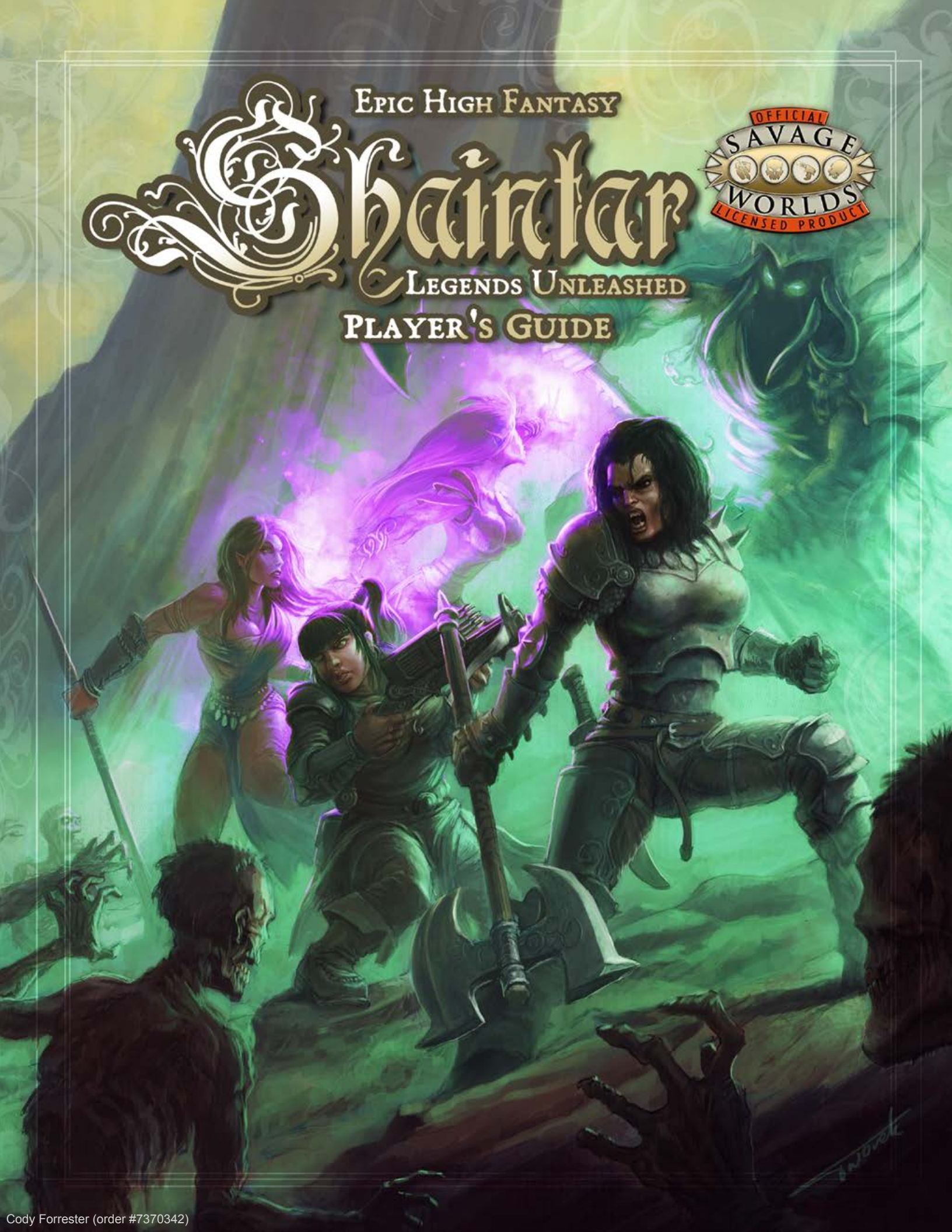


EPIC HIGH FANTASY

# Shardar

LEGENDS UNLEASHED

PLAYER'S GUIDE





EVIL BEAGLE GAMES PRESENTS

# SHAINSTAR: LEGENDS UNLEASHED

## PLAYER'S GUIDE

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## WHAT DOES HE HAVE AGAINST DUNGEONS?

Shaintar developed primarily from my hatred of dungeons.

Yes, it's true. I've never enjoyed dungeons. I accepted them at an early age because "that's how the game was played"; note that it was 1977, and the hobby was very much in its toddler years. Dave Arneson had run his Blackmoor setting with a special dungeon; Dave Meggary had fallen in love with the board game aspect of it (and became the driving force behind the "Dungeon" game); and that very structured, reveal-as-you-go aspect intrigued Gary Gygax (and a ton of other players at a certain very early GenCon) enough to lead to the creation of "The Fantasy Game."

Of course, someone with a keener sense of marketing (the story I got from the Man Himself, Gary, was that it was his first wife, Mary) suggested a much catchier name - "Dungeons & Dragons."

So, yeah, with half the name of the core product of the hobby enmeshed in the minds of the players, and a great deal of the earliest stuff published oriented on these strange underground lairs full of monsters and treasures, it became nearly impossible to escape the dungeons. Not literally, of course - unless it was the Tomb of Horrors or the Temple of Elemental Evil.

But I hated them. I had visions of standing atop hills, sword raised, facing enemy armies with the sun at my back. The sun doesn't really get down into dungeons, you know? I wanted to ride across the plains with my companions, spiriting away the princess or the Amulet of Carne from the Darkmist Riders. I wanted to sail the seas, fending off terrible serpents and heading off to far lands where lost compatriots needing rescuing.

Maybe they were in a dungeon, but it was of the "cell underneath the Evil Lord's Keep" variety, not these inexplicable mazes full of alien creatures that managed to be both terrifying and silly at the same time.

So as I looked at the Keep on the Borderlands, I turned away from the "Caves of Chaos" and took a good look at what it would take to create a setting for gaming that supported the kinds of stories I wanted to tell. At the time, it didn't seem anyone else wanted

to. I didn't know about M.A.R. Barker's Empire of the Petal Throne... and sadly, hardly anyone else did, either.

It was a very long time before the name Shaintar came into play. To begin with, it was simply called "The Realm." The dregordians, korindians, brinchie, and aevakar (called "avanar" back then) were the first races I created. Early on, I chose to throw out the idea of "high elf" and "wood elf" for something that I thought had more flavor. I always wanted things to sound better, to look better, and to feel better.

And to make more sense.

Internal consistency was important to me long before I even knew the term. I needed rules - not game rules, but rules of the story - to work internally for me. Only then did I feel I could convey the level of verisimilitude that I wanted. Yes, a five-dollar word I came across in my childhood that stays with me today.

Internal consistency meant rules for magic that everyone had to go by. It also meant monsters that made some kind of sense within the setting; I threw out most of the tomes of creatures popular at the time and focused on a slimmer, concise bestiary that spoke about the nature of the world and the influences upon it. Variations on a particular species of creature gave the necessary diversity, and also allowed for independent development of individuals within a category of beast. Common now, yes, but a novel concept, if I may say so, for back then.

As well, I focused heavily on the evil that men (and elves, and dwarves, etc.) could do. Most of my really great stories focused more on the machinations of non-monster foes, just as you would find in most great adventure stories. The monsters serve as tools and means to an end; the one holding their leashes is the one to be feared the most.

I reined in the gods while I was at it. No more 31 Flavors of Deity. There was to be a clean, concise cosmology. From that foundation sprang the Powers, the Ascended (and their corrupted counterparts), and the rest of it. Eventually, more would flow out and upwards, as well.

Which brings me to my most interesting revelation.



Shaintar teaches me who she is. Yes, there's a gender – the Silver Unicorn is the embodiment of Shaintar in all ways, and she is most certainly a female. At some point, the setting stopped being a playground for my imagination and my design ideas. She came to life, and she insisted I work with her in further defining and developing her.

Not only her, but her origins, as well. Enter the Starfather, the Mother of Night, the Scions, the Offspring, the planet of Starfall, and all of the other realms that reside upon it.

And all that lies beyond.

Shaintar is a living, breathing place, just on the other side of our own Veil. If you visit, a part of you becomes a part of her. Her lands thrive through your victories, and bleed when you are defeated. She honors your Fallen, and reveres your Legends. You are meant to journey across her green and blessed places, her snow-covered ridges, her deep and lush jungles, her wind-blasted dunes, her blue, churning waters...

... and, yes, even through her deep, underground realms...

... to discover your place among the ranks of Heroes and Legends that have fought to keep her safe and help her grow to her potential.

You were never meant to kill kobolds for their copper pieces. You were never meant to poke at floors with poles, map the next ten feet, and repeat as needed. You were never meant to save against instant death gasses in hopes for a potion or a scroll in some wooden box. You were never meant to be digested by cube-shaped blobs or have your armor scragged by bizarre psuedo-bugs.

Those are challenges for others, in other lands. Here, in Shaintar, you're meant for greater glory, and more terrible challenges. You're meant for high adventure, epic contests, and outcomes that bards will sing of and poets will chronicle.

I created Shaintar not for Adventurers. Not for perfectly-balanced parties of Dungeon Delvers. Not for Self-Centered Rogues and Murder-Bent Warriors.

Shaintar is a land for Heroes. Shaintar is a crucible of Legends.

Leave the dungeons for the grave robbers and the mercenaries. You have greater, finer things to do.

## Liner Notes – What Is This?

In all ways, Shaintar: Legends Unleashed is the sequel to Shaintar: Legends Arise. Thematically, it builds upon the foundations of that first book. Mechanically, many of the Edges and other game play elements derive from and advance similar elements from Arise. Narratively, the story and timeline of Arise continues into Unleashed.

Truly clever GMs can find ways around needing Legends Arise to use this book, but I feel essential continuity of the experience will be lost for them and their players if they try that. The experience would, I feel, be like starting your Star Wars experience by watching "Return of the Jedi" first and not really dealing with "A New Hope" or "The Empire Strikes Back."





## CHAPTER ONE: THE VIEW FROM ON HIGH





Inevitably, those who struggle to save a world will learn much about it. Secrets will be uncovered and conspiracies revealed. Lost legends will come to light, and the plans of great and terrible beings will be discovered.

The passage of time brings great change. Battles won and lost, borders altered, and goals achieved or prizes let slip make the world a different place from the one the Heroes first journeyed in.

## THE WAR OF FLAME

Utter chaos reigned in the Southern Kingdoms during the war. Defenses were overrun everywhere as murderous troops, hordes of childer, and demons ran amok in Olara, Landra'Feya, and the Wildlands. Even as the soldiers of Olara, the warriors and druids of the fae, and the Grey Rangers scrambled to form defenses as Galea and the Freelanders brought up their forces, the Maelstrom – a powerful mercenary army based in the Malakar Dominion – burst through the western edge of Landra'Feya and opened up a second front in the war.

This has been the defining conflict for a while now. As time has passed, counter-offensives and other efforts have effectively recaptured much of the territory once lost. Galea's mobilization reinforced Olara's lines, and the Freelanders helped the Rangers push back against the Maelstrom in the west. While it cannot be said that things are exactly stable – outbursts of terrible, violent conflict happen all the time – the followers of Flame have enjoyed no further advances and are only just able to hold where they are now.

There are pockets throughout the region where Maelstrom soldiers, childer, Kalinesh forces, and even bands of demons continue to create havoc, destruction, and death. This is especially true in the southern parts of Landra'Feya and western realms of the Wildlands. The Grey Rangers are kept constantly busy dealing with these threats.

## THE BLASTED LAND

The corridor that runs from the south-western part of the Kal-a-Nar Empire into northwest Olara has always suffered during any invasion, but never more so than during the War of Flame. This is where the Acolytes gathered thousands of villagers, slaves,

and prisoners of war and sacrificed them in mass ceremonies to call forth Demon Lords and their hordes into Shaintar. Fires raged, blood flowed in rivers, and the very Life of the region was burned away.

This is the Blasted Land.

It is now mostly a wasteland. Burnt and bent trees, charred rocks, and cracks mar the landscape. The few villages that still have standing buildings are either mostly or entirely abandoned. Any survivors lucky or brave enough to remain nearby and alive lurk in caves, small canyons, or clearings in what little forest remains.

There are goblinessh gathers in the region that have successfully survived through this living hell, and in many cases it is thanks to them that anyone else has survived as well. Many goblinessh have recently begun following a mysterious being known simply as the Crystal Lord; rumors have him clad in a strange, multi-colored, crystalline armor and that he is immensely powerful. He seems to be gathering the disenfranchised, the refugees, and those who crave vengeance against the destroyers of their homes.

His purpose is wholly unknown.

## THE UNCHAINED

Once merely a band of ex-slaves and freedom fighters, this faction has steadily grown in size and impact within the borders of the Kal-a-Nar Empire. Some warlords and nobles who seek a nobler and more honorable way have allied with Jerrik Tul. They have freed their slaves and added their military might to his. The inevitable result seems to be an impending civil war.

While such a thing might have been impossible in the past, the full might of the Empire's forces has been thrown against the Southern Kingdoms. This has created an opportunity for those who would rise up against the immortal but damned Emperor – an opportunity that is about to be exploited to its full extent.

What effect this will have on the war remains to be seen, but it is very likely to turn things in the favor of the Southern Kingdoms.



## THE BUILDERS

There are actually three different factions of these mysterious dwarf-like beings at work in Shaintar. It is clear that they all hail from the Flame-touched lands of Norcan Darr, and by all accounts they once ruled Shaintar.

The largest faction within Shaintar apparently wants to return to those days, and everything they do is focused on that goal. They are retaking the mostly-underground citadels they once lived and worked in, long hidden by ancient magics that have begun failing in recent times. There they prepare arcfire-powered gates that will allow thousands of their brethren and hordes of their war machines to pour into Shaintar, launching an invasion of truly frightening proportions.

The next largest faction is actually the one that has been in Shaintar the longest. Brought here by the mysterious and nefarious Merchant, they have been working as his agents among the various groups he manipulates. Developing arcfire weapons and arms specifically designed to fit the needs of their clients – those the Merchant has made special arrangements with – these Builders intend to be the masters of power and magical technology in the realm the Merchant seeks to create and rule.

The smallest faction consists of individuals and small groups advising various institutions and leaders in the Southern Kingdoms, giving them some sense of what they are up against with the other two. For the most part, they are good-natured and apologetic souls who believe what their fellows are doing is wrong. Either they fear the endgame of the Merchant, or they know the rule of their own people will ultimately destroy much of what is beautiful and good about Shaintar. In some cases, they simply don't get along with other Builders and want another life.

Regardless of motives and goals, the presence of the Builders represents a paradigm shift in Shaintar, one where strange new magical devices and sources of power will forever alter the lands.

### Liner Note – Millennia of Development, No Technology?

I've often been asked about this, and the answer is both simple and complex. In the most basic terms, the lack of real technological development in Shaintar has to do with the radiation.

“What? Radiation?”

Yep. In this particular instance, we're talking about magical radiation, which sounds utterly cheesy until you examine the deeper matter. Deeper is very much the operative word here, too, because the radiation in question comes from the entire core of the planet of Starfall, upon which Shaintar resides. From the crust to the very center of the planet, the crystalline material known as crysarium permeates the earth, and crysarium is the entire reason why magic works.

It's also the reason many processes necessary for technological development don't work. One notable example for fans of Earth history is that of gunpowder; the background radiation emitted by cryarium neutralizes the chemical reaction before true combustion occurs. This is true for any purely physical deflagration or detonation effects – before the reaction can truly get underway, the multidimensional radioactive aura of the entire planet of Starfall creates a neutralizing effect that causes it to simply fail. Pretty much any other purely physical and chemical reaction you might think of as key to advancing technology past the late Medieval and early Renaissance era is affected in the same way.

This doesn't mean there aren't some pretty impressive technological innovations at work in Shaintar, including greatly advanced forging, intricate gear-works, functioning clocks and printing presses, and much more. Such things are extremely expensive and can only be created or operated by highly gifted individuals.

One interesting advance that beats Real Earth in terms of historical development is that of plumbing. The dwarves developed highly effective water systems for their underground realms, and the fae invented and perfected aqueducts and similar systems as well. These elements have been combined effectively in most cities and large towns.

As well, the dwarves are capable of crafting and using highly advanced mechanical devices, the kinds of things DaVinci and his peers envisioned. Most such devices are one-offs or highly limited in presence and use.





## THE MERCHANT

This one man – if a man he is – has had more influence over recent events throughout Shaintar than any other faction or entity. Some believe he's been pulling strings behind the scenes for dozens, perhaps even hundreds of years. The Black Lantern, a network of information gatherers and spies that serves the Council of Rulers in the Southern Kingdoms, first encountered signs of his existence near the end of the Betrayal War, just before the period known as the "Hundred Years' Peace."

By all indications, he began building his power base in the heart of the Malakar Dominion; some believe he was (and may still be) highly placed within their league of assassins and spies known as the Schozim, while others insist he is hidden deep within the tangled web of guilds and associations that vie for control there. What is certain is that much of his power originally projected from the Dominion's borders, though he has long since exceeded those limits.

The Council of Rulers has made it the Black Lantern's highest priority to discover everything it can about the Merchant and his operations, with a definitive eye toward stopping him. No small order, since no one knows what he looks like, and no one outside his organization has apparently ever met him in person.

He is believed to be directly responsible for pushing the Empire directly into war as soon as Ceynara awoke, as well as the plan to plant the Maelstrom in the Dominion in order to open the second front. His agents apparently hold key positions within the Tor Mastak and the Az-Junin.

Evidence suggests he's been hard at work manipulating some of the key factions within Shaya'Nor, and has brought the powerful De'Lear family (currently the ruling House of the nation) within his influence. By working with a large faction of Builders, the plot to arm the Prelacy with arcfire weapons most certainly comes from him. Machinations within the Eternal Desert, the





Freelands, and various parts of the Wildlands are also believed to be in some way tied to his greater schemes.

Grayson's Grey Rangers have come in frequent contact with the Merchant's various agents and have come across many apparent plots related to his efforts. Their information leads to the theory that he seeks to secure control of the natural resources of Shaintar. In particular, his focus seems to be on crysarium. Known to be a powerful resource for both adepts and alchemists, it is the raw substance at the heart of the Builders' magical technology. The sudden and dramatic increase in the discovery of crysarium veins throughout Shaintar seems to tie directly into the Merchant's activities.

## THE RED STORE

It is common knowledge (at least among those who are actively working against the Merchant) that the Red Store is his personal organization of thieves, mercenaries, spies, and assassins. Moving goods legitimate and illegal; capturing and selling slaves; seeking out artifacts and hidden stashes of lost knowledge; undermining and toppling governments – these and more are the ongoing activities of the innocuously named group.

In recent days, the Red Store has initiated a war for control of the underground black markets of Lanthor, Shaintar's largest city and the key port of the Freelands. They've also made a play for control of Camden (also known as "Snakes Den") in the Wildlands, though with a great deal less success thanks to the combined efforts of locals and Grey Rangers. Until recently, the Wildlands kingdom of Erimar was strongly associated with them, though recent upheaval there shifted the balance back in favor of cooperation with the Rangers and the Southern Kingdoms.

Not surprisingly, the Red Store has become one of the most powerful associations within the Malakar Dominion, which grants them a high level of control over that nation. There is also word spreading that they are hiring mercenaries by the thousands, possibly for a direct military action of some kind.

## OTHER OUTSIDERS

Travel through the mists that surround Shaintar has always been impossible. No ship that ever sails into them has returned, and there are precious few stories of any craft from other lands making their way to Shaintar's shores. Demons and their ilk come from Norcan Darr and the Abyss by way of Cauldrons, mystic portals fueled by Flame. The servants of Darkness traverse the cold and shadowy under-realms of Corelisia to reach the green lands of Shaintar, entering via the Ebonways where corruption tears at the very fabric of reality.

If there are other lands across the sea, the typical resident of Shaintar reasons they are forever cut off from the main continent and its small collection of islands.

In recent times, heroes and leaders have come to realize there are those from beyond who can traverse the treacherous waters and time/space altering effects of the mists. Ships have come, landing small groups of travelers. They bear strange arms and armor, and are led by incredibly powerful beings, many of whom seem on par with the Merchant in capabilities and scope of influence.

Spies and survivors of encounters with these beings have named the leaders as "Offspring," apparently the children or grandchildren of the mysterious and deity-like Scions. No one is really sure where such entities are from, but it seems clear they have agendas inimical to Shaintar's residents, involving control of the planet and her resources. Many who come are allies of the Merchant, but others seem to be in some kind of competition with him, or are even outright enemies.

Their retainers are powerful and armed with weapons that rival or even exceed the violently destructive tools of the Builders. Should they begin arriving in even greater numbers, it may be that the military might of all of Shaintar would not be enough to repel them.



## CHAPTER TWO: LEGENDS OF SHANTAR





It is one thing to be a Hero of the land; every day a challenge, every conflict a moment where lives and destinies are decided.

To be a Legend, however, is to be the focal point of events that change nations, where thousands of lives are on the line. The stakes are incredibly high, and the opponents wield powers far beyond mortal ken.

The Legends of Shaintar hold in their hands not only the fate of nations, but the fate of the entire realm itself.

## THE PATHS OF LEGENDS

There are professions and pursuits anyone might take up, either before they become Heroes or on the road to becoming such.

Those who reach Heroic and Legendary Rank, however, come to discover they have much more grandiose and influential roles in the world around them.

### LEADERS AND COMMANDERS

Inevitably, those who ascend to great levels of achievement will be turned to for guidance and leadership. While many will eschew such roles, there are those who will either take up the responsibility, or else have it thrust upon them.

It may begin as a small thing at first; a few courageous souls, weapons in hand, approach the Hero and either ask to or insist on following her.

It may be a grand and glorious moment; the king or general steps forward after a terrible battle, bestowing lands or a force upon the captain who led friends and allies to victory.

However it happens, such a Hero is going to want to develop the ability to lead those who follow effectively, if they are destined to join him in battle. This means Leadership Edges.

### Liner Notes — Free Allies

Despite the core Legendary Edges that can be taken to gain Followers and Sidekicks, it may be that the story has transpired such that one or more Heroes have gained Followers freely. The GM should feel free to treat them as less reliable resources that those attained via Edges; they may leave when circumstances change significantly, drawing them back home or to another duty.

At the same time, Followers are a perfectly acceptable “reward” to grant to successful Heroes, even earlier in their careers. The game is set up for exactly that, empowering the player characters to easily travel and fight with non-player characters with minimal negative impact on speed of play.

At the Heroic and Legendary level of play, however, it can get a bit crazy with how many men-at-arms a team of Heroes have at their disposal. The GM should feel free to find reasons for such Followers to not be a part of every venture, emphasizing the more hardcore loyalty of those achieved through actual Edges. As well, non-Edge Followers can fairly easily be killed off in droves to create tragedy and drama as the stakes get ever higher.

There are a couple of new Edges in this book – Heroic Inspiration and Legendary Presence – that will enable anyone with a Charisma bonus to become very beneficial for his team.

It is also during this era of a Hero’s career that he may well be awarded the status of Noble, gaining lands and resources as well as inherent responsibilities. If he’s still actively traveling the world, engaged in efforts to fight Darkness and Flame, he will want to make sure he has an effective seneschal or other proxy to manage his affairs. If, however, the story turns in a way as to keep him in the area, perhaps to defend it from invaders, or to rebuild it after a terrible crisis, this can be an engaging series of sessions as well.

Naturally, it can even come to pass that one of your players’ Legendary characters becomes a patron for a new group of Heroes, just beginning their own epic adventures...

### ADVISERS AND DIPLOMATS

Not all great Heroes are destined to lead nations or companies of warriors. Those that become such, however, will always be in need of peers and mentors who can best guide and advise them in the great matters they must weigh. Many Heroic and Legendary characters are well suited to the role of a trusted adviser.



Similarly, it will take a deft tongue and a wise perspective to find solutions to the problems that plague communities and nations. While the early days of a Hero might find her solving every challenge with a sword thrust or well-delivered magical bolt of energy, she will discover that the wider world sometimes offers crises where diplomacy and negotiation are the only way to prevent terrible loss.

Heroes who reach such stations as Heroic and Legendary are known; their names and their deeds may well be enough to halt a battle or bring bitter enemies to the parlay tent. They have traveled and learned much. This makes them worldly and enlightened enough to bring the right perspective to a meeting where the fate of communities and even kingdoms may hang in the balance.

## EMISSARIES AND INSURGENTS

In the early days of a roguish character's career, she may well be considered a thief, scout, or, if she is particularly clever, a spy. Once she has achieved enough successes and garnered a reputation, she can find her services in demand for grander schemes. Schemes that may well topple nations or change the course of wars.

Heroes with a penchant for skullduggery, if they survive to such lofty ranks, will be powerful assets to any nation or organization determined to foil the plots of enemy factions and kingdoms. They have the experience and talent necessary to infiltrate, investigate, and determine the courses of action needed to enact dramatic results.

They can also act as agents for a kingdom or group that otherwise cannot openly act in the interests of another, but wishes nonetheless to provide support. This is often the case when the Southern Kingdoms wish to send folks into the Malakar Dominion to help factions they respect and have good relations with; sending in aid openly would lead to outright warfare, which is something they wish to avoid.

