pieces (worth Legend Points).

SCORPION, NIGHTWISP

Nightwisp scorpions are grey-brown in color and about the size of a large dog. Like all scorpions, they have two large pincers and a poisonous, stinging tail. Their diet consists of giant insects, small rodents, and other mammals, but they are skittish and can become aggressive and strike at larger creatures who come too close. These creatures' main habitat is the Mist Swamps, where they easily use the mist as camouflage.

They are seldom encountered alone, as they form territories comprising a group of approximately 20 scorpions. Fortunately, they are not social creatures and rarely attack in a coordinated pattern. When they encounter a similar sized or smaller creature, a Nightwisp tries to grasp them in one of their pincers, followed by striking the target with their tail. However, for larger creatures, they normally lash out with their tail and attempt to flee. If the larger creature falls victim to their venom, they may then look forward to a large number of scorpions returning later to eat them alive.

The nightwisp's poison is greatly feared. It is a fast-acting paralytic poison, but has an illusory element to it. Once injected and if they succumb, the victim appears to be dead with their heart and breathing slowed to imperceptible levels, and their temperature dropping as well. This appearance of death extends even to magical examination of their condition (e.g. Lifesight).

Challenge: Journeyman (Sixth Circle)

DEX:	7	**Initiative**:	9	**Unconsciousness**:	54
STR:	7	**Physical Defense**:	13	**Death Rating**:	62
TOU:	8	**Mystic Defense**:	10	**Wound Threshold**:	12

PER:	6	**Social Defense**:	11	**Knockdown**:	13
WIL:	6	**Physical Armor**:	9	**Recovery Tests**:	3
CHA:	5	**Mystic Armor**:	7		

Movement: 16
Actions: 3; Claws ×2: 15 (16), Stinger: 18 (13, Poison)

Powers:
Poison (14): If the nightwisp scorpion causes damage with its stinger, the target must resist a paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 14 [Onset: Immediate, Interval 5/1 round, Duration: 30 minutes]. Additionally, the poison is infused with illusion magic, making the victim appear dead, once they have been paralyzed. The illusion is Sensing Difficulty 21; Lifesight gains a +5 bonus to any Sensing tests.

Special Maneuvers:
Defang (Opponent)
Grab and Sting (Nightwisp Scorpion, Claws): The nightwisp scorpion may spend an additional success from an Attack test to automatically grapple an opponent. Grappled opponents automatically take stinger damage each round until the grapple is broken.
Pry Loose (Opponent, Close Combat)
Loot: Stinger worth D10 × 10 silver pieces (worth Legend Points).

SIMARGL



Always rare even before the Scourge, majestic winged simargls are practically a myth. Standing six feet at the shoulder, these immense creatures have bodies of equal parts dog, lion, and peacock; summed together to create beings greater than any of them. At once lithe and powerful, simargls have four legs tipped with broad paws and vicious retractable claws, and sprouting from behind is a tail that spans between one and two body lengths. Colorful feathers, usually blue or red, with white or black "eyelets" cover its form. The creature's wings are so massive it can hold them above its body like a tent, creating a zone of cool shade.

Their faces are unique, both in general and to each individual simargl. The general shape is a wolf, with an elongated muzzle and alert, mobile ears. It is their eyes that are both mysterious and unsettling. They are expressive and almond-shaped, like a Namegiver, reflective and slitted like a great cat, and

piercing like a raptor. Those few who can claim to have found themselves the subject of this gaze describe it as though the simargl can see not through you, but directly into you.

Simargls are female without exception, and are able to reproduce without males. How this occurs is unclear, though simargl pregnancies seem to coincide with stellar events such as eclipses, meteor showers, and the conflux of certain constellations. When simargls come upon the abandoned young of any creature, they collect and raise the offspring as their own. Wild animals always integrate successfully with their kind once released, however, Namegivers raised in such a fashion frequently have great difficulty integrating into their society, often retreating back to their surrogate home, if they ever leave in the first place. Those who do return seem to be the subject of a disproportionate number of legends and renowned for their heroism.

Though once found in a wide variety of environments, particularly the area that is now the Badlands, simargls are now limited to isolated regions of Barsaive, such as distant mountain valleys or beneath the canopy of dense jungles. There are no accounts of simargls' lairs, even from long ago when they were much more common, or even by Namegivers raised in their company. Such Namegivers refuse to offer any details regarding their upbringing, even for posterity.

Simargls are sapient and some possess intellects greater than most Namegivers. In ancient times, these simargls were consulted for their wisdom, as they had particular insight into stars, obscure magic, and dragons. Despite their intelligence, simargls are not Namegivers. Adventurers told stories of meeting intelligent simargls, bragging of their terrible beauty and befuddling sagacity, but so far, no such individual has revealed herself to Barsaive at large in recent years.

Prior to the Scourge, simargls were protectors of natural places and the young, healing and protecting both. However, the few that have been encountered since that time have changed. Some still hold to their previous ways, and though they are prone to psychotic outbursts and irrational behavior at times, others seek only to punish despoilers and become violent at the slightest offense. Renowned ork Beastmaster, Jak'tul, claims what they once were is still within their hearts, deeply buried under scars and pain. This raised questions regarding their connection to creatures and the land.

In combat, simargls are dangerous opponents, cunning and methodical even when they seem out of control. Alone, they have access to their natural weapons and a variety of powers. While there are some powers common to most simargls, their abilities can be diverse. However, they are rarely fought alone, as a menagerie of creatures from the area invariably rushes to their side, or is part of a larger orchestrated plan. Once, simargls never left the side of a creature in their protection, though this may no longer always be the case. When a simargl retreats, it isn't a sign she has given up, only that she intends to return when she can ensure the odds are stacked more heavily in her favor.

Challenge: Warden (Eleventh Circle)

DEX:	7	**Initiative**:	9	**Unconsciousness**:	88
STR:	11	**Physical Defense**:	21	**Death Rating**:	99
TOU:	11	**Mystic Defense**:	26	**Wound Threshold**:	16
PER:	10	**Social Defense**:	24	**Knockdown**:	15
WIL:	12	**Physical Armor**:	8	**Recovery Tests**:	4
CHA:	10	**Mystic Armor**:	18	**Karma:**	5 (20)

Movement: 18 (Flying 20)
Actions: 2; Bite: 23 (25), Claws ×2: 26 (22)

Powers:

Dive (15)

Empathic Bond (Simple): The simargl can give an ally the Teamwork power until the end of the next round. Uses of this power against targets attuned through Empathic Sense do not count against the normal once per turn limit.

Empathic Sense (22): As the talent, *Player's Guide,* p. 142. This power has unlimited range for targets connected to the simargl through other powers.

Nature's Fury (28, Standard): The simargl can call upon the land to harass its opponents, causing plants to grow and entangle them. As a Standard action, the simargl makes a Nature's Fury test and compares it against the Mystic Defense of each opponent within 50 yards. All affected opponents are Harried until the end of the next round.

Nature's Guardian: The simargl spends a day in a particular area, connecting with it. After this time, the simargl can take a Wound and spend a Recovery test. The resulting effect is as though the spells Nutritious Earth, Purify Earth, Purify Water, and Thrive had been cast on a 1000-yard radius area, and the area is attuned to the simargl through Empathic Sense, granting knowledge of those who pass through. This effect persists as long as the Wound is not healed and the Recovery test not regained. The simargl may choose not to heal this Wound or regain the Recovery test.

Purity's Heart (33, Standard): This powerful healing power connects the simargl to the target, even if temporarily. The simargl can spend a Recovery test as a Standard action to make a Purity's Heart test, either healing Current Damage equal to the result, or healing a Wound. The target is attuned to the simargl through Empathic Sense until the next sunrise or sunset, whichever comes last. This attunement can be extended indefinitely by the target and simargl both performing a 30 min. ritual at sunrise or sunset and each taking 1 Blood Magic damage.

Resist Pain (4)

Sidereal Blessing: The simargl has insight into magics beyond the understanding of most Namegivers. Through the stars, it can see potential influences on a Namegiver and may offer its blessings if the cause is just. The supplicant Namegiver bares their heart to the simargl and the simargl suffers a Wound. So long as this Wound is not healed, the Namegiver gains a Step 4/D6 bonus die to one test each round related to the cause and the target is

attuned to the simargl through Empathic Sense. The simargl may choose to not heal this Wound.

Swooping Attack: The simargl may split movement (*Player's Guide,* p. 386) without penalty and does not cause Strain.

Tactics (20): As the skill, *Player's Guide,* p. 172.

Teamwork: Opponents are Harried by one less opponent if at least one other attacker has this power.

Special Maneuvers:

Clip the Wing (Opponent)

Enrage (Opponent): Not all simargls are affected by this Special Maneuver, at gamemaster's discretion.

Hamstring (Simargl, Bite)

Opening (Simargl): The simargl may spend additional successes on an Attack test to give her allies a +1 bonus per success spent to Attack tests against the opponent until the end of the next round.

Pounce (Simargl)

Provoke (Opponent, Close Combat): Not all simargls are affected by this Special Maneuver, at gamemaster's discretion.

Wing Buffet (Simargl): The simargl may spend two additional successes on an Attack test to cause the target to make a Knockdown test with the Attack test result as the Difficulty.

SKULK

Skulks are unusual creatures native to the jungles of Barsaive. They are pony-sized reptiles with the physique grace and agility of a jungle cat, but the manual dexterity and prehensile tail ability of a large monkey. Their heads are sleek with three large horns that stretch behind it and serve to protect its neck and back. It comes in a variety of natural colors, depending on its environment, most often in shades of brown or green.

They are equally at home on the jungle floor or in large trees, and pounce on their prey from ambush. However, they are also good sprinters and chase down their prey if spotted. Their long, sticky tongue, similar to a frog or chameleon, is an effective hunting aid, allowing them to capture or unbalance fleeing targets. Once knocked over, skulks climb on the pinned victim, clawing and biting them until they stop moving.

Skulks are suitable as mounts for elves, humans, orks, and t'skrang, and as animal companions.

Challenge: Journeyman (Sixth Circle)

DEX:	8	**Initiative**:	12	**Unconsciousness**:	54
STR:	8	**Physical Defense**:	15	**Death Rating**:	62
TOU:	8	**Mystic Defense**:	12	**Wound Threshold**:	12
PER:	6	**Social Defense**:	14	**Knockdown**:	12
WIL:	6	**Physical Armor**:	8	**Recovery Tests**:	3

CHA: 6 **Mystic Armor**: 4
Movement: 16 (Climbing 12)
Actions: 2; Bite: 14 (17), Tongue: 16 (15)

Powers:
Ambush (10)
Enhanced Sense [Hearing] (2)
Enhanced Sense [Smell] (4)
Enhanced Sense [Touch] (2)
Great Leap (12)
Long Tongue: The skulk's tongue has a range of 10 yards and is an entangling weapon.
Stealthy Stride (14): As the skill, *Player's Guide,* p. 170.
Willful (1)

Special Maneuvers:
Grab and Bite (Skulk, Tongue)
Pounce (Skulk)
Pry Loose (Opponent, Close Combat): If the attack causes a Wound, the skulk loses its tongue.

SNOWBIRD

These enormous raptors make their nests in the tallest peaks of Barsaive, protecting their eggs and young through sheer inaccessibility and natural hostility. Which is good, because these birds spend much of their time aloft, away from their nests, searching for food. Whether they have young or not, snowbirds pair off each year and build a nest that is home for the next year, working together as equals in all ways. Some pairs continue together for a number of years, constructing a new nest each year, while others go separate ways, sometimes coming back together multiple times over the years.

They may not be home much, but snowbirds are fiercely territorial with long memories. First time transgressors who leave promptly will simply receive a warning. However, multiple transgressions are taken very poorly and rarely end with all parties leaving alive. Snowbirds fight to the death if they are protecting eggs or young. This can be a particular problem with air miners, as promising lodes are frequently in the same areas snowbirds nest. Even established lodes can have problems if a pair of snowbirds move into the area for a year. Some air miner crews have had luck by using Beastmasters to speak with the raptors and come to an agreement, usually a regular offering of food. This allows a snowbird to keep watch over the miners instead of the constant hunting they require. An initial offering of goodwill is suggested if this path is pursued and goat seems to be a perennial favorite.

Beware any who betray the trust of a snowbird. Despite living relatively isolated lives, they are quite social and those who hunt snowbirds or break an agreement are identified and harassed on sight by others, even if the other

snowbirds have never seen the offender. Given that their wingspans stretch to 20 feet and their renown as predators, most are on their best behavior. It isn't unheard of for snowbirds to come to the aid of each other, their calls echoing in the mountains as an avalanche of snowbirds gathers for war.

They are predominantly white with grey speckles, and blue tips to their wing and tail feathers. As they fly, cold builds up around them, freezing the ambient moisture in the air and causing snow to fall around them. This abates if they have been resting for a period, but a snowbird in the middle of a fight effectively creates a blizzard in the surroundings.

Snowbirds are suitable as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	8	**Initiative**:	13	**Unconsciousness**:	68
STR:	9	**Physical Defense**:	15	**Death Rating**:	79
TOU:	11	**Mystic Defense**:	14	**Wound Threshold**:	16
PER:	9	**Social Defense**:	14	**Knockdown**:	9
WIL:	9	**Physical Armor**:	7	**Recovery Tests**:	4
CHA:	8	**Mystic Armor**:	7		

Movement: 4 (Flying 20)
Actions: 2; Bite: 19 (19), Claws ×2: 21 (17)

Powers:

Blizzard: The snowbird effectively forms a blizzard around it as it fights. This causes anyone within 10 yards of the snowbird to be partially blinded, unless they have appropriate equipment (such as snow goggles) or are adapted to such weather conditions, such as snowbirds. Anyone within the effect also has partial cover against anyone outside of the effect.

Dive (10)

Enhances Sense [Sight] (6): The snowbird does not suffer penalties to vision-based Awareness tests.

Immune to Cold: The snowbird suffers no damage from mundane cold attacks, and gains +20 Physical and Mystic Armor against magical or elemental cold.

Resist Pain (2)

Swooping Attack: The snowbird may split movement (*Player's Guide,* p. 386) without penalty and does not cause Strain.

Willful (1)

Special Maneuvers:

Clip the Wing (Opponent)

Enrage (Opponent)

Loot: Feathers with 5D6 × 10 silver pieces (worth Legend Points). Eggs worth 200 silver pieces each (worth Legend Points).

SPIDER, KAER

Kaer spiders are one of the largest varieties of giant spider known to exist in Barsaive (possibly *the* largest), reaching 10 to 12 feet across and with fangs as long as broadswords. They tower over even the largest of Namegivers and dwell exclusively in large underground areas such as cavern networks and abandoned kaers. They are particularly common under the Throal Mountains where the Pale Ones make their home and in Braza's Kingdom.

The exact origin of these creatures is unknown. Some believe they are a result of magical experimentation, corrupted giant spiders, or they have always dwelt below ground and Namegivers released them when they started to build their kaers. In defense of this last position, the first recorded encounters with these creatures were from those involved in constructing kaers, though there were also reports of kaer spiders gaining access to kaers throughout the Long Night.

Apart from its size, kaer spiders have two particular advantages over other types of spiders: the strength of their webs and their ability to use their spider silk as spherical sticky projectiles. Because of this and a strong predatory intellect, kaer spiders were a significant menace to kaer occupants and, more recently, explorers and tribe folk. Their webs are not meant to be hard to see, so it is rare for someone to be caught in one unawares. Rather, they are used to block entry or exit to confined areas, restricting movement so prey becomes trapped trying to break through, or are forced along a particular path of the spider's choosing. A favorite tactic is to hide behind a webbed area near the entrance and wait until the victim can no longer see it, then emerge and seal the only exit behind them, allowing the spider to hunt them at leisure. When the spider does need to confront a victim directly, it attempts to entangle them with their projectiles before closing in for the kill.

Challenge: Warden (Tenth Circle)

DEX:	12	**Initiative**:	14	**Unconsciousness**:	98
STR:	10	**Physical Defense**:	20	**Death Rating**:	114
TOU:	16	**Mystic Defense**:	16	**Wound Threshold**:	24
PER:	8	**Social Defense**:	18	**Knockdown**:	16
WIL:	10	**Physical Armor**:	14	**Recovery Tests**:	5
CHA:	6	**Mystic Armor**:	9		

Movement: 18 (Climbing 18)
Actions: 3; Bite: 26 (25, Poison), Claws ×2: 28 (23)

Powers:
Ambush (15)
Awareness (16): As the skill, *Player's Guide,* p. 129
Enhanced Sense [Touch] (6): The kaer spider may make Perception tests against anything touching the ground within 20 yards, or 100 yards if they are within 20 yards of its webs.

Poison (18): If the kaer spider causes damage with its bite, the target must resist a damaging poison (see *Gamemaster's Guide*, p. 171). The poison is Step 18 [Onset: 1 round, Interval 4/1 round].

Spin Web (28, Standard): The kaer spider can spit its incredibly strong webbing at a target. As a Standard action, the kaer spider makes a Spin Web test against the Physical Defense of a target within 20 yards. If successful, the target is affected by the Web Trap power.

Stealthy Stride (22): As the skill, *Player's Guide,* p. 170.

Web Trap (16): Kaer spider webs are strong enough to entangle thundra beasts, though they are not difficult to spot by design. If a character becomes stuck in the kaer spider's web, they must succeed at a Strength (16) test to break free. If the character is carrying a small (Size 1 or 2) bladed weapon at the time they were trapped, they may add the weapon's Damage Step as a bonus to the Strength test.

Special Maneuvers:

Defang (Opponent)

Grab and Bite (Kaer Spider, Claws)

Pry Loose (Opponent, Close Combat)

Stifle (Opponent): The attacker may use two extra successes on an Attack test to prevent the kaer spider from using Spin Web or Web Trap until the end of the next round. If the attack causes a Wound, the kaer spider may not use Spin Web or Web Trap until the Wound is healed.

SQUID, SWAMP

Swamp squids are one of the most feared creatures in the Mist Swamp. There is talk of squids large enough that even Aban is wary of crossing them. These hideous creatures are bloated, massive creatures with a conical body 20 feet in diameter at its widest point and up to 40 feet long. At the base of this is a gaping maw capable of swallowing a thundra beast whole and ten massive tentacles.

Swamp squids are slow moving and lethargic, spending most of their time dormant in a state of hibernation. They hide their tentacles and much of their bulk below the surface of the swamp, and cover their upper bodies with caked mud and branches so it appears to be a small island. From this concealment, they hunt by sensing disturbances in the swamp water. When dwarf-sized or larger creatures walk through the swamp, they sense the displacement of the water and the approximate location. When their potential prey is close enough, swamp squids attempt to crush them unconscious with their tentacles, or drag them towards them so that they can swallow them whole to be digested in their stomachs.



Challenge: Warden (Twelfth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	126
STR:	18	**Physical Defense**:	20	**Death Rating**:	148
TOU:	22	**Mystic Defense**:	17	**Wound Threshold**:	33
PER:	8	**Social Defense**:	20	**Knockdown**:	-
WIL:	10	**Physical Armor**:	16	**Recovery Tests**:	7
CHA:	9	**Mystic Armor**:	12		

Movement: 8

Actions: 6; Arms ×2: 32 (20), Bite: 26 (30), Tentacles ×8: 28 (18)

Powers:

Ambush (15)

Constrict (20): Grappled opponents take Step 20 Damage each round as long as the grapple is held.

Digest (20): A swallowed target gets to meet the swamp squid's acidic digestive juices. The target takes Step 20/Physical damage at the beginning of each round before Initiative is determined. After damage is assessed, the target's Physical Armor is reduced by 1. Thread items are never destroyed by this effect.

Grasping Tentacles: The swamp squid's tentacles have a range of 20 yards and are entangling weapons. Any target successful attacked by a tentacle is

dragged two yards towards the swamp squid, six yards if they are knocked down. Instead of causing damage with the Damage test from a tentacle, the swamp squid can cause the target to make a Knockdown test with a Difficulty equal to the Damage test result. Targets entangled by tentacles are considered grappled for the Constrict Power.

Enhanced Senses [Touch] (6): The swamp squid may make Perception tests against anything touching the water within 100 yards.

Resist Pain (4)

Special Maneuvers:

Cut Free (Opponent): The opponent may spend an additional success on an Attack test to attempt to free a swallowed target. If the attack causes a Wound, a swallowed target escapes. If there is more than one swallowed target, determine who escapes randomly.

Grab and Bite (Swamp Squid): If the squid starts its turn grappling a target, it may automatically use the Swallow Whole special maneuver on the target. The swamp squid may only do this once per round.

Pry Loose (Opponent, Close Combat): If the attack causes a Wound, the swamp squid loses the tentacle.

Swallow Whole (Swamp Squid, Bite): The swamp squid can spend two additional successes on an Attack test to swallow the target. The target may escape the squid's insides by making a successful Attack test with a bladed weapon against the swamp squid's Physical Defense, or casting a spell that causes damage reduced by Physical Armor against the swamp squid's Mystic Defense, and inflicting a Wound. Attack and Damage tests from weapons larger than Size 2 have a penalty equal to the weapon's size. The target is Harried while swallowed.

STRAKKONYA

The large carnivores have reddish brown fur speckled with black and an impressive mane, black for males and a muted brown for females. Strakkonya stand six feet at the shoulder, about 12-15 feet long, and weigh about 700 pounds with males slightly larger. A hump on their back from the base of neck to just past shoulders helps balance its massive head, which feature enormously powerful jaws. These mighty jaws are long, set on wide cheekbones sporting impressive canines used to puncture and hold their prey. Their robust legs each end in four hoofed toes.

They are fond of beaches and shallow water, but have been seen far from bodies of water in grasslands and light forest. Usually solitary, on rare occasion they can be seen hunting in small packs of three to five. Stories tell of packs hunting Horror constructs and leaving the eviscerated bodies uneaten. Most scholars think this is due to territorial disputes, rather than evidence strakkonya are sapient.

Strakkonya are suitable as animal companions.

Challenge: Warden (Ninth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	81
STR:	11	**Physical Defense**:	18	**Death Rating**:	93
TOU:	12	**Mystic Defense**:	15	**Wound Threshold**:	18
PER:	6	**Social Defense**:	14	**Knockdown**:	15
WIL:	9	**Physical Armor**:	9	**Recovery Tests**:	4
CHA:	7	**Mystic Armor**:	8		

Movement: 14

Actions: 3; Bite: 25 (28), Claws ×2: 27 (26), Trample: 25 (26)

Powers:

Awareness (15)

Resist Pain (6)

Slashing Bite: The strakkonya is not limited in the number of bite attacks it can make in a round.

Stealthy Stride (17): As the skill, *Player's Guide*, p. 170.

Willful (2)

Special Maneuvers:

Flesh Rend (Strakkonya, Bite): The strakkonya may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per successes for this attack.

Grab and Bite (Strakkonya, Bite)

Overrun (Strakkonya, Trample)

Provoke (Opponent, Close Combat)

Pry Loose (Opponent, Close Combat)

Loot: Two canine teeth worth 50 silver pieces each (worth Legend Points). D10 teeth worth 25 silver pieces each (worth Legend Points).

SWAMP THRESHER

Swamp threshers resemble their smaller crocodile kin, but measure up to 10 yards in length and have jaws capable of crushing an elephant in a single bite. As well, they possess sickle-like claws on their prehensile feet and their lengthy tail is flexible and spiked. It is rumored they live on many points along the Serpent River, but reside predominantly within the Mist Swamps where they are thought to have originated.

It is unclear whether these creatures owe their existence to magic or nature, but the nature of the Mist Swamps makes it an idyllic hunting ground for them. The mists within the swamp make ambushing larger prey very easy, despite their large size. In fact, unwary travelers often find themselves snapped in two after taking a respite on what they believed was a small island of solid ground, but was actually the tail of one of these massive beasts.

The swamp threshers' great weight make them very cumbersome on land, so they largely confine themselves to swamps and rivers. Their main diet consists of fish and other aquatic creatures, but their great mass means they cannot live on these alone and need larger prey. Hence, they are very

aggressive when encountered. Like their smaller kin, they prefer to ambush their prey, but rather than attempting to drown them, they rely on their tail to knock down prey, then grab it with their claws and use their powerful jaws to crush their foes to death. Once in a swamp thresher's jaws, their multiple sets of teeth begin flaying their meal.

Swamp threshers are suitable as animal companions.

Challenge: Warden (Tenth Circle)

DEX:	8	**Initiative**:	8	**Unconsciousness**:	95
STR:	13	**Physical Defense**:	18	**Death Rating**:	110
TOU:	15	**Mystic Defense**:	13	**Wound Threshold**:	22
PER:	6	**Social Defense**:	15	**Knockdown**:	22
WIL:	8	**Physical Armor**:	16	**Recovery Tests**:	5
CHA:	4	**Mystic Armor**:	10		

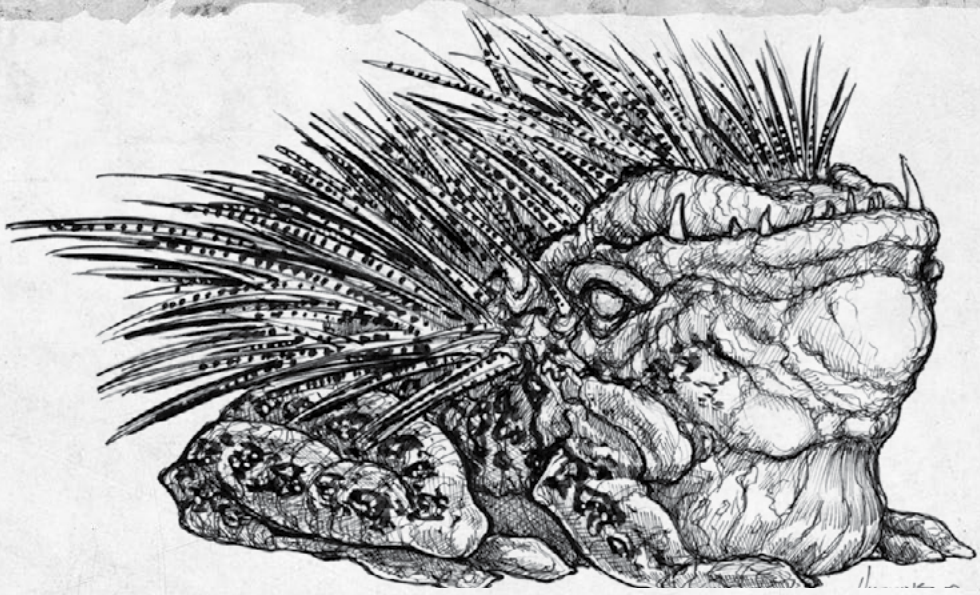
Movement: 10 (Swimming 10)
Actions: 4; Bite: 27 (31), Claws ×4: 29 (29), Tail: 30 (28)

Powers:
Ambush (15)
Aquatic
Awareness (16): As the skill, *Player's Guide,* p. 129.
Resist Pain (2)
Stealthy Stride (18): As the skill, *Player's Guide,* p. 171.
Threshing Bite: If the swamp thresher starts its turn with a target affected by Grab and Bite, the target's Wound Threshold is reduced by 6 against any damage caused by the swamp thresher's bite attack.
Willful (2)

Special Maneuvers:
Grab and Bite (Swamp Thresher, Claws)
Tail Sweep (Swamp Thresher, Tail): The swamp thresher may spend additional successes from an Attack test to throw opponents with a lower Strength Step. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, *Gamemaster's Guide,* p. 167).
Pry Loose (Opponent, Close Combat)
Loot: Skin worth 2D6 × 50 silver pieces (worth Legend Points).

TOAD, THORNED

These amphibians can be found across Barsaive's lowlands, from the banks of the Serpent River to the undergrowth of Blood Wood. Anywhere relatively moist with soil they can dig into can be their home. Thorned toads are typically eight feet tall, though larger specimens have been seen, with a brown and green coloration. Their thick skin is covered with pronounced ridges and protruding spines. The spines have a distinctive "woody" look to



them that makes for excellent camouflage when they burrow into the ground.

Thorned toads are rarely encountered alone, congregating in groups of three to ten that look like a patch of vicious plants. When prey approaches, they emerge to attack. Despite gathering in groups, thorned toads do not seem to have any particular social structure and can be competitive enough during a conflict to be goaded into attacking each other. They will attack anything that looks like it fits in their mouth, which includes most Namegivers, including trolls after some chewing with their teeth. Obsidimen are rarely the target of thorned toad attacks, as they look and smell like rocks, not food. This is not always the case, which raises questions about what the thorned toad has been eating.

Their primary weapon is their lengthy and powerful tongue, which has a sharp barb at the end which injects paralytic poison. Once prey is struck, they are grappled and pulled back to the thorned toad to be swallowed. With a meal in their belly, thorned toads have little interest in continued conflict and quickly retreat to a new burrow. Engaging thorned toads in close combat is a dangerous prospect because it requires avoiding their almost ubiquitous thorns, which, along with their skin, are coated with their venom.

Thorned toads are suitable as animal companions.

Challenge: Journeyman (Sixth Circle)

DEX:	5	**Initiative**:	7	**Unconsciousness**:	66
STR:	12	**Physical Defense**:	11	**Death Rating**:	78
TOU:	12	**Mystic Defense**:	15	**Wound Threshold**:	18
PER:	6	**Social Defense**:	10	**Knockdown**:	16
WIL:	5	**Physical Armor**:	9	**Recovery Tests**:	4
CHA:	4	**Mystic Armor**:	7		

Movement: 14

Actions: 1; Bite: 15 (18), Tongue: 18 (15, Poison)

Powers:
Ambush (10)
Enhanced Sense [Hearing] (2)
Enhanced Sense [Smell] (2)
Enhanced Sense [Touch] (4): The thorned toad may make Perception tests against anything touching the ground within 40 yards.
Long Tongue: The thorned toad's tongue has a range of 20 yards and is an entangling weapon.
Poison (11): If the thorned toad causes damage with its thorns or tongue, the target must resist a paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 11 [Onset: 3 rounds, Interval 6/2 rounds, Duration: 30 minutes].
Resist Pain (2)
Stealthy Stride (10): As the skill, *Player's Guide,* p. 170.
Thorns (10, Poison): Opponents attacking the thorned toad in close combat without a weapon suffer Step 10/Physical damage.

Special Maneuvers:
Avoid the Pointy Bits (Opponent): The opponent may spend an additional successes on an Attack test to avoid the effects of Thorns. This requires two additional successes if the attack is a grapple.
Goad (Opponent, Close Combat): The opponent may spend three additional successes on an Attack test to trick the toad into attacking one of its ostensible allies on its next action. How this plays out among the toads is at the Gamemaster's discretion.
Grab and Bite (Thorned Toad)
Provoke (Opponent, Close Combat)

TORTOISE, INFERNO

These large, grey-green tortoises grow to the size of an elephant, but there are myths and rumors of ancient tortoises from before the Scourge who have grown much, much larger. Their protective shell is almost as hard as steel, which is good because they are quite clumsy as they navigate the Mist Swamps. As largely passive creatures, they spend their days waddling through murky water and give little mind to others around them.

The shell of an inferno tortoise is greatly prized by armorers and this has led many foolish explorers to attempt to capture or kill these creatures, lulled into ill-advised confidence due to their apparently passive nature. Aside from their impressive shell, however, these creatures have another natural advantage specifically adapted to their habitat they can use when feeling directly threatened. The tortoise has four magically attuned glands in their chest that can heat to extreme temperatures within seconds. This has the effect of boiling the water under it and releasing scalding vapor in the immediate area around it.

Inferno tortoises are suitable as animal companions.

Challenge: Journeyman (Seventh Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	77
STR:	10	**Physical Defense**:	8	**Death Rating**:	91
TOU:	14	**Mystic Defense**:	14	**Wound Threshold**:	21
PER:	5	**Social Defense**:	14	**Knockdown**:	20
WIL:	7	**Physical Armor**:	17	**Recovery Tests**:	5
CHA:	5	**Mystic Armor**:	9		

Movement: 6
Actions: 1; Bite: 13 (20)

Powers:
Creature Power (Scalding Vapor, Standard, 18)
Hardened Armor
Scalding Vapor (22): The inferno tortoise can surround itself with scalding hot vapors to ward off assailants. The tortoise makes a Creature Power test against the Physical Defense of each target within 4 yards; successes are generated individually for each target. Those affected are caught within an area of dense scalding steam erupting from underneath the tortoise and receive Step 22 damage. Only armor specifically against fire or heat protects against this damage. The inferno tortoise may not use this in a round when it was used in the previous round.

Special Maneuvers:
Crack the Shell (Opponent)
Horrible Burns (Inferno Tortoise, Scalding Vapor): The inferno tortoise may spend additional successes on the Creature Power test to reduce the target's Wound Threshold by 2 for the Scalding Vapors Damage test result.
Blistering Wounds (Inferno Tortoise, Scalding Vapor): The inferno tortoise may spend additional successes on the Creature Power test to inflict additional Wounds on the target. Each success allows the Scalding Vapor Damage test to inflict an additional Wound if the test causes damage equal to the Wound Threshold again.
Loot: Shell fragments worth 300 silver pieces (worth Legend Points). Magic glands worth 200 silver pieces (worth Legend Points).

