

EARTH O DAWN



The AGE of LEGEND



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The AGE of LEGEND

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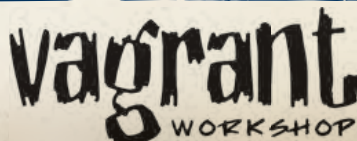
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GETTING

STARTED

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

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

The **Age of Legend** is a roleplaying game of action, adventure, and fun—a game of grand proportions and elegant simplicity. This storygame is based on the FU game engine by Nathan Russell. The rules in this book let you create exciting stories in the world of **Earthdawn**, with a minimum of fuss and preparation.

What you will find in **The Age of Legend** is first and foremost an easy game. It is intended as a lightweight alternative to **Earthdawn's** own **Step System** (which has been around in various editions since 1992). Setting and character creation in **The Age of Legend** is fairly quick and intuitive, allowing you to play powerful adepts in this ancient era of heroes, and the game system itself is easy to learn and very simple to use.

We've tried to capture the essentials of the **Earthdawn** experience, and reconfigured, adapted, and expanded the FU ruleset to provide you with a simple, story-oriented game system. This book contains everything you need to play, including an introduction to the world of **Earthdawn**. However, this book was designed with the rich setting material published for **Earthdawn** in mind, so knowing more about the world is bound to add more depth to your games. You can use any of the published **Earthdawn** books, regardless of edition and year of release, with these rules. Check out the **Appendix** on p.221 for an overview of all major releases for **Earthdawn** to date.



HOW TO USE THIS BOOK

This book comes in three parts. The first part discusses the setting background and core mechanics used to run the game—the information that tells you how to play. Starting off with **An Earthdawn Primer** (p.11), you get a basic overview of the game world. **Traits** (p.25) discusses the basic building blocks player characters are made of, **Beating the Odds** (p.35) describes how to roll and interpret the dice, and **Running the Game** (p.43) discusses how you set a scene as well as providing advice and guidelines for the gamemaster.

The second part of the book contains everything you need to create your own characters, the places they will frequently visit, and the people they will meet. The **Setting the Stage** chapter (p.53) gets everyone started building the main environment you will be playing in, while **Character Creation** (p.67) shows you how to build the actual heroes of the game. The **Disciplines** (p.77), **Talents** (p.95), **Spells** (p.135), and **Equipment** (p.167) chapters contain additional information you need to reference when building your characters and settings for them.

Finally, **Experience & Advancement** (p.179) provides a simple framework to improve your characters over the course of several adventures.

The last part of the book provides rules and game statistics for vehicles and the opposition, mainly in the **Airships & Riverboats** (p.183) and **Creatures & Adversaries** (p.191) chapters. **Passions & Questors** (p.207) details the twelve Passions worshipped by the people of Barsaive, and adds options for player characters wanting to become questors. The **Appendix**



EARTHDAWN VETERANS

The **Earthdawn** setting and its proprietary Step System are very closely intertwined, so providing an alternative system is bound to raise some questions among those who have played **Earthdawn** before. We're glad you're willing to give these rules a try, but keep in mind that they simplify a lot of things.

The **Age of Legend** was designed for those who want a simple and story-oriented game system. The Step System is quite sophisticated and requires much preparation and knowledge to run. Many people shy away from kind of effort, and desire to run a game of **Earthdawn** with little or no preparation.

The **Age of Legend** is ideal for one-shots and very short campaigns, suitable for conventions and even for introducing kids to the hobby. **Earthdawn: The Age of Legend** features a Discipline Advancement system, allowing you to play campaigns at different power levels.

(p.216) holds information on **Earthdawn** background material you can use with this game, as well as various sheets for your games (including the **Setting the Stage** and **Character Sheets**), and an **Index** for easy reference.

HOW THE GAME WORKS

The **Age of Legend** uses your collective imaginations to power the game—you and your friends are going to work together to tell a dramatic, exciting story. You will establish parts of the setting, and everyone will have a chance to influence that world. Play is a kind of conversation, where everyone works together to put the characters in cool and entertaining situations. Then you will use the dice to help work out what happens next. Sometimes you will all be working together, throwing ideas around, suggesting things, and brainstorming. It may be chaotic, but hopefully productive and fun. At other times you are going to take turns to describe what your characters are doing and see how that works out.

If everyone gets it right, no TV show, gaming console, or computer game can top the experience of a roleplaying game.

Most **Earthdawn** games aren't supposed to be over when everyone stops playing for the night and heads home: the game is played in **sessions**, and it can take several of them to complete a single story. Unless the last session was really lame, people will want to come back and continue to play. There's no winner or loser either. The point of this game is that it's not about winning; it's about telling a story and having fun along the way. With most people, it works.

You should already be aware of the two types of participants in **The Age of Legend**—the players and the gamemaster. Here are some more details:

The Players

That's you and your friends. You control fictionalized characters that exist in the game world described by the gamemaster. A character may just seem to consist of a lot of numbers and buzzwords when seen on paper, but you are supposed to bring him to life by verbally acting out his role and making him take action over the course of the game. Together in the group, you resolve the situations that arise during the game. In a sense, your characters are much like those in a computer game—except that you have absolute control over their actions and infinite options in the game world created in your imagination.

Ultimately, the game is about your characters—they are supposed to be the heroes of the story developing in the game. If the game was a modern-day TV series, they would be the main cast of the show, and the story would be about them, their motivations, goals, faults, and successes. Because of this, both the gamemaster and the players must work together to make those characters shine.

Sometimes, it will seem like your sole purpose is to completely wreck the game by foiling the gamemaster's plans. Don't worry; it's your job to keep him on his toes. The tension that arises between the "main cast" of the story taking action and the limited ability of the gamemaster to foresee what choices will be made is where the real excitement of **Earthdawn** lives!

The Gamemaster

The world of **Earthdawn** is packed with opportunities to create new and interesting stories. The person creating the situations, story elements, and characters the players face is the gamemaster. He's a moderator, serving as a referee and final judge on what can and can't be done within the scope of the game mechanics. It's the gamemaster's job to control everything in the game world except the player characters and how the story is resolved. That said, the story is created by the actions of the

THE GAMING GROUP

The game works by everyone trying to be civil and to interact with one another. Many decisions are usually the result of a group consensus, but the gamemaster gets to make judgment calls when necessary. What this means is that he is the final authority when the group cannot agree easily, to make sure the game doesn't get bogged down. While this might lead to discussions in your gaming group, it ultimately allows customizing the game to the group and should help everyone enjoy the gaming experience even more.

The rules assume your group can come to a consensus fast and easy—if that is not the case, then more power to the gamemaster! The trick is to find the right balance where everyone is comfortable with the play speed and the decisions made.

player characters, not by the gamemaster. There's a fine line between plot and the story resulting from it.

The rules in this book leave a lot of room for interpretation; hard rules are only found where they are absolutely needed. This is the big advantage a game like **The Age of Legend** has over a hard-coded computer game: humans can bend the rules and interpret them one way or another to suit their personal tastes. The gamemaster is in charge of doing that, which often puts him at the center of attention. It takes a lot of effort and planning to be a good gamemaster, but the prestige that comes from doing it well can be awesome.

In other words: As gamemaster, you'll get to create situations and story elements the player characters face. The one thing you're not allowed to control is how the story is resolved. This lies entirely in the hands of the player characters.

WHAT YOU NEED TO PLAY

This game doesn't require hand-eye coordination, the latest hardware, or anything like that. What it does require are those archaic devices called **pencil and paper**. You'll also need a bunch of standard **six-sided dice** to throw around (preferably in different colors). A set of **Fudge Dice** (special six-sided dice featuring + and – symbols) is recommended, but not required to play this game. Copies of the **Setting Worksheet** and **Character Sheets** on p.216-219 will also be useful.

You can also download form-fillable and printable copies at earthdawn.com.

It is a good idea to read through this book before starting to play—to get familiar with the game mechanics. Only the gamemaster is actually required to do this, but the game works better if the players know their way around the rules, too. **The Age of Legend** was written with the assumption that at least the gamemaster is already familiar with the **Earthdawn** setting—if not, check out **An Earthdawn Primer** on p.11 for an introduction to this world. Also, the **Appendix** (p.221) holds an overview on previous **Earthdawn** publications.



Beyond all this, open-mindedness, social skills, and a vivid imagination are the basic requirements. The rules in **The Age of Legend** are designed to help you tell a story and develop your characters. The stories that develop out of this will take unexpected turns quite often—that's intentional and the essence of what makes the game exciting!

Preparing for Play

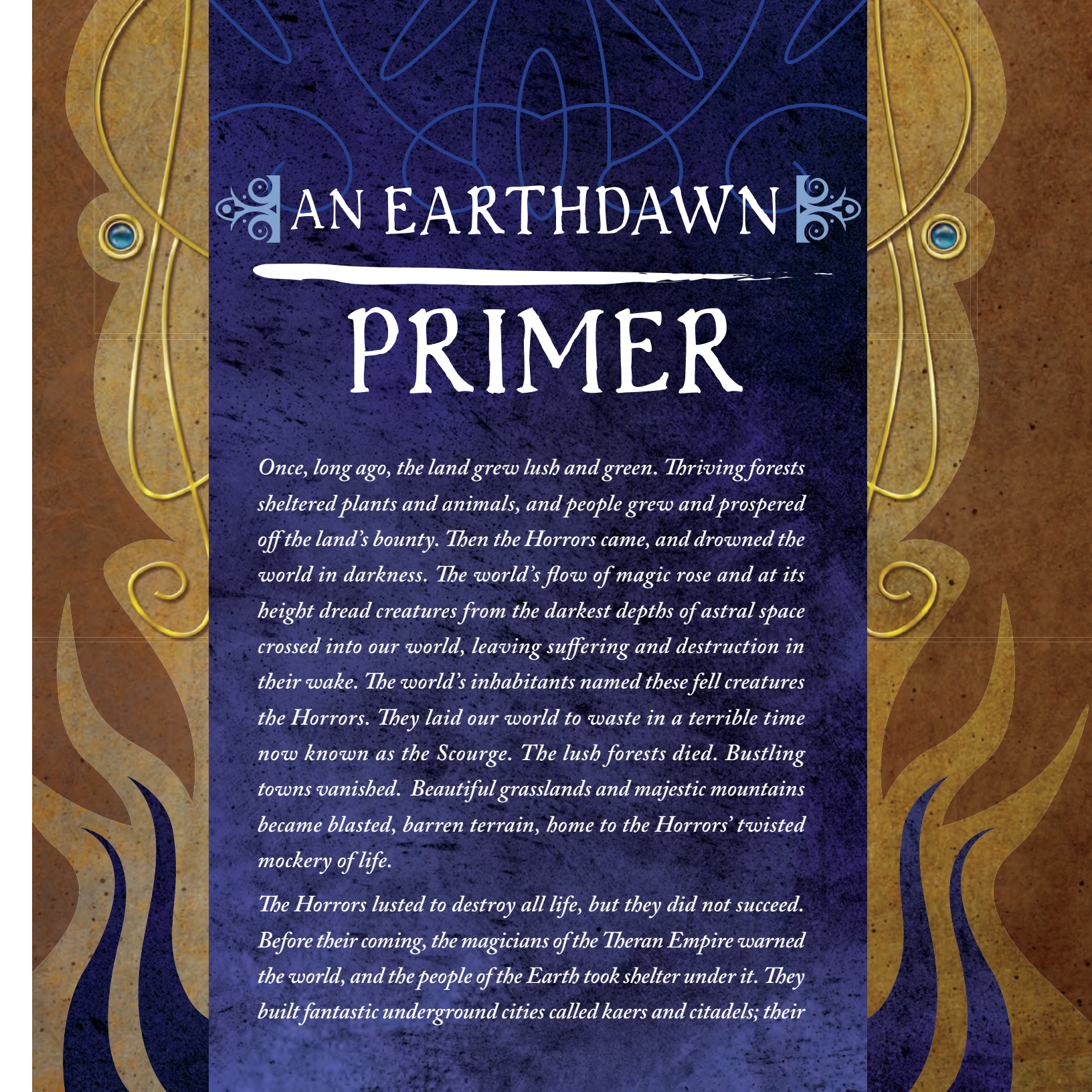
Before anything else, you and your friends must decide what type of game you want to play, who the characters are going to be, and where your story takes place. Knowing this will help players create cool and memorable characters, and direct the gamemaster in the role they will take. Doing this is a group effort, guided by the process outlined in the **Setting the Stage** chapter on p.53. It may even take a whole session to finish this process, but the results for future sessions are well worth the effort at the beginning.

USING AND CUSTOMIZING THE DICE

The Age of Legend works with standard six-sided dice. The result of the main die determines what happens. The results of any bonus or penalty dice scoring a 5 or 6 modify the outcome. While it pays to have at least the main die to come in a special size and/or color to separate it from the rest, different colored bonus and penalty dice are also recommended.

All that said, the dice can easily be customized to make the purpose of each roll easier to present and the results easier to read. Fudge Dice feature + and – symbols, and are better suited for bonus and penalty dice. Depending on whether they are used as bonus or penalty dice, you can also opt to create dedicated penalty or bonus dice by erasing the unused symbols (penalty dice would only feature two – symbols, where bonus dice would have two + symbols). These go well with a larger main die fitted with custom-printed sides (“*Yes, and...*” etc).





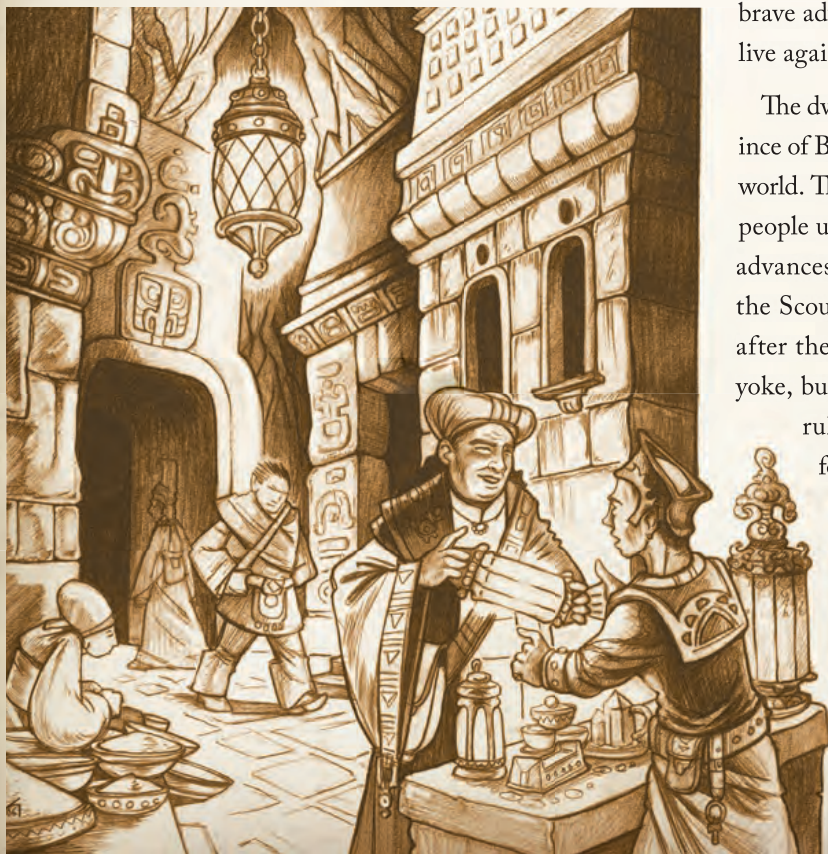
AN EARTHDAWN

PRIMER

Once, long ago, the land grew lush and green. Thriving forests sheltered plants and animals, and people grew and prospered off the land's bounty. Then the Horrors came, and drowned the world in darkness. The world's flow of magic rose and at its height dread creatures from the darkest depths of astral space crossed into our world, leaving suffering and destruction in their wake. The world's inhabitants named these fell creatures the Horrors. They laid our world to waste in a terrible time now known as the Scourge. The lush forests died. Bustling towns vanished. Beautiful grasslands and majestic mountains became blasted, barren terrain, home to the Horrors' twisted mockery of life.

The Horrors lusted to destroy all life, but they did not succeed. Before their coming, the magicians of the Thera Empire warned the world, and the people of the Earth took shelter under it. They built fantastic underground cities called kaers and citadels; their

children and their children's children grew up within these earthen enclaves, never seeing the light of the sun. For four hundred years the Horrors roamed the land, devouring all they touched while the people hid in terror, until the slow ebb of the world's magic forced these loathsome creatures to retreat to the astral pit that spawned them. The Horrors departed before the magicians and wise men had believed they would; the wary people emerged slowly from their kaers, facing the world half in hope that the Scourge had truly ended and half in fear that the Horrors lingered. Though most of the Horrors left this world, many of them remain, inflicting cruel anguish and suffering on other living creatures. As humanity struggles to remake the shattered world, they must combat the remaining Horrors who seek to prolong the destruction and despair of the Scourge.



After centuries of hiding beneath the earth, humanity has ventured out into the sunlight to reclaim the world. Trolls, dwarfs, elves, orks, and humans live side by side with other, more exotic, races: the lizard-like t'skrang; the small, winged windlings; and the earthen obsidimen. Creatures both magical and mundane dwell once more in the forests and jungles. Arcane energies offer power to those willing to learn the ways of magic.

Now heroes travel the land, rediscovering its lost legends and exploring its changed face. The world has changed, almost beyond recognition. Many people died during the Scourge; the Horrors breached some kaers and citadels and destroyed their inhabitants. Other kaers remain sealed, from unknowable disaster or simple fear; their contents await discovery by bold explorers. Should they find any folk still living within, these brave adventurers may lead such fear-darkened souls out to live again in the light.

The dwarf kingdom of Throal lies at the center of the province of Barsaive, the largest inhabited province in the known world. The dwarfs seek to unite Barsaive's far-flung cities and people under one crown and banner, the better to repel the advances of the Theran Empire that ruled Barsaive before the Scourge. The Therans returned to the province shortly after the Scourge ended, seeking to bend it again to their yoke, but the people of Barsaive rejected the Therans' iron rule and rallied behind the dwarfs of Throal. Beaten for the moment, the Therans gather strength and wait to strike again. As Barsaive's heroes search for lost treasures and battle fantastic creatures, they must also fight the Therans, who plot to rob Barsaive of its new-found freedom and make its people pawns of their vast Empire.

LEGENDS AND HEROES

In **The Age of Legend**, heroes band together fighting the Horrors and reclaiming the wounded world for those born in it. As they explore the altered land, searching for legendary cities and treasures, they become the legends that will light the coming days. Like those who went before them, tales of their deeds will live forever in men's hearts. From many paths, the heroes come to join in common cause. Those who seek honor and glory come from many Disciplines, and battle evil to redeem the world with a multitude of gifts. A band of heroes may include an Illusionist, a magician who combines deception and reality to confuse those around him; a Swordmaster, one trained in the art of fighting with melee weapons; or a Beastmaster, able to train and command the beasts of the earth and sky. The world holds countless heroes, but all share one trait: a willingness to fight to reclaim the world from that which threatens it. Through noble deeds and sacrifice, the heroes of the world will forge its future.

Legends

Legends, tales, and stories are said to play a major part in the balance of all things magical. As all things interact with magic, so does the telling of heroes' legendary deeds, of tales and news from faraway places, and of stories from olden times. As a city is shaped by the actions of its inhabitants, as a company grows rich and influential by the efforts of its founders and employees, so does a magical pattern grow by the attention it receives when its tale is told.

The people of Barsaive recognize someone's or something's legend as a measure of that object's or person's strength, its status in the world of magic. Thus, people strive to make their legend noteworthy, to be recognized in the way they deem right and remembered in the centuries to come.



Adepts and Disciplines

The most talented characters in the world of **Earthdawn**, including yours, are initiated in the use of magic. Called **adepts**, some train to cast spells; some train to use swords or other weapons; others train to work with animals. The form of magical training chosen by your character is his **Discipline**. This training focuses the magical energies of your character into special abilities called **talents**. Each Discipline offers unique talents. Characters of some Disciplines—collectively known as **magicians**—possess the ability to cast **spells**.

RACES OF BARSAIVE

Barsaive is home to eight recognized Namegiver races, while more races are rumored to exist in the Theran Empire and the lands beyond it. Often living in their own unique and separate ways before the Scourge, Throal's effort with the *Book of Tomorrow* and the *Council Compact*, and the efforts of all of Barsaive during the Theran War, have given the races of Barsaive a common ground upon which to meet. There still are communities dominated by a single race, although Barsaive's towns and cities usually have a more diverse racial composition.

Dwarfs

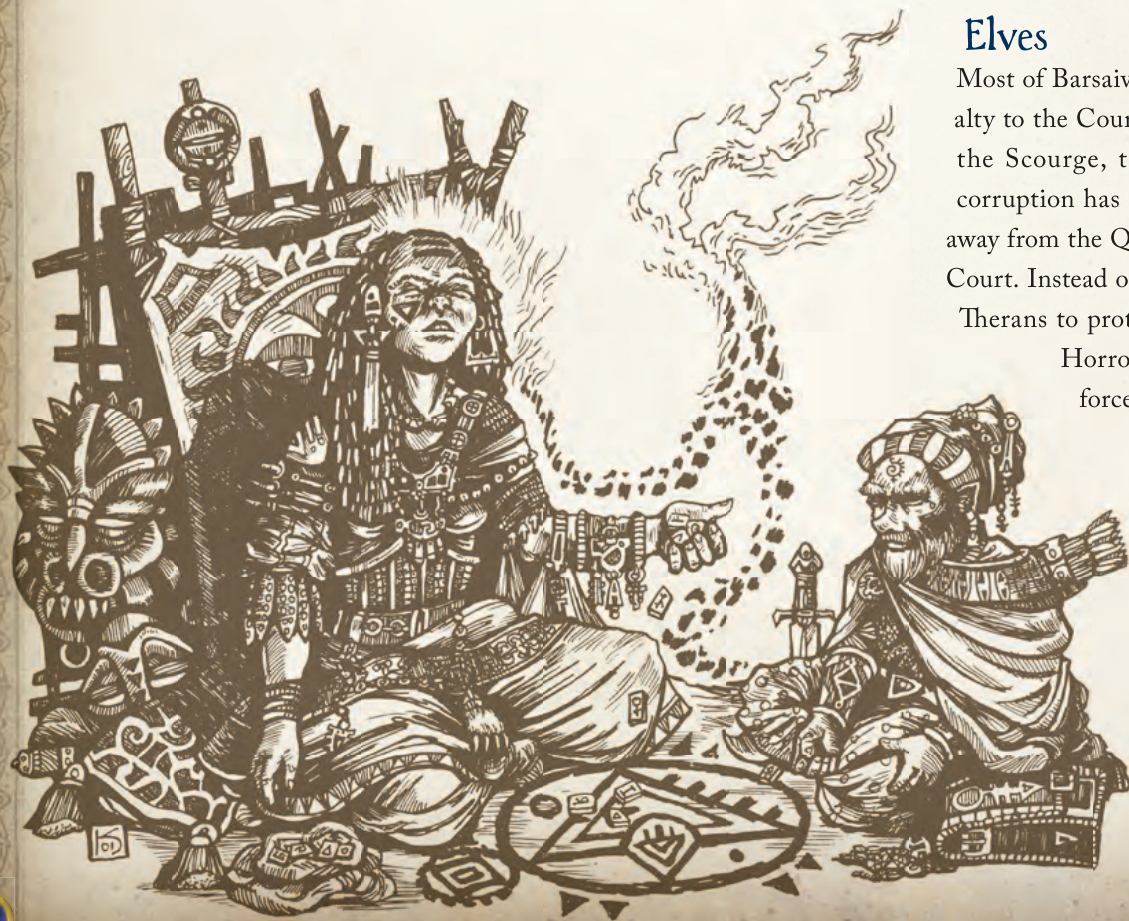
A gift for building, large-scale organization, and unwavering loyalty once earned has enabled Barsaive's dwarfs to forge the greatest nation in the province, as well as found other towns, trade compacts, and a host of business enterprises. Dwarfs tend to lend their loyalty to families and clans, and large families are an important aspect of dwarf culture that often has four generations living under one roof, as dwarfs have an average lifespan of 100 years.