Those who would act as high level spies, agents provocateurs, and other such operatives need not only to master their skills and talents with stealth and covert actions, but also understand the far-reaching matters at hand. They must grasp politics, strategy, and be able to forecast the consequences of a series of actions they might undertake while at work within a theater of operation.

After all, they will very much be on their own, deciding not only their fate, but the future for those they serve... and those they act against.

## LIBERATORS

All over Shaintar, there are those who are oppressed and enslaved. It is one thing to free some slaves from a caravan, or to remove a despotic robber baron from power over a large town. It is an entirely more complex undertaking to free an entire region or nation from tyranny, or to destroy an entire network of slavers and those who are their customers.

In many cases, the work might never truly end, but each success is reward enough as those freed from slavery and oppression have their lives changed for the better. At the same time, there is the terrible risk to the very lives the Heroes are trying to help. There is little in the way of middle ground for such a path; triumph and tragedy can be met in equal measure on such a road.

Liberator Heroes will find themselves often going back and forth between covert, guerrilla warfare and open conflict with identified enemies. They will constantly face overwhelming odds, and will ultimately come to be hunted by entities every bit as powerful as they are.

At some point, they may well need to have one of their numbers become a commander, as described above, pulling together a force out of those willing to fight for their liberation.

## ADVENTURERS

In usual gamer parlance, an "adventurer" is anyone who wanders the world and gets into trouble. In more classic terms Adventurers are people who explore and search and break boundaries. The great hunters and mountain climbers and treasure seekers of old were adventurers, as is someone like Sir Richard Branson, the man who uses his money to fly private craft beyond Earth's atmosphere and builds special submarines to go deeper than anyone ever has in the ocean.

For the Heroic and Legendary of Shaintar, becoming adventurers means going beyond the mists that surround the lands, piercing the Veil to explore the realms outside of their normal reality. It means



delving into hidden tombs and lost cities under the Eternal Desert, discovering artifacts and lore from the ancient Empire of the Golden Crown. It means facing the impossible and conquering it.

Part of what will enable Heroes to become adventurers doing impossible things is access to artifacts and magical technologies that were lost to Shaintar. Builder devices or magical talismans long hidden by magical shrouds are now within reach of those bold and daring enough to strive for them, or to battle for them. As well, there are those who come from lands beyond, and the means they used to get to Shaintar could just as readily be used to leave the boundaries of the land.

The most likely means to travel to other lands will be by sea, which means acquiring a ship and a crew; no easy feat, especially if the sailors are told where they are going. The other pathway to beyond will be various portals and gateways, opened by magic and mystical power, which will take both courage and knowledge to manage.

## TEACHERS

Mastering the great arts of magic, warfare, engineering, and skullduggery will make any truly Legendary Hero a treasure to those who would seek to learn such things. Whether she wishes it or not, the Hero will almost certainly be sought out by anyone who desires to follow in her footsteps. This will be especially true of anyone who is accomplished in the realms of magic or warfare.

Some Heroes may well decide to take up residence at an academy or place of learning, applying their knowledge and experience to a curriculum designed for many to learn valuable lessons. Others are more likely to take on an apprentice (or three), devoting intensive time and drilling to ensure those they teach will at least be able to survive in the path they've chosen.

In the former case, such a Hero is likely to become a background character for new stories featuring inexperienced Heroes. In the latter case, it may be that Followers and Sidekicks are the apprentices and students. It may, however, be that there is a mix of different experience levels at work, with some characters much higher in experience and Rank than the others.

## Liner Notes - Mixed Experience Campaigns

For one reason or another, you as a GM may find yourself faced with the possibility of running a game that features very high-ranked Heroes alongside those of much lower status. Perhaps most of the party got wiped out in a particularly deadly session, but one or two survived. Alternately, it could simply be that the story calls for a team of new recruits to go on a dangerous mission, led by one or two "old hands" who are there to both train them and keep them from getting killed.

This can work, but it will take a particularly mature group that is willing to deal with the disparity of capabilities between the characters. One way to make things more fair and fun for those playing the less-experienced Heroes is to give them extra bennies for each game session. I suggest +1 for every ten Experience Points between them and the more powerful characters.

You might also want to award XP at different rates, with a much slower rate for the really experienced characters; this will eventually enable the lower Ranks to catch up. Some may not like this idea, but there is certainly cinematic precedence for it. One need only look at how Luke became every bit as formidable as the much more experienced Han to see that.

Another alternative to doing such a game is to have each player maintain two characters, one at the much higher Rank, and one as a fresh newcomer. That way, everyone can play whichever makes sense for the session at hand. This works well in circumstances where the Heroes are based out of a central location, sent on missions and patrols.

In game terms, it is best to treat the act of teaching as a purely roleplaying experience; a Heroic or Legendary teacher should be a great reason for other Heroes to pick up things that should require training under a master. Alternately, you can use the **Day in the Life** rules (published separately by Evil Beagle Games) to facilitate such interactions.

One way that might be fun to reward the whole "master/student" dynamic is to allow a Legendary Hero to enable his students to learn Edges and Powers that are one Rank higher than the student is.





## PARAGONS OF THE RACES

For each of the races, there are special gifts and techniques that only the most advanced of their kind can develop. These are the paragons, the symbols of what is greatest of their race.

### Aevakar

#### Eagle Eyes

**Requirements:** Heroic, Alakar or Aevakar, Notice d8+

Aevakar and their alakar cousins have the capacity to develop their eyesight to incredible acuteness, able to pick out great details far away.

This Edge confers the *Farsight* Power at the normal level to the Hero, permanently. This means all Range penalties are halved (Medium Range is -1, Long Range is -2).

#### Greater Eagle Eyes

**Requirements:** Legendary, Eagle Eyes

Aevakar with this Edge become true masters of ranged combat. The raise level of the *Farsight* Power is permanently granted, doubling all range increments. For example, a bow's range increments become 24/48/96.

#### Fly By

**Requirements:** Heroic, Aevakar, Greater Aerobatics

Many aevakar master the technique of winging past targets, getting a powerful strike in while denying any counter-strike as they pass right by.

Masters of the Fly By can move through spaces occupied by enemies, getting a Fighting attack in while not suffering a counter attack for withdrawing. Furthermore, the attack is made at +1 Fighting and +1 damage (and can be combined with Wild Attack for a total of +3 Fighting and +3 damage).

The aevakar with this Edge can choose to target more than one opponent in a round by applying multi-action penalties for each added target; resolve this similarly to Improved Frenzy, with a Fighting die for each target and a single Wild Die. Fly By ignores First Strike but not Improved First Strike. On Hold enemies can still interrupt, and if the aevakar is Shaken or Wounded at any point in his attack, all subsequent attacks are negated.

#### Greater Aerobatics

**Requirements:** Heroic, Aevakar, Aerobatics, Agility d10+

Truly masters of flight, aevakar with Greater Aerobatics increase the penalty to be hit by ranged attacks to -2. Additionally, they cannot be Ganged Up on while in the air.

#### Zavonis' Embrace

**Requirements:** Legendary, Aevakar, Windmaster

This ability is given to only a select few Windmasters, and takes considerable time to learn. The aevakar imbued with this gift is able to bestow the gift of flight on his companions.

In a Large Burst Template centered on him, the aevakar can take aloft up to his Spirit die in willing recipients. He can maintain this for a number of rounds equal to his Vigor die, and must make a Vigor roll for each round beyond that. Failure indicates he suffers an immediate level of Fatigue, after which he and his passengers *must* land.

At the end of any flight (extended or otherwise) in which he transports others, he suffers a level of Fatigue that requires an hour of rest to regain; this stacks with any Fatigue incurred from failed Vigor rolls from above. Heroic aevakar have lost their lives saving innocents in this manner.

### Alakar

#### Eagle Eyes

*See Aevakar Racial Edges*



## LIFE BOUND

**Requirements:** Legendary, Alakar, Spirit Sight, Woodwalker

Some alakar truly connect with the essence of the wild, Life constantly flowing through their spirit and body.

A Life Bound alakar benefits greatly from his connection to the path of Spirit. While in a forest or natural setting where Life is strong – often called the Green – he enjoys the benefit of Slow Regeneration, as the Monstrous Ability. He also gains a +2 to all Spirit and Vigor checks in such settings.

## NO PLACE TO HIDE

**Requirements:** Heroic, Alakar, Woodwalker, Shooting d8+

Within the Green places, some alakar are impossible to evade once they have begun the hunt.

This Edge grants the alakar an additional +2 to all Notice and Tracking rolls within woodland and related environments; these bonuses stack with other bonuses. As well, no target of the alakar's Shooting will receive any Cover bonuses from trees, bushes, or any living flora.

## ONE WITH THE GREEN

**Requirements:** Legendary, Alakar, Life Bound

In his element, such an alakar can inherently call on Powers of spirit and nature at will.

When in the Green, as per Life Bound above, an alakar with this Edge can call upon the following Powers at will, with no Essence cost: *Beast Friend*, *Entangle*, *Obscure*, *Succor*. The alakar uses his Spirit to enact the Powers, and they last for their base Duration only.

If the alakar is a druid, this Edge works somewhat differently; he can use his Channeling skill instead of his Spirit, and he can use his Essence to extend the durations of the Powers.

If he already has any of the listed Powers as a Gift, he can instead craft one or two Applications, as the Power Edge of that name, using that Power as part of said Applications. This can be done for each of the listed Powers that he already has. For example, an alakar druid with *Entangle* and *Succor* takes this Edge; he now has *Beast Friend* and *Obscure* as Gifts while in the Green. Furthermore, he can construct Applications for both *Entangle* and *Succor* that apply when he is in Green places.

## BRINCHIE

### CALL OF THE WILD

**Requirements:** Heroic, Brinchie, Fireblood, Plains Runner, Spirit d8+

Those brinchie whose blood runs from the tribal lines have the potential to truly call upon their ancient heritage in times of need.

As a free action, the brinchie can use *Boost Trait* (Strength, Vigor, or Fighting) on himself, using his Spirit for the roll. This particular use of the Power can only be used once in a combat scene, but its Duration is for the entirety of that scene.

Once the battle is over, the brinchie automatically suffers a Fatigue level that requires at least four hours of rest to recover.

## FIREHEART

**Requirements:** Legendary, Brinchie, Fireblood, Spirit d8+

In the fullness of his combat fury, a brinchie is immune to Fear.

While Berserk, a Brinchie with this Edge has the Fearless Monstrous Ability. As well, he enjoys the effects of the Strong-Willed Edge at all times.

## KALINATA MASTERY

**Requirements:** Legendary, Brinchie, Kalinata Expertise, Fighting d12+

True masters of this powerful art become blinding furies of violence and masters of the combat field.



Kalinata Mastery gives the Hero one Fighting attack per turn as a free action (no Multiple Action Penalty), regardless of any other Edges or maneuvers the Hero has used. This includes Defend, Full Defend, and All Out Move. This attack can stack with Two-Fisted and Frenzy attacks. The attack can use any weapon or form the Hero has, regardless of whether it was used already in the round, but it must be a single, one-target attack (no Sweep, Frenzy, etc.). If the Hero Wild Attacked in the round, that effect applies.

## SILVERCLAW

**Requirements:** Legendary, Brinchie, Content, Spirit d8+

There are some brinchie who carry in them the blood of an ancient, noble line, one that legends claim did battle against the werewolves for centuries. These legends maintain that the Silverclaw Clan, blessed by the Silver Unicorn herself, was all that stood between the horror of a werewolf horde and the rest of Shaintar.

Those who carry the blood, if they find a state of inner peace and withstand the more fury-driven aspects of their nature, can summon forth claws of White Silver at will. In addition to the inherent benefits, such as extra damage against supernaturally evil creatures, the claws gain AP 2.

## DREGORDIAN

### STREAM CHANNELER

**Requirements:** Heroic, Dregordian, Spirit d8+

Dregordians can reach out to connect to their patron Ascended, Illiana, and gain gifts from this connection.

A Stream Channeler has a constant connection to water, no matter where they are. This means they are never in danger of being thirsty, and they can see to the water needs of up to their Spirit die in other people. This water literally flows from their hand in a gentle trickle at will.

Stream Channelers also have constant access to water for purposes of Trappings.

## TEARS OF ILLIANA

**Requirements:** Legendary, Stream Channeler

This dregordian has shown true faith. The water this character creates is blessed by Illiana, and any drinker recovers any lost Fatigue. This works once per drinker per day, and the imbiber is cleared of all poisons and toxins, even those magical in nature.

Drinking the Tears of Illiana takes a Full Round.

## TOTAL DISCIPLINE

**Requirements:** Heroic, Calm the Beast, Spirit d10+

Some dregordians attain such a complete focus of mind, body, and spirit that they are quite difficult to overcome in any way.

Total Discipline grants the dregordian the ability to ignore one wound level (this stacks with Nerves of Steel/Improved Nerves of Steel) and one Fatigue level.

## WAVERIDER

**Requirements:** Legendary, Dregordian, Stream Channeler, Spirit d12+, Vigor d10+

Illiana's chosen – those who gain her title of Waverider – gain a great deal of strength and power from their connection with water. This Edge may be taken multiple times. Each time, the character selects a new benefit from the list below:

- **Strength of the Ocean:** The dregordian gains a die type increase in Strength and Vigor.
- **Flow Like Water:** The dregordian gains a die type increase in Agility, as well as doubling their Swim Pace and using their Swimming die as their "Run" die.
- **Illiana's Embrace:** Those within 12" of the character gain the ability to breathe underwater and increase their Swimming die one die type (those that don't have Swimming gain a temporary d4).
- **Illiana's Kiss:** This chosen is immune to all poisons and gains Slow Regeneration.
- Each benefit may be taken only once.



## DWARF

### LEGENDARY WRIGHT

**Requirements:** Legendary, Master Wright

Given the right tools and team, this amazing craftsman can create true mechanical marvels. He may create a device that emulates any Power with a successful Repair roll – it takes him a number of hours equal to the number of Essence required to cast the Power.

For each raise on the Repair roll, the time is halved. For every four Extras and/or two Wild Cards helping, he gains a +1 to his roll. Devices created do not expend Essence; they function for 1d6 hours. In all other ways, this Edge works like the Wright Edges from Legends Arise.

### EARTH TALKER

**Requirements:** Heroic, Dwarf, Spirit d8+, Vigor d10+

Most dwarves don't pursue particularly spiritual paths; those that do, however, can find their way to a much stronger connection to the earth and stone that is so important to their people. In this way, the greater spirits of the Firmament – those that are closest to Dranak, the Stonewalker, himself – can provide insight to history and even more recent matters.

By spending at least an hour within a space connected directly to earth or stone, the Earth Talker can make a Spirit check and gain the benefits of the *Postcognition* Power. If the Spirit roll fails, the Earth Talker suffers a Fatigue level that requires a night's rest to recover.

### STONEWALKER

**Requirements:** Legendary, Dwarf, Earth Talker, Spirit d10+, Vigor d12+

Dwarves can achieve a truly extraordinary connection to their patron Ascended, Dranak, giving them truly magical connections to the Firmament of the land.

A Stonewalker can move through soft earth, metal, or stone at his Pace as a full round action. He is the equivalent of prone when doing this, in case someone attacks him at some point.

While entombed within the earth, the Stonewalker has no need to eat, drink, or breathe. He can effectively remain within such environs for up to his Vigor x2 in days; his natural healing rate is doubled during this period.

While Stonewalking, all Notice checks are unimpeded; the surrounding earth and stone tells the dwarf all he needs to know.

### LEGENDARY CONSTITUTION

**Requirements:** Legendary, Dwarf, Improved Nerves of Steel, Mighty Constitution, Vigor d12+

Nothing seems to shake or stagger a dwarf with a Legendary Constitution.

With this Edge, the dwarf can drink anything, eat anything, inhale anything, and never get sick. They are immune to poison and disease.

Assume any environmental or hazard situation that would inflict Fatigue on someone to take four times the effort to affect the dwarf. For example, while a normal person starts having to roll Vigor checks after going twenty-five hours without sleep, a dwarf with this Edge doesn't have to roll until one hundred hours have passed. Where a dwarf is being affected by Monstrous Abilities, Edges, or Powers that cause Fatigue, he gains a +4 to any roll to resist the Fatigue.

### EVERLASTING

**Requirements:** Legendary, Dwarf, Legendary Constitution

A dwarf with this Edge effectively has Slow Regeneration, gaining a Vigor check to recover wounds once per day. Such a dwarf can even come back from death with this Edge (their spirit lies dormant within the body while it heals); this is negated, however, by decapitation or utter destruction of the body (such as from fire).



## ELDAKAR

### ARMOR OF THE AETHER

**Requirements:** Legendary, Ascension

This character gains +2 to Toughness against non-magical attacks. This Edge may be taken up to two times, giving a +4 Toughness in total. As black iron and blood steel are considered magical in nature, this does *not* offer any additional protections against an Eldakar's Weaknesses.

### Liner Notes – Magical vs Non-magical Weapons

There are times when the matter of what is a magical vs a non-magical weapon or attack is in question, especially as far as someone's defenses are concerned. In Shaintar, any weapon crafted from a mystical substance – white silver, black iron, blood steel, everwood, and crysarium being the most likely – is considered fully magical for purposes of affecting creatures and defenses that ignore non-magical attacks.

As well, any weapon with a Power on it, either temporarily or permanently, is considered magical while the Power is active. The most common iteration of this is *Smite*, but the GM may rule that other enhancements that are applied to a weapon will make it magical.

### ASCENSION

**Requirements:** Legendary, Eldakar, Spirit d12+, Knowledge (Cosmology) d8+

The original eldakars were the children of the faelakar that first entered Shaintar at the very beginning of the realm's existence. Some bloodlines of eldakars retain the capacity to reconnect to that ephemeral, powerful status, although it takes great effort and dedication.

The eldakars that reach Ascension become, in essence, faelakar. They immediately gain one of the following abilities. This Edge may be taken multiple times with the character gaining a new ability each time:

- **Aura of Grace and Power:** The sheer eminence of a faelakar's aura is such that they can engender great awe and admiration – this adds +2 to Charisma. By spending a benny, the character can Intimidate or Persuade a crowd

of people; alternately, they can instill a group with Fear (in a Large Burst Template at a range equal to their Spirit).

- **Eternal:** Faelakar have Slow Regeneration that will bring them back even from death, although wounds suffered from black iron or blood steel cannot heal this way (they must heal normally or via other means).
- **Spirit Made Flesh:** The ability to become Aethereal at will; this works the same as the Intangibility Power. Every hour spent in this state requires a Vigor check to avoid gaining a Fatigue level. While Aethereal, the faelakar can Fly at their Pace.

### POWER OF THE ASCENDED

**Requirements:** Legendary, Adept, Druid, or Sorcerer, Ascension (taken at least once)

Faelakar are able to make their magic an even more intrinsic part of themselves.

Each time this Edge is taken, the character chooses one of his known Powers to activate at will. Such a Power costs no Essence to use. If the Power has a Duration greater than Instant, it can be maintained indefinitely if the caster uses it on himself. If it is cast on another, however, the Power only has the base listed Duration and costs Essence to maintain past that point. These Powers are still susceptible to disruption, as per the Savage Worlds core rules.

Note that only base Powers may have this Edge applied to them; it may not be used for Applications, nor may it be used for High Magic effects.

### SORCEROUS VIRTUOSITY

**Requirements:** Heroic, Eldakar, Mage, Sorcerous Clarity, Smarts d10+, Spirit d8+

The eldakars' knack for sorcery is further expressed by their ability to achieve inherent efficiency with the wielding of such forces.



An eldakar sorcerer with this Edge spends one less Essence automatically whenever casting a sorcery Principle. This means Principles normally only costing 1 Essence are free to cast. As well, this effect stacks with that of the Mage Edge.

## GOBLIN

### A GOBLIN FOR ALL OCCASIONS

**Requirements:** Legendary, Goblin, Clever Nit, Versatile Nit

Goblins who manage to live long enough can be among the most useful folk anyone could hope to know. They've picked up enough knowledge, experience, understanding, and stuff to make the improbable easy, and bring the impossible within reach.

Once per session, a goblin with this Edge can spend a benny to provide whatever is needed to overcome a particular challenge. This can manifest in any number of ways:

- Having just the item needed in his pack or pockets or hidden away.
- Having a contact with exactly the right pull or resources, or being owed a favor by someone who can help in a major way.
- Knowing a particular and pertinent piece of knowledge, or having a book or scroll with the needed knowledge on hand.
- Knowing the trick needed to overcome a lock, trap, or similar kind of challenge, or to defeat some kind of device that is otherwise going to cause terrible damage or calamity.
- Any other way the player and the GM can agree this Edge might be useful.

In addition, this Edge expands the Jack-of-All-Trades Edge so that *all* untrained skills are rolled without a -2 penalty.

## DABBLER

**Requirements:** Heroic, Goblin, Smarts d8+, Spirit d8+, Special (see below)

The "least" of the beings of Shaintar may well have the strongest connection to the Great Beings of Myth...

Only goblins that have no Arcane Backgrounds, or Professional Edges that give access to Arcane Backgrounds, may take this Edge. Once this Edge is taken, the goblin is no longer able to follow any of those paths; accessing magic in this way prevents grasping the principles of the other methods.

Upon taking this Edge, the goblin may choose any one Novice, Seasoned, or Veteran Rank Power. He uses his Smarts to cast it, and has 5 Essence that will only work for that Power. He cannot take the Power Points Edge and is limited to only ever having 5 Essence for casting that Power.

This Edge may be taken more than once; this grants another Novice-to-Veteran Rank Power with its own pool of 5 Essence. The nature of these magical gifts doesn't conform to normal expectations; they are raw manifestations of magical energy that are only seen practiced by one other type of being – the Scions and their Offspring!

## FORTUITOUS NIT

**Requirements:** Heroic, Goblin, Lucky Nit, at least three other Nit Edges

It is unwise to ever, *ever* underestimate a goblin.

The wee gobliness who refuse to shy away from danger and embrace all that the world has to offer become indefatigable and unyielding in their pursuits. There are no odds that daunt them, no challenges that give them pause. The Patterns themselves align with certain goblins, making them truly impossible to dismiss.

A Fortuitous Nit gains a d4 as an *additional* Wild Die for all Trait rolls! This is treated in all ways just like the normal Wild Die, becoming another alternative for results.



## SERENDIPITOUS NIT

**Requirements:** Legendary, Goblin, Fortuitous Nit

Even more aligned with the Patterns and all that the universe has to offer, the Serendipitous Nit's extra Wild Die is increased to a d6.

## HUMAN

### BACK TO BASICS

**Requirements:** Legendary

Of all the races, humans have the greatest capacity to adapt and overcome whatever challenges are put before them. Some reach a point where, seeing a difficult road ahead, they can quickly train and learn foundational gifts that they will need to survive, and to thrive.

Upon taking Back to Basics, the Hero gains two Novice Rank Edges. He must meet all other qualifications for the Edges in question. Any Edges that provide Arcane Backgrounds may not be chosen and Background Edges must meet with GM approval. Back to Basics may be taken multiple times.

### BLOOD OF HEROES

**Requirements:** Heroic, Human, Epic Destiny

Humans of all origins have an amazing potential for greatness, but some truly are born to it. Perhaps they are descended from one of the faelakar, or perhaps they simply come from a long line of those who refuse to let destiny leave them behind.

A Hero with this Edge may, on any round they receive a face card (Jack or higher) for initiative, spend a benny to gain the benefits of a Joker.





## BLOOD OF LEGENDS

**Requirements:** Legendary, Human, Blood of Heroes

Now when the Hero draws a face card, he may spend a benny to gain +4 to all trait and damage rolls for the round (instead of just +2), in addition to “automatic interrupt” benefits of a Joker. When an actual Joker is drawn, these benefits replace the normal Joker benefits (no benny required).

## INDOMITABLE

**Requirements:** Heroic, Human, Brave, Strong Willed

Humans seem to have a special gift for facing down the worst possible odds and refusing to fail or to falter. Once committed to a path, some human Heroes cannot be turned away.

Indomitable grants the Hero the Fearless Monstrous Ability; as well, he gains +4 on any Trait roll to resist the *Puppet* Power.

## KORINDIAN

### GREATER KOR-IN

**Requirements:** Heroic, Korindian, Kor-In, Spirit d8+, Fighting d10+

Having continued to practice and train to extraordinary levels, the Kor-In practitioner has achieved truly phenomenal proficiency.

Upon first taking this Edge, the character selects one particular style from the list below. This effect stacks with that of his Kor-In form, thus creating a style particular to that character.

- **Dauntless:** Although slow of movement (Pace is reduced by half, rounded up), the Hero gains the ability to ignore one wound level while in this stance. This stacks with Edges such as Nerves of Steel/Improved Nerves of Steel. The Hero also temporarily gains the benefit of the Monstrous Ability, Hardy.

- **Decisive:** Such is the intensity of this form that the Hero rolls a d10 for any raise damage, instead of the usual d6. He also gains +1 AP for his melee strikes.
- **Elusive:** While in this stance, the Hero gains +1 Parry and a “deflection” effect of -1, which applies to both melee and ranged attacks against them.
- **Mighty:** Mastery of this form allows the Hero to perform a Wild Attack with +3 Fighting and Damage and only suffer a -1 to their Parry.