TRIPLICANT

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 they consider treasure. According to rumor, triplicants sometimes manage to collect items of real value along with the everyday odds and ends they hoard.

Triplicants use their unique power to create copies of themselves for a variety of reasons, but generally to help bolster them in combat. Only the

original creature can reproduce and they are rarely found alone, and never outside of their lair. When copies die, they dissolve into a frothy mush. Some field researchers who study these creatures from afar claim copies have distinct personalities, different from the original, but behaving consistently.

Challenge: Journeyman (Sixth Circle)

DEX:	8	**Initiative**:	9	**Unconsciousness**:	63
STR:	9	**Physical Defense**:	12	**Death Rating**:	74
TOU:	11	**Mystic Defense**:	13	**Wound Threshold**:	16
PER:	6	**Social Defense**:	12	**Knockdown**:	11
WIL:	7	**Physical Armor**:	5	**Recovery Tests**:	4
CHA:	5	**Mystic Armor**:	9		

Movement: 14
Actions: 2; Unarmed: 15 (17)

Powers:

Ambush (10)

Awareness (10): As the skill, *Player's Guide,* p. 129.

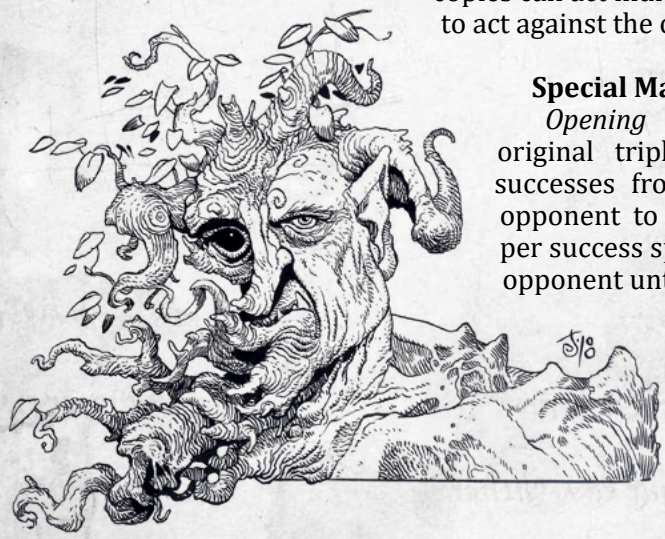
Distract (12): As the skill, *Player's Guide,* p. 139.

Stealthy Stride (15): As the skill, *Player's Guide*, p. 170.

Surprise Strike (10): As the skill, *Player's Guide,* p. 171.

Teamwork: Opponents are Harried by one less opponent if at least one other attacker has this power.

Triplicate (3 Standard Actions): The triplicant uses three Standard actions (this requires three rounds), after which two copies of the triplicant emerge in a froth from its body. These copies are identical to the original, except they do not have the Triplicate power or Opening special maneuver, and cannot act on the round they emerge. They remain for one hour before dissolving. The copies can act individually, but cannot be coerced to act against the original by any means.



Special Maneuvers:

Opening (Original Triplicant): The original triplicant may spend additional successes from an Attack test against an opponent to give their copies a +1 bonus per success spent to Attack tests against the opponent until the end of the next round.

Switch (Triplicant): The triplicant may spend an additional success from an Attack test against an opponent to trade places with any other triplicant

without any opponents noticing. This is typically used to protect the original triplicant from danger.

Loot: Odds and ends worth D8×10 silver pieces.

TROLL, FOREST

These rare creatures live only in the forested region near the ruins of Ustrect. They were clearly once trolls, but have grown even larger and now one side of their body is living wood. The eye on this side is a glowing white light in a gaping knot-like hole, something quite disconcerting to most onlookers.

Forest trolls are the remnants of those who fled the destruction of Arakkal during the Scourge. With nowhere else to go, the people sought to hide in the forested regions and petitioned the resident wood spirits for aid. It is unknown what exactly occurred to create these monsters, only that the remaining forest trolls carry an undying hatred for wood spirits and dryads. The latter in particular evoke forest trolls' wrath. Wood spirits are unusually reluctant to manifest in these forests when summoned. Forest trolls exhibit similar powers to wood spirits and are resistant, if not immune, to the effects of aging. They do not breed and are slowly dying out. However, they are incredibly resilient creatures, resistant to pain and can recover from almost any wound, including lost limbs. It is said the only way to truly destroy a forest troll is through the use of fire, though some have noted decapitation also serves the same effect.

Challenge: Journeyman (Eighth Circle)

DEX:	6	**Initiative**:	6	**Unconsciousness**:	55
STR:	11	**Physical Defense**:	14	**Death Rating**:	65
TOU:	10	**Mystic Defense**:	14	**Wound Threshold**:	11
PER:	5	**Social Defense**:	11	**Knockdown**:	13
WIL:	7	**Physical Armor**:	10	**Recovery Tests**:	4
CHA:	3	**Mystic Armor**:	7		

Movement: 14

Actions: 2; Claws ×2: 18 (21)

Powers:

Creature Power (Wood Spear, Standard, 16)

Hardened Armor

Reluctant Spirits [Wood] (1): All tests to Summon or negotiate with a wood spirit in the same forest as the forest troll require an additional success. A contest of wills functions as normal.

Resist Pain (4)

New Growth (15, Simple): The forest troll can spend a Recovery test and make a New Growth test. The forest troll reduces its Current Damage by the test result. This power may be used once per round.

Undying: The forest troll is very difficult to kill. It does not age naturally and regenerates lost body parts. When it suffers damage points over its Death Rating, it appears dead. However, it is only unconscious and makes Recovery

tests as normal. The only way to truly kill the forest troll is through the destruction of its heart or brain, or decapitation.

Vulnerability to Fire: Attacks with the fire keyword against the forest troll ignore any protection provided by armor.

Wood Spear (17): The forest troll forms a living wooden spear from its essence to damage a target. The troll makes a Creature Power test against the Mystic Defense of a target within 50 yards. If successful, the target takes Step 17/Physical damage. If the target suffers damage, the target is Harried for 1 round per success on the Creature Power test.

Special Maneuvers:
Squeeze the Life (Forest Troll)
Provoke (Opponent, Close Combat)
Pry Loose (Opponent, Close Combat)

UFGHANT

Ufghanti have slender, torpedo-shaped bodies with a distinctive hump on their upper backs. This hump is protected by tough hide and dense bone; and well it should be, for their brain is there and not in either of their heads. Four paddle-like flippers propel them through the water. These limbs are unsuited for movement on land, and an ufghant removed from the water is immobilized. It can, however, still attack.

Their two narrow, snake-like heads are supported by long, supple necks with excellent mobility. While their bite is painful and can strike twice in a moment, its venom makes it a feared denizen of the river. The toxin severely impairs breathing, the heart, nervous system, and cognitive function. It is a contact poison that lasts for hours, and may be delivered by bite or projection; they can spit a stream of venom six yards with good accuracy.

Ufghanti target their preferred prey, large waterfowl that nest on the banks of the Serpent, with both heads, creating a deadly crossfire. They lie just below the surface, with only the tops of their heads exposed, and drift, waiting for a bird to pass within range. At which point, both heads snap up and spit streams of venom on their next meal.

They have been known to attack riverboats in packs of up to 20, driven by an older bull. T'skrang boats are favored because of the crew's habit of swinging out over the water, making good targets of themselves. The attack is led by younger ufghanti, partially out of fear of the bull. If the bull can be killed - no easy proposition, as he stays at the rear of the attack and lies low in the water - the attack usually scatters and breaks off in the face of stiff opposition.

Ufghanti are suitable as animal companions.

Adult Ufghanti
Challenge: Journeyman (Seventh Circle)

DEX:	7	**Initiative**:	11	**Unconsciousness**:	65
STR:	10	**Physical Defense**:	12	**Death Rating**:	75

TOU:	10	**Mystic Defense**:	9	**Wound Threshold**:	15
PER:	5	**Social Defense**:	14	**Knockdown**:	11
WIL:	6	**Physical Armor**:	7	**Recovery Tests**:	3
CHA:	6	**Mystic Armor**:	5		

Movement: 16 (Swimming)
Actions: 4; Bite ×2: 20 (16, Poison)

Powers:
Ambush (10)
Crossfire (10, Standard): As a Standard action, the ufghant can target an opponent with both heads using either a bite attack or Spit Poison attack to improve accuracy. The ufghant makes only one attack, but gains a +10 to the test.
Poison (12): If the ufghant causes damage with its bite, the target must resist a paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 12 [Onset: 2 rounds, Interval 6/2 rounds, Duration: 12 hours].
Spit Poison (22, Standard): The ufghant spits poison at a target within 6 yards. If successful, the target is affected by poison as though they were damaged with a bite.
Stealthy Stride (14): As the skill, *Player's Guide,* p. 170

Special Maneuvers:
Crossing the Streams (Opponent, Close Combat): An opponent targeted by Crossfire who succeeds at an Avoid Blow test with at least two additional successes can cause the ufghant to interfere with itself in a ridiculous fashion. The ufghant is Harried until the end of the next round.
Provoke (Opponent, Close Combat)

Bull Ufghanti
Challenge: Journeyman (Eighth Circle)

DEX:	7	**Initiative**:	11	**Unconsciousness**:	73
STR:	11	**Physical Defense**:	13	**Death Rating**:	84
TOU:	11	**Mystic Defense**:	10	**Wound Threshold**:	16
PER:	5	**Social Defense**:	15	**Knockdown**:	12
WIL:	7	**Physical Armor**:	9	**Recovery Tests**:	4
CHA:	7	**Mystic Armor**:	6		

Movement: 16 (Swimming)
Actions: 4; Bite ×2: 22 (18, Poison)

Powers:
Ambush (10)
Crossfire (10, Standard): As a Standard action, the bull ufghant can target an opponent with both heads using either a bite attack or Spit Poison attack to improve accuracy. The bull ufghant makes only one attack, but gains a +10 to the test.

Poison (12): If the bull ufghant causes damage with its bite, the target must resist a paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 12 [Onset: 2 rounds, Interval 6/2 rounds, Duration: 12 hours].

Spit Poison (24, Standard): The bull ufghant spits poison at a target within 6 yards. If successful, the target is affected by poison as though they were damaged with a bite.

Stealthy Stride (14): As the skill, *Player's Guide,* p. 170

Special Maneuvers:

Crossing the Streams (Opponent, Close Combat): An opponent targeted by Crossfire who succeeds at an Avoid Blow test with at least two additional successes can cause the bull ufghant to interfere with itself in a ridiculous fashion. The bull ufghant is Harried until the end of the next round.

Provoke (Opponent, Close Combat)

VIRAAS

Viraas are lizards who live on the massed *clenkas* in Death's Sea known as fool's islands, usually hiding in relatively cool pockets beneath the surface of the island. They measure five feet long, and stand three feet high at the shoulder. Viraas' thick skin is most often a dark beige or tan color, and is covered with what appear to be warts. These are actually scars from touching the hottest molten stone in Death's Sea. They are very rare. Legends state Death kept them as pets and they await his return. Death supposedly loved these creatures so much because they can kill a person with a single bite.

Viraas are suitable as animal companions.

Challenge: Journeyman (Eighth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	64
STR:	10	**Physical Defense**:	15	**Death Rating**:	72
TOU:	8	**Mystic Defense**:	14	**Wound Threshold**:	12
PER:	5	**Social Defense**:	12	**Knockdown**:	14
WIL:	6	**Physical Armor**:	10	**Recovery Tests**:	3
CHA:	7	**Mystic Armor**:	8		

Movement: 12

Actions: 2; Bite: 22 (27), Claws ×2: 24 (25)

Powers:

Ambush (10)

Climbing (14): As the skill, *Player's Guide,* p. 134.

Immune to Fire: The viraas suffers no damage from mundane fire attacks, and gains +20 Physical and Mystic Armor against magical or elemental fire.

Stealthy Stride (14): As the skill, *Player's Guide,* p. 170.

Vulnerable to Water: Attacks with the water or cold keyword against the viraas ignore any protection provided by armor.

Willful (1)

Special Maneuvers:

Armor Cutter (Viraas, Bite): The viraas may spend additional successes on an Attack test to reduce the target's Physical Armor by 1 per success. This will not destroy thread armor.

Provoke (Viraas, Close Combat)

Setup (Viraas, Claws): The viraas may spend additional successes on an Attack test to give a +2 bonus or an additional success (the Attack test must still be successful) on its next bite attack against the target.

Vicious Bite (Viraas, Bite): The viraas may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success for this attack.

WOLF, DIRE

At some point in the past, someone decided they needed a giant wolf which could be ridden. It was probably a dog lover who was upset with all of the different riding cats which were available, while there was a distinctive lack of riding canines. Let's assume this hypothetical person is a she for non-specific reasons. "No more", she almost certainly declared to no one in particular and set about gathering the largest wolves which could be found and breeding them to make even bigger wolves, and then breeding those to make still bigger wolves and so on and so forth until she got some really freaking big wolves.

This was probably when she took a step back and marveled at her huge, ill-tempered wolves and contemplated making them more pliable. After an incident which everyone vowed to never speak of again, she set about domesticating them. A little. Because they still need to be riding wolves, not really-big-dogs-with-floppy-ears-and-love-in-their-eyes-which-can-be-ridden-and-snuggled. To remind herself of this, she called them dire wolves.

Sometime later, they were both excessively large and were less inclined to be non-specifically violent because we all agreed to never speak of it again back in the previous paragraph. Dire wolves are popular with dog lovers who are looking for both a challenge and a mount in the "still pretty dangerous" category.

Dire wolves are suitable as mounts for elves, humans, orks, and t'skrang, and as animal companions.

Challenge: Novice (Fourth Circle)

DEX:	7	**Initiative**:	11	**Unconsciousness**:	44
STR:	8	**Physical Defense**:	11	**Death Rating**:	52
TOU:	8	**Mystic Defense**:	11	**Wound Threshold**:	12
PER:	7	**Social Defense**:	11	**Knockdown**:	12
WIL:	6	**Physical Armor**:	5	**Recovery Tests**:	3
CHA:	6	**Mystic Armor**:	3		

Movement: 16

Actions: 1; Bite: 13 (14)

Powers:
Enhanced Sense [Hearing] (2)
Enhanced Sense [Smell] (2)
Resist Pain (2)
Surprise Strike (5): As the skill, *Player's Guide*, p. 172.
Willful (1)

Special Maneuvers:
Hamstring (Dire Wolf, Bite)
Loot: Pelt worth 1d10 × 5 silver pieces (worth Legend Points).

WOLF, WINTER

These large canines are rare, but can be found throughout the forests, mountains, and plains of Barsaive. Winter wolves are beautiful creatures, with plush coats of the purest white and eerie blue eyes. Even the blood of their kills doesn't stain for long. Along with their ability to regulate temperature, winter wolf pelts are exceedingly popular with those who can find and afford them.

Winter wolves are sometimes mistaken for storm wolves by those who don't know any better, but the two creatures have a mysterious relationship; they seem to avoid each other and there are no accounts of them ever meeting.

When winter wolves travel, the air around them cools, creating snowflakes, and the ground freezes at their paws. A pack of winter wolves loping across the ground, streaming a miniature blizzard behind them, is said to be one of the most amazing sights to behold in Barsaive. They are excellent hunters and travel in packs of eight to twenty-four. Their attitude towards Namegivers varies; there are accounts of them aiding stranded travelers as well as stalking caravans and murdering people as they sleep with surgical precision. Those who have heard it say their howls are distinctive, never a chorus, but always a single voice cutting through the night.

Various tales of winter wolves are told in the hinterlands of Barsaive with mixed reception. In some regions, they are regarded as foul beasts, valued only for their fur, while in others they are sacred animals and protectors. One of the most popular stories has a few variations, depending on the prevailing opinion on them. It goes during the Long Night, the Passion Jaspree feared for what the Horrors would do with Barsaive and how they would twist the natural order. Thus, the Passion stole winter from their grasp and hid it within a pack of storm wolves, knowing their purity would protect it. A variant indicates a Horror stole winter from the land and trapped it within the wolves, twisting them. Only when the last winter wolf is dead will it finally be released back to Barsaive.

Winter wolves are suitable as animal companions.

Challenge: Journeyman (Fifth Circle)

DEX: 7	**Initiative**:	11	**Unconsciousness**:	46
STR: 7	**Physical Defense**:	12	**Death Rating**:	53
TOU: 7	**Mystic Defense**:	10	**Wound Threshold**:	10
PER: 6	**Social Defense**:	11	**Knockdown**:	11
WIL: 5	**Physical Armor**:	5	**Recovery Tests**:	2
CHA: 5	**Mystic Armor**:	4		

Movement: 18
Actions: 2; Bite: 15 (18)
Powers:

Freezing Winds (15): A pack of winter wolves is able to call up freezing winds to harass their foes. A member of the pack utters a single, eerie howl and makes a Freezing Winds (20) test, with a +2 bonus for each additional member of the pack. If successful, the winds begin in 1D6 rounds, and last for one hour. While in the freezing winds, all opponents suffer a -2 penalty to all Dexterity-based tests and any Perception-based tests that require vision. Each point of Physical Armor against cold reduces the penalty to Dexterity-based tests by 1.

Enhanced Sense [Hearing] (2)

Enhanced Sense [Other] (6): Lifesight, as the talent, *Player's Guide,* p. 156.

Enhanced Sense [Smell] (2): Tracking

Frozen Ground (10): The ground at the feet of the winter wolf quickly freezes over and becomes treacherous for their foes. At the start of their turn, an opponent adjacent to the winter wolf must make a Knockdown (10) test or be knocked down.

Jaws of Winter: The winter wolf is not limited to the number of times it can make a bite attack.

Immune to Cold: The winter wolf suffers no damage from mundane cold attacks, and gains +20 Physical and Mystic Armor against magical or elemental cold.

Surprise Strike (10): As the skill, *Player's Guide,* p. 172.

Tracking (12): As the skill, *Player's Guide,* p. 175.

Willful (1)

Special Maneuvers:

Hamstring (Winter Wolf)

Loot: Pelt worth 2D6 × 10 silver pieces (worth Legend Points).



Masks

"You would not believe the things I have seen! One might expect one skeorx, say, to be like any other. The reality is that two such creatures can be very different from one another, so never let your guard down thinking you know what to expect."
- Liesl dwarf Scout

Barsaive is home to a diverse variety of creatures, far more than could ever be collected and cataloged by humble scholars with day jobs. Masks allow GMs to easily tailor existing creatures for their own uses, giving breath to ever more creatures to fill out their world.

Applying a mask to a creature is simple. All of the masks have a brief description of where the masked creature may have come from, or come to be, how the creature will change mechanically and in play, and potential changes in appearance to reflect its new form. Under each type of mask are varieties of specific masks which can be applied to the creature, each increasing the degree of modification. Above the block of attribute modifications is how the mask changes the general recommended Circle of the creature. The stat block is directly applied to the creature's current attributes.

- Anything marked with a "+" or "-" sign modifies any existing abilities. For example, a cadaverous bear would add the Fury power to the bear's existing Fury power.
- If a power is added which the creature already has, the masked creature gains a +2 to the higher of the two powers. For example, a shadow tiger already has Stealthy Stride, so it would gain a +2 to the Step of the higher of the two powers.
- If a bonus or penalty is applied to Attack tests, this same penalty is applied to any powers that act as Attack tests, such as *Creature Power*.
- If a bonus or penalty is applied to Damage tests, this same penalty is applied to any powers that act as Damage tests, such as a hell hound's *Fire Breath* power.

Masks have been optimized and balanced for creatures at Novice and Journeyman tiers. When a mask that increases the effective recommended Circle of a creature is applied to a Warden or Master tier creature, the resulting creature may be less challenging than creatures originally designed for the resulting recommended Circle. Additionally, if a mask advances a creature's tier, the following additional modifications are recommended:

- Novice to Journeyman: no additional modifications.
- Journeyman to Warden: +1 Action
- Warden to Master: +5 Physical Armor and +5 Mystic Armor

Masks are not intended to inform what exists in the default Barsaive, but give gamemasters a toolkit to easily adapt creatures to their particular needs and help flesh out a more diverse setting.

ASTRAL

Creatures with this mask have a connection to the astral plane. This manifests with strong mystic defenses and reduced physical capabilities. At the lowest modification, this is simply an awareness of the astral plane. As it increases, the creature is able to attack from the astral plane and interact directly with the target's pattern. These creatures tend to have a somewhat otherworldly appearance with unusual colors and patterns.

Awakened (No change)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	-3
STR:	-1	**Physical Defense**:	0	**Death**:	-4
TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	+1	**Social Defense**:	0	**Knockdown**:	-1
WIL:	+1	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+2		
Move:	0				

Actions: 0; Attack -1 (Damage -2)

Powers:

Enhanced Sense [Other] (+2): Astral Sight, as the talent, *Player's Guide*, p. 129.

Special Maneuvers: No Changes

Ethereal (+1 Circle)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+2
STR:	-1	**Physical Defense**:	0	**Death**:	+1
TOU:	-1	**Mystic Defense**:	+3	**Wound**:	-1
PER:	+2	**Social Defense**:	0	**Knockdown**:	-1
WIL:	+2	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+3		
Move:	0				

Actions: 0; Attack +2 (Damage 0)

Powers:

Enhanced Sense [Other] (+4): Astral Sight, as the talent, *Player's Guide*, p. 129.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Ethereal Attack (Astral Creature): The astral creature may spend an additional success from an Attack test to affect Mystic Armor instead of Physical Armor.

Empyrean (+2 Circles)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+7
STR:	-1	**Physical Defense**:	+1	**Death**:	+6
TOU:	-1	**Mystic Defense**:	+4	**Wound**:	-1
PER:	+3	**Social Defense**:	+1	**Knockdown**:	-1
WIL:	+3	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+4		
Move:	0				

Actions: 0; Attack +3 (Damage +1)

Powers:

Enhanced Sense [Other] (+6): Astral Sight, as the talent, *Player's Guide*, p. 129.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Ethereal Attack (Astral Creature): The astral creature may spend an additional success from an Attack test to affect Mystic Armor instead of Physical Armor.

CADAVEROUS

Traditionally only Namegivers are turned into cadaver men. However, any creature could undergo this process if it fits your campaign. Some powers may no longer be appropriate for a cadaverous creature and should be removed at your discretion. Creatures with this mask have reduced defenses, but are able to take more punishment and have significantly increased offensive capabilities.

These creatures are generally no longer suitable as animal companions or mounts. Additionally, these are no longer considered "creatures" for the purposes of most talents and are instead "undead".

Minor (No change)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+6
STR:	+1	**Physical Defense**:	-3	**Death**:	+8
TOU:	+2	**Mystic Defense**:	-3	**Wound**:	+3
PER:	-1	**Social Defense**:	-3	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	0		
Move:	-2				

Actions: 0; Attack -2 (Damage 0)

Powers:
Fury (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Rage: As the cadaver man power, *Gamemaster's Guide*, p. 470.

Special Maneuvers:
Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252. This will cause a cadaverous creature to Rage.

Misdirect (Opponent, Close Combat): The attacker may spend two additional successes against a cadaverous creature affected by the Rage power to direct the cadaverous creature at a specific target. This may not be used to direct the cadaverous creature against its allies. If there are multiple instances of this special maneuver or Provoke, only the most recent has any use.

Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252. This will cause a cadaverous creature to Rage. This special maneuver only requires one additional success if the cadaverous creature is affected by the Rage power. If there are multiple instances of this special maneuver or Misdirect, only the most recent has any use.

Moderate (+1 Circle)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+11
STR:	+2	**Physical Defense**:	-2	**Death**:	+13
TOU:	+2	**Mystic Defense**:	-2	**Wound**:	+3
PER:	-1	**Social Defense**:	-2	**Knockdown**:	+2
WIL:	+1	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	0		

Move: -2
Actions: 0; Attack +2 (Damage +2)

Powers:
Fury (+4): As the creature power, *Gamemaster's Guide*, p. 251.
Rage: As the cadaver man power, *Gamemaster's Guide*, p. 470.

Special Maneuvers:
Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252. This will cause a cadaverous creature to Rage.

Misdirect (Opponent, Close Combat): The attacker may spend two additional successes against a cadaverous creature affected by the Rage power to direct the cadaverous creature at a specific target. This may not be used to direct the cadaverous creature against its allies. If there are multiple instances of this special maneuver or Provoke, only the most recent has any use.

Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252. This will cause a cadaverous creature to Rage. This special maneuver only requires one additional success if the cadaverous creature is affected by the Rage power. If there are multiple instances of this special maneuver or Misdirect, only the most recent has any use.

Major (+2 Circles)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+19
STR:	+2	**Physical Defense**:	-1	**Death**:	+22
TOU:	+3	**Mystic Defense**:	-1	**Wound**:	+4
PER:	-1	**Social Defense**:	-1	**Knockdown**:	+2
WIL:	+1	**Physical Armor**:	+1	**Recovery Tests**:	+1
CHA:	-1	**Mystic Armor**:	+1		

Move: -2

Actions: 0; Attack +4 (Damage +4)

Powers:

Fury (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Rage: As the cadaver man power, *Gamemaster's Guide*, p. 470.

Special Maneuvers:

Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252. This will cause a cadaverous creature to Rage.

Misdirect (Opponent, Close Combat): The attacker may spend two additional successes against a cadaverous creature affected by the Rage power to direct the cadaverous creature at a specific target. This may not be used to direct the cadaverous creature against its allies. If there are multiple instances of this special maneuver or Provoke, only the most recent has any use.

Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252. This special maneuver only requires one additional success if the cadaverous creature is affected by the Rage power. If there are multiple instances of this special maneuver or Misdirect, only the most recent has any use.

CORRUPTED

Creatures with this mask have been corrupted by their environments and incidental exposure to Horrors, rather than by direct influence from a Horror. Their corrupted nature becomes more noticeable as their corruption increases, showing as their form twists and their behavior becomes more erratic. These poor beasts are very aggressive and frequently show little concern for their own well-being. The environment can warp corrupted creatures in many ways; below are two different examples, fast and strong.

These creatures are generally no longer suitable as animal companions or mounts. However, the corrupted servants of some Horrors may find these are the only creatures suitable for these purposes.

Fast

These creatures tend to have lean, almost emaciated forms with unnaturally flexible limbs.

Aberrant (No change)

DEX:	+1	**Initiative**:	+1	**Unconsciousness**:	+3
STR:	+1	**Physical Defense**:	0	**Death**:	+4
TOU:	+1	**Mystic Defense**:	-2	**Wound**:	+1
PER:	0	**Social Defense**:	-2	**Knockdown**:	+1
WIL:	-1	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	-2	**Mystic Armor**:	0		

Move: 0

Actions: 0; Attack +2 (Damage 0)

Powers:

Fury (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.

Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252.

Gruesome (+1 Circle)

DEX:	+2	**Initiative**:	+2	**Unconsciousness**:	+8
STR:	+1	**Physical Defense**:	+2	**Death**:	+9
TOU:	+1	**Mystic Defense**:	+1	**Wound**:	+1
PER:	0	**Social Defense**:	-2	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	-2	**Mystic Armor**:	0		

Move: +2

Actions: +1; Attack +2 (Damage +1)

Powers:

Fury (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.

Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252.

Horrifying (+2 Circles)

DEX:	+4	**Initiative**:	+4	**Unconsciousness**:	+13
STR:	+1	**Physical Defense**:	+4	**Death**:	+14
TOU:	+1	**Mystic Defense**:	+1	**Wound**:	+1
PER:	0	**Social Defense**:	-2	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0

CHA: -2 **Mystic Armor**: 0
Move: +2
Actions: +2; Attack +4 (Damage +2)

Powers:
Fury (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.
Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252.

Strong
These creatures tend to have bulging, overgrown muscles that writhe unnaturally. Hard, bony plates emerge as a patchwork from under their skin.

Deformed (No change)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+3
STR:	+1	**Physical Defense**:	-2	**Death**:	+4
TOU:	+1	**Mystic Defense**:	-2	**Wound**:	+1
PER:	0	**Social Defense**:	-2	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	-2	**Mystic Armor**:	0		

Move: 0
Actions: 0; Attack +2 (Damage +2)

Powers:
Fury (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.
Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252.

Grotesque (+1 Circle)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+11
STR:	+2	**Physical Defense**:	0	**Death**:	+13
TOU:	+2	**Mystic Defense**:	0	**Wound**:	+3
PER:	0	**Social Defense**:	-2	**Knockdown**:	+2
WIL:	0	**Physical Armor**:	+3	**Recovery Tests**:	0
CHA:	- 2	**Mystic Armor**:	+2		

Move: 0
Actions: 0; Attack +3 (Damage +3)

Powers:
Fury (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.
Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252.

Monstrous (+2 Circles)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+19
STR:	+3	**Physical Defense**:	+1	**Death**:	+22
TOU:	+3	**Mystic Defense**:	+1	**Wound**:	+4
PER:	0	**Social Defense**:	-2	**Knockdown**:	+3
WIL:	0	**Physical Armor**:	+3	**Recovery Tests**:	+1
CHA:	-2	**Mystic Armor**:	+2		

Move: 0
Actions: +1; Attack +4 (Damage +5)

Powers:
Fury (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Enrage (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.
Provoke (Opponent, Close Combat): As the common maneuver, *Gamemaster's Guide*, p. 252.

ELEMENTAL ASPECTED

There are varieties of different masks in this category which can be applied to creatures and it is by far the most common in the default Barsaive. These creatures may be affected by an elemental imbalance in their habitat, the tinkering of a powerful elemental spirit or Elementalist, or this could be completely normal for them. The appearance of the creature is affected by the associated element, taking on more traits as the elemental attunement increases.

Air (Gale, Tempest)
An air aspected creature's appearance is usually slighter than their mundane counterpart, and they tend to be paler or have a blue tint. They also

become translucent, especially at higher modifications. These beasts tend to be inquisitive, but territorial over large areas.

Air Attuned (No change)

DEX:	+1	**Initiative**:	+2	**Unconsciousness**:	-3
STR	-1	**Physical Defense**:	+2	**Death**:	-4
TOU:	-1	**Mystic Defense**:	+1	**Wound**:	-1
PER:	+1	**Social Defense**:	0	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack 0 (Damage -2)

Powers:

Great Leap (DEX): As the creature power, *Gamemaster's Guide*, p. 251.

Resist Air (5): The air attuned creature gains +5 Physical and Mystic Armor against air attacks.

Special Maneuvers: No Changes

Air Infused (+1 Circle)

DEX:	+2	**Initiative**:	+3	**Unconsciousness**:	+2
STR:	-1	**Physical Defense**:	+3	**Death**:	+1
TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	+2	**Social Defense**:	0	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+1		
Move:	+2				

Actions: 0; Attack +1 (Damage -1)

Powers:

Great Leap (DEX): As the creature power, *Gamemaster's Guide*, p. 251.

Insubstantial: As the spirit power, *Gamemaster's Guide*, p. 372.

Resist Air (10): The air infused creature gains +10 Physical and Mystic Armor against air attacks.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Air Imbued (+2 Circles)

DEX:	+3	**Initiative**:	+4	**Unconsciousness**:	+7
STR:	-1	**Physical Defense**:	+3	**Death**:	+6
TOU:	-1	**Mystic Defense**:	+3	**Wound**:	-1
PER:	+3	**Social Defense**:	+1	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+2		

Move: +2 (Flying)
Actions: 0; Attack +2 (Damage 0)

Powers:
Insubstantial: As the spirit power, *Gamemaster's Guide*, p. 372.
Invisibility (DEX + Circle): As the spirit power, *Gamemaster's Guide*, p. 373.
Resist Air (15): The air imbued creature gains +15 Physical and Mystic Armor against air attacks.
*Vulnerability to Earth***:** Earth-based attacks against the air imbued creature ignore any protection provided by armor.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No changes

Cold (Blizzard, Frost, Ice, Tundra)
Cold aspected creatures tend to be bulkier than their mundane counterparts and are colored in shades of white or gray. Their skin and/or fur is often covered in frost or ice, and they radiate cold at higher modifications. These beasts live almost exclusively in colder environments and tend to be solitary. They keep to themselves, but become aggressive when they feel threatened.

Cold Attuned [No change]

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+3
STR:	0	**Physical Defense**:	0	**Death**:	+4
TOU:	+1	**Mystic Defense**:	-1	**Wound**:	+1
PER:	-1	**Social Defense**:	0	**Knockdown**:	0
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack 0 (Damage 0)

Powers:
Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Resist Water (5): The cold attuned creature gains +5 Physical and Mystic Armor against water attacks.

Special Maneuvers:
Chilling Strike (Cold Attuned Creature, Close Combat): The cold attuned creature may spend additional successes to instead reduce the opponent's Initiative and Movement Rate by -2 per success until the end of the next round.