Of short and stocky build, dwarfs have a connection to the earth and dislike traveling on airships, riverboats, and even taller animals.

Elves

Most of Barsaive's elves felt cultural loyalty to the Court of Wyrn Wood before the Scourge, though its self-inflicted corruption has made most of them turn away from the Queen and the ways of the Court. Instead of accepting the aid of the Therans to protect themselves from the

Horrors the Elven Queen was forced to order the execution of the Ritual of Thorns, which in its process turned their home forest into what is now known as the Blood Wood. Most elven settlements, usually located in remote areas and forests, govern themselves today and either preserve pre-Scourge



elven culture or enter an exchange with their non-elf neighbors. Many elves that left Wyrms Wood when Queen Alachia rejected Thera's Protection went to live in Barsaive's major cities. After the Scourge, many were among the first to leave the cities to form small communities in the wilds.

Over six foot tall and with an unusual lifespan of 300 years, elves revere the beauty of nature and welcome living in open environs, leaving non-elf communities to live with friends or family in a more natural community a couple of times per year. Many who adhere to elven traditions follow the Wheel of Life, a series of five spiritual paths that enables the elf to achieve self-reflection and perfection.

Humans

Without any unified human kingdoms left, humans have scattered all over Barsaive. Their innate flexibility to live in any environment enables humans to live alongside all the other races of Barsaive. Where several races live in one place, such as in the cities, humans are often the ones that can create a middle ground or broker the deal between members of other races whose different temperaments create friction. They are seldom the largest racial group in a community and not as comfortable building and living in great nations as dwarfs are, but fill the niches left open by other races, and can often rise to influential positions, especially those that do not require specialization, but generalization. A few all-human cultures with unique lifestyles exist, but they are comparatively small.

Obsidimen

Obsidimen are a race whose living tissue incorporates traits of stone, most over seven feet tall and weighing 900 pounds. Obsidimen are genderless, born of their Liferocks, a large stone formation inhabited by a powerful elemental earth spirit, usually found in Barsaive's wild areas, especially in mountain regions.

Obsidimen from the same Liferock call themselves a brotherhood and usually resemble each other and the Liferock in coloration and texture of skin, as well as in spirit. Regularly, they travel home to their Liferock to meet with their brotherhood and merge with the Liferock, communing with it. The period spent with the Liferock becomes longer and longer as the obsidimen reaches the end of his 900 year lifespan, eventually merging with it forever.

While many who meet their first obsidimen assume he is made of stone, obsidimen are creatures of flesh and blood like any other, although they are quite resilient to the effects of weather and injury. They tend to be slow approaching mundane matters, and the hastiness of some other races unsettles them, as they prefer to take their time and make careful decisions. Though when angered—which only regularly happens if someone insults their Liferock or threatens innocent life—the strong obsidimen are a terror to behold.

Orks

As tall as elves and with similarly pointed ears, but more muscular than humans, orks often are a fearsome sight when angered—and also because of their elongated lower canines. They anger quickly indeed, due to a feature known as gahad. An ork's gahad is an individual reflex unique to each ork that can be awoken by someone else saying or doing "that one wrong thing" in the ork's presence, and the ork can either give in to it and be driven to resolve the situation, or try to restrain himself. While inconvenient for other races, orks consider gahad a sign of being alive, an energy from deep within that burns as the heart pounds—whenever necessary.

Orks are passionate, freedom-loving people often gathering in tribes or clans that travel in a nomadic fashion, living fast and intense, hoping their deaths will make a good story. Orks indeed are a fire that burns fast, as with only 40 years their average lifespan is the shortest of all the races.

Trolls

Towering over even the tall obsidimen, whom they call rock brothers, trolls reach about eight and a half feet tall and originate on Barsaive's mountain ranges where they live in clannish societies, as often making a living with raids as not. Many feature protruding lower canines like orks, but their most exceptional feature are the two horns that grow from the sides of their skulls in any direction. The most important aspect of a troll's life is honor, which a troll extends to his family and clan—and in the case of city-dwelling trolls to neighbors and nations, although to a lesser degree.

Strong and tough, trolls live into their fifties on average. The clans of the Twilight Peaks, which have organized themselves into moots, alliances of clans, are the largest troll population in Barsaive, feared for their raids but admired for their skills at building airships and crafting crystal items.

T'skrang

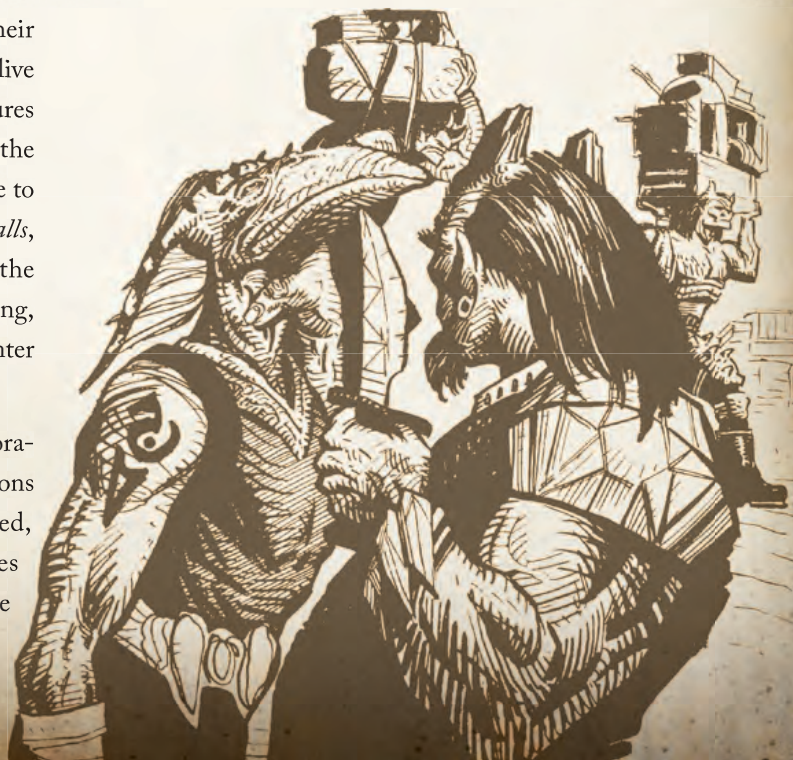
The reptilian t'skrang are usually under six feet tall, but have an impressive, strong tail that is just as long again, bringing their weight up to 200 pounds. Having an affinity for water, they live along Barsaive's waterways and sometimes in domed structures under water that can be reached only via towers breaking the surface, often with facilities to dock the riverboats they use to trade on the Serpent River. T'skrang communities, the *nials*, are tight, living close together and communally sharing the profits of their trade expeditions, daily food, care of the young, and hatching of their eggs. T'skrang spiritual concepts center on fearlessness, passion, and bravery.

Other races often regard these as mere flamboyance and bravado, while a t'skrang knows that the right measure of actions and the balance of self and community is to be maintained, so his actions may benefit others as well as himself. Races growing up in small individual families have a hard time understanding relationships a t'skrang takes for granted.

Windlings

Only 18 inches in height and weighing 13 pounds, windlings take to the skies with two pairs of wings similar to those of a dragonfly. While living in clans in the deepest forest, windlings regularly travel the land to gain new experiences, meet new people, and pick up styles and traditions unknown to their homes—regularly bringing them back to incorporate into clan society. While seen as pranksters, windlings often have a “live and let live” attitude, revere freedom, and abhor slavery. Their fragile natures make windlings perceptive to dangers that larger races would not even consider as such, and their sense extend as far as the magical world, but their curiosity distracts them just as often.

If not caught unaware by too many distractions, windlings can live to their average lifespan of 170 years, but they are not considered adults before their thirties. Windlings have pointed and extremely elongated ears, and their skin color will match the predominant color of the last place they spent more than three months.



MAGIC

The world of **Earthdawn** is touched by magic in every aspect. The tide of magic brought the Horrors into the world, but also enabled magicians to devise the means to protect people from them. Heroes wield powerful magical weapons that bear their own Names, and magic has allowed civilizations to be built and maintained as airships travel the sky and structures that defy the laws of physics are erected in cities. There are a number of established magical theories, facts, and laws detailed below that are recognized by all scholars throughout Barsaive and the Theran Empire.

Names

Names hold power, and the ability to Name an object, place, or person bestows power over and a link to that object through magical means. Indeed, some say that because the Therans Named Barsaive when they made it their province, they will forever hold power over it, unless that Name is not used anymore or forgotten.

The power, imagination, and will to create things by Naming them is what makes the races of Barsaive and beyond **Namegivers**, even though other sentient beings exist. Most scholars also include the dragons among the Namegivers, although their abilities and motives are beyond the short-lived lives of the other races, and their numbers are few.

Patterns

Naming a thing or place solidifies what is called its magical pattern, stabilizing its ever-changing interaction with the world's magic. All living things have patterns, as do objects and places that have interacted with powerful magic or spawned mighty legends. When successfully Named, these items and places gain a sort of life of their own, and from then on are able to magically

influence all with which they interact. The Name and knowledge of the deeds done with an item grant access to the power in such patterns. Heroes are famous for seeking out powerful magic items to research their patterns and weave threads of magical energy to them, which enables them to make use of these objects with greater efficiency.

The Planes

Besides what is known as the physical world, there are an infinite number of planes, domains, and realms—only accessible by magic—that are collectively known as the netherworlds. One of them is the origin of the Horrors, while others bear stranger life or none at all. Some have been visited by travelers and are known throughout the magical community, while more remain to be found and explored. Bizarre laws rule the netherworlds.

The netherworlds are home to various spirits, those of deceased Namegivers as well as those alien to the physical world. Many magicians have summoned these spirits to serve their whims, although they may appear without a summoner's call. They seldom have reason to do so, however, as their motives have passed beyond the physical world.

The Elemental Planes

Among the netherworlds are the five elemental planes. They are each mostly made up of one of the five True Elements: the planes of air, earth, fire, water, and wood. Travelers cannot survive on these planes without powerful magic, and they are home only to elemental spirits.

The elemental planes are said to intersect with the physical world in numerous places, frequently attracting elemental spirits and leaving behind kernels of True elements that are gathered or mined to be used in enchantments. Orichalcum, a perfect combination of the True elements, is the most potent magical ingredient known.

Blood Magic

Blood magic is magic fueled by the life force of a living being, and as such is even available to individuals who cannot wield magic by spell or other natural ability, as every living thing has a life force. Blood magic comes at a price, though, as the life force nourishing it is weakened while the magic is in effect. There are two main forms of blood magic: life magic and death magic.

Life magic is the sacrifice of small amounts of life energy to create or uphold minor magical effects. The most common ways of using it are to empower minor magical items known as **blood charms**, or to spill blood during a ritual to strengthen its effects or make oaths binding.

Death magic usually results in the death of the donor of life force, and often the donation is not voluntarily (if it is voluntary, the term Sacrifice Magic is sometimes used instead). Dark rumors are spoken of the Therans' use of blood magic, wasting away the lives of their slaves to empower great rituals and propel their magical vessels.



THE SCOURGE

For hundreds of years, the world of **Earthdawn** suffered under a reign of terror perpetrated by beings known collectively as the **Horrors**. Though the world always had magic, the level of ambient magic gradually increased, and so did the activity of the Horrors. Magic eventually reached a level that allowed the Horrors to routinely breach the extra-dimensional barriers between their world and the world of **Earthdawn**.

Within a short time, the Horrors' attacks became bolder and more frequent. Creatures stormed villages; smaller Horrors swarmed forests and grasslands, consuming everything in their path. Flocks of birds vanished within hours. Herds of cattle disappeared, relentlessly pursued by Horrors. And this was only the beginning. With the rising of the magical tide greater and more terrible Horrors appeared, nourishing themselves on the Namegivers' pain and despair. These Horrors twisted the thought and emotion of men and women and turned them against each other, sowing distrust and fear in even the tightest of communities.

Barsaive's people tried to fight back, but the creatures' ferocity and overwhelming numbers finally drove the terrified people to seek protection within their **kaers** and **citadels**. They sealed themselves behind doors inscribed with wards and glyphs to keep the Horrors at bay, taking up residence in tomblike places that would be their homes for hundreds of years.

This time, during which the Horrors freely roamed the world, is known by many names—the most common being **the Scourge**. During the Scourge, many cities and nations fell to the Horrors' power. Some individuals and communities embraced dark magic to defend themselves, some becoming little better than that which they feared. Now the Scourge is over. Many Horrors remain, but their power is diminished enough that civi-

lization has begun to rebuild. Many people still tremble inside the walls they built to protect themselves and their families, afraid to venture out into the strange, changed world. The few brave enough to face it are the heroes of **Earthdawn**.

Taint and Corruption

While the forces of magic were never to be fooled around with, the forming and channeling of raw magical energy always exacting a toll from the user, the Scourge has changed much of the magical energy in the physical world. The destruction wrought by a Horror or caused by its mere presence can spoil life and magical energies, and during the Scourge, the Horrors were everywhere. As a result, using magical energies became dangerous for magicians after leaving the shelters (which were safe as long as no Horror had entered them, as they were shielded against tainted magical energies). Using magic in an unsafe area could not only seriously harm the magician, but could even attract Horrors. Thus, magical constructs called matrices were devised as a way to filter the most dangerous parts of taint from the magical energies. Spells became less powerful, but could be used very safely. Not using matrices can ease the casting of a spell, but using magic in its raw and now tainted form often spells doom for the magician.

Traces of Taint

While the taint of magical energies is only visible to those with command over magic, the physical representation of the Horrors' corruption can sometimes be observed by mundane means. The taint and corruption caused by any one particular Horror is unique to it, but there are often common themes to the taint. For example, a Horror lairing in a natural environment might cause plants and animals in the vicinity to become mutated and wicked, resembling undead life or the terrible constructs that Horrors forge. In such an environment, animals may

become hostile, stone may develop sharp edges, and even plants may lash out at explorers, spreading newly developed poisons.

The most dangerous form of corruption is that of Namegivers, though. People under the influence of a Horror might open their kaers' doors at the Horror's command or start to slaughter innocents to satisfy the Horror's hunger for misery. Horrors can even mark the patterns of living things, thus exerting greater control over a person, thing, or place.

Such corruption is difficult to detect, but a great many people believe the loss of beauty and the inability to create art is a clear sign of corruption, as Horrors do not seem to be able to create, only mimic and despoil.



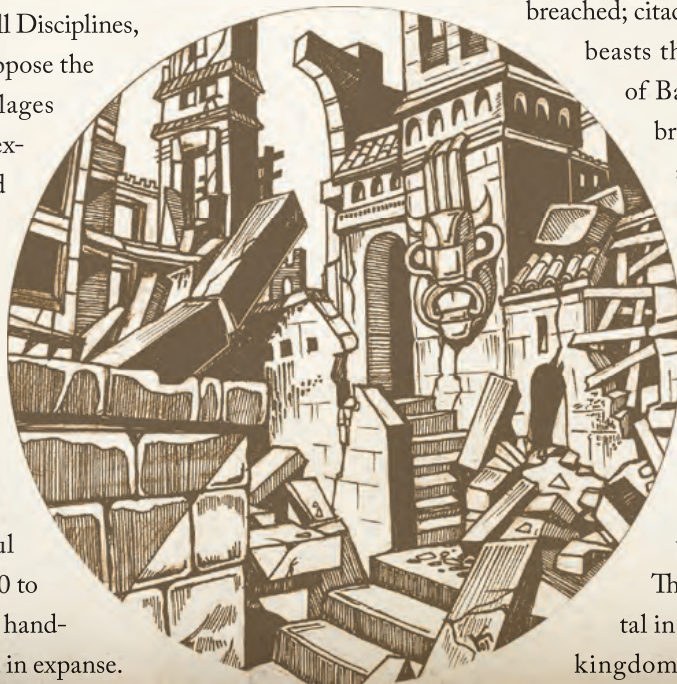
THE PROVINCE OF BARSATIVE

Before the Scourge, Barsative was a small province state of the Theran Empire that in its former might stretched over vast regions of the world. Emerging out of their kaers and citadels earlier than the Empire had predicted the Scourge would end, the people of Barsative had a head start in re-civilizing the lands and rebuilding the province's cities. In addition, Throal's Book of Tomorrow, a guide that was distributed to every kaer they could reach in order to help preserve the ways of life during the dark years of the Scourge, unified the different races and their culture in that time of hiding, strengthening their bonds and the will to shake off the Therans' oppressive yoke and their cruel tradition of slavery. The opening of the first kaer doors happened about a century ago, yet the last of the Horrors and their undead minions still roam the land, as do bandit tribes and Theran slave hunters. Barsative's struggle for independence and freedom has only just begun.

Adventurers, mostly adepts of all Disciplines, set out to battle those Horrors, oppose the Theran slavers, save remote villages from bandits, and seek out and explore lost and forgotten kaers and citadels, searching for legendary treasure and valuable information of use to those rebuilding the land.

The Land

Barsative is politically and economically dominated by a handful of city-states ranging from 20,000 to 100,000 inhabitants, and another handful of nations that are very limited in expanse.



These include the newly formed ork nation of Cara Fahd and the aropagoi, t'skrang trade covenants that dominate the mighty Serpent River that traverses the heart of Barsative. Three Theran cities threaten Barsative. In the Southwest lies the metropolis of Vivane with the nearby military stronghold of Sky Point, a platform built hundreds of yards into the air from which launch the stone airships of the mighty Theran navy. In Barsative's heart resides the fortress of Triumph, once a flying stone fortress of immense proportions. In the Northeast lurks the lost city of Parlainth. Once the Theran capital of the province, Parlainth was stormed by the Horrors during the Scourge and is now a place of death, filled with Horrors and undead—and a lucrative target for adventure due to the many riches still hidden in its catacombs.

The hinterlands are still thinly settled and unexplored, providing opportunities for the gamemaster to place smaller towns and nations there as he sees fit. The wilderness may still hide

many unexplored underground kaers, either populated or breached; citadels now in ruins; and dangerous beasts that roam the land. The peoples of Barsative use safe trade routes to bridge the gaps between the cities and magical airships or riverboats to transport goods and passengers where no trade routes exist.

On the forefront of Barsativian resistance against both the Therans and the remaining Horrors stands Barsative's largest nation, the underground dwarf kingdom of Throal. Throal is also instrumental in both trade and exploration; the kingdom's trade companies dominate





overland shipping, and the crown sponsors the explorations of adventurers across the land. The dwarf kingdom has gathered most of Barsaive's nations into a loose coalition that holds in common Throalic currency, language, and parts of its law. Of the latter, the Council Compact, at its core a passage condemning Theran slavery, is the most important.

Two major powers stand aside, however, with no one the wiser as to what their role in future conflicts with the Theran Empire will be. Blood Wood, an elven realm formerly known as Wyrn Wood, has not opened its borders since the end of the Scourge, but all of Barsaive knows the terrible price these elves paid to survive the Scourge. These elves mutilated themselves, working powerful magic that caused thorns to sprout from their skin so that their endless suffering would leave little opportunity for the Horrors to bring anguish to their nation. Most of Barsaive, especially its elven population, judge the former seat of elven culture as corrupted, not much different from the Horrors. Then there is Iopos, a mysterious city in Barsaive's Northwest. Ruled by the ancient Denairstas dynasty of magicians, the Iopans have recently become more involved in the workings of the Province as their masters seek to expand their sphere of influence into Barsaive proper. Rumors say the Iopans will use the conflict between Thera and Throal to carve themselves another piece out of Barsaive, although this would be a bold move indeed.

THE PASSIONS

Barsaivians worship twelve **Passions**, living, physical embodiments of the wishes, hopes, beliefs, and strongest emotions of Barsaive's people. A Passion is summoned wherever its ideals are strongly felt, grievously violated, or aggressively defended.

Some say the Passions are mysterious magical beings given control over pieces of people's lives by the universe. Some say they are the people's hopes given form by the legend that springs from the Namegivers' collective thoughts. Some say that whether a Passion exists or not is up to the believer alone, created by the moment. Whatever the truth, it cannot be denied that the Passions exist, wandering the roads, visiting Barsaive's towns, and touching people in thought and sometimes helping lift their burdens through gifts of healing, comfort, or strength.

The Passions do not appear in any single place or in any one form. Rather, they shape their surroundings and likenesses in a fashion that gives either slight clues or absolute certainty about their identity—the former when they set a test, the latter when they bring a message.

Questors

Even the Passions cannot be everywhere, tackling every task, healing every sick person, and inspiring every man to chop wood with renewed energy so he will have fuel to keep warm in winter. For this, they have their **questors**, Namegivers taking to the ideals of the Passions. Questors serve to bridge the gap between their patron Passion and the denizens of the world. To be a questor means to regard all of the Passions, but to quest for the ideals of one. The Passions grant magical powers to their questors, with which they inspire and help Barsaive's people.

THE TWELVE PASSIONS

There are twelve Passions known in Barsaive, although some claim Death, allegedly trapped by the other Passions under Death's Sea and unable to walk the land, to be a thirteenth Passion, and a few revere him. Before the Scourge, all twelve Passions were worshipped equally, with local and personal preferences, but the Scourge has driven three of the Passions into madness, twisting their ideals. These Mad Passions still have followers, as even dark and twisted ideals have their place in the hearts of Namegivers.

Astendar: Passion of art, music, and love.

Chorrolis: Passion of trade, wealth, and desire.

Dis: The Mad Passion of slavery and bureaucracy. Before the Scourge, it was known as Erendis, the Passion of order and work.