For example, a character could use the Decisive Monkey style that would increase his Reach by +1, grant AP 1, and any raise does a d10 damage. His counterpart, schooled in Mighty Whirlpool, has a Pace reduction of 2, gains +1 Parry and can Wild Attack with only a -1 Parry penalty (a net-zero change to Parry) and +3 to hit and damage.

This Edge can be taken multiple times, adding a new component that can be combined with a single Kor-In form. Each round, a Kor-In practitioner may *only* combine a single Kor-In form with a single Greater Kor-In form.

### KOR-IN MASTERY

**Requirements:** Legendary, Korindian, Greater Kor-In, Spirit d10+, Fighting d12+

A true master of the fighting forms originally developed by Kor comes to understand the constant ebb and flow of combat. They learn that absolute adaptability is the key to victory.

At the beginning of his round of action, the hero with Kor-In Mastery declares one of the following benefits to be in effect; the benefit remains in effect until the start of his next round of action:

- +2 to all Fighting rolls.
- +2 Parry.
- -2 to be hit by ranged attacks.
- +2 Toughness.
- +2 damage.



## SECRET OF THE PRECISE STRIKE

**Requirements:** Legendary, Kor-In Mastery

Kor-In Masters ignore up to two points of called shot penalties; this means a called shot to a limb suffers no penalty, and head or vital shots are only made at -2. This benefit also applies to bypassing Armor.

## SHATTERING BLOW

**Requirements:** Heroic, Tsunami Strike

Understanding flows of force and will, the Kor-In practitioner becomes capable of penetrating defenses and eliminating any object in their way.

With this Edge, when this Hero strikes inanimate objects, he gains the bonus damage for a raise and may Ace his damage roll. In addition, he gains AP 2 with Kor-In attacks (which stacks with any other Armor Piercing bonuses he may have).

## OGRE

### ENDURING

**Requirements:** Legendary, Ogre, Behemoth, Hard to Kill, Nerves of Steel, Strength d12+, Vigor d12+

The mightiest of all ogres become nearly impossible to put down.

Enduring grants a truly powerful advantage, in that it bestows the capacity for the ogre Hero to take one additional wound level before going to the Incapacitation chart. This means the ogre has four Wound Levels total; all other normal rules apply. This means an Enduring ogre will suffer -4 Wound Penalties as well, should he take that many.

## JUGGERNAUT

**Requirements:** Heroic, Ogre, Nerves of Steel, Siege Strength

There are those among the ogres that are truly valued for their ability to put their heads down and plow right through any opposition, no matter what happens.

A Juggernaut can charge straight through enemy forces, knocking them aside to create a hole through the lines. The Juggernaut rolls a "Run" die and moves the full distance in a straight line. He then rolls his Strength Trait; anyone in his path must roll either an opposed Strength check to hold their position, thus stopping the Juggernaut's charge, or a successful Agility check to get out of the way. Failure on the opposed Strength roll of an enemy in the Juggernaut's path results in them suffering the Juggernaut's Strength damage, and they suffer the Bash and Knock Prone effects of the Push maneuver (see the Savage Worlds core rules).

If anyone manages to launch an attack against the Juggernaut, because they are on Hold or have First Strike, and they cause a Shaken result, the Juggernaut still completes the maneuver; they are simply Shaken at the end of their movement.

Lesser non-living obstacles, like small trees, temporary barricades, and such will just be knocked aside or crushed.

When the Juggernaut is done, assuming no one could stop him, there should be an open path from where he started to where he stopped; anyone who was not otherwise Pushed will have been shoved to one side or the other 1".

## MASSIVE SWEEP

**Requirements:** Heroic, Ogre, Improved Sweep, Strength d10+

Some ogres learn how to make the most of their Size and Reach in the midst of melees.

Using the Massive Sweep Edge, an ogre can use their Sweep to strike everyone within their Reach.

## ORC

### PROTECTOR OF THE GATHER

**Requirements:** Legendary, Orc, Improved Defender of the Gather, Vigor 10+, Fighting d12+

Whenever the Hero Incapacitates an enemy in combat, he may move up to half his Pace (rounded up) and attack another enemy at no multi-action



penalty. This must be a single Fighting attack; no Frenzy, Sweep, or related Actions. Wild Attack is fine. This may happen once per round.

## TIRELESS

**Requirements:** Heroic, Orc, Spirit d8+, Strength d8+, Vigor d10+

Leaders and defenders of their people, some orcs develop the ability to shrug off the effects of exhaustion, poison, the environment, and anything else that would drain others.

A Tireless orc suffers no Fatigue penalties. They can still be Incapacitated by Fatigue, they just don't suffer penalties; they go at full capacity until they drop.

## UNBOWED

**Requirements:** Heroic, Orc, Harder to Kill, Improved Nerves of Steel, Vigor d10+

Once engaged in battle, some orcs are so dedicated to victory that even death can be shoved aside... for a time.

When making the immediate Vigor check after being Incapacitated, if this orc rolls a Raise, he may continue fighting instead of falling down. He must still deal with any Shaken effect he may have.

If he rolls anything less than a Raise, he can declare that he gains that result anyway. However, at the end of the combat, he immediately rolls another Incapacitation Vigor check, this time at -6. He ignores bonuses for the Hard to Kill or Improved Nerves of Steel Edges, and he must roll regardless of whether or not he is healed before the combat ends. No matter what he rolls, the best result he can achieve is the Success status; he falls to the ground, Incapacitated (all *Healing* done to him during the battle is undone).

Note that Harder to Kill still applies to the final result of this roll.

## UNSTOPPABLE

**Requirements:** Legendary, Orc, Rage Master, Spirit d8+, Vigor d10+

Some orcs, in the depths of their fury, cannot be stopped short of being completely incapacitated.

An Unstoppable orc, when he is Berserk, can still make a single Fighting attack (nothing special like Sweep or Frenzy, though the Wild Attack Maneuver is allowed) even if he is Shaken. This can come even after he has rolled his Spirit check and failed to recover from being Shaken. Free actions are still allowed while Shaken, as normal.

## TECHNIQUES OF THE MASTERS

These are the Heroic and Legendary Edges for Shaintar, organized in the same fashion as presented in *Legends Arise*. Note that many of these should probably not be used in most other Savage Settings, unless the GM wants a truly over-the-top experience for his story and the players.

### COMBAT EDGES

#### EXPERT OF FORMS

**Requirements:** Heroic, Student of Forms, At least four other Combat Edges

At this stage, the Hero has become truly impressive with the forms, gaining a +2 with Fighting rolls in the style chosen.

#### HEROIC CHARGE

**Requirements:** Heroic, Improved Charge, Spirit d8+, Strength d10+

With great strength and absolute dedication, a warrior can plow through any opposition to get to an intended target and hit it with terrible force.

A Hero with Heroic Charge declares a target on the field, one that is within his maximum Pace + "Run" distance. So long as it is possible for him to reach that target, declaring Heroic Charge ensures that he will without having to roll his Run die.





The Hero must move to the target, and he must launch an attack on that target to use this Edge. When doing so, he gains the following advantages:

The ability to bypass any opposing foes with an opposed Strength check if they are directly in the path; the Hero gains a +4 on this roll. Failure means the Hero is stopped in his tracks at that point.

If anyone comes off Hold and launches a successful interrupting attack, the ability to shrug off any Shaken results with a free immediate Spirit check (or by spending a benny). This free Spirit check may be made once per interrupting attack. Failure does mean the Hero is stopped, however, and their turn is over.

The bonus damage from this maneuver is an additional Strength die added to the usual Str+Weapon damage (instead of the +2 from Improved Charge).

This maneuver is not without risk; at the end of the action, the Hero must make a Vigor check at -2 or suffer a Fatigue level for over-exertion. It takes a full night of rest to recover Fatigue suffered this way.

## Liner Notes - Heroic Edges

These are special Edges designed specifically to emphasize the Heroic nature of things in the Shaintar setting. In other words, once your Hero reaches Heroic Rank, it's time to start acting like it, and these Edges are meant to help. Note that most of them require a risk or direct sacrifice of some kind, usually resulting in at least a Fatigue effect. Magic (specifically the *Succor Power*) can be used to remove this Fatigue; otherwise, it requires rest to recover.

## HEROIC EFFORT

**Requirements:** Heroic, Spirit d8+

With intense concentration, total conviction, or desperate need, Heroes can call upon something deep within themselves to accomplish miraculous things.

When spending a benny for an Extra Effort (see *Legends Arise* Setting Rules), the Extra Effort die automatically aces and can be rolled again immediately.

Doing so really takes something out of the character, though. They automatically suffer a Fatigue level after the task is resolved. It takes a full night of rest to recover Fatigue suffered this way.

## HEROIC LEAP

**Requirements:** Heroic, Acrobat, Agility d10+, Strength d8+

Heroes of the acrobatic inclination can perform some rather amazing stunts by the time they reach the Heroic Rank, covering incredible distances with grace and style.

A Hero with this Edge, when jumping, can make an Agility check (with the bonus of +2 from Acrobat) to gain extra distance; with a success, they gain an extra 1d4", instead of just 1". If they have the Fleet-Footed Edge, this bonus distance becomes a 1d6". Brinchie gain this automatically, due to their inherent extra speed.

A Heroic Leap can carry Heroes over enemy ranks or other obstacles, enabling them to avoid things like First Strike and similar attacks. The GM is the final arbiter of what can be avoided and bypassed this way.

Finally, a Hero with Heroic Leap can do a "strike from above" maneuver, which functions much like a mounted charge. By making the jump as part of a full "Run" before an attack, the Hero gains +2 to their damage, though they suffer the multi-action penalty of -2 to their Fighting roll.

This maneuver is not without risk; at the end of the action, the Hero must make a Vigor check at -2 or suffer a Fatigue level for over-exertion. It takes a full night of rest to recover Fatigue suffered this way.

## HEROIC SHOT

**Requirements:** Heroic, Spirit d8+, Shooting d10+

There comes a time in every archer's life when that one shot will make the difference between victory and complete disaster. That's the time to make a Heroic Shot.

When a Hero invokes the use of Heroic Shot, he must Aim. (Marksman comes in handy in this situation). This cannot be combined with Double Shot or Split Shot. A single Shooting roll is made.

If the shot hits, damage is rolled normally, but all 1s are treated as Ace results. As well, a bonus die of damage is rolled for *each* raise that is achieved, not just the first.



Once the attack results are determined, the Hero automatically suffers a Fatigue level, and he must roll a Vigor check to avoid suffering a second one. This represents the Hero truly putting his heart into that shot. It takes a full night of rest to recover Fatigue suffered this way.

*Note:* If a player wants to take this for Throwing instead, it should be allowed.

## HEROIC STRIKE

**Requirements:** Heroic, Spirit d8+, Fighting d10+

There comes a time in every warrior's life when that one blow will make the difference between victory and complete disaster. That's the time to make a Heroic Strike.

When a Hero invokes Heroic Strike, he must make a Wild Attack. This cannot be combined with Frenzy or Two-Fisted, though it can be used with Sweep. A single Fighting roll is made.

If the strike hits, damage is rolled normally, but all 1s are treated as Ace results. As well, a bonus die of damage is rolled for each raise that is achieved, not just the first.

Once the attack results are determined, the Hero automatically suffers a Fatigue level, and he must roll a Vigor check to avoid suffering a second one. This represents the Hero truly leaving a piece of himself on the field with that strike. It takes a full night of rest to recover Fatigue suffered this way.

## HEROIC SURGE

**Requirements:** Heroic, Adept, Druid, Priest, or Sorcerer, Spirit d10+, Arcane Skill d10+

Those who manipulate magical forces actively are sometimes able to discover how to truly push themselves and their craft when the moment calls for it. In doing so, they can gain extra effect over and above what is normally expected.

This Edge allows the Hero to effectively double or otherwise dramatically increase the effectiveness of a Power. This either means doubling the dice rolled for damage, adding a +4 to the Arcane Skill roll for

opposed effects, or applying a -4 penalty to any roll to resist an effect. The GM is the final arbiter of what is possible using this Edge.

In order to enact a Heroic Surge, the caster must expend fifty percent more Essence for the Power as well, rounded up. Thus a 3d6 Bolt that is being Heroic Surged into a 6d6 Bolt will cost a total of 3 Essence to cast. A *Puppet* Power that is being Heroic Surged to add +4 to the Arcane Skill roll would cost 5 Essence to cast.

Heroic Surge can be very risky for the caster. After casting the Power, he must roll a Spirit check at -2/ Rank of the Power (-2 for Novice, -6 for Veteran, etc.). Failure means he takes a Fatigue level from over-extending himself and a final result of one or less means he suffers a wound as well. It takes a full night of rest to recover Fatigue suffered this way.

## HEROIC SWEEP

**Requirements:** Heroic, Fighting d10+, Improved Sweep, One Against Many

Through great effort, the Hero becomes a whirlwind of destruction, assaulting all around him. A Medium Burst Template is centered on the Hero and he makes a single Fighting roll at -4. The result is applied against the Parry of everyone within the area of effect. Damage is rolled individually against any target hit.

The Hero may not move or take any other actions or maneuvers (such as Wild Attack) and suffers a level of Fatigue at the end of the action, which requires a full night's sleep to recover. The speed and intensity of this attack allows the Hero to ignore any Edges that may allow targets to interrupt his action (such as Reach, First Strike, etc.).

## IMPROVED DOUBLE SHOT

**Requirements:** Heroic, Double Shot

The archer now suffers no penalty in making this shot.



## LEGENDARY SWEEP

**Requirements:** Legendary, Fighting d12+, Heroic Sweep

The Hero is now a true destructive force in his part of any battlefield.

The basic rules are the same as for Heroic Sweep. The area of effect is a Large Burst Template, and the penalty is only a -2. In all other ways, using this Edge is exactly like Heroic Sweep, including the automatic Fatigue level.

## SHIELD GUARDIAN

**Requirements:** Heroic, Shield Expertise

For some warriors, the shield becomes a powerful symbol of not only self-defense, but the defense of others they are sworn to protect. The Shield Guardian has learned to use his shield to effectively protect another as well as himself.

Before taking an action, a character with this Edge can declare an adjacent character as receiving all of the same defensive bonuses he receives from the shield (Parry bonuses, shield bonuses to Armor against ranged damage); these bonuses are shared, not lost. If the declared target moves away from the Shield Guardian, the bonuses are lost to the target (though not to the Shield Guardian).

The shared defenses remain applied until the Shield Guardian acts again.

## SPLIT SHOT

**Requirements:** Legendary, Improved Double Shot, Agility d10+, Shooting d12+

Some archers can perform nearly miraculous feats with their bows, making them some of the most dangerous opponents on the field.

With this Edge, the Hero lays down a Cone Template and chooses two different targets to fire at with one Shooting roll, as long as they are within the Cone Template.

## LEADERSHIP EDGES

### HERO'S COMPANY

**Requirements:** Legendary, War Band, 4+ Leadership Edges

The GM must approve this Edge, as it can have a truly massive impact on a campaign. If allowed, all of the Hero's remaining Followers (of the initial five he got from the Followers Edge) become Wild Cards, gaining an immediate Advance. The rest of the War Band also gains an Advance, and each is considered to have one benny per session, as well.

An additional twenty followers join the Hero; they operate under the same guidelines as those who joined under the War Band Edge (gaining an Advance whenever the Hero does, if warranted).

### WAR BAND

**Requirements:** Legendary, Command, Followers, One other Leadership Edge, Knowledge (Battle) d6+

Some Heroes gain such a reputation for effective leadership and glorious battles that they draw men and women of courage and valor to them, ready to forge great destinies.

The GM must approve this Edge. If it is allowed, the Hero's Followers expand to a group of ten. Furthermore, every time the Hero Advances, the War Band members also gain an Advance if they were significantly involved in the sessions that generated the Advance. Generally, such Advances should be universal to the group, but some variations may be allowed at the GM's discretion. The initial five Followers should gain an immediate Advance when this Edge is taken.

There are a number of write-ups in the Denizens section of **Legends Arise** that would work for such Followers; suggestions include *Marauders*, *Enforcers*, *Thieves*, *Paladins*, *Rovers*, and *Experienced Soldiers*.



## POWER EDGES

### EXCEPTIONAL RAPID RECHARGE

**Requirements:** Heroic, Improved Rapid Recharge, Spirit d8+

The caster with this Edge recovers Essence at a rate of one point every five minutes.

### HIGH MAGIC SPELL

**Requirements:** Legendary, Knowledge (Magic) d8+, One of the following: Archmage, Archon, Order of the Sapphire Citadel, Life in the Balance, or Pathmaster

Legendary casters use High Magic to create mystical effects of grand vision, or terrible consequence.

Each time this Edge is taken, the hero selects one Power he knows. He may now make use of any and all High Magic options listed for that Power (see Powers, later in this section). This Edge may be taken any number of times, applied to a new Power each time.

Additionally, for any non-Instant Duration Power to which the caster has the High Magic Spell Edge applied, he no longer has to concern himself with maintaining that Power when it is cast. Its Duration changes to its Meditative value (see *More for the Casting* in the Setting Rules of **Legends Arise**), and it does not count as a “maintained Power” for any penalties. Such a Power will still cease if the caster is injured and fails the requisite roll, is Incapacitated, or goes to sleep, unless another effect is in place to keep it going.

### Liner Notes – High Magic for..?

Players who favor alchemists may be wondering why there are no High Magic options for their characters. There are story and game balance reasons. Alchemists have so many other amazing opportunities to change their world, and being able to carry around a supply of High Magic potions could be very destructive to even a Legendary campaign.

As for the villainous types, it should be noted that necromancers gain access to High Magic when they become either High Clerics of Vainar or Warlocks, while acolytes who reach Minister of the Undying Fire status gain High Magic.

## IMPROVED HARD TO RESIST

**Requirements:** Heroic, Hard to Resist, Knowledge (Magic) d8+

The caster gets a +6 to overcome targets’ opposed rolls.

## PROFESSIONAL EDGES

### ARCHMAGE

**Requirements:** Legendary, Mage, Smarts d12+, Sorcery d12+

Some very few masters of eldritch forces achieve the coveted title of archmage, and they are truly magical giants to be reckoned with. They no longer master the Patterns – they are integral parts of the Patterns.

Archmages have such mastery over Sorcery they may cast two Powers a round (this can be the same Power twice, if they wish), though they still take a multi-action penalty in doing so. Archmages also ignore all maintenance penalties.

### ARCHON

**Requirements:** Legendary, Celestial Star, Faith d12+, Special

The rarest of rare heroes in service to the Light experience a kind of ascension, becoming beings not quite of the world anymore. They attain a celestial quality, becoming a kind of “living angel” in Shaintar.

Archons cease aging, perhaps even losing a few years to return to a state of peak physical health. They become immune to all forms of disease and poison, and they only breathe and eat as a matter of choice. Archons are immortals, and are only capable of dying from damage done to them. That may prove difficult, however, as they also have Slow Regeneration.

The *Light* of an Archon acts as sunlight to any vampires, and the area within that *Light* is considered sanctified such that supernaturally evil creatures must make a Spirit roll every round they are within the *Light* or suffer a wound. As well, the aura of the Archon automatically acts as a *Fear* effect to any creatures or followers of Darkness or Flame; all Spirit checks made against this aura are at -2.



A player cannot simply choose to take this Edge when their character reaches Legendary status. The GM must determine at what point the character is worthy, if ever. The player may set aside an Advance, unused, that the GM may then use to reward the Hero with this Edge should circumstances in the story merit it.

## CELESTIAL STAR

**Requirements:** Heroic, Lightbringer, Spirit d12+, Faith d10+

Some followers of the Light achieve a truly extraordinary connection with the Celestial Halls, and their light shines forth with great intensity and presence.

The *Light* of a Celestial Star is doubled in radius and strength. It causes vampires to roll a Vigor check every round they are in it; on a failure, the vampire suffers a Fatigue level. If the Celestial Star invokes his Holy Warrior effect, all rolls against it are at -2.

The aura of the Celestial Star is such that the Hero receives a +2 Charisma when it is active.

## COMBAT ARCHER

**Requirements:** Heroic, Archer, Trademark Weapon (bow), Agility d8+, Fighting d8+, Shooting d10+

The Azure Feathers. The Silver Arrows. The Third Freelord Archery Company. These are some of the distinguished units whose members specialize in combat archery techniques. Their members train with heavy-duty bows, made from either Ironwood or Everwood, and they are capable of firing in the midst of a melee. They can also use their bows in hand-to-hand combat very effectively.

Combat Archers may fire their bows in Close Combat, using the target's Parry as the Target Number. They may also strike opponents with their stout bows in melee (doing Str+d4 damage).



## FENCING MASTER

**Requirements:** Legendary, Counterattack, Fencer, Lunge, Fighting d12+

True fencing masters are some of the most dangerous combatants in Shaintar. They have studied the forms and styles to a point that is nearly mystical in effectiveness.

- The Fencing Master gains the following benefits:
- They are not subject to First Strike or Improved First Strike attacks.
- They may use their Lunge in combination with First Strike and Improved First Strike.
- They may withdraw from combat without incurring free attacks against them.
- They suffer no penalties to Disarm an opponent, and any attempt to Disarm a Fencing Master is at -2.
- Fencing Masters may use their Counterattack against all adjacent foes that miss them in a round.

## FORCE OF WILL

**Requirements:** Legendary, Adept, Spirit d10+, The Way d10+

The adept who attains this level of mastery knows how to direct his will forcibly into any discipline he wishes to enact.

Through Force of Will, the adept can spend Essence to empower his skill; each Essence point spent on a skill check with The Way, before rolling, adds +2 to the roll (to a maximum of +8). If the player chooses to spend Essence after the roll, each point spent adds +1 to the total (with a maximum of +4).

Using Force of Will automatically negates any negative effect of rolling a 1 on the The Way die.

## LIFE IN BALANCE

**Requirements:** Legendary, Druid, Spirit d12+, Channeling d12+, Knowledge (Cosmology) d10+

The pinnacle of achievement for a druid is to reach a oneness with the Paths and the Ascended who oversee them. The druid who reaches this apex is truly a conduit between the Life realms and Shaintar.

A druid who is Life in Balance gains the abilities of *all* of the following Racial Edges immediately: Earth Talker, Spirit Singer, Stream Channeler, and Wind Whisperer. They may take this Edge multiple times after the first. Each additional time they take this Edge, they may select one of the following Racial Edges: Soulfinder, Stonewalker, Waverider, and Windmaster.

Note that a druid may *not* take Path Walker if they take Life in Balance (and vice versa).

## MAESTRO

**Requirements:** Legendary, Savant, Smarts d10+, Alchemy d10+

Maestros understand the patterns in all things on such a deep and meaningful level that they can coax mystical properties out the way a conductor urges music from his orchestra, with beautiful and powerful results.

Maestros need only expend half their Essence (rounded up) to attain the same effects when crafting a potion, and the potion always has the raise effect (if applicable) on a successful roll to create. Thus, a *Boost Trait* (Strength) potion would only require 1 Essence to craft and would provide +2 die levels.

Maestros may imbue the same Minor Quality, via Arcane Artificer, up to five times into the same item (instead of the normal limit of three). A Maestro who is also a Master Artificer reduces the final Essence cost of enchanting an item with a Power or Edge by one for every raise achieved on the Knowledge (Magic) roll and the Knowledge (Craft) roll. The time to create such an enchantment is cut in half also (rounded up).

Finally, Maestros never face a “Kaboom” result when a Mishap occurs.



## MASTER ARTIFICER

**Requirements:** Legendary, Arcane Artificer, Arcane Skill d10+, Knowledge (Crafting; appropriate to items) d12+, Knowledge (Magic) d12+

The Master Artificer has achieved the education and experience necessary to imbue truly powerful abilities into items, crafting treasures worthy of story and song. There is, however, sacrifice to be made in the pursuit of such items as the Hero expends a permanent part of their magical self into the item.

In order to enchant an item with a Power, the Master Artificer must invest an amount of Essence equal to the Rank of the Power x2. This imbues the Power with the capacity for base and raise level effects (based on the roll to activate the Power, described below). This cost is a permanent reduction in the Hero's total Essence.

For example, if a sorcerer wished to imbue his staff with the *Deflection* Power, it will cost 2 of his Essence permanently. If he wanted to imbue the same staff with the *Invisibility* Power, it will cost 4 permanent Essence.

Once it has been enchanted, the Power doesn't cost Essence to use the item. Instant Duration Powers simply go off when activated; longer Duration Powers will last for the base Duration when activated, after which it will need to be activated again.

If the Master Artificer wishes to make the Duration truly permanent, the final cost in Essence for the item is doubled for the base level effect, and tripled for the raise effect to be permanently active. In the above examples, it would cost 4 permanent Essence for a permanent -2 *Deflection* effect, or 6 permanent Essence for a permanent -4 *Deflection* effect.

Non-casters using an item with a Power roll their Spirit to activate and, if necessary, target it. Casters of the same type as the Master Artificer may instead use their relevant Arcane Skill.