Cold Infused (+1 Circle)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+8
STR:	+1	**Physical Defense**:	0	**Death**:	+9

TOU:	+1	**Mystic Defense**:	0	**Wound**:	+1
PER:	0	**Social Defense**:	+1	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		

Move: 0
Actions: 0; Attack +2 (Damage +2)

Powers:

Debilitating Cold (Circle): *Water - Cold*. All opponents within Debilitating Cold Step yards of the cold infused creature have a -3 penalty to all tests. If the opponent has specific protection against cold effects (e.g. the Resist Water spell or a dwarf winternight cloak), this penalty is ignored.

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Resist Water (10): The cold infused creature gains +10 Physical and Mystic Armor against water attacks.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Chilling Strike (Cold Infused Creature, Close Combat): The cold infused creature may spend additional successes to instead reduce the opponent's Initiative and Movement Rate by -2 per success until the end of the next round.

Cold Imbued (+2 Circles)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+16
STR:	+1	**Physical Defense**:	+1	**Death**:	+18
TOU:	+2	**Mystic Defense**:	0	**Wound**:	+3
PER:	0	**Social Defense**:	+2	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	+2	**Recovery Tests**:	0
CHA:	+1	**Mystic Armor**:	+1		

Move: 0
Actions: 0; Attack +3 (Damage +3)

Powers:

Debilitating Cold (Circle): *Water - Cold*. All opponents within Debilitating Cold Step yards of the cold imbued creature have a -3 penalty to all tests. If the opponent has specific protection against cold effects (e.g. the Resist Water spell or a dwarf winternight cloak), this penalty is ignored.

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 251.

Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Resist Water (15): The cold imbued creature gains +15 Physical and Mystic Armor against water attacks

*Vulnerability to Air***:** Air-based attacks against the cold imbued creature ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Chilling Strike (Cold Imbued Creature, Close Combat): The cold imbued creature may spend additional successes to instead reduce the opponent's Initiative and Movement Rate by -2 per success until the end of the next round.

Crystal

Crystal aspected creatures tend to be larger than their mundane counterparts and their skin is encrusted with crystals. These crystals can be of any color and are more prominent in higher modifications. The creature's eyes, teeth, and claws are often replaced with crystals. Crystal aspected creatures can be territorial, but are relatively passive unless they or their kin are directly threatened. Even when in danger, their preference is to force the aggressor to retreat, rather than press the conflict to mortality.

Crystal Attuned (No change)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+3
STR:	0	**Physical Defense**:	-1	**Death**:	+4
TOU:	+1	**Mystic Defense**:	-1	**Wound**:	+1
PER:	0	**Social Defense**:	0	**Knockdown**:	0
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+1		
Move:	0				

Actions: 0; Attack -1 (Damage 0)

Powers:

Resist Earth (5): The crystal attuned creature gains +5 Physical and Mystic Armor against earth attacks.

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Shatter (Opponent, Blunt Weapon): Opponents attacking the crystal attuned creature with a blunt weapon gain an additional success on a successful Attack test.

Crystal Infused (+1 Circle)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+8
STR:	+1	**Physical Defense**:	-1	**Death**:	+9
TOU:	+1	**Mystic Defense**:	0	**Wound**:	+1
PER:	0	**Social Defense**:	0	**Knockdown**:	+1
WIL:	+1	**Physical Armor**:	+2	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+3		
Move:	0				

Actions: 0; Attack 0 (Damage +1)

Powers:

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 251.

Resist Earth (10): The crystal infused creature gains +10 Physical and Mystic Armor against earth attacks.

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Shatter (Opponent, Blunt Weapon): Opponents attacking the crystal attuned creature with a blunt weapon gain an additional success on a successful Attack test.

Crystal Imbued (+2 Circles)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+16
STR:	+1	**Physical Defense**:	0	**Death**:	+18
TOU:	+2	**Mystic Defense**:	+1	**Wound**:	+3
PER:	0	**Social Defense**:	+1	**Knockdown**:	+1
WIL:	+2	**Physical Armor**:	+3	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+4		
Move:	0				

Actions: 0; Attack +1 (Damage +2)

Powers:

Creature Power (Step = Attack, Crystal Shards, Standard)

Crystal Shards (WIL + Circle): Earth - Crystal. The crystal imbued creature makes a Creature Power test against the Mystic Defense of all targets within 10 yards as shards explode from the creature's crystalline hide. If successful, the crystal imbued creature makes a Crystal Shards test, dealing Physical damage equal to the result to each affected target. This power may not be used in consecutive rounds.

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 251.

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Resist Earth (15): The crystal imbued creature gains +15 Physical and Mystic Armor against earth attacks.

*Vulnerability to Wood***:** Wood-based attacks against the crystal imbued creature ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Armor Cutter (Crystal Infused Creature, Crystal Shards): The crystal imbued creature may spend additional successes to instead reduce the opponent's Physical Armor by 1 per success. This may not destroy thread armor.

Shatter (Opponent, Blunt Weapon): Opponents attacking the crystal attuned creature with a blunt weapon gain an additional success on a successful Attack test.

Earth (Rock, Stone)

Earth aspected creatures tend to be much larger than their mundane counterparts, and their skin and/or fur has a muddy or rocklike texture. Their coloration is usually in shades of brown, gray, or black and they sometimes have rocky protrusions, such as spikes, from their bodies. Earth aspected creatures are slow to anger, but almost impossible to pacify once aroused.

Earth Attuned (No change)

DEX:	-2	**Initiative**:	-2	**Unconsciousness**:	+6
STR:	+1	**Physical Defense**:	-2	**Death**:	+8
TOU:	+2	**Mystic Defense**:	0	**Wound**:	+3
PER:	-1	**Social Defense**:	-1	**Knockdown**:	+3
WIL:	+1	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	+1		

Move: -2 (Burrow [Move-6])
Actions: 0; Attack -1 (Damage +1)

Powers:

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Resist Earth (5): The earth attuned creature gains +5 Physical and Mystic Armor against earth attacks.

Special Maneuvers: No Changes

Earth Infused (+1 Circle)

DEX:	-2	**Initiative**:	-2	**Unconsciousness**:	+14
STR:	+2	**Physical Defense**:	-1	**Death**:	+17
TOU:	+3	**Mystic Defense**:	+1	**Wound**:	+4
PER:	-1	**Social Defense**:	0	**Knockdown**:	+4
WIL:	+1	**Physical Armor**:	+2	**Recovery Tests**:	+1
CHA:	-1	**Mystic Armor**:	+2		

Move: -2 (Burrow [Move-4])
Actions: 0; Attack -1 (Damage +3)

Powers:

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 251.

Resist Earth (10): The earth infused creature gains +10 Physical and Mystic Armor against earth attacks.

Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.



Special Maneuvers: No Changes

Earth Imbued (+2 Circles)

DEX:	-2	**Initiative**:	-2	**Unconsciousness**:	+22
STR:	+3	**Physical Defense**:	0	**Death**:	+26
TOU:	+4	**Mystic Defense**:	+2	**Wound**:	+6
PER:	-1	**Social Defense**:	+1	**Knockdown**:	+5
WIL:	+1	**Physical Armor**:	+3	**Recovery Tests**:	+1
CHA:	-1	**Mystic Armor**:	+3		

Move: -2 (Burrow)
Actions: 0; Attack 0 (Damage +5)

Powers:

Earth Movement: Earth imbued creatures can move freely through dirt, earth, and stone at their normal movement rate, with only a slight disturbance visible on the surface if they are nearby.

Earth Shudder (STR + Circle, Standard): *Earth*. The earth imbued creature stomps on the ground, causing it to bend and shudder. The earth imbued creature makes an Earth Shudder test, creating a Knockdown Difficulty. All non-Earth aspected targets on the ground within Earth Shudder Step yards of the earth imbued creature must make a Knockdown test against the Knockdown Difficulty.

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 251.

Resist Earth (15): The earth imbued creature gains +15 Physical and Mystic Armor against earth attacks.

Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

*Vulnerability to Wood***:** Wood-based attacks against the earth attuned creature ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No changes

Fire (Lava, Magma)

Fire aspected creatures are similar to their mundane counterparts, but with a wilder and more ferocious appearance. Their coloration is usually in various shades of yellow, orange, or red, and it isn't uncommon for them to radiate heat. Beasts with higher modifications may even appear engulfed in flames. Their eyes are often red or orange, or even orbs of fire. These beasts live almost exclusively in warmer environments (particularly in and near Death's Sea) and tend to be extremely aggressive.

Fire Attuned (No change)

DEX:	+1	**Initiative**:	+2	**Unconsciousness**:	-3
STR:	-1	**Physical Defense**:	0	**Death**:	-4
TOU:	-1	**Mystic Defense**:	-1	**Wound**:	-1
PER:	0	**Social Defense**:	-1	**Knockdown**:	-1
WIL:	+1	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack +0 (Damage +0)

Powers:

Heat Wave (Circle): *Fire*. The fire attuned creature can create a zone of blistering heat around it. All opponents take Heat Wave Step damage if they start their turn within Heat Wave Step yards of the fire attuned creature. This damage is only reduced by specific protections against fire (e.g. Air Armor or Resist Fire).

Resist Fire (5): The fire attuned creature gains +5 Physical and Mystic Armor against fire attacks.

Special Maneuvers: No Changes

Fire Infused (+1 Circle)

DEX:	+2	**Initiative**:	+3	**Unconsciousness**:	+2
STR:	-1	**Physical Defense**:	+1	**Death**:	+1
TOU:	-1	**Mystic Defense**:	0	**Wound**:	-1
PER:	0	**Social Defense**:	0	**Knockdown**:	-1
WIL:	+2	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack +2 (Damage +2)

Powers:

Heat Wave (Circle): *Fire*. The fire infused creature can create a zone of blistering heat around it. All opponents take Heat Wave Step damage if they start their turn within Heat Wave Step yards of the fire infused creature. This damage is only reduced by specific protections against fire (e.g. Air Armor or Resist Fire).

Resist Fire (10): The fire infused creature gains +10 Physical and Mystic Armor against fire attacks.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Fire Imbued (+2 Circles)

DEX:	+3	**Initiative**:	+4	**Unconsciousness**:	+7
STR:	-1	**Physical Defense**:	+2	**Death**:	+6
TOU:	-1	**Mystic Defense**:	+1	**Wound**:	-1
PER:	0	**Social Defense**:	+1	**Knockdown**:	-1
WIL:	+3	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+1		
Move:	0				

Actions: 0; Attack +3 (Damage +3)

Powers:

Creature Power (Step = Attack, Fire Breath, Standard)

Fire Breath (Circle + WIL): Fire. The fire imbued creature can breathe fire onto a target within 30 yards. It makes a Creature Power test against the target. If successful, the fire imbued creature makes a Fire Breath test against the target as the Damage test. Mystic Armor protects against this damage. This ability may not be used in consecutive rounds.

Heat Wave (Circle): *Fire*. The fire imbued creature can create a zone of blistering heat around it. All opponents take Heat Wave Step damage if they start their turn within Heat Wave Step yards of the fire attuned creature. This damage is only reduced by specific protections against fire (e.g. Air Armor or Resist Fire).

Resist Fire (15): The fire imbued creature gains +15 Physical and Mystic Armor against fire attacks.

*Vulnerability to Water***:** Water-based attacks against fire imbued creatures ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

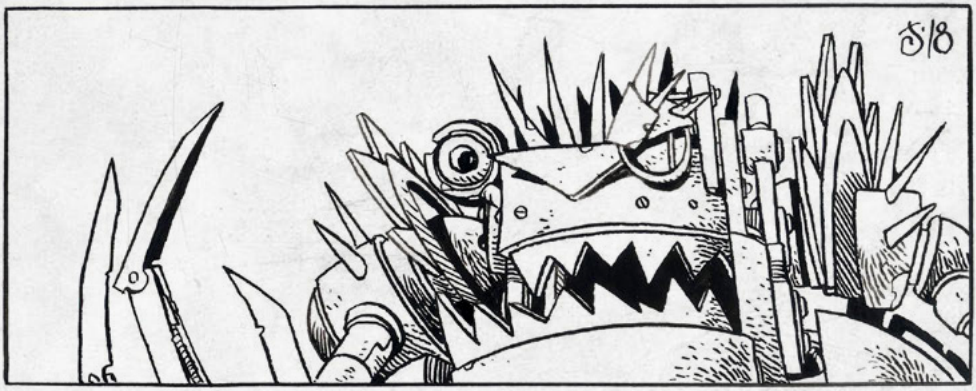
Special Maneuvers:

Enrage (Opponent)

Feel the Burn (Fire Imbued Creature, Fire Breath): The fire imbued creature may spend additional successes on the Creature Power test to cause the flames to burn for an additional round per success, with a -5 penalty to damage.

Metal

Metal aspected creatures are generally the same size as their mundane counterparts, but compact and lean. Their claws and teeth are usually made of this same metal, and beasts with high modifications usually have metal plates



or overlapping scales of the material too, in addition to blades or spikes. Metal aspected creatures tend to be vicious with those not of their kind. They will usually attack on site without pity or remorse.

Metal Attuned (No change)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+3
STR:	+1	**Physical Defense**:	-1	**Death**:	+4
TOU:	+1	**Mystic Defense**:	0	**Wound**:	+1
PER:	0	**Social Defense**:	-1	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	0		

Move: 0
Actions: 0; Attack -1 (Damage +1)

Powers:

Resist Earth (5): The metal attuned creature gains +5 Physical and Mystic Armor against earth attacks.

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Armor Cutter (Metal Infused Creature, Close Combat): The metal infused creature may spend additional successes to instead reduce the opponent's Physical Armor by 1 per success. This may not destroy thread armor.

Metal Infused (+1 Circle)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+11
STR:	+2	**Physical Defense**:	0	**Death**:	+13
TOU:	+2	**Mystic Defense**:	0	**Wound**:	+3
PER:	0	**Social Defense**:	0	**Knockdown**:	+2
WIL:	0	**Physical Armor**:	+2	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	0		

Move: 0
Actions: 0; Attack +1 (Damage +3)

Powers:

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 251.

Resist Earth (10): The metal infused creature gains +10 Physical and Mystic Armor against earth attacks.

Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Armor Cutter (Metal Infused Creature, Close Combat): The metal infused creature may spend additional successes to instead reduce the opponent's Physical Armor by 1 per success. This may not destroy thread armor.

Metal Imbued (+2 Circles)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+19
STR:	+3	**Physical Defense**:	0	**Death**:	+22
TOU:	+3	**Mystic Defense**:	0	**Wound**:	+4
PER:	0	**Social Defense**:	0	**Knockdown**:	+3
WIL:	0	**Physical Armor**:	+4	**Recovery Tests**:	+1
CHA:	-1	**Mystic Armor**:	+1		
Move:	0				

Actions: 0; Attack +2 (Damage +4)

Powers:

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 251.

Razor Claws: Close combat attacks from metal imbued creatures reduce the target's Physical Armor by -2. This may not destroy thread armor.

Resist Earth (15): The metal imbued creature gains +15 Physical and Mystic Armor against earth attacks.

Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

*Vulnerability to Wood***:** Wood-based attacks against metal imbued creatures ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Armor Cutter (Metal Imbued Creature, Close Combat): The metal imbued creature may spend additional successes to instead reduce the opponent's Physical Armor by 1 per success. This may not destroy thread armor.

Storm (Electricity, Thunder)

Storm aspected creatures' eyes and claws often glow and crackle like lightning. Their coloration tends toward dark greys and black, like storm clouds, and they often emit sparks of static electricity. At higher modifications, electricity may move along their skin and their eyes be crackling orbs. These beasts are fiercely territorial and very aggressive when approached.

Storm Attuned (No change)

DEX:	+1	**Initiative**:	+2	**Unconsciousness**:	-3
STR:	0	**Physical Defense**:	+1	**Death**:	-4
TOU:	-1	**Mystic Defense**:	0	**Wound**:	-1
PER:	0	**Social Defense**:	0	**Knockdown**:	0
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack +1 (Damage -1)

Powers:

Resist Air (5): The storm attuned creature gains +5 Physical and Mystic Armor against air attacks.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Storm Infused (+1 Circle)

DEX:	+2	**Initiative**:	+3	**Unconsciousness**:	+2
STR:	+1	**Physical Defense**:	+2	**Death**:	+1
TOU:	-1	**Mystic Defense**:	+1	**Wound**:	-1
PER:	0	**Social Defense**:	+1	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	+2				

Actions: 0; Attack +2 (Damage 0)

Powers:

Creature Power (Highest Attack Step, Free)

Electrical Discharge (STR + Circle): *Air - Electricity.* After a successful Attack or Spellcasting test against the storm infused creature, but before the effect is resolved, it may make a Creature Power test against the opponent's Mystic Defense. If successful, the storm infused creature makes an Electrical Discharge test to determine damage, Physical Armor protects. The effects of Electrical Discharge and the triggering power are resolved simultaneously. This power may be used once per round.

Resist Air (10): The storm infused creature gains +10 Physical and Mystic Armor against air attacks.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Storm Imbued (+2 Circles)

DEX:	+3	**Initiative**:	+4	**Unconsciousness**:	+7
STR:	+2	**Physical Defense**:	+3	**Death**:	+6

TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	0	**Social Defense**:	+1	**Knockdown**:	+2
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		

Move: +2
Actions: 0; Attack +3 (Damage +1)

Powers:

Creature Power (Highest Attack Step, Free)

Electrical Discharge (STR + Circle): *Air - Electricity.* After a successful Attack or Spellcasting test against the storm imbued creature, but before the effect is resolved, it may make a Creature Power test against the opponent's Mystic Defense. If successful, the storm imbued creature makes an Electrical Discharge test to determine damage, Physical Armor protects. The effects of Electrical Discharge and the triggering power are resolved simultaneously. This power may be used once per round.

Resist Air (15): The storm imbued creature gains +15 Physical and Mystic Armor against air attacks.

Thunderstruck (STR + Circle, Free): *Air - Electricity*. Once per turn, each target adjacent to the storm imbued creature and its target must make a Knockdown test against a difficulty equal to the Thunderstruck Step.

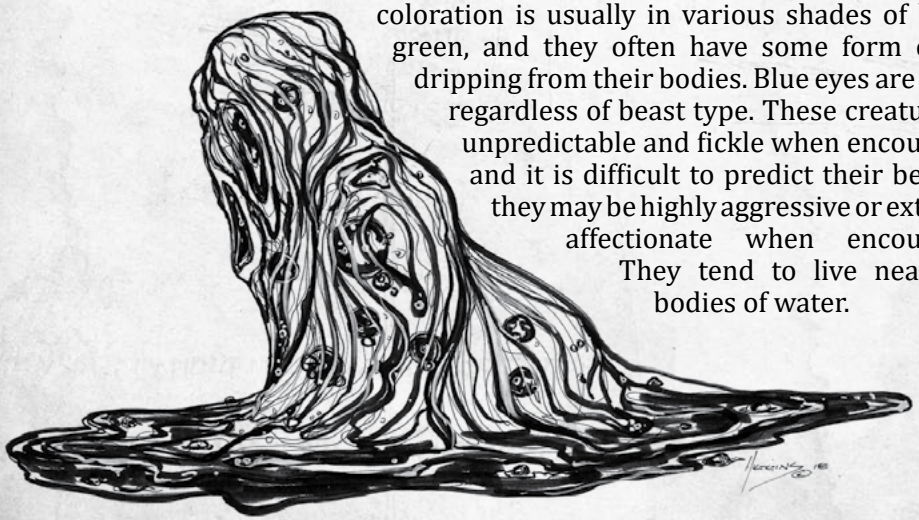
*Vulnerability to Earth***:** Earth-based attacks against the storm imbued creature ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Water

Water aspected creature's physique is usually slighter to their mundane counterparts and often appears oily or damp. Their coloration is usually in various shades of blue or green, and they often have some form of fluid dripping from their bodies. Blue eyes are typical, regardless of beast type. These creatures are unpredictable and fickle when encountered, and it is difficult to predict their behavior; they may be highly aggressive or extremely affectionate when encountered. They tend to live near large bodies of water.



Water Attuned (No change)

DEX:	+1	**Initiative**:	+2	**Unconsciousness**:	-3
STR:	0	**Physical Defense**:	+1	**Death**:	-4
TOU:	-1	**Mystic Defense**:	+1	**Wound**:	-1
PER:	0	**Social Defense**:	0	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		

Move: 0 (Swimming)
Actions: 0; Attack 0 (Damage -1)

Powers:

Resist Water (5): The water attuned creature gains +5 Physical and Mystic Armor against water attacks.

Special Maneuvers: No Changes

Water Infused (+1 Circle)

DEX:	+2	**Initiative**:	+4	**Unconsciousness**:	+2
STR:	0	**Physical Defense**:	+2	**Death**:	+1
TOU:	-1	**Mystic Defense**:	+1	**Wound**:	-1
PER:	+1	**Social Defense**:	0	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		

Move: 0 (Swimming)
Actions: +1; Attack +2 (Damage 0)

Powers:

Fluid Movement: The water infused creature may use the Splitting Movement combat option without Strain cost or penalty.

Resist Water (10): The water infused creature gains +10 Physical and Mystic Armor against water attacks.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Water Imbued (+2 Circles)

DEX:	+3	**Initiative**:	+6	**Unconsciousness**:	+7
STR:	0	**Physical Defense**:	+3	**Death**:	+6
TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	+2	**Social Defense**:	+1	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		

Move: 0 (Swimming)
Actions: +1; Attack +3 (Damage +1)

Powers:

Fluid Movement: The water infused creature may use the Splitting Movement combat option without Strain cost or penalty.

Go with the Flow: Once per turn, the water imbued creature may negate a successful attack before damage or other effects are determined. The attacker must be using a bladed or piercing weapon and have a lower Initiative than the water imbued creature. The attacker may not use any abilities that require a successful attack on the negated attack.

Resist Water (15): The water infused creature gains +15 Physical and Mystic Armor against water attacks.

*Vulnerability to Air***:** Air-based attacks against the water imbued creature ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Wood

Wood aspected creatures tend to be stockier than a typical version of the creature, with particularly wide eyes. Their coloration is almost universally brown and green, frequently mottled to blend in better with their surroundings. As their modification level increases, they may begin to grow bark, leaves, and flowers, and reflect the changing of the seasons. They are prone to stillness and observing their surroundings, acting aggressively only when threatened and retreat is not an option, such as protecting young. Even typically carnivorous creatures may become herbivores with this mask, though not always true. These tend to be inquisitive and personable creatures, though they value their freedom.

Wood Attuned (No change)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	0
STR:	0	**Physical Defense**:	-1	**Death**:	0
TOU:	0	**Mystic Defense**:	+1	**Wound**:	0
PER:	+1	**Social Defense**:	0	**Knockdown**:	0
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack -1 (Damage 0)

Powers:

Resist Wood (5): The wood attuned creature gains +5 Physical and Mystic Armor against wood attacks.

Special Maneuvers: No Changes

Wood Infused (+1 Circle)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+5
STR:	0	**Physical Defense**:	-1	**Death**:	+5
TOU:	0	**Mystic Defense**:	+2	**Wound**:	0
PER:	+1	**Social Defense**:	+1	**Knockdown**:	0
WIL:	+1	**Physical Armor**:	+2	**Recovery Tests**:	0
CHA:	+1	**Mystic Armor**:	+1		
Move:	0				

Actions: 0; Attack 0 (Damage 0)

Powers:

New Growth (WIL + Circle, Simple): The wood infused creature can spend a Recovery test and make a New Growth test. The wood infused creature heals damage equal to the test result.

Resist Wood (10): The wood infused creature gains +10 Physical and Mystic Armor against wood attacks.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Wood Imbued (+2 Circles)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+10
STR:	0	**Physical Defense**:	0	**Death**:	+10
TOU:	0	**Mystic Defense**:	+3	**Wound**:	0
PER:	+2	**Social Defense**:	+2	**Knockdown**:	0
WIL:	+2	**Physical Armor**:	+3	**Recovery Tests**:	0
CHA:	+1	**Mystic Armor**:	+2		
Move:	0				

Actions: 0; Attack +1 (Damage +2)

Powers:

Hardened Armor: As the creature power, *Gamemaster's Guide*, p. 372.

New Growth (WIL + Circle, Simple): The wood imbued creature can spend a Recovery test and make a New Growth test. The wood imbued creature heals damage equal to the test result.

Resist Wood (15): The wood imbued creature gains +15 Physical and Mystic Armor against wood attacks.

*Vulnerability to Fire***:** Fire-based attacks against the wood attuned creature ignore any protection provided by armor.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

ELITE MOUNT

Specially bred and trained for war, these mounts are the product of generations of work. They are used by elite units, champions, and given as

gifts of consequence; never sold at auction or on the open market. This special breeding and training produces larger, faster, stronger, and more aggressive creatures. Also making them more difficult to handle.

This Mask may only be applied to creatures suitable for use as mounts.

Elite (+1 Circle)

DEX:	0	**Initiative**:	+1	**Unconsciousness**:	+8
STR:	+1	**Physical Defense**:	+1	**Death**:	+9
TOU:	+1	**Mystic Defense**:	+1	**Wound**:	+1
PER:	0	**Social Defense**:	+2	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+1		

Move: +2
Actions: 0; Attack +1 (Damage +2)

Powers:
Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.
Special Maneuvers: No Changes

FAST

These creatures are smaller and more slender than their mundane counterparts. Tending to have a lean and taut appearance, which can include unnatural features, such as a quicksilver-like appearance, as the mask's influence increases.

Fleet (No change)

DEX:	+2	**Initiative**:	+3	**Unconsciousness**:	-3
STR:	-1	**Physical Defense**:	+1	**Death**:	-4
TOU:	-1	**Mystic Defense**:	0	**Wound**:	-1
PER:	+1	**Social Defense**:	-2	**Knockdown**:	-1
WIL:	-1	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	-1		

Move: +2
Actions: +1; Attack 0 (Damage -2)

Powers:
Dash (+5): The swift creature may move up to three times its Movement and make a single attack. If the creature moves over its base Movement, it gains a +5 bonus to the Attack and Damage test. This ability may not be used if the creature has a rider.

Special Maneuvers: No Changes

Swift (+1 Circle)

DEX:	+3	**Initiative**:	+5	**Unconsciousness**:	+2
STR:	-1	**Physical Defense**:	+3	**Death**:	+1
TOU:	-1	**Mystic Defense**:	+1	**Wound**:	-1
PER:	+1	**Social Defense**:	0	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	+2				

Actions: +1; Attack +2 (Damage -1)

Powers:

Dash (+5): The swift creature may move up to three times its Movement and make a single attack. If the creature moves over its base Movement, it gains a +5 bonus to the Attack and Damage test. This ability may not be used if the creature has a rider.

Special Maneuvers: No Changes

Quicksilver (+2 Circles)

DEX:	+4	**Initiative**:	+6	**Unconsciousness**:	+7
STR:	-1	**Physical Defense**:	+4	**Death**:	+6
TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	+2	**Social Defense**:	0	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	+4				

Actions: +2; Attack +4 (Damage 0)

Powers:

Dash (+10): The swift creature may move up to three times its Movement and make a single attack. If the creature moves over its base Movement, it gains a +10 bonus to the Attack and Damage test. This ability may not be used if the creature has a rider.

Special Maneuvers: No Changes

LEADER

These are the leaders of their social group. They tend to be bigger, stronger, and more commanding than their peers. Additionally, they are very tactically capable when leading their group into combat.

Chief (+1 Circle)

DEX:	0	**Initiative**:	+1	**Unconsciousness**:	+5
STR:	+1	**Physical Defense**:	+2	**Death**:	+5
TOU:	0	**Mystic Defense**:	+2	**Wound**:	0

PER:	0	**Social Defense**:	+2	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	+1	**Mystic Armor**:	0		

Move: 0
Actions: 0; Attack +2 (Damage +2)

Powers:
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Lead the Attack (Leader Creature): The leader creature may spend additional successes on an Attack test to give all of its allies +1 to Attack tests per success against the opponent until the end of the round. If the opponent is afflicted by a status effect caused by the leader creature or one of its allies, the bonus lasts until the end of the next round.

Warlord (+2 Circles)

DEX:	+1	**Initiative**:	+2	**Unconsciousness**:	+13
STR:	+1	**Physical Defense**:	+4	**Death**:	+14
TOU:	+1	**Mystic Defense**:	+3	**Wound**:	+1
PER:	0	**Social Defense**:	+3	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	+1	**Mystic Armor**:	+1		

Move: 0
Actions: 0; Attack +4 (Damage +4)

Powers:
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Lead the Attack (Leader Creature): The leader creature may spend additional successes on an Attack test to give all of its allies +1 to Attack tests per success against the opponent until the end of the round. If the opponent is afflicted by a status effect caused by the leader creature or one of its allies, the bonus lasts until the end of the next round.

PACK TACTICS

These creatures are social and work together in groups with disturbing efficiency to take down opponents and hunt larger prey. Individually, they are less threatening than other, similar creatures, but in sufficient numbers they become a serious threat to most anything.

Soldier (No change)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	0
STR:	0	**Physical Defense**:	0	**Death**:	0
TOU:	0	**Mystic Defense**:	0	**Wound**:	0

PER:	0	**Social Defense**:	0	**Knockdown**:	0
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		

Move: 0
Actions: 0; Attack 0 (Damage -1)

Powers:
Surprise Strike (+5): As the skill, *Player's Guide*, p. 172.

Special Maneuvers: No Changes

Phalanx (+1 Circle)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	+5
STR:	0	**Physical Defense**:	+2	**Death**:	+5
TOU:	0	**Mystic Defense**:	+1	**Wound**:	0
PER:	+1	**Social Defense**:	+2	**Knockdown**:	0
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	+1	**Mystic Armor**:	0		

Move: 0
Actions: 0; Attack +1 (Damage +1)

Powers:
Pack Tactics: Opponents in close combat with this creature are Harried with only three opponents in close combat, instead of four, if all three opponents possess this power.
Surprise Strike (+10): As the skill, *Player's Guide*, p. 172.

Special Maneuvers: No change

Myrmidon (+2 Circles)

DEX:	+1	**Initiative**:	+1	**Unconsciousness**:	+13
STR:	0	**Physical Defense**:	+3	**Death**:	+14
TOU:	+1	**Mystic Defense**:	+2	**Wound**:	+1
PER:	+1	**Social Defense**:	+3	**Knockdown**:	0
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	+1	**Mystic Armor**:	+1		

Move: 0
Actions: 0; Attack +2 (Damage +2)

Powers:
Distract (CHA + Circle): As the skill, *Player's Guide*, p. 139.
Pack Tactics: Opponents in close combat with this creature are Harried with only three opponents in close combat, instead of four, if all three opponents possess this power.
Surprise Strike (+10): As the skill, *Player's Guide*, p. 172.

Special Maneuvers: No Changes

POISONOUS

Poisonous creatures frequently have some piece of bright coloration absent from the base creature. The greater the modification, the more notable the warning sign. This isn't universally true, particularly if the creature doesn't have predators of its own. A more subtle change is whatever route the poison is introduced to the target. These can be fangs, spines, or even the skin (in which case it is probably shiny with oil).

Noxious (No change)

DEX:	+1	**Initiative**:	+1	**Unconsciousness**:	0
STR:	0	**Physical Defense**:	-1	**Death**:	0
TOU:	0	**Mystic Defense**:	-1	**Wound**:	0
PER:	0	**Social Defense**:	-1	**Knockdown**:	0
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack +1 (Damage -1)

Powers:

Poison (½ Circle +6): Choose damaging, debilitating, or paralytic. The poison is Step 6 [Onset: 1 round, Interval 4/1 round]. If there is an existing poison, improve it by +6 Steps.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Defang (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.

Inject Poison (Poisonous Creature, Close Combat): The poisonous creature may spend an additional success from an Attack test to inflict Poison on the target.

Venomous (+1 Circle)

DEX:	+2	**Initiative**:	+2	**Unconsciousness**:	+5
STR:	0	**Physical Defense**:	+1	**Death**:	+5
TOU:	0	**Mystic Defense**:	+1	**Wound**:	0
PER:	+1	**Social Defense**:	-1	**Knockdown**:	0
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack +2 (Damage 0)

Powers:

Poison (½ Circle +8): Choose damaging, debilitating, or paralytic. The poison is Step 10 [Onset: 1 round, Interval 4/1 round]. If there is an existing poison, improve it by +8 Steps.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Defang (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.

Inject Poison (Poisonous Creature, Close Combat): The poisonous creature may spend an additional success from an Attack test to inflict Poison on the target.

Toxic (+2 Circles)

DEX:	+3	**Initiative**:	+3	**Unconsciousness**:	+10
STR:	0	**Physical Defense**:	+2	**Death**:	+10
TOU:	0	**Mystic Defense**:	+2	**Wound**:	0
PER:	+2	**Social Defense**:	0	**Knockdown**:	0
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	+1		
Move:	0				

Actions: 0; Attack +3 (Damage +1)

Powers:

Poison (½ Circle +10): Choose damaging, debilitating, or paralytic. The poison is Step 14 [Onset: 1 round, Interval 4/1 round]. If there is an existing poison, improve it by +10 Steps.