Floranuus: Passion of energy, victory, and motion.

Garlen: Passion of hearth and healing.

Jaspree: Passion of growth, care of the land, and the wilderness.

Lochost: Passion of rebellion, freedom, change, and chaos.

Mynbruje: Passion of justice, empathy, compassion, and truth.

Raggok: Mad Passion of vengeance and jealousy. Before the Scourge, it was known as Rashomon, the Passion of endurance and perseverance.

Thystonius: Passion of valor and physical conflict (frequently mistaken for a Passion of War).

Upandal: Passion of smithwork, crafts, and engineering.

Vestrial: Mad Passion of deceit, treason, and trickery. Before the Scourge, Vestrial was the Passion of humor and cunning.

TRAITS

In The Age of Legend, your character is the tool you use to play the game, to interact with the game world. Generally speaking, it consists of several parts: a Concept, several Tags, Drives, Relationships, and a Description. This chapter describes each of these in detail, as well as other traits used in the game—namely Talents, Spells, Karma, and Groups.

CONCEPT

Your character's Concept is a combination of his race and Discipline, providing the basic concept of what your character represents, what he can do, how he behaves, and so on. These words are pretty powerful because they imply a lot about your character's abilities, his culture, way of life, and how he perceives the world around him. You are going to use

this stereotypical knowledge a lot during the game because a lot of your character's abilities and basic behavior depend on the knowledge hidden in these words.

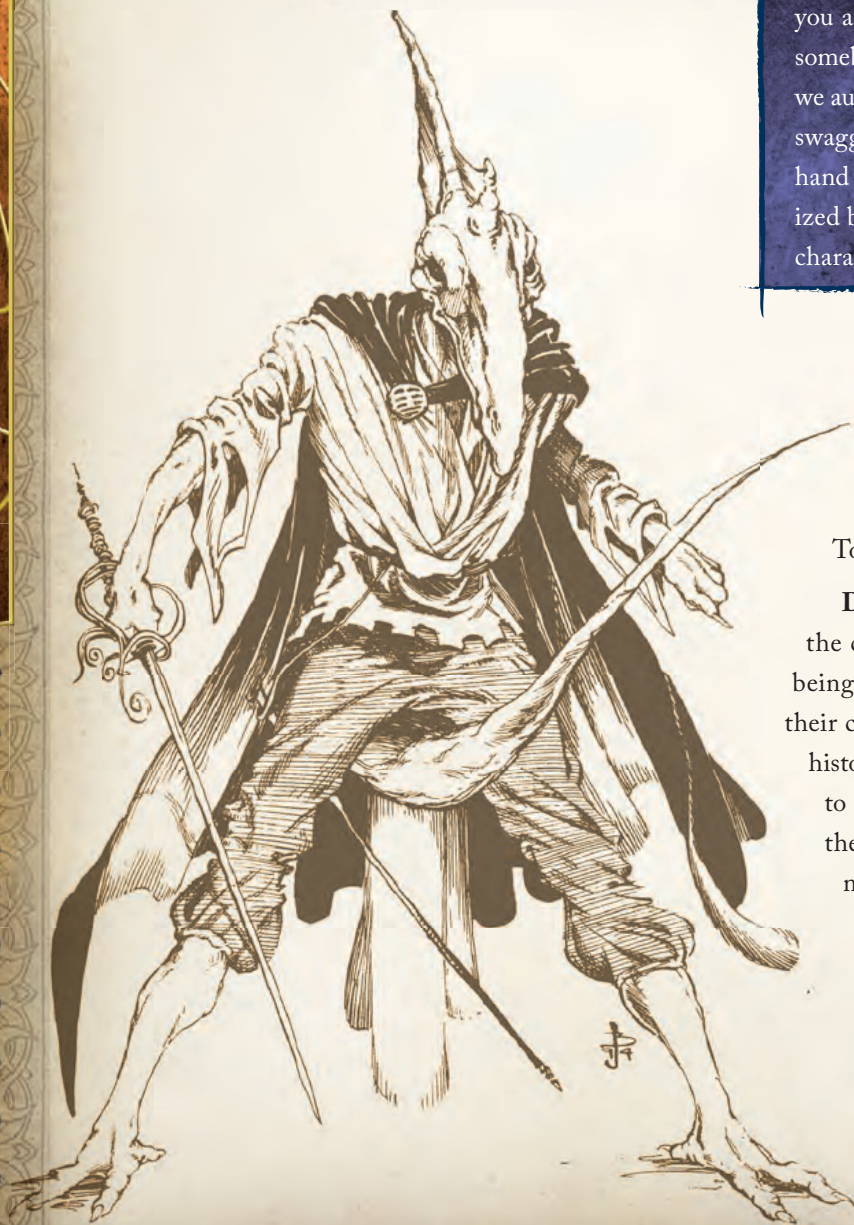
STEREOTYPES ARE YOUR FRIEND!

As mentioned, the stereotypical descriptions in the Earthdawn books contain a host of ideas and concepts you are considered to be already familiar with. When somebody says his character is a t'skrang Swordmaster, we automatically picture him as a cocky, blade-flashing, swaggering bon-vivant. The concept is a kind of shorthand way to describe your character, which is customized by the various tags you are going to choose during character creation.

Race

Eight Namegiver races dwell in the land of Barsaive, each with its own culture and traditions. Despite their differences, they are bound by shared experiences, beliefs, and love for their land. Together they embody the heart and soul of Barsaive.

Dwarfs are stout, stubborn, and industrious. They are the cultural and political leaders of Barsaive. **Elves** are beings of deep feeling and spirituality, seeking to restore their culture's former glory. **Humans** have lived through a history of destruction and war, remaining versatile enough to adapt to any situation. Ancient beings of living rock, the **Obsidimen** stone giants are perhaps the oldest and most mysterious denizens of Barsaive. **Orks** are passionate and savage, their love for life is surpassed only by their love for battle! **Trolls** are horned and bestial in appearance. These gargantuan mountain dwellers are both fierce and honorable. **T'skrang** are flamboyant, reptilian beings whose swashbuckling bravado reflects their zest for life. Finally, the small, winged beings known as **Windlings** have a passion for change which makes them mischievous and unpredictable.



Racial Ability Tags

Your character has a special ability or feature specific to his race. These are used as Tags (see p.28), and unique to each race.

- ◆ **Heat Sight (Dwarf, Troll):** You can visually perceive heat emitted by other characters or objects. Heat Sight is not active all the time, but can be activated at will.
- ◆ **Low-Light Vision (Elf):** You can see at much lower light levels than humans. This racial ability automatically comes into effect when illumination is reduced below the level of normal daylight.
- ◆ **Versatility (Human):** You gain an extra skill during character creation (see p.72).
- ◆ **Rock-hard Skin (Obsidiman):** Your skin is extremely thick and serves as natural armor.
- ◆ **Gahad (Ork):** An Ork's *Gahad* is a sensation similar to intense heartburn, triggered by a certain circumstance or situation. When your *Gahad* is triggered, you feel a strong drive to act on it, temporarily granting you a suitable Condition (for example, you might become *Enraged* when your mother is insulted). Specify a trigger and write it in brackets behind the racial ability.
- ◆ **Tail (T'skrang):** You have a tail you can use for better balance, but also for use in combat. You can use your tail to whip at opponents much like striking with an arm or kicking with a leg. In the same manner, you can attach a weapon to your tail.
- ◆ **Wings (Windling):** You can fly, but it is not your primary method of movement. Flying windlings tire quickly and usually limit their flights to short periods of time.
- ◆ **Astral Vision (Windling):** You can perceive astral space. Like Heat Sight, Astral Vision is not active all the time, but can be activated at will.

Discipline

Player characters are adepts. An adept follows a Discipline, a magical path focused on certain aspects of life. Some adepts cast spells in a certain field of magic, for example elemental magic or illusion magic. Most, however, use their magic to achieve physical tasks. Archer adepts fire their bows and transform their arrows into fiery projectiles. Warrior adepts dance on the air and deliver devastating magical blows to their enemies. Weaponsmiths use their magic to enhance weapons and armor and craft more powerful threaded arms and armor to which others weave magical threads for even greater effects. Adepts use their magic to both learn normal abilities quickly and master tasks not reproducible by mundane means.

Use the **Disciplines** chapter on p.77 to find out which Discipline fits your character idea best. Disciplines are flexible, allowing for a variety of character concepts. The choice to be made here is about where the character's magical power comes from—i.e. what his primary calling is.

There are three groups of Disciplines in **The Age of Legend: Fighters** (Air Sailor, Archer, Sky Raider, Swordmaster, Warrior), **Wanderers** (Beastmaster, Cavalryman, Thief, Troubadour, Weaponsmith), and **Magicians** (Elementalist, Illusionist, Nethermancer, Shaman, Wizard).

At the core, followers of each Discipline are assumed to be experts at their things their Discipline is about: Archers excel at hitting targets with any kind of ranged weapon, Troubadours can play any instrument and sing, Thieves will be able to empty your pockets, and so on.

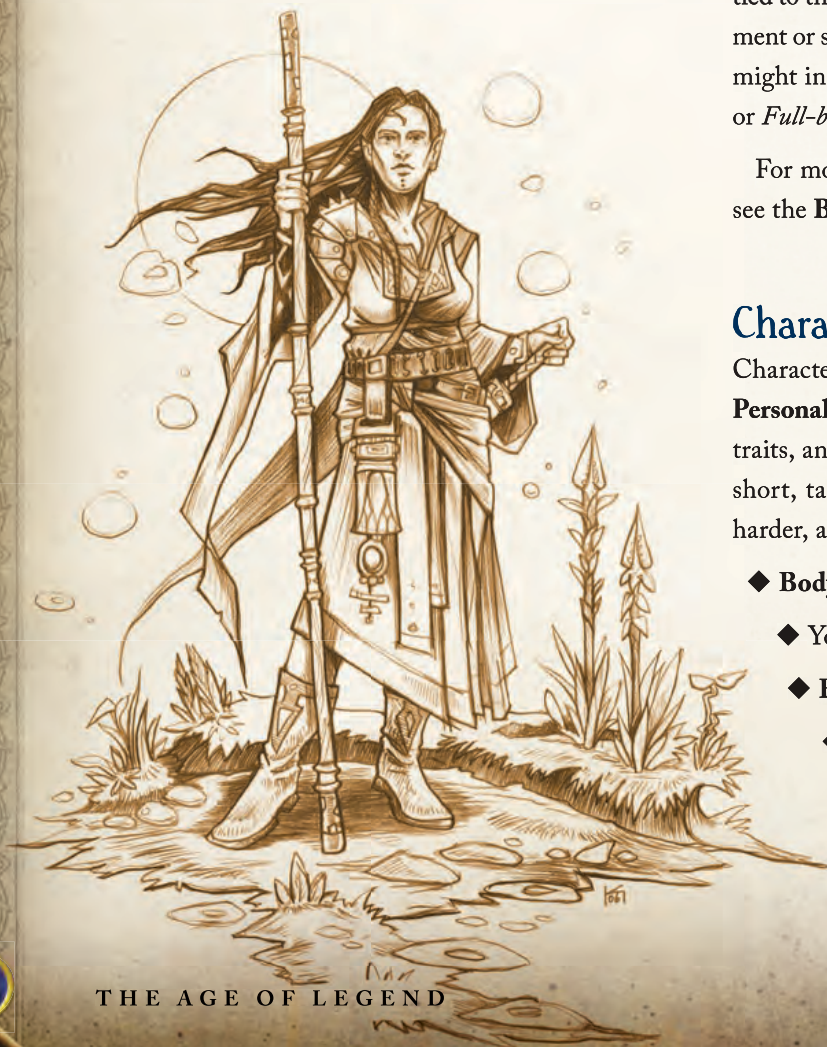
Optional: Origin and Title

If you have a specific cultural background for your character in mind, you can add his origin to his Name and Concept. For example, S'ssakus, T'skrang Swordmaster of House V'Strimon

or Frotak, Ork Wizard of Bthak. You can also add a personal title, especially if your character has gained a bit of fame—like S'ssakus the Silverscaled, T'skrang Swordmaster of House V'Strimon or Frotak the Oracle, Ork Wizard of Bthak.

Circles of Mastery

To measure an adept's power, there are four Circles of Mastery: **Novice**, **Journeyman**, **Warden**, and **Master**. Your Circle of Mastery determines your available Karma (see p.74), grants you a range of bonuses, and is also used to determine how well you use your Discipline-related abilities.



TAGS

Tags are both guides for your roleplaying and modifiers to beat-the-odds rolls (see **Beating the Odds**, p.35). They are adjectives or very short phrases that identify various things about a character, a piece of equipment, or the environment.

Details

Details are tags applied to your surroundings, and always closely tied to the scene and the action. These are features of an environment or scene that might change as a result of an action. Details might include *Curtains on Fire*, *Broken Doors*, *Fleeing Animals*, or *Full-blown Sails*.

For more information on choosing Conditions and Details, see the **Beating the Odds** chapter on p.39.

Character Tags

Characters in **The Age of Legend** have four main tags: **Body**, **Personality**, **Edge**, and **Flaw**. They indicate physical and mental traits, and any special abilities or drawbacks he might have. In short, tags are things that make a character's life easier and harder, and ultimately make him who he is.

- ◆ **Body** describes a character's physical makeup.
- ◆ Your character's **Personality** describes his basic behavior.
- ◆ **Edge** describes a natural gift or quality of your character.
- ◆ Your **Flaw** describes your character's most prominent shortcoming.

For more information on choosing character tags, see the **Character Creation** chapter on p.70.

Skills

Skills are mundane abilities. You must invest time, effort, and money into acquiring them. In this age of magic, skills are largely the domain of ordinary folk, though all adepts begin the game with a few skills and, over time, most adepts like to learn more skills to supplement their magical talents.

Skills are used like Tags, granting you an advantage when performing a specific action. **The Age of Legend** assumes that all player characters know how to do things adventurers do, including riding trained mounts and swinging weapons. You can opt out of such basic abilities by making it a Flaw, or make yourself better by taking appropriate skills.

Skills can even the odds a little, but will not match trained characters against experienced adepts (see p.41).

For example, Morgodd is a Warrior and Selenus a Troubadour. While both know how to swing a sword, Morgodd will be better at it due to his chosen Discipline. Selenus could take a Swordfighter skill to make himself more proficient. It would make him a worthy opponent at first—at least until as Morgodd starts advancing to higher Circles of Mastery.

Conditions

Conditions are temporary tags affecting your character. These are physical, mental, or social

effects that impact the way a character behaves or attempts actions. Conditions include things like *Angry*, *Confused*, *Tired*, and *Unconscious*. These are written down as appropriate on the Character Sheet; there is enough space reserved for these.

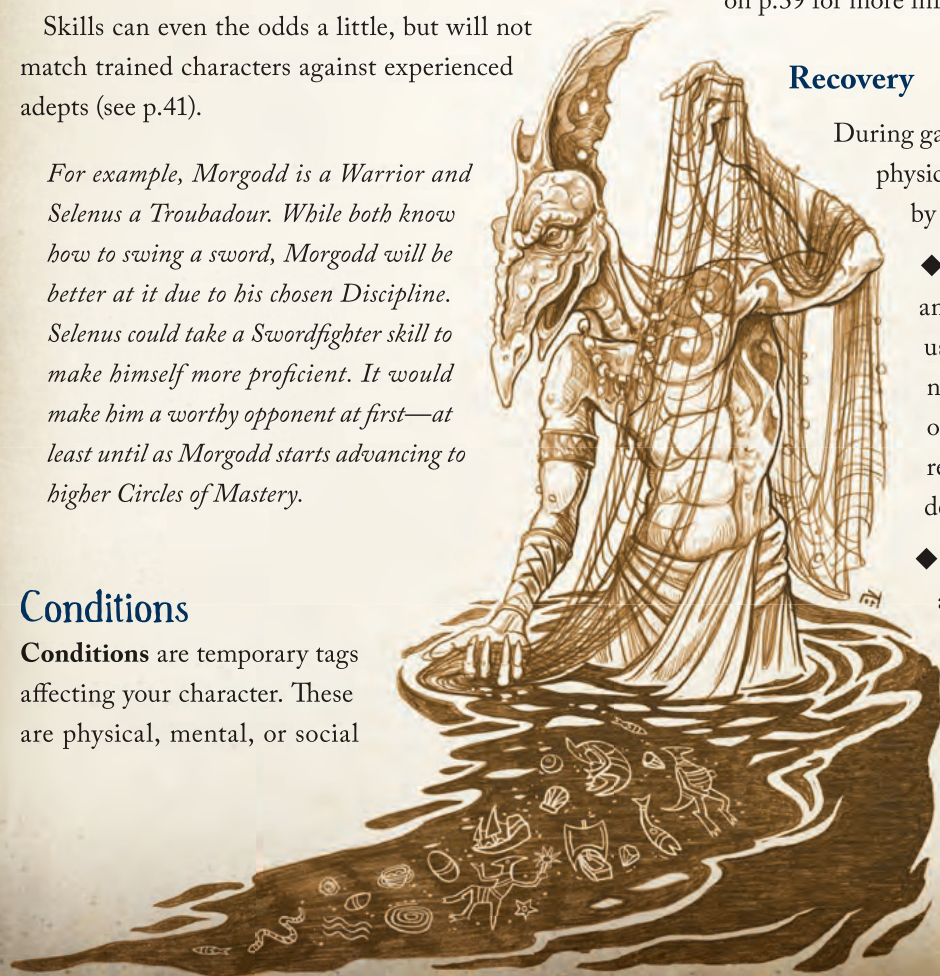
Wounds

Each adept character (as well as resilient creatures) also has a limited number of Conditions slots that can be marked as **Wounds**. These “Wound slots” are specifically reserved for injury, and prevent you from being killed right away. “Receiving a Wound” refers to taking an injury—you’ll note the injury down as a Condition and mark it as a Wound. See **Beating the Odds** on p.39 for more information on how this works.

Recovery

During games characters can suffer injuries, become physically or mentally stressed, and be afflicted by a range of other effects.

- ◆ **Conditions** are always recovered at a time and/or rate appropriate to the story. This is usually with the passing of time, but does not have to be. A good rule of thumb is that one or more Conditions can be removed or recovered between scenes, though this will depend on the timing of such encounters.
- ◆ **Wounds** always require attention—from a physician, a Questor of Garlen, or by magical means (such as a healing potion or spell).



EQUIPMENT

Equipment is the gear, items, and weapons that a character will use on their adventures.

All characters have the basic clothes or items that are appropriate to their concept. Equipment is the important and cool stuff that a character carries. Equipment can be anything—from magic swords and knives to fancy clothes, bags of coin, horses, or even a t'skrang riverboat. Your character's equipment depends on your character concept, the group context, and the stories you want to tell.

Like other Tags, a character's equipment will modify beat-the-odds rolls. For more information on choosing character equipment, see the **Character Creation** chapter on p.73. For more information on equipment itself, see the **Equipment** chapter on p.167.

Legendary Items

Unlike regular pieces of equipment, Legendary Items are referred to by their name. They come with additional Tags and abilities which can be “unlocked” by researching the item's history and learning specific information or performing heroic deeds. Once the information is learned or the deed is done, the Tag or ability can be used as described. Refer to the **Equipment** chapter on p.174 for more information on how this works.

DRIVES

Your character's **Drives** (or goals) describe his motivation, namely his purpose to be in this world and the adventure. They are written down as answers to four specific questions (*Where do you come from?*, *What do you want?*, *What is stopping you?*, and *What will you do?*), and are adjusted between adventures or whenever needed (as the story progresses).

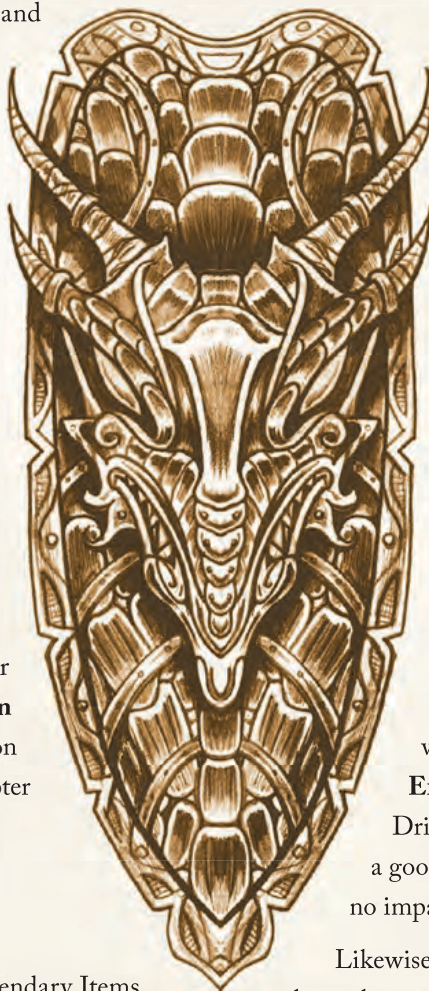
Creating Drives

Drives don't come together in a vacuum. They need context, the one you and your group designed when **Setting the Stage** (see p.53). It is your responsibility as a player to pick goals you want to meet in the game, and it is the gamemaster's responsibility to let that happen.

Working towards and fulfilling your goals will reward your character with experience (see **Experience & Advancement**, p.180). Picking Drives that can be resolved in a session or two aren't a good idea, because they are bound to have little or no impact on the game.

Likewise, don't create Drives (or Relationships) that will have characters constantly at each other's throats. It is okay to have characters that don't see eye-to-eye (in fact, that can be fun!), but you want them to function together in order to defeat the real villains, solve mysteries, and complete their mission!

Discuss everyone's Drives in the group and make sure they fit into the game you want to play.



RELATIONSHIPS

Your character's **Relationships** are the ones notable enough to play a recurring role during your adventures. Each is a short statement about the character in question, describing your relationship. Relationships grow and change during the game.

IT'S ALL ABOUT ROLEPLAYING

Your Description, Drives, and Relationships all help develop your character and tie him into the “world” of your stories and adventures. The gamemaster might occasionally give you a bonus to dice rolls because of the information you reveal here, but that is by no means required.

Use your Drives and Relationships to inform the way you roleplay your character, the way they interact with the other players' characters, and the world around them.

DESCRIPTION

Once you have a good idea of who your character is and what he does, you get to describe the character's appearance and personality along with any other detail you think important or interesting.

TALENTS AND SPELLS

Adepts have abilities that go beyond those of the common people, by infusing their abilities with magic. Where a mundane needs tools and equipment to accomplish great feats, adepts utilize magic to become stronger, faster, and more versatile—to a point beyond anything a mundane can ever hope to achieve. These abilities are called **talents** and **spells**.

The key difference between talents and spells is that a power is tied to the adept; it is a part of him he can actively control and use to great effect. Magicians, on the other hand, have the ability to impose their will onto reality, shaping it with their imagination. See the **Spells** chapter on p.135 for more information.