Some Powers require a specific cost, as follows:

- *Analyze Foe*: 2 Essence for the base effect; 3 Essence for the extra (weakness detection) effect.
- *Barrier*: 2 Essence per section.

- *Beast Friend*: Size of the desired creature x2 added to cost.
- *Blast*: +4 Essence for Large Burst Template, +4 Essence to raise to 3d6 damage.
- *Bless/Curse*: +2 Essence for Large Burst Template.
- *Blind*: +3 Essence for Medium Burst Template, +6 Essence for Large Burst Template.
- *Bolt*: 2 Essence for each bolt; 4 Essence per bolt if 3d6 damage.
- *Confusion*: 2 Essence per target.
- *Disguise*: +2 Essence per each Size step up.
- *Entangle*: +3 Essence for Medium Burst Template.
- *Fly*: Double Essence (12) for the double Pace.
- *Greater Healing*: Flat 10 Essence for base effect, 20 Essence for total effect.
- *Growth/Shrink*: 4 Essence per Size step.
- *Havoc*: +3 essence for Large Burst Template.
- *Mend*: Base cost (6 essence, or 12 essence for raise effect); assume multiple applications for mending big/tough things.
- *Summon Ally*: Base on Rank desired; thing(s) summoned is fixed when item is made.
- *Teleport*: 4 essence per range increment.

A Master Artificer may also imbue an item with an Edge. It costs 3 permanent Essence per Rank of the Edge. Note that many Edges simply aren't appropriate for use as magical Powers. As well, putting an improved version of an Edge into an item requires the base version be invested first.

In order to enchant an item, the Master Artificer needs one hour per Essence being spent. About halfway through this period, the Master Artificer's Knowledge (Craft) roll is made at -4 (modified for conditions and materials, as per Arcane Artificer); if



this roll fails, the item is ruined, losing any existing magic properties, and the process must be restarted. The invested Essence is not lost.

At the end of the process, Knowledge (Magic) is rolled at -2 per Rank of the Power or Edge (also modified for conditions and materials). Failing this roll doesn't ruin the item, but the process will still have to be restarted. Again, the invested Essence is not lost.

If the Master Artificer is attempting to imbue a Power they don't know into the item, or any Edge, they must also make an Investigation roll at -2 in order to find the proper formulas, sigils, techniques, etc.

Use of Master Artificer is fairly expensive; fortunately, most Legendary Heroes have access to a lot of funding. The material cost of such enchantments is 50 gold per base Essence cost for the enchantment. If using the Resource Rolls system, use the guidelines given for *The Costs of Alchemy* in **Legends Arise**.

## MASTER OF FORMS

**Requirements:** Legendary, At least six other Combat Edges, Expert of Forms, Spirit d8+

The Hero has become so in tune with the fighting style they pursue, there's almost nothing they can't do with that weapon or attack form. They draw upon their inner Power to perform preternatural acts.

In choosing this Edge, the player must select one of the following Powers: *Analyze Foe*, *Confusion*, *Deflection*, *Quickness*, *Smite*. They can take an action to activate the chosen Power, which will last for the base Duration (3 rounds). They use their Spirit to activate the Power, and it only works when they are using their chosen fighting style.

Note that *Confusion* works a little differently; it has no Duration, and the Master of Forms uses his Fighting to activate it. If he chooses to affect two targets, the roll is at -2, and it's -4 if he tries for three targets.

This Edge can be taken multiple times, adding an additional Power each time.

## MASTER OF HORSE

**Requirements:** Heroic, Cavalryman, Mount must be trained for combat

Masters of Horse are experts of mounted combat, able to urge their horses to great deeds and protect them in the chaos of combat. The term is usually used with great respect for such mounted warriors as the "Riders of Vale" in Galea, the "Desert Riders" in the Eternal Desert, and the "Horsemasters of Fortune" in the Freelands.

A rider's mount uses the rider's Parry, including the use of Edges and shields. As well, the rider's mount gains a +2 to its Pace and a Run die of d10 instead of d8.

## NOBLE SACRIFICE

**Requirements:** Heroic, Paladin of Light, Spirit d10+

There comes a point in many paladins' lives when the greatest good requires the greatest sacrifice. Those who are most prepared can be empowered to go out in a true blaze of glory.

The paladin with this Edge has prepared his soul for his final reward, and he can call out to the Light to give him great strength to achieve his final goal even as he pours the entirety of his life force into his final act. Upon enacting this Edge (a free action), the player declares a final goal for the Hero. It must be something conceivably achievable within the scene. Examples include the death of a main villain or seeing to it that everyone else on the paladin's side of a conflict gets safely away.

At this point, the paladin's fate is sealed. He will die at the end of the scene. However, he gets the following immediate benefits:

- Five bennies are awarded to him; they must be spent in this scene.
- He will suffer no wound penalties during the scene.
- Any Shaken result coming from an Extra is ignored, unless a Wound is also done.
- Any Extra Shaken by the paladin is automatically Incapacitated.



- The paladin is Fearless while under the effects of this Edge.
- It takes Five wounds to force a roll on the Incapacitation table, and no penalties are applied to any Incapacitation rolls if the paladin's goal has not been achieved.
- His paladin bonuses are doubled; he does +4 damage to supernaturally evil entities, and enjoys +4 Toughness against their attacks.
- Whenever he chooses to "Run", he gets the maximum result instead of rolling.

If the paladin achieves his goal before the scene is over, he will still fall dead on the spot. He will get a "final soliloquy," lingering long enough for at least one of his companions to reach him. If there are no companions available or able to reach him, the paladin may elect to instead give a dying speech "to the Light itself."

Of course, choosing to have a destiny like this looming over you does come with a couple of additional advantages. Those paladins with this Edge enjoy +2 on any Healing rolls (magical or otherwise) made on them, and they have a +1 Charisma when dealing with anyone who honors the Path of Light.

This is, admittedly, one heck of a way to go, and anyone into the concept of a paladin should enjoy and appreciate it. However, it may be that this is not really the end of the story for this character. After all, the Lord of Light does occasionally send aethereal warders to help those Heroes on great quests. Who's to say Archanon might not send back a beloved friend, at least for a time?

## ORDER OF THE SAPPHIRE CITADEL

**Requirements:** Legendary, Adept, Order of the Azure Citadel, Spirit d10+, The Way d12+

Those of the Order of the Azure Citadel who remain committed to the mastery of their Disciplines can, with great effort and skill, become initiated into the Order of the Sapphire Citadel.

Once so initiated, an adept with this Edge can spend 3 Essence to substitute his Spirit for any Trait roll, instead of having to spend a benny. As well, he enjoys Connections with the Sapphire Citadel, a very powerful organization in the Southern Kingdoms, and he gains a +2 Charisma when dealing with other adepts who know of and respect the Sapphire Citadel.

## PATH WALKER

**Requirements:** Legendary, Druid, Spirit d12+, Channeling d12+, Knowledge (Cosmology) d10+

For some druids, a single Path calls them more than any other. Their channeled gifts flow from and through the Path of their calling exclusively (or nearly so), and eventually they form a very distinct connection to that Path that further empowers them.

Upon taking Path Walker, the druid must select one of the Four Paths to claim as their primary Path. This choice should naturally evolve from how they've played their character, with the Game Master's approval. Once the choice is made, they gain the following:

One of these four combinations – Earth Talker/Stonewalker; Spirit Singer/Soulfinder; Stream Channeler/Waverider; or Wind Whisperer/Windmaster.

A +2 on all Channeling rolls when they rely on their Path, and a -2 to any Channeling rolls involving other Paths.

The Wizard Edge effect whenever channeling with their Path.

If the Spirit Singer/Soulfinder or Stream Channeler/Waverider combination is selected, the character may continue using level ups to take additional Soulfinder or Waverider effects. If the character already had one or more effects from Soulfinder or Waverider, this allows the selection of another one. In any instance where the character already has the Racial Edge in question, there is no added benefit.

Note that a druid may *not* take Life in Balance if they take Path Walker (and vice versa).



## RIGHTEOUS FURY

**Requirements:** Heroic, Paladin of Light, Strength d8+

Paladins of Light can reach a point of great faith and strength in their service to Archanon, and can call upon his righteous strength to empower them to face great and terrible odds.

With a successful Spirit check, as an action, the paladin can invoke the effects of the Berserk Edge. They do not need to suffer a wound to do this, but they must be in the presence of great evil or danger to innocents. Paladins do not hit friendly targets in combat; all other aspects of the Edge apply.

When the Righteous Fury is ended, the paladin must make a Spirit check at -2 or suffer a level of Fatigue. It takes a full night of rest to recover Fatigue suffered this way. The *Succor* Power can also alleviate this Fatigue.

## SOCIAL EDGES

### HEROIC INSPIRATION

**Requirements:** Heroic, Bard or Noble, Charismatic, Spirit d10+, Persuasion d8+

Some Heroes are able to stand before their comrades and give such a rousing speech, no enemy can douse the flames of passionate commitment to the fight. These are the speeches that bring victory from defeat, and rally forces otherwise in total rout.

Either immediately before a battle (if time permits and the battle is anticipated), or during a fight, the Hero with the Edge may take a full round to give a rallying oration that is intended to steel the hearts of their fellow Heroes and all Allies in hearing range. With a successful Persuasion check (Charisma modifier added), all who hear the speech are granted one-half (round down) the Hero's Charisma bonus to all Spirit checks for the duration of the combat. With a raise, the total Charisma bonus of the Hero is granted.

## LEGENDARY PRESENCE

**Requirements:** Legendary, Heroic Inspiration, Spirit d12+, Persuasion d10+

Heroes of this stature can give speeches that change the tides of battle – and the course of history.

In addition to the benefits described under Heroic Inspiration, a successful speech grants half the orator's Charisma bonus (round down) to *all* allied Trait rolls in the first round of engaged combat; with a raise, the total Charisma bonus is added. This benefit may only be achieved a total of twice during a single combat; once right at the beginning, if a speech is given prior to the engagement, and a second time from a mid-battle rallying speech (which takes a full Round to perform).

## WEIRD EDGES

### ARTIFACT

**Requirements:** Legendary, Greater Soul-Bonded Item (same item)

Upon taking this Edge, the item has become truly powerful, bonding closely with the owner and dedicating itself to the path and goals he is.

The GM is in charge of whatever happens at this point. A combination of Minor Qualities, Powers, and Edges can be applied, and/or the GM can simply come up with some kind of unique ability that truly differentiates the item. In addition to all the Shaintar material, there's plenty of good stuff in *Savage Worlds Fantasy Companion* a GM might use for this.

## GREATER SOUL-BONDED ITEM

**Requirements:** Heroic, Improved Soul-Bonded Item, Spirit d8+

Upon taking this Edge, the item in question gains another Minor Quality, as well as either a Power or Edge of the player's choice. The rules for Powers are as found in Improved Soul-Bonded Item. If an Edge is chosen, its Rank requirement can only be up to one Rank higher than the Hero, and must be appropriate to the item (and the Hero). The GM must, as usual, approve all such choices.



## THE TOOLS OF LEGENDS

Once Heroes reach this level of achievement, they begin to seek out items and devices that will help them against the much tougher threats they are bound to face. Though Shaintar is not the kind of place where one finds “magic shops” chock full of random items for sale, it is possible to find some rather interesting specialized and enchanted items here and there.

As well, the presence of alchemists and artificers makes it possible to get limited-use items, or enchantments put on favored gear.

Finally, the presence of the Builders means Heroes, and Villains, are entirely capable of picking up arcfire-enhanced weapons and armor, which can make for significant advantages for those who manage to learn how to use them.

## ADDITIONAL WEAPONS AND ARMOR

Not all that follows is necessarily for “advanced” characters only; some are added options that might be found in places the Heroes haven’t yet ventured, and much of this material simply adds more texture and stylistic choice rather than different game mechanics.

However, there are a few items that are much harder to find than normal, and some that require the skills of truly experienced and talented folks to use to best effect.

### ADDITIONAL ARMOR CHART

Type	Armor	Coverage	Weight	Cost	Value	Availability
Partial Studded Leather	+2	-2	14	175	+0	+2
Full Studded Leather	+2	-4	18	220	+0	+2
Partial Ring Mail	+2	-1	15	120	+0	+2
Full Ring Mail	+2	-3	20	200	+0	+0
Partial Brigandine	+3	-2	16	320	+0	+0
Full Brigandine	+3	-4	22	450	+0	-2
Tinker Leathers	+2	-5	8	900	-2	-4
Builder Armor	+4	-4	20	n/a	-4	-6
Builder Armor, Enhanced	+5	-4	20	n/a	-6	-6





## ADDITIONAL HAND WEAPONS

Type	Damage	Weight	Cost	Value	Availability	Notes
Arcfire Blade	Str+d8	6	n/a	-4	-6	AP 2
Danataran Combat Whip	Str+d4	2	150	+0	-4	-1 Parry, Reach 2, <i>see below</i>
Kal Barbed Whip	Str+d8	9	n/a	-4	-4	-1 Parry, Reach 2, <i>see below</i>
Lanthorian Knuckle Spikes	Str+1	.5	20	+0	-2	Easily concealable, user still counts as Unarmed Defender
Obsidian Blades	varies	half	x2	-2	-4	See below

## ADDITIONAL RANGED WEAPONS

Name	Range	Damage	Cost	Value	Availability	Weight	Min Str	Notes
Arcfire Handcaster	12/24/48	2d8	n/a	-6	-6	6	-	AP 2, 4 shots before reload
Crossbow w/ Cocking Lever	15/30/60	2d6	750	-2	-2	12	-	AP 2, Full Turn to reload
Dregordian Javelin	4/8/16	Str+d6	400	-2	-4	3	d6	
Dwarven Crossbow, Hammerbolt Modification	25/50/100	2d6+2	n/a	-4	-6	24	d8	AP 2, 8 shots before reload
Ironwood Bow	15/30/60	2d6	700	-2	-4	8	d6	Str+d4 melee damage

## ADDITIONAL SHIELDS

Type	Weight	Cost	Value	Availability	Notes
Nazatiran Spike Bracers	4	120	+0	-4	+1 Parry, two must be worn, doesn't stack with shields; Minimum Agility d8; Str+d4 melee damage, AP 1
Orc Blade-Shield	15	200	+0	-4	+1 Parry, +2 Armor vs ranged damage; Str+d6 melee damage
Arcfire Bracers	7	n/a	-6	-6	+2 Parry, two must be worn, doesn't stack with shields; Minimum Agility d6





1. Partial Brigandine



4



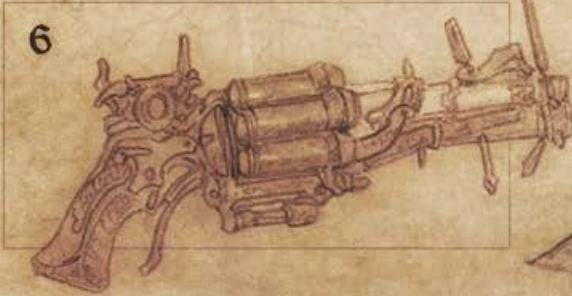
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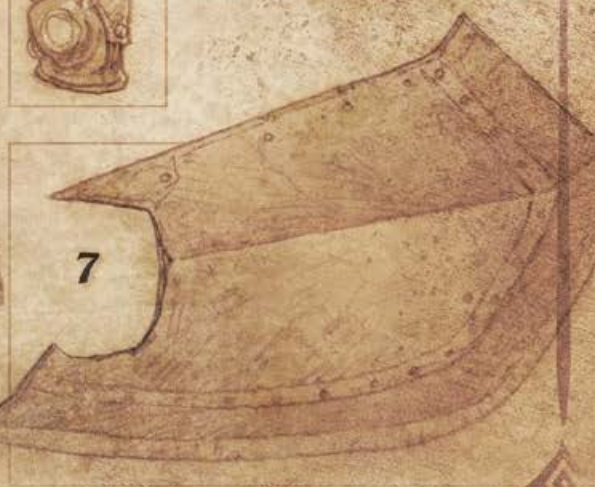
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6



7

4. Nazatiran Spike Bracers

5. Arcfire Bracers

6. Arcfire Handcaster

7. Orc Blade-Shield

**Brigandine:** Though fine as a stand-alone armor, this can also be combined with available Chain to create a combined suit that provides the equivalent of Plate & Chain armor (+4 Toughness). Use the lower Coverage if the values are different.

**Tinker Leathers:** Though each suit is tailor crafted, often by the wearer, they share similar properties. With hooks, pockets, loops, pouches, and other places to attach and/or store gear, the wearer of Tinker Leathers has their effective carrying capacity increased by fifteen pounds! This works to offset the already low weight of the Tinker Leathers and give more carrying ability, besides.

**Builder Armor:** Exceedingly rare, most such suits are either the spoils of combat with the Builders or found in one of the many caches that have suddenly began appearing. The wearer must be Arcfire Trained (see *Shaintar: Legends Arise*, page 149) to wear such armor and gain full benefits; if he is not, the effective weight is tripled and he only gains a +2 Armor value from it. Whether the normal or enhanced version, Builder Armor has a special energy field always active that negates any Armor Piercing (AP) value

of incoming attacks. To properly don and activate Builder Armor requires a basic success with the Arcmancy Skill or a Repair check at -2.

**Nazatiran Spike Bracers:** Much like normal bracers, except these have been designed to both carry and integrate Nazatiran throwing spikes. Each bracer holds nine such spikes, though the last three are what gives the bracers their offensive damage capabilities (they can be extended out from the wrist area to act as "claws"). If the wearer has the Throwing Spike Proficiency Edge (from *Legends Arise*), he gains the benefit of Quick Draw with the contained spikes.

**Orc Blade-Shield:** With a curved blade fully integrated into half of the circumference of this medium shield, the wielder can attack with it and do the listed damage. If he has the Shield Mastery Edge (from *Legends Arise*), the damage is increased to Str+d8.

**Arcfire Bracers:** In all ways, these function as normal bracers, except they require the Arcfire Trained Edge and only require an Agility of d6 to use.



**Arcfire Blade:** This requires the Arcfire Trained Edge, and a steady supply of crysalites to keep it powered. A normal set will keep a moderately used blade active for about two weeks. Without the crysalites, it is functionally a poor long sword (-2 to Fighting and damage, -1 Parry, and no AP)

**Danataran Combat Whip:** The flashy Danatar family of Galea came up with this, mastering techniques that confound opponents. On a raise, the whip does not do an extra d6 damage; instead, the target suffers a -2 Parry until their next action. Alternately, on a raise, the wielder can force an opposed roll (attacker's Strength versus the higher of the target's Strength or Agility); if the target fails, they are tripped to the ground, lying prone.

**Kal Barbed Whip:** This massive, horrific weapon is used as much as a weapon of terror as anything. Covered in wicked barbs, not only does it have the effects of the Danataran whip, but on a raise the target must make a Vigor check or be Shaken, regardless of any damage they might have actually suffered.

**Lanthorian Knuckle Spikes:** A fist-load popular with bruisers and thugs in the streets of Shaintar's largest city. They do not help the wielder against anyone with a real weapon, as the user is still considered unarmed in such situations.

**Obsidian Blades:** In recent times, a small group of dwarves traveled to Korindia and, abiding by the rules of the island elders, made their way into the mountain area with tools of stone, wood, and other non-proscribed materials. They delved into depths of the highest mountain, a dormant volcano, and brought forth great amounts of a black, glassy substance – obsidian.

Returning to Kor-Davine, where the rules of the island are lifted for non-korindians, they set to work fashioning weapons and arrowheads from the material. Exceedingly sharp when properly worked, this new material allowed the dwarves to provide korindians with knives, short swords, and arrowheads of considerable quality without using any metal.

Obsidian can be used to make knives, short swords, spears and similar smaller weapons that function the same as their metal counterparts, but with two exceptions. First, they have an Armor Piercing value of 1, or add +1 AP if a style crafted normally has

an AP value. Second, due to their relative fragility, when used on metal armor, they break on a natural 1, whether rolled on the Fighting die *or* the Wild Die.

**Arcfire Handcaster:** Another item requiring the Arcfire Trained Edge, as well as a supply of crysalites crafted for it. The damage is caused by an arcfire-charged crystalline “bullet” fired from one of four rotating chambers. It looks like a small, blocky revolver with vaguely tuning fork like protrusions alongside the barrel. It fires small crystalline bullets surrounded by raw arcfire. To recharge it requires new, especially dedicated crysalites be put into it.

**Crossbow w/ Cocking Lever:** This clever modification makes it possible for anyone to reload a crossbow, thus eliminating the Strength requirement. However, it is a tedious process, taking an entire turn to accomplish, during which the user can do nothing else (including move).

**Dregordian Javelin:** A well-crafted, aerodynamic throwing spear that also functions as a short spear in melee; use all spear values, except it has no Reach and does not require two hands.

**Dwarven Crossbow, Hammerbolt Modification:** This highly sought-after variant, invented by Cracken Hammerbolt at the outset of the War of Flame, uses advanced design elements to enhance both the damage and Range of the weapon. As well, the holding chamber can cycle up to eight bolts before it must be replaced with a new chamber. Any dwarven crossbow can receive the modification, but it requires a master craftsman who knows the secret techniques and takes at least a week.

**Ironwood Bow:** There are times when an archer finds himself in the middle of melee, and the best weapon at hand is his bow. Most cannot stand up to the punishment for long, but the ironwood bow is designed specifically to endure melee usage. A trained Combat Archer (see the Edge, above) is best suited to using such a weapon. Anyone without that Edge suffers a -2 penalty for unfamiliar use in melee.

### Special Arrowheads

Truly clever folks have, over the years, figured out some interesting things to do with arrows and bolts beyond just causing other folks to stop moving...



**Blunt:** Some accuracy and distance is lost, but such arrows do non-lethal damage, making them useful for capturing criminals and the like. -1 Shooting, -2 off of the Short Range increment (recalculate Medium and Long), non-lethal damage. Cost: Negligible.

**Explosive:** Enterprising alchemists sometimes craft these special arrows, with heads only angled enough to enable reasonable flight and not meant to pierce anything. Instead, the integrated vial full of extremely volatile liquid (almost always a variant of the “Explosive Consequences” formula) which cracks on contact, releasing a small-but-deadly explosion. The arrow does 2d6 over a Small Burst Template, but it subtracts 4 from the Short Range increment (recalculate Medium and Long). Cost: 750 Copper [Value -2, Availability -4]

**Fishing:** Virtually useless in combat, fishing arrows can make an archer very handy when it comes time to find food near bodies of water. Such arrows allow Shooting to act as a cooperative roll for another’s Survival check. Cost: 1 Copper each [Value +0, Availability +0]

**Line:** This is more than a simple head for an arrow shaft; it is a prepared arrangement of thin, strong, line carefully attached and intended to be fired into a solid structure. Once embedded, it is meant to facilitate “zip-line” travel or climbing. Cut the Range numbers in half for such a shot, and the Shooting rolls must achieve a raise in order to embed strongly enough. For horizontal travel, make an Agility roll (Acrobat Edge bonuses counts); otherwise, use Climbing. A roll of 1 in either case (regardless of the Wild Die) means the arrow dislodges or the line breaks, usually about halfway through the journey. Cost: 25 Copper [Value +0, Availability -4]

**Obsidian:** Sharper than metal arrows, but unrecoverable if used against metal armored opponents or similarly hard surfaces. AP 1. Cost: 5 Copper each [Value +0, Availability -2]

**Whistler:** Emitting a high-pitched, piercing sound that serves as an excellent signal for those knowing to listen for it. Cost: 3 Copper each [Value +0, Availability -2]

## POTIONS, CONCOCTIONS, AND SUCH

**Legends Arise** introduced both alchemy and the enchantments of artificers, including the rules for creating potions and adding enhancements to items. What follows are a few items that enterprising Heroes with access to great resources may be able to acquire, if they find themselves in the right place to look.

Note that there is a new Minor Quality that many may wish to have imbued into certain weapons – Unbreakable.