Spit Venom (Highest Attack Step): The poisonous creature can spit venom at a target within 10 yards. It makes a Spit Venom test against the target's Physical Defense. If successful, Poison is inflicted on the target.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Defang (Opponent): As the common maneuver, *Gamemaster's Guide*, p. 252.

Inject Poison (Poisonous Creature, Close Combat): The poisonous creature may spend an additional success from an Attack test to inflict Poison on the target.

SIZE

These creatures are larger or smaller than the base creature, possibly drastically so. Decreases in size can cause the effective Circle to be reduced, which is generally indicative of a younger creature, though this is not always the case.

Large (No change)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	+3
STR:	+1	**Physical Defense**:	-1	**Death**:	+4
TOU:	+1	**Mystic Defense**:	0	**Wound**:	+1
PER:	-1	**Social Defense**:	0	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack 0 (Damage +1)

Powers: No Changes

Special Maneuvers: No Changes

Huge (+1 Circle)

DEX:	-2	**Initiative**:	-2	**Unconsciousness**:	+14
STR:	+2	**Physical Defense**:	-1	**Death**:	+17
TOU:	+3	**Mystic Defense**:	0	**Wound**:	+4
PER:	-1	**Social Defense**:	0	**Knockdown**:	+2
WIL:	0	**Physical Armor**:	+2	**Recovery Tests**:	+1
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack +3 (Damage +5), Trample: highest Attack (highest Damage -2)

Powers:
Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Overrun (Huge Creature, Trample): As the common maneuver, *Gamemaster's Guide*, p. 252.

Massive (+2 Circles)

DEX:	-3	**Initiative**:	-3	**Unconsciousness**:	+25
STR:	+4	**Physical Defense**:	-2	**Death**:	+30
TOU:	+5	**Mystic Defense**:	0	**Wound**:	+7
PER:	-2	**Social Defense**:	0	**Knockdown**:	+4
WIL:	0	**Physical Armor**:	+6	**Recovery Tests**:	+1
CHA:	0	**Mystic Armor**:	0		
Move:	+2				

Actions: 0; Attack +5 (Damage +10), Trample: highest Attack (highest Damage -2)

Powers:
Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Overrun (Massive Creature, Trample): As the common maneuver, *Gamemaster's Guide*, p. 252.

Small (No change)

DEX:	+1	**Initiative**:	+1	**Unconsciousness**:	-3
STR:	-1	**Physical Defense**:	+1	**Death**:	-4
TOU:	-1	**Mystic Defense**:	0	**Wound**:	-1
PER:	+1	**Social Defense**:	0	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack 0 (Damage -1)

Powers: No Changes

Special Maneuvers: No Changes

Child (-1 Circle)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	-11
STR:	-2	**Physical Defense**:	-1	**Death**:	-13
TOU:	-2	**Mystic Defense**:	-1	**Wound**:	-3
PER:	0	**Social Defense**:	0	**Knockdown**:	-2
WIL:	0	**Physical Armor**:	-2	**Recovery Tests**:	0
CHA:	+2	**Mystic Armor**:	0		
Move:	-2				

Actions: 0; Attack -2 (Damage -4)

Powers: No Changes

Special Maneuvers: No Changes

Infant (-2 Circles)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	-19
STR:	-3	**Physical Defense**:	-3	**Death**:	-22
TOU:	-3	**Mystic Defense**:	-2	**Wound**:	-4
PER:	0	**Social Defense**:	-1	**Knockdown**:	-3
WIL:	0	**Physical Armor**:	-3	**Recovery Tests**:	-1
CHA:	+2	**Mystic Armor**:	-1		
Move:	-4				

Actions: 0; Attack -4 (Damage -6)

Powers: No Changes

Special Maneuvers: No Changes

SKELETAL

Skeletal creatures are generally caused by the influence of either a Horror or a Nethermancer. Some powers may no longer be appropriate for a skeletal creature and should be removed at your discretion. As the skeletal modification increases, the appearance of the creature tends to become older and more vicious, with jagged protrusions and an overt brutality.

These creatures are generally no longer suitable as animal companions or mounts. Additionally, these are no longer considered "creatures" for the purposes of most talents and are instead "undead".

Gaunt (-1 Circle)

DEX:	0	**Initiative**:	0	**Unconsciousness**:	NA
STR:	0	**Physical Defense**:	-1	**Death**:	-5
TOU:	0	**Mystic Defense**:	-1	**Wound**:	0
PER:	0	**Social Defense**:	-2	**Knockdown**:	0
WIL:	-1	**Physical Armor**:	-2	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	-2		

Move: 0

Actions: 0; Attack -1 (Damage -2)

Powers:

Immune to Fear

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Brittle (Opponent, Blunt Weapon): Opponents attacking the skeletal creature with a blunt weapon gain an additional success on a successful Attack test.

Bony (No change)

DEX:	+1	**Initiative**:	+1	**Unconsciousness**:	NA
STR:	0	**Physical Defense**:	+1	**Death**:	+4
TOU:	+1	**Mystic Defense**:	0	**Wound**:	+1
PER:	0	**Social Defense**:	-1	**Knockdown**:	0
WIL:	-1	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	0		

Move: 0

Actions: 0; Attack 0 (Damage -1)

Powers:

Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Brittle (Opponent, Blunt Weapon): An opponent with a blunt weapon gains an additional success on a successful Attack test.

Ossified (+1 Circle)

DEX:	+2	**Initiative**:	+2	**Unconsciousness**:	NA
STR:	+1	**Physical Defense**:	+2	**Death**:	+9
TOU:	+1	**Mystic Defense**:	+1	**Wound**:	+1
PER:	0	**Social Defense**:	0	**Knockdown**:	+1
WIL:	-1	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	+1		

Move: 0
Actions: 0; Attack +2 (Damage +1)

Powers:
Immune to Fear
Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Brittle (Opponent, Blunt Weapon): Opponents attacking the skeletal creature with a blunt weapon gain an additional success on a successful Attack test.

Petrified (+2 Circles)

DEX:	+2	**Initiative**:	+2	**Unconsciousness**:	NA
STR:	+1	**Physical Defense**:	+3	**Death**:	+18
TOU:	+2	**Mystic Defense**:	+3	**Wound**:	+3
PER:	+1	**Social Defense**:	+1	**Knockdown**:	+1
WIL:	-1	**Physical Armor**:	+2	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	+2		

Move: 0
Actions: 0; Attack +4 (Damage +3)

Powers:
Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:
Brittle (Opponent, Blunt Weapon): Opponents attacking the skeletal creature with a blunt weapon gain an additional success on a successful Attack test.

SPELL-DRAINING

The physical changes to spell-draining creature from the base creature tend to be subtle. They are frequently a little smaller, perhaps looking like the runt of a litter, and their appearance is a bit more dull – no shine or luster.

Others may appear more like astrally-influenced creatures, such as a bit strange or otherworldly. The presence of spells, active or being cast, usually makes these creatures notably aggressive and agitated.

Minor (No change)

DEX:	+1	**Initiative**:	+1	**Unconsciousness**:	-3
STR:	-1	**Physical Defense**:	0	**Death**:	-4
TOU:	-1	**Mystic Defense**:	0	**Wound**:	-1
PER:	0	**Social Defense**:	-1	**Knockdown**:	-1
WIL:	+1	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+1		
Move:	0				

Actions: 0; Attack +1 (Damage -1)

Powers:

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Dispelling Strike (Creature, Close Combat): The creature may spend an additional success on an Attack test to make a Dispel Magic test against one spell affecting the target. Use the Attack result as the Dispel Magic result. This special maneuver may be used once per round.

Moderate (+1 Circle)

DEX:	+1	**Initiative**:	+2	**Unconsciousness**:	+2
STR:	-1	**Physical Defense**:	+2	**Death**:	+1
TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	+1	**Social Defense**:	0	**Knockdown**:	-1
WIL:	+2	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+2		
Move:	0				

Actions: 0; Attack +3 (Damage +0)

Powers:

Enhanced Sense [Other] (2): Astral Sight, as the talent, *Player's Guide*, p. 129.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Dispelling Strike (Creature, Close Combat): The creature may spend a success from a successful Attack test to make a Dispel Magic test against one spell affecting the target. Use the Attack result as the Dispel Magic result. This special maneuver may be used once per round.

Major (+2 Circles)

DEX:	+2	**Initiative**:	+2	**Unconsciousness**:	+7
STR:	-1	**Physical Defense**:	+3	**Death**:	+6
TOU:	-1	**Mystic Defense**:	+3	**Wound**:	-1
PER:	+2	**Social Defense**:	+1	**Knockdown**:	-1
WIL:	+2	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	+3		

Move: 0

Actions: 0; Attack +4 (Damage +1)

Powers:

Enhanced Sense [Other] (4): Astral Sight, as the talent, *Player's Guide*, p. 129.

Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers:

Absorbing Strike (Creature, Close Combat): The creature may spend two successes from a successful Attack test to make a Dispel Magic test against one spell affecting the target. Use the Attack result as the Dispel Magic result. If the Dispel Magic test is successful, the creature also gains the identical effects of the spell. This special maneuver may be used once per round.

Dispelling Strike (Creature, Close Combat): The creature may spend an additional success from an Attack test to make a Dispel Magic test against one spell affecting the target. Use the Attack result as the Dispel Magic result. This special maneuver may be used once per round.

STEALTHY

Creatures with this mask have adapted to be perceptive and stealthy ambush hunters. They are less suited for direct confrontation than their peers, but more defensive and suited to attacking quickly from surprise. As the modification of the mask increases, they gain the ability to regain surprise, which makes them considerably more dangerous. These creatures are invariably camouflaged to their environment, which may become from almost, up to actually, supernatural.

Cloaked (No change)

DEX:	+1	**Initiative**:	+1	**Unconsciousness**:	-3
STR:	-1	**Physical Defense**:	+1	**Death**:	-4
TOU:	-1	**Mystic Defense**:	0	**Wound**:	-1
PER:	+1	**Social Defense**:	-2	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		

Move: 0

Actions: 0; Attack +1 (Damage -1)

Powers:
Ambush (+5): As the creature power, *Gamemaster's Guide*, p. 250.
Stealthy Stride (DEX + Circle): As the skill, *Player's Guide*, p. 170.

Special Maneuvers: No Changes

Shrouded (+1 Circle)

DEX:	+2	**Initiative**:	+2	**Unconsciousness**:	+2
STR:	-1	**Physical Defense**:	+2	**Death**:	+1
TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	+2	**Social Defense**:	0	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: 0; Attack +3 (Damage +1)

Powers:
Ambush (+10): As the creature power, *Gamemaster's Guide*, p. 250.
Stealthy Stride (DEX + Circle): As the skill, *Player's Guide*, p. 170.

Special Maneuvers: No Changes

Shadow (+2 Circles)

DEX:	+3	**Initiative**:	+3	**Unconsciousness**:	+7
STR:	-1	**Physical Defense**:	+2	**Death**:	+6
TOU:	-1	**Mystic Defense**:	+2	**Wound**:	-1
PER:	+3	**Social Defense**:	0	**Knockdown**:	-1
WIL:	0	**Physical Armor**:	0	**Recovery Tests**:	0
CHA:	0	**Mystic Armor**:	0		
Move:	0				

Actions: +1; Attack +3 (Damage +1)

Powers:
Ambush (+10): As the creature power, *Gamemaster's Guide*, p. 250.
Gain Surprise (DEX + Circle): *Illusion*. As a Standard action, the shadow creature makes a Gain Surprise test against the Mystic Defense of each target who can detect its presence. If successful, the target can no longer detect the shadow creature and is surprised if they are attacked. The Sensing Difficulty is equal to the Gain Surprise result.
Stealthy Stride (DEX + Circle): As the skill, *Player's Guide*, p. 170.
Willful (+1): As the creature power, *Gamemaster's Guide*, p. 251.
Special Maneuvers: No Changes

UNDEAD

This mask is for generic undead generally caused by the influence of either a Horror or a Nethermancer. Some powers may no longer be appropriate for an undead creature and should be removed at your discretion. As the undead modification increases, the appearance of the undead creature becomes more unnatural and brutal. There is very little subtlety about this mask.

These creatures are generally no longer suitable as animal companions or mounts. Additionally, these are no longer considered "creatures" for the purposes of most talents and are instead "undead".

Fresh (-1 Circle)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	NA
STR:	+1	**Physical Defense**:	-3	**Death**:	-5
TOU:	0	**Mystic Defense**:	-3	**Wound**:	0
PER:	-1	**Social Defense**:	-3	**Knockdown**:	+1
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	-1		
Move:	-2				

Actions: 0; Attack -1 (Damage +1)

Powers:
Immune to Fear
Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Rancid (No change)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	NA
STR:	+2	**Physical Defense**:	-1	**Death**:	+4
TOU:	+1	**Mystic Defense**:	-1	**Wound**:	+1
PER:	-1	**Social Defense**:	-1	**Knockdown**:	+2
WIL:	0	**Physical Armor**:	-1	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	-1		
Move:	-2				

Actions: 0; Attack 0 (Damage +2)

Powers:
Immune to Fear
Resist Pain (+2): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Rotten (+1 Circle)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	NA
STR:	+3	**Physical Defense**:	0	**Death**:	+13

TOU:	+2	**Mystic Defense**:	0	**Wound**:	+3
PER:	-1	**Social Defense**:	0	**Knockdown**:	+3
WIL:	0	**Physical Armor**:	+1	**Recovery Tests**:	0
CHA:	-1	**Mystic Armor**:	+1		

Move: -2
Actions: 0; Attack +1 (Damage +2)

Powers:
Fetid Flesh: Before Initiative is determined, characters within 4 yards of the undead creature must make a successful Toughness (10) test, or be Harried until the end of the round. If successful, the character is unaffected by this power until the end of combat. Regardless of how many undead creatures are present, only one test is made per round.
Immune to Fear
Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes

Putrefied (+2 Circles)

DEX:	-1	**Initiative**:	-1	**Unconsciousness**:	NA
STR:	+4	**Physical Defense**:	+1	**Death**:	+22
TOU:	+3	**Mystic Defense**:	+1	**Wound**:	+4
PER:	-1	**Social Defense**:	+1	**Knockdown**:	+4
WIL:	0	**Physical Armor**:	+2	**Recovery Tests**:	+1
CHA:	-1	**Mystic Armor**:	+2		

Move: -2
Actions: 0; Attack +2 (Damage +3)

Powers:
Fetid Flesh: Before Initiative is determined, characters within 4 yards of the undead creature must make a successful Toughness (10) test, or be Harried until the end of the round. If successful, the character is unaffected by this power until the end of combat. Regardless of how many undead creatures are present, only one test is made per round.
Immune to Fear
Resist Pain (+4): As the creature power, *Gamemaster's Guide*, p. 251.

Special Maneuvers: No Changes


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HORRORS

"I've destroyed many horrors in my day. And I imagine I'll take many more before one takes me down. No resting until the last one is gone. But how can you ever know that there isn't one more?"
- Brand, troll Elementalist

Horrors are undoubtedly the most fearsome foes an adept can face. They come in nearly infinite varieties, and feed on the pain and fear of Namegivers. They can be physical creatures, or creatures with only astral bodies, or both. Whatever form, they all have fearful magical powers. The worst of these powers is undoubtedly the Horror Mark. It works differently from case to case, but can allow a Horror to corrupt a Namegiver from inside their head, and to use them to work their will in the world while they hide in the shadows.

The Horrors we present here are but a sampling for use in higher level campaigns. It is certainly not a complete listing as new types of Horrors, even now, continue to be discovered. For more information on including Horrors in your game you can consult the Horrors section beginning on page 451 of the *Game Master's Guide*.

BONELESS

Boneless are vile undead and their form almost defies description. To create them, a Horror strips the bones from many victims, binds the remaining flesh together, and animates it. What results is an ever-shifting blob of Namegiver flesh, which drags itself along the ground by many boneless arms, moaning and wailing from the many hungry mouths across its loose flesh. When faced with this sight, most throw up in disgust and flee in fear to avoid the same fate.

Challenge: Journeyman (Seventh Circle)

DEX:	4	**Initiative**:	4	**Unconsciousness**:	100
STR:	11	**Physical Defense**:	7	**Death Rating**:	124
TOU:	17	**Mystic Defense**:	11	**Wound Threshold**:	25
PER:	4	**Social Defense**:	14	**Knockdown**:	-
WIL:	4	**Physical Armor**:	7	**Recovery Tests**:	6
CHA:	2	**Mystic Armor**:	10		

Movement: 10
Actions: 4; Bite: 17 (17), Unarmed: 19 (15)

Powers:

Grasping Limbs: The boneless' limbs have a range of 10 yards and are an entangling weapon.

Immune to Fear

Many Hungry Mouths: The boneless is not limited to the number of bite attacks it can make.

Terror (12, Standard)

Undead Horror Construct: The boneless is a Horror construct and undead.

Special Maneuvers:

Crush (Boneless, Unarmed): The boneless may spend two additional successes on an Attack test against an entangled foe to drag the target underneath its extensive mass. The boneless causes Step 11 Damage as a Simple action every round until the target escapes by making a successful Strength (12) test. Armor does not protect against this damage.

Grab and Bite (Boneless, Unarmed)

Pry Loose (Opponent, Close Combat)

BRUTE

Brutes are a favorite creation of some Horrors. They are undead humanoids made up of a mish-mash of Namegiver parts. Some Horrors enjoy creating these out of what's left of adventuring groups venturing into their lair. Then they send the pitiful creatures back to terrorize those who pinned their hopes on them, feasting off the subsequent fear and revulsion. Brutes normally have legs of different sizes and move quite slowly, but their strength and toughness have been augmented by the magic that keeps them together.

Challenge: Journeyman (Fifth Circle)

DEX:	6	**Initiative**:	6	**Unconsciousness**:	71
STR:	14	**Physical Defense**:	13	**Death Rating**:	88
TOU:	12	**Mystic Defense**:	8	**Wound Threshold**:	18
PER:	4	**Social Defense**:	14	**Knockdown**:	14
WIL:	9	**Physical Armor**:	5	**Recovery Tests**:	4
CHA:	4	**Mystic Armor**:	7		

Movement: 8

Actions: 2; Unarmed: 14 (18)

Powers:

Fury (2)

Immune to Fear

Undead Horror Construct: The brute is a Horror construct and undead.

Special Maneuvers:

Earth-Shattering Headache (Brute, Unarmed): The brute may spend two additional successes on an Attack test to strike their target on the top of their head, causing them to be Harried until the end of the next round.

Enrage (Opponent)

Provoke (Opponent, Close Combat)

Overpower (Brute, Unarmed): The brute may spend two additional successes on an Attack test to force the target to make a Knockdown test against a Difficulty Number equal to the Attack test result. If the test fails, the target is knocked down and knocked back a number of yards equal to the total number of successes on the Attack test.

DEATHLESS REAVER

These troll-sized six-armed skeletons are powerful opponents created by Horrors as guardians to their lairs. They have enough intelligence to follow complicated commands and can perceive astral space. These silent, stoic sentinels are implacable foes when someone tries to pass by without permission. Already well-armed and armored, the magic enchanting them enhances their strength and toughness, and makes them almost supernaturally fast. It is unknown if they retain any memories from life, but it seems the more powerful the victim was in life, the more powerful they are in death. Thus, those who can make these undead constructs are always looking for notable battles and heroes' graves.

Challenge: Journeyman (Eighth Circle)

DEX:	12	**Initiative**:	16	**Unconsciousness**:	-
STR:	10	**Physical Defense**:	15	**Death Rating**:	116
TOU:	13	**Mystic Defense**:	12	**Wound Threshold**:	19
PER:	8	**Social Defense**:	13	**Knockdown**:	12
WIL:	8	**Physical Armor**:	11	**Recovery Tests**:	4
CHA:	6	**Mystic Armor**:	7		

Movement: 14

Actions: 4; Broadsword ×6: 20 (16)

Powers:

Dual Strike (5, Standard): The deathless reaver's next broadsword attack this round gains a +5 bonus to the Attack and Damage tests.

Enhanced Sense [Other] (4): Astral Sight, as the talent, *Player's Guide*, p. 129.

Flashing Blades (5): The deathless reaver gains +5 to Attack tests against opponents with a lower Initiative.

Immune to Fear

Resist Pain (4)

Special Maneuvers:

Brittle (Opponent, Blunt Weapon): An opponent with a blunt weapon gains an additional success on a successful Attack test.

Darting Blades (Deathless Reaver, Broadsword): The deathless reaver may spend two additional successes on an Attack test to make an additional attack against their opponent. This maneuver may only be used twice per round.

Dazed (Opponent): An opponent may spend an additional success on an Attack test to prevent the deathless reaver from using Darting Blades on its next turn.

Loot: Aged plate armor, six broadswords

DIL'KAVA

Also known as the Ago'dil'kava, which translates roughly from the troll tongue as darkstone outcasts, (literally dark stones of mud), are a form of Horror construct only found in the shattered remains of Ustrect. The Horror, Ago'astia, creates this special form of cadaver man by infusing a part of itself into each one in the form of living crystal. As a result, these cadaver men are encrusted with dark blue crystals in various patches on their bodies. Not only does this give them added fortitude and armor, but Ago'astia may concentrate to expand the crystals at any time, causing them great pain and hence sending them automatically into a rage. Most, if not all, of these creatures are the former inhabitants of Ustrect.

Challenge: Journeyman (Fifth Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	62
STR:	7	**Physical Defense**:	10	**Death Rating**:	76
TOU:	9	**Mystic Defense**:	11	**Wound Threshold**:	13
PER:	5	**Social Defense**:	9	**Knockdown**:	9
WIL:	6	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	8		

Movement: 10

Actions: 1; Unarmed: 13 (15)

Powers:

Fury (4)

Hardened Armor

Immune to Fear: Fear effects trigger Rage.

Rage: When the dil'kava experiences any significant pain, such as being affected by the Pain spell or receiving a Wound, it flies into a manic fury. When enraged, the dil'kava makes an additional attack each round and does not suffer the negative effects of Wounds (they still benefit from powers such as Fury). The Aggressive Attack option is often used. This effect lasts for 10 rounds, or until the source of the pain is killed. If a dil'kava cannot determine who caused the pain, they attack and kill the nearest living creature. If the

pain is caused by their crystals growing, they also gain +5 to Physical and Mystic Armor.

Special Maneuvers:

Enrage (Opponent): Using this maneuver causes the dil'kava to Rage.

Misdirect (Opponent, Close Combat): The attacker may spend two additional successes on an Attack test against the dil'kava if it is affected by the Rage power to direct the dil'kava at a specific target. This may not be used to direct the dil'kava against its allies. If there are multiple instances of this special maneuver or Provoke, only the most recent has any effect.

Provoke (Opponent, Close Combat): This maneuver only costs one extra success if the dil'kava is affected by the Rage power.



DREAMER

Dreamers are made up of two, or rarely more, obsidimen merged together in the one form. Kreescra are an underestimated Horror when compared with others that are physically more powerful, but they did immense damage during the Scourge. One variety took particular enjoyment torturing obsidimen in the dreaming state. Instead of killing them over time, these Horrors carefully drew out the torture throughout the Scourge, allowing their victims to recover, then feeding again. Eventually, maddened by decades of nightmares, fear, and pain, the obsidimen tried to waken, only to discover they were forever doomed to live a life midway between sleep and wakefulness. This was the origin of the dreamers, who can be found all over Barsaive but particularly in the Badlands, where there was no brotherhood to keep a watchful eye over them as they sleep.

Each dreamer is physically distinct, though they have at least two heads and are much tougher than standard obsidimen. Communication is almost impossible with them as they do not truly perceive reality but rather are lost in a waking nightmare that never ends. When they do encounter Namegivers, they are perceived as part of their nightmare and attacked. Additionally, the emotional force experienced by dreamers interacts with the astral plane and

the perceptions of onlookers, incorporating them into their nightmares in a very real sense.

Challenge: Journeyman (Eighth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	77
STR:	13	**Physical Defense**:	12	**Death Rating**:	84
TOU:	18	**Mystic Defense**:	16	**Wound Threshold**:	26
PER:	6	**Social Defense**:	16	**Knockdown**:	15
WIL:	10	**Physical Armor**:	12	**Recovery Tests**:	7
CHA:	4	**Mystic Armor**:	10	**Karma:**	5 (10)

Movement: 10
Actions: 2; Unarmed: 16 (23)

Powers:

Eyes in the Back of Their Head: The dreamer is not Harried due to multiple opponents and only Blindsided or Surprised through the use of magic, such as talents.

Fury (2)

Hardened Armor

Harvest Energy (18, Free)

Horror Power (16, Illusory Horror and Mental Rend, Standard)

Illusory Horror (18): Illusion - The dreamer creates a frightening illusory creature from its nightmares that attacks its opponents by making a Horror Power test against the victim's Mystic Defense. If successful, the target suffers Step 18/Mystic damage and is Harried until the end of the next round.

Mental Rend (14): The dreamer directly attacks the victim's mind, manifesting visually as a nightmarish creature, by making a Horror Power test against the victim's Mystic Defense. If successful, the target suffers Step 14/Mystic damage. This power is visually indistinguishable from Illusory Horror.

Night Terrors (16, Standard): Illusion - The dreamer can entrap opponents they encounter in their waking nightmare by making a Night Terrors test against the highest Mystic Defense of all opponents within 10 yards. If successful, the victims believe they are transported to a horrific, barren netherrealm occupied by frightening creatures tearing apart and torturing Namegivers. For 8 rounds, the victim must either use the Defensive Stance combat option or be Harried. The Sensing Difficulty is 23.

Special Maneuvers:

Agony (Dreamer, Horror Power): The dreamer may spend additional successes on a Horror Power test for Mental Rend to cause a temporary Wound per success to the opponent until the end of the next round.

Enrage (Opponent)

Fight or Flight (Dreamer, Night Terrors): The dreamer may spend two additional successes on a Night Terrors test to cause all opponents who do not

use the Defensive Stance combat option to automatically use the Aggressive Attack combat option. The Strain cost must still be paid, as applicable.

Stagger (Dreamer): The dreamer may spend two additional successes on an Attack, Horror Power, or Night Terrors test to force the target to make a Knockdown test against a Difficulty Number equal to the Attack test result. If the test fails, the target is knocked down and knocked back a number of yards equal to the total number of successes on the Attack test. This affects all targets when used with a Night Terrors test.

Provoke (Opponent, Close Combat)

Trapped in the Dream (Dreamer): The dreamer may spend additional successes on a Horror Power or Night Terrors test to give the target a -3 penalty to Sensing tests per success until the end of the next round.

FIRE WRAITH

Fire wraiths appear as Namegivers of any race, but are composed entirely of living fire and most often found near Death's Sea or volcanos. Their fiery figures appear to dance across the surface of the lava, spinning and jumping in a manner that many unfortunate onlookers considered beautiful. In their hands, they wield a pair of flaming whips, weaving them in intricate patterns as they dance, emphasizing the display

These Horror constructs figure in most legends about Death's Sea, where they are said to lie in wait for over-confident adventurers. Their ghostly movements and appearance create a haunting experience for those confronted by them. The most-often repeated legend says these creatures represent the souls of the first to die when Death was imprisoned.

The truth of their origin is they were once fire spirits, corrupted and turned into constructs by powerful Horrors. Namegivers aren't the only thing Horrors delight in corrupting. Though more difficult to affect, elemental spirits may also succumb to their corruption. Fire wraiths, along with stormwraiths and others, are examples of what results from this perverse act.

Challenge: Warden (Ninth Circle)

DEX:	12	**Initiative**:	16	**Unconsciousness**:	90
STR:	9	**Physical Defense**:	19	**Death Rating**:	108
TOU:	9	**Mystic Defense**:	17	**Wound Threshold**:	13
PER:	8	**Social Defense**:	14	**Knockdown**:	9
WIL:	10	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	8	**Mystic Armor**:	11	**Karma:**	6(12)

Movement: 16

Actions: 3; Claws: 23 (23)

Powers:

Cinderskin (3): The fire wraith causes the target's skin to glow and burn, potentially igniting. The target suffers Step 3 Damage, which ignores armor. If this damage results in a bonus die, the target's skin catches fire and causes a

Wound. This is in addition to a potential Wound caused by damage exceeding the target's Wound Threshold.

Feast of Suffering: The fire wraith gains +1 to Attack and Damage tests for each Wound the target has.

Fire Whip (19): The fire wraith summons a lash of flame to strike a target within 30 yards. The fire wraith makes a Creature Power test against the target's Mystic Defense. If successful, the Fire Whip causes Step 19/Physical damage. This is an entangling weapon and remains in existence as long as the target is entangled.

Harvest Energy (19, Free)

Horror Power (27, Fire Whip, Standard)

Immune to Fire: The fire wraith suffers no damage from mundane fire attacks, and gains +20 Physical and Mystic Armor against magical or elemental fire.

Resist Fear: The fire wraith gains +5 to Mystic and Social Defense against fear effects.

Vulnerable to Water: Attacks with the water or cold keyword against the fire wraith ignore any protection provided by armor.

Special Maneuvers:

Enrage (Opponent)

Ignition (Fire Wraith, Close Combat): The fire wraith can spend additional successes on an Attack test to inflict Cinderskin on the target. Cinderskin lasts for one round for each success spent in this fashion.

Provoke (Opponent, Close Combat)

Searing Lash (Fire Wraith, Fire Whip): The fire wraith can spend additional successes on a Horror Power test to reduce the target's Wound Threshold by 2 for each success spent in this fashion on this attack. If the target is on fire when this Special Maneuver is used, the target's nerves light aflame causing crippling pain and the victim suffers a -1 penalty for each success spent on this special maneuver until the end of the next turn.

FLESH BEAST

A flesh beast is the animated corpse of a Namegiver with its head replaced by that of a farm animal. Pigs, goats, and cows are the most common, but any animal head may be used. Flesh beasts are normally created by the Horrors to disgrace the memory of an individual. They are not powerful undead, but cruel jokes at the expense of the victim designed to bring trauma to the victim's family and friends. Despite having their head replaced, the animating magic causes these pathetic undead to recall some of their old life, returning to their home, performing their job, even managing to repeat typical idioms in a twisted mockery of their former selves

Particularly malevolent Horrors save this fate for the most flamboyant and legendary heroes they come across and have them perform gruesome and humiliating acts for their amusement.

Challenge: Novice (First Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	31
STR:	7	**Physical Defense**:	8	**Death Rating**:	40
TOU:	8	**Mystic Defense**:	5	**Wound Threshold**:	12
PER:	4	**Social Defense**:	7	**Knockdown**:	9
WIL:	6	**Physical Armor**:	4	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	3		

Movement: 12
Actions: 1; Unarmed: 10 (12)

Powers:
Fury (2)

Special Maneuvers:
Enrage (Opponent)
Flesh Rend (Flesh Beast, Unarmed): The flesh beast savages their opponent with their animal head, spending additional successes on their Attack test to reduce their opponent's Wound Threshold by -3 for this attack. The flesh beast always uses this special maneuver when it can.
Provoke (Opponent, Close Combat)

GHOUL, PESTILENT

Pestilent ghouls can be found anywhere in Barsaive, but are most common in the Badlands and Mist Swamps, and to a lesser extent in the forests of Landis and the Servos Jungle. They appear similar to common ghouls and sometimes travel with them but they are more muscular and significantly faster. Pestilent ghouls differ in their creation however as they result from a magically active infection spread through their bite.

Pestilent ghouls were not created by Horrors, but by the reckless experimentation of a single ork on common ghouls, Rolam Goretusk. Rolam was a powerful Nethermancer whose primary passion was to find a way to increase the lifespan of his race. After nearly three decades of study, and scores of failures, his concerns became of a more pragmatic rather than theoretical nature. He was dying and needed a short term fix to continue his work. Out of desperation, he began to consider a temporary if somewhat unpleasant solution, deciding to become undead. After seeking out and studying dark tomes detailing the art of necromancy, he developed a ritual he believed would convert him into a ghoul but preserve his mind and sanity intact. The ritual appeared successful initially and Rolam became the first pestilent ghoul.

Though he retained his intelligence for a time, the infection slowly rotted his brain. Rolam gradually took on the bestial nature and taste for flesh of more common ghouls. Worse still, an unanticipated side effect of the dark ritual was that he could spread the infection to others. Anyone bitten by him who succumb to the infection rises as a pestilent ghoul and slowly loses their intelligence in the same manner. Newly created adept ghouls may still retain

some or all their Discipline's benefits which makes encountering them both unpredictable and very dangerous.