Talents are powerful nonetheless and offer a wide variety of options to adepts. See the **Talents** chapter on p.95 for more information.



KARMA

Karma is a resource that you spend to improve a character's chance of success at an action. Your Karma Pool indicates how many Karma Points you have start the game or performing a karma ritual (see below).

You can temporarily have more Karma Points than your Karma Pool allows!



Earning Karma

Karma Points are earned at the start of each game session, and during play for doing legendary stuff, getting your character in trouble, and by using blood magic.

Being Awesome

Karma Points are earned during play for doing legendary stuff, roleplaying your character, and achieving your goals. Whenever you do something that stops play and makes everyone go “Wow!”, or laugh out loud at your antics, or anything else that everyone thinks should be rewarded, you earn a Karma Point. While the gamemaster is usually the person awarding Karma Points, other players can do so too by handing over one (or more) of their own points.

Blood Magic

By sacrificing your own blood (read: by inflicting a Wound on yourself) before a beat-the-odds roll, you can gain a single Karma Point. You can add as many Karma Points as you have free Wound slots.

Getting in Trouble

Accepting someone else's (including the gamemaster's) suggestion of one of your tags, relationships, or other game traits affecting you that will get your character in trouble will reward you with a Karma Point for your own use.

Performing a Karma Ritual

Every adept can perform a ritual to regain Karma Points. A karma ritual is a highly individual and strict procedure, which

takes about a half hour to perform. It can only be performed once per day, and only if your amount of current Karma Points is lower than your Karma Pool. Once you finish your karma ritual, you have a number of Karma Points equal to your Karma Pool.

Spending Karma

Karma can be spent to add bonus dice to an beat-the-odds roll, to re-roll all of your dice, to use **Talents** (p.95), casting **Spells** (p.135), as well as to use **Legendary Items** (see p.174).

Adding a Bonus Die

You can spend a Karma Point to gain an immediate bonus die for a beat-the-odds roll. You can add as many bonus dice as you have Karma Points. Bonus dice must be declared before you make the roll.

Re-rolling your Dice

You can spend a Karma Point to re-roll all your dice in a beat-the-odds roll (see p.35). This is an all-or-nothing thing, so you can't keep a couple of good results and roll the rest. You can re-roll only once.

Using Talents and Casting Spells

Karma can be used to activate talents and spells, as described on p.95 and p.135. The difference between talents and spells is that spell effects are more versatile—their effects can be altered and adapted, where talents are usually pretty straightforward (see **Talents** on p.95 and **Spells** on p.135 for more information).

Using Legendary Items

You need Karma Points to activate abilities of a Legendary Item. How this works depends on the item you are wielding. Check the Equipment chapter for a variety of sample items.

GROUPS AND OATHS



Most groups of characters share a common goal or reason, coming together for mutual benefit. There are two types of groups: oath-bound groups and named groups.

Oath-Bound Groups

Blood oaths are one of the most significant uses of blood magic in the worlds of **Earthdawn**. When swearing a blood oath, characters use blood magic to seal a promise. The nature of the promise is always temporary, and ends either a year and a day after the oath was taken or when a particular deed has been performed.

A blood oath can be a truce, where all participants swear to not bring harm to the others. It can be a pledge, where all participants swear to perform a particular deed.

Shared Karma

The benefit of an oath-bound group is that they can share Karma Points. Shared Karma can be used for group rolls (see p.42).

Named Groups

Just as people, places, and things can have Names, so can groups of people. Naming a group requires more than a temporary purpose; it requires a lasting **concept** describing the group's nature (*Valiant Explorers*, *Mercenaries*, *The King's Guard*, for example). Aside from its Name, such groups often have a symbol or banner representing them.

In addition to a Group Karma Pool, which refreshes on a regular basis, the group also benefits from having a Reputation and a number of Edges and Flaws.

Group Karma

The group has a collective Karma Pool, and may be filled by the players as well as the gamemaster during the session (see **Incentives**, p.52)! With the consent of the group (which may vary depending on the situation), any character who is part of the group may draw upon these as if they were his own.

Group Tags

Each group has several group tags: **Edges**, **Flaws**, and **Reputation**. Edges are chosen when the group is formed, Flaws and Reputation form over time and reflect the results of the group's actions.

- ◆ **Edges** describe, much like their character counterparts, things the group is especially good at. The number of Edges available to the group depends on the average Circle of its members (Novice: 1, Journeyman: 2, Warden: 3, and Master: 4).
- ◆ A group may also collect **Flaws** over time (or even right away, as you wish). These might be the result of other forces (*Cursed*, *Haunted*, *Outcasts*, etc.).
- ◆ A group's Reputation (*Ruthless*, *Honorable*, *Horror-touched*, etc.) comes into play whenever the group (or its individual members) can be identified as such.

GAINING REPUTATION

As adventuring groups travel the land, tales of their exploits precede and follow them, told both by the members of the group and by those who see and hear of the group's deeds. But the legends of adventuring groups do not simply filter into the people's collective unconscious. The Great Library of Throal is tasked with recording the history of Barsaive, including the tales of its heroes. The Kingdom of Throal pays well for their journals, because their accounts contain the history and describe the present of Barsaive. Recording the group's exploits and offering them to the Great Library will help shaping your group's Reputation and add to their fame.

THE PRICE OF FAME

The people look to heroes for inspiration, protection, and, most importantly, for the hope that their world shall endure. However, people often expect them to act for the common good despite the personal risks. Most villages and small towns will ask recognized adepts for help in time of trouble. The conflict between personal interests and the interests of others can pose a dilemma for adventurers who have achieved a certain level of recognition.

BEATING THE ODDS

When a character attempts an action where the outcome is not immediately and/or completely obvious, you make a beat-the-odds roll. It is worth pointing out at this point that:

Only players roll dice!

The beat-the-odds roll is the only kind of roll used in The Age of Legend, whether you are trying to ride a horse through a crowded bazaar, arm-wrestle a troll, or shrug off the damage caused by an arrow. This leaves the gamemaster's hands and mind free to scheme and plot and prepare for the next exciting encounter.

MAKING THE ROLL

To resolve an action, roll the **main die**. The main die is a six-sided die (any d6 will do). Your objective is to 'beat the odds' by rolling an even number. The higher the even number is, the better the result is. If you roll an odd number, the action either failed, or wasn't quite as good as needed or expected. The lower the odd number is, the worse the result is. There is a handy chart below that helps illustrate this idea:

MAIN DIE RESULTS	
Roll	Do you get what you want?
6	Yes, and... – You get what you want, and something else.
4	Yes... – You get what you want.
2	Yes, but... – You get what you want, but at a cost.
5	No, but... – You don't get what you want, but it's not a total loss.
3	No... – You don't get what you were after.
1	No, and... – You don't get what you want, and things get worse.

The beat-the-odds roll is the heart of the game. While most of the time even numbers are good and odd numbers are bad, the precise situation will dictate the actual results. It may be that the roll of a 1 does not indicate an outrageous failure, so much as a success in the most minimal or fragile of ways.

Closed Questions

The **Age of Legend** uses a closed question format to help resolve actions. A closed question can only be answered with a "yes" or "no" statement. When you reach a situation that needs to be resolved by dice, propose a closed question: "*Do I leap the chasm?*"; "*Do I punch that jerk in the nose?*"; "*Does the tavern wench fall for my easy charm and winning smile?*" The roll of the die will answer the question and guide your response.



DON'T GET CAUGHT UP ON LANGUAGE

While the results are framed as "*Yes, but...*", "*No, and...*", and so forth, don't let the exact language limit your creativity. As long as the added Condition/Detail is positive or negative as it should be based on the roll don't worry if you accidentally used the word "*and*" when describing it instead of "*but*." This is just a simple guide and tool to get you the right idea, but if your phrasing of it doesn't always cleanly match, its fine. Just use what you said and move on.

SUCCESS & FAILURE

When you make a beat-the-odds roll, your character will either succeed at what they were attempting, or they won't. This is usually enough to push your story further along, but other things can happen too.

When you attempt an action, you are asking *"Does my character get what he wants?"* There are six possible answers to this question:

- ◆ **Yes, and...**
- ◆ **Yes...**
- ◆ **Yes, but...**
- ◆ **No, but...**
- ◆ **No...**
- ◆ **No, and...**

Yes and **No** are pretty straight forward—they tell you whether the action succeeded or not. The **and** and **but** are qualifiers that modify how well you succeeded or how badly you failed. When you get a qualifier you make an extra statement about how the action succeeded or failed. This extra statement can add a **Condition** to a character or a **Detail** to a scene (see the **Traits** chapter on p.28-29 for what these are).



Examples of Success and Failure

Let's see what might happen when we apply each possible answer to the question related to chase on horseback:

"Can I leap the hedge?"

- ◆ **Yes, and** you catch up with your enemy. This is a Detail that changes the scene.
- ◆ **Yes**, you leap the hedge. There is no and/but qualifier so no Condition or Detail is added.
- ◆ **Yes, but** you become disoriented and momentarily confused. This is a Condition applied to your character.
- ◆ **No, but** you spot a gap in the hedge further along. This Detail gives you another way to continue the chase.
- ◆ **No**, the horse shies away from the jump. There is no and/but qualifier so no Condition or Detail is added.
- ◆ **No, and** your horse rears up, throwing you to the ground. This is a Condition.

Dialing in on Your Action

Sword duels, political debates, cart races, clashing armies, and airship battles are all resolved using the beat-the-odds roll. The key is to dial in or out of the action through the kind of questions you attempt to resolve. You can resolve a dramatic scene and exchange a series of blows simply by asking *"Can I dismount the charging ork scorcher?"* But you could also resolve an entire battle with a single roll by asking *"Do my men-at-arms storm the Magistrate's castle?"*

You can adjust the dial as necessary, with one limitation:

Wounds

Characters and creatures in **The Age of Legend** have a number of Wound slots (see p.29), preventing them from being killed

right away. Wound slots are represented as checkboxes attached to a Condition describing the injury.

In combat, the questions “*Can I kill my opponent?*” and “*Can I take my opponent out?*” can only be asked once all their Wound slots have been checked off.

Alone at night in the dark common room of the tavern, Rango is confronted with two swirling krilworms. Drawing his sword, he asks: “Can I withdraw to the door and get outside?”

*After determining modifiers and rolling the dice, the answer is “No, one of the krilworms gets there faster, and lashes out to hurt you.” Rango notes down a **Burning Abrasion** Condition to describe his injury, and checks the associated Wound box.*

Can I hurt it back?” Dice clatter. “Yes! Your sword seems to wound the creature, a number of its needly teeth clatter to the floor.”

“Can I open the door now?” ... “Yes, but the creature swoops at you for more pain, both of you crash through the door onto the street.”

“I get back on my feet and give it hell using one of my talents then...”



ALTERNATIVE QUESTIONS AND DICE ROLLS

You can pose different questions if you want, though you will have to change the result chart. An obvious question is “How well do I succeed?” This might garner the following results:

ALTERNATIVE MAIN DIE RESULTS	
Roll	How well do you succeed?
6	Legendary success
4	Complete success
2	Only just succeed
5	Fail by the smallest margin
3	Complete failure
1	Epic failure, and then some

Feel free to come up with your own questions and answers, as suits the needs of your group, game, and story.

Choosing Conditions and Details

Anyone can suggest a Condition or Detail that they feel is appropriate to the action taken and result achieved. Usually the player that rolled the dice and the gamemaster will work together to come up with a suitably dramatic effect. But really, anyone at the table should throw in whatever cool idea they have.

The gamemaster always has final say over what Condition or Detail is applied to a result.

When to use Conditions

Like all qualifiers, it depends on situation. In the examples above Conditions are applied to the acting player when things don't quite go right for them (**Yes, but** / **No, and**). The Conditions make life a bit more difficult for the character because of the minimal success or outright failure.

You can also apply Conditions to the target of an action, when things are going right for your character. If you are debating with a bureaucrat and get a **Yes, and** result you might apply the *Confused* Condition to the target. If you attempt to outrun an enemy and get the **No, but** result they might catch up with you, but have the *Tired* Condition. Applying Conditions in this way will likely give player characters an advantage later in the scene.

A WORD ON CHANCES

Rolling only the main die gives you a 50% chance of success. The first beneficial bonus die increases this chance by roughly 15%, the second roughly by another 10%, and so on. Penalty dice decrease the chance of success by similar amounts. The chance to score matching bonus or penalty dice is also about 10%. It pays having the right tags ready, doesn't it?

... CONDITIONS ...

WOUND SLOTS 2

<i>Tired</i>	☐	☐
<i>Bleeding Cut</i>	☒	☐
	☐	☐

When to use Details

Apply Details when the action is likely to change the scene or environment in some way. This might be a change in the power dynamic of the scene ("**Yes, you leap the hedge and catch up with your enemy.**"); or a change in the physical environment ("**No, but you spot a gap in the hedge.**").

Details are often applied when the acting character gains some advantage (**Yes, and** / **No, but**). They can be used to great effect, however, to make situations more entertaining and/or dangerous:

"Do you swing across the room on the chandelier?"

*"**Yes, but** candles fall loose and set fire to the tavern."*

Details can provide instant or ongoing effects, depending on the circumstances. A gap in the hedge can be used immediately to continue the chase; a burning tavern will continue to be a hazard until someone puts the fire out!

MODIFIERS

Tags of any kind make actions easier or harder. Depending on the situation and task at hand, each advantage or disadvantage adds a **bonus** or **penalty die** to your roll. These dice, preferably of different size and color as the main die to tell them apart. You may use standard six sided dice or even customized Fudge Dice (see **Using and Customizing the Dice** on p.10 for details).

Considering Advantages and Disadvantages

Before making a roll, list all advantages and disadvantages that could affect the result, representing each of them with a bonus or penalty die. Bonuses and penalties come from the following sources:

- ◆ A Tag
- ◆ A Condition
- ◆ A piece of Equipment
- ◆ A Detail
- ◆ Karma
- ◆ Other Circumstances

Once you have considered all bonuses and penalties cancel them out and remove the dice you don't need. One bonus die cancels out one penalty die, so you will never be rolling both types of dice at the same time.

Korag must scale a sheer (penalty) cliff. The Warrior is Strong (bonus) and has a Grappling Hook (bonus). Overall, this means a single bonus die is added to the action (the sheer cliff and the Warrior's strength cancel each other out, just leaving the hook). You roll the main die along with a single bonus die.

Bonus Dice

A result of 5 or 6 on a bonus die counts as a **+**, results of 1-4 are ignored.

When scoring at least one **+, you can adjust the result of your main die up by one, turning any "No" result into a "Yes" result.**

*In the woods, the Beastmaster Kaan tries to find tracks at the scene of a caravan robbery; "Can I find any tracks related to the attackers?" You point out that looking for tracks is essential to the Beastmaster Discipline, so you get a bonus die. Rolling the main die and a bonus die, you score a 5 and a **+**. The **+** allows you to turn the 5 ("No, but...") into a 6 ("Yes, and..."), so the answer is "Yes, after a brief search you find the marks of a strange creature and you figure out that these are leading away from the site..."*

Penalty Dice

A result of 5 or 6 on a penalty die counts as a **-**, results of 1-4 are ignored.

When scoring at least one **-, you must adjust the result from your main die down by one, provided it turns a "Yes" result into a "No" result. If you already scored a "No" result, it simply stays the same.**

*On a battlefield, which is currently being hailed with arrows, Korag the Warrior decides to run to a nearby rock outcropping. The gamemaster points out there is No Cover between his current hiding spot and the rocks. "Can I reach the outcropping uninjured?" You roll the main die and a fudge die, scoring a 3 and a **-**. The **-** has no effect, because it would turn the 3 ("No, ...") into a 2 ("Yes, but..."), so you must accept the 3 and Korag receives a Wound on his way...*

Matching Bonus and Penalty Dice

Multiple **+** or **-** results can make a success much better or a failure far worse; the effects will be much more dramatic. Add one “**and...**” statement for each pair of **+** results or for each pair of **-** results. Keep in mind that you can’t have bonus dice and penalty dice on the same roll as they cancel each other out, so the “**and...**” statement has a different effect in either case.

Handling Opposed Actions

Factor in all the bonuses and penalties that apply to your character. Then you take stock of all the factors that would apply to the opponent, and apply those into your roll too. Is the opponent weak? You get a bonus die. Is the opponent more experienced? You get a penalty die. And so on, until everything is factored

in. When you know how many bonus and/or penalty dice you have, roll the dice as normal.

*For example, the heavily wounded Korag is forced to face the Magistrate in a duel. “Can I injure the Magistrate?” Korag has four Wounds (for 4 penalty dice), all other tags cancel each other out (both are armed and armored, and equally proficient). You roll and score 3 on the main die, and a pair of **-** results on the penalty dice. Normally this would just remain a “No” result, but the pair of **-** results turns it into a “No, and...”*

INTERPRETING THE RESULTS

Roll	Modifier
■ (1-4 on a single bonus or penalty die)	No effect.
+ (5-6 on a single bonus die)	You <i>can</i> adjust the result of your main die up by +1, turning any “No” result into a “Yes” result.
++ (5-6 on two bonus dice)	As + , but add a beneficial “ <i>and...</i> ” statement to your result.
- (5-6 on a single penalty die)	You <i>must</i> adjust the result from your main die down by one, provided it turns a “Yes” result into a “No” result. If you already scored a “No” result, it simply stays the same.
-- (5-6 on two penalty dice)	As - , but your result gets worse by adding an “ <i>and...</i> ” statement.

Experience

You can utilize Circles of Mastery for determining bonus or penalty dice: when facing an opponent more experienced than you are in a task directly related to your Discipline, you gain a penalty die for each Circle he is above your own. Likewise, you’d get a bonus die for each Circle he is below your own.

Yes, but ... and...

Note that a roll of a 2 (“Yes, but...”) with a **++** on the bonus dice will result in a “Yes, but..., and...”-statement: a success with an additional negative complication from the main die roll and an additional positive “*and...*” statement from the pair of **+** results. Such a result can either be treated as a straight “Yes...” or be filled with details for a very interesting outcome to an action.

AUTOMATIC BONUSES

Some equipment and some abilities allow you to spend a Karma Point to add an automatic **+** result to specific rolls. This option is much more reliable than a re-roll, but also much more rare.

Group Rolls

Instead of rolling for yourself, you can also utilize these mechanics to roll for your entire group (see p.33). The question is asked for the entire group and represents a group effort. For example, “Can we escape this prison?”, “Can we set a trap for the ork scorcher?”, “Can we survive the onslaught of the Cadaver Men?” One character of the group is picked as the group leader—he is the one who rolls the dice.

The difference to regular beat-the-odds rolls is that bonuses and penalties (see **Modifiers**, p.40) utilize Group Tags as well as the role and task each member performs in the group for the task in question. Karma spent on a group roll must come from the group’s shared resources.

Wuschwusul and his companions Harg and Castor have freed themselves from their shackles and want to es-

USING THE ORIGINAL RULES

The rules in this book deviate from the original FU core mechanics, which utilize multiple six-sided standard dice, but feature a more extreme alteration of the success chance: the first bonus die has a lot more weight there, increasing the chance of success by 25%; the first penalty die lowers it by 25%. Additional bonus or penalty dice have less extreme effects. However, if you like to play with the original rules, feel free to do so! They are fully compatible with the remaining chapters in this book.

*cape the prison tower they have been put in: “Can we escape the prison tower?” Wuschwusul acts as the group’s leader, rolling the dice. When counting bonuses and penalties, the gamemaster states that they have to overcome twice their number of armed prison guards for two penalty dice. The group takes into account their Group Tag **Resourceful** for a bonus die—because they believe they can use the weapons of any fallen guards during their escape. Taking two Karma Points from their shared Karma Pool grants them two additional bonus dice. Wuschwusul scores a “Yes, but...”, so they escape at a cost—which is not ed down as a Wound for each of them.*





RUNNING THE GAME

*Each adventure in **The Age of Legend** is really nothing more than a story, but it is a story that is formed from the fusion of two very different creative sources: the players and the gamemaster, providing a plot, setting, and supporting cast. Unlike a movie or book, a story in **The Age of Legend** is entirely interactive, and it is a fluid thing that can shift shape and direction rapidly based on the interplay of the characters and those elements the gamemaster introduces.*

The gamemaster is both a guide and a judge in this, trying to get a group of players successfully from point A (the start of the session) to point B (an entertaining outcome). The most delicate parts of the gamemaster's job are those that deal with the plot rather than the rules. While the rules are very adaptable, they have a certain concrete quality to them, but the story is necessarily abstract.

CREATING ADVENTURES

The setting and characters you have collectively created form the basis for your stories and adventures. Depending on their motivations, the players will likely want to follow up on a dozen loose ends right at the beginning, before you can actually throw a plot at them. That's a good thing, because it means you have created a set of locations and characters that's interesting for everyone at the table—and moreover, makes them feel familiar with the setting right away.

Of course, you will need to come up with one plot or another to keep things interesting and alive. Keep track of the group's objectives and give characters a chance to meet them. Use the established setting as a breeding ground for new ideas. Play with the important personalities and the relationships of the characters to lure them into new adventures—doing so makes them more personal and gets them involved.

Challenges

Challenge the characters with conflicts: emotional, intellectual, moral, ethical, or even physical. For example, the adventure may revolve around the inevitable conflict of heroes manipulated by a servitor of a Horror. The heroes start out believing that their noble goal is to destroy an evil questor of Vestrial, but when they finally encounter the questor, they discover that he has actually been fighting to prevent a Horror from devastating his nearby town. By the time the characters realize they've been duped by their employer, they must choose between two evils.

A conflict need not always have a resolution, though the players and characters may find too many loose ends frustrating. Strike a balance between conflicts that can be resolved, continuing plotlines, and situations that simply offer no satisfactory conclusion.

Theme

A theme allows you to focus the details of an adventure around one central idea or concept that describes what the adventure is about—is it about exploring the dark caverns of a lost kaer? The betrayal wrought against the population of a mining town? Or a story of war, where the dwarfs of Throal try to find a way to get rid of the Theran occupation? For example, if an adventure centers on the activities of a ring of Theran spies working in the city-state of Travar, the theme might be intrigue. If the characters become involved in one trollmoot's revenge against a rival moot, the adventure's theme might be vengeance.

Of course, not all adventures need themes. The purpose of an adventure may be simply to get the characters from one place to another in an interesting way. For example, the courier job the characters are hired for may actually be a straightforward pickup and delivery, with no betrayal or double-cross awaiting the characters at the end.

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

Subplots

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

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

SCENES

A **Scene** is a period of story involving a specific situation, location, or group of characters. Scenes are the primary building blocks of the story and can represent anything from a few seconds to many hours of time.