**Archer’s Dram:** Light and sweet, this potion induces far greater visual acuity on the imbiber over long distances. *Farsight* (3 Essence). [1000 Copper; Value: -4; Availability: -2]

**Bow of the Hunter:** A masterfully-crafted Elvish longbow enchanted for accuracy (Range 18/36/72, 2d6+1, +2 Shooting). [100 Gold; Value -4; Availability: -6]

**Chameleon Cordial:** Thick, syrupy, and yet salty, this is not pleasant to drink at all. It must also contain some small amount of the intended target of impersonation, though most alchemists keep a few on standby that are just “someone else” for those seeking no disguise in particular, other than to hide their own appearance. *Disguise* (3 Essence). [1000 Copper; Value: -4; Availability: -4]

**Elixir of Ghostliness:** A smoky flavor accompanies this potion, giving the drinker the quality of etherealness. *Intangibility* (5 Essence). [1500 Copper; Value: -4; Availability: -6]

**Elixir of Mousiness:** Pouring this oily concoction over a person causes him and his possessions to shrink immediately (down 2 Size steps). It can be thrown onto an unwilling target for a rather shocking combat effect. *Shrink* (4 Essence). [1250 Copper; Value: -4; Availability: -4]

**Elixir of Spiderfeet:** Goopy and sticky, this syrupy liquid makes the drinker able to move across walls and ceilings with great ease. *Wall Walker* (2 Essence). [750 Copper; Value: -2; Availability: -2]





**Enchanted Long Sword:** High-quality steel and exceptional craftsmanship (Str+d8+2, +1 Fighting, AP 1) [200 Gold; Value: -6, Availability: -6]

**Enchanted Obsidian Blade:** A short sword crafted from the strange black glass of Korindia, treasured for its unbreakable nature (Str+d6, +1 Fighting, AP 2, Unbreakable) [180 Gold; Value: -6; Availability: -6]

**Hair of the Dog:** An obnoxious brew that smells like wet dogs and tastes just as bad, but it allows the imbibor to assume the form of any sort of canine. *Shapechange* (dogs only; 4 Essence). [1250 Copper; Value: -4; Availability: -2]

**Lifting Libation:** Odorless and tasteless, this clearer-than-water liquid gives the drinker the ability to fly at great speeds. A highly treasured potion, indeed. *Fly* (6 Essence). [2000 Copper; Value: -4; Availability: -6]

**Lightning Breath Seltzer:** This fizzing concoction stings as it goes down, but it doesn't stay down for long – seconds later, the imbibor belches out a literal storm of lightning bolts! *Burst* (3 Essence) [1000 Copper; Value: -4; Availability: -4]

**Lozenge of the Linguist:** A hard, apple-flavored candy that allows the user to understand and speak any language. *Speak Language* (1 Essence). [500 Copper; Value: -2; Availability: -2]

**Mage's Staff:** An Everwood staff imbued with properties of great value to any practicing sorcerer (Str+d4, Parry +2, Reach 1, 2 hands, 5 Essence, 1 less maintenance penalty, +2 to resist Disruption). [220 Gold; Value: -6; Availability: -6]

**Mint of Refreshment:** A small wafer that clears the sinuses even as it relieves fatigue and shock. *Succor* (1 Essence). [500 Copper; Value: -2; Availability: -2]

**Night Eyes Drops:** A couple of drops in each eye grants the ability to see perfectly in the dark. *Darksight* (1 Essence). [500 Copper; Value: -2; Availability: -2]

**Octopus Bag:** Possibly one of the most bizarre alchemical creations ever, invented by a rather mad hermit who lived by the sea and hated visitors. The pouch is opened and hurled (Throwing skill), and tentacles burst forth to wrap up the target. *Entangle* (2 Essence). [750 Copper; Value: -2; Availability: -6]

**Oil of Stone Skin:** Not consumed, you instead rub this oil over all the parts of your body you wish to protect. It feels like mud hardening, but has a more profound effect. *Armor* (2 Essence). [750 Copper; Value: -2; Availability: -4]

**Ointment of Arcane Cloaking:** This greasy, mildly unpleasant smelling application will conceal magical auras emanating from the wearer. *Conceal Arcana* (2 Essence). [750 Copper; Value: -2; Availability: -4]

**Paladin's Great Sword:** A mighty white silver blade designed to slay demons. Note that the normal Parry penalty is eliminated with a Minor Quality. Str+d10+2, Slayer (Demon). [1000 Gold; Value: -6; Availability: -6]

**Potion of Disappearing:** One usually believes he has been cheated when buying this potion, as nothing can be seen inside the vial. Nonetheless, it can be felt and tasted – a cool, minty flavor – as you drink it, causing you to immediately vanish from sight. *Invisibility* (5 Essence). [1500 Copper; Value: -4; Availability: -4]

**Potion of Greatness:** Though it tastes like old, flat, beer, this potion not only makes the drinker feel great, it literally makes him great – in Size (3 steps worth). *Growth* (6 Essence) [2000 Copper; Value: -4; Availability: -6]

**Quicksilver Concoction:** A surprisingly sludgy gray slush that goes down with effort, yet it instantly bestows a great rapidity to your body and mind. *Quickness* (4 Essence). [1250 Copper; Value: -4; Availability: -4]

**Razor Skin Brew:** Always leaving something of a sore throat behind as it goes down, this vaguely juice-like concoction causes razor-like points and blades to spring out all over the drinker's body, poking out through everything but plate mail. *Damage Field* (4 Essence). [1250 Copper; Value: -4; Availability: -4]

**Runner's Rum:** A fusion of high-quality rum and the usual mysterious ingredients of alchemy, this is a tasty dram that makes the drinker fleet of foot. *Speed* (1 Essence). [500 Copper; Value: -2; Availability: -2]





Type of Enchantment	Cost Range	Value	Availability
Minor Quality	20-50 Gold	-4	-4
Power or Edge	200 gold/Essence spent	-6	-6

## Liner Notes – The Costs of Enchantments

Most groups of Heroes are likely to have someone among them who learns the gifts of an artificer. However, in case such a person is not among the group, or in situations where the time necessary to craft all that is desired simply isn't there, it may be that the Heroes will seek out others to do the work.

In such situations, the GM should use the following ranges for costs; for those using the optional Resource Rolls, those numbers are provided as well.

Obviously, it is insanely expensive and difficult to get enchantments on your items, especially those of a Master Artificer's doing. Only those of great accomplishment, or with access to incredible resources, can hope to achieve it.

## ARCFIRE DEVICES

Arcfire and arcmancy represent a dramatic and powerful change to what is possible with magic. Devices that can, with training, put magical power into the hands of anyone. There are many who believe that arcmancy may be one of the oldest forms of magic; that it may be the cause of the fall of the fabled Empire of the Golden Crown, and the reason for the mists that surround Shaintar.

In part, at least, they are right.

With the coming of the Builders, and the opening of a number of their long-hidden underground citadels throughout Shaintar, it has become possible for a daring few to lay their hands on some rather powerful and dangerous items. What follows is a list of those likely of interest to Heroes, which they might acquire either through battle with Builders or by exploring one of their ancient strongholds.

Note that neither a cost, nor any information as regards the use of the Resource Roll system, is provided. Heroes will not find such things available for trade or purchase anywhere (except for a few listed above); if someone has one, they aren't selling it to the highest bidder. They will hold onto such a treasure as a means of attaining great personal power.

Note that all such devices require both the Arcfire Trained Edge and a supply of appropriately designed crystalites to make them function.

**Arlance:** Possibly the most elegant Builder weapon ever created, these devices are wielded by specialized troops called Arclancers. The arlance looks like a strange spear or staff with a crossbow-like stock on one end and various flanges and protrusions on the "firing" end. There are triggers, knobs, wires, and crystalites integrated all over the device.

Arclances project arcfire energy in a number of ways – raw bolts of energy that are fairly devastating; a pulse of shocking energy (*Stun*); and a disruption ray that can unravel any magical effect (*Dispel*).

**Arlance** (Range: 18/36/72, 2d8, AP 2, RoF 3, 24 shots until reload, Alt. Effects: *Dispel*, *Stun*; Str+d6 melee damage, 2 hands)

**Boomcaster:** The Builder boomcaster troops are burly even by Builder standards, wearing special armor and a backpack/harness system designed to help them manage the powerful boomcaster weapon system. Hoses, cables, wires, gears, and crystalites cover the whole system, which consists of a power generator worn on the back and a hose-like projector held with both hands. The generator has enough power for extended use, but eventually more crystalites are needed to keep it running.

The boomcaster can project raw, destructive arcfire (*Burst*, *Jet*) or concussive force (*Pummel*). If engaged in melee, the tube can even be used as a club!

**Boomcaster** (*Burst*, *Jet*, *Pummel*; Heavy Weapon; 2 hands, Str min d8, used as club for Str+d4 damage)

**Elite Builder Armor:** A much-advanced version of the Builder armor, more fully covering than even plate armor. It creates an energy field that protects the wearer from environmental conditions (such as extreme heat and poisonous air), and its construction confounds any armor piercing effects.



*Elite Builder Armor* (+6 Armor, Full Coverage, ignores AP, *Environmental Protection*)

## GREAT AND POWERFUL MAGIC

One of the great aspects of truly epic high fantasy is “big magic,” and Shaintar is meant to be the setting that opens this wide for the Heroes.

And the Villains.

There are new Powers for those of Heroic and Legendary Ranks. More importantly, there is an epic new option for casters – High Magic, the expansion of Powers to world-shaking, destiny-altering effects.

### NEW POWERS

#### GREATER CURSE

**Rank:** Heroic  
**Essence:** 10  
**Range:** Sight  
**Duration:** Permanent

Some casters may call upon great magics or dire spirits to bring great, long-lasting harm to those that cross them. This goes far and above the effects of a mere *Curse*.

The caster pits their relevant Arcane Skill against the victim's Spirit. If the caster is successful, the victim becomes sick and might even die. The character becomes Fatigued immediately, and each day thereafter he must make a Vigor check (with the appropriate penalties) to resist becoming Exhausted. After becoming Exhausted, he must then pass a Vigor check once a day or become Incapacitated. Once he becomes Incapacitated, he makes a Vigor roll each day to avoid death.

Fatigue gained from *Greater Curse* can only be ameliorated by the use of *Succor*; with a successful casting, the Fatigue is abated for 10 minutes, and it's kept at bay for an hour with a raise. After that time, it comes right back to the full level it was when *Succor* was cast. No amount of rest or other efforts will remove the Fatigue until the *Greater Curse* is lifted.

Instead of sickness and death, the *Greater Curse* may also be used to cause one of the following effects: Blind, Deaf, Dumb (as in unable to speak), Horrid (as the Ugly Hindrance except that the Charisma penalty is -4), Clumsy (Agility drops a die type, which cannot be raised until the curse is lifted, and all Agility-linked skills are at -2), or Unlucky (as the Bad Luck Hindrance, plus a -1 to all rolls).

The *Greater Curse* can be lifted by the caster or use of the *Dispel* Power. Additionally, most *Greater Curses* have some special task or set of circumstances that can be fulfilled to remove them. A caster who clearly states the task, circumstances, or conditions of the *Greater Curse's* removal to the victim during casting receives a +2 to their Arcane Skill roll to cast the *Greater Curse*.

### POSTCOGNITION

**Rank:** Heroic  
**Essence:** 3  
**Range:** 1 mile radius or less (see text)  
**Duration:** Varies

By opening their mind to the flows of psychic energy, the caster can catch glimpses of past events in the area. The caster can try to shrink the area of effect to a one hundred yard radius by taking a -2 penalty to their Arcane Skill roll. By taking a -4, they can focus their attention to the area of a Large Burst Template.

On a success, the caster witnesses a surge of memories, focused on emotionally charged events from the last ten years. Each raise allows the caster to see farther into the past (per the GM's discretion). Note that really major, dramatic, or emotion-filled events (such as a murder or a couple falling in love) are always treated as “fresher” memories and, thus, can be witnessed on a normal success regardless of how far in the past they occurred.

After getting a “reading” the caster can make a Smarts roll to try and pick out pertinent pieces of information (based on what they were trying to discover by using the Power). Each raise allows them to attain more information. By successfully shrinking the area of the reading, the caster gets a +2 or +4 to their Smarts roll, based on how focused the reading was.



## RENDING

Rank: Heroic  
Essence: 5  
Range: Smarts  
Duration: Instant

This grotesque Power uses raw force to squeeze, pull, and tear internal organs, bones, and other vitals. A good attack can kill a foe in one quick blast, leaving nothing but a mangled pile of bleeding flesh and busted bones. Regardless of the specific effect and reaction, the attack is an opposed roll between the caster's Arcane Skill and the victim's Vigor. Success inflicts 1d6 damage, with an additional 1d6 damage per raise, up to a maximum of 3d6. Living beings gain *no* Armor or Toughness against this damage, thus taking straight wounds over an effective Toughness of 0. Non-living entities and objects gain their full Toughness ratings, but not Armor.

## HIGH MAGIC

Legendary casters can gain access to epic options for the Powers they know, via the High Magic Spell Edge. Casting High Magic Powers is somewhat different than casting normal magic, with greater and possibly world-changing effects, but also greater costs and risks.

Each Power is listed with one or more High Magic options; if a Hero has the High Magic Spell Edge for that Power, all of the listed options are available to him. Sorcerers may also apply Applications to this form. There are two types of High Magic Powers – **Combat** and **Ritual**.

Combat High Magic Powers are cast like normal Powers in a combat round. Ritual High Magic is cast over a much longer period of time – ten minutes for every Essence that is required to cast the Power. So a High Magic Ritual that costs a total of 13 Essence would take one hundred thirty minutes to cast; such rituals last much longer than combat Powers (see below).

High Magic options are also listed with Essence cost modifiers; Casting Modifier (CM), the penalty applied to the casting roll of that effect; and whether or not the option can be made Permanent, and the permanent Essence cost.

In the case of the Permanent option, casters will have to give up permanent Essence to empower the effect so that it lasts. Fortunately, the use of Essence Link can enable casters to spread that cost around. For example, if a caster wanted to cast *Armor* permanently on someone, the essence cost would be two times the permanent modifier for the Power; in the case of *Armor* this is 15, so this would need a total of 30 permanent Essence. That is an insane amount, yes, but it can be spread out by other participating casters, so a large ritual group is a great idea here.

For those combat Powers that are not Instant or Permanent, the Duration is calculated as though the Powers were cast in a Meditative fashion, even though it is cast as a normal action in a round. This means most such Powers will last in terms of minutes (see “More for the Casting” in **Legends Arise**, page 112).

Ritual High Magic Durations are different, lasting one hour for every Essence invested into the casting. It is possible (and often preferable) for casters to dump more Essence than needed just for the purpose of extending a Ritual High Magic Power.

Casting at certain places of power, or during certain times, or using specific kinds of power sources can be very useful for shouldering the burdens of difficult Powers (see “Places of Power,” “Times of Power,” and “Sources of Power” below for more on this). Casting on Filament lines, or at Loci points can make the Essence costs an even easier burden to bear.

For Ritual High Magic, other casters of the same style as the main caster can aid in one of two ways; they can either assist in the casting roll, via the Cooperative Roll rules, or donate Essence, assuming they and the main caster both have the Essence Link Edge. In the former case, the normal rules for limits on cooperative rolls are ignored; there is *no limit* to the bonuses granted by those rolling to assist.

After casting any High Magic Power, the main caster must make a Vigor check; for Combat magic, the penalty is -2, while it is -4 for Ritual magic. With a raise, he suffers no negative effects. With a simple success, he suffers a Fatigue level. With a failure, he suffers two levels of Fatigue.

If there were any other casters assisting in the High Magic Power, they must all make a simple Vigor check or suffer a level of Fatigue.



## Liner Notes – Dispelling High Magic

The *Dispel* Power can be applied to trying to get rid of a High Magic effect, but it is very difficult. Whatever the CM (Casting Modifier) for the initial High Magic Power was, that value is added to the opposing roll against *Dispel*. Furthermore, *Dispel* can only be attempted once against a particular High Magic effect; if it fails, *Dispel* from that caster cannot be tried again against that effect. The normal *Dispel* Power cannot be used against Permanent effects.

Of course, there is a High Magic *Dispel* effect that is much more effective against other High Magic

## DELVING INTO RITUAL MAGIC

Rituals are not only the stuff of legendary tales; they have real and powerful value. This is how great things of lasting significance are done with magic; fates are decided, wars are begun or ended, and realms are destroyed or saved by such rites. Even at smaller scales, rituals are used to extend the reach, duration, or effect of a Power such that it becomes more than a tool of momentary use and instead becomes a major factor in a plot or plan.

The Essence Link Edge and Cooperative Roll rules address what it takes for others to help in a ritual, either by providing additional Essence or assistance in the casting roll. Many rituals have great Essence requirements, and should not be undertaken lightly. Below are some of the ways various casters obtain the necessary Essence to perform powerful rites. Remember, a central caster can “pool” all kinds of Essence by way of the Essence Link Edge, which is why it’s a good idea for rituals to involve as many supportive casters as possible. Whenever a Permanent effect is in the works, at least **one-fourth** ( $\frac{1}{4}$ , rounded up) of all Essence needed must come from the personal reserves of one or more of the involved casters. The rest can come from Filaments, Loci, and the providers listed below. For non-permanent effects, all Essence can come from external sources.

## PLACES OF POWER

There are places throughout Shaintar that resonate with inherent power. Many of them do so due to the presence of Filaments and Loci (discussed at length in **Legends Arise**, page 110), but some are either the sites of great and terrible moments in history, or are fundamentally empowered due to the presence of inherent magical substances.

Most such places are attuned to a specific form of magic; they are not useful to just any style, but only to a particular one. A graveyard may have connections to Darkness; a sacred grove given to the powers of Life; the site of a terrible and bloody battle resonates with Flame; a chamber full of cysarium pulsates with energy for the Way; and so on.

Such places are measured in terms of overall strength, which corresponds to how much total Essence may be present to be tapped at any given time.

Site Strength	Available Essence
Weak	3d4
Fair	4d6
Strong	5d8
Powerful	6d10
Staggering	7d12

The GM decides what the Site Strength is, then has one of the players roll the corresponding dice. These dice can Ace as normal. Once a total is achieved, this is the amount of Essence (of the stated type for the site) that can be drawn on for any ritual cast here. The Essence Link Edge *must* be possessed by anyone attempting to draw upon such power. Instead of automatically rolling d4’s, however, the caster (and anyone helping with the ritual) is allowed to roll the same die type as is associated with the Site Strength.

Before officially beginning a ritual, a caster may decide to tap as much of the site’s available Essence as possible. As per the Essence Link Edge, such power can be tapped well above the caster’s normal maximum; it will fade away at a rate of 1 point per hour, but enough excess can be absorbed to be more than useful.

Essence drained from a place of power regenerates at a rate of 1 per hour (though the maximum amount is still randomized).



## Liner Notes – Filaments And Places of Power

What happens when one or more Filaments are near a place of power? There's a whole lot of magical might to draw on, that's what! As a general rule, the GM should simply use the higher values in the above table to represent the influence of Filaments and Loci on a place of power; it's just easier that way.

## TIMES OF POWER

As there are places that pulse with inherent power, there are certain times that reverberate with magic might. There are very good reasons why mighty casters and their followers choose to cast at specific times, or on specific dates.

Times of power, unlike places, do not provide pools of Essence to draw on. Instead, they are multipliers on the available Essence for a ritual. The way this works is simple – take the total Essence contributed to the main caster of the ritual (via Essence Link) and multiply it accordingly before the spell is cast.

The chart below is broken down according to magic type and the special times that have an impact on one or more of them.

“Important Days” are entirely subjective and based on the magic style in question; there will be different times throughout the year that are minor and major holidays, holy remembrances, festivals, and the like for each of the Four Powers.

Stellar conjunctions refer to certain alignments of stars; there are, of course, all kinds of variations in this idea, so the GM can determine if and when a conjunction may be coming up to help a caster's ritual.

Naturally, the question comes up as to what happens when certain times overlap, such as when the 13th Hour happens on a night with two full moons, or it's noon on a high holy day for a priest. Simply take the highest multiplier and then add +1 to it for each additional condition that applies and grants higher than a x1 multiplier.

For example, if a necromancer chooses to cast his ritual at the 13th Hour (x3) on a night with two full moons (x3) that also happens to be a Very Important Day (x2), his Essence multiplier will be x5 (x3 for the highest one, and +1 for each other condition).

Time of Power	Channeling	Faith	Necromancy	Sorcery	Thaumaturgy	The Way
Dawn	x2	x3	--	--	--	--
Noon	x2	x2	--	--	--	--
Twilight	x2	--	x2	--	--	--
13th Hour	--	--	x3	x2	x3	x2
One Full Moon	--	--	x2	--	--	--
Two Full Moons	--	--	x3	x2	--	--
Three Full Moons	x2	--	x4	x3	x2	--
Moderately Important Days	x2	x2	x2	x2	x2	x2
Very Important Days	x3	x3	x2	x2	x3	x2
Moderate Stellar Conjunctions	--	--	--	x2	--	--
Major Stellar Conjunctions	--	x2	--	x3	--	x2



## Liner Notes – Does This Stuff Work for Normal Magic?

The simple answer is – no.

The out-of-game reasons should be fairly obvious; not only does it dramatically complicate normal spell casting as part of the game, it essentially breaks the balance of the game thoroughly. Spellcasters would simply make sure they had all the right conditions in place for any important battle and then pretty much own the scene.

The in-game reason is fairly consistent with the world rules, as well. Quite simply, these various means of tapping power require the time and investment of a ritual to make any use out of them. A caster's personal Essence is something he can easily shape to his needs, but a raw river of such power needs more coaxing, manipulation, and craftsmanship to make effective use out of it.

### Sources of Power

There are other sources of power, vessels of varying degree that can be sacrificed and used up to provide needed Essence for a ritual. As a general rule, they fall into three categories – raw sources, magical items, and living beings.

Raw sources are such things as deposits of white silver (Faith) or black iron (Necromancy); unshaped everwood (Channeling); and unprocessed crysarium (The Way); Bloodsteel doesn't count, as it is actually a processed result, rather than a raw form. With all of the advantages Sorcery has, this is one area of limitation – there are no raw sources to draw upon for that style of magic. Other sources of power work just fine, however.

Like places of power, sources provide a set amount of Essence that can be tapped for a ritual. Unlike places, however, tapping these raw sources destroys them, removing any and all future potential they might have for crafting items or being used for other magical efforts.

Raw sources are rated in terms of the relative amount that's available. The same rules apply for making use of the sources as for tapping a place of power (see above).

Magical items can also be sacrificed to enable a ritual, using the Essence Link Edge. The basic calculation for how much Essence an item can contribute is fairly simple, though the GM can feel free to adjust the number based on less tangible elements (such as the story importance of the item).


For every Minor Quality the item has, it can provide 3d8 of Essence. For every Power or Edge, the item provides 5d10. If it's an Heirloom, add a die of the highest appropriate type. If it is Soul-Bonded, raise the die types to d10s and d12s. If the item has Greater Soul Bond, treat all 1s rolled as being Ace results, and roll again. Multiple casters can draw on the freed Essence at the moment the item is sacrificed, which is often wise, as it will minimize the wasting of Essence from a bad roll. Essence freed this way only remains in the immediate area for three rounds; after that, it dissipates into the Aether.

Sorcerers *can* draw upon the Essence freed from a sacrificed magical item.

Note that this must be a sacrifice. This cannot be used as a means to destroy unwanted evil items. The overall nature of the item will determine what spell types it can support in a ritual, which is the GM's call. Almost all items can be used in a sorcerous ritual, though if an inherently Flame or Darkness oriented item is used, the spell itself (and the caster) will be corrupted or turned by it.

Raw Source Amount	Available Essence
Small (sack full)	4d4
Medium (barrel full)	5d6
Large (cart full)	6d8
Huge (cottage full)	7d10
Massive (castle full)	8d12





The final and most reprehensible source of power is that drawn from the sacrifice of living things. Blood magic in Shaintar is inherently evil; only thaumaturgists (*not* necromancers) can make use of it. Even though this makes it more or less a plot device, there may be circumstances where a GM wishes to know just how much power is derived from killing how many people, at least in order to give scope to a particularly powerful and horrible ritual.

Each living being killed in a ritual provides their Spirit die x2 in Essence to the ritual. If the person is a child (generally younger than 15), or is a Fae other than an Eldakar, the amount is their Spirit x3. Eldakar provide their Spirit x4 when sacrificed in this way. Anyone murdered on a specially prepared altar provides double the final calculated Essence.

Whoever commits the actual act of killing either gains the Essence (through the Essence Link Edge), or immediately transfers it to the main caster (again, using Essence Link). Thus, the murderer must be a caster. It is possible, through this means, to waste a great deal of Essence, which is why such rituals often have many victims on hand.

Yes, acolytes are the vilest of the vile...

## HIGH MAGIC EFFECTS

Note that many of the Powers have a Master effect listed, one that has Essence and Casting Modifiers of 0. In these cases, the use is considered a default “free” option, essentially replacing the original Power. As well, the caster does not have to make a Fatigue-check when using only a Master effect.

As a reminder, the listings will indicate the following: whether the effect is a Combat one or a Ritual; what added Essence cost there may be; what Casting Modifier may be applied; and whether or not the effect can be a Permanent one (and the necessary total Essence to make it so).

For Permanent effects that are passive in nature (such as *Armor* or *Invisibility*), imbuing a raise effect is entirely dependent on whether or not the casting roll of the ritual is a raise or not. For Permanent effects which are more active (usually requiring an opposed roll, such as *Analyze Foe* and *Conceal Arcana*), raise effects are dependent on how well the character with the imbued ability rolls when using the ability. Such rolls default to Spirit if no other Trait is obvious for them.



Many High Magic effects list in the “Permanent?” response as “No, but can be added to {x},” where {x} is another High Magic effect for the same Power that *can* be made Permanent. Simply apply the additional Essence cost and Casting Modifier to the ritual when adding in this additional aspect to the permanently imbued ability.

## ANALYZE FOE – HIGH MAGIC

### Foe Sense

Ritual; Essence [Normal]; CM [-8]; Permanent? [x10]

This is the ritual necessary to imbue someone with the *Analyze Foe* Power as a permanent ability. The caster must choose whether to imbue the base level effect or the weakness detection enhancement when casting.