Challenge: Novice (Fourth Circle)

DEX:	6	**Initiative**:	6	**Unconsciousness**:	52
STR:	7	**Physical Defense**:	13	**Death Rating**:	64
TOU:	8	**Mystic Defense**:	10	**Wound Threshold**:	12
PER:	5	**Social Defense**:	9	**Knockdown**:	9
WIL:	5	**Physical Armor**:	5	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	3		

Movement: 12
Actions: 1; Bite: 10 (15, Disease), Claws: 12 (13, Poison)

Powers:
Ambush (5)
Awareness (9): As the skill, *Player's Guide*, p. 129
Disease (10): If the pestilent ghoul's bite causes damage, the victim must resist a deadly debilitating disease (see *Gamemaster's Guide*, p. 186). The disease is Step 10 [Onset: 4 days, Interval: Chronic/1 week, Duration: Chronic]. When the penalty equals the victim's Toughness Step, the victim's eyes turn red, teeth sharpen, and they are unable to eat anything but raw meat. At this point, when the victim dies by any means, they rise as a pestilent ghoul the following night. Once the accumulated penalty is twice the victim's Toughness Step, they die.
Poison (10, Cacofian): If the pestilent ghoul's claws cause damage to a victim, the victim must resist the effects of a damaging poison (see *Gamemaster's Guide*, p. 171). The poison is Step 10 damaging [Onset: Instant, Interval: 6/1 round, Duration: Until healed]. The poison stops progressing if the pestilent ghoul is killed.
Stealthy Stride (10): As the skill, *Player's Guide*, p. 170.
Vulnerability to Sunlight: When exposed to direct sunlight, all attacks against the pestilent ghoul ignore any protection provided by armor.

Special Maneuvers:
Enrage (Opponent)
Provoke (Opponent, Close Combat)

GLOOMWING

The Horror constructs known as gloomwings take the form of a Namegiver with large, dark, feathered wings sprouting from their back. From far away they appear almost angelic, but this perception evaporates as they get closer. They are gaunt with their skeletons pressing against skin covered in blisters and boils. Their hands have extremely long fingers, measuring at least a foot in length, capped with wicked, black talons. In contrast, their faces elicit in equal parts pity and dread from onlookers as they see the expressions of intense

sorrow and hopelessness, as black tears stream down their cheeks from their dead, black eyes.

Gloomwings are often created from Namegivers who have a passionate desire to fly or for freedom. The Horror promises this if they perform certain deeds and proves true by giving them an angelic aspect for a time. Unfortunately, this is only the first stage of their transformation and the Horror feeds off the intense depression and fear when the victims realize what they agreed to until their transformations into gloomwings are complete.

These Horror constructs cause intense feelings of sadness and helplessness in any creature who looks upon their visage. Victims frequently put away or drop their weapons as they fall to their knees and hold their heads in their hands. Once in this state, gloomwings harness these negative emotions and turn it into physical damage. Gloomwings cause the intensity of the victims' emotions to corrode their internal organs. Survivors of these encounters speak in hushed tones of their companions wailing in unison with the gloomwing while blood streams from their faces. These tales are usually followed by showing vicious scars from the gloomwing's talons as it attempted to tear apart those not affected by their powers.

Challenge: Warden (Tenth Circle)

DEX:	8	**Initiative**:	8	**Unconsciousness**:	91
STR:	9	**Physical Defense**:	18	**Death Rating**:	108
TOU:	7	**Mystic Defense**:	17	**Wound Threshold**:	10
PER:	8	**Social Defense**:	20	**Knockdown**:	10
WIL:	6	**Physical Armor**:	8	**Recovery Tests**:	2
CHA:	8	**Mystic Armor**:	12	**Karma:**	6 (12)

Movement: 12 (Flying 16)
Actions: 3; Claws: 25 (25)

Powers:

Aura of Dejection (20, Free): Fear - The gloomwing spreads feelings of helpless suffering to those near it. Every round, before rolling Initiative, the gloomwing makes an Aura of Dejection test as a Free action and compares the results to the Social Defense of each target within 10 yards. Those affected experience intense emotional distress and each success causes the Harried penalty in the victim until the end of the round, frequently leading to the victim becoming Overwhelmed.

Feast of Suffering: The gloomwing gains +1 to Attack and Damage against targets for each Wound the target has.

Dive (10)

Harvest Energy (16, Free)

Resist Fear: The gloomwing gains +5 to Mystic and Social Defense against fear effects

Resist Pain (2)

Tears of Blood (18, Standard): The gloomwing converts psychological pain to physical damage, causing victims to weep blood as their internal organs liquefy. The gloomwing may make a Tears of Blood test against the Mystic Defense of any target affected by Aura of Dejection as a Standard action. If successful, the target receives a Wound and takes damage equal to their Wound Threshold. Armor does not protect against this damage.

Special Maneuvers:

Clip the Wing (Opponent)

Enrage (Opponent)

Flesh Rend (Gloomwing, Claws): The gloomwing may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success for this attack.

Go for the Eyes! (Opponent): The attacker may use two additional successes on an Attack test to inflict Partial Blindness on the gloomwing until the end of the next round. In addition to the normal penalties, this gives Tears of Blood a -4 penalty. If the damage causes a Wound, the blindness lasts until the Wound is healed. If the gloomwing suffers from this twice, it cannot use Tears of Blood as long as both maneuvers last.

Hemorrhaging Blood (Gloomwing, Tears of Blood): The Gloomwing may spend three additional successes on a Tears of Blood test to rupture something vital within a victim. The victim suffers an additional Wound and damage equal to their Wound Threshold.

Provoke (Opponent, Close Combat)

Unending Tears (Gloomwing, Tears of Blood): The gloomwing may spend an additional success on Tears of Blood to increase the flow of blood from the victim's eyes, impairing their vision. The victim suffers from Partial Blindness until the end of the next round.

GROTESQUE

Grotesques are aptly named Horror constructs, which are a large writhing mass of tentacles and teeth. It is difficult, if not impossible, to look at a grotesque for an extended period as not only is it physically repulsive, its form is unstable. They are roughly circular, but constantly shifting. Tentacles grow from the mass, merge and separate, then morph into long toothed snouts. Eyestalks erupt from the core to glare at their victims only to elongate into yet more tentacles. Sharp-toothed jaws appear and disappear seemingly at random. To look upon a grotesque is to look upon the face of corruption.

These Horror constructs can only be made from those who willingly surrender themselves to Horrors, not the foolish, ignorant, or tragic. Grotesques are created from the truly malevolent, those who needed little to no persuasion to succumb. Horrors use these Namegivers' dark souls to corrupt their bodies to an extreme degree. These rare constructs are especially treasured by Horrors and they are often treated as favored pets. It is unusual for Horrors to allow these constructs to roam freely as a result.

Challenge: Warden (Ninth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	123
STR:	15	**Physical Defense**:	17	**Death Rating**:	152
TOU:	20	**Mystic Defense**:	16	**Wound Threshold**:	30
PER:	6	**Social Defense**:	18	**Knockdown**:	-
WIL:	7	**Physical Armor**:	8	**Recovery Tests**:	7
CHA:	3	**Mystic Armor**:	10	**Karma:**	5 (10)

Movement: 12

Actions: 4; Bite: 19 (23); Tentacles: 21 (21)

Powers:

Confounding Appearance: The grotesque's constantly shifting appearance makes it difficult to target directly; all actions targeted at the grotesque's Physical or Mystic Defense with the purpose of impeding or damaging it suffer from a -3 penalty to the Action test. This does not apply to spells or abilities that contain an area of effect. As a Simple action, opponents can make an Awareness test and/or Astral Sight (Astral Sense is insufficient) test against the grotesque's Social Defense. If successful, the opponent ignores the appropriate penalties: Physical Defense (successful Awareness test) and Mystic Defense (successful Astral Sight test).

Harvest Energy (16, Free)

Immune to Fear

Long Tentacles: The grotesque's tentacles have a range of 12 yards and are entangling weapons.

Malleable Form (16, Simple): The grotesque reshapes its form at will with new mouths and tentacles sprouting to attack their targets out of nowhere. It makes a Malleable Form test against a target's Social Defense. If successful, the target is Blindsided until the end of the round. This power may be used twice per round.

Mouths Everywhere: The grotesque has no limits on the number of bite attacks it can make in a round.

Resist Pain (4)

Terror (12, Standard)

Special Maneuvers:

Grab and Bite (Grotesque, Tentacles)

Looking Upon Madness (Grotesque, Malleable Form): The grotesque may spend two additional successes on a Malleable Form test to use Terror on the victim as a Simple action.

Pry Loose (Opponent, Close Combat)

KAER CRAWLER

Kaer crawlers are ugly Horror constructs with the upper body of a Namegiver (usually a dwarf) and another pair of arms instead of legs. A third pair of arms sprouts from the center of their body, so they crawl along on all

six limbs as if they were insects. They are very fast and particularly suited to lairing in kaers and abandoned mines. Their agile nature and ability to climb sheer surfaces, using bones emerging from their fingertips and digging in, enables them to crawl along walls and ceilings of darkened tunnels, ready to drop on unsuspecting victims.

They were first seen in breached kaers near the Kingdom of Scytha, created by particularly cruel Horrors let in by the few Kaers that opened their doors early, trying to escape the curse that had befallen them. These inhabitants were not all killed outright, but trapped within the very kaers they built to protect themselves. Imprisoned by the Horrors and scavenging what they could to survive, they were hunted by these constructs. Meanwhile the Horrors looked on, enjoying watching these perversions of nature stalk their kin through deserted tunnels.

Kaer crawlers rarely kill victims outright, enjoying the repulsion they show upon seeing their defiled forms. Most often, the kaer crawlers drag their victims back to the Horror they serve, relishing in the attention it gives them in return. Since the end of the Scourge, these constructs have been found in other locations, particularly in Parlainth, indicating the Horrors behind their creation may still have a presence in Barsaive.

Challenge: Journeyman (Sixth Circle)

DEX:	11	**Initiative**:	15	**Unconsciousness**:	78
STR:	10	**Physical Defense**:	16	**Death Rating**:	96
TOU:	12	**Mystic Defense**:	9	**Wound Threshold**:	18
PER:	6	**Social Defense**:	10	**Knockdown**:	16
WIL:	6	**Physical Armor**:	6	**Recovery Tests**:	4
CHA:	4	**Mystic Armor**:	6		

Movement: 14 (Climbing 14)
Actions: 2; Claws ×6: 22 (17)

Powers:
Ambush (10)
Enhanced Senses [Sight]: Heat Sight
Fury (4)
Stealthy Stride (17): As the skill, *Player's Guide*, p. 170.
Tracking (13): As the skill, *Player's Guide*, p. 175

Special Maneuvers:
Back Attack (Kaer Crawler, Claws): The kaer crawler may spend two additional successes
on an Attack test to land on the opponent's back. The opponent must succeed at a
Knockdown test with a difficulty equal to the Attack test or be knocked down.
Hamstring (Kaer Crawler)
Provoke (Opponent, Close Combat)

MOURNGUARD

Mourngards are a sobering sight. They are 8 foot tall suits of black plate armor, covered in slender, bloodstained blades. The helmet often has a bestial appearance with an open faceplate revealing a void with only two glowing purple eyes. They are formidable combatants, equal parts fearless and ruthless.

These feared undead constructs are created by powerful Horrors, typically as guards. They are formed from the souls of powerful adepts (usually Warriors) who succumbed to corruption and were remade, most commonly by the very Horror they sought to defeat. The Horror tears the corrupted soul from its owner's body and binds it to their armor through a horrific ritual, breaking whatever is left of the victim's will. Mourngards are rarely encountered alone.

Challenge: Warden (Ninth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	-
STR:	10	**Physical Defense**:	17	**Death Rating**:	120
TOU:	12	**Mystic Defense**:	18	**Wound Threshold**:	18
PER:	7	**Social Defense**:	11	**Knockdown**:	12
WIL:	8	**Physical Armor**:	14	**Recovery Tests**:	4
CHA:	7	**Mystic Armor**:	12	**Karma:**	4 (8)

Movement: 14
Actions: 2; Melee Weapon: 22 (21)

Powers:

Feast of Suffering: The mourngard gains +1 to Attack and Damage tests for each Wound the target has.

Hardened Armor

Harvest Energy (17, Free)

Insubstantial: Attacks with physical items (such as a sword or a bow) require an additional success, unless the attack has an area of effect.

Resist Pain (6)

Resist Fear: The mourngard gains +5 to Mystic and Social Defense against fear effects.

Tactics (16): As the talent, *Player's Guide*, p. 172.

Undead Horror Construct: The mourngard is a Horror construct and undead.

Special Maneuvers:

Opening (Mourngard): The mourngard may spend additional successes on an Attack test to give their allies a +1 bonus per success spent to Attack tests against the opponent until the end of the next round.

Provoke (Opponent, Close Combat)

Flesh Rend (Mournguard, Close Combat): The mournguard may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success for this attack.

Loot: Two-handed sword (Size 7)

NIGHTWIST

Nightwists are the most commonly encountered manifestations of the Horror Ristul. These Horror constructs appear as twisted strands of darkness, bending and distorting the night air as they pass through it. They may be as small as a windling or as large as a thundra beast, and they assume any shape imagined in nightmare. Nightwists appear only in corrupted areas, around astral breaches, or in the proximity of Horror-marked characters.

Because nightwists are made from the corrupt essence of dreams, they may serve as components for blood charms that corrupt karma, creating an effect similar to the Corrupt Karma power. Only containers that can hold astral or magical material, such as orichalcum jars, can hold nightwists. There are rumors a spell matrix can also be used, but this act is clearly madness and leads only to the magician corrupting whatever holds the spell matrix, be it a thread item or the magician's own pattern.

Challenge: Warden (Ninth Circle)

DEX:	12	**Initiative**:	14	**Unconsciousness**:	87
STR:	5	**Physical Defense**:	18	**Death Rating**:	104
TOU:	8	**Mystic Defense**:	22	**Wound Threshold**:	12
PER:	14	**Social Defense**:	19	**Knockdown**:	5
WIL:	8	**Physical Armor**:	7	**Recovery Tests**:	3
CHA:	7	**Mystic Armor**:	11	**Karma:**	5 (10)

Movement: 16 (Flying)
Actions: 3; Unarmed: 21 (14)

Powers:

Astral Strike: The nightwist can target Mystic Defense with unarmed attacks.

Corrupt Karma (17, Standard)

Enemy Within: When the nightwist is within a victim's pattern, it may only be detected by an Astral Sight test against the highest Mystic Defense of the host or the nightwist. If the test is not specific to look for the nightwist, detecting it requires two additional successes. Lifesight can also be used but does not require any additional successes, nor is it affected by astral corruption.

Once identified, the nightwist can be removed by any adept. Knowledge of how to perform this operation requires instruction by an adept who has made a successful Horror Lore (16) test. Removing the nightwist from the host requires a successful Patterncraft test against the nightwist's Mystic Defense. If the host is unwilling, they must be restrained and the test is made against

the higher of the host and nightwist's Mystic Defense. Thread Weaving may be used in the place of Patterncraft but requires an additional success.

While inside, the nightwist may use any of its powers against the host as normal, but may not make physical attacks. It is harmed by any mystic attacks directed at the host, suffering the same damage, but reduced by the nightwist's Mystic Armor.

Harvest Energy (23, Free)
Horror Mark (23, Standard)
Immune to Fear
Terror (16, Standard)

Special Maneuvers:

Capture Nightwist, (Opponent, Spellcasting): An opponent who has astrally perceived the nightwist may spend two additional successes on a Spellcasting test to attempt to capture it within one of the opponent's spell matrices. The opponent makes a Patterncraft test against the nightwist's Mystic Defense.

Enemy Within

Once a nightwist infests a pattern, it is like a parasite. The Horror construct doesn't possess or control the host, though the nightwist can use most of their powers to affect them and influence the external world. Their motivations are simple: to spread corruption. The details of how they accomplish this and any particular effects they may have on their host are left to GMs who pursue this option so no two experiences are exactly the same. This should be frightening and alien territory. However, some ideas are presented below to help and provide a place to start.

The astral corruption of areas where the host stays slowly increase.

The host's personal astral corruption is at least one level higher than the surrounding area (if possible).

The astral corruption of any area in which the host is present is one level higher (if possible) than typical for that area.

The host acts as a beacon for Horrors, Horror constructs, and undead, but they never target the host in combat.

The nightwist gains access to the Boost Karma and Corrupt Compromise powers to use on the host.

The nightwist gains access to the Manipulate Reality power, but only when the host is directly involved.

Increases the Corruption of the host and any characters they may interact with regularly.

Occasionally, spellcasting goes *funny*. Such as spell matrices starting to fail or Warping Damage for the affected character and possibly *other* spellcasters in the area if the corruption would be pushed above Corrupted by the host's presence (if those options are being used). The local astral corruption cannot go above Corrupted.

If successful the nightwist is imprisoned in the spell matrix, immediately removing any spells. Thread Weaving may be used in the place of Patterncraft but requires an additional success. Once trapped, the nightwist cannot use its powers, but the guidelines presented in the sidebar should apply, affecting the opponent as though the nightwist is in their pattern.

Ethereal Strike (Nightwist): The nightwist can spend an additional success on an Attack test to affect Mystic Armor instead of Physical Armor.

Infest Pattern (Nightwist, Corrupt Karma): The nightwist may spend three additional successes on a Corrupt Karma test to infest a victim's pattern. The essence of the nightwist enters the host's pattern and hides within it, using the Enemy Within power.

Loot: A captured nightwist is worth (D8+10)×100 silver pieces (worth Legend Points).

Corrupt Karma Blood Charm

Corrupt Karma charms are made from fine orichalcum wire wound through a ribbon of inky black lace with a piece of living crystal set in the middle. They are often worn as chokers or bracelets. Implanting the charm costs 3 Blood Magic Damage and it binds tightly, biting into the wearer's skin and drawing blood into the living crystal. When in use, the crystal turns a brilliant red as it fills with the wearer's blood, but is otherwise clear to pink when dormant. The wearer gains the Corrupt Karma special maneuver.

The character gains a Corruption Point when the charm is implanted and an additional Corruption Point after each use of the special maneuver; the corrupting nature of the blood charm may be suspected by some scholars and Nethermancers with knowledge regarding the true nature of nightwists and Ristul, but is otherwise unknown.

Corrupt Karma: The wearer can spend additional successes on Attack or Spellcasting tests at the cost of 2 Strain per success to cancel the target's use of Karma on one test per success. Canceling the use of Karma is a Free action and the target's Karma Point is spent, but does not provide any additional dice to the test result. All uses of this special maneuver must be used within 1 minute.

Market Price: 1200 sp
Availability: Very Rare
Rank: 8
Total Materials Cost: 600 sp
Alchemical Materials: 200 sp
Specific Materials: Living crystal (100 sp), nightwist (100 sp), orichalcum (200 sp)
Enchanting Difficulty: 12
Time Required: 4 days (1 day)

NIGHTWORM

Nightworms resemble giant silkworms with bulbous bodies. Individual worms may be as small as dogs or as large as calves. Their translucent skin and viscera camouflages them well, especially when hanging in trees. As many as six nightworms may inhabit a single nest.

As soon as a potential victim drifts off to sleep, nightworms vibrate their bodies to create a sound similar to cicadas, producing vivid nightmares in the victim. If the victims awaken, the hum immediately eases any of their fears and induces a deep level of relaxation that encourages further slumber. Over time, the combination of nightmares and subsequent comfort unbalance the victim's mind.

Though quite disturbing and terrifying in its own right, the nightworms' nightmare-inducing power is not the only threat these creatures pose. Nightworms have also been known to attack sleeping victims for food. They attack in this manner only if their natural food supply is low.

When attacking, nightworms drop down from the trees on strong threads of silk they extrude from their mouths. They attempt to wrap their victim in a cocoon of silk. If successful, they carry the victims into the trees, where they suspend the victims in their nest. Nightworms gain sustenance from their prey by biting a small hole in the victim's abdomen and feeding at their leisure by sucking out the victim's internal organs.

Challenge: Novice (Third Circle)

DEX:	4	**Initiative**:	4	**Unconsciousness**:	48
STR:	8	**Physical Defense**:	8	**Death Rating**:	60
TOU:	9	**Mystic Defense**:	13	**Wound Threshold**:	13
PER:	7	**Social Defense**:	6	**Knockdown**:	10
WIL:	8	**Physical Armor**:	2	**Recovery Tests**:	3
CHA:	5	**Mystic Armor**:	7	**Karma:**	3 (6)

Movement: 8 (Climbing 8)
Actions: 1; Bite: 12 (11)

Powers:

Ambush (5)

Blood Veins (5): The victim suffers Step 5 damage each round with no reduction for armor. The nightworm is removed automatically if Knocked Down.

Harvest Energy (12, Free): Only after a successful Hum test.

Hum (10, Sustained): The nightworm vibrates its body to make a humming sound against a sleeping victim, making a Hum test against the victim's Mystic Defense. If the test succeeds, the hum produces vivid nightmares in the victim. Each night affected by Hum gives the victim a cumulative -1 penalty to Mystic and Social Defense, which cannot be reduced below 3 by this power.

Nightworm Silk (11 - Poison): Nightworm silk is strong enough to entangle large prey, like Namegivers. If a character becomes stuck in the nightworm's

silk, they are affected by the poison and must succeed at a Strength (11) test to break free. If the character is carrying a small (Size 1 or 2) bladed weapon at the time they were trapped, they may add the weapon's Damage Step as a bonus to the Strength test.

Poison (10): Anyone who comes in contact with Nightworm Silk must resist a paralytic poison (see *Gamemaster's Guide*, p. 171). The poison is Step 10 [Onset: Immediate, Interval 4/1 round, Duration: 2 min].

Spit Silk (13, Standard): The nightworm can spit a thin mixture of silk into a target's face. As a Standard action, the nightworm makes a Nightworm Silk test against the Physical Defense of a target within 10 yards. If successful, the target is affected by the Nightworm Silk power.

Stealthy Stride (12): As the skill, *Player's Guide*, p. 170.

Special Maneuvers:

Defang (Opponent)

Just a Bite (Nightworm, Bite): The nightworm may spend two additional successes on an Attack test to grapple an opponent and use Blood Veins on them.

Pry Loose (Opponent, Close Combat)

Stifle (Opponent): The attacker may use two extra successes on an Attack test to prevent the nightworm from using Nightworm Silk or Spit Silk until the end of the next round. If the attack causes a Wound, the nightworm may not use Nightworm Silk or Spit Silk until the Wound is healed.

NORIKOT

Norikots are large canines, 4 ft tall at the shoulder, with elongated snouts, large sharp tusks like those of a boar, and pairs of short, sharp horns on the tops of their heads. Wickedly sharp claws complete their armament. Their hide is thick and scaly with short fur, and random accretions of horn and bone on their shoulders and backs. This last trait has led to their nickname, "troll dogs", but they have no relation or special affinity with trolls, and most trolls - as most wise Namegivers - have nothing to do with them.

They are reputed to have a taste for Namegiver flesh, and have been known to turn on their masters for no reason. It is rumored Theran Heavenherds or some other powerful magician created norikots, but the truth is these creatures are Horror constructs that require Namegiver flesh in their diet. It is also rumored the horns or tusks of the norikot, powdered and added to food, can cure various diseases. There is no evidence to confirm the accuracy of this rumor.

Powerful Horrors often use norikots to guard their lairs or hunt enemies. They are also used for this purpose by some adepts who are either woefully uninformed, or committing an act of tremendous hubris that can only go wrong.

Norikots are suitable as animal companions. Just not recommended.

Challenge: Journeyman (Sixth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	63
STR:	8	**Physical Defense**:	14	**Death Rating**:	76
TOU:	7	**Mystic Defense**:	15	**Wound Threshold**:	10
PER:	8	**Social Defense**:	10	**Knockdown**:	12
WIL:	6	**Physical Armor**:	6	**Recovery Tests**:	2
CHA:	4	**Mystic Armor**:	4		

Movement: 14
Actions: 3; Bite: 14 (18), Claws: 17 (15)

Powers:
Charge (10)
Enhanced Sense [Other] (2): Astral Sight, as the talent, *Player's Guide*, p. 129.
Enhanced Sense [Sight] (2): Heat Sight
Ground and Pound: If the norikot uses all of its actions to attack the same target who is knocked down, it makes two additional attacks with its claws against the target.
Horror Creature: Norikot are both Horror constructs and creatures.
Tracking (16): As the skill, *Player's Guide*, p. 175.
Willful (1)

Special Maneuvers:
Enrage (Opponent)
Grab and Bite (Norikot)
Pounce (Norikot)
Provoke (Opponent, Close Combat)
Pry Loose (Opponent, Close Combat)

SHADOW

When a Horror kills a victim's body, it can create a shadow by capturing the slain Namegiver's spirit. Driven mad by the sundering of spirit and body, shadows are fearsome tools for their masters' dread designs.

Shadows have no depth, no thickness, none of the bulk of living flesh. They have trouble affecting the physical world directly, but act as spies for their dreadful masters. Shadows assume any shape, matching shadows cast by any object. They can also dim their glowing red eyes, becoming almost invisible within normal shade. Only the closest gaze at an ordinary path of shade can reveal the slightly darker shape of the Horror's servants.

These constructs possess victims by shaping themselves to match their shadow. While shadows control their victims' bodies, they cannot possess their minds. Shadows often stalk their intended victims for some time, carefully learning exactly how they behave before taking possession, lest it easily be discovered. Of course, controlling a body while leaving the mind free offers Horrors a chance to cause pain and suffering in ways they find

especially delicious. Victims are used to do dreadful things, and all their will to rebel cannot prevent whatever atrocity the controlling Horror desires. By playing one person against another and making diabolical use of their shadow-controlled puppets, Horrors tear entire towns and villages apart from within, and feed on the anguish of the inhabitants.

Challenge: Warden (Ninth Circle)

DEX:	9	**Initiative**:	11	**Unconsciousness**:	81
STR:	5	**Physical Defense**:	19	**Death Rating**:	96
TOU:	6	**Mystic Defense**:	21	**Wound Threshold**:	9
PER:	8	**Social Defense**:	20	**Knockdown**:	7
WIL:	11	**Physical Armor**:	7	**Recovery Tests**:	2
CHA:	6	**Mystic Armor**:	12	**Karma:**	4 (8)

Movement:
Actions: 2; Unarmed: 22 (17)

Powers:

Ethereal Darkness (Standard): The shadow plunges a 10-yard radius area around it into darkness as the spell Ethereal Darkness (*Player's Guide*, p. 319), and can be dispelled as such. No tests are required to cast this spell for the shadow and it is stationary.

Gathering Shadows (20, Standard): Fear - The shadow creates creeping tendrils of shadow in a 30-yard radius that cause an unsettling feeling in the affected area. The shadow makes a Gathering Shadows test against the highest Social Defense of all victims in the area. If successful, everything takes a menacing and sinister appearance as light dims and shadows deepen and lengthen, and all victims suffer a -1 penalty to all Actions for each success for 1 minute (10 rounds). Each round, victims can make a Willpower (11) test as a simple action; each success reduces the penalty by -1. While active, shadows cannot be directly illuminated. Victims within complete darkness, such as Ethereal Darkness, are not affected by this power. This power can be dispelled as though it were an 9th Circle Nethermancer spell.

Harvest Energy (20, Free)

Possession (18, Standard): The shadow shapes itself to match the victim's shadow and makes a Possession test against their Mystic Defense. If successful, the shadow controls the victim's body, though it cannot possess the victim's mind. The shadow cannot kill the victim directly, but can set events into motion that cause others to choose to kill the victim. Any mystic damage suffered by the victim is also inflicted on the shadow, reduced by its Mystic Armor.

Other characters may notice something wrong with a shadow's victim by making a Perception test against the result of the Possession test used by the shadow to take control. If the victim's odd behavior is subtle, the Perception test receives no modifiers. However, if the shadow's victim lashes out at friends

and companions, characters may add at least a +3 bonus to this Perception test, at the gamemaster's discretion.

Every 10 - WIL Step days (minimum 1), the victim can attempt to end the possession by making a Willpower test against the shadow's Possession Step. Once per day, the victim can make a Willpower (13) test to prevent the shadow from following a particular course of action the victim has a deep, personal reservation against. If successful, the Shadow is blocked from following that course of action. However, a shadow can only be blocked from one course of action at a time - the victim may lift such a block if they desire and may make terrible bargains with the shadow, giving into what it wants.

Shadowed Claws (5): The shadow gains +5 to Attack tests against targets engulfed in darkness.

Stealthy Stride (20): As per the skill, *Player's Guide*, p. 170.

Two-Dimensional: Shadows require an additional success to physically interact with things while manifested. As well, attacks with physical items (such as a sword or a bow) require two additional successes, unless the attack has an area of effect. If the attack has an area of effect, only one additional success is required.

Vulnerable to Light: Directly illuminating the shadow's hiding place reduces its Physical and Mystic Armor to 0, just don't expect the shadow to stay there. Physical attacks that shed light, such as a glowing or flaming weapon, reduce the number of extra successes required to attack the shadow by one.

Special Maneuvers:

Plunge into Darkness (Shadow, Unarmed): The shadow may spend an additional success to plunge the target into darkness, causing them Partial Blindness until the end of the next round. For two additional successes spent, they suffer Full Blindness instead.

Shadow Pin (Opponent): The opponent may spend two additional successes on an Attack test with a weapon that has a True Pattern (if a missile weapon, the projectile must have a True Pattern) to strike the shadow. As long as the weapon remains where it has pinned the shadow, it cannot move more than 50 yards from that point.

Removing a Shadow

Shadows cannot be forced out of their victim by external measures. However, additional opportunities can be given to the victim to force them out, or they can be encouraged to leave. Shadows are particularly affected by spells with the illusion keyword and mind-affecting spells, such as Mind Fog and Bond of Silence. Something about them is jarring to the nature of their possession and particularly disorienting to the shadow. Being in a host affected by Shadow Tether is a terrifying experience for these constructs. They typically flee if it is obvious they have been discovered and do not have the upper hand.

If the shadow is affected by these and any other effect the gamemaster feels is appropriate, the victim immediately makes a Willpower test against the Possession Step to end the possession. If suitable, the victim gains a bonus to this test. Multiple such tests without giving the shadow a chance to rest, collect itself, and reassert full control, should result in a cumulative bonus to the Willpower test.

SKULLFIEND

Animating a skullfiend requires a significant amount of raw material, in the form of Namegiver remains, to animate. These undead Horror constructs are at least three-yard wide piles of skulls that are continually screaming their death cries. Numerous bony tentacles made from vertebra snake out from the "body", able to lift the mass 10 feet off the ground. These tentacles end in clawed "hands", skulls, or some combination of the two, giving them both an unsettling means of movement and way to interact with their environment.

Skullfiends can attack with their tentacles, the biting skulls on their body, or by throwing skulls at foes up to 30 yards away. Even when separated from the bulk of the skullfiend, the skulls remain animated, screaming hideously as they fly towards their target and bite down on the victims until forcibly removed. Once removed, they fly back to the pile.

Challenge: Warden (Eleventh Circle)

DEX:	7	**Initiative**:	7	**Unconsciousness**:	131
STR:	12	**Physical Defense**:	15	**Death Rating**:	160
TOU:	18	**Mystic Defense**:	18	**Wound Threshold**:	27
PER:	7	**Social Defense**:	20	**Knockdown**:	-
WIL:	10	**Physical Armor**:	18	**Recovery Tests**:	6
CHA:	5	**Mystic Armor**:	18		

Movement: 8

Actions: 4; Bite: 22 (25), Claws: 27 (28), Thrown Skull: 27 (26, 30 yards)

Powers:

Battle Shout (19): As the skill, *Player's Guide*, p. 131.

Bone Tentacles: The skullfiend's tentacles have a range of 15 yards and are entangling weapons.

Horror Power (23, Typhoon of Skulls, Standard)

Immune to Fear

Resist Pain (6)

Terrorizing Scream (18, Free): Before Initiative is determined each round, one Terrorizing Scream test is made, +3 for each additional skullfiend, and the result is compared against the Social Defense of all living targets. If successful, the target is Harried for the round due to the disconcerting screaming. Harried also reduces Social Defense. This is a fear effect.

Typhoon of Skulls (16): A large number of skulls detach from its base and circle it at high speed attempting to bite all those within reach. The skullfiend makes a Horror Power test against the Physical Defense of each target within 10 yards. If successful, the Typhoon of Skulls causes Step 16/Physical damage.

Undead Horror Construct: The skullfiend is a Horror construct and undead.

Special Maneuvers:

Bone Tentacle Sweep (Skullfiend, Bone Tentacle): The skullfiend may spend additional successes on an Attack test to throw its approximately human-sized or smaller opponent. Each success spent in this way throws the opponent 2 yards and the opponent treats this distance as falling (see Falling Damage, *Gamemaster's Guide* p. 167).

Brittle (Opponent, Blunt Weapon): An opponent with a blunt weapon gains an additional success on a successful Attack test.

Grab and Bite (Skullfiend, Close Combat)

Just Unnerving (Skullfiend, Close Combat): The skullfiend can spend additional successes on an Attack test to inflict -1 to Social Defense to the target per success until the beginning of the next round. This penalty increases by -1 for each skull grappling the target.

Lockjaw (Skullfiend, Thrown Skull or Typhoon of Skulls): The skullfiend can spend an additional success on a thrown skull Attack or Typhoon of Skulls test to have the skull lock down tight on the victim, causing extreme pain. The victim is Harried while the skull is attached and additional skulls may overwhelm them. To remove an attached skull, the victim makes a Strength (8) test as a Simple action once per turn, each success removes one skull. Allies may make this test for the character as a Standard action.

Pry Loose (Opponent, Close Combat)

Squeeze the Life (Skullfiend, Bone Tentacle): This requires only one appendage to use.