Setting a Scene

Each scene should have a specific objective and the scene ends when that objective has been addressed. A scene should advance the plot of the story, reveal information about a character, or add background color to the events being described. Often a scene will do all of these things at the same time.

Scenes are created by answering the following questions:

- ◆ **What is the Situation?** Where and when does the scene take place? Who is involved? What has just happened or what is about to happen?
- ◆ **What is the Objective?** What is the goal of the scene? It is a race against time? A physically challenging trip? A fight? What is at stake?
- ◆ **What needs to be done?** Survive near the searing heat of Death's Sea? Outrun a Theran vedette? Face a group of cultists? What will the characters be doing?
- ◆ **Who or what is in the way?** What are they doing to prevent the characters from meeting their objectives?

Players might suggest scenes they would like to see or be involved in, but most of the time the gamemaster decides what scenes occur and in what order they happen. While most of the time



your scenes will occur in a chronological order, you do not have to be restricted by this. You can use all the techniques of stories, novels, and movies, meaning flashbacks and flash forwards, parallel story lines, and even montages can be played out in scenes.

Creating Objectives

An objective can be anything that a player or character wants. Character objectives might include finding a piece of information, defeating an enemy, talking to someone, travelling a small or great distance, preparing for battle, conning a mark, or stealing an object. Player objectives could include seeing their character in a tense fight, solving a puzzle, revealing a secret about their character, or interacting with a specific character or player. Often, player and character goals overlap.

Running a Scene

When describing the scene, the gamemaster should draw on all the senses, pointing out interesting or important details of the location, as well as the characters involved. Players describe what their characters are doing, “acting out”, speaking for them, and declaring what actions they take. The gamemaster does the same for all the gamemaster characters and creatures in the scene.

Scenes might be resolved through dice rolls, but they don’t have to be. It is entirely possible that a scene’s objective is met through roleplaying and character interaction alone.

Terrain

Use index cards to record important terrain features and obstacles, too. Write down any tag(s) pertaining to the terrain feature so players can take them into account as they plan their actions.

CONFLICTS

When it is important to know the specific actions of each character and the order in which they occur—which usually happens during conflicts—a scene is broken into **turns**. Turns are an optional measurement of time, useful for when a variety of stuff is being attempted by several characters.

A turn is a period long enough for each character to take a single **action**, whether that is to make an attack, deliver a rousing speech, throw an object to a companion, find a spell in a grimoire, or perform some other task.

Players declare what action their characters are taking, while the gamemaster decides what the other characters and creatures are going to do. The character (player or gamemaster) who initiates the conflict starts with his first turn. Everyone then works together to decide what order everyone else acts. When all the characters involved have had a chance to act the turn ends. A new turn will begin, if necessary.

Use turns to organize the action as needed. Some scenes will naturally fall into turns, while others will be resolved without ever considering them.

Running Conflicts

Combat in **The Age of Legend** is fast-paced and different from what you might be used to from other roleplaying games. There are no initiative rolls, no round-based effects, and no rolling dice for any of the opponents. Running combats in **The Age of Legend** is quite easy, however, and this section intends to help you wrap your mind around the ideas behind it.

First and foremost, the players are the ones asking the questions, and they are the ones rolling the dice to beat the odds. As a result, the game’s action automatically focuses on them and

what they do. The gamemaster, on the other hand, needs to lead the action. He creates facts without needing to roll the dice, and it is his job to get the players into trouble—prompting them to ask questions for their own defense.

The core mechanic, a beat-the-odds roll, doesn't change at all when the action is moved to turns. Everything that needs to be factored in to modify the roll, gets factored in—it's as simple as that. Apart from their own Character Tags, players will be looking for Details to use on top of their Talents and Spells, and will need to factor in any Conditions they and their adversaries have.

Wearing opponents down to be able to take them out is one thing to pay attention to. The good thing about **The Age of Legend** is that Conditions (including Wounds) can easily be applied as side-effects—as opposed to many other game systems, where dealing damage is often the main focus of combat. For example, when in a melee, the question “*Can I drive my opponent down the stairs?*” is likely to wound your opponent on a “Yes, and...” result. Of course, putting the focus on dealing damage can easily be done with a simple “*Can I hurt my opponent?*” in the same situation.

ORDER OF ACTIONS

Optional Rule: To speed up the flow of action during a conflict, you may decide to implement a “baton-pass” style of determining the order of actions. The character or adversary that initiated the conflict goes first, then chooses who will go next. That person (or the gamemaster) takes their action, then, in turn, chooses who will follow them. This process is followed until all participants have taken their turn, then the next round begins with the participant that acted last in the first round choosing who will act first in the second round. Combat continues in this “I go, then I decide who goes; they go, then they decide who goes” style until the combat is resolved.

Here's a sample combat between the fleeing Windling Elementalist Broomé and a mounted ork scorcher (played by the gamemaster) chasing him through an open field:

Gamemaster: *The thundering sound of the charging horse's hooves is getting louder and louder. You've strained yourself hard already heading for the woods in the distance, and you fear you probably won't make it before the ork scorcher comes within shooting range.*

Broomé: *I'll press on, flying low over the grass. I keep heading for the woods, looking for possible spots allowing for cover. Can I find any?*

Gamemaster: *You're fleeing from imminent danger, meaning you're **Distracted**. You get a penalty die.*

Broomé: [rolls dice] *Meh, it's a “No, and...”*

Gamemaster: *Alright. No, you don't see any spots for cover in your immediate area, and looking for any slows you down more than you wanted to. In full gallop, the ork draws his bow and takes a shot at you.*

Broomé: *Can I evade?*

Gamemaster: *Let's see, he shoots from a horse while charging, which makes aiming harder. Plus, you are a **tiny** Windling. There's two bonus dice for you!*

Broomé: [rolls dice] *That's a “Yes” and ++, so I get a “Yes, and...”!*

Gamemaster: *Yes, you fly a sudden turn so the arrow misses you by a few feet. In addition (and), your change of direction buys you some time, as the Scorcher gallops by and needs to rear his mount around.*

Broomé: *I should have done this earlier. I'll let myself drop to the ground and use the time to prepare a spell.*

Gamemaster: *Better hurry up then. As the ork scorcher slows down to turn around, you see him drawing another arrow from his saddle.*

Broomé: *[Spends Karma] I'll be using Earth Darts. Can I throw a volley of Earth Darts at the ork scorcher?*

Gamemaster: *He's in your line of sight, so yeah.*

Broomé: *It's still just the main die. Alright, I'll better prepare for a re-roll then. [rolls die] "No." Sigh. [Spends Karma] Here I go again! [rolls die] A "Yes, but...", whew!*

Gamemaster: *Yes, you throw a bunch of pebbles at the scorcher, which transform into darts and pierce him. However (but), neither he nor his horse seem scared by the darts and continue relentlessly in your direction. Breaking the darts sticking in his body off, the scorcher takes aim and loses his arrow at you.*

Broomé: *Damn it, Can I dodge?*

Gamemaster: *Sure, but you're not in the air anymore.*

Broomé: *[rolls dice] YES, AND!!!*

Gamemaster: *Yes, you dodge the arrow, and you roll sideways into a deeper patch of grass, out of the scorcher's line of sight.*

Broomé: *Haha! Time to turn the tide. I'll lie in cover, waiting for him to look for me. He'll need to get close to spot me in the high grass after all. I'll prepare my Earth Darts spell again, and let it rip when I see him. I'll lie as close to the ground as possible, so he needs to be very close.*

Gamemaster: *So what is your actual question?*

Broomé: *Hrm. Can I throw a volley of Earth Darts at the ork scorcher and his horse once he spots me coming closer in the high grass?*

Gamemaster: *Excellent. You hear him slowing down, still sitting on his horse looking for you as expected. His bow is drawn as well, so he might be able to loose the arrow at the same time—that's likely to happen as a negative side-effect. It's a cautious wait-and-fire-action on both sides, so I'd leave Conditions out of this. He has the high ground, and you're in cover—no bonuses or penalties there. Anything else?*

Broomé: *As I said, he needs to be very close. I think that should be very effective. I'll also use Blood Magic to get another bonus die.*

Gamemaster: *Yes, of course. Two bonus dice for you then!*

Broomé: *[Spends Karma, notes down a Bleeding Cut Wound, rolls dice] 5, +, and another +! That's "Yes, and ..., and..."!*

Gamemaster: *Whoa. Yes, your volley of darts hits both rider and mount, both screaming in pain. The mount rears up (and), throwing off its rider, and you inflict a considerable amount of damage (two Wounds instead of just one).*

Gamemaster: *Oh, and he's at a total of three Wounds now, so you can take him out if you want to.*

Broomé: *Nevermind about that. I'll take off and shoo his horse further away from him, then I'm off to the woods. I'll likely meet him again, and it will be fun to taunt him with this...*

DISCUSSIONS

The game works by everyone trying to be civil and interact with one another. Decisions are usually the result of a group consensus, but you (as the game-master) get to make judgment calls when necessary. While this might lead to a higher amount of discussions in your gaming group, it ultimately allows customizing the game to the group and should help everyone enjoy the gaming experience even more.

Discussions sometimes get an overly bad rep among roleplaying gamers. Keep this in mind: you all want to play the same game. You'll need to get clear about what that actually is, and that's what most discussions are about. Problems with discussions are usually not a problem with the game itself, but of lacking a consensus.

Listening is Good

If there is going to be talk there needs to be listening. Listen to your players and the things they tell you, either in conversation or when they do things with their character. Create events that relate to the tags written on the players' character sheets, because that is what they think is cool.

NOTES

Take notes. There are a million good reasons for writing important things down during and after a game session. Taking notes is not optional. It's not just a good idea, it's essential.

No matter how sharp you think your memory is, notes will make the storyline of your game more consistent and it will

DURING THE GAME

This section contains some simple, straightforward advice for gamemasters during the game itself. It is all fairly generic because all the specific stuff is going to relate to the genre, tone, and style of game that you and your players choose to play. Here are some tips to keep things moving and help you enjoy the game as much as the players do.

make your group's version of **Earthdawn** entirely interactive. It can be a fluid thing that can shift shape and direction, feeling much more real than you can imagine until you see it in action. Recurring characters and recurring locations, if portrayed with consistency and natural development from appearance to appearance, ground the whole story in all the right ways.

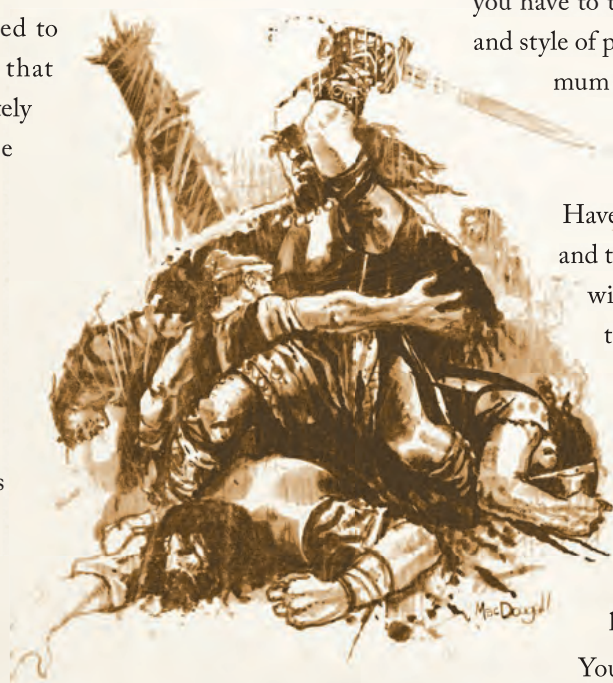
RECAPS

Notes written by the players that recap the events of a session are also useful for getting a feeling for how the players perceive events. Many times a game-master has believed his explanation to have been crystal clear, only to discover, many sessions later, that his players have a very different understanding of the way a certain event unfolded. Electronic mediums, such as online forums and e-mail, are especially useful for sharing these recaps and having discussions that will head off any misunderstandings or ambiguity long before they come back to haunt you.

PACING

Keeping track of details is a must, but there's another challenge that falls on the gamemaster's shoulders: the clock. First of all, make sure you can easily see what time it is while playing. The clock is important, because a good session should build towards a cliffhanger or climax that happens at just the right time, in relation to the time available to play. Cliffhangers should be revealed just as the final minutes are ticking away, while climactic battles need to start early enough that they can be legitimately resolved before the end of the night.

The additional challenge of being in charge of pacing is knowing when the pace has slowed down too much. If the action skids to a point where boredom begins to sneak in, it is the responsibility of the gamemaster to jazz the show up again, inserting an unforeseen event such as an enemy approaching from out of nowhere. Such surprises can then become the seeds for other plot points and future adventures while solving the immediate problem of impending boredom. Don't overuse this technique, of course—you don't want it to become a predictable joke for your players!



KNOWLEDGE IS POWER

There are three things that you, as the gamemaster, should always have a strong working knowledge of: the players in your group, the rules of your game, and the plot of your adventure.

Often, gamemasters end up running games for groups of players made up of their friends. If this is the case, it is awfully easy to know the players, but even if you are playing with strangers, you have to take the time to get to know their likes, dislikes, and style of play. You can't adjust and tailor the game for maximum player enjoyment unless you know what it is that constitutes player enjoyment. Players who don't enjoy themselves revolt.

Have a strong working knowledge of the game universe and the setting you created in it, because without it you will never be able to portray the game universe with the absolutely critical consistency required to make the game work. The same goes for the game mechanics. Again, specifics are far less important than a general feeling of how things work. For the specifics, you can always turn to the rules lawyer of the group (you should have figured out who that is based on getting to know the players) and ask for help. Players eat that stuff up.

You probably came up with the adventure yourself. That means that you are, by default, the expert on the story. This doesn't mean you can just fly by the seat of your pants, however. Keep an outline, no matter how simple or complex, handy to refer back to during play. This helps you see what is just around the corner and helps you steer the group back on track if they get lost, confused, or bored. The more experience you get under your belt, the simpler your outlines may become—but you have to at least have some idea of a route in mind before you set your players on a journey towards action and adventure.

THE CHARACTERS ARE THE MAIN CAST OF THE SHOW!

Let the character shine. Not only should you remember to keep the focus on the player characters consistently, but you also need to find appropriate moments to let each one spotlight his or her drives, powers, and roleplaying ability. These spotlights can be short scenes or entire adventures, but they should be carefully constructed to spread the limelight around evenly over time. These spotlight stories are especially useful for bringing elements from a character's past into play in the present—powerful storytelling tools that add a level of intrinsic motivation to an adventure that is very hard to beat.

While all this is going on, you should start to get some ideas of how the actions of the characters can, and are, shaping the world around them. Your player characters exist at the very center of the campaign, and their victories and defeats should have measurable effects on the universe around them. This reflects the dynamic quality of your universe—and it reminds the players that this story is theirs. We can publish many books, and you can write adventures all night long, but the world of **Earthdawn** becomes an engaging and exciting place because of the characters that populate it, and it is your job to help those characters live up to this responsibility.

Preparation

When preparing your game, don't plan too much ahead of time. The dice rolls are going to direct a lot of the action, and you and the players will fill in the gaps by applying Conditions and Details. It's the players who are in charge of the story, you are just there to guide them.

Keep Things Simple

Do not complicate your job by introducing lots of sub-plots or convoluted twists. Things will get all messed up by themselves and the story will run off on tangents that you never dreamed of.

You are not the Enemy

This may seem obvious, but it is worth stating. Your role is to help guide the story in interesting directions, not to kill everyone. You can give players hints and ideas if you think this will lead to a better story. Sometimes you will portray the adversaries, and are expected to do so vigorously but fairly. Other times you will get to be an ally, companion, or peer, and once again you should be true to the spirit of the game.

Say "Yes"

If players make suggestions or ask questions it is probably because they are interested in what is going on. They probably have a cool idea to introduce to the story. Encourage this and confidently say "yes" to requests. This doesn't mean you should let players get anything they want—but you should let players introduce elements into the story when the time is right.

Make Rolls Meaningful

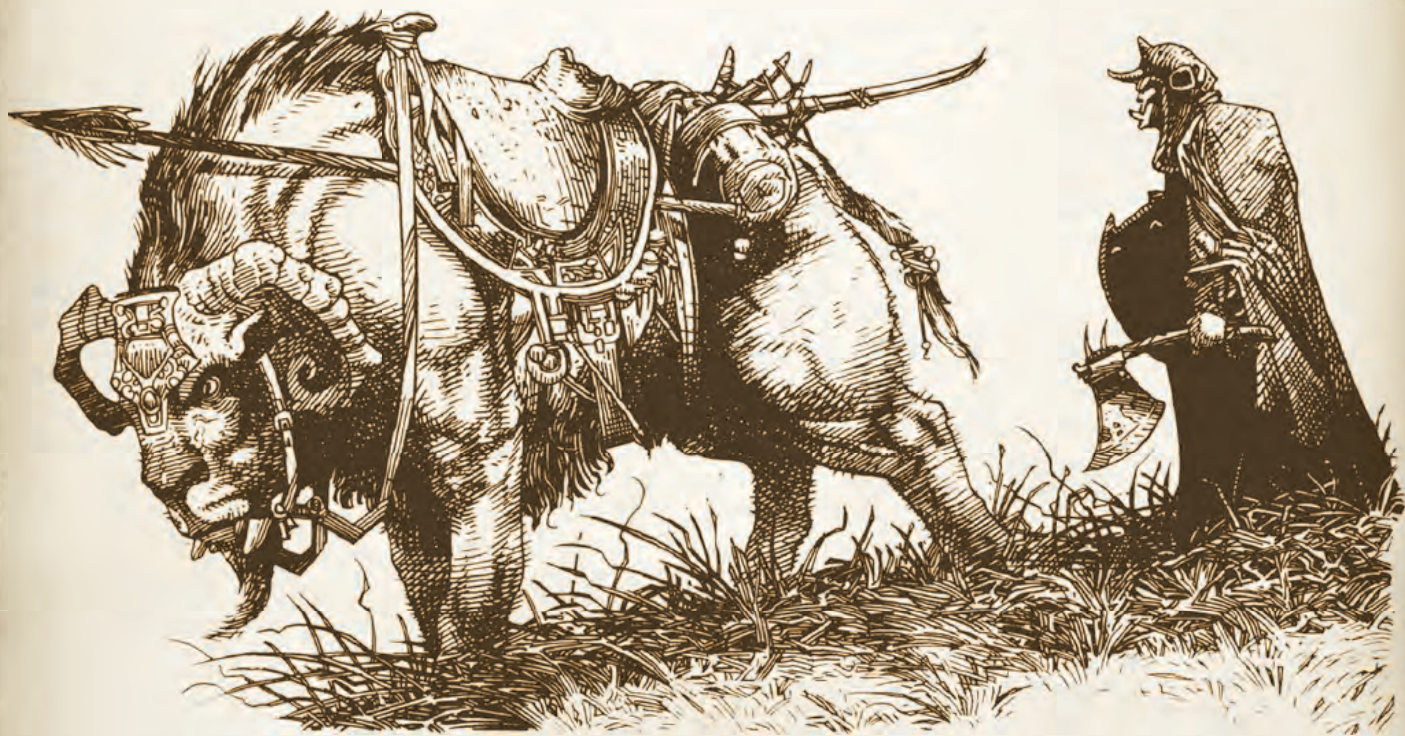
Every time you call for a die roll it should mean something interesting is going to happen, no matter the result!

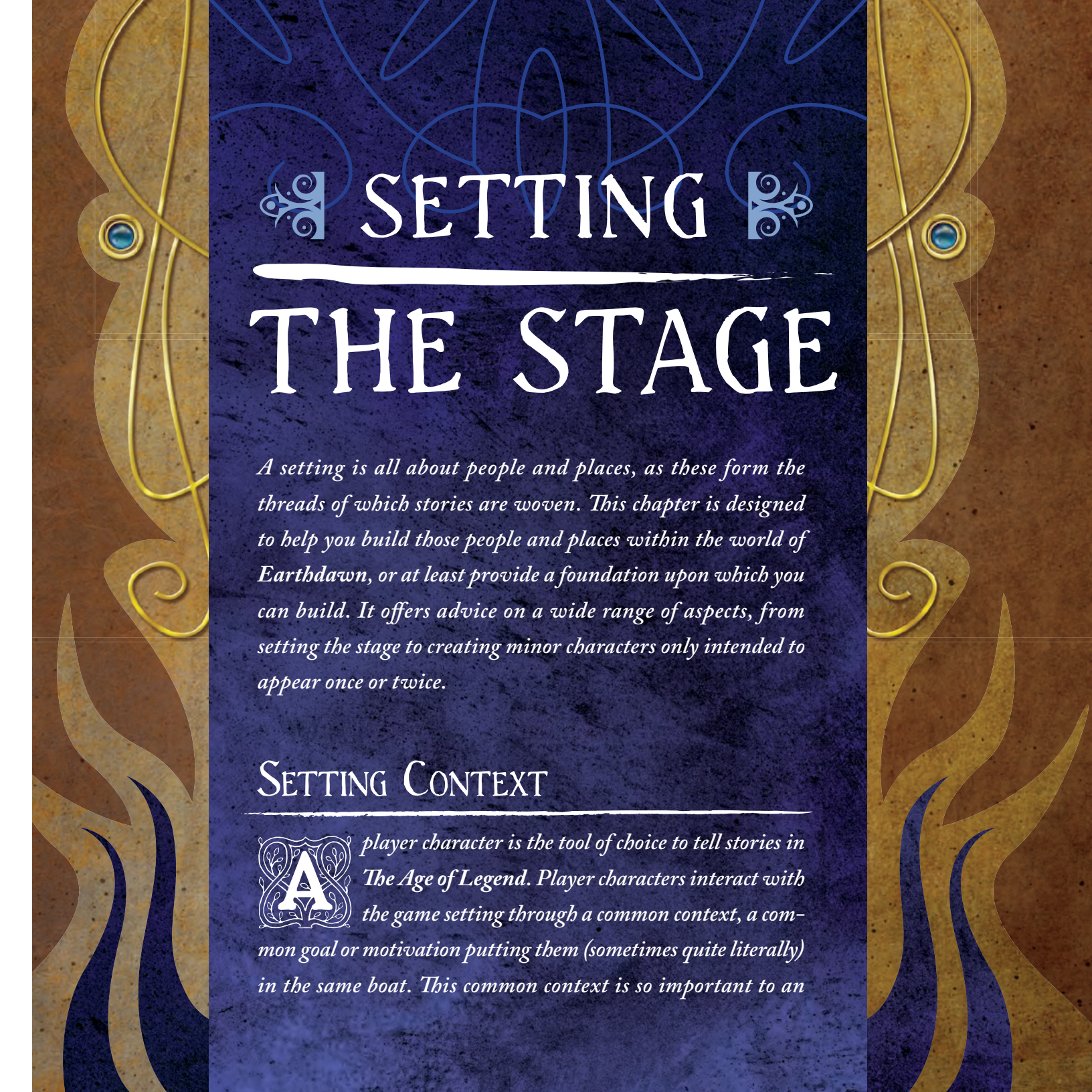
Don't have players make rolls if the result is not important to the story, or if failure will stop the momentum of the story.