### Greater Combat Vision

Combat; Essence [+3]; CM [-3]; Permanent? [No, but can be added to *Foe Sense*]

This is a greater version of the *Analyze Foe* Power, giving two benefits. First off, there’s no limit to the number of bonuses and penalties acquired (multiple raises mean multiple levels of effect). Second, it can be used against a number of opponents equal to the caster’s Smarts at the same time. His one roll is made against all of the opponents; opponents of the same type only require a single roll in resistance. For example, a group of minotaurs with the same stats only require one roll to gain an advantage against all of them. Opponents of different types, or unique individual opponents, all get their own opposing roll.

## ANIMATION – HIGH MAGIC

### Crafted Servant

Combat; Essence [+1 per Enhancement]; CM [-1 per Enhancement]; Permanent? [No, but these can be added to *Eternal Servant*]

Use of this High Magic enables the caster to modify his animated wood or stone creature, adding to its attributes, skills, Edges, or abilities. Each application of this effect counts as an Advance for the entity, much like any other character. In addition to normal options for an Advance, the caster can add abilities from the following list:

- Armor +2 (+6 maximum)
- Burrowing (at Pace)
- Hardy (costs +3 Essence and a CM of -3)
- Infravision
- Multiple Limbs (+1 limb per application of this effect)
- Regeneration (normal cost for Slow; +4 Essence and -4 CM for Fast)
- Size (+1 Size per application of this effect)
- Wall Walker

### Eternal Servant

Ritual; Essence [Normal]; CM [-10]; Permanent? [x15]

This is the ritual necessary to create a permanent animated servant with the same stats as one resulting from casting *Animation*. The caster must decide on a stone or wooden servant when the ritual is cast.

### March of the Unyielding

Combat; Essence [+2 per doubling]; CM [-2 per doubling]; Permanent? [No]

This High Magic enables a caster to animate more than a single object, creating a force of servants or warriors to do his bidding. For each +2 Essence and -2 CM, he doubles the number of objects animated; two objects for 5 Essence at -2, four objects for 7 Essence at -4, and so on.



## ARCANE SHIELD — HIGH MAGIC

### Enduring Shield

Ritual; Essence [Normal]; CM [-8]; Permanent? [x10]

This is the ritual necessary to imbue someone with a permanent *Arcane Shield*. Note that there are negative consequences to this, as positive magic is affected by Arcane Shield.

### Greater Shield

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to *Enduring Shield*]

The effect of *Arcane Shield* is doubled when this High Magic effect is invoked. This means +4 resistance for a success and +8 for a raise.

### Stronghold Shield

Ritual; Essence [+5 Level 1, +2 per each added Level]; CM [-1 per Level]; Permanent? [No, but can be added to *Enduring Shield*]

Using this ritual, a structure can be magically shielded. The following list should be used as a guideline for how much Essence and what the CM will end up being:

- Level 1: Covered wagon or hut
- Level 2: Small house or shop
- Level 3: Medium house or shop
- Level 4: Manor home, small keep, or small sailing ship
- Level 5: Mid-sized keep, castle, medium sailing ship
- Level 6: Large castle or sailing ship

## ARMOR — HIGH MAGIC

### Armorskin

Ritual; Essence [Normal]; CM [-8]; Permanent? [x15]

This is the ritual necessary for bestowing permanent *Armor* on someone (or something of roughly Hero size).

### Bulwark

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to *Armorskin*]

This effect makes the recipient of the *Armor* Hardy (as per the Monstrous Ability), meaning they do not take extra damage from a second Shaken result. They also gain +2 to all Vigor rolls and +2 on all rolls to resist the Push maneuver or other efforts to move them.

### Immunity

Combat; Essence [+6 per Immunity]; CM [-3 per Immunity]; Permanent? [No, but it can be added to *Armorskin*]

Use of this effect allows the recipient to enjoy Immunity from a source of damage, much like the Monstrous Ability of the same name. An Immunity can be chosen from the list below:

- Air (including druid Powers of that type; heat and cold Trappings are also included here)
- Darkness (including necromancer Powers that do damage; this counts as two Immunities for Essence and CM)
- Earth (including druid Powers of that type; metal is included here, but not magical metal weapons)
- Fire (this includes Flame-based damage; this counts as two Immunities for Essence and CM)



- Light (this includes all damaging priest Powers; this counts as two Immunities for Essence and CM)
- Lightning (including druid Powers of that type)
- Metal (including any normal and magical metal weapons; this counts as two Immunities for Essence and CM)
- Water (including druid Powers of that type; this also protects against ice Trappings)
- Wood (including druid Powers of that type)

Other variations can be considered, as the GM permits. Overly broad or common damage sources should require double costs and penalties, as noted above.

## BANISH — HIGH MAGIC

### Banish the Horde

Combat; Essence [+5]; CM [-5]; Permanent? [No]

With this effect, the caster is able to target all entities of a certain type on a battlefield. For example, all thratchen could be sent away, or all wraiths. The GM is the final arbiter on what constitutes a “battlefield,” but the area in question can be pretty massive.

### Rebuke the Named

Ritual; Essence [+20]; CM [-8]; Permanent? [Special]

This ritual allows the caster to name a previously banished Wild Card entity (such as a demon lord or the spirit of a liche) and cause this entity to be unable to come back to Shaintar for a long time. For the initial cost and CM, the entity is banned from Shaintar for a century. For every 5 additional Essence and -2 CM applied, the time is doubled.

The only way for such an entity to break the rebuke is via truly ancient and vile rituals with great complications and requirements. In other words, the plot of a campaign...

## BARRIER — HIGH MAGIC

### Conjured Fortress

Ritual; Essence [+2 Essence per 10x10 section]; CM [-2 per 10 x 10 section]; Permanent? [x20]

Using this ritual allows the caster to create an actual structure, with internal walls, windows, doors and such. A raise on the casting roll means even more detailed furnishings can be added in, though each piece (bed, chair, etc.) will be firmly attached to the structure.

The structure built by this ritual will settle itself properly into the environment it is cast into, within reason; building one on a swamp isn't going to be a particularly good idea, nor is trying to put one on the side of a mountain. Multiple stories are possible, such that a two-story inn or a tower can be crafted. With enough sections, an entire castle can be constructed with this ritual.

The Toughness of the structure remains that of the base *Barrier* Power: 10. Other High Magic effects will be needed to give it more durability than that.

### Stalwart Walls

Combat; Essence [+2 per section]; CM [-4]; Permanent? [No, but it can be added to *Conjured Fortress*]

This effect makes *Barrier* sections as strong as castle walls or ships' hulls, giving them the quality of Heavy Armor. This means only attacks with the Heavy Weapon quality will do damage.

## BEAST FRIEND — HIGH MAGIC

### Exalted Beast Friend

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This High Magic enhancement to the *Beast Friend* Power confers the following added benefits: the Range becomes unlimited, allowing the caster to call as far as needed for a particular creature; mythical and semi-intelligent creatures can be reached out to, though they will have more self-will about approaching and helping the caster, possibly requiring a service or favor in return; while a creature is within the caster's



influence, the caster gains any sensory gifts that the creature enjoys; as well, any attributes the creature has above the caster's causes the caster to enjoy a die increase during the Power's Duration.

For example, if a druid (Strength d6, Vigor d8) calls forth a war horse, his Strength and Vigor both temporarily go up by a die each.

## King (or Queen) of the Wild

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This powerful High Magic effect enables the caster to reach out to all creatures, great and small, within a roughly twenty-five square mile area (five by five miles) and encourage them all toward some general actions. The caster cannot cause every critter to suddenly start building complex structures, but he might instruct them all to begin bringing food to a certain location. He might also set them all to acting wildly and disruptively, hindering the movements of enemy troops through an area. He might also have them all seek out people who are lost and in need in a region.

The GM is final arbiter of what is possible, but this should be an interesting and creative experience for the Hero. Note that if the caster tries to simply have all the creatures in range come and attack his immediate enemies, the Game Master should limit how many show up at a time to keep things reasonable (up to ten smaller creatures, or no more than three-to-five really large beasts).

## BLAST — HIGH MAGIC

### Greater Blast

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Enhancing *Blast* with this High Magic effect raises the damage dice to d10s.

## Hellstorm

Combat; Essence [+5]; CM [-5]; Permanent? [No]

With this hideous High Magic enhancement, the *Blast* Power now throws down three Medium or Large Burst Templates at once, wherever the caster wishes within the Range limits. They can overlap, go off right next to one another, or be spread around wherever the caster can reach. As well, Hellstorm damage is Armor Piercing 4.

If this is combined with *Greater Blast*, the CM and Essence penalties stack.

## BLESS — HIGH MAGIC

### Battlefield Blessing

Combat; Essence [+8]; CM [-8]; Permanent? [No]

Using this High Magic effect allows the caster to give a *Bless* effect to every ally considered to be a part of a given conflict; the GM is the final arbiter of what constitutes a "battlefield," but it is usually fairly obvious.

The effect is selective, aiding only those who are friendly to the caster.

### Greater Blessing

Ritual; Essence [+30]; CM [-12]; Permanent? [No]

Use of this ritual greatly expands the gifts of *Bless* on those who receive it. For the Duration, they enjoy not only the normal *Bless* effects, but each recipient may select two additional Traits to enjoy the same elevation; this is independent of what the caster selects as the primary Trait, and the choices can be different for each target.

As well, each recipient automatically receives an additional benny, and they also gain the Champion Edge for the duration of the Power (or the evil equivalent of it, if appropriate). If they already have this effect, such as from being a paladin or Soulguard, then the benefits *stack*.



## BLIND — HIGH MAGIC

### Eternally Sightless

Combat; Essence [Normal]; CM [-4]; Permanent? [x6]

This terrible High Magic variant of the *Blind* Power casts the target (or targets) into eternal blindness. If the lesser (non-raise) effect is attained, the victim develops the Bad Eyes Hindrance; if they already have that Hindrance, they are instead Blind. The raise effect results in permanent blindness for the victim.

Only *Exalted Healing* can be used to remove these effects.

### Master Blind

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Blind* Power an opposed check, which pits the victims' Agility directly against the skill of the caster.

## BOLT — HIGH MAGIC

### Greater Bolts

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Applying this High Magic effect to *Bolt* empowers it tremendously. The damage dice are raised from d6 to d10.

If combined with *Onslaught*, the Essence and CM modifiers stack (the Casting Modifier total becomes -8, and each bolt costs a total of 6 Essence to cast).



## Onslaught

Combat; Essence [+2 per each additional bolt]; CM [-4]; Permanent? [No]

When using this High Magic option for the *Bolt* Power, the caster can throw forth a number of additional bolts equal to one-half his Smarts die. The caster may use either version of the *Bolt* Power (three 2d6 bolts, or a single 3d6 bolt) when using this effect; all of the additional bolts are equivalent in Power.

The Power works just like the normal *Bolt* Power in all other ways; a separate Arcane Skill die is rolled for each bolt, with a single Wild Die for the whole thing. For example, if a Smarts d10 archmage casts *Onslaught* with three 2d6 bolts, he rolls eight Arcane Skill dice and one Wild Die, assigning each one to a target. It's still a single action.

## BOOST TRAIT — HIGH MAGIC

### Exalted Boost Trait

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to *Pattern Crafted*]

This High Magic enhancement to the *Boost Trait* Power has the following additional effects: there are no limits to the number of die raises possible, allowing one for each raise scored; any Trait rolls made with the boosted Trait combine the results of the Trait die and the Wild die when rolled; the boosted Trait cannot be negatively affected by any magic while it is thus boosted (except *Exalted Dispel*).

### Pattern Crafted

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This rather powerful and highly-prized ritual allows the caster to permanently enhance a Trait for a recipient. This can include giving the recipient a skill he did not previously have (at the base d4 level)!



## BURROW — HIGH MAGIC

### Earth Swimmer

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This is the ritual necessary to bestow the *Burrow* Power on someone permanently.

### Long-Distance Burrow

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to *Earth Swimmer*]

This High Magic enhancement to the *Burrow* Power greatly increases the distance that can be covered with the Power. The Range increments per round become Smarts x20!

### Tunnel

Combat; Essence [+4]; CM [-4]; Permanent? [Special]

Using this High Magic enhancement to the *Burrow* Power causes the caster's movement through the earth to leave permanent tunnels, or to undermine the stability of the ground above if that is the intent. Through ground that is at least Toughness 4 in value, the tunnel can be assumed to be shored up and stable if desired, and large enough for up to Size 2 creatures to move through.

Using Tunnel, the caster can *Burrow* through up to Toughness 10 barriers; clever use of this effect can literally bring down castle walls over time.





## BURST — HIGH MAGIC

### Fan of Devastation

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This High Magic effect broadens the *Burst* effect such that the caster lays down five Cone Templates, side-by-side, in front of the caster in a semi-circle effect, affecting all who are touched by any one of the cones. Any attempt to escape the damage is rolled at a -4 penalty.

### Greater Burst

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Use of this High Magic enhancement of the *Burst* Power raises the damage dice to d12+2.

## CLAIRVOYANCE — HIGH MAGIC

### Realmscry

Ritual; Essence [+15]; CM [-10]; Permanent? [x8]

This High Magic effect allows the *Clairvoyance* Power to reach anywhere in the realm of Shaintar, within the border of the Mists. The lead caster must simply think of the place desired to be observed, with at least a general idea of where it is; once the point of observation is established, it can be “walked” around at a Pace of 10” per round.

While the ritual is active, the point of observation can be turned off, then moved to a completely new location. Doing this requires an Arcane skill roll (including the Casting Modifier), though no new Essence or other resources must be spent.

Areas of strong magical presence may interfere with the scrying; treat them as offering the equivalence of Darkness penalties, based on strength of the magical sources and other factors. In an area of low interference, the penalty is “Dim” (-1), while moderate power levels make the area “Dark” (-2). A very strong source of magic power is equal to “Pitch Black,” giving a -4 penalty.

If cast permanently, some kind of item is crafted or prepared to serve as a focus for the effect; traditionally, this is a mirror, pool, or crystal orb. Other such focal points are possible.

### Spirit Track

Combat; Essence [+5]; CM [-5]; Permanent? [No]

Though it has the same potential Range of effect as the *Realmscry* Power, spirit track works differently in that it is focused on finding, observing, and following a specific entity. When the Power is cast, it is opposed by the subject's Spirit; on a success, he is found and will be followed for as long as the Power is kept active, but he is aware that something magical is near and following him around. On a raise, the effect is invisible to the target.

Anyone with *Detect Arcana* will gain a roll to sense the magical presence when they are within their Spirit in inches of the subject.

The Power can find someone anywhere in Shaintar, though penalties for strong magic interference (as described under *Realmscry*) applies to any attempts. As well, if the target enters such an area, a new roll may be required, applying those penalties.

## CONCEAL ARCANA — HIGH MAGIC

### Exalted Conceal Arcana

Combat; Essence [+4]; CM [-4]; Permanent? [No, but can be added to *Invisible Pattern*]

Casting this High Magic effect creates an area equal to a Large Burst Template centered on the caster or target of the casting. Everything within that field enjoys the *Conceal Arcana* effect, and whenever there is an effort to penetrate the concealment with any form of detection, the resistance roll is made at +6.

### Invisible Pattern

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This is the High Magic ritual necessary to bestow permanent *Conceal Arcana* on someone or some thing.



## CONFUSION — HIGH MAGIC

### Greater Confusion

Combat; Essence [+6]; CM [-6]; Permanent? [No]

In casting *Greater Confusion*, the caster can choose as many targets as he wishes, up to his Smarts die. In addition to the given effect of the Power, each target who fails his Smarts roll suffers -2 to all Trait rolls for a number of minutes equal to the caster's Smarts die.

### Mass Confusion

Combat; Essence [+8]; CM [-8]; Permanent? [No]

Casting this High Magic effect (add the +8 Essence to the 3 Essence needed for three targets), the caster can cause the *Confusion* Power to be applied to every enemy on a battlefield (as defined by the GM).

### Master Confusion

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Confusion* Power an opposed check, which pits the victims' Smarts directly against the Arcane Skill of the caster.

## CURSE — HIGH MAGIC

### Battlefield Curse

Combat; Essence [+8]; CM [-8]; Permanent? [No]

Using this High Magic effect allows the caster to give a *Curse* to every enemy considered to be a part of a given conflict; the GM is the final arbiter of what constitutes a "battlefield," but it is usually fairly obvious. The Power must be cast at its highest area of effect (the 6 Essence level). The effect is selective, impairing only those who are enemies of the caster.

### Mighty Curse

Ritual; Essence [+40]; CM [-16]; Permanent? [No]

Use of this ritual greatly expands the banes of a *Curse* on those who receive it. For the Duration, they suffer not only the normal *Curse* effects, but each target also suffers the following negative effects: -2 to all Trait rolls; -1 Toughness; -2 Pace. In addition, any Wild Cards affected lose a benny.

When casting the *Mighty Curse* ritual, the lead caster must decide, upon completion, where the curse falls. This usually means it's a good idea for the caster to know where his chosen targets are going to be for a while. The Range of a *Mighty Curse* is unlimited, though – it can be cast against any spot within Shaintar!

## DAMAGE FIELD — HIGH MAGIC

### Chain Damage Field

Combat; Essence [+3]; CM [-3]; Permanent? [No]

When a *Damage Field* is cast with this High Magic effect, each time an enemy is affected by it, the damage lashes out to strike every other known enemy within a radius of the caster's Smarts x3 inches. This works whether the field was activated by someone striking the caster, or the caster intentionally touched or attacked someone with it.

This effect is selective and will only affect those the caster perceives as an enemy.

### Mighty Damage Field

Combat; Essence [+5]; CM [-5]; Permanent? [No]

Use of this High Magic effect increases the damage of the Power to 2d10. Furthermore, the Power lashes out in such a way that even those striking the caster with Reach will be affected by the Power. On a raise, the damage is 2d12!





## DARKSIGHT — HIGH MAGIC

### Exalted Darksight

Combat; Essence [+2]; CM [-2]; Permanent? [No, but this can be added to *Eyes of the Night*]

With this High Magic enhancement to *Darksight*, it is literally impossible to impair the target's vision in any way. Blind will not work on him, nor will blindfolds. He can see through physical substances up to a foot thick and 4 Toughness in value.

### Eyes of the Night

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This is the High Magic ritual necessary to bestow permanent *Darksight* on someone.

### Night Maneuvers

Combat; Essence [+6]; CM [-6]; Permanent? [No]

When this High Magic version of the *Darksight* Power is in effect, the caster can imbue every ally on a battlefield (as defined by the GM.) This is selective, affecting only allies.

## DEFLECTION — HIGH MAGIC

### Constant Guardian

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This is the ritual necessary to create a permanent *Deflection* effect around someone.

### Exalted Deflection

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to *Constant Guardian*]

This High Magic enhancement to *Deflection* gives the Power these effects; the *Deflection* effect can go as high as -8 with enough raises. Once per round, in reaction to any single attack that successfully hits, the caster can make an Arcane Skill roll (ignoring

the CM in this case) in opposition to the attack roll to actively deflect it away (even if *Exalted Deflection* was cast on someone other than himself, though he must be able to see the attack to do this); the recipient is automatically immune to any non-magic ranged attacks.

## DISGUISE — HIGH MAGIC

### Doppelganger

Combat; Essence [+7]; CM [-7]; Permanent? [No, but can be added to *Transform*]

Use of this High Magic version of *Disguise* allows the caster to truly transform himself or his target into another person. Effectively, the recipient of the Power takes on most or all of the characteristics, qualities, abilities, and talents of the entity being mimicked. In other words, whoever is playing the transformed character should take on the character sheet of the person being copied.

If a specific person isn't being exactly mimicked, a "generic" version of that entity (preferably someone from the Denizens section) is copied.

At the choice of both the caster and the recipient (if not the same person, they must both concur, and this Power cannot be used against an unwilling target), the Power can exclude Smarts, Spirit, skills associated with those two attributes, and Hindrances. If both agree to alter those as well, the recipient truly becomes the target in all ways.

However, no memories are transferred. All that the target of the Power knew and experienced prior to the casting remains as it was in his mind, and he gains no memories or sense of what the person he has become knows. As such, no passwords, hidden passages, or solutions to a murder mystery will be attained even if the Power gives him every Knowledge skill the person he's mimicking has.

Arcane Backgrounds, Monstrous Abilities, and related gifts and talents are also bestowed by this Power, making it one of the most sought-after High Magic Powers in Shaintar. Note, however, that the size restrictions of *Disguise* remain in effect.



## Transform

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the High Magic ritual necessary to make a magical *Disguise* truly permanent, forever transforming the target's appearance.

## DISPEL – HIGH MAGIC

### Battlefield Dispel

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Over the area of a battlefield (as defined by the GM), the caster can choose a single effect and *Dispel* it from all enemies. Alternately, a broad negative effect cast on allies can be dispelled. In both cases, the casting is selective, affecting only those the caster chooses.

If the GM doesn't easily know the Arcane Skill of the opposing caster(s), he should simply choose a reasonable die level and roll it, usually between d8 and d12 at the Legendary Rank the Heroes are operating at by this point.

### Breaking the Pattern

Ritual; Essence [+20/+40]; CM [-4/-8]; Permanent? [N/A]

This ritual is required to undo the magic of any permanent magical Power, or to remove an enchantment from a magical item.

In order to remove a Minor Quality from an item, the lower CM and Essence modifier is applied; the higher values are used for Major Qualities and any High Magically-gifted permanent Powers.

Note that, unless otherwise indicated, *Breaking the Pattern* cannot be used to remove permanent negative conditions like eternally sightless or forever mute (this requires *Exalted Healing*).

## Exalted Dispel

Combat; Essence [+3]; CM [-0]; Permanent? [No]

This is the ultimate directed *Dispel* Power, able to undo any magic Power that is currently active. In order to undo permanent magically-gifted Powers or magic effects on items, use *Breaking the Pattern*. This is the Power necessary to deal with High Magic Powers effectively. At the same time, if used against any non-High Magic Power, the caster gains a bonus of +8 on his roll to *Dispel* the magic.

## DIVINATION – HIGH MAGIC

### Communion

Ritual; Essence [+35]; CM [-14]; Permanent? [No]

Use of this ritual elevates *Divination* to an exalted level, allowing a much more intimate and interactive connection with one or more divine beings from the Celestial Halls of Archanon. The Covenants still govern things to a degree, and the beings in the discussion may not be able to reveal certain things, even if they know, which they may not.

At the completion of the ritual, the lead caster is able to enter into a spiritual state in which his consciousness is firmly within the Aether, in the region that most closely touches upon the Celestial Halls of Light. There he may spend up to an hour conversing with angels, aethereal warders, and other beings of the realm, gaining whatever insight and advice he can. He may bring a number of others with him equal to his Spirit die, thus enabling his companions to join him on this journey.

While in this state, the participants' bodies are completely helpless, so it's a good idea to do this either in a safe area or with plenty of guards on hand. The spirit forms of those who make the "journey" cannot go far into the realm of Light, and will only catch distant and indistinct glimpses of what lies in Archanon's lands.

The GM may choose this as a valuable opportunity to convey key information or advice. At the same time, he may decide that only the vaguest of information can be conveyed, and that the Heroes have not yet gained enough notice or attention for their deeds to warrant more useful guidance or attention.



### Divine Link

Ritual; Essence [+0]; CM [-14]; Permanent? [x25]

Enacting this powerful ritual allows the Archon to permanently gain a direct link to the divine halls of the Lord of Light. This makes *Divination* a permanent effect, but there are limits still.

*Divination* can only be called upon once a day, during the dawn hour. The caster must be awake and praying during this time. The usual minute must be taken, and a Faith roll made at -7 in order to gain an effective response (the GM may arbitrarily alter this for plot-driven purposes).

### DRAIN POWER POINTS — HIGH MAGIC

#### Essence Thief

Combat; Essence [+2]; CM [-2]; Permanent? [No]

When using the High Magic variant of *Drain Power Points*, the Essence drained is actually gained by the caster. This can raise the caster's temporary Essence to a level above his normal maximum, but any additional Essence will fade away at a rate of 1 point per round until his normal maximum is reached. Furthermore, the roll for how many points are drained can Ace.

If combined with *Mighty Essence Drain* (below), the modifiers stack; the CM is -10, and the additional Essence cost for the casting is +10.

#### Mighty Essence Drain

Combat; Essence [+3]; CM [-3]; Permanent? [No, but can be added to *Pattern Shear*]

This High Magic effect raises the draining effect to 2d8+2, or 2d10+4 with a raise.

#### Pattern Shear

Ritual; Essence [+0]; CM [-14]; Permanent [x25]

This terrible High Magic effect permanently strips the drained Essence from the target; this can end the mystical career of any caster.

As it is a ritual, the intended target will need to be in hand and immobilized in order for this to work.

### DRAINING TOUCH — HIGH MAGIC

#### Everlasting Death Touch

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

Enacting this ritual causes *Draining Touch* to become a permanent effect on the caster. While this makes normal physical contact impossible, it does mean that the caster can drain the life force from anyone at will.