SPECTRAL CHILD

Spectral children are undead constructs created from children who fell under a Horror's sway in some fashion. Perhaps they were marked by a Horror in life or it was responsible for their deaths. Either way, much like spectral dancers, their spirits have been severed from their bodies and trapped in astral space.

Their wants and needs are heightened and extend beyond their astral prison, luring in those who instinctively respond to a child in distress. This causes those around spectral children to feel as though their heart is being squeezed to the point of bursting as they try to comfort the cursed child. Spectral children's manifestation is typically preceded by ghostly sounds of children playing, though the spectral children often cry unending tears, eternally locked in terrible despair.

Challenge: Journeyman (Sixth Circle)

DEX:	8	**Initiative**:	8	**Unconsciousness**:	60
STR:	4	**Physical Defense**:	15	**Death Rating**:	72
TOU:	6	**Mystic Defense**:	17	**Wound Threshold**:	9
PER:	9	**Social Defense**:	12	**Knockdown**:	6
WIL:	12	**Physical Armor**:	2	**Recovery Tests**:	2
CHA:	9	**Mystic Armor**:	10		

Movement: 10 (Flying 10)
Actions: 2; Claws: 12 (10)

Powers:

Constrict Heart (15, Standard): As the spell, *Player's Guide,* p. 338. Note: the spectral child is not required to weave threads and can maintain concentration as a Standard action.

Comforting Embrace (15, Sustained): If the characters decide to comfort the child, they do so by embracing it. The character and child remain locked in this embrace until the character either dies or manages to comfort it. Once joined, the character may not break the embrace. Each round, the character suffers a Damage Step equal to the number of rounds the embrace has lasted +3. No armor protects against this damage.

While the embrace is in progress, attacks from other characters against the child disrupt the embrace and the child uses Constrict Heart on the offending character as a Free action.

During any round of the embrace, the character can try to comfort the child to ease its sorrow. The character makes a Charisma test against the spectral child's Social Defense; at the gamemaster's discretion, the character may use a Charisma-based talent or skill for the test (such as Conversation or Empathic Sense). To ease the child's sorrow and escape its clutches, the character must accumulate six successes total. As the embrace nears its conclusion, the character often sees or relives the child's memories.

Once the character achieves six total successes, the child's grip loosens and it thanks the character for giving it brief companionship, then fades away.

Horror Power (16, Constrict Heart, Standard)

Insubstantial: Attacks with physical items (such as a sword or a bow) require an additional success, unless the attack has an area of effect.

Special Maneuvers:

Broken Heart (Spectral Child, Horror Power): The spectral child can spend additional successes on a Horror Power test to cause even greater pain to the target. Each success spent in this fashion reduces the target's Wound Threshold by -2 and causes a -1 penalty to all Action tests until the end of the next round.

Spectral Empathy (Opponent, Comforting Embrace): A character locked in a Comforting Embrace may spend three additional successes on a single

Charisma test to establish a connection with the spectral child and end the embrace.

UMBRAL STALKER

Sometimes also known as soul hunters, these Horror constructs are corrupted beast spirits, typically canine or feline, or rarely, suitable ally spirits. Umbral stalkers harass and corral Namegivers, heightening their fear and sense of helplessness. A favorite tactic is to harry their quarry, then let them believe they have escaped only to see them reappear. This continues to the umbral stalkers' delight until it is clear to their victims there is no escape.

Umbral stalkers both work directly for their Horror masters, and also operate in independent groups, roaming the countryside in campaigns of terror. Regardless of their motives, they never work alone, whether traveling in a pack of their own kind, or with other Horror constructs and undead.

In combat, umbral stalkers' speed and ability to literally move through their opponents means they prefer to attack those who generally believe they are safe with their comrades in front. The surprise and fear from the realization their protections are trivial is delicious to these Horror constructs.

Challenge: Journeyman (Sixth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	63
STR:	7	**Physical Defense**:	14	**Death Rating**:	76
TOU:	7	**Mystic Defense**:	15	**Wound Threshold**:	10
PER:	9	**Social Defense**:	10	**Knockdown**:	11
WIL:	5	**Physical Armor**:	5	**Recovery Tests**:	2
CHA:	5	**Mystic Armor**:	6		

Movement: 18

Actions: 2; Bite: 14 (15), Claws × 2: 16 (14)

Powers:

Ambush (10)

Awareness (15): As the skill, *Player's Guide*, p. 130.

Enhanced Sense [Other] (2): Astral Sight, as the talent, *Player's Guide*, p. 129.

Great Leap (14)

Insubstantial: Attacks with physical items (such as a sword or a bow) require an additional success, unless the attack has an area of effect.

Mystic Pursuit (15): As the talent, *Player's Guide*, p. 159; the range is 10 miles.

Manifest (Simple): As the spirit power, *Gamemaster's Guide*, p. 373, except as a Simple action. This power can only be used once per turn.

Stealthy Stride (14): As the talent, *Player's Guide*, p. 170.

Soul Aim (5): The umbral stalker gains a +5 to Attack tests against targets affected by Soul Mark.

Soul Mark (18, Standard): The umbral stalker places an astral mark on a target within line of sight, by making a Soul Mark test against the target's Mystic Defense as a Standard action. If successful, a mark is made on the victim's astral pattern and the umbral stalker is always successful on Mystic Pursuit and Tracking tests against victims bearing their mark. The umbral stalker is always considered to have an appropriate possession item of a marked victim. This power lasts until the next sunrise.

Tracking (15): As the talent, *Player's Guide,* p. 171.

Special Maneuvers:

Ghostly Attack (Umbral Stalker, Close Combat): The umbral stalker may spend two additional successes from an Attack test to immediately use Manifest. This allows Manifest to be used even if it has already been used this round.

Hamstring (Umbral Stalker, Close Combat)

Opening (Umbral Stalker, Close Combat): The umbral stalker may spend additional successes from an Attack test on an opponent either suffering from Hamstring or affected by Soul Mark to give all allies a +1 bonus per success spent to Attack tests against the opponent until the end of the next round.

Provoke (Opponent, Close Combat)

Pounce (Umbral Stalker)

WIND HAG

Wind hags appear as ethereal elf women composed of dense swirling wind. These foul and pitiful creations are the result of air elementals and Namegivers, tortured beyond the breaking point. The Namegivers' spirits torn from their broken frame, then pieced back together with air elementals. These maddened spirits hate any reminders of their past existence with a body of flesh and blood, or connection to such an existence that shackles them to this world. There are rumors that if wind hags cause enough pain and suffering, only then will they be granted freedom from their tortured existence.

They live in cold, windy places, preferring the high mountaintops of the Twilight Peaks where the warm blooded seldom venture. When they dare to do so, wind hag attack on sight, for wind hags hate any creature who possesses a beating heart.

Challenge: Journeyman (Eighth Circle)

DEX:	9	**Initiative**:	11	**Unconsciousness**:	80
STR:	6	**Physical Defense**:	18	**Death Rating**:	96
TOU:	8	**Mystic Defense**:	15	**Wound Threshold**:	12
PER:	8	**Social Defense**:	16	**Knockdown**:	8
WIL:	8	**Physical Armor**:	4	**Recovery Tests**:	3
CHA:	6	**Mystic Armor**:	8	**Karma:**	4 (*Special)

Movement: 16 (Flying)

Actions: 2; Claws: 20 (17)

Powers:

Biting Wind (20, Standard): The wind hag creates a cold and powerful stream of air 6 yards wide and 20 yards long. She makes a Biting Wind test and everyone (except wind hags) in the area must make a Knockdown test against the result. Anyone knocked down suffers a -3 penalty to their Wound Threshold until the end of the next turn.

Immune to Fear

Insubstantial: Attacks with physical items (such as a sword or a bow) require an additional success, unless the attack has an area of effect.

Resist Air (10): The wind hag gains +10 Physical and Mystic Armor against air attacks.

Resist Water (10): The wind hag gains +10 Physical and Mystic Armor against water attacks.

Torturous Hail (Standard): The wind hag creates a 4-yard radius area filled with brutal hail until the end of the next round. Anyone in this area (except for wind hags) has their Movement Rate halved and suffers a -3 penalty to their Wound Threshold and Knockdown tests until the end of the next turn.

Special Maneuvers:

Steal Breath (Wind Hag, Close Combat): The wind hag preys on weakness, stealing strength from her opponents and turning it against them. If an opponent is Wounded or knocked down, the wind hag can spend additional successes on an Attack test to steal one Karma Point from the target per success spent. She must spend them by the end of the next round, or they are lost, but there is no limit to the number of Karma Points she may spend on a single test. If the opponent has no Karma Points to steal, they suffer a -1 penalty to Dexterity and Strength-based tests per success until the end of the next round.

Take Her Breath Away (Opponent): An opponent can spent two additional successes on an Attack or Spellcasting test to prevent the wind hag from using the Steal Breath special maneuver. This special maneuver can only be used if the attack is made with a weapon made primarily of metal, or is an *Earth* keyword spell that causes damage.

WRETCHED IMP

Wretched imps are wicked Horror constructs that resemble small gargoyles in many ways. They are rarely more than 2 feet tall but have similar elongated faces and ears, and sport impressive horns from their temples. They are clawed, hunched creatures with leathery, batlike wings sprouting from their back. However, they have no connection with True earth and their leathery skin is brown, red or black. Their cruel yellow eyes glow with an eerie light.

They are created by particularly cruel Horrors that revel in the corruption of innocence in its purest form: children. Horrors must trick or persuade a child's guardian into performing a dark ritual that allows it to place a mark on the child's pattern. Then it slowly corrupts the child until it can begin changing

them into an imp, often feeding on the pain, terror, and guilt of the guardian as the child is transformed.

Wretched imps are not physically powerful, but can fly and have powers that make them dangerous opponents. These stealthy creatures enjoy tormenting their prey over a lengthy period.

Challenge: Journeyman (Sixth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	60
STR:	3	**Physical Defense**:	15	**Death Rating**:	72
TOU:	6	**Mystic Defense**:	14	**Wound Threshold**:	9
PER:	7	**Social Defense**:	10	**Knockdown**:	5
WIL:	6	**Physical Armor**:	2	**Recovery Tests**:	2
CHA:	6	**Mystic Armor**:	6		

Movement: 4 (Flying 14)
Actions: 2; Bite: 14 (10), Claws ×2: 16 (10)

Powers:

Ambush (10)

Astral Claws: The wretched imp can target Mystic Defense instead of Physical Defense with claw attacks. When doing so, it can also attack targets up to 20 yards away.

Blind (13, Simple): The wretched imp makes a Blind test against the target's Mystic Defense within 20 yards. If successful, the target's eyeballs disappear, leaving dark, empty holes. The target suffers a Full Darkness penalty to sight-based Action tests until the end of the next round. This power may be used once per round.

Enhanced Senses [Other] (6): Astral Sight, as per the talent, *Player's Guide*, p. 129.

Inflict Suffering (13, Standard): Illusion - The wretched imp makes an Inflict Suffering test against the target's Social Defense within 10 yards. If successful, the target believes they have been horribly and brutally mangled, and suffer the effects of one Wound per success. These Wounds are illusory and last for 30 minutes, but appear real and are treated as such. The target may make Sensing (21) tests as appropriate.

Netherwalk (13): As per the talent, p. 62.

Stealthy Stride (14): As per the skill/talent, *Player's Guide*, p. 170.

Special Maneuvers:

Agonizing Wound (Wretched Imp): If the target has a Wound, the wretched imp may spend two additional successes on a test against the target, causing them to be Harried until the end of the next round from the excruciating pain.

Clip the Wing (Opponent)

Enrage (Opponent)

Ethereal Claws (Wretched Imp, Astral Claws): The wretched imp may spend an additional success from an Attack test to affect Mystic Armor instead of Physical Armor.

Flesh Rend (Wretched Imp, Close Combat): The wretched imp may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success for this attack.

Provoke (Opponent, Close Combat)

ERHLGREN



Erhlgren are a category of undead Horror constructs that seem to exist with the sole purpose of spreading corruption. Victims are fitted with corrupted living crystals that capture their spirits upon death. These crystals empowered with living souls are harvested and fitted to their new body, the constructed form of the erhlgren. Some varieties have but a single crystal and use the victim's original, but modified, body, while others use parts from a variety of bodies and are fitted with multiple crystals, having more than one corrupted spirit trapped in the body.

The tortured souls within the crystals both power the undead construct and pierce the astral plane, causing raw magical energy to flow into the material world. Erhlgren produce almost palpable corruption from their bodies and it strongly affects the astral plane, increasing the local corruption due to their presence alone.

All erhlgren are at least vaguely humanoid and each has at least one glowing green-black crystal implanted, though the arrangement is particular to each type of erhlgren. The head, chest, and back are common locations for crystals in all erhlgren, while limbs are less common. Their forms are typically created from the various bodies whose spirits were harvested by the crystals, reshaped by the Horror. While they may be humanoid, there is significant and disturbing variety in how they were put back together.

Erhlgren prefer not to kill opponents who use magic if it can be avoided, particularly spellcasters, instead carrying off their unconscious bodies.

Draamf Erhlgren

These extremely large and bloated erhlgren are vile to look upon. They have a single crystal implanted in each of their three foreheads, and numerous others on their obese torso. Their loose skin leaks corrupted fluids from open sores along the surface. Despite possessing four trunk-like legs, these constructs are mostly sessile. Six arms are arranged irregularly around their body, abnormally lengthened and glowing internally with green-black energy. Their heads bellow constantly though rarely coherently.

With the ability for multiple corrupt rays to lance from their crystals, devastating their enemies, these constructs are very dangerous. Despite their power, draamf erhlgren are not terribly cunning. If their efforts are not directed, they lash out against as many opponents as possible, rather than concentrating their attacks on only one. Draamf erhlgren are usually accompanied by other Horror constructs or undead, though it is very rare to see a group comprised of draamf erhlgren alone.

Challenge: Warden (Ninth Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	111
STR:	10	**Physical Defense**:	13	**Death Rating**:	136
TOU:	16	**Mystic Defense**:	18	**Wound Threshold**:	24
PER:	7	**Social Defense**:	11	**Knockdown**:	15
WIL:	9	**Physical Armor**:	11	**Recovery Tests**:	5
CHA:	6	**Mystic Armor**:	12		

Movement: 8

Actions: 4; Ray of Corruption (50, 100): 23 (23, Special), Unarmed: 15 (20)

Powers:

Astral Wake (5): The draamf erhlgren gains +5 to Attack tests against targets who cast a spell or were successfully affected by a spell during this or the previous round. This does not include weaving threads.

Enhanced Sense [Other] (4): Astral sight, as the talent, *Player's Guide*, p. 129.

Enhanced Sense [Other] (6): The draamf erhlgren can make a Perception test to detect the use of magic, including blood charms, spells, and talents, within 100 yards.

Font of Corruption: The astral corruption level within 100 yards of the draamf erhlgren is two levels higher than normal.

Miasma of Corruption (10): The very air around the draamf erhlgren is filled with the potent stench of corruption, causing gagging and retching. Anything coming within 10 yards of the draamf erhlgren is Harried until the end of the round. Once per round as a Free action, anyone affected by this Miasma can make a Toughness (10) or Willpower (10) test to ignore this power until the end of the round.

Ray of Corruption: This targets Mystic Defense and Mystic Armor protects.

Special Maneuvers:

Corrupt Enchantment (Draamf Erhlgren, Ray of Corruption): The draamf erhlgren may spend two additional successes on an Attack test to cause the highest Circle spell affecting the target to corrupt and unravel. The target suffers Warping as though they had cast the spell with raw magic and the spell is dispelled.

Enrage (Opponent)

Pollute Matrix (Draamf Erhlgren, Ray of Corruption): The draamf erhlgren may spend two additional successes on an Attack test to randomly corrupt one of the target's spell matrices (this includes those from thread items and other sources). The next time a spell is cast from the spell matrix, the target suffers Warping as though the spell was cast with raw magic. A spell matrix can only have one instance of this special maneuver in effect at a time. If an already affected spell matrix would be affected again, randomly select another. If there are no more spell matrices to affect, why did you use this special maneuver again?

Provoke (Opponent, Close Combat): This special maneuver requires only one additional success to use.

Loot: Corrupted living crystal worth 5d6 × 100 silver pieces (also worth Legend Points).

Kaschrek Erhlgren

Kaschrek erhlgren are medium-sized humanoids almost devoid of features. Their faces are smooth, gaunt, and covered with pale gray skin, much like the rest of their body. A vestigial nose and two small holes for ears serve as reminders of where features used to be. Green-black crystals are set in their forehead and where their eyes used to be.

These Horror constructs, like all erhlgren, are drawn to magic and spread corruption wherever they go. When not actively seeking the source of nearby magic, they either direct the activities of other constructs in the service of their master, or go dormant and wait. While hibernating, it is easy to mistake them for hideous statues crafted in the image of a Mad Passion, such as Dis.

In combat, they operate behind the frontlines, preferring to survey and direct their allies to best effect. The favorite targets for their own attacks are ranged combatants, particularly spellcasters, who believe themselves to be safe, separated from the fray.

Challenge: Journeyman (Seventh Circle)

DEX:	7	**Initiative**:	7	**Unconsciousness**:	76
STR:	7	**Physical Defense**:	13	**Death Rating**:	92
TOU:	9	**Mystic Defense**:	16	**Wound Threshold**:	13
PER:	8	**Social Defense**:	12	**Knockdown**:	9
WIL:	10	**Physical Armor**:	7	**Recovery Tests**:	3
CHA:	7	**Mystic Armor**:	9		

Movement: 12

Actions: 2; Ray of Corruption (50, 100): 18 (18, Special), Unarmed: 16 (12)

Powers:

Astral Wake (5): The kaschrek erhlgren gains +5 to Attack tests against targets who cast a spell or were successfully affected by a spell during this or the previous round. This does not include weaving threads.

Enhanced Sense [Other] (4): Astral sight, as the talent, *Player's Guide*, p. 129.

Enhanced Sense [Other] (6): The kaschrek erhlgren can make a Perception test to detect the use of magic, including blood charms, spells, and talents, within 100 yards.

Ray of Corruption: This targets Mystic Defense and Mystic Armor protects.

Source of Corruption: The astral corruption level within 50 yards of the kaschrek erhlgren is one level higher than normal.

Tactics (14): As the skill, *Player's Guide*, p. 172.

Special Maneuvers:

Corrupt Enchantment (Kaschrek Erhlgren, <Corrupting Ray>): The kaschrek erhlgren may spend two additional successes on an Attack test to cause the highest Circle spell affecting the target to corrupt and unravel. The target suffers Warping as though they had cast the spell with raw magic and the spell is dispelled.

Dislodge Crystal (Opponent): An opponent may spend two additional successes on an Attack test to dislodge one of the kaschrek erhlgren's crystals, causing the Corrupt Enchantment and Pollute Matrix special maneuvers to require an additional success to use until the end of the next round. Multiple uses of this special maneuver are cumulative. If the attack causes a Wound, the crystal is removed or destroyed (attacker's choice), and the penalty lasts until the crystal is replaced. If all the crystals are removed or destroyed, the kaschrek erhlgren is killed.

Opening (Kaschrek Erhlgren): The kaschrek erhlgren may spend additional successes from an Attack test to give its allies a +1 bonus per success spent on Attack tests against the opponent until the end of the next round.

Pollute Matrix (Kaschrek Erhlgren, Ray of Corruption): The kaschrek erhlgren may spend two additional successes on an Attack test to randomly corrupt one of the target's spell matrices (this includes those from thread items and other sources). The next time a spell is cast from the spell matrix, the target suffers Warping as though the spell was cast with raw magic. A spell matrix can only have one instance of this special maneuver in effect at a time. If an already affected spell matrix would be affected again, randomly select another. If there are no more spell matrices to affect, why did you use this special maneuver again?

Loot: Corrupted living crystal worth 3d6 × 50 silver pieces (also worth Legend Points).

Kruhz Erhlgren

Kruhz erhlgren are misshapen humanoids that appear to be formed of rotting corpses and partially melted wax. Their presence is likely to be smelled long before they are seen, as the air around them reeks of scents victims associate with corruption. The crystals that mark it as an erhlgren are found on its forehead, between its uneven sets of eyes, and intricately arrayed on its chest and back. All it touches is covered with a thin layer of yellowish fluid weeping from around the crystals and its permanent wounds, leaving behind a trail as it lumbers about.

These Horror constructs are restless, always roaming despite their difficulty in moving. These seemingly random wanderings are sometimes punctuated by keening wails emanating from their various mouths, mostly located on their flabby neck. The unsettling sounds reverberate unnaturally in the surroundings, making determining the origin impossible, as it seems to come from multiple locations.

Like all erhlgren, they are drawn to magic, sensing its use. Once detected, kruhz erhlgren converge upon the source, their approach punctuated by the wet, meaty thumping of their irregular gait. Their attacks, whether firing rays of corruption from their chest or swinging slimy claws, are accompanied by that awful sound. Despite their appearance, kruhz erhlgren are cunning enemies and delight in inflicting their sickness on those who are most disgusted by them. They are, however, easily provoked.

Challenge: Journeyman (Eighth Circle)

DEX:	6	**Initiative**:	6	**Unconsciousness**:	92
STR:	8	**Physical Defense**:	12	**Death Rating**:	112
TOU:	12	**Mystic Defense**:	16	**Wound Threshold**:	18
PER:	7	**Social Defense**:	10	**Knockdown**:	10
WIL:	8	**Physical Armor**:	8	**Recovery Tests**:	4
CHA:	4	**Mystic Armor**:	11		

Movement: 12

Actions: 2; Claws: 18 (23), Ray of Corruption (50, 100): 20 (21, Special)

Powers:

Enhanced Sense [Other] (4): Astral sight, as the talent, *Player's Guide*, p. 129.

Enhanced Sense [Other] (6): The kruhz erhlgren can make a Perception test to detect the use of magic, including blood charms, spells, and talents, within 100 yards.

Oh, Just Shut It! (15, Free): Before Initiative is determined each round, one Oh, Just Shut It! test is made, +1 Step per each kruhz erhlgren, and the result is compared against the Social Defense of all non-Horror, Horror construct, or undead victims. If successful, the target is Harried for the round due to the keening wail of the vile constructs. Harried also reduces Social Defense.

Miasma of Corruption (9): The very air around the kruhz erhlgren is filled with the potent stench of corruption, causing gagging and retching. Anything coming within 10 yards of the kruhz erhlgren is Harried until the end of the round. Once per round as a Free action, anyone affected by this Miasma can make a Toughness (9) or Willpower (9) test to ignore this power until the end of the round.

Ray of Corruption: This targets Mystic Defense and Mystic Armor protects.

Source of Corruption: The astral corruption level within 50 yards of the kruhz erhlgren is one level higher than normal.

Special Maneuvers:

Corrupt Enchantment (Kruhz Erhlgren, Ray of Corruption): The kruhz erhlgren may spend two additional successes on an Attack test to cause the highest Circle spell affecting the target to corrupt and unravel. The target suffers Warping as though they had cast the spell with raw magic and the spell is dispelled.

Dislodge Crystal (Opponent): An opponent may spend two additional successes on an Attack test to dislodge one of the kruhz erhlgren's crystals, causing the Corrupt Enchantment and Pollute Matrix special maneuvers to require an additional success to use until the end of the next round. Multiple uses of this special maneuver are cumulative. If the attack causes a Wound, the crystal is removed or destroyed (attacker's choice), and the penalty lasts until the crystal is replaced. If all the crystals are removed or destroyed, the kruhz erhlgren is killed.

Enrage (Opponent)

Pollute Matrix (Kruhz Erhlgren, Ray of Corruption): The kruhz erhlgren may spend two additional successes on an Attack test to randomly corrupt one of the target's spell matrices (this includes those from thread items and other sources). The next time a spell is cast from the spell matrix, the target suffers Warping as though the spell was cast with raw magic. A spell matrix can only have one instance of this special maneuver in effect at a time. If an already affected spell matrix would be affected again, randomly select another. If there are no more spell matrices to affect, why did you use this special maneuver again?

Provoke (Opponent, Close Combat): This special maneuver requires only one additional success to use.

Loot: Corrupted living crystal worth 5d6 × 50 silver pieces (also worth Legend Points).

Robiech Erhlgren

Robiech erhlgren are completely hairless with heavily scarred taut grey skin, except where their eyes should be, which is blackened and stretches to what is left of their nose and ears. Blistered lips are stitched together with leftover sinew, concealing the evidence of everything torn out within.

It is difficult to determine the true size of these constructs. When at rest, they fold their impossibly flexible bodies into almost unnaturally compact balls. Once active, their long, slender limbs unfurl and they become a blur of motion. Their movements accompanied by the afterimages left by the glowing green-black crystals in their forehead, elbows, and hands. On the rare occasions they stand at their full height, they tower above trolls on their spindly limbs.

They are drawn to magic use and typically dormant when it is not around, hidden away somewhere dark and cramped. However, any magic, especially spellcasting, around them immediately raises their interest. They begin moving on all four limbs, head constantly swiveling, always searching for the source. While they cannot see, hear, or smell, it hardly matters against victims who use magic regularly, such as adepts. Robiech erhlgrens' ability to sense magic is more than sufficient to replace all their other senses.

In combat, they rarely act alone, typically attacking with a pack of their kind and possibly other constructs as well. While they can be used like hunting dogs, it is more common for them to wait for adepts, then act to alert other more dangerous constructs to the presence of interlopers. Once detected, the robiech erhlgren flood in the direction of the magic, converging from the floors, walls, ceilings, any surface, toward their quarry.

Challenge: Journeyman (Sixth Circle)

DEX:	11	**Initiative**:	15	**Unconsciousness**:	63
STR:	7	**Physical Defense**:	15	**Death Rating**:	76
TOU:	7	**Mystic Defense**:	14	**Wound Threshold**:	10
PER:	8	**Social Defense**:	9	**Knockdown**:	9
WIL:	6	**Physical Armor**:	3	**Recovery Tests**:	2
CHA:	4	**Mystic Armor**:	8		

Movement: 18
Actions: 2; Claws × 2: 17 (14)

Powers:

Already Blind: The robiech erhlgren is unaffected by darkness or being deprived of senses.

Enhanced Sense [Other] (4): Astral sight, as the talent, *Player's Guide*, p. 129.

Enhanced Sense [Other] (6): The robiech erhlgren can make a Perception (7) test to detect the use of magic, including blood charms, spells, and talents, within 100 yards) test to detect the use of magic, including blood charms, spells, and talents, within 100 yards.

Flashing Claws (5): The robiech erhlgren gains +5 to Attack tests against opponents with a lower Initiative result.

Great Leap (12)

Source of Corruption: The astral corruption level within 50 yards of the robiech erhlgren is one level higher than normal.

Unnatural Movement: The robiech erhlgren's movement rate is not reduced by terrain and it can move freely on any solid surface, such as walls and ceilings.

Special Maneuvers:

Corrupt Enchantment (Robiech Erhlgren, Claws): The robiech erhlgren may spend two additional successes on an Attack test to cause the highest Circle spell affecting the target to corrupt and unravel. The target suffers Warping as though they had cast the spell with raw magic and the spell is dispelled.

Darting Claws (Robiech Erhlgren, Claws): The robiech erhlgren may spend two additional successes on an Attack test to make an additional attack against their opponent. This maneuver may only be used twice per round.

Dazed (Opponent): An opponent may spend an additional success on an Attack test to prevent the robiech erhlgren from using Darting Claws on their next turn.

Dislodge Crystal (Opponent): An opponent may spend two additional successes on an Attack test to dislodge one of the robiech erhlgren's crystals, causing the Corrupt Enchantment and Pollute Matrix special maneuvers to require an additional success to use until the end of the next round. Multiple uses of this special maneuver are cumulative. If the attack causes a Wound, the crystal is removed or destroyed (attacker's choice), and the penalty lasts until the crystal is replaced. If all the crystals are removed or destroyed, the robiech erhlgren is killed.

Pollute Matrix (Robiech Erhlgren, Claws): The robiech erhlgren may spend two additional successes to randomly corrupt one of the target's spell matrices (this includes those from thread items and other sources). The next time a spell is cast from the spell matrix, the target suffers Warping as though the spell was cast with raw magic. A spell matrix can only have one instance of this special maneuver in effect at a time. If an already affected spell matrix would be affected again, randomly select another. If there are no more spell matrices to affect, why did you use this special maneuver again?

Pounce (Robiech Erhlgren)

Provoke (Opponent, Close Combat)

Loot: Corrupted living crystal worth 5d6 × 20 silver pieces (also worth Legend Points).

COMMON HORRORS

BLOATFORM, GREATER

Greater bloatforms are as varied as their lesser kin, albeit typically larger after successfully gorging on the madness of their victims. These ancient horrors are the cruelest, slyest, and most insidious of their type. They have led hundreds of Namegivers to the darkest fates, but they now struggle to maintain their grip on this world.

Greater bloatforms cannot sustain themselves with a handful of victims like the lesser variety, but must maintain a constant food supply. Due to this, their methods tend to be more subtle and on a grander scale. They don't settle for torturing a few villagers or hiding in abandoned kaers, lying in wait for hapless adventurers. These Horrors seek out large towns and cities, unopened kaers or astral strongholds, secreting themselves from prying eyes while they create sects of followers to spread their foul messages.

Challenge: Warden (Eleventh Circle)

DEX:	8	**Initiative**:	8	**Unconsciousness**:	134
STR:	11	**Physical Defense**:	20	**Death Rating**:	153
TOU:	19	**Mystic Defense**:	24	**Wound Threshold**:	28
PER:	18	**Social Defense**:	22	**Knockdown**:	11
WIL:	21	**Physical Armor**:	16	**Recovery Tests**:	6
CHA:	12	**Mystic Armor**:	16	**Karma:**	10 (40)

Movement: 8 (Flying)
Actions: 3; Tentacles: 27 (23)

Powers:

Corrupt Compromise (23, Standard)

Displace (Standard)

Forge Construct (32, Sustained)

Harvest Energy (29, Free): If the harvested emotion is fear or guilt, the greater bloatform gains an additional Karma point, and gains a point even if the test fails.

Horror Mark (27, Standard): Once per day, a greater bloatform may use this power through a marked victim against a target they are touching. In addition to the normal effects, the victim of the greater bloatform's Horror Mark gains a Corruption Point upon receiving the mark.

Horror Thread (27, Standard)

Karma Boost (Free)

Physical Nature: The greater bloatform exists primarily in the material world, but can travel between worlds using Displace.

Resist Pain (2)

Spellcasting (27): As the talent, *Player's Guide*, p. 168.

Spells (Player's Guide): (These are typical spells to choose from) Astral Sense (p. 342), Divine Aura (p. 343), Flame Flash (p. 344), Mage Armor (p. 344), Mind Dagger (p. 345), Astral Shield (p. 346), Crushing Will (p. 347), Astral Targeting (p. 348), Aura Strike (p. 349), Binding Threads (p. 351), Mystic Shock (p. 354), Slow (p. 355), Razor Orb (p. 357), Sleep (p. 358), Confusing Weave (p. 358), Dislodge Spell (p. 359), Hypervelocity (p. 359), Mystic Net (p. 360).

Terror (23, Standard)

Additional Powers (Choose Four)

Aura of Awe (23, Standard), Corrupt Karma (27, Standard), Corrupt Reality (27, Standard), Disrupt Magic (32, Standard), Karma Drain (27, Standard), Unnatural Life (27, Standard), or see below:

Corrupt Counter (27, Free): The greater bloatform can taint the bond between the owner and any thread item used to attack the Horror immediately after a successful attack. The greater bloatform makes a Corrupt Counter test against the owner's Mystic Defense. If successful, the owner gains a Corruption Point each time they use an effect from the thread item that costs Strain, up to the number of successes in Corruption Points, until the end of the next round. The owner senses something is amiss with the thread, a sick, greasy, oily, etc., feeling, but does not know the specific effect.

Corrupt Thread (27, Standard): The greater bloatform can taint the bond between the owner and a thread item. The greater bloatform makes a Corrupt Thread test against the owner's Mystic Defense. If successful, the owner gains a Corruption Point each time they use an effect from the thread item that costs Strain, up to the number of successes in Corruption Points, until the end of the next round. The owner senses something is amiss with the thread, a sick, greasy, oily, etc., feeling, but does not know the specific effect.

Distorted Will (27, Standard): The greater bloatform twists the will of its victims, slowly causing the abnormal to seem normal and encouraging them to conform to its corrupted version of reality. This power can be used on any victim within 50 yards by making a Distorted Will test against their Mystic Defense. If successful, the victim suffers -2 to all Willpower-based tests (except Effect tests) for one day per success. All marked victims are automatically affected by this power.

Special Maneuvers:

Terrifying Power (Greater Bloatform): The greater bloatform may spend two additional successes on an Action test to affect the victim with Terror as a Free action.