INCENTIVES

In addition to **Experience & Advancement** (see p.178), reward players (or the entire group, see p.33) for good roleplaying and achieving goals by giving them Karma Points. Karma Points are needed constantly in the game and are therefore a great immediate, tangible reward.

Be generous with your rewards, as the positive reinforcement of earning Karma Points will inspire them to greater acts of heroism, spectacle, or depravity, as the case may be. Also, take into account whether this will be a “one off” game, or a part of an ongoing story or campaign—players are likely to burn through Karma Points faster in a single session game and will need their resources replenished faster.





SETTING

THE STAGE

A setting is all about people and places, as these form the threads of which stories are woven. This chapter is designed to help you build those people and places within the world of Earthdawn, or at least provide a foundation upon which you can build. It offers advice on a wide range of aspects, from setting the stage to creating minor characters only intended to appear once or twice.

SETTING CONTEXT

A *player character is the tool of choice to tell stories in The Age of Legend. Player characters interact with the game setting through a common context, a common goal or motivation putting them (sometimes quite literally) in the same boat. This common context is so important to an*

Earthdawn story that it is created before individual player characters are created. This entire chapter provides guidelines for creating a common environment for a group of characters in the world of **Earthdawn**—a place they all have a stake in for some reason—as well as the reason itself.

GETTING STARTED

The mystic world of **Earthdawn** is huge, and there are many different types of stories to be told. Have a conversation about the type of game you will play, so everyone starts in the same “space.” Establish tone, theme, and everyone’s expectations. It is important to know whether you will be cheered or jeered for outrageous overacting, or bloody acts of violence. Throw around ideas on setting, imagery, set-pieces, cool clichés, and funky scenes. This way everyone gets a clear picture of what your **Earthdawn** game is going to be about. This discussion will also clue the gamemaster in on what players want (or need) out of the game. It establishes whether players want to feel like epic heroes, down-trodden underdogs, or tragic anti-heroes.

Inspired by the TV series Deadwood, Carsten wants to set up a game around a town with a similar premise—a lawless place faraway from civilization, filled with adventurers looking for a quick way to get rich. He discusses the premise with the players, and they decide that the player characters all have come to the town for different reasons and that the game should focus on exploration and personal drama.

CREATING THE SETTING

The following process shows you how to create a setting as well as a group of player characters, including an ongoing example (summarized in the **Spencer Hill** section on p.34). There’s also a worksheet at the end of this book (see p.216). You can go through this process alone, but we recommend performing it with your group of players, as that often produces more creative ideas.

Don’t overthink or spend too much time on each of the phases in this process—all you need to do is get a feel for the setting and the player characters’ environs. Don’t get stuck! If you do, skip that part and proceed. You can come back to it later.

The process consists of the following phases:

- ◆ Develop a Location
- ◆ Determine Threats
- ◆ Create Important Personalities
- ◆ Create Player Characters
- ◆ Finalize Setting

Phase 1: Develop a Location

This phase comes in three parts. After choosing the general community type, details are added to make it a unique place, and then you work out places of interest for the location.

Choose a Community Type

The community of the player characters is supposed to be the place where they have put down roots and possibly made friends and contacts.

This place serves two purposes: it is an anchor for your player characters, a place where they are safe and can retreat to between

stories, and it is a resource, a place where new stories and plots for the player characters are seeded. For all this it is also a living place, supposed to change over time, growing along with the player characters.

Spencer Hill is a young and dangerous town faraway from law and order. Adventurers from all parts of the province come here to get rich quick—exploring and searching for orichalcum and lost artifacts in the ancient mines close by.

Add Detail

After deciding on the community type, the next task is to add detail to it. Creating an interesting place is not always easy, so feel free to inspire each other and discuss what you think would be cool.

Overall, the following points should be discussed and decided upon:

Why are we here?

Every community has a reason it formed out of. Decide how yours came together, why it became like this, and why it is there in the first place.

Remember that most places out there, especially the wilderness, are extremely unwelcoming. Most (if not all) communities lead a harsh life, fighting for their existence every day. How can it survive, what resources does it have, and where does the community depend on external help?

You don't have to come up with every aspect; a few essential bullet points suffice as long as you all get an understanding of it and why it makes your story more awesome. This will help you identify which threats are just a nuisance and which are potentially lethal in **Phase 2: Determine Threats** (p.57).

For a larger stage, it's exciting to connect several places via trade relations and mutual dependencies. This can cause events the main characters are involved in to have far-reaching consequences and ripple effects that can come back at them at a later time.

The Caucavic Mountains of northeastern Barsaive hold a number of ancient mines from before the Scourge—a stage of brutal conflicts during the Orichalcum Wars. Now, over century after the Scourge has ended, people have finally returned to take up the search for the rare and precious metal.

A Rough Map

Avoid adding too much detail here; it suffices to know how the place is made up of districts, sections, and so on. A good way to start is to picture how the place works and how it fits together: where do people live, where do they work, how many of them are there, etc. A simple sketch everyone can relate to and understand is enough at this stage.

The area is divided in three sections: the valley, the town, and the gorge. The valley is the connection to the rest of the province, and the homeland of a number of dangerous Scorchers tribes. The town (Spencer Hill) is the main hub of activity, and the gateway to the mines beyond. The gorge is split by a small stream, and goes deep into the mountains holding various entrances to the mines.

The Government

The place you create might be run by a council, a powerful individual, a religious group, or something else entirely. Ask questions about those in power; work out who they are, how they got there, how they maintain their power, and what their agendas are. Even in quick strokes, these details will influence how people interact with these authorities. Was the government

electd by vote or chosen by consensus? Does it rule based on past exploits or fear? Do the rulers have secret or personal motives for their policies?

We assume that most player characters are unlikely to be part of the government, but they must live under its rule, willingly or unwillingly. Of course, your mileage may vary.

Erected on ork scorcher territory, Spencer Hill only exists because of the orichalcum—simply because it's worth outweighs the danger. It's lawless, because it's out of the reach of the Hand of Throal, and the Dwarf Kingdom is occupied with larger issues threatening the rest of the province.

Two tavern owners have risen to become the de-facto leaders of Spencer Hill. They have enough men and money to control the gorge, and rent claims to anyone willing to explore the mines.

Add Places of Interest

The places you design are your own playground, integrated into the larger game world. These are the places the player characters will interact with the most. Use index cards when working in a group, so everyone can note down his ideas and exchange them for further ideas.

You probably have an idea of what you want or need in your story or series, but if you are working with a group of friends, each of them should put a stake in the ground by defining one thing in the community he is interested in the most. Discuss everyone's favorite bit and find out if others agree or not, and why.

When talking about each place on the map, find out if there are any rumors or legends that add local color and depth to it. What gave the place its name? Why is it shaped in a funny way? Was there a significant event that happened there? What are its mood and initial appearance? What makes this place unique or memorable, even if it's just a seemingly small detail?

Before and during the game, come up with a unique spin or two to each place to make it stand out. Again, these can be small details, but ones that characterize the place, such as a bar with bioluminescent moss on the floor for light, a corporate lobby with a pirate ship's dead spirit core in the center, or simply a weapons storefront with neon-purple walls. Write these distinctive features down so they become a familiar part of the setting, and can become dramatically important should something change in the future.

◆ **Tip:** Use index cards for these. Everyone in the group writes up one or two of such places. Once everyone is ready, discuss them and add/adapt ideas as needed!

The Haunted Mill: *A burnt ruin of an old mill downriver, considered haunted by everyone.*

Cave: *An ancient cave unrelated to the Therans and the Orichalcum Wars, guarded by a spirit.*

Spirit Rock: *Parting the small river flowing out of the gorge, the Spirit Rock stands at the center of Spencer Hill. It is a sacred place for the orks, and the only reason they don't attack the town.*

Baron's Treasure Room: *A hardware shop run by corrupt Theran agents.*

The Diamond: *A large tavern and brothel, a place of violent parties almost every single day. Its owner sells and guard the claims on the western part of the gorge.*

The Union: *A fine tavern and inn at the center of Spencer Hill. Its owner sells and guard the claims on the eastern part of the gorge.*

Theran Ruins: *Located deep in the eastern part of the gorge are the ruins of the former Theran outpost. It's somewhat higher up in the mountains, holding an airship dock.*



Phase 2: Determine Threats

Once the location has been established and you have agreed on the basics of the community, you should add threats to it: problems the player characters will eventually encounter. These points of trouble are supposed to be somewhat general, not specific to a particular character. Brainstorm at least three of these. Again, there's no need to go into too much detail; basic knowledge of what causes the community nightmares is enough. You will later be able to use these as hooks to craft plot ideas for your stories.

In addition, you should feel encouraged to think about one or more threats that are lurking under the surface in the community. They may never be met head on by the player characters, but seeding hints of such a hidden threat early can make its realization more potent later. Don't force it, but rather let it build and develop naturally over time.

Determining the threat should also involve describing a little bit of why said trouble is brewing. The reason behind the menace can help in knowing when and how it will come into play. A variety of examples of setting-specific threats appear in the **Potential Threats** section, below.

The main threats of the valley are the marauding ork scorcher tribes preying on caravans and everyone else traveling to and from Spencer Hill.

The town is filled with adept adventurers of all kinds, often paid to participate in the conflict between the tavern owners. Getting entangled in these intrigues is lethal business.

The gorge holds all kinds of deadly creatures, including Horrors and their constructs. Not to mention people defending their claims from others.

Potential Threats

The world of **Earthdawn** provides a wide array of threats. In some adventures, this may be as impersonal as an impenetrable forest, a curmudgeonly innkeeper, or an obscure magical effect; these obstacles may have nothing to do with the goal the adventurers strive for, but simply exist to make their lives difficult. In other adventures, the group may need to face and defeat a personal enemy in order to achieve their objectives.

Gamemasters may find the following descriptions of typical opposition useful. This list is by no means exhaustive, and lists only the biggest threats. Creatures, ork scorcher tribes, and trollmoots also make for great opposition, as do dwarf merchant houses or t'skrang *aropagoi*.

The Horrors

The most obvious and probably most frequent threats in **Earthdawn** are the Horrors. These dreadful, other-dimensional beings ravaged the world during the Scourge, and many of them managed to remain behind after the world's magic ebbed. Though most Horrors have a bestial shape and nature, they possess great intelligence and cunning. They create schemes, lure victims into danger, and perpetrate a multitude of evil acts. The Horrors know no bounds.

Tragically, a number of people have felt the Horrors' touch and some have succumbed to these corrupt masters. These foul folk act toward ends no one understands, and often their seemingly innocent behavior lures adventurers to their doom.



The Theran Empire

Though the Therans no longer have free rein to force their rule, customs, and desires on the people of Barsaive, they remain a strong presence in the southern part of the province. The Therans control most of Barsaive's south-western corner and have a strong influence on the province due to their recently established fortress of Triumph. They gather reports on the rest of the province from numerous spies and agents working undercover in Barsaivian cities and towns. The Therans want to regain total political control over Barsaive, and will attempt any action that might advance their goal of domination.

The Mad Passions

Though your player characters would stand no chance against the Mad Passions themselves, they may meet and battle questors of the Mad Passions who work toward wicked ends. The questors of Dis, Raggok, and Vestrial willingly use whatever methods necessary to promote worship of their patron Passions. Though not a common situation, some questors of the Mad Passions serve Horrors. Some of these individuals have been corrupted by a Horror, and some simply follow their own misguided ambitions.

Other Adepts

Individuals or small groups of adepts roughly equal in size and power to the adventuring group can become a personal threat very quickly, and a good enemy becomes a valuable resource for the gamemaster in designing future adventures. Depending on how thoroughly the adventurers trounced him, such a foe may want to repeatedly oppose the group simply to get revenge. A personal enemy can turn adventures into a series of duels between the

player characters and their relentless foe, building up to a final showdown. The same enemy may also show up in unrelated adventures, just to strike at the characters any way he can.

Phase 3: Create Important Personalities

Now it's time to find out who are the movers and shakers of the setting. Try to come up with at least one personality for each place of interest (see **Add Places of Interest**, p.56), one for each threat (see **Phase 2: Determine Threats** above), and one for the government (if any, see **Add Detail** on p.55). Each personality should represent the place or threat in some manner. You will add more personalities over time, so it's safe to go with the bare minimum here. It's a good idea to note these on the backs of the index cards used for the Places of Interest.

The first painfully obvious thing is that each of these people needs a **Name**. More importantly, each personality will also need a **motivation**: a reason for why he is here and doing whatever he is doing. Some personalities will (and should!) be in conflict with each other, while others will maintain the status quo.

To bring each personality more to life, add a quick description of his **appearance** (including their race). At this point, a few words or a short phrase is all that's needed; more can be added later if and when the player characters interact with him more.

Lastly, add one or two **tags**. These could be a manner of speaking, other odd mannerisms, odd clothing or equipment, a personality trait of some kind, crazy relatives, a side business the personality always promotes, or any variety of things. These tags should help making a personality memorable and unique, and to portray him as more than merely a vanilla figure in that role, which is always useful for future hooks and drama. If inspiration quickly strikes at this stage then a personality can be fleshed out more, but be careful not to pigeonhole or tie things down too soon, as letting a personality develop organically in play can be more satisfying. A number of examples for Spencer Hill follow:

Name and Position: *Indan, Traveling Merchant*

Motivation: *Transporting goods to and from Spencer Hill*

Appearance: *(Human) A well-dressed and handsome man*

Tags: *Empathetic, Wise*

Name and Position: *Esulu, Guardian of the Cave*

Motivation: *Prevent anyone from entering the cave*

Appearance: *(Spirit) A dark-skinned, translucent apparition*

Tags: *Intimidating, Observant*

Name and Position: *Garul Thak, First Warden*

Motivation: *Controls the bridges leading into the gorge*

Appearance: *(Ork) Tattooed like the ex-Ork Scorchers he is*

Tags: *Intelligent, Cultured*

Name and Position: *Volgur Tam, local Merchant*

Motivation: *Get rich (Questor of Chrorrolis)*

Appearance: *(Human) Overweight, with Theran attire*

Tags: *Greedy, Witty*

Name and Position: *Swar'Ingan, Owner of the Diamond*

Motivation: *Rule Spencer Hill*

Appearance: *(T'skrang) Strong and brutal*

Tags: *Ugly, Schemer*

Name and Position: *Edelmont Firrs, Owner of the Union*

Motivation: *Rule Spencer Hill*

Appearance: *(Human) Elegant and eloquent*

Tags: *Remorseless, Absent-minded*

Note that the player characters are not supposed to be a part of these personalities. That doesn't mean the player characters can't be among the movers and shakers, however. Player characters are created in the next step, and you will have a chance to adjust the setting to them if any ideas come up in the meantime (see **Phase 5: Finalize the Setting** below).

◆ **Tip:** Use the backsides of the index cards you used for the Places of Interest to note down your ideas for the related personalities. Again, discuss these and add/adapt ideas as needed once everyone is ready!

Phase 4: Create Player Characters

This section provides the foundation to build the player characters on. While each character is created individually (using the rules in the **Character Creation** chapter on p.67), he is part of a **Group**, which includes the other player characters.

It's probably best to start with the big picture again, by working out the group concept first and then developing the individuals it consists of.

This process can also be used to design rival groups, important recurring characters, and villains for the player characters. The level of detail given should be gauged by the amount of interaction with the player characters themselves, putting more effort into frequent, long-term adversaries or allies, but drawing less important ones in quick strokes, fleshing them out later if they come to the fore.

Define Group Motivation

Now that the basic setting has been sketched out, decide what the group is going to be about. Are the main characters out to right wrongs, to serve justice or diplomacy in a world without laws? Are they offering their services for hire to anyone who pays the price? If so, what services do they provide? Are they explorers that go wherever the winds take them? Are they out to explore and find treasure? Could they be pirates preying on vessels on the open sea? Do they seek glory and fame or do they just try to survive? Have they sworn an oath they need to fulfill? The **Sample Group Motivations** section provides a number of other examples. Pick a theme or motivation that everyone feels they'll enjoy, realizing that things can change and develop as the campaign goes on.

Also, decide where the player characters retreat to within the setting. This refers to their community type (see **Phase 1**, p.54), so you might have already defined the relationship between the group and its base or community.

GROUP TAGS

Not every group needs group tags (see **Traits**, p.33). Reserve these for established groups, which may not always work with all-new players.

All that said, a group's motivation defines the common goal and sets the direction for the story. Make sure the individual player characters are in line with it one way or another. There is no hard-and-fast system to do this; all that needs to be done is brainstorming.

The players agree that they want their characters to be individuals meeting in Spencer Hill for the first time. As such, they have no group motivation at this time, and no group pattern as well. Both will be developed during the game instead.

Sample Group Motivations

With its portrait of a vast and intricate world, **Earthdawn** supports a wide variety of flavors and styles. Below is a summary of some of the more prominent motivations and variations that can readily portrayed, but this is by no means intended to be exhaustive. Many of these motivations blur or can flow together, allowing even a single campaign to sample quite a range of happenings.

Trailblazers

Trade moves throughout Barsaive over land, water, and air, as merchants transport goods from one place to the next quickly and safely enough to secure a profit. The constant demand for new trade routes gives explorers and adventurers a ready-made excuse to blaze new trails through the wilderness. In addition to the various hazards of wilderness travel, the characters may also

face competition from agents of other, rival merchant groups seeking similar routes or attempting to curry favor with the various settlements along a new trade route.

Once a route has been established, merchant caravans require skilled guides and adepts to protect them from the various hazards of the road. Eventually, player characters can even establish their own merchant companies to seek profits and adventure in the far reaches of Barsaive. Establishing a company exposes characters to the machinations of treacherous competitors as well as all the other dangers of shepherding caravans through the wilds.

Delvers

Gamemasters can use Barsaive's unique history to flavor campaigns based on exploring ruined kaers and other underground tunnels and caves. In addition to seeking treasure, adepts and explorers might investigate ruined kaers in search of information, artifacts and stories thought lost during the Scourge. Adepts can aid scholars and historians, such as those of the Great Library of Throal, in digging up these lost secrets. Ruined kaers might also hold valuable magical knowledge, such as spells created by long-dead magicians or Key Knowledges of various thread items and magical treasures that characters discovered in previous adventures.

Areas thick with ruins, such as the Forgotten City of Parlainth or the Wastes, might even spawn "delvers' guilds"—alliances of explorers and adepts who systematically explore, map, and loot the local ruins. Such groups might harass adepts who are not members of their organizations. Similarly, characters may find themselves competing with other independent groups over the same ruins.

Explorers

The Scourge altered much of Barsaive beyond recognition, and many areas of the province remain unknown to most present-day Namegivers. Many kingdoms and factions are interested in learning about these unexplored regions for the secrets and treasures they may contain or simply to expand their own knowledge. His Majesty's Exploratory Force is one example of an organization that employs adepts to explore Barsaive's distant wilds.

Explorers travel to places no Namegiver has visited since long before the Scourge. Consequently, characters are likely to discover lost kaers and ancient ruins, potential new trade routes, isolated civilizations—and unfamiliar dangers, of course. The Kingdom of Throal also uses its explorer troops as special agents. Other parties that hire explorers might do the same, thus providing a convenient way to involve player characters in Barsaive's political intrigues.



Kaer Vanguard

The kaer campaign provides an excellent way to introduce new players to the world of **Earthdawn** and give players and player characters a chance to explore a new world at the same time—thus enhancing the players' sense of wonder and discovery.

The group begins inside a kaer still sealed from the outside world. The kaer's residents, including the player characters, are initially unaware that the Scourge is over. After the residents open their kaer, the player characters become the vanguard to emerge and explore the world. No doubt they will be in for some surprises—among them the devastation wrought by the Scourge, Barsaive's independence from the Theran Empire, and

the various political intrigues between Throal, Thera, Iopos, and Barsaive's other great cities and powers.

Warlords

The characters are part of a military organization, such as the Throalic army, a Theran legion, an ork scorcher band or cavalry, a *shimoram's* crew on the Serpent River, or even a drakkar crew of trolls. The objective of such a campaign is usually straightforward; and involves doing whatever the government, house, tribe, or trollmoot needs the characters to do. The characters could also serve as spies or scouts rather than in large-scale conflicts, or as a group suited for 'special' operations.

This game focuses on the warring factions of Barsaive, and usually involves a lot of combat. The gamemaster determines the assignments the characters have to follow, so he usually doesn't have to worry about motivation. The players, on the other hand, trade their freedom—but have the chance to become legendary war heroes commanding their own troops.

Diplomats

The characters are involved in the day-to-day running of a particular government as court or council members, advisors, nobles, or influential merchants. When necessary they use their adept powers to negotiate with emissaries from other kingdoms or fight off threats to their land and population from within and from without.

On the smallest scale, the players form the ruling body of a small town or village attempting to expand. As the town grows, ork scorchers may threaten to become a constant threat requiring the characters to find allies for protection. On a larger scale, the characters might be involved to run a great city like Urupa or Travar, or even advise the dwarf king in governing Throal.

Healers

The Scourge left scars on the face of Barsaive that have yet to be healed. Many different factions of Namegivers, especially questors of Jaspre, seek to restore wholeness to the land and its people and erase the taint of the Horrors forever. Places such as the Badlands, the Wastes, and the Poison Forest are all good sites for the work of would-be restorers, such as the colony of questors from the town of Trosk on the edges of the Badlands.

The characters may have the backing of a patron or a living legend cult but will also face powerful opponents—such as Horrors in the region or other Namegivers who prefer the status quo. A game that focuses on curing the corruption of Barsaive's people rather than the land might involve members of secret societies or cults, who might also make good patrons.



Define Individual Motivations and Character Concepts

You will probably have an idea for some edgy player characters already. Now you need to determine their motivations at an individual level. How do they fit in? Why are they here? What are their reasons for sticking with the others?

You should make sure that each character's motivation gels with the group's goals. While it is fun to have some tension in the group by using conflicting goals, keep in mind that this isn't going to keep the group together for long. Although that could be what you want!

A character concept is basically defined by his race and Discipline (see **Traits**, p.69) and his personal interpretation of it. All you need to do is fill that frame with a story and a personality.

Everyone in the group states his favorite concept for this game: Windling Wizard, Dwarf Nethermancer, Troll Warrior, Ork Beastmaster and Human Swordmaster. There are no overlaps, so the individual character creation can begin! Also, everyone comes up with a short premise for their motivations that will shape his character's Dives later on. The Windling Wizard and the Dwarf Nethermancer will be haunted by a Horror, seeking a way to defeat him. The Troll Warrior and the Ork Beastmaster both intend to be outcasts of some kind, seeking a way to set things right with their past. The Human Swordmaster is investigating missing members of his family, hoping to find them again.