#### Master Draining Touch

Combat; Essence [+0]; CM [-0]; Permanent? [No, but it can be added to *Everlasting Death Touch*]

Using this High Magic effect lets the caster make the *Draining Touch* Power an opposed check, which pits the victim's Vigor directly against the Arcane Skill of the caster. In this case, a raise on the part of the caster causes a second Fatigue level.

### ENTANGLE — HIGH MAGIC

#### Battlefield Entangle

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic effect allows the caster to cause every enemy on a battlefield (as defined by the GM) to suffer the effects of the *Entangle* Power. The Power is selective, affecting only those the caster chooses.

#### Entombment

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This terrible ritual permanently entombs the victim in a manner appropriate to the casting style of the ritual leader. The *Entombment* inherently sustains life, so anyone so entombed will not starve or suffocate. Depending on the trappings of the *Entombment*, they may or may not be awake and aware during their imprisonment.



It is assumed that the intended victim is already captured and unable to move, so a simple success is all that is needed for complete immobility.

The Entombment cannot be broken out of by normal means; the victim is utterly motionless and can gain no leverage to use Strength or Agility to break out, and he cannot cast any Powers, unless he is an adept.

If allies can find the prison, they can attempt to break it open. The Break the Pattern effect for Dispel is the best chance, but magical attacks with the Heavy Weapon effect can also break through. The tomb is considered to have a Toughness of 16 for these purposes.

## Master Entangle

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Entangle* Power an opposed check, which pits the victim's Agility directly against the Arcane Skill of the caster.

## ENVIRONMENT PROTECTION — HIGH MAGIC

### Castle Shield

Ritual; Essence [+0]; CM [-2/environment effect]; Permanent? [x15]

Use of this ritual allows the caster to cover a structure as big as a large castle with the *Environment Protection* Power. Not only does this make the walls immune to the ravages of fire, normal lightning bolts, and other hazards, it ensures that anyone inside the walls is also protected and has plenty of fresh, clean, air to breathe at all times. By casting at a flat -10 CM, the structure is considered protected against all reasonable effects of the setting.

## Protective Cloak

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This is the ritual necessary to bestow permanent *Environment Protection* on someone.

## FARSIGHT — HIGH MAGIC

### Eyes of the Falcon

Ritual; Essence [+0]; CM [-8]; Permanent [x10]

This is the ritual necessary to bestow permanent *Farsight* on someone.

## Greater Farsight

Combat; Essence [+3]; CM [-3]; Permanent [No, but can be added to *Eyes of the Falcon*]

This High Magic enhancement for *Farsight* removes all range-oriented penalties for any attack or other check. Whatever the maximum range of a weapon or Power, a Hero with *Greater Farsight* can use it to that limit with no penalties for range. As well, all Coverage Penalties, including those applied to armor, are cut in half (round down).

## FEAR — HIGH MAGIC

### Deadly Terror

Combat; Essence [+3]; CM [-3]; Permanent? [No, but it can be added to *Fearful Visage*]

This terrible High Magic enhancement for the *Fear* Power makes it possible for those who fail their *Fear* checks to suffer immediate physical trauma. For each success and raise the caster gets against a victim, the victim suffers a Fatigue level. Without magical assistance, each such level sustained requires a full night's rest to restore.







### Fearful Visage

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This is the ritual necessary to bestow the *Fear* effect permanently upon someone. The recipient can take an action in combat to activate the effect, using their Spirit if they do not have the same Arcane Skill as the caster of the ritual.

### Master Fear

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Fear* Power an opposed check, which pits the victims' Spirit directly against the Arcane Skill of the caster.

## FLY — HIGH MAGIC

### Greater Fly

Combat; Essence [+3]; CM [-3]; Permanent? [No, but this can be added to *Mystic Wings*]

Using this High Magic effect for *Fly* greatly increases its value. The recipient's Flying Pace is increased to 20" (or 40" if the base 6 Essence version is cast).

### Mystic Wings

Ritual; Essence [+0]; CM [-12]; Permanent? [x20]

This is the ritual necessary to bestow permanent *Fly* on someone.



## GREATER HEALING — HIGH MAGIC

### Exalted Healing

Ritual; Essence [+20]; CM [-6]; Permanent? [n/a]

This is the ultimate healing Power, capable of healing any wound, removing any negative condition, and otherwise restoring someone to perfect health. All diseases are cured, poisons removed, crippling injuries healed, and even lost limbs are regrown!

A permanent loss of Charisma due to scars or other injuries or inflictions is restored by this Power. Anyone suffering the permanent effects of another High Magic – blindness, deafness, lost Essence, a permanently lowered trait – will be similarly healed and restored by *Exalted Healing*.

If there is any doubt about what can or cannot be healed by *Exalted Healing*, the Game Master's word is final here. It may be that there are some things that simply cannot be healed, no matter how powerful the magic is that's brought to bear. *Exalted Healing* cannot, under any circumstances, bring anyone back from the dead (though there is a limited version of this under the *Healing* greater magic).

Note that using this ritual assumes the use of the more complicated version of *Greater Healing*, including the inherent -4 Casting Modifier and the base Essence of 20. As such, not taking into account any other modifiers, the base cost is 40 Essence and a total penalty of -12 to cast the Power.

### Heal the People

Ritual; Essence [+30]; CM [-10]; Permanent? [n/a]

This High Magic ritual brings *Greater Healing* to everyone within a small region, equal to a standard-sized town (roughly 2500 people). All of the effects of whichever version of *Greater Healing* the caster makes use of are applied to everyone within that area.

Wound penalties that would normally apply are ignored; use the base Casting Modifier instead. If the higher-cost version of the *Greater Healing* Power is used, the -4 based penalty is applied as well.

Whatever afflictions the population is suffering from, if they fall under the version of *Greater Healing* that is cast, are healed or dealt with. In the case of poisons or diseases, the ten minute limit is ignored.

## GROWTH/SHRINK — HIGH MAGIC

### Inherent Size Shifting

Ritual; Essence [+0]; CM [-14]; Permanent? [x20]

By use of this ritual, the target is permanently imbued with the capacity to change his size at will; the Size steps he can shift up or down are determined by the base amount of Essence invested for the effect (2 points for every Size step up and 2 points for every Size step down that is desired).

If successful, the recipient is able to shift his Size to a new step as an action. Note that any clothes and gear worn by the target at the time of the ritual will similarly shift in size; anything the person is carrying that wasn't treated by the ritual will remain at its normal size when any shifting occurs.

### Lasting Alteration

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the High Magic effect necessary to make any size alteration a permanent effect. As with the base Power, an unwilling recipient opposes the caster's Arcane Skill with their Spirit.

## HAVOC — HIGH MAGIC

### Master Havoc

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Havoc* Power an opposed check, which pits the victim's Strength directly against the Arcane Skill of the caster. In this case, a raise on the part of the caster causes an additional d6 in distance to be rolled (for 3d6").

### Mighty Havoc

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic effect increases the dice rolled for the Havoc Power from d6's to d10's. As well, the victims must roll either their Strength or Agility, whichever is lower, to resist.



## HEALING — HIGH MAGIC

### Battlefield Healing

Combat; Essence [+6]; CM [-6]; Permanent? [n/a]

The Healing Power can be cast on all allies over the extent of an entire battlefield (as defined by the GM). Ignore individual wound penalties of the treated in favor of the established CM above.

### Lifeline

Combat; Essence [see below]; CM [see below]; Permanent? [n/a]

Though resurrection is not something that can normally happen within Shaintar, the Lifeline High Magic effect can sometimes bring someone's spirit back to his body if cast shortly after he has fallen.

If successfully cast, the spirit of the fallen person is returned to his body; he is still Incapacitated and dying, and must be further healed quickly or he will be lost for good. He is considered at the Failure level of the Incapacitation chart, Bleeding Out. He will have to make a Vigor check with all applicable penalties on the next round unless he is further healed. Lifeline can only be cast on a particular individual once a day.

The amount of Essence and the Casting Modifier are based on how long it takes for someone to get to the fallen person and cast this Power. Consult the chart below for the Essence and CM values:

Time Since Death	Essence	CM
Up to 3 Rounds	+4	-4
Up to 1 Minute	+8	-8
Up to 5 Minutes	+12	-12
Up to 10 Minutes	+16	-16
Up to 20 Minutes	+20	-20

Barring some sort of intervention of a higher order, any attempt at using Lifeline after twenty minutes is pointless.

Those brought back with Lifeline will still suffer a Permanent Crippling Injury. Additionally, unless the Power was cast with a raise, the character's highest attribute is permanently reduced one die step (player's choice in the case of any ties).

### Preemptive Healing

Ritual; Essence [+8]; CM [-4/-8 if Permanent]; Permanent? [x10]

Use of this Healing High Magic ritual imbues a "healing factor" onto the recipient, effectively giving him limited Fast Regeneration. He gets a natural Healing roll at the caster's Arcane Skill rating at the beginning of every round that he has any wounds. A success removes one wound, a raise removes two.

While there are no Weaknesses that will cause this Healing to fail to work, it cannot bring the Hero back from the dead, nor will it restore any lost limbs or permanent crippling injuries.

## ILLUSION — HIGH MAGIC

### Battlefield Visions

Combat; Essence [+8]; CM [-6]; Permanent? [No]

The caster can use this High Magic effect to cause every enemy on a battlefield (as defined by the GM) to perceive the same *Illusion*. It must be the same basic effect for each target, though it can be a reasonable "mass illusion" in that small variances are allowed. For example, an attacking force can be made to see a rushing river of water; those to the flanks may perceive they are on the edges and are able to get free, while those in the middle only see doom. A horde of allies might charge over the hillside and crash into the enemy, with each foe seeing an attack that fits their own posture.

All of the regular rules for *Illusion* apply. If some break out of the effect, they can help others see what's going on by taking an action. This gives their allies a new roll to break free.



## Deadly Illusion

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic effect causes *Illusion* to become potentially deadly for those who are targeted. All the same rules apply, except that illusory attacks can now cause wounds!

## Life is but a Dream

Ritual; Essence [+0]; CM [-8]; Permanent [x8]

This is a very powerful and strange High Magic effect. The permanent cost is paid because the target is, for all intents, transformed permanently by the Power. This ritual allows the caster to plunge a target into a literal lifetime experience. The recipient “wakes up” in a different place, either as himself or as another entity, and he lives out most or all of that new life in the span of a day.

This experience can have both positive and negative effects, based primarily on the intent of the caster. If it is meant to give the recipient a generally positive and instructive experience, he gains a single, free Advance immediately; he gains two if the ritual was cast with a raise. The caster must work with the GM to determine what is appropriate, based on the illusory story that was told.

If the experience was meant to be a negative, retributive experience, the recipient wakes up with a new Minor (non-physical) Hindrance of the caster’s choosing. Phobias are not uncommon, but almost anything is possible based on the experiences the target suffered. If a raise was scored, the target receives a Major or two Minor Hindrances.

It is also possible, with a raise, for the caster to cause the recipient to receive a combination of a single Advance and a Minor Hindrance, if the desired effect of the casting was meant to be complex in its effects.

Regardless of intent, the dream life is completely immersive, encompassing all senses. The target is in a coma state and cannot be awakened (except, perhaps, via some appropriate High Magic effect, such as *Exalted Healing* or *Exalted Dispel*).

## INTANGIBILITY — HIGH MAGIC

### Ghost Form

Ritual; Essence [+0]; CM [-14]; Permanent? [x20]

This powerful ritual imbues the target with the ability to become *Intangible* at will as an action. Anything that the target was wearing and carrying at the time the ritual was completed will become intangible when he does, but anything new that is worn or carried will drop to the ground upon future uses of the ability.

### Greater Intangibility

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to *Ghost Form*]

This enhanced version of *Intangibility* enables the caster to pick up anything that doesn’t cause him to become Encumbered and such an object will also become intangible. As well, he is immune to all normal magic (but not High Magic).

With a Spirit roll at the same Casting Modifier as this Power, the recipient of *Greater Intangibility* can will himself to be able to affect the real world for a single round while remaining intangible. Activating this ability is an action, so multi-action penalties apply to anything else he does this round.

## INVISIBILITY — HIGH MAGIC

### Burgler’s Gift

Ritual; Essence [+0]; CM [-12]; Permanent? [x15]

This is the ritual necessary to bestow the gift of *Invisibility* on a target permanently. The recipient can become invisible as an Action; whether the effect is at the -4 or the -6 level depends on the casting roll of the ritual.



## True Invisibility

Combat; Essence [+6]; CM [-6]; Permanent [No, but can be added to *Burgler's Gift*]

Normal *Invisibility* generally applies to normal sight-based Notice checks; *True Invisibility* applies to all senses, including mystical or greatly enhanced ones. The recipient cannot be seen or detected by any means, unless he attacks someone. In that circumstance, any attempt to detect or attack the character with *True Invisibility* is made at -8.

*True Invisibility* also makes it impossible for anyone using any means of scrying or other detection to find the character. Generally speaking, it is impossible for the character to be seen or detected if he does not take an aggressive action against someone else; the GM is final arbiter of the ultimate limits of this Power.

## JET — HIGH MAGIC

### Compass of Doom

Combat; Essence [+3]; CM [-3]; Permanent? [No]

This powerful High Magic variant of the *Jet* Power allows the caster to stand at the center of an imaginary compass image, with a 1"x12" stream of Power going each of eight directions – North, Northwest, West, Southwest, South, Southeast, East, and Northeast.

The Power works in all other ways as it does with the normal *Jet* effects, except that all attempts to avoid the damage are rolled at -2.

### Mighty Jet

Combat; Essence [+5]; CM [-5]; Permanent? [No]

Casting this High Magic effect increases the damage of the *Jet* effect to 2d12+2 damage, and the size of the effect increases to 2" by 24" (meaning you would want to lay four standard rulers together, 2x2, on the table).

Attempts at avoiding this damage are rolled at -4.

## LEGERDEMAIN — HIGH MAGIC

### Master Legerdemain

Combat; Essence [+0]; CM [-0]; Permanent? [No]

This High Magic version of the *Legerdemain* Power allows the caster to use the higher of his two applicable Trait rolls – his Arcane Skill, or the other Trait – when casting the Power and when accomplishing the task.

This, indeed, means that a master of *Legerdemain* with a high enough Arcane Skill will use his gift to do just about everything!

### Mystical Multitasking

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Through the use of this High Magic effect, the caster can accomplish a number of *Legerdemain* tasks equal to one-half of his Smarts die at the same time. This counts as a single action for purposes of multi-action penalties, but the usual rule against repeating the same action applies.

As such, an archmage with a d10 Smarts could cast this Power and do the following as effectively a single action: light a torch, open a door, shove an enemy, drink a potion, and kick up dust in someone's face (Trick).

## LIGHT — HIGH MAGIC

### Battlefield Clarity

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Using this High Magic form of the *Light* Power dispels any and all forms of obscurement based on lighting conditions, up to and including total darkness and any base use of the *Obscure* Power. If used to oppose fog of war (an *Obscure* High Magic effect), the casters make an opposed roll. Whoever wins "owns" the field, and no additional casting of the opposed Power from the losing caster will work.

This effect works over an entire battlefield, as defined by the GM. It is non-selective, however, affecting all areas at once.



## Eternal Light

Ritual; Essence [+0]; CM [-5]; Permanent? [x5]

This is the High Magic effect that allows the caster to cause *Light* to become a permanent effect.

Note that if a Priest of Light enacts this ritual, the *Light* is considered holy, having the same effect on certain creatures (such as vampires) as sunlight, and its radius is considered sanctified (as per the Sanctify Power).

## Lower Trait – High Magic

### Deconstruction

Combat; Essence [+0]; CM [-4]; Permanent? [x10]

This horrific High Magic variant for *Lower Trait* causes the reduction in the target's Trait to be permanent; it can only be restored by *Exalted Healing* or *Pattern Crafted*. The victim's selected Trait cannot be lowered below d4.

## Devastating Lower Trait

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to Deconstruction]

This High Magic enhancement to *Lower Trait* confers the following additional negative effects on the victim: for every additional raise, an added die step is lost to the Trait (to a minimum of d4); the Trait recovers at a rate of 1 die step per day, unless *Exalted Healing* is applied; the affected Trait suffers an additional -2 to all rolls while the impairment is effect.

## MEND – HIGH MAGIC

### Landscape Restoration

Ritual; Essence [+40]; CM [-16]; Permanent? [n/a]

Sometimes the very lands can be blighted and destroyed by terrible wars, devastating catastrophes, or horrible magics. This High Magic effect for *Mend* can be used to undo such massive damage.





The ritual is performed at the center of a damaged area, up to a ten-mile diameter region. If it is successful, any damage caused by anything other than long-term natural forces is restored. This includes restoring trees and vegetation from a non-naturally-started fire; repairing rents in ground and stone from massive engines of war or magic; removing blood and toxins from sources of water; and so on. The GM is the final arbiter of what can be accomplished, but the whole thing is fairly miraculous.

### Magical Mend

Ritual; Essence [+25]; CM [-10]; Permanent [n/a]

Fixing the un-fixable is what this High Magic effect is designed to do. Any object of any substance in any state, so long as at least ten percent of it is still present, can be repaired with this Power. All magical properties can be restored as well.

## MIND'S EYE — HIGH MAGIC

### Eternal Vision

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the ritual necessary to bestow *Mind's Eye* permanently on the caster or a target of his choice.

### Exalted Mind's Eye

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to Eternal Vision]

Use of this High Magic variant of *Mind's Eye* makes the caster immune to the following Powers: *Blind*, *Conceal Arcana*, *Confusion*, *Disguise*, *Illusion*, *Invisibility*, *Obscure*, and *Phantasm*. He will see any and all magical effects without needing to roll, including abilities of *The Way* and any attempts at scrying or observing him or his location while the Power is active.

The Power is meant to confer absolutely true sight and awareness; the GM is the final arbiter on what else *Exalted Mind's Eye* may or may not help the caster with.

## MIND READING — HIGH MAGIC

### Mind Walk

Combat; Essence [+5]; CM [-5]; Permanent? [No]

When using this superior form of *Mind Reading*, the caster can literally walk through the mind and memories of the subject. The duration is 5 minutes, and can be extended at 5 minutes per additional Essence spent.

In that time, the caster can ask any number of questions, or explore memories, or simply have a conversation with the inner consciousness of the target. If a particular question or thought is of a vital or dangerous nature, or the caster explores deep-hidden fears or something of great emotional value to the target, an additional contested roll is appropriate (with the CM of this effect applied again).

### Thought Scanning

Combat; Essence [+8]; CM [-1/five minds]; Permanent? [No]

The caster can reach out to a number of nearby minds and scan for a particular one, or to get a sense of their general thoughts and feelings. There's no actual range for this, but the nearest minds will be targeted; if the caster takes a -5 CM, he will scan the closest 25 minds to him.

When looking for a particular mind, the caster's roll is opposed by the target's Spirit. If the caster is merely looking to see what the local folks are thinking and feeling, a success will reveal the most basic information ("They are all very frightened" or "Most of them are just looking for breakfast."). A raise might reveal something more, per the GM's consideration ("Most are frightened, but a couple seem perfectly calm" or "Almost all of them are looking for breakfast, but one of them is looking for you"). In the latter case, the caster would be able to tell who has the aberrant thoughts.





## OBSCURE — HIGH MAGIC

### Fog of War

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Use of this High Magic effect for *Obscure* extends the effect over an entire battlefield (as defined by the GM). The effect is fully selective, affecting only those the caster sees as an enemy. This can effectively neutralize, or at least cripple, a force that doesn't have a way to counter the effects or enough troops with natural abilities to get around the penalties.

### Gloom

Ritual; Essence [+0]; CM [-10]; Permanent? [x10]

Using this variant for *Obscure* creates a permanent pall of dim lighting and gloomy atmosphere around a fairly large area (up to 10x10 miles square). The lighting penalty for the region is permanently shifted to Dim (-1), and there is also a mild fear-like effect; all who enter the region (and are not naturally allied with the Power of Darkness) must make a Spirit check or suffer a -1 distraction penalty to all Trait rolls while they remain in the area. This roll must be made every hour, and cumulative failures stack further penalties on the character (up to a maximum of -3).

As might be expected, only necromancers may use this Power.

## PHANTASMS — HIGH MAGIC

### Empowered Phantasm

Combat; Essence [+6]; CM [-6]; Permanent? [No, but can be added to *Stuff Of Dreams*]

Using this High Magic effect allows the caster to create a particularly dangerous and combat-capable *Phantasm*. It will have capabilities equal to something from the Legendary level of the *Summon Ally* Power. However, as a *Phantasm*, it is utterly immune to fear, fatigue, poisons, disease, and environmental concerns.

As well, any Smarts-based or Spirit-based opposed/resistance rolls are based on the caster's Traits. The *Phantasm* cannot be Shaken; it can only be destroyed, though a single wound level will do it.

### Stuff of Dreams

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This ritual allows the caster to create a permanent phantasmal creation, one that will continue to exist and repeat any basic instructions forever (or until dismissed or dispelled). *Stuff Of Dreams* must be cast on either a permanent location or on an item.

Such a *Phantasm* has no intelligence and cannot be interacted with in any meaningful way. It can be "programmed" to activate when a condition is met, and it can be further instructed to provide up to three answers to specific questions (if meant as a messenger).

Creativity is encouraged, but the GM is the final arbiter on what can and cannot be done with such a *Phantasm*. Of course, if the *Empowered Phantasm* effect is added in, this magnifies the possibilities greatly; the creation has intelligence and independent will, though this is entirely based upon that of the caster (to which the creation is utterly loyal).

Note that such a *Phantasm*, even cast at the basic level, cannot be "popped" simply because it has no strength. If a permanent *Empowered Phantasm* is attacked and destroyed, it will regenerate within a day.

## POSTCOGNITION — HIGH MAGIC

### Object Reading

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This High Magic variant of *Postcognition* allows the caster to focus his journey into the past on a specific object. As such, the information gathered is not based on any location, but on what the object has been present for in the past. All other rules apply for purposes of what types of memories are found, and how to pick out relevant information from what is seen. The caster does not, however, need to make any effort to "shrink the area," as this is an automatic factor when focusing on an object.

This cannot be used to read a person or spirit; only a non-sentient item can be read this way. Look at *Mind Reading* to gain information from thinking beings.



## Story Trail

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Through this ritual, a caster can determine a particular story or line of investigation, and travel through the timeline of the tale to discover facts about it. This has no geographical limitations; it is entirely up to the GM to determine where the sensory journey will take the caster.

This is meant to be a much broader and more involving post-cognitive experience, and the GM is encouraged to make it as interesting and entertaining as possible. It is permissible to allow the journey to be shared (like a holographic “movie”) with those present for the fulfillment of the ritual, thus making it something everyone can experience and be involved in.

## PUMMEL — HIGH MAGIC

### Fan of Force

Combat; Essence [+6]; CM [-3]; Permanent? [No]

This High Magic effect broadens the *Pummel* effect such that the caster lays down five Cone Templates, side-by-side, in front of the caster in a semi-circle effect, affecting all who are touched by any one of the cones.

### Master Pummel

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Pummel* Power an opposed check, which pits the victim's Strength directly against the Arcane Skill of the caster. In this case, a raise on the part of the caster causes an additional d6 in distance to be rolled (for 3d6”).



## PUPPET — HIGH MAGIC

### Possession

Combat; Essence [+3]; CM [-3]; Permanent? [No]

This High Magic variant of *Puppet* works a bit differently; it gives the caster total control of the body of the victim. The mind of the victim is completely submersed in the subconscious, while the caster's mind takes complete control.

The caster's own body goes into an immobile trance while the Power is in effect, so it is a good idea to have friends or henchmen to look after it for the Duration. The caster knows what the victim knows, and can do anything the victim could do. He retains his own Smarts and Spirit, though.

At the conclusion of the Power, or when the caster drops it, the mind of the victim takes back over. He will remember nothing of what happened, though some GMs may allow a Smarts check to retain snippets of what went on.

Alternately, the caster may decide to stay in permanent residence of the victim's body. He does this by slaying (or allowing the slaying of) his own body. At that moment, he remains permanently in control of the target of his *Possession*. Most beings (Extras) simply drift away as mere psychic shadows and then pass on beyond the Veil. Strong personas (Wild Cards) may remain close, looking for a way to regain control of their body. By finding a means of communication with their allies, they may regain command of their form if someone successfully casts *Exalted Dispel* on the body, casting the intruder out forever.

### Servitude

Ritual; Essence [+0]; CM [-12]; Permanent? [x15]

This is the awful ritual that places a *Puppet* victim under the permanent control of the caster. Once successfully cast, only the *Break The Pattern* ritual will remove the control.

In the first few days, the actions of the victim will be stilted and wooden. Over time, however, he will become much more natural, believing himself to be a willing slave to his master.



## QUAKE — HIGH MAGIC

### Fury of the Earth

Combat; Essence [+6]; CM [-6]; Permanent? [No]

Summoning earth spirits by the hundreds, the caster is able to create focused micro-quakes across a battlefield (as determined by the GM), affecting only the foes of the caster. All other *Quake* rules apply for purposes of avoiding damage, etc..

If cast in such a way that an enemy's stronghold is part of the area of effect, the entire structure can be brought down by this terrible effect.

### Master Quake

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Quake* Power an opposed check, which pits the victim's Agility directly against the Arcane Skill of the caster.

## QUICKNESS — HIGH MAGIC

### Celerity

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the ritual needed to permanently bestow *Quickness* on someone.

### Exalted Quickness

Combat; Essence [+5]; CM [-5]; Permanent? [No, but this can be added to *Celerity*]

This is the High Magic enhancement for the *Quickness* Power, granting the following added benefits: the recipient may repeat two actions per turn (casting two Powers and striking with the same attack; taunting twice and tricking twice; etc.); the recipient ignores up to -4 multi-action penalties; the recipient's Parry goes up by 1, and he gains +2 on all Agility and Notice rolls.

## RENDING — HIGH MAGIC

### Death from Afar

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Possibly one of the most terrible magic rituals ever, this High Magic version of *Rending* enables the caster to name anyone existing in Shaintar at the end of the ritual. Wherever they are, they are assaulted by this Power!

In all other ways, it works as a normal *Rending* attack. This can be combined with Mighty Rending; the Casting Modifier penalties and Essence increases stack.

### Mighty Rending

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This horrific High Magic enhancement increases the damage dice to d10s. Furthermore, there is no limit to the amount of additional damage caused by raises!

## SANCTIFY/DESPOIL — HIGH MAGIC

### Exalted Sanctify/Despoil

Ritual; Essence [+25]; CM [-10]; Permanent? [As per Power]

Use of this High Magic variant greatly increases the value of the sanctification or despoiling of the area. Any supernatural creatures of opposing nature make opposed Spirit rolls at -2 against the caster to avoid wound levels, and they are automatically Shaken when first entering the area.

As well, they suffer a -1 to all Trait rolls while in the affected area, while all those who follow the general beliefs and codes of the caster gain a +1 to all Trait rolls while within the affected area.

Finally, all spells cast by anyone of the same style as the caster of the *Sanctify* or *Despoil* are made at +2 while in the affected area.



### Master Sanctify/Despoil

Special (see description); Essence [+0]; CM [-0]; Permanent? [As per Power]

Simply put, the caster can now *Sanctify* or *Despoil* (as per their style) an area in a mere hour of prayer or ritual. Doing it more than three times in a day, however, invokes an automatic Fatigue level per additional casting, which takes a full night's sleep to recover without magical help.

### SHAPE CHANGE — HIGH MAGIC

#### Greater Shape Change

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to Skinwalker]

With this High Magic enhancement to the *Shape Change* Power, the caster is able to take on the forms of mythical and magical creatures (though not any of the humanoid races; see *Disguise* for that). As well, the caster is able to cast other Powers while in any animal form, and he can speak clearly for others to hear without any issues, unless the form simply has no mouth.

In addition to animals and beasts, if the caster is a druid, he can also assume the forms of any of the Life Spirits (see the Denizens section). The GM is the final arbiter of what is and is not possible for this Power, but the range is fairly wide.

#### Skinwalker

Ritual; Essence [+0]; CM [-12]; Permanent? [x20]

This is the ritual that bestows the ability to permanently shift into any kind of animal upon the recipient. It is assumed that this is cast at the Legendary level.



### SILENCE — HIGH MAGIC

#### Battlefield Silence

Combat; Essence [+3]; CM [-3]; Permanent? [No]

The caster is able to cause all allies on a battlefield (defined by the GM) to enjoy the benefits of *Silence*, such as being very quiet while sneaking around for an ambush. Alternately, the caster can target all enemies on a battlefield, disabling their ability to communicate and cast most Powers.

Either use is selective, only affecting the intended targets.

#### Forever Muted

Combat; Essence [+0]; CM [-4]; Permanent? [x10]

Use of this High Magic variant targets a single entity, rather than an area. The caster's Arcane Skill is opposed by the target's Spirit. If a success is scored, the target is forever cursed to speak at no more than a whisper, and any sound they make from any sources will be inaudible beyond a Small Burst Template.

If the caster scores a raise, the target is unable to create any sound at all. While this could actually be useful for someone who seeks to be sneaky, it is still a burden of great difficulty. Only *Exalted Healing* can cure a victim of this Power.

### SLOW — HIGH MAGIC

#### Battlefield Slow

Combat; Essence [+4]; CM [-4]; Permanent? [No]

The caster is able to attack every enemy on a battlefield (as defined by the GM) at once with this High Magic effect. It is selective, avoiding all allies.

#### Eternal Impairment

Ritual; Essence [+0]; CM [-5]; Permanent? [x15]

This horrendous variant of *Slow* forever curses the target with the effects. Only *Exalted Healing* can remove the impairment.



## Greater Slow

Combat; Essence [+3]; CM [-3]; Permanent? [No, but this can be added to eternal impairment]

By use of this High Magic effect, *Slow* can be enhanced to cause the following additional negative effects: the target's Pace is cut in half (round down), and they cannot "Run" at all; the target's Parry is reduced by 2, and ranged attacks are made against him at +2; and all Agility and related Trait rolls are made at -2.

## SLUMBER — HIGH MAGIC

### Battlefield Slumber

Combat; Essence [+4]; CM [-4]; Permanent? [No]

The caster is able to affect an entire battlefield (as defined by the GM) of enemies with the *Slumber* Power. The effect is selective, only targeting those the caster wishes to put to sleep.

### Master Slumber

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Slumber* Power an opposed check, which pits the victim's Spirit directly against the Arcane Skill of the caster.

### Sleep of the Dead

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This ritual form of *Slumber* is used to put a victim to sleep for eternity. They are unchanging and immortal while in this suspended state, but they are aware of nothing around them and simply sleep and dream their existence away.



Once affected by this ritual, the target cannot be awakened by any means save three: use of the *Exalted Healing* Power; use of the *Break The Pattern* ritual; and (if one is chosen by the caster) a specific condition named at the casting of the ritual, such as a kiss from a noble, or a special password phrase spoken, or the alignment of certain moons and stars.

## SMITE — HIGH MAGIC

### Battlefield Smite

Combat; Essence [+4]; CM [-4]; Permanent? [No]

With this High Magic effect, the caster can empower all of the weapons of an allied force on a battlefield (as defined by the GM) with the *Smite* Power. The caster must choose if the effect will be for melee weapons or the ammunition of ranged weapons; to affect both will require two castings.

The effect is selective, affecting only those deemed allies by the caster.

### Greater Smite

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Use of this enhancement to the *Smite* Power grants a number of additional effects. First, the attacks empowered by Smite act as if imbued with one of the following effects, per the caster's style and choice: Blood Steel (acolytes only); Black Iron (necromancers only); Everwood (druids only); White Silver (priests only); Flaming (acolytes only); lightning; icy; or some other related substance as allowed by the GM.

Second, the affected weapon is considered to have a benny all its own, which can only be used to re-roll damage.

Finally (and most profoundly), for the duration of the Power, the weapon gains an additional die of damage equal to its normal damage die or dice. For example, a long sword with *Greater Smite* on it would do Str+2d8 (plus the +2 or +4 rolled for the base *Smite* effect), while arrows for a bow would do 3d6 plus the *Smite* damage.



## SPEAK LANGUAGE — HIGH MAGIC

### Battlefield Understanding

Combat; Essence [+4]; CM [-4]; Permanent? [No]

By using this High Magic effect of *Speak Language*, the caster can cause either everyone or all allies on a battlefield (as defined by the GM) to be able to understand one another, regardless of language spoken.

In the former case, it may be that the caster wants to foment understanding and a chance for peace; in the latter case, he may be simply trying to make it easier for allies to breach any language barriers during combat.

The Power is selective, affecting only those the caster wishes.

### Polyglot

Ritual; Essence [+0]; CM [-6]; Permanent? [x8]

This is the ritual necessary to bestow the *Speak Language* effect on someone permanently.

### Speed — High Magic

#### Exalted Speed

Combat; Essence [+3]; CM [-3]; Permanent? [No, but this can be added to with the wind]

Applying this High Magic enhancement to the *Speed* Power grants the following added effects: the recipient's Pace is tripled, not doubled; the recipient doesn't need to roll a "Run" die, as the maximum effect is always assumed; and all attacks are at -2 to hit the recipient.

#### With the Wind

Ritual; Essence [+0]; CM [-6]; Permanent? [x10]

This is the ritual necessary for a caster to bestow the effect of the *Speed* Power on someone permanently.

## STORM — HIGH MAGIC

### Tempest

Combat; Essence [+6]; CM [-6]; Permanent? [No]

This epic version of the *Storm* Power brings forth deadly and devastating conditions over a very large area. The normal *Storm* conditions begin as usual after four full rounds; after ten rounds, *Tempest* conditions will prevail, and will expand over an area of one hundred square miles (a 10x10 mile square), centered on the caster.

In addition to the Hazard effects of *Storm*, *Tempest* causes 2d10 damage to anyone caught out in the full fury of it. This damage is applied at the same time the Vigor check is made against the Hazards (once every ten minutes). With a successful casting roll (at the CM), the caster can direct wind or lightning at structures to cause 2d10 Heavy Damage once every ten minutes.

As with a normal casting of *Storm*, *Tempest* lasts 2d6 hours (though in this case, the dice can Ace).

### Weather Mastery

Ritual; Essence [+0]; CM [-14]; Permanent? [x20]

With this ritual, a caster can permanently alter the prevailing weather conditions of an area roughly ten thousand square miles (100x100 mile square). The conditions cannot be of a *Storm* or *Tempest* level, though such conditions may well come up occasionally if the prevailing conditions are set at a particularly rainy and windy level.

Dramatic temperature changes can be accomplished, as can utterly unseasonable or non-regional effects; a portion of the desert can be made into a tropical zone; a tropic island can be shifted into a winter wonderland; a bright and sunny region can be made gloomy, wet, and stormy.

The GM is the final arbiter on what can be accomplished, but the effects can be rather dramatic and society/agriculture altering.



## STUN – HIGH MAGIC

### Battlefield Stun

Combat; Essence [+3]; CM [-3]; Permanent? [No]

This High Magic effect causes the *Stun* to affect all enemies on a battlefield (as defined by the GM). It is selective, affecting only those the caster chooses.

### Master Stun

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Stun* Power an opposed check, which pits the victim's Vigor directly against the Arcane Skill of the caster. On a raise, the victims also suffer a Fatigue level that requires an hour rest to shake off.

## SUCCOR – HIGH MAGIC

### Battlefield Succor

Combat; Essence [+3]; CM [-3]; Permanent? [No]

The caster can use this *Succor* variant High Magic effect to bring comfort to all allies on a battlefield (as defined by the GM). It is a selective effect, helping only those the caster chooses.

### Exalted Succor

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to hand of comfort]

By use of this High Magic effect for *Succor*, any negative conditions the recipient is under are temporarily alleviated for three rounds; this includes wound levels, negative effects from any Power that is not permanent, negative effects from any poison or disease the recipient is affected by; and anything else that the GM deems can be alleviated.



The caster can maintain this relief after three rounds by maintaining the effect with 1 Essence point every round (note that this goes against the normal High Magic Duration rules). This counts like any maintained Power.

Exalted *Succor* also makes the recipient immune to any Fatigue effects while the Power is in effect on the recipient. As well, the target gains +4 to recover from any Shaken status suffered while under the influence of the Power.

### Hand of Comfort

Ritual; Essence [+0]; CM [-6]; Permanent? [x8]

With this ritual, the caster can empower himself or a chosen recipient to have a permanent *Succor* effect with but a touch. If the recipient is not of the same casting tradition, he uses his Spirit to enact the effect.

## SUMMON ALLY – HIGH MAGIC

### Absent Friend

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Only druids and priests may make use of this variant of *Summon Ally*. It is used to call back the manifest spirit of a friend or ally who has fallen and passed on. He comes back as he was, with the addition of either the Spiritual or Celestial qualities (see the Denizens section). The GM may decide on other changes – to gear, abilities, etc. – to reflect the time the fallen Hero has spent in the beyond.

The returned Hero is a Wild Card, but he has no bennies; the caster must share his bennies with the summoned friend for the time he is around.

Fallen friends cannot be forced to come and serve; the GM (with input from the player who played the fallen character, if he's still in the gaming group) may decide that the Hero has no wish to return to Shaintar, even for a little while. In this case, the ritual simply fails, though some kind of message may be sent. Particularly kind GMs may send a replacement spirit to serve in the Hero's place.

### Force Multiplication

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Engaging this High Magic variant for *Summon Ally* allows the caster to summon forth even more allies, and for a longer period of time. At the end of the ritual, the summoner may call forth one of the following categories of allies: four Heroic allies; eight Veteran allies; sixteen Seasoned allies; or thirty-two Novice allies. They remain for the usual duration for a ritual Power, but all other rules for *Summon Ally* apply.

### Pattern Twin

Ritual; Essence [+25]; CM [-12]; Permanent? [No]

This particularly powerful (and possibly disturbing) High Magic effect for *Summon Ally* allows the caster to bring forth a nearly-exact copy of himself from the Pattern. The *Pattern Twin* has all of the caster's exact attributes, Edges, skills, and Hindrances. He arrives with all the same gear the caster has in his possession at the time of casting, except that any magical items will have only Minor Qualities, no Major.

The twin is a Wild Card, but he has no bennies; the caster must share his bennies with his twin for the time the entity is around.

Here's the kicker: this Power can only be taken by archmages and thaumaturgists. Since sorcerers cannot normally attain *Summon Ally*, however, any archmage wishing to have this High Magic effect must first take the Expanded Understanding Edge to attain *Summon Ally*.

## TELEKINESIS – HIGH MAGIC

### Greater Telekinesis

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic enhancement to the *Telekinesis* Power confers the following additional benefits: the base Range (and Pace) is the caster's Spirit plus Smarts; the base weight that can be lifted is Spirit x100 in pounds, and the raise effect is Spirit x500 pounds; victims in the grip of *Telekinesis* can actually be crushed for damage equal to the caster's Spirit die x2.



## Telekinetic Octopus

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This odd but highly-useful High Magic variant for *Telekinesis* enables the caster to create a number of telekinetic “arms” equal to his Smarts. Each can take an action in a round; each arm that acts beyond the first only imposes a -1 multi-action penalty, instead of the usual -2. As well, each arm can do the same thing (attack with a weapon, grab someone, etc.).

If this is combined with *Greater Telekinesis*, the Essence increases and CM penalties are combined.

## TELEPATHY — HIGH MAGIC

### Mass Communication

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Through the use of this High Magic effect for *Telepathy*, a caster can establish a mystical communication “network” over a large area, allowing all perceived allies to talk mentally with one another freely for the Duration. The area may be defined as a battlefield (per the GM’s discretion), or alternately a ten mile by ten mile region.

Maintaining such a network of communication is intensely distracting and draining; the caster suffers a -2 to all other Trait rolls while this Power is going, and suffers a -1 to his Parry as well. He can only move his Pace and may not “Run”.

### Mind Bond

Ritual; Essence [+0]; CM [-6]; Permanent? [x10]

This ritual allows the caster to create a permanent telepathic link between himself and one other entity, or, alternately, between two other entities of his choosing. When the ritual is completed, the two linked folks will forever enjoy (and, perhaps, not enjoy) telepathic communication with each other, no matter how far apart they are.

## TELEPORT — HIGH MAGIC

### Greater Teleport

Combat; Essence [+6 (added to a base cost of 3)]; CM [-4]; Permanent? [No]

This much-improved High Magic version of *Teleport* has the following benefits; it can reach anywhere in Shaintar. If the caster tries to reach someplace not known to him, he suffers between a -2 and a -4 extra penalty on his casting, based on familiarity. The caster can take anyone within a Large Burst Template around him at no Fatigue penalty, as well as his Spirit x100 in pounds of extra non-living weight.

As well, instead of bouncing back to his starting place on a failure, the caster instead lands in a random location of the GM’s choosing, but usually someplace relatively safe that the caster has been to before, unless a 1 is rolled, in which case all bets are off.

### Thratchen Popping

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Casting this Power empowers the caster to move like a thratchen (see Denizens section for more about them). For the duration of the Power, he can pop around within the distance he casts the Power to allow (10” per 3 Essence, or 15” per 3 Essence on a raise), stopping and acting and popping away again. This essentially makes him immune to First Strike and being attacked as he withdraws from combat.

As well, his unpredictable movement gives him a constant +2 Surprise maneuver bonus against his opponents in attacks and physical opposed rolls, as well as a -2 to be hit by any attacks.





## WALL WALKER — HIGH MAGIC

### Greater Wall Walker

Combat; Essence [+3]; CM [-3]; Permanent? [No, but can be added to Spider's Gift]

This enhancement to the *Wall Walker* Power provides the following benefits when cast successfully: the raise effect of *Wall Walker* on a successful roll; the recipient is immune to being moved by any Powers, such as *Havoc*, *Pummel*, or *Telekinesis*; the recipient is immune to being moved or knocked Prone by any combat actions, such as from the Push maneuver or from any special Edges.

### Spider's Gift

Ritual; Essence [+0]; CM [-6]; Permanent [x8]

This is the ritual necessary to bestow *Wall Walker* permanently on someone.

## WARRIOR'S GIFT — HIGH MAGIC

### Eternal Warrior's Gift

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

With this ritual, the caster is able to bestow upon himself or someone else the capacity to invoke *Warrior's Gift* at will. Essentially, this means the recipient is able to call upon any Edge as desired, so long as the standard qualifications as per the Power are met. Such invocations are "one-at-a-time," however; it requires multiple castings of this ritual to have the ability to use multiple Edges granted by *Warrior's Gift*.

### Greater Warrior's Gift

Combat; Essence [+3]; CM [-3]; Permanent? [No, but it can be added to *Eternal Warrior's Gift*]

This High Magic version of *Warrior's Gift* enhances the base Power in the following ways: the caster can call upon Combat Edges of his Rank or lower; Professional Edges and Racial Edges that have combat-related qualities can be gifted (subject to the GM's approval); combat-oriented Racial Edges that are from other Races may be taken (such as a human

taking Defender of the Gather); and the recipient's Fighting, Shooting, and Throwing skills are all raised by one die step for the Duration.

## WILDERNESS WALK — HIGH MAGIC

### Walker of Paths

Ritual; Essence [+0]; CM [-6]; Permanent? [x8]

This is the ritual necessary to permanently bestow the *Wilderness Walk* gifts on a recipient.

### Wilderness Master

Combat; Essence [+2]; CM [-2]; Permanent? [No, but it can be added to *Walker of Paths*]

This High Magic expansion to the *Wilderness Walk* Power adds the following gifts to the recipient while the Power is in effect: the non-raise version of Invisibility while in the outdoors; +2 to all Notice, Tracking, and Survival checks in the wild; and -2 to be hit by any attacks while in the outdoors.

## WAR MAGIC

Truly powerful casters can bring forth magics that can turn the tide of a battle and change the destiny of nations. There are specialized Powers that can be learned and cast as rituals that will affect various important aspects of a battle and are collectively known as War Magic.

These Powers are described very specifically in terms of the effect they will have with the Mass Battle (and Epic Battles, in the Appendix) rules, including the options given in the **Fantasy Companion**. They are not intended for use in normal play as there are many High Magic options in the previous sections that reflect non-Mass Battle variations of what is found here.

These rituals take an hour normally to cast, and they function very much like High Magic. Essence Link and Cooperative Rolls can be used to aid the primary caster, but all the Vigor checks versus Fatigue apply as well. Anyone involved in keeping a ritual going cannot otherwise participate in the battle. For instance, they will not be making individual rolls to support the Knowledge (Battle) roll.



Note that the ritual can be started well in advance of the fight, and the last part of it can be held until the desired effect is needed to go off. As such, a battle commander could have a team of casters prepare such a ritual hours before a fight, then maintain the Power in a kind of stasis until he is ready to surprise his foe with the effects on any given battle round. Naturally, most commanders will want the bonus effects right from the beginning, since the very first round of a battle can make all the difference.

If the ritual is being cast near a Filament or Locus, that source can be tapped into for the initial and ongoing Essence costs using Essence Link.

Check with the GM before selecting these, as he may not want to use this option in his game.

## Crushing Despair

**Rank:** Heroic  
**Essence:** 24  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (8/round)  
**Casting Modifier:** -4  
**Requirements:** Necromancer; *Obscure, Curse*

Tapping into the deep Nether, necromancers can bring forth darkness and gloom to smother the very will to fight out of their enemies. Every round this ritual is in effect, the opposing force suffers -2 to all Morale checks.

## Devastating Despair

**Rank:** Legendary  
**Essence:** 30  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (10/round)  
**Casting Modifier:** -6  
**Requirements:** *Crushing Despair*

As *Crushing Despair*, except the morale penalties are now -4.

## Glorious Inspiration

**Rank:** Heroic  
**Essence:** 24  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (8/round)  
**Casting Modifier:** -4  
**Requirements:** Priest; *Light, Bless*

Devotees of the Lord of Light can bring forth divine inspiration to empower their troops to withstand all challenges. Every round this ritual is in effect, the allied force enjoys +2 to all morale checks.

## Divine Inspiration

**Rank:** Legendary  
**Essence:** 30  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (10/round)  
**Casting Modifier:** -6  
**Requirements:** *Glorious Inspiration*

As *Glorious Inspiration*, except the morale bonus is now +4.

## Infernal Abandon

**Rank:** Heroic  
**Essence:** 24  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (8/round)  
**Casting Modifier:** -4  
**Requirements:** Acolyte; *Bless, Speed*

Ceynara's thaumaturgists can empower her forces to move with great speed and recklessness through any obstacles. Under the influence of this ritual, allied forces ignore up to two penalties from terrain modifiers or ignore up to two Protection bonuses from Fortifications (as per the Siege rules from *Fantasy Companion*).





### Demonic Abandon

**Rank:** Legendary  
**Essence:** 30  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (10/round)  
**Casting Modifier:** -6  
**Requirements:** *Infernal Abandon*

As *Infernal Abandon*, except the allies now ignore all terrain modifier penalties, or ignore all Protection Bonuses from Fortifications.

### Living Battleworks

**Rank:** Heroic  
**Essence:** 24  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (8/round)  
**Casting Modifier:** -4  
**Requirements:** Druid; *Animation, Barrier*

Druids can call upon the earth, the trees, and all things natural to bring defensive support to their side in a battle. This ritual conveys a Protection Bonus of +2 while it is in effect for a side that is prepared to fight defensively. This is per the Siege rules in *Fantasy Companion*.

### Greater Living Battleworks

**Rank:** Legendary  
**Essence:** 30  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (10/round)  
**Casting Modifier:** -6  
**Requirements:** Living Battleworks

As *Living Battleworks*, but the Protection Bonus is now +4.

### Summon Cohort

**Rank:** Heroic  
**Essence:** 45  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (15/round)  
**Casting Modifier:** -4  
**Requirements:** Acolyte, Necromancer, or Priest; *Summon Ally*

Calling upon the infernal, divine, or profane forces they serve, casters can bring forth a sizable force to at least temporarily bolster their ranks.

If used for the side that has the lesser number of tokens in a battle, that side's token count is raised by one for as long as the effect is in place. If used for a side that has ten tokens, this ritual lowers the token count of the other side by one for as long as the ritual is in effect.

Should the ritual end before the battle is over, a token gained is immediately lost at the beginning of the round, while a token lost is replaced.

### Summon Legion

**Rank:** Legendary  
**Essence:** 60  
**Range:** The Battlefield  
**Duration:** 3 Mass Battle rounds (20/round)  
**Casting Modifier:** -6  
**Requirements:** Summon Cohort

As per *Summon Cohort*, but the token adjustment is 2.





## BATTLES WON, HOMES SAVED, MYSTERIES REVEALED. NOW THINGS GET REALLY INTERESTING!

THE BEST CAMPAIGNS ARE LIVING CAMPAIGNS. THINGS ARE HAPPENING EVERYWHERE, AND YOUR CHARACTER, NO MATTER THE LEVEL OF POWER, IS A VITAL PART OF ANY WORLD-CHANGING EVENT.

GREAT GAME MASTERS HAVE THE KNACK TO MAKE THIS HAPPEN WITH ANY WORLD, BUT SHAINSTAR HAS THAT KNACK BUILT IN. THE WORLD HANGS IN A BALANCE BETWEEN LIGHT AND DARK, DEVASTATION AND LIFE, HEROISM AND VILLAINY. THE PLAYER KNOWS THAT ONLY BY EMBRACING THE HEROISM CAN THE PLAYER'S CHARACTER TIP THE BALANCE.

"SHAINSTAR IS FAMILIAR ENOUGH TO IMMERSE YOURSELF IN, YET STRANGE ENOUGH TO MAKE YOU WANT TO KNOW WHAT NEW WONDERS ARE ABOUT TO BE UNLEASHED. AND NOW THE WONDERS ARE LOOSED. FASTEN YOUR SADDLE CINCH; IT'S GOING TO BE QUITE A RIDE."

- STEVE PERRIN, LEGENDARY WRITER AND CREATOR OF THE RPGs RUNEQUEST, WORLDS OF WONDER, ELFQUEST AND MUCH MORE