BLOODSHAPER

Bloodshapers' physical forms resemble ancient, toothless, deformed Namegivers with a humped, crooked back and long arthritic fingers. The extent of their deformities vary greatly, with some able to pass themselves off in society and others so disfigured they are viewed as malignant hag-like creatures. Astral sensing rarely gives insight into their true nature as the astral form of these astral-natured Horrors can venture up to a mile away from their physical presence. Those unfortunates who have seen their astral forms describe them as monstrous spider-like machines with a countless number of arms ending in sharp spikes, delicate blades, and bone saws. Regardless of their physical appearance, they are often revered or feared by the local populace for their unsurpassed ability to create blood charms. It is through this infamy they spread their corruption

Each bloodshaper has its own ways, but there are a number of distinct commonalities. They feed off feelings of isolation, self-revulsion, and self-loathing, and they have the ability to disfigure or change their marked victims physically. To perform such alterations, they often need the victim to accept or to otherwise implant one of their unique blood charms. This charm is how the Horror marks its victims and when it is used, the Horror's corruption is spread to the victim's body allowing it to make ever more horrific changes to the victim. The specific nature of the disfigurements is usually where bloodshapers differ, but the end result is always the same: marked victims are physically or socially isolated from those they love. Bloodshapers feed on the feelings arising from this until their victims are driven mad, at which point they are forged into constructs to aid the Horrors in seeking out new victims.

Bloodshapers loathe physical combat, but, like most Horrors, they are very capable of it if backed into a corner. When attacked, mechanical arms that end in what look like surgical tools covered in dried blood sprout from their back. Meanwhile their astral form (if present) flees to the maximum distance allowed while still maintaining control of its physical body. The Horror may only be killed if its astral form is destroyed.

Challenge: Warden (Tenth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	106
STR:	11	**Physical Defense**:	16	**Death Rating**:	118
TOU:	12	**Mystic Defense**:	20	**Wound Threshold**:	18
PER:	15	**Social Defense**:	18	**Knockdown**:	13
WIL:	15	**Physical Armor**:	7	**Recovery Tests**:	4
CHA:	9	**Mystic Armor**:	15	**Karma:**	10 (40)

Movement: 12
Actions: 3; Blades: 20 (24)

Powers:

Astral Nature: The bloodshaper is a denizen of astral space and can only enter the physical world by creating a body with Forge Construct. The physical body operates independently up to a mile away from the astral form. Exceeding this distance causes the physical body to collapse. Killing the physical body only forces the bloodshaper to make a new one. If the astral form is killed, the bloodshaper is killed.

Awareness (25): As the talent, *Player's Guide*, p. 129.

Blood Boil (25, Free): The bloodshaper may only use this power against a marked victim. The Horror uses its power over the victim's body to infuse them with a blind rage and makes a Blood Boil test against the victim's Social Defense before initiative is determined. If successful, the victim feels as if their blood is boiling in their veins and is consumed with a burning need to kill. They immediately attack the nearest living creature using their full complement of attacks and the Aggressive Attack combat maneuver. This effect lasts until the end of the round.

Blood Sweat and Tears (15): The bloodshaper may use its power over a marked victim's body to draw their blood from their sweat glands. The bloodshaper makes a Horror Power test against the victim's Mystic Defense. If successful, the target suffers Step 15/Mystic damage. A Wound from this power causes the target's skin to rupture and is excruciatingly painful. If the victim suffers a Wound, they are Harried until the end of the next round.

Bloodshape (28, Standard): The bloodshaper alters the form of a marked victim into something monstrous. This power can only be used under predetermined conditions chosen by the bloodshaper (e.g. while the victim is asleep, under the light of a full moon, when their gahad is triggered etc.). This helps disguise the source of the corruption, often leading victims to think they've been cursed. When it happens, the Horror makes a Bloodshape test against the victim's Mystic Defense. The bloodshaper can change one of the victim's attributes by 1 Step, or grant the victim a power or special ability for each success. With each success comes a grotesque physical change, such as teeth falling out, a twisted limb, or growing an extra appendage. These changes become harder to disguise as they increase and the total number of changes cannot exceed the victim's Corruption Point total. Once corrupted (*Gamemaster's Guide*, p. 456) victims are completely and irredeemably mad, and become Horror constructs. The bloodshaper may morph their body at will at this point.

Corrupt Blood (25): The bloodshaper can make a Corrupt Blood test against a victim's Mystic Defense at the end of the day if the victim used a corrupt blood charm that day. If successful, the victim gains a Corruption Point. This power may only be used once per week.

Disrupt Magic (25, Standard)

Forge Construct (28)

Harvest Energy (25, Free): If the harvested emotion is loneliness or self-loathing, the bloodshaper gains an additional Karma point, and gains a point even if the test fails.

Horror Mark (25, Standard): The bloodshaper can only mark victims with one of its special blood charms. Once the charm is implanted, the bloodshaper can make a Horror Mark test against the victim once per day, regardless of the distance. If successful, tendrils of astral energy sprout from the charm and entwine with the victim's pattern. The charm may be the removed from the victim, but requires amputation of the affected limb. Once the charm is removed, the mark is removed as well. In addition to the normal effects, the victim of the bloodshaper's Horror Mark gains a Corruption Point upon receiving the mark.

Horror Power (25, Blood Sweat and Tears, Simple)

Horror Power (25, Skin Shift, Simple)

Karma Boost (Free)

Resist Pain (2)

Skin Shift (22)

Special Maneuvers:

Bloodied Vision (Bloodshaper, Blood Sweat and Tears): The bloodshaper may spend additional successes on a Blood Sweat and Tears test to increase the flow of blood over the victim's eyes, impairing their vision and causing the target a -1 visibility penalty until the end of the next round. The total penalty cannot exceed Full Blindness (-4).

Enrage (Opponent)

Flesh Rend (Bloodshaper, Close Combat): The bloodshaper may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success for this attack.

Hemorrhaging Blood (Bloodshaper, Blood Sweat and Tears): The bloodshaper may spend three additional successes on a Blood Sweat and Tears test to rupture something vital within a victim. The victim suffers an additional Wound and damage equal to their Wound Threshold.

Provoke (Opponent, Close Combat)

CRYSTAL ENTITY, GREATER

One of the most notable features of greater crystal entities is they have a wider variety of forms, able to inhabit objects smaller than a large chest, or able to create their physical form entirely. These Horrors are still eerie and beautiful to behold, glowing and translucent, and can present themselves in a kaleidoscope of colors.

Their aims begin similarly to other crystal entities, posing as benevolent spirits and coaxing a victim into their service. Instead of working from one victim to the next, greater crystal entities seek to expand their influence and bring entire communities under their sway. The Horror may turn its form into a place of worship where its followers perform horrifying acts to keep their master happy. While there are those that take comparatively innocuous forms, such as a single flower, most tend to wield their power more subtly, using communities to lure in outsiders. All greater crystal entities have grand plans.

Challenge: Warden (Ninth Circle)

DEX:	NA	**Initiative**:	9	**Unconsciousness**:	105
STR:	NA	**Physical Defense**:	11	**Death Rating**:	119
TOU:	14	**Mystic Defense**:	21	**Wound Threshold**:	21
PER:	15	**Social Defense**:	17	**Knockdown**:	NA
WIL:	14	**Physical Armor**:	14	**Recovery Tests**:	5
CHA:	10	**Mystic Armor**:	14	**Karma:**	9 (36)

Movement: NA
Actions: 3

Powers:

Astral Interference (22): As the talent, *Player's Guide*, p. 129.

Awareness (22): As the talent, *Player's Guide*, p. 129. A crystal entity cannot be Blindsided by any opponent of which it is aware.

Baseline Subtraction: The greater crystal entity is unaffected by Astral Interference.

Death Spikes (22, Standard): The greater crystal entity makes a Horror Power test against the Mystic Defense of a target within 100 yards. If successful, the Horror alters the joints and bones of the victim, forming crystalline spikes that pierce the skin from the inside out. The victim takes Step 22 damage (+2 per success on the Horror Power test) and no armor protects against this damage. This power automatically causes 1 Wound and can cause an additional Wound from damage. The spikes remain for one day and Wounds caused by the spikes cannot be healed while they last. If Suppress Curse (or a similar effect) is used, the Wound can be healed and if so, the spikes do not return after the suppressing effect ends.

Disrupt Magic (22, Standard)

Forge Construct (22, Sustained)

Hardened Armor

Harvest Energy (23, Free): If the harvested emotion is pain or trauma, the greater crystal entity gains an additional Karma point, and gains a point even if the test fails.

Horror Mark (22, Standard): In addition to the normal effects, marked victims tend to find themselves unconsciously fascinated with order and precision, while frustrated by chaos and disorder. The longer the victim bears the mark, the more pronounced this effect.

Horror Power (22, Deaths Spikes, Standard)

Immune to Fear

Karma Boost (Free)

Physical Nature: The greater crystal entity exists in the physical world.

Resist Pain (4)

Spellcasting (22): As the talent, *Player's Guide*, p. 168.

Spells (Player's Guide): (These are typical spells to choose from) Astral Sense (p. 342), Mind Dagger (p. 345), Crushing Will (p. 347), Binding Threads (p. 351), Mystic Shock (p. 354), Sever Talent (p. 354), Slow (p. 355), Razor Orb (p. 357), Sleep (p. 358), Confusing Weave (p. 358), Dislodge Spell (p. 359), Hypervelocity (p. 359), Mystic Net (p. 360), Spellstore (p. 360), Astral Catastrophe (p. 361), Catch Spell (p. 361), Compression Bubble (p. 361), Karma Cancel (p. 362), Spell Cage (p. 362)

Additional Powers (Choose Two):

Aura of Awe (18, Standard), Animate Dead (22), Suppress Mark (16, Standard), Unnatural Life (22, Standard), and see below:

Crystallize Thread (22. Standard): The greater crystal entity puts magical strictures on the target's threads, appearing as crystalline astral constructs, by making a Crystallize Thread test against the target's Mystic Defense. If successful, the target cannot use effects on their thread items that cost Strain for one round per success.

Magic Twist (22, Free): The greater crystal entity warps astral space, redirecting spells to different targets by making a Magic Twist test against the Spellcasting test result of a successful spell targeting it. If successful, the greater crystal entity is unaffected by the spell and uses the Magic Twist result as the Spellcasting test result against a new target. The new target must be within range of the spellcaster and can include the spellcaster. If the spell is an area effect spell, it is centered on the new target. The greater crystal entity can spend a Karma point to force the spellcaster to use Willforce on the spell if they possess the talent. The Horror may improve the spell with Karma, but this comes from their own pool. This power may be used once per round.

Spell Backlash (17): The greater crystal entity warps astral space, redirecting spells back to the caster. If the greater crystal entity is targeted with a spell and the Spellcasting test does not succeed against the Spell Backlash Step, the spellcaster is affected by the spell as if it was successfully cast against them with one success. Only one instance of Spell Backlash can affect the caster from the same Spellcasting test.

Special Maneuvers:

Eject Spell (Greater Crystal Entity, Spellcasting): The greater crystal entity can spend three additional successes on a Spellcasting test to immediately cast Dislodge Spell against the target as a Free action. This special maneuver may only be used once per round and may not be used if the Spellcasting test has more than one target.

Pattern Bleed (Greater Crystal Entity): The greater crystal entity can spend additional successes on a test that affects Mystic Armor to damage the target's pattern and affect their ability to use magic. Each success causes the target a -1 penalty to any test benefitting from a talent until the end of the next round. If this test causes a Wound, the penalty persists until the Wound is healed.

Rupture Magic (Greater Crystal Entity): The greater crystal entity can spend two additional successes on a test targeting the victim's Mystic Defense to use Disrupt Magic against them as a Free action.

Shatter (Opponent, Blunt Weapon): Opponents who attack the greater crystal entity with a blunt weapon gain an additional success on a successful Attack test.

Loot: Coagulated blood worth 8d6 × 100 silver pieces in True earth (worth Legend Points).

GHARMEK, GREATER

These Horrors are larger and more dangerous than their lesser brethren, but still deplore physical combat and are just as craven. Like their kin, they specialize in creating undead and thrive on the revulsion and disgust of Namegivers, particularly when viewing what has become of their loved ones. Greater gharmeks are those with a special taste for experimentation. They seem to have an insatiable drive to create new and powerful undead creatures

and especially enjoy combining the remains of Namegivers in unnatural ways. Many of the most powerful undead are the result of this enterprise.

This creativity also comes out in other ways. Greater gharmeks are extremely crafty when they find themselves in combat. They rely heavily on their minions and use them efficiently, coordinating their attacks and misdirecting any opponents. It isn't unheard of for them to feign weakness and bargain with their opponents, already scheming to turn on them while talking. Regardless of the tactics they use, their own safety is paramount and if they feel outmatched, they will attempt to mark their opponents and flee.

Challenge: Journeyman (Eighth Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	98
STR:	9	**Physical Defense**:	12	**Death Rating**:	112
TOU:	14	**Mystic Defense**:	17	**Wound Threshold**:	21
PER:	12	**Social Defense**:	16	**Knockdown**:	NA
WIL:	16	**Physical Armor**:	14	**Recovery Tests**:	5
CHA:	9	**Mystic Armor**:	13	**Karma:**	5 (20)

Movement: 8
Actions: 2 Bite: 19 (19)

Powers:

Animate Dead (34, Standard)

Damage Shift (19)

Dead Zone: The greater gharmek is aware of all undead within 100 yards and can command any undead it has created. All undead it created gain the Teamwork power if under the command of the greater gharmek.

Empower Undead (Free): Once per turn per target, the greater gharmek can spend a Karma point on a test an undead target is making within 100 yards. The target uses the Horror's Karma Step.

Forge Construct (24, Sustained)

Harvest Energy (24, Free): If the harvested emotion is disgust or fear, the greater gharmek gains an additional Karma point, and gains a point if the test fails.

Horror Mark (20, Standard): The greater gharmek can use its Animate Dead power on any victim it marked regardless of distance and automatically succeeds.

Horror Power (20, Damage Shift, Simple)

Physical Nature: The greater gharmek exists in the physical world.

Tactics (20): As the talent, *Player's Guide,* p. 172.

Teamwork: Opponents are Harried by one less opponent if at least one other attacker has this power.

Undead Puppeteer (24, Simple): The greater gharmek can possess an undead target within 100 yards, controlling its body and perceiving through it. The Horror can use its powers and special maneuvers, except Damage Shift, and spend Karma on tests. If the undead target is rendered unconscious or

killed, the greater gharmek must wait until the next round to use this power to possess a new target. If the undead target was not created by the greater gharmek and is sapient, it must succeed at an Undead Puppeteer test against the target's Mystic Defense. If there is contention for control of an undead target, the highest Undead Puppeteer result wins control for the round; once a target has acted, it may not act again even if it has a new boss. Once affected by this power, the undead target is considered to be created by the greater gharmek, until a different Horror claims it with this power.

Additional Powers (Choose One):
Corrupt Reality (20, Standard), Terror (20, Standard), Unnatural Life (21, Standard)

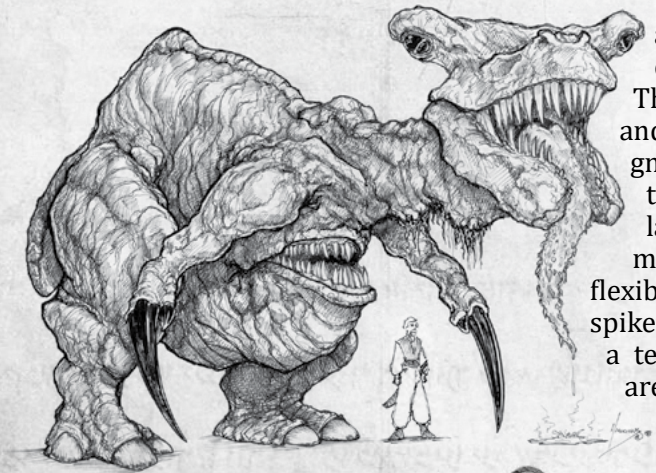
Special Maneuvers:
Cadaver Flesh (Greater Gharmek, Horror Power): The greater gharmek may spend additional successes on a Horror Power test to cause the target's flesh to begin rotting from the transferred damage and necrotic energy. If the transferred damage causes a Wound, the target suffers an additional Wound for every two successes spent.

Opening (Greater Gharmek): The greater gharmek may spend additional successes from an Attack test to give her allies a +1 bonus per success spent to Attack tests against the opponent until the end of the next round.

Slowpoke (Opponent, Close Combat): If the opponent has sufficient movement, they may spend on additional success on an Attack test to quickly move behind the greater gharmek before it can react. The gharmek is Blindsided against the opponent until the end of the round.

Soft Underbelly (Opponent): If the greater gharmek is exposed, the opponent may spend two additional successes on an Attack test to ignore its Physical Armor for this attack. Pulling a greater gharmek from its burrow requires a character to succeed at an opposed Strength test.

GNASHER, CRACKJAW



There is nothing subtle about crackjaw gnashers, even by gnasher standards. They exist simply to consume and nothing else. Crackjaw gnashers are enormous, 6 yards tall, with a disproportionately large maw filled with very many teeth, attached to a long, flexible neck. An even longer, spiked tongue extends and drips a terrible corrosive fluid. They are vaguely bipedal with

a reclining posture and long forelimbs. Two slender arms that end in long spikes extend from their midsection. These are used to spear prey and drop them into the second mouth located in the Horrors' stomach.

Like all gnashers, crackjaws travel in packs. It is uncommon to see more than a handful of them together, instead roaming with other gnasher types, or in the retinue of more intelligent Horrors.

Challenge: Warden (Ninth Circle)

DEX:	8	**Initiative**:	8	**Unconsciousness**:	105
STR:	16	**Physical Defense**:	15	**Death Rating**:	119
TOU:	14	**Mystic Defense**:	19	**Wound Threshold**:	21
PER:	6	**Social Defense**:	14	**Knockdown**:	18
WIL:	8	**Physical Armor**:	11	**Recovery Tests**:	5
CHA:	4	**Mystic Armor**:	9	**Karma:**	7 (28)

Movement: 16

Actions: 4; Bite (Lower Mouth): 24 (28), Bite (Upper Mouth): 25 (27), Claws ×2: 26 (26), Spikes ×2: 28 (24), Tongue: 29 (22)

Powers:

Awareness (10): As the talent, *Player's Guide*, p. 129.

Corrosive Fluid (14): Opponents are affected by the crackjaw's corrosive fluid under the following conditions: they are adjacent and cause the crackjaw a Wound, suffer damage from the crackjaw gnasher's upper mouth or tongue, are entangled or grappled by its tongue, or swallowed. When affected, the opponent's Physical Armor is reduced by 1. Thread items are never destroyed by this effect. If the target does not have any Physical Armor to reduce, they take Step 14 damage instead. This power can only affect each target once per round.

Digest (23): A swallowed target gets to meet the crackjaw's internal grinder and corrosive fluids. The target takes Step 23/Physical damage at the beginning of each round before Initiative is determined.

Harvest Energy (17, Free): The crackjaw gnasher can only use this power to regain Karma when feasting on living flesh. If it is a Namegiver, the Horror gains an additional Karma point, and gains a point if the test fails.

Immune to Fear

Long Tongue: The crackjaw gnasher's tongue has a range of 8 yards and is an entangling weapon.

Physical Nature: The crackjaw gnasher exists in the physical world.

Skewered (Standard): The crackjaw gnasher uses the Swallow Whole special maneuver on a target it started its turn grappling with a spike.

Special Maneuvers:

Grab and Bite (Crackjaw Gnasher)

Cut Free (Opponent): The opponent may spend an additional success on an Attack test to attempt to free a swallowed target. If the attack causes

a Wound, a swallowed target escapes. If there is more than one swallowed target, determine who escapes randomly.

Overpower (Crackjaw Gnasher, Close Combat): The crackjaw gnasher may spend two additional successes on an Attack test to force the target to make a Knockdown test against a Difficulty Number equal to the Attack test result. If the test fails, the target is knocked down and knocked back a number of yards equal to the total number of successes on the Attack test.

Provoke (Opponent, Close Combat)

Pry Loose (Opponent, Close Combat)

Swallow Whole (Crackjaw Gnasher, Bite [Lower Mouth]): The crackjaw can spend two additional successes on an Attack test to swallow the target. The target may escape the crackjaw's insides by making a successful Attack test with a bladed weapon against the crackjaw's Physical Defense, or casting a spell that causes damage reduced by Physical Armor against the crackjaw's Mystic Defense, and inflicting a Wound. Attack and Damage tests from weapons larger than Size 2 have a penalty equal to the weapon's size. The target is Harried while swallowed.

GNASHER, DEEPCRAWLER

Deepcrawler gnashers are long and slender like an enormous snake, at least a yard in diameter and five yards long, with claws and limbs extending from all sides of their body at irregular intervals. They writhe and pull themselves along in underground caverns and tunnels, perfectly suited to enclosed spaces. Their mouth is a distended orifice full of constantly grinding teeth, capable of devouring anything in their path - rocks and Namegivers alike. Hundreds of grasping tendrils spill from their mouth to capture prey and drag them in. These Horrors are completely sightless, relying entirely on scent and vibrations to hunt and navigate.

Much of their time is spent waiting, slowly moving through the earth, feeling for prey nearby. Despite what seems like a solitary existence, they are very social. Once deepcrawler gnashers sense prey, they let out an ultrasonic moan that can be heard by any gnasher, not just deepcrawlers, calling others to their location. The sound also causes a queasy feeling and vertigo in their quarry, causing significant disorientation. While they can hunt on the surface, they aren't well suited to it and prefer their tunnels and enclosed spaces where they can touch a surface all around them.

Challenge: Journeyman (Fifth Circle)

DEX:	6	**Initiative**:	8	**Unconsciousness**:	59
STR:	10	**Physical Defense**:	12	**Death Rating**:	67
TOU:	8	**Mystic Defense**:	12	**Wound Threshold**:	12
PER:	6	**Social Defense**:	11	**Knockdown**:	NA
WIL:	8	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	3	**Mystic Armor**:	6	**Karma:**	5 (20)

Movement: 12 (Burrowing 12)

Actions: 1; Bite: 16 (20), Claw: 18 (18), Tendrils: 21 (15)

Powers:

Awareness (11): As the talent, *Player's Guide*, p. 129.

Blind: The deepcrawler gnasher is immune to effects that affect sight.

Enhanced Sense [Scent] (11)

Enhanced Sense [Touch] (11): The deepcrawler gnasher may make Awareness tests against anything touching the ground within 60 yards.

Grinding Teeth (Free): The deepcrawler gnasher gains an additional success on bite attacks that must be spent on Armor Cutter.

Harvest Energy (13, Free): The deepcrawler gnasher can only use this power to regain Karma when feasting on living flesh. If it is a Namegiver, the Horror gains an additional Karma point, and gains a point if the test fails.

Immune to Fear

Long Tendrils: The deepcrawler gnasher's tendrils have a range of 6 yards and are entangling weapons.

Physical Nature: The deepcrawler gnasher exists in the physical world.

Ultrasonic Moan (13, Free): Before Initiative is determined each round, one Ultrasonic Moan test is made, +1 for each additional deepcrawler gnasher, and the result is compared against the Social Defense of all living targets. If successful, the target is Harried for the round due to the disconcerting screaming. Harried also reduces Social Defense.

Special Maneuvers:

Armor Cutter (Deepcrawler Gnasher, Bite): The deepcrawler gnasher may spend additional successes to reduce the target's Physical Armor by 1 per success. This may not destroy Thread armor.

Grab and Bite (Deepcrawler Gnasher, Tendrils)

Pry Loose (Opponent, Close Combat)

GNASHER, GRAVETAIL

Gravetail gnashers are large lizards covered in spikes with eight legs and four powerful, nimble tails. Each tail ends in a large, barbed spike and the Horrors use them to spear food and bring it to its mouth full of blunt, crushing teeth. Their head is wide and frog-like with four sets of eyes, two sets above and below its broadly grinning mouth.

Despite their bizarre appearance, gravetail gnashers are dangerous and voracious. These Horrors are remarkably swift and capable of causing grave injury with nearly every part of their body, however none worse than their tails. The wounds caused are often terrible and sometimes phase through astral space, bypassing physical protection. Once speared, removing a target from the barbs requires the steady hand of a trained physician and time, otherwise the wound only gets much worse.

While they travel in groups, they have been noted to pick off weaker gnashers; it's unknown if this is to reduce the competition, grab a quick

snack, or some other motivation. Because of this, gravetail gnashers are not commonly seen in the minion hordes of more powerful Horrors, though they can make excellent shock troopers for Horrors who can wrangle them.

Challenge: Journeyman (Eighth Circle)

DEX:	8	**Initiative**:	10	**Unconsciousness**:	86
STR:	14	**Physical Defense**:	14	**Death Rating**:	96
TOU:	10	**Mystic Defense**:	15	**Wound Threshold**:	15
PER:	5	**Social Defense**:	13	**Knockdown**:	22
WIL:	8	**Physical Armor**:	10	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	8	**Karma:**	5 (20)

Movement: 16

Actions: 3; Bite: 20 (26), Tail ×4: 22 (25), Trample: 19 (25)

Powers:

Astral Attack: Tail attacks can target Mystic Defense instead of Physical Defense.

Awareness (9): As the talent, *Player's Guide*, p. 129.

Charge (10)

Enhanced Sense [Sight] (2): Low-light vision

Harvest Energy (16, Free): The gravetail gnasher can only use this power to regain Karma when feasting on living flesh. If it is a Namegiver, the Horror gains an additional Karma point, and gains a point if the test fails.

Immune to Fear

Long Tails: The gravetail gnasher's tails have a range of 12 yards and are entangling weapons.

Physical Nature: The gravetail gnasher exists in the physical world.

Stolen Vitality (18, Simple): The gravetail gnasher can spend a Recovery test gained through Life Siphon to heal itself by making a Stolen Vitality test and recover current damage equal to the result. Only Recovery tests gained through Life Siphon can be used with this power.

Wicked Barb (14): If an attack with a tail causes a Wound, the victim is speared and automatically grappled. The victim suffers Step 14 damage each round they begin their turn grappled. Removing the barb without causing additional damage requires 5 minutes and a successful Physician (8) test. Failure causes the victim a Wound and Step 14 damage. If the victim is removed from the grapple by any other means, the victim suffers an additional Wound. Armor does not protect against this damage.

Special Maneuvers:

Armor Piercing (Gravetail Gnasher, Tail): The gravetail gnasher may spend additional successes on an Attack test to reduce the target's Physical and Mystic Armor by -3 per success. This reduction is only for this attack.

Ethereal Attack (Gravetail Gnasher, Tail): The gravetail gnasher may spend an additional success from an Attack test to affect Mystic Armor instead of Physical Armor.

Life Siphon (Gravetail Gnasher, Tail): The gravetail gnasher may spend two additional successes on an Attack test to drain a Recovery test from the victim if the spell causes a Wound. The gravetail gnasher cannot go over its maximum Recovery tests.

Oh, You Look Hungry (Opponent): An opponent may spend three additional successes on an Attack or Spellcasting test to make an Interaction test against the gravetail gnasher's Social Defense as a Free action. The gravetail gnasher attacks the nearest ally (opponent's choice if there are multiple, equidistant allies) for one round per success.

Overrun (Gravetail Gnasher, Trample)

Provoke (Opponent, Close Combat): For an additional two successes on an Attack test, the opponent convinces the gravetail gnasher to attack the nearest ally.

Pry Loose (Opponent, Close Combat)

Vicious Wounds (Gravetail Gnasher, Tail): The gravetail gnasher may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success. This reduction is only for this attack.

GNASHER, GYRE

These pony-sized Horrors are little more than a tremendous maw filled with teeth, four wings, and two grasping, clawed feet. Their plumage is incongruous with their appearance as these otherwise awful monsters are beautiful. Brilliant reds and yellows are common, contrasted with jewel tones of blue and green. When traveling in terrible, shrieking flocks, gyre gnashers are a wondrous riot of color.

Like all gnashers, they are always searching for their next meal. Stripping it of flesh in moments and leaving behind only bones when they find it. While they are still foolhardy and don't seem to know fear, these Horrors have been known to retreat from a conflict. Either to regroup and find others of their kind, returning for vengeance, or to find easier pickings. Because of this, more powerful Horrors use them as sentries, knowing if their gyre gnashers flee to the lair, perhaps there is cause for concern.

Challenge: Journeyman (Sixth Circle)

DEX:	9	**Initiative**:	13	**Unconsciousness**:	60
STR:	10	**Physical Defense**:	15	**Death Rating**:	66
TOU:	6	**Mystic Defense**:	12	**Wound Threshold**:	9
PER:	7	**Social Defense**:	12	**Knockdown**:	10
WIL:	8	**Physical Armor**:	6	**Recovery Tests**:	2
CHA:	5	**Mystic Armor**:	6	**Karma:**	5 (20)

Movement: 12 (Flying 18)

Actions: 2; Bite: 16 (20), Claws ×2: 18 (20)

Powers:

Awareness (12): As the talent, *Player's Guide*, p. 129.

Dive (10)

Enhanced Sense [Sight] (4): The gyre gnasher does not suffer penalties to vision-based Perception tests.

Enhanced Sense [Smell] (4)

Immune to Fear

Harvest Energy (14, Free): The gyre gnasher can only use this power to regain Karma when feasting on living flesh. If it is a Namegiver, the Horror gains an additional Karma point, and gains a point if the test fails.

Physical Nature: The gyre gnasher exists in the physical world.

Ravenous: If the gyre gnasher causes a Wound with a bite, it immediately causes damage equal to the victim's current Wound Threshold and the associated Wound. If the victim's Wound Threshold was reduced (e.g. using the Vicious Wounds special maneuver), the reduced Wound Threshold is used. There is no limit to the number of bite attacks the gyre gnasher can make in a round.

Swooping Attack

Special Maneuvers:

Clip the Wing (Opponent): This special maneuver costs three additional successes total to use.

Grab and Bite (Gyre Gnasher, Claws)

Provoke (Opponent, Close Combat)

Vicious Wounds (Gyre Gnasher, Bite): The gyre gnasher may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success. This reduction is only for this attack.

Wing Buffet (Gyre Gnasher): The gyre gnasher can spend two additional successes on an Attack test to cause the target to make a Knockdown test with the Attack test result as the difficulty number.

Loot: Feathers worth 3d6 × 50 silver pieces (also worth Legend Points).

GNASHER, SLITHERHORN

Slitherhorn gnashers are shaped like large, blue-black wolves with a slender head that narrows to a point. There are three sets of eyes on their head and two wicked horns at the end of the nose, but no mouth. Two long tentacles with snapping jaws full of row upon row of spinning teeth extend from their body.

There is an eerie silence to their movements, the only sound is the snapping of their jaws. When they are near, sounds are muted in the area and even shadows seem deeper, making their sets of glowing red eyes more pronounced. Just before they attack, slitherhorns plunge the area into darkness. This gives away their presence, but enhances the experience for the Horrors.

These Horrors are more cunning than the average gnasher, capable of more than just devouring in a single direction. They hunt in packs and prefer to isolate a victim and feast upon them while still warm. Even better is if it's still moving as they take bloody bites with their tentacles.

While they don't naturally associate with other gnashers, they are a favored minion for more powerful Horrors, serving as their vanguard of a host, or as sentinels within their lair.

Challenge: Journeyman (Sixth Circle)

DEX:	9	**Initiative**:	13	**Unconsciousness**:	76
STR:	11	**Physical Defense**:	14	**Death Rating**:	85
TOU:	8	**Mystic Defense**:	13	**Wound Threshold**:	13
PER:	7	**Social Defense**:	11	**Knockdown**:	16
WIL:	8	**Physical Armor**:	7	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	6	**Karma:**	5 (20)

Movement: 18

Actions: 2; Bite ×2: 17 (19), Horns: 16 (20)

Powers:

Awareness (12): As the talent, *Player's Guide*, p. 129.

Charge (10)

Enhanced Sense [Hearing] (6)

Enhanced Sense [Sight] (4): Heat vision and low-light vision

Ethereal Darkness: As the spell, *Player's Guide*, p. 319, centered on the slitherhorn gnasher; no threads are required and the duration is 5 rounds.

Harvest Energy (14, Free): The slitherhorn gnasher can only use this power to regain Karma when feasting on living flesh. If it is a Namegiver, the Horror gains an additional Karma point, and gains a point if the test fails.

Immune to Fear

Long Tentacles: The slitherhorn gnasher's tentacles have a range of X yards and are entangling weapons.

Physical Nature: The slitherhorn gnasher exists in the physical world.

Stealthy Stride (15): As the talent, *Player's Guide*, p. 170.

Surprise Strike (10)

Special Maneuvers:

Armor Cutter (Slitherhorn Gnasher, Bite): The slitherhorn gnasher may spend additional successes on an Attack test to reduce the target's Physical Armor by 1 per success. This may not destroy thread armor.

Goring Charge (Slitherhorn Gnasher, Charge): The slitherhorn gnasher may spend an additional success to cause a Knockdown test against the target. The Difficulty Number is the Attack test result.