Starting Experience

Determine how powerful you want your character(s) to be. As described in the **Traits** chapter on p.28, there are four Circles of Mastery: Novice, Journeyman, Warden, and Master. The table on p.68 suggests a default number of Talents and Spells at their disposal. Feel free to modify this as needed in your game.

*Because the group has played the original edition of **Earthdawn** before, they want to start with some history and ... power. They decide that all characters are going to be at Journeyman level, starting with a total of 10 Talents or Spells each.*

You may use different experience levels for each main character if you want. For example, having a Warden mentor among the group might fit their collective backstory. However, more experienced characters can easily outshine less experienced ones—which might become an issue of fairness in your games.

Creating a Player Character

With this framework of a setting and group, you can begin to formulate the individual story of each character. With the backdrop already in place, but still flexible at this stage, the player characters can be tied into that setting and take a place together as members of a functioning group. Even if the desired result is somewhat dysfunctional by the end, that choice can be made more consciously at this point.

Skip to the **Character Creation** chapter on p.67 to create the individual player characters, then come back here to finalize the setting creation process.

Phase 5: Finalize the Setting

This last phase summarizes the setting and provides a chance to make any final adjustments. Some additional ideas might have come up since you began, especially after the player characters have been added to the setting, and now is the chance to integrate those. It's best to turn your notes into a short piece of writing at this stage.

As with everything, don't feel constrained by the stuff you have collectively made up so far. If anything is in the way, change or drop it. What you want as a result is a setting with which everyone in the group is comfortable and can have fun.

SAMPLE SETTING: SPENCER HILL

Spencer Hill was described in the examples throughout this chapter. The entries have been compiled and expanded here for use as an already established place, if desired, or merely a model for your own creations.

Overview

The Cauvavic Mountains of northeastern Barsaive hold a number of ancient mines from before the Scourge, once a stage of furious battles during the Orichalcum Wars. Now, after the Scourge has passed, the search for the rare and precious metal has been taken on again.

In the foothills of the valley lies the Deadwood forest, home to a small settlement of prospectors and miners. Spencer Hill is a young and dangerous town faraway from law and order. The roaming Ork Scorcher tribes of the valley are the least of their worries. Adventurers from all parts of the province come here to get rich quick—exploring and searching for orichalcum and lost artifacts in the ancient mines close by.

The lack of laws makes might right—swords are the argument of choice, and make short work without thinking twice. The mines, on the other hand, hold a few surprises on their own...



Spencer Hill

Erected on ork scorcher territory, Spencer Hill only exists because of the orichalcum—simply because its worth outweighs the danger. The town is lawless, way out of the reach of the Hand of Throal, as the Dwarf Kingdom is occupied with larger issues threatening the rest of the province.

Two tavern owners have risen to become the de-facto leaders of Spencer Hill. They have enough men and money to control the gorge, and rent claims to anyone willing to explore the mines.

Threats

The main threats of the valley are the marauding ork scorcher tribes preying on caravans and everyone else traveling to and from Spencer Hill.

The town is filled with adept adventurers of all kinds, often paid to participate in the conflict between the tavern owners. Getting entangled in these intrigues is lethal business.

The gorge holds all kinds of deadly creatures, including Horrors and their constructs. Not to mention people defending their claims from others.

Places of Interest

The Haunted Mill: A burnt ruin of an old mill downriver. It was destroyed in a large explosion and is considered haunted. Strange accidents, wild magic forces, apparitions—you name it, it probably happened here.

Cave: An ancient cave unrelated to the Therans and the Orichalcum Wars. Yet unexplored, it is guarded by a powerful spirit.

Spirit Rock: Parting the small river flowing out of the gorge, the Spirit Rock stands at the center of Spencer Hill. It is a sacred place for the orks, and the only reason they don't attack the town. It's the grave of Gash Kadrak (and other tribe chieftains), a hero among the local tribes. Kadrak negotiated the pact of the tribes, which set up the local territories. The Spirit Rock is a place of peace, any bloodshed here is an absolute taboo.

Baron's Treasure Room: A hardware shop selling everything you need for adventuring in the valley and the mines. The shop is run by two greedy and corrupt Theran agents not very loyal to their empire.

The Diamond: The largest tavern and brothel in town, a place of violent parties almost every single day. Its owner, the t'skang Swar'Ingen, sells and guards the claims on the western part of the gorge.

The Union: A fine roadhouse and inn at the center of Spencer Hill, almost serene in comparison to the Diamond. Its owner, the human Edelmont Firrs, sells and guards the claims on the eastern part of the gorge.

Theran Ruins: Located deep in the eastern part of the gorge are the ruins of the former Theran outpost. It's somewhat higher up in the mountains, holding an airship dock. Runes of protection are found scattered among the ruins, in a seemingly random pattern. Some of them are active, even if there is nothing to guard.



Personalities

Indan, the Traveling Merchant: Driving a set of carts between Spencer Hill and the rest of civilization, the well-dressed and handsome human Indan is the main address for everything you might need in terms of magical supplies. He's in town every few weeks, and a valued contact to the outside world. The Scorchers leave him alone, because they fear him for some reason. (*Empathetic, Wise, Knowledgeable*)

Esulu, Guardian of the Cave: Esulu is an ancient spirit, appearing as a dark-skinned and translucent apparition to anyone trying to venture beyond the cave entrance. Esulu has no knowledge of what's inside, but doesn't bother. His threats seem legit, however. (*Intimidating, Observant, Powerful*)

Garul Thak, First Warden: This ex-Ork Scorchers is now in charge of guarding the bridges into and the gorge itself to make sure only "licensed" prospectors and miners enter the area. He has a good number of men under his command, most of them adepts. Garul is taller and stronger than the average ork, and wittier than most men. (*Intelligent, Cultured, Strong*)

Volgur Tam, Local Merchant: The right hand of Baron Thenn, a Theran human serving as agent of the empire. Volgur is a dark-haired Questor of Chorrolis with a pointed beard, running the day-to-day business of the Baron's treasure Room (see above). His greed knows no bounds, and he is secretly building up his wealth behind the Baron's back. (*Greedy, Witty, Spiritual*)

Swar'Ingan, Owner of the Diamond: This brutal-looking, huge beast of a t'skrang is the owner of the Diamond. She was one of the founders of Spencer Hill, back in the day when her own group of adventurers decided to settle down. All of them are now living in various places in the gorge, forming a small network. Swar'Ingen was the de-facto leader of Spencer Hill until the Union came in a year ago. She is deeply frustrated about this loss of control, and would do anything to get these people out of town. (*Ugly, Schemer, Brutal*)

Edelmont Firrs, Owner of the Union: Swar'Ingans biggest rival is a well-off human with backing from Kratas. He arrived with a large retinue of men a year ago, and managed to rise to power in Spencer Hill fast—managing to take control of about half of the gorge since. Edelmont has the gift to provide anyone with what he desires, hitting his enemies when they don't see it coming. (*Remorseless, Absent-minded*)



CHARACTER

CREATION

In The Age of Legend, your character is the tool you use to play the game and to interact with the game's universe. Generally speaking, it consists of several parts: a concept, several tags, drives, and relationships.

Your character's Concept is a combination of his race and Discipline. Think of these as archetypal; they provide the basic concept of what your character represents, what he can do, how he behaves, and so on.

Your character's Tags are adjectives or very short phrases that identify various things about your character—his personality, skills, flaws, equipment, and so on. They indicate where a character excels, his physical and mental traits, and any abilities or drawbacks he might have. In short, tags are things that make a character's life easier and harder, and ultimately make him who he is. They are both

guides for your roleplaying and modifiers to beat-the-odds rolls.

Your character's **Drives** provide his motivation—the goals he wants to achieve and how he plans pursue them. Provided as answers to four specific questions, these drives change over time as the story progresses.

Finally, a character's **Relationships** tie him into the setting and give him direct contacts with which to interact. Of course, not all of these are beneficial...

STARTING EXPERIENCE

This chapter builds on the guidelines presented in **Phase 4: Create Player Characters** of the **Setting the Stage** chapter, p.60. In that section, you set down the group concept and how experienced the player characters are supposed to be. The following table suggests a default number of talents and spells for the Circle chosen. Feel free to modify this as needed in your game.

STARTING TALENTS & SPELLS	
Circle	Nr. of starting Talents/Spells
Novice	5
Journeyman	10
Warden	15
Master	20

If you intend to create a stand-alone character, simply choose your character's Circle and use the table above as a guideline—skip the group motivation part (p.60) unless it matters to you at this point.

A WORD ON ORGANIZATION

This chapter lays out the process for creating a character, all game terms are defined in the **Traits** chapter (p.25). Immediately following this chapter are the chapters on **Disciplines** (p.77), **Talents** (p.95), **Spells** (p.135), and **Equipment** (p.167) providing depth and context to many of the different parts that make up a character.

CREATING A PLAYER CHARACTER

This section features a step-by-step process on how to create a player character, including an ongoing example (the full sample character appears on p.75).

The sample player character in this chapter is created by Sebastian.

The following steps in this process need to be done for each player character separately:

- ◆ Choose a Concept
- ◆ Choose Drives
- ◆ Choose Character Tags
- ◆ Choose Talents and Spells
- ◆ Choose Skills
- ◆ Choose Equipment
- ◆ Choose Relationships
- ◆ Determine Karma and Wounds
- ◆ Write a Description

Step 1: Choose a Concept

Choose a race and Discipline combination, and write down your Racial Ability Tags (see p.27). Refer to the **An Earthdawn Primer** (p.11), **Traits** (p.25), and **Disciplines** (p.77) chapters for more information!

Sebastian's character concept is "Windling Elementalist."

He imagines the windling as the lazy, somewhat gullible type. He imagines having strong ties to his clan, so he adds "of Clan Ijandii" as an origin. Sebastian also notes down Astral Vision and Wings as his racial abilities.



Step 2: Choose Drives

Find answers to the following questions to set up a background and goals for your character. These don't need to be too detailed; you just want to provide enough information so you can identify with your character and portray him. You want to key this into the group's background and concept. The answers you provide here define your personal goals and help explain how you ended up with the rest of the group.

The Questions

Answer each of the following four questions with a few sentences. There's no need to go into minute detail: this kind of background

information works best if it just tickles everyone's imagination—the rest can (and will!) be explored during the game.

Where do you come from?

The most important information will be how you ended up where you are now. At some point in your life, you became an adept—you (or someone else) discovered your magical ability and you started training. The reason for this change in life is a source for drama and shapes your personality. This question will also help you to find the right answers to the other questions below. The answer to this question might be a bit longer than the others as a result.

What do you want?

What is it that you desire, the thing that drives you to action?

What is stopping you?

What obstacle or adversary is stopping you from getting what you want?

What will you do?

What is the next step to get what you want? What are you willing to do to succeed?

After chatting with the other players and thinking about his character's past, Sebastian notes down:

Where do you come from?

I was raised and trained in Kaer Ardanyan, a settlement in the Throalic foothills. The kaer opened late after the Scourge, unknowingly blinded and exploited by the powerful Elf Illusionist Leldrin and his ilk, who lived luxurious lives over our heads. We eventually freed the kaer and emerged, but the Illusionist escaped.

What do you want?

I'm looking for justice, along with my trusted companions. We're trying to find Leldrin and those who helped him. Right now, we're following a lead, suspecting he came through Spencer Hill only recently.

What is stopping you?

He is a powerful Illusionist and knows he is being followed. But Leldrin doesn't always run—he makes up stories convincing others we're possessed by Horrors. People come after us quite often because of that.

What will you do?

I know we can destroy him—and that's what I am

going to do, even if it ends my own life. My friends are my family now, however, and I value my family above everything.

Step 3: Choose Character Tags

Choose an adjective or short phrase to describe the most distinctive features of your character, one for each of your four Character Tags (Body, Personality, Edge, and Flaw; see **Traits**, p.28). Think of what makes your character unique—and use this information to create your Character Tags.

Selecting Character Tags

As mentioned, Character Tags also serve to distinguish your character from the stereotypes of his race and/or Discipline. For example, all dwarfs are *Short* and all Trolls are *Tall*—there is no need to use these as Body Tags because these are implied. Same for the Personality Tag: Orks are generally considered *Impulsive*, where the Elf stereotype is *Graceful*—again, no need to use these. On the same note, a *Tall Dwarf*, an *Impulsive Elf*, a *Short Troll*, or even a *Graceful Ork* would work—but only if you intend to break the racial stereotypes.

You should strive to be imaginative and honest. Consider both your concept and the setting. Giving a character the Flaw '*can't swim*' when you know all the stories will take place in the desert is hardly sporting. Be imaginative, keep your concept in mind, and discuss your ideas with the gamemaster. The possibilities are endless. Here are a few guidelines for creating good tags:

◆ A good tag is understood by everyone at the table. If you or another player thinks a tag is ambiguous, talk about it. It might need to be



rewritten, but it might not either. You just want everyone to be on the same page when it comes time to use it.

- ◆ Each tag is an integral and innate part of the character. They cannot normally be taken away, lost, or removed (though they might be forgotten or restricted under the right circumstances). Do not make your tags items of equipment.
- ◆ Each tag should have one or two obvious uses or a specific purpose. It might also be applicable in a range of other unforeseen circumstances, which will become apparent in play.

What type of Tag is this?

Some tags could easily fall into more than one category—*Social Chameleon* might, for example, be a Personality Tag or an Edge; *Ugly* could be a Flaw or a Body Tag. That's fine. It is up to you, the gamemaster and the other players, to make a decision on whether a specific tag is appropriate or not for the stories you are telling.

The character Sebastian has in mind has often been harassed by his master for his sluggishness. Ever since he first saw the sun, he became eager to explore the world. However, being lazy and somewhat overweight, the windling only takes to the air when he has to, preferring to sit on the shoulders of his companions when traveling. Condensing these thoughts into descriptors, Sebastian notes down:

- ◆ **Body:** Overweight
- ◆ **Personality:** Sluggish
- ◆ **Edge:** Curious
- ◆ **Flaw:** Gullible

What makes a good Edge and Flaw?

The best Edges and Flaws are mental or physical advantages or shortcomings. Things like *'always smells bad'*, or *'deaf'* are

better flaws than *'can't ride'* or *'can't speak elvish'*. Of course, there are always exceptions. If the characters are envoys sent to explore the elven kingdoms, not being able to speak the elven language would be a real drawback. Look for ways to challenge your character, add spice to the game, and present obstacles to overcome.

Should I specialize?

You can focus your tags on a single concept and “specialize.” For a really awesome Warrior, chose Body: *Strong*, Personality: *Tactician*, Edge: *Lightning-fast* and Flaw: *Reckless*. It would be very easy to bring most of these tags into play whenever you get into a fight. But—you are going to be in a bind when in noncombat situations. Just be aware the more you specialize, the harder you will have to work in scenes unrelated to your forte. Some players like this challenge, however.

Sample Tags

This is by no means an exhaustive list, just some ideas to get you started:

- ◆ **Body:** Agile, Ambidextrous, Handsome, Huge, Overweight, Poor Constitution, Quick, Short, Slow, Strong, Tall, Thin, Ugly, Full of Vigor, Weak
- ◆ **Personality:** Aggressive, Attentive, Bloodthirsty, Bold, Charismatic, Extroverted, Forgiving, Honorable, Intimidating, Manipulative, Optimistic, Pragmatic, Reserved, Sensitive, Witty
- ◆ **Edge:** Astute, Confident, Courageous, Creative, Disciplined, Eloquent, Energetic, Intuitive, Passionate, Patient, Persuasive, Reasonable, Resourceful, Spontaneous, Sympathetic
- ◆ **Flaw:** Amoral, Aloof, Fanatical, Immature, Insulting, Intense, Lazy, Jealous, Judgmental, Malcontent, Mocking, Reactionary, Rude, Suspicious, Vengeful

Step 4: Choose Talents and Spells

Depending on how powerful your character is going to be (see **Starting Experience** on p.68), pick a number of talents from the lists provided for your Discipline. If your character is a magician, also choose a few spells in place of talents.

You cannot choose talents or spells from higher Circles. You also have to keep your character in line with the rules for Advancement (see **Circles of Mastery** in the **Experience & Advancement** chapter on p.182), so it is recommended to pick talents and spells for each Circle consecutively.

Discipline Talents

Each Circle of Mastery allows you to mark a few talents as your Discipline Talents. Discipline Talents represent your individual vision of this Discipline, and are easier to activate. Pick the talents that fit your character concept best.

The table below lists the number of Discipline Talent marks available to you for each Circle. You don't have to use all of them right now; you can also use them later when learning new talents.

At Journeyman Circle, Sebastian gets to choose a total of 10 Talents and Spells. He chooses the Fire Heal, Read/Write Magic, and Wood Skin talents from Novice Circle, as well as the Fingers of Wind and Icy Surface spells. For Journeyman Circle, he picks the Summon Elemental, Elemental Tongues, and Call Element talents. For spells, he chooses Earth Darts and Fireball. He marks all chosen talents, except for Wood Skin, as Discipline talents.

DISCIPLINE TALENT MARKS & SKILLS		
Circle	Nr. of Discipline Talent Marks	Skills
Novice	4	2
Journeyman	3	3
Warden	2	4
Master	1	5

Step 5: Choose Skills

Chose a number of skills depending on your Circle (as per the table below). One of these skills must be an Artisan Skill, all others can be chosen freely.

◆ **Artisan:** Every adept is also an artisan of some kind. Crafting art serves primarily to help define your personality, but also as a way to prove yourself untainted by the Horrors. Choose an artisan skill fitting your concept, such as *Arrow Fletching*, *Body Painting*, *Braiding*, *Calligraphy*, *Carving*, *Dancing*, *Embroidery*, *Poetry*, *Sculpting*, *Singing*, *Tattooing*, and so on. Make sure your art is reflected in your character's description (see p.74).

◆ **Knowledge:** Choose a field of knowledge your character knows, such as *Horror Lore*, *Jungle Creatures*, *Legends & Lore*, *Barsaive History*, or *Theran Military Tactics*. Your choice should fit your background (see p.69), but need not necessarily complement your Discipline.

◆ **Language:** Throalic (the dwarf language) is the common language of Barsaive, spoken by all player characters in addition to their racial tongue. Keep this in mind when picking an additional language skill. Common languages are: *Theran*, *Sperehiel* (Elvish), *Or'zet* (Orkish), *Human*, *Obsidiman*, *Windling*, *T'skrang*, and *Troll*—all with various local accents.

◆ **Other Skills:** Any mundane ability can be trained and learned as a skill. Some examples include *Acting*, *Acrobatics*, *Disguise*, *Fencing*, *Hunting*, *Investigation*, *Physician*, *Picking Pockets*, *Riding*, and so on.

Sebastian choses to pick Embroidery as his Artisan Skill, and

makes a note to mention his robes are heavily embroidered with magical symbols in his character's description. He also picks Legends & Lore and Investigation.

Step 6: Choose Equipment

It is assumed your character has all the equipment he needs to perform tasks related to his Discipline and any standard daily tasks. Cavalryman character should start the game with a mount, and Beastmaster characters should have an animal companion.

Beyond these items, you can choose two mundane items that are especially important to you. Additionally, make sure that each character has access to at least one Legendary Item (see the **Equipment** chapter on p.174 for more information).

Unlike other Tags, equipment can be dropped, lost, broken, or stolen. For example, an *Enchanted Arm* is not equipment, but an *Armored Glove* is. The only exceptions to this are Blood Charms (see p.172), which are designed to draw their magical power from the wearer's blood.

Choosing Equipment

Each piece of equipment should add something to your character's background, personality, or goals. It should make a statement about who the character is or what they do. See the **Equipment** chapter on p.167 for more information on how to create your character's equipment!

Talk about your Equipment

Discuss your gear. Everyone needs to be clear on what you are describing, what the equipment will be useful for, and when it might be a hindrance.



Sebastian decides that his character has a small blowgun for shooting darts as well as a flask of keesra poison, causing his victims to become Sleepy. The group has decided to start the game only with a common magic item, so he also picks a Firestarter to reflect his laziness.

Step 7: Choose Relationships

Each character should have a handful of friends and enemies. These contribute additional characters to those from **Create Important Personalities in Phase 3 (Setting the Stage, p.59)**, and are intended to provide you with further hooks from which to spin a story.

Choose three relationships—one friendly, one antagonistic, and one neutral. If possible, don't reuse characters from the setting creation process—design new ones to make the setting better and more colorful. To create a relationship, just pick a name and write up a sentence or two describing the relationship.

Sebastian comes up with the following relationships:

Argethiel (Enemy): *This elf is the actual reason Spencer Hill got my attention. He was one of the people involved in the plot back at Ardanyan, and I followed him here.*

Brock (Friend): *An earth elemental bound to protect Spencer Hill. It was trapped outside the city grounds and I freed it. Now that I know its Name and have its permission to summon it, I can call upon it for questions.*

Feng Li'Ping (Neutral): *This human Nethermancer is a potential source of information and Spencer Hill's healer. He is mostly away to inspect the mines and surroundings, but stays a day or two in town each week.*

Step 8: Determine Karma and Wounds

Note the appropriate number of Wound slots and your Karma Pool on your character sheet. You have a number of Wound slots depending on your Discipline Type (Fighter, Wanderer, or Magician) and Circle:

KARMA & WOUND SLOTS				
	Novice	Journeyman	Warden	Master
Karma Pool	3	4	5	6
Wound Slots				
Fighter	3	4	5	6
Wanderer	2	3	4	5
Magician	1	2	3	4

You start the game with a number of Karma Points equal to your **Karma Pool**. Karma Points can be spent and regained during the game.

Being of Journeyman Circle, Sebastian notes down 4 Karma Points for his character. Because Elementalists are Magicians, he starts the game with 2 Wound slots.

TIME TO CLEAN UP

Done! Once all player characters have been created, return to **Phase 5: Finalize the Setting** on p.64 of the **Setting the Stage** chapter, to clean up any loose ends and perhaps make a change or two to the setting you have created.

Step 9: Write a Description

By now, you should have a good idea of who your character is. Define what he looks like. Note down gender, age, hair color, height, weight, skin color, clothing style, and so on, to define his general appearance. You may already have a Name for your character at this point. If you don't, this is the time to find it.

Sebastian writes: "Born in a kaer only recently emerged to the world, Broomé spent most of his youth underground. Although continually harassed by his master for his sluggishness, he finally became initiated into his Discipline. Ever since he first saw the sun, he became eager to explore the world. Being lazy and somewhat overweight, Broomé only takes to the air when he has to, preferring to sit on the shoulders of his companions when traveling. His wings make a deeper humming noise than those of other windlings. People encountering Broomé for the first time often consider him annoying, as he asks questions faster than they can be answered. He is interested in everything others do. It is an easy task to use his curiosity against him—Broomé believes almost anything and is sometimes too trusting towards strangers."

Optional: Define a Group

If you created a group with a shared goal (see p.33), collectively decide on its group tags (Concept, Reputation, Edges, and Flaws; see **Traits**, p.34) once all player characters have been created. Use the same guidelines as for Character Tags (see p.28). Now fill the Karma Pool (p.74) and you're ready to play!



Broomé of Clan Ijandii

... NAME ...

Winding Elementalist

CONCEPT: RACE & DISCIPLINE

Journeyman

CIRCLE OF MASTERY

... CHARACTER TAGS ...

BODY Overweight

MIND Sluggish

EDGE Curious

FLAW Gullible

RACIAL ABILITIES Astral Vision, Wings

SKILLS Embroidery

Legends & Lore

Investigation

... CONDITIONS ...

WOUND SLOTS 2

W?

☐

☐

W?

☐

☐

... KARMA ...

POOL 4

AVAILABLE

☒☒☒

☒☐☐

☐☐☐

... EQUIPMENT ...

Small Blowgun

Keesra Poison (Sleepiness)

Firestarter

... DRIVES ...

WHERE DO YOU COME FROM?

Raised and trained in Kaer Ardanyan, which opened late after the Scourge, unknowingly exploited by the powerful Elf Illusionist Leldrin and his ilk. We freed the kaer and emerged, but the Illusionist escaped.

WHAT DO YOU WANT?

I am looking for justice, along with my trusted companions. We are trying to find Leldrin and those who helped him. Right now, we are following a lead, suspecting he came through Spencer Hill only recently.

WHAT IS STOPPING YOU?

Leldrin is a powerful Illusionist and knows he is being followed. But Leldrin does not always run, he tells lies convincing others we are possessed by Horrors. People come after us quite often because of that.

WHAT WILL YOU DO?

I know we can destroy him, and that is what I am going to do, even if it ends my own life.

My friends are my family now, however, and I value my family above everything.

... TALENTS ...

	Duration	Type	D?
Call Element	Temp.	A ■	☒
Elemental Tongues	Temp.	■ S	☒
Fire Heal	1 min.	A ■	☒
Read/Write Magic	Temp.	A ■	☒
Summon Elemental	Temp.	A ■	☒
Wood Skin	Temp.	A ■	☐
		A S	☐
		A S	☐
		A S	☐
		A S	☐
		A S	☐
		A S	☐
		A S	☐
		A S	☐

... SPELLS ...

	Range	Duration	Area of Effect
Earth Darts	■ ■ L	1 turn	X targ.
Fingers of Wind	■ ■ L	X turns	1 wpn
Fireball	■ ■ L	Instant	X targ.
Icy Surface	■ T ■	X turns	10xXmØ
	STL		
	STL		
	STL		
	STL		
	STL		
	STL		
	STL		
	STL		

... RELATIONSHIPS ...

NAME Argethiel

TYPE Enemy

DESCRIPTION I came to Spence Hill because of him. He was involved in the scheme Leldrin ran back home.

NAME Brock

TYPE Friend

DESCRIPTION Earth elemental prot. Spencer Hill. It was trapped and I freed it. I can call upon it for questions.

NAME Feng Li Ping

TYPE Neutral

DESCRIPTION Human Nethermancer and healer in Spencer Hill. Mostly out in the valley, but helpful and wise.

... DESCRIPTION ...

I spent most of my youth underground, my master hated me for my sluggishness. When our kaer opened, I was eager to explore the world. I only fly when I have to, and prefer being carried. I can be annoying because I always have questions. My wings hum in a deeper tone than usual.

... EXPERIENCE ...

CP TOTAL 0

CP AVAILABLE 0

DISCIPLINES

Player characters in The Age of Legend are adepts, people able to use magic to power special abilities called talents and spells. In order to become an adept, a character must follow a Discipline. In one sense, your character's Discipline is his profession, but a Discipline involves much more than that. Your character's Discipline provides a metaphor for how he sees the world. For example, a Troubadour may see the world as a grand stage on which he can perform, while a Warrior may see the world as a vast battlefield on which he can fight for the causes he supports. It is important to note that once an adept starts training in a Discipline, his new powers may well get the better of him, and he may lean toward abusing his newfound abilities—becoming easy prey for the Horrors and their ilk.

DISCIPLINE ABILITIES

The main philosophies of the individual

Disciplines are described below. Each Discipline entry lists a number of **Talent Options** for each Circle of Mastery, some of them unique to the Discipline and some shared with other Disciplines. Magicians also learn spells, listed in the **Spells** chapter on p.135.

The **Durability** entry refers to the Discipline Type (Fighter, Wanderer, or Magician), which determines the number of Wound slots a follower of this Discipline has (see **Character Creation**, p.74 for more information). Magicians are able to learn spells in addition to talents.

Customizing Disciplines

The selection of talents available to a Discipline can easily be customized; any talent that doesn't gel with your interpretation of the Discipline's philosophy can be exchanged for another—provided everyone at your table agrees.





Fighters

- ◆ **Air Sailors** embrace the idea of togetherness, working to protect and spread civilization rather than preying upon it.
- ◆ **Archers** learn the art of the bow and crossbow, stressing accuracy and, to a lesser extent, speed. They often notice things that others miss.
- ◆ **Sky Raiders** are proud and loyal, but ruthless pirates raiding all over the province, most frequently targeting Therans or their vassals.
- ◆ **Swordmasters** are fighters training to demonstrate quickness, flash and panache in a fight.
- ◆ **Warriors** are fighters and soldiers trained to use magic to enhance their combat techniques. They tend to be honest, taciturn, and occasionally impatient.



Wanderers

- ◆ **Beastmasters** have an innate affinity for working with animals, often feeling uncomfortable in large cities or towns.
- ◆ **Cavalrymen** are fierce, mounted warriors—a restless lot, driven by the need to move and act. They often charge forward, facing their foes head on.
- ◆ **Thieves** draw power from their self-confidence and the knowledge that they depend only on themselves.
- ◆ **Troubadours** serve as entertainers, storytellers, actors, and songsmiths—and enjoy being the center of attention.
- ◆ **Weaponsmiths** have an iron will and a highly critical eye. They are committed to everything they do.



Magicians

- ◆ **Elementalists** focus on learning about, and gaining power over, the five magical elements: air, earth, fire, water, and wood.
- ◆ **Illusionists** cast spells that work through deception, balancing real magic, illusions, trickery, and sleight of hand.
- ◆ **Nethermancers** specialize in the magic of the netherworlds, focussing on other planes and the spirits and creatures that inhabit those planes.
- ◆ **Shamans** are tribesmen gaining their magical abilities by observing how the natural world and the forces of magic interact.
- ◆ **Wizards** are well-trained in the theoretical aspects of magic and tend to philosophize about the ultimate meanings if the ideas involved behind the decisions they make.

AIR SAILOR

Air Sailors are the swashbuckling brotherhood of the sky. Air Sailors never leave their fellows behind and embrace the idea of community, working to protect and spread civilization rather than preying upon it like their sky faring counterparts, the Sky Raiders.

Air Sailors usually have a strong sense of obligation to their current or former shipmates. Air Sailors often use the expression “never leave your mates,” but few are ever told this outright; rather, they are subtly encouraged to embrace the idea of togetherness. Fellow Air Sailors may remind them to wait for a mate before leaving a bar, or tell them to be aware of where their mates are aboard ship during maneuvers. A natural extension of this camaraderie is a feeling of obligation toward a fellow Air Sailor who needs aid on a mission or personal quest.

Members of this Discipline almost always adhere to some code of conduct. An Air Sailor is expected to behave in a manner beyond reproach in front of outsiders.

Another common trait of Air Sailors is a tendency to be “far seeing.” Many Air Sailors have elaborate long-term plans of some sort—owning a ship, freeing the lands around Sky Point from Theran domination, and so on. That plan often becomes that character’s driving goal; he will never stop planning how to achieve it.

◆ **Durability:** Fighter

TALENT OPTIONS

Novice

- ◆ Air Sailing
- ◆ Climbing
- ◆ Collaborate
- ◆ Distract
- ◆ Empathic Sense
- ◆ Great Leap
- ◆ Heartening Laugh
- ◆ Taunt
- ◆ Wound Balance

Warden

- ◆ Blood Share
- ◆ Eagle Eye
- ◆ Leadership
- ◆ Lion Heart
- ◆ Rally
- ◆ Sense Danger
- ◆ Shield Beater
- ◆ Tactics
- ◆ Thought Link

Journeyman

- ◆ Defense
- ◆ Disarm
- ◆ Haggle
- ◆ Lasting Impression
- ◆ Resist Taunt
- ◆ Safe Passage
- ◆ Speak Language
- ◆ Swing Attack
- ◆ Wind Catcher

Master

- ◆ Champion Challenge
- ◆ Ethereal Weapon
- ◆ Temper

ARCHER

The Archer learns the art of the bow and crossbow, and by extension, all types of ranged attacks. This Discipline stresses accuracy and, to a lesser extent, speed. Most Archers show greatly enhanced perceptive powers, often noticing things that others miss.

An Archer adept masters the art of seeing; he is taught to see that target, and forge mystical connections between it, an arrow or bolt, and the space between them. A character might take this basic outline to extremes, applying the target-and-missile analogy to every situation. He might instead be a no-nonsense type who doesn't let the mystical talk get in the way of picking off enemies.

The character's vision will be influenced by the circumstances of his life before he became an adept. A t'skrang Archer trained to protect riverboats from pirates might take the metaphorical aspect of the Discipline less seriously, while to a blood elf the deeper philosophies of the Discipline might be the most important thing.

◆ **Durability:** Fighter

TALENT OPTIONS

Novice

- ◆ Anticipate Blow
- ◆ Climbing
- ◆ Direction Arrow
- ◆ Flame Arrow
- ◆ Impressive Shot
- ◆ Mystic Aim
- ◆ Silent Walk
- ◆ Sprint
- ◆ Warning Shot

Warden

- ◆ Blind Fire
- ◆ Call Missile
- ◆ Dominate Arrow
- ◆ Hail of Arrows
- ◆ Quick Shot
- ◆ Screaming Arrow
- ◆ Steel Thought
- ◆ Tiger Spring
- ◆ Warp Missile

Journeyman

- ◆ Arrow's Eye View
- ◆ Bank Shot
- ◆ Eagle Eye
- ◆ Lip Reading
- ◆ Long Shot
- ◆ Second Shot
- ◆ Stopping Aim
- ◆ Trace Missile
- ◆ True Shot

Master

- ◆ Create Arrows
- ◆ Lion Heart
- ◆ Wind Bow

BEASTMASTER

Beastmasters have an innate affinity for working with animals. Many Beastmasters feel uncomfortable in large cities or towns and prefer to live in the wild, away from other people.

The Beastmaster strives to strike a balance between his appreciation for animals and his own status as a Namegiver. The Beastmaster delights in the company of animals, but cannot simply shun his fellow Namegiver races. A Beastmaster might be aloof, but is not anti-social. Beastmasters run a gamut of personalities, from those who view animals with sentimental affection to those who see them as enigmas to be deciphered. Beastmasters also express varying views as to the superiority or inferiority of Namegivers versus beasts.

How the Beastmaster character behaves toward his animal companions when he is not seeking adventure can offer an opportunity for great insight into his personal vision of his Discipline. After all, animals are independent beings and may react predictably but should not be taken for granted. Even the most gifted Beastmaster cannot always accurately predict or dictate the actions of his animal companions.

◆ **Durability:** Wanderer

TALENT OPTIONS

Novice

- ◆ Animal Bond
- ◆ Animal Talk
- ◆ Claw Shape
- ◆ Climbing
- ◆ Creature Analysis
- ◆ Silent Walk
- ◆ Sprint
- ◆ Tracking
- ◆ Wilderness Survival

Warden

- ◆ Animal Companion Durability
- ◆ Animal Leadership
- ◆ Animal Possession
- ◆ Blood Share
- ◆ Develop Animal Sense
- ◆ Heal Animal Companion
- ◆ Howl
- ◆ Incite Stampede
- ◆ Lion Heart

Journeyman

- ◆ Animal Training
- ◆ Dominate Beast
- ◆ Echo Location
- ◆ Frenzy
- ◆ Frighten Animals
- ◆ Nature's Guide
- ◆ Plant Shelter
- ◆ Poison Resistance
- ◆ Scent Identifier

Master

- ◆ Astral Web
- ◆ Venom
- ◆ Wild Sense

CAVALRYMAN

Members of the Cavalryman Discipline are fierce, mounted warriors—and generally a restless lot, driven by the need to move and act. A Cavalryman will rarely walk when he can gallop; he often charges into every situation and faces foes head on.

Unlike most adepts, who typically concentrate only on their own abilities, the Cavalryman is intimately bound to his mount. Even when physically separated, the two maintain a unique empathic bond. A Cavalryman's bond with his mount affects him mentally, emotionally, and physically. Because his mount is more important to him than any other being, the Cavalryman tends to keep a certain emotional distance from other people. For this reason, other Namegivers often see Cavalrymen as rude, brusque, or even a little brainless.

A Cavalryman's true brilliance and heroism most often shines while working in tandem with his mount. A mounted Cavalryman draws on the strength, will, and senses of two beings. The Cavalryman who seems shy and taciturn often startles his companions by making a dramatic personality change when working with his mount. While a Cavalryman does not usually find it difficult to work with other Namegivers, he often seems a bit odd to all but Beastmasters, who understand a little of these adepts' unique partnership with their mounts.

◆ **Durability:** Wanderer

TALENT OPTIONS

Novice

- ◆ Animal Training
- ◆ Call
Animal Companion
- ◆ Charge
- ◆ Down Strike
- ◆ Fearless Mount
- ◆ Sure Mount
- ◆ Tracking
- ◆ Trick Riding
- ◆ Wilderness Survival

Warden

- ◆ Critical Hit
- ◆ Leadership
- ◆ Lion Heart
- ◆ Rally
- ◆ Shield Beater
- ◆ Tactics
- ◆ Tame Mount
- ◆ Trample
- ◆ Wheeling Defense

Journeyman

- ◆ Animal Companion
Durability
- ◆ Armor Mount
- ◆ Blood Share
- ◆ Fearsome Charge
- ◆ Heal
Animal Companion
- ◆ Heartening Laugh
- ◆ Incite Stampede
- ◆ Safe Trail
- ◆ Unmount

Master

- ◆ Champion Challenge
- ◆ Spirit Mount
- ◆ Vitality

ELEMENTALIST



n Elementalist is a magician who focuses on learning about, and gaining power over, the five magical elements: air, earth, fire, water, and wood.

Many Elementalists see their role as a living bridge between the “real” world and the realm of elemental spirits—a realm most Namegivers never see. The Elementalist must connect with the denizens of both worlds while maintaining enough emotional and intellectual distance to keep an impartial watch over the world’s elemental balance. This difficult balancing act sometimes causes the Elementalist to behave in ways others find odd, and he may often seem to be slightly distracted.

Also, because Elementalists tend to see their Discipline as a way of getting at essential truths, few of them care to spend time and effort on unnecessary words or flowery phrasing. They often speak and act with a frankness and openness that other people may find blunt, rude, or refreshingly honest. Elementalists who specialize in one particular element tend to have personality traits and quirks similar to those of the elemental spirits they favor. Of all Elementalists, specialists are most likely to behave in ways other Namegivers find inexplicable.

◆ **Durability:** Magician

TALENT OPTIONS

Novice

- ◆ Air Speaking
- ◆ Arcane Mutterings
- ◆ Astral Sight
- ◆ Elemental Tongues
- ◆ Endure Cold
- ◆ Fire Heal
- ◆ Gliding Stride
- ◆ Read/Write Magic
- ◆ Wood Skin

Warden

- ◆ Bargain with Summoned Creature
- ◆ Earth Armor
- ◆ Enchanting
- ◆ Metal Ward
- ◆ Moving Earth
- ◆ Soften Blade
- ◆ Spirit Strike
- ◆ Steel Thought
- ◆ Summoning Circle

Journeyman

- ◆ Call Element
- ◆ Earth Skin
- ◆ Element Control
- ◆ Elemental Hold
- ◆ Nature’s Guide
- ◆ Plant Shelter
- ◆ Summon Elemental
- ◆ Tracking
- ◆ Wind Catcher

Master

- ◆ Element Immunity
- ◆ Temperature
- ◆ Warp Missile

ILLUSIONIST

Illusionists cast spells that work through deception. However, some Illusionist spells do have real effects; Illusionists learned long ago that if everything they did was an illusion, people would quickly catch on and their magic would be less effective. Now they balance real magic, illusions, trickery, and sleight of hand.

An Illusionist's talents allow her to alter reality to suit her whims, and she assumes that other powers existing in the world do the same. An Illusionist is therefore far less likely than others to take things at face value and enjoys investigating oddities in order to understand them. Of course, Illusionists usually know enough to accept as real those things that present an imminent and obvious threat (for example, by eating one of his companions). An Illusionist may spend one or two brief moments inspecting the threat for flaws that might indicate its false nature, but she will not simply stand there disbelieving in the thing while it does her injury.

Illusionists are often entertainers at heart. They love delighting crowds with their magic and often perform without being asked. They typically regard their entertainment as filling two vital needs: providing amusement to lighten dark hours, and giving the common folk a lesson in how to perceive the truth. Most Illusionists see truth as being more subtle and elusive than people perceive through their senses. Through their illusions, they demonstrate how easily the senses can be befuddled and teach that reality is not always what it seems. Illusionists often go out of their way to explain their motives to onlookers; if sufficient silver is not forthcoming or the crowd does not seem suitably impressed by the illusory display, many Illusionists resort to sermonizing on the nature of truth in the hope of shaming people into paying up.

◆ **Durability:** Magician

TALENT OPTIONS

Novice

- ◆ Arcane Mutterings
- ◆ Conceal Object
- ◆ Fast Hand
- ◆ First Impression
- ◆ Frighten
- ◆ Glamour
- ◆ Mimic
- ◆ Read/Write Magic
- ◆ True Sight

Warden

- ◆ Detect Falsehood
- ◆ Life Check
- ◆ Memorize Image
- ◆ Mind Wave
- ◆ Power Mask
- ◆ Safe Thought
- ◆ Split Spell
- ◆ Steel Thought
- ◆ Temperature

Journeyman

- ◆ Dead Fall
- ◆ Engaging Banter
- ◆ False Sight
- ◆ Graceful Exit
- ◆ Hypnotize
- ◆ Incite Mob
- ◆ Resist Taunt
- ◆ Speak Language
- ◆ Winning Smile

Master

- ◆ First Ring of Perfection
- ◆ Second Ring of Perfection
- ◆ Third Ring of Perfection

NETHERMANCER

Nethermancers are magicians who specialize in the magic of the netherworlds. Their interests focus on other planes and the spirits and creatures that inhabit those planes. Most people consider Nethermancers to be a little “off” in an eerie sort of way, and consequently most followers of this Discipline are unlikely to win many popularity contests.

Few Nethermancers live quiet lives in ordinary villages. While most villages can boast at least one adept to serve as an advisor, few wish to have an expert in death magic act as a mentor to their children. As a result, most would-be Nethermancers leave home in search of masters to perform their initiation. This circumstance adds to most Namegivers’ dislike of Nethermancers; they fear these adepts will lure their sons and daughters away from them forever with dark promises of forbidden knowledge.

Not surprisingly, these attitudes lead most Nethermancers to disdain the average Namegiver. Those who do not show a healthy disrespect for the masses often learn it from their masters, who couch their contempt in a sardonic, mocking laugh at things others consider tragic, and display little compassion for any behavior they consider foolish.

Most Nethermancers are masters of moral relativism, holding to few absolute rules of behavior. The Discipline teaches that knowledge itself is neither good nor evil; it can only be put to good or evil uses. Nethermancers generally define “good” as a long-term result; since they view death as a change of state rather than a permanent end, they generally give the possible deaths of Namegivers less weight than others might.

◆ **Durability:** Magician

TALENT OPTIONS

Novice

- ◆ Arcane Mutterings
- ◆ Astral Sight
- ◆ Converse with the Dead
- ◆ Frighten
- ◆ Healing
- ◆ Lifesight
- ◆ Read/Write Language
- ◆ Read/Write Magic
- ◆ Steely Stare

Warden

- ◆ Animate Object
- ◆ Bargain with Summoned Creature
- ◆ Bone Compass
- ◆ Detect Influence
- ◆ Experience Past
- ◆ Life Check
- ◆ Orbiting Spy
- ◆ Spirit Dodge
- ◆ Summoning Circle

Journeyman

- ◆ Abate Curse
- ◆ Animal Possession
- ◆ Astral Pocket
- ◆ Frighten Animals
- ◆ Lion Heart
- ◆ Spirit Hold
- ◆ Spirit Talk
- ◆ Steel Thought
- ◆ Summon Ally

Master

- ◆ Netherwalk
- ◆ Second Ring of Perfection
- ◆ Third Ring of Perfection

SHAMAN



hamans gain their magical abilities by observing how the natural world and the forces of magic interact. Practiced chiefly by members of Barsaive's primitive tribes such as the Cathan of the Servos Jungle, the Tamer tribes of the Liaj Jungle, and some ork scorcher tribes, Shamans learn their spells by studying nature, not from dusty tomes or scrolls.

Many Shamans see their role as a living bridge between the wilderness and civilization. The Shaman connects with the denizens of both realms while maintaining harmony between the two. The forces of nature often work against each other and create a seemingly chaotic and unplanned exchange of action, sometimes causing the Shaman to behave in ways others regard as strange and distracting.

Many tribal Namegivers consider Shamans superior to themselves and seek their guidance. Often, they enjoy this elevated position and gladly take spiritual responsibility for their tribes. Other Shamans take on the role of the teacher for their tribes, educating children and adults alike about the ways of nature. This is a habit they can hardly shake off, and many Shamans who are members of adventuring groups tend to correct misconceptions about the ways of nature and are eager to explain these ways to Namegivers who don't seem to understand them.

Because Shamans are generally curious, they tend to travel a lot after becoming initiated in their Discipline, often returning to their tribes when the time comes to take over the position of their former tutors.

◆ **Durability:** Magician

TALENT OPTIONS

Novice

- ◆ Astral Sight
- ◆ Borrow Sense
- ◆ Cold Purify
- ◆ Creature Analysis
- ◆ Empathic Sense
- ◆ Nature's Guide
- ◆ Silent Walk
- ◆ Tracking
- ◆ Wilderness Survival

Warden

- ◆ Bargain with Summoned Creature
- ◆ Bestial Toughness
- ◆ Detect Falsehood
- ◆ Enduring Art
- ◆ Howl
- ◆ Lightning Song
- ◆ Orbiting Spy
- ◆ Spirit Dodge
- ◆ Summoning Circle

Journeyman

- ◆ Animate Object
- ◆ Chameleon
- ◆ Dominate Beast