Grab and Bite (Slitherhorn Gnasher, Bite)

Pry Loose (Opponent, Close Combat)

GNASHER, SPIKESTALKER

Spikestalker gnashers resemble horse-sized felines with saber-like teeth, which is where the resemblance ends. Their mouths open into multiple sections, revealing additional rows of teeth stretching down their throat. Two sets of enormous and expressive ears adorn their head, as do two sets of eyes. One set of eyes looks forward, however the other pair sits behind them and slides independently in a groove that runs on the back and sides of their head.

In addition to their powerful, clawed limbs, they can extend four more extremely long, glossy, black, chitinous limbs from their torso. These legs are razor sharp and can be used to spear prey, or as legs to lift the Horror off the ground. When elevated, spikestalker gnashers frenzy on downed prey.

They are fearless and cunning adversaries who hunt in packs and utilize ambush tactics on their prey. These Horrors enjoy toying with prey that poses no threat to them, hobbling them, then giving the illusion of escape, or more literally, playing cruel games with their victims.

Challenge: Journeyman (Seventh Circle)

DEX:	10	**Initiative**:	14	**Unconsciousness**:	76
STR:	12	**Physical Defense**:	16	**Death Rating**:	85
TOU:	9	**Mystic Defense**:	14	**Wound Threshold**:	13
PER:	7	**Social Defense**:	12	**Knockdown**:	16
WIL:	8	**Physical Armor**:	8	**Recovery Tests**:	3
CHA:	4	**Mystic Armor**:	7	**Karma:**	5 (20)

Movement: 18

Actions: 2; Bite: 18 (22), Claws ×4: 20 (20), Legs ×4: 22 (18)

Powers:

Ambush (10)

Awareness (12): As the talent, *Player's Guide*, p. 129.

Enhanced Sense [Hearing] (4)

Enhanced Sense [Sight] (2)

Enhanced Sense [Smell] (4)

Eyes in the Back of Their Head: The spikestalker gnasher can only be Blindsided through the use of abilities such as Distract, not through positioning, and requires an additional opponent to be Harried.

Frenzy: The spikestalker gnasher gains an additional Action and a +2 bonus to Attack and Damage tests when attacking a Knocked Down victim.

Great Leap (18)

Immune to Fear

Harvest Energy (15, Free): The spikestalker gnasher can only use this power to regain Karma when feasting on living flesh. If it is a Namegiver, the Horror gains an additional Karma point, and gains a point if the test fails.

Physical Nature: The spikestalker gnasher exists in the physical world.

Stealthy Stride (19): As the talent, *Player's Guide*, p. 170.

Special Maneuvers:
Enrage (Opponent)
Hamstring (Spikestalker Gnasher)
Pounce (Spikestalker Gnasher)
Provoke (Opponent, Close Combat)
Trip (Spikestalker Gnasher, Leg): The spikestalker gnasher may spend an additional success on an Attack test against an opponent affected by Hamstring to force the target to make a Knockdown test against a Difficulty Number equal to the Attack test result.
Vicious Wounds (Spikestalker Gnasher, Bite): The spike stalker gnasher may spend additional successes on an Attack test to reduce the target's Wound Threshold by -3 per success. This reduction is only for this attack.

MISERYWORM

There is some debate among scholars regarding the classification of miseryworms due to the numerous either meaningful or superficial similarities to despairthoughts. Because of this, these giant worm-like Horrors are sometimes known as greater despairthoughts. Their white forms are covered in black ink blot-like patterns that onlookers claim reminded them vividly of their childhoods, interspersed with terrifying memories that never happened. Hundreds of child-like arms move their bulk around like a millipede.

Miseryworms prefer to live underground, whether in abandoned kaers or mountains. They easily tunnel through stone with an armored head and menacing multi-segmented jaws that conceal what looks like an internal meat grinder. Their lairs are full of mementos, some of which are valuable, while others hold what could only be sentimental value, if Horrors were capable of something like sentiment. Some scholars believe (generally those in the camp that favors miseryworms having only superficial similarities to despairthoughts) these mementos contain some lingering pain or connection to the tormented souls the Horrors once fed on, allowing them to maintain some nourishment during fallow periods. Within their lairs, miseryworms are tended by Horror constructs, of which their favorite are wretched imps.

Using similar tactics to despairthoughts, miseryworms find suitable parents with a young child and use their powers to create the seed of fear within them, already feeding on their growing dread. Coming to them in the guise of messenger of a Passion, typically Garlen, though Jaspree is also favored, miseryworms deceive the parents into performing a ritual every morning and night to protect their child from Horrors. Everything seems to improve as the miseryworm stops harming the child, but by the time the parents notice the true change, it is too late to stop. The miseryworm has already begun the child's transformation into a wretched imp.

Miseryworms feed continuously on the parents during this process, even before the ritual begins. The hope built during the month-long ritual makes the harvest during the inevitable forging of the child so much sweeter, like a fruit allowed to ripen on the vine. Once complete, the miseryworm continues

to feed on the parents until they acknowledge their child is gone and no longer feel pain, usually culminating with an attempt on its life. Regardless, once they have been drained, the wretched imp kills its parents and leaves for its new home with its true master.

Challenge: Journeyman (Eighth Circle)

DEX:	5	**Initiative**:	5	**Unconsciousness**:	104
STR:	12	**Physical Defense**:	12	**Death Rating**:	120
TOU:	16	**Mystic Defense**:	19	**Wound Threshold**:	24
PER:	12	**Social Defense**:	18	**Knockdown**:	16
WIL:	16	**Physical Armor**:	11	**Recovery Tests**:	5
CHA:	11	**Mystic Armor**:	14	**Karma:**	7 (28)

Movement: 14

Actions: 2; Bite: 16 (20), Trample: 16 (18)

Powers:

Astral Projection (Standard): The miseryworm can project itself into the astral realm, perceiving both the astral and physical worlds at the same time. It can communicate with those in the physical world by manifesting, though it has no substance. This power has no duration or range limitations.

Cause Doubt (16): The miseryworm makes a Cause Doubt test against the victim's Social Defense. The victim has a -1 penalty to Social Defense and Willpower tests to resist coercion for each success for one day.

Corrupt Karma (20, Standard)

Corrupt Reality (16, Standard)

Digest (15): A swallowed target gets to meet the miseryworm's internal grinder. The target takes Step 15/Physical damage at the beginning of each round before Initiative is determined. After damage is assessed, the target's Physical Armor is reduced by 1. Thread items are never destroyed by this effect.

Forge Construct (22)

Harvest Energy (24, Free): If the harvested emotion is guilt or regret, the miseryworm gains an additional Karma point, and gains a Karma point even if the test is a failure.

Horror Mark (20): The miseryworm can mark a victim at any distance if a loved one performs a ritual that gives the Horror access to the victim.

Horror Power (20, Wither Away, Standard)

Physical Nature: The miseryworm exists in the physical world.

Spellcasting (20): As the talent, *Player's Guide*, p. 168.

Spells (Player's Guide): (These are typical spells to choose from): Trust (p. 299), Unseen Voices (p. 299), Blindness (p. 299), Innocent Activity (p. 300), Mind Fog (p. 301), Fog of Jeer (p. 302), Clarion Call (p. 304), Stop Right There (p. 306), Suffocation (p. 306), Bond of Silence (p. 307), Illusion (p. 308), Memory Scribe (p. 311), Stampede (p. 313), Twisted Tongues (p. 314), Vertigo (p. 314), Walk Through (p. 314), Other Place (p. 315), Rebel Limb (p. 316), Stench (p. 317)

Suppress Mark (22, Standard)

Wither Away (24): The miseryworm makes a Horror Power test against the target's Mystic Defense. If successful, it causes the target to become sickly and lose weight in pounds equal to the Effect test result over the course of a month. If the victim's weight goes below half of their racial average, they are dizzy, weak, and Harried by this condition. If the victim's weight goes below a quarter of their racial average, the Effect test causes damage equal to the result in addition to the weight loss, which cannot be healed until the victim's weight is above this point. This power must be used again at the begining of every month. The Horror may end it at any time or by not renewing it at the begining of the next month. Once the victim is no longer affected, their weight can be regained as normal.

Special Maneuvers:

Cut Free (Opponent): The opponent may spend an additional success on an Attack test to attempt to free a swallowed target. If the attack causes a Wound, a swallowed target escapes. If there is more than one swallowed target, determine who escapes randomly.

Overrun (Miseryworm, Trample)

Slowpoke (Opponent, Close Combat): If the opponent has sufficient movement, they may spend an additional success on an Attack test to quickly move behind the miseryworm before it can react. The miseryworm is Blindsided against the opponent until the end of the round.

Swallow Whole (Miseryworm, Bite): The miseryworm can spend two additional successes on an Attack test to swallow the victim. The victim may escape the miseryworm's insides by making a successful Attack test with a bladed weapon against the miseryworm's Physical Defense, or casting a spell that causes damage reduced by Physical Armor against the miseryworm's Mystic Defense, and inflicting a Wound. Attack and Damage tests from weapons larger than Size 2 have a penalty equal to the weapon's size. The victim is Harried while swallowed.

SLIPSHADE, GREATER

Whereas more powerful Horrors tend to have differences that set them apart from their less powerful counterparts, perhaps the most insidious feature of greater slipshades to the average adventurer is they appear identical to the slipshade. Any small differences, such as a torn mouth capable of a raspy whisper, only manifest when it is far too late.

Greater slipshades are reclusive and make their lairs in forgotten places. Whether abandoned due to the Scourge or kaers lost during it. There they collect things of beauty from the region and even places exotic and far distant, arranged in something of an alien gallery. During the early days after the first kaers opened, there were accounts of what were assumed to be greater slipshades bending and warping reality, luring those early explorers to their lairs. Said adventurers were talented artists or possessed items of note.

There are rumors greater slipshades seek out and abduct artists, whose aesthetics appeal to these Horrors' alien preferences, granting them unnatural life and eternal torment as they fill the Horrors' galleries until their creative well has run dry.

Challenge: Warden (Tenth Circle)

DEX:	14	**Initiative**:	16	**Unconsciousness**:	112
STR:	10	**Physical Defense**:	23	**Death Rating**:	126
TOU:	14	**Mystic Defense**:	22	**Wound Threshold**:	21
PER:	14	**Social Defense**:	18	**Knockdown**:	12
WIL:	18	**Physical Armor**:	14	**Recovery Tests**:	5
CHA:	9	**Mystic Armor**:	13	**Karma:**	8 (32)

Movement: 18
Actions: 3; Unarmed: 26 (24)

Powers:

Ambush (20)

Corrupt Reality (24, Standard)

Harvest Energy (28, Free): If the harvested emotion is fear or paranoia, the greater slipshade gains an additional Karma point, and gains a point even if the test fails.

Immune to Fear

Physical Nature: The greater slipshade exists in the physical world.

Shades of Fear (Free): Once per round, the greater slipshade may cast Blindness on a target affected by Terror. Once per round, the greater slipshade may use Terror on a target affected by Blindness.

Slip from View (22, Standard): Illusion - The greater slipshade makes a Slip from View test against the Mystic Defense of each target who can detect its presence. If successful, the target can no longer detect the greater slipshade and is surprised if they are attacked. The Sensing Difficulty is equal to the Slip from View result. This power may only be used while in two-dimensional form.

Spellcasting (24): As the talent, *Player's Guide*, p. 168.

Spells (Player's Guide): Encrypt (p. 296), Fun with Doors (p. 297), Send Message (p. 298), Trust (p. 299), Unseen Voices (p. 299), Blindness (p. 299), Displace Image (p. 300), Clarion Call (p. 304), Suffocation (p. 306), Bond of Silence (p. 307), Illusion (p. 308), Chosen Path (p. 310), Memory Scribe (p. 311)

Stealthy Stride (22): As the talent, *Player's Guide*, p. 170.

Switch Form (Simple): The greater slipshade can switch from three- to two-dimensional form or vice versa instantaneously, as often as they wish. In two-dimensional form, the greater slipshade can elongate itself and pass through a crack of any width whatsoever, as long as the opening is at least six inches long. The slipshade can move normally by sliding along a wall, floor, ceiling, or ground. If moving upright across an open area while in two-dimensional form,

the greater slipshade's movement rate is reduced by half and it acquires an eerie, unsteady, undulating quality. The greater slipshade gains +5 to Stealthy Stride tests and Physical Defense while in two-dimensional form. Additionally, they cannot attack, but take damage normally. In three-dimensional form, the greater slipshade moves normally across open territory, but cannot slide up walls or across ceilings.

Terror (20, Standard)
Unnatural Life (20, Standard)

Special Maneuvers:

Hello Darkness, My Old Friend (Greater Slipshade, Unarmed): The greater slipshade may spend two additional successes on an Attack test against a surprised victim to cast Blindness on the victim as a Free action.

Shadow Stake (Opponent): The opponent may spend three additional successes on an Attack test with a weapon which has a True Pattern (if a missile weapon, the projectile must have a True Pattern) to strike where the greater slipshade's shadow should be located. As long as the weapon remains where it has pinned the greater slipshade's shadow, the greater slipshade cannot use the Switch Form power and cannot move more than 50 yards from that point. The greater slipshade's shadow can be attacked to cause damage to the greater slipshade, meeting the above requirements.

Slipscream (Greater Slipshade, Unarmed): The greater slipshade may spend two additional successes on an Attack test against a surprised victim to use Terror on the victim as a Free action.

WINGFLAYER, GREATER

Greater wingflayers are larger, though otherwise similar in appearance to their lesser brethren. The volume they occupy is roughly the same, though much denser with deadly slivers, some of which can be quite exotic or intricate in greater wingflayers. There are rumors of them seeking out skilled craftsmen and forcing them to embellish their slivers. If pleased, the Horror departs without stripping the family to the bone. These rumors are unverified and the potential significance is not understood by scholars at this time.

The velocity and tightly packed nature of the slivers creates sounds when greater wingflayers move, varying from a faint tinkling, to a grating, buzzing noise. Some have even shown the ability to crudely communicate with their victims, taunting them as their flesh is flayed, or deriding a lone survivor as they escape and lead the Horror to fresh victims.

Thankfully, these Horrors are rare and they lay in wait, rather than actively searching for new victims. Greater wingflayers take delight in toying with their victims, particularly embedding their slivers in soft flesh. They may conceal their forms within containers, such as old pottery within a kaer, waiting for hapless adventurers to come upon them.

Challenge: Warden (Ninth Circle)

DEX:	16	**Initiative**:	18	**Unconsciousness**:	108
STR:	12	**Physical Defense**:	21	**Death Rating**:	123
TOU:	15	**Mystic Defense**:	15	**Wound Threshold**:	22
PER:	10	**Social Defense**:	17	**Knockdown**:	12
WIL:	15	**Physical Armor**:	13	**Recovery Tests**:	5
CHA: 9		**Mystic Armor**:	9	**Karma:**	7 (28)

Movement: 14 (Flying)
Actions: 5; Slivers: 24 (21)

Powers:

Cursed Luck (24, Free)

Feast of Suffering: The greater wingflayer gains +1 to Attack and Damage tests for each Wound the target has.

Flay Armor: Armor has its Physical and Mystic Armor reduced by -1 each round the wearer is in close combat with the greater wingflayer. The armor may be destroyed and repaired as normal (see Repairing Damaged Armor, *Player's Guide*, p. 415). This cannot destroy thread armor, and natural armor (such as an obsidiman) is reduced only after external armor has been rendered useless and is restored at a rate of 1 armor rating for each Recovery test made as part of waking up (this is in addition to normal healing).

Harvest Energy (24, Free): If the harvested emotion is fear or pain, the greater wingflayer gains an additional Karma point, and gains a point even if the test fails.

Immune to Fear

Physical Nature: The greater wingflayer exists in the physical world.

Piercing Cacophony (14, Standard): The greater wingflayer moves its slivers in a particular way to create the most terrible sound. All uncorrupted targets in earshot must make a Willpower (9) test or be Harried until the end of the next round.

Special Maneuvers:

Blown Away (Opponent, Air-based Attack): The opponent may spend two additional successes on an air-based (not electricity) Attack or Spellcasting test to scatter the slivers making up the greater wingflayer. The greater wingflayer is Harried until the end of the next round as it pulls itself together.

Corrupted Wound (Greater Wingflayer, Slivers): The greater wingflayer may spend two additional successes on an Attack test to implant slivers in the victim. If the attack causes a Wound, it becomes corrupted and the next healing effect on the victim within 10 minutes causes damage instead; this includes potions, spells, talents, etc. If the effect has a duration, it causes damage for the duration of the effect.

Flay Flesh (Greater Wingflayer, Slivers): The greater wingflayer may spend additional successes on its Attack test to reduce the target's Wound Threshold by 2 per success. Each success spent in this fashion allows the

greater wingflayer to inflict an additional Wound on the target based on the new Wound Threshold.

WORMSKULL, GREATER



Greater wormskulls are not only larger, standing eight to nine feet tall, but are also more disgusting. Their limbs are writhing collections of worms, the same worms that give their skull a freshly skinned look. Within these larger bunches of worms are smaller worms and maggots that move freely about what is loosely called a greater wormskull's "body". Unlike more common, less powerful wormskulls, the metal bits are collected and fully formed into pieces of armor, stitched together by the petrified bodies of worms.

These Horrors are never encountered alone. They always have an entourage of constructs, undead, and other Horrors to carry out their machinations. Constructs and undead made from the bodies of enemies are a particular delight for these sadists. Forcing these former opponents to serve and grovel before them is a small thing that makes it all worth it.

Challenge: Warden (Eleventh Circle)

DEX:	9	**Initiative**:	11	**Unconsciousness**:	122
STR:	14	**Physical Defense**:	21	**Death Rating**:	137
TOU:	15	**Mystic Defense**:	25	**Wound Threshold**:	22
PER:	16	**Social Defense**:	18	**Knockdown**:	16
WIL:	14	**Physical Armor**:	17	**Recovery Tests**:	5
CHA:	9	**Mystic Armor**:	17	**Karma:**	9 (36)

Movement: 12
Actions: 3; Unarmed: 26 (26)

Powers:
Animate Dead (26, Standard)
Displace (Standard)
Disrupt Magic (26, Standard)
Forge Construct (26, Sustained)
Harvest Energy (25, Free): If the harvested emotion is disgust, fear, or pain, the greater wormskull gains an additional Karma point, and gains a point even if the test fails.
Horror Mark (24, Standard): In addition to the normal effects, marked characters develop odious personal habits, such as eating disgusting food, or

extremely poor personal hygiene. Even if they recognize and make a conscious effort to correct these developments, they unconsciously slip back into them. Each day the marked character resists these habits, they gain a cumulative -1 penalty to Action tests from discomfort. Indulging reduces the penalty by 1 per day.

Horror Power (26, Skin Shift, Simple)

Immune to Fear

Physical Nature: Greater wormskulls exist primarily in the material world, but can travel between worlds using Displace.

Skin Shift (22)

Spellcasting (26): As the talent, *Player's Guide*, p. 168.

Spells (Player's Guide): (These are typical spells to choose from) Astral Spear (p. 317), Ethereal Darkness (p. 319), Soul Armor (p. 321), Spirit Dart (p. 322), Spirit Grip (p. 322), Shadow's Whisper (p. 324), Pain (p. 327), Viewpoint (p. 330), Blind (p. 331), Wither Limb (p. 333), Bone Shatter (p. 334), Debilitating Gloom (p. 335), Recovery (p. 335), Step Through Shadow (p. 336), Bone Pudding (p. 337), Constrict Heart (p. 338), Foul Vapors (p. 338), Shadow Tether (p. 340).

Tactics (25): As the talent, *Player's Guide*, p. 172.

Additional Powers (Choose Two):

Karma Drain (26, Standard), Terror (22, Standard), Unnatural Life (26, Standard)

Special Maneuvers:

Corrupted Wound (Greater Wormskull, Unarmed): The greater wormskull may spend two additional successes on an Attack test that uses the Maggot Assault special maneuver, causing the maggots and worms to crawl inside the victim. If the attack causes a Wound, it becomes corrupted and the next healing effect on the victim within 10 minutes causes damage instead; this includes potions, spells, talents, etc. If the effect has a duration, it causes damage for the duration of the effect.

Maggot Assault (Greater Wormskull, Unarmed): The greater wormskull may spend two additional successes on an Attack test to cover the target in wriggling worms and maggots. The target is Harried until the end of their next turn.

Opening (Greater Wormskull): The greater wormskull may spend additional successes from an Attack test to give its allies a +1 bonus per success spent to Attack tests against the opponent until the end of the next round.

Rupture Magic (Greater Wormskull): The greater wormskull may spend two additional successes on a test targeting the victim's Mystic Defense to use Disrupt Magic against them as a Free action.

Loot: Metal pieces fused with True earth worth 5d10 ×100 silver pieces (worth Legend Points).


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Optional Rules

"Don't quote rules at me, youngling. I co-chaired the committee that reviewed the proposition to revise the color of the tome that the rules are in. We kept it beige."
-Jinsium, Elder Scribe

While we have done our best to make the Earthdawn rules as clear and comprehensive as possible, it is impossible to make a game that is always understandable and appropriate to everyone that plays it. As we said in the *Gamemaster's Guide*, because the gamemaster has taken on the responsibility of running the game, they decide which rules to ignore, and how to interpret the rules being used.

If, during play, you find a rule as written doesn't fit your style of play, or doesn't work quite the way you want, feel free to change it. We provide the tools; which ones you use and how are up to you.

Included in this chapter are some optional rules. Some restore features present in earlier editions of **Earthdawn**, while others saw testing during development but added more complexity than we wanted for default play.

Chain Casting

Because magicians have few limits on how often they can cast their spells, and many of their spells offer beneficial effects and defensive protection, it makes sense that adventuring magicians would want to have a selection of defensive spells "always on" for protection from the hazards of exploration and kaer-delving.

Unfortunately, requiring a player to roll for the spell effect every time the duration runs out results in a lot of tedious die rolling and not so much legendary adventure. To get around this, we offer the *Chain Casting* optional rule.

To chain cast a spell, the magician must keep it in a matrix. It must also have a default duration measured in minutes, and cannot require the magician to actively weave any threads prior to casting; if the spell requires a thread, it must be held in an Enhanced or Armored Matrix.

The only way a chain cast spell can be enhanced by extra threads (*Player's* Guide, p. 270) is for it to be stored in a matrix that holds the extra thread (this is the only way a spell with a default duration in Rounds can be chain cast, with the extra thread dedicated to increasing the duration). Karma Points and other supplemental powers or abilities may not be used to enhance the spell.

If these qualifications are met, the spell is considered active at all times as if cast with a single success. If necessary, the spell's duration can be calculated from the start of an encounter

Alternate Approach

For characters with high Spellcasting Steps (whether due to high rank, thread magic, or the like), gamemasters may wish to take advantage of the fact that the Step Number indicates the average result of the roll.

In this case, determine the number of successes as if the Spellcasting Step were the result of the roll. For example, a magician with a Spellcasting Step of 16 against a Difficulty of 8 will have chain cast spells that have two successes instead of one.

The magician must still meet all other requirements described above to chain cast.

COMBAT TRAINING MOUNTS

The mounted combat rules in the *Player's Guide* (p. 395) refer riding trained and combat-trained mounts, but does not go into any detail about how a riding mount could be trained or improved to a combat mount. Given that one of the Disciplines (the Cavalryman) is heavily focused on mounted combat, these rules expand the existing animal training rules to provide more structure.

Riding a mount is, in general, less about training and more about trust. A Friendly mount (see pages 154-155 in the *Gamemaster's Guide*) will generally do what you ask of it without much trouble, so long as you don't ask too much of it. Mounts raised and sold as riding mounts have a default attitude of Friendly toward everyone, meaning anyone can ride them.

Taking riding mounts into combat, however, runs counter to their instincts, and the rider must succeed at a Trick Riding test against the mount's Social Defense, modified by the mount's Willful ranks, if appropriate. If successful, the rider can direct the mount's movement, otherwise the mount moves where it wants, usually away from perceived danger. For simplicity, the mount should act on the same initiative as the rider.

As described in the *Player's Guide*, it is possible to purchase an untrained mount. These mounts have a Neutral attitude, and a rider needs to use Trick Riding (or Animal Handling) against their Social Defense to simply ride them, never mind take them into combat.

Using Animal Bond against these mounts improves their relationship to the character using the ability, but their attitude towards other prospective riders does not improve. Extended socialization might make them suitable as general-purpose mounts, or the Animal Training ability can be used to teach a command which lets other characters ride at the trainer's request.

Combat mounts have been trained to ignore their natural instincts, and can be ridden into combat without any tests or abilities on the rider's part. In

addition to acting on the rider's initiative, the rider can also direct how they use their attacks.

Combat training a creature is the trick. As mentioned above, it requires overcoming the animal's natural instincts. The prospective combat mount must be Loyal to the trainer, who must then teach a number of commands equal to the mount's tier, modified by any ranks in Willful.

A war horse is a Novice creature with no ranks in Willful; combat training takes 1 command.

A thundra beast is a Journeyman creature with Willful 1; it takes 3 commands to combat train a thundra beast. This is a big investment, but it also has Strength Step 11, and the disposition of a temperamental rhinoceros crossed with a surly dinosaur.

Riding a combat mount does not require the mount be Loyal to the rider; once trained, it will follow orders. Mounts that are sold combat trained already have the appropriate number of commands pre-filled.

INCREASING FREE TALENT RANKS

The purpose of Free Talents is to provide characters of certain Disciplines with tools and abilities they are expected to have that may not directly influence play very often. These talents should increase as the character advances in Circle. Making them Discipline talents, however, requires the player to spend Legend Points on them, and these points might feel "wasted" if the talent doesn't see use.

On the other hand, a drawback of free talents is that there's no way for a player to increase them outside of advancing their character's Circle. For those who wish for more flexibility in this aspect of character development, we offer the *Increasing Free Talent Ranks* optional rule.

With this rule in effect, characters may purchase ranks above their Circle in their free talent if they wish. The cost is equivalent to buying the same rank of a Novice-tier talent (*Player's Guide*, p. 450). For example, a Third Circle character buying an extra rank in their free talent would need to pay 500 Legend Points. Normal limits and restrictions on purchasing talent ranks still apply.

When the character gains the free rank through Circle advancement (for example, the character previously described advances to Fourth Circle), there are a couple of different options available.

Legend Points spent on the extra talent rank are refunded and the player is free to spend them as they wish (including pouring them back into the free talent).

The Legend Points are credited towards purchasing the next extra rank in the free talent (e.g., the character in our example would get 500 Legend credited toward buying rank 5, needing only 300 additional Legend Points).

The Legend Points are lost. Depending on the game, this can be unbalancing. It makes players who take advantage of this option spend points on something they would otherwise get for free if they were patient. This means fewer points to spend on other talents, permanent threads, and the like.

LOWERING MYSTIC DEFENSE

Earlier editions of **Earthdawn** allowed characters to voluntarily lower their Mystic Defense when casting a spell on themselves, or by a friendly magician. This makes it easier for enhancing spells to take effect. The *Lowering Mystic Defense* optional rule returns this feature to the game.

When casting a spell on a willing target, the Spellcasting test always scores at least one success. Additional successes are calculated as normal, comparing the result to the target's normal Mystic Defense.

TALENT CRISIS

Following a Discipline is more than a job. It requires dedication to a mystical philosophy that allows the adept to shape the world's magical energy. A character's personal vision of their Discipline should inform every aspect of their life, not just their selection of talents. In a sense, it establishes a code of behavior the adept must follow. When an adept's dedication wavers, they may find the strength of their talents wavers as well. If they act antithetical to their ideals, they may lose their magic entirely, until they have the chance to atone and walk the adept's way once more.

For the most part, these psychological and philosophical character traits are left to the realm of roleplaying, without enforcement from the rules. Some groups, however, may wish to impose mechanical consequences to more closely link the mental exercise of playing a character with the physical game rules. For those groups, we offer the *Talent Crisis* optional rule.

The intent of this rule is to add depth and a layer of game mechanics to roleplaying adepts in the Earthdawn setting. It should not be used by gamemasters to impose on a player their ideas of how a particular Discipline should behave.

To use this rule, each player should come up with a personal vision for their character. These should be core beliefs related to the character's approach to their Discipline, and offer restrictions or limits likely to affect available choices and options. A Swordmaster who vows never to back down from a challenge is facing a real restriction. A Troubadour who won't wear the color purple is not.

When a player character violates some aspect of their personal vision, or the basic tenets of their Discipline, the gamemaster may impose a penalty to talent tests associated with the Discipline, and advise the player the penalty is in force.

Adepts always recognize a talent crisis. They may become anxious, feel guilty, or suffer some minor physical reaction (nausea, itching, or the like). Players are encouraged to describe and roleplay their character's response.

In keeping with the spirit of the rule, gamemasters should not penalize characters for trivial violations. Also, if the character has little or no choice but to violate their personal vision, the penalty should not be as severe.

Talent Crisis Table

Severity	*Penalty*	*Duration*
Mild	-2	10 rounds
Serious	-4	1 hour
Severe	-6	1 day
Heinous	-8	Until atoned

The duration and penalty of a talent crisis depends on the severity of the infraction, with examples provided on the *Talent Crisis Table*. If the gamemaster wishes, they can add or subtract time from the durations given to keep these events unpredictable.

Deeds of Atonement

If a character violates their personal vision, they may redeem themselves through a Deed of Atonement. This should involve inconvenience, embarrassment, or risk appropriate to the severity of the violation. The player should come up with a deed which, with gamemaster approval, might end the crisis, or reduce its severity.

Callia is a Swordmaster whose personal vision focuses in part on protecting the weak. She is returning from an expedition when she sees a street merchant being harassed by some ruffians. Tired and wounded, she turns a blind eye rather than get involved; a Serious violation. The image sticks with her; when telling tales around the hearth at the inn that night, her social magic lacks the impact it normally has.

Runalt is a Troubadour dedicated to the preservation of knowledge. When his group assaults the lair of a Horror cult to rescue some innocents, he sets fire to the library as a distraction. However well intentioned, this intentional destruction of knowledge is a Heinous violation, which will stay in effect until Runalt atones. For his Deed, he organizes an expedition to a ruined citadel at his own expense to recover the citadel's records and deliver them to the Great Library of Throal.

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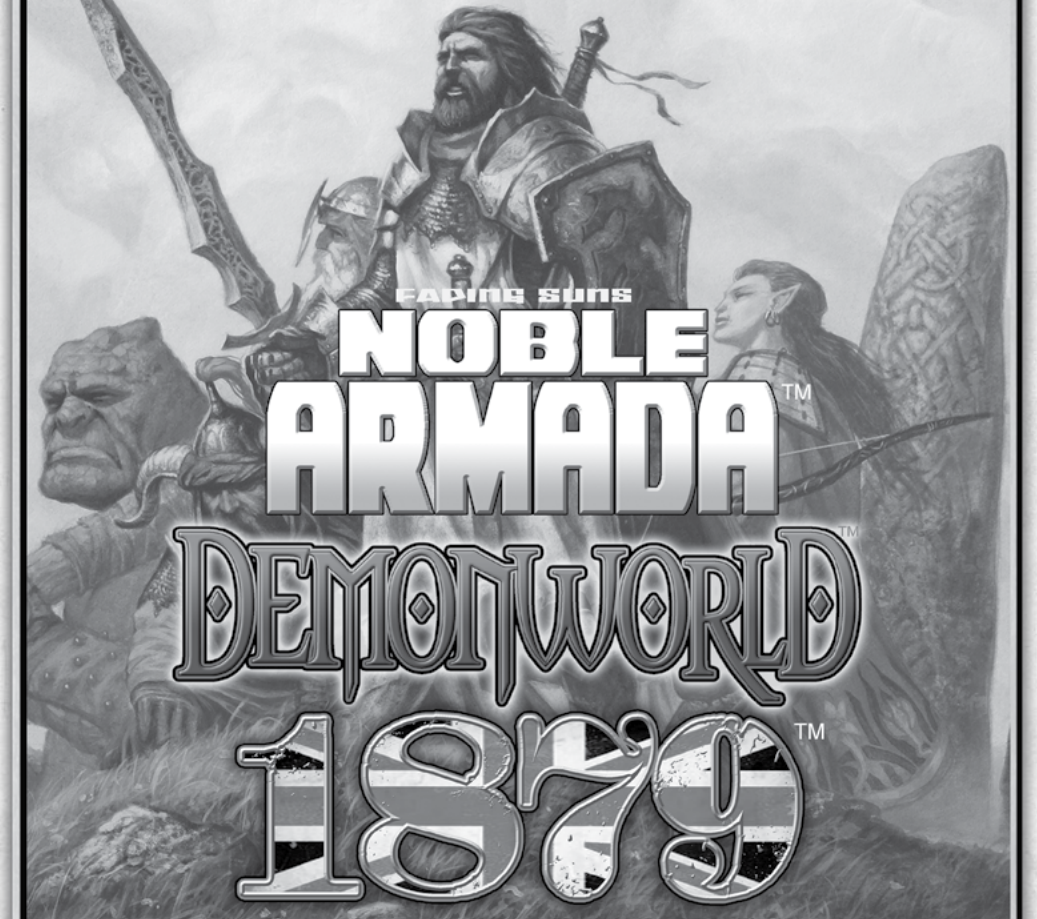


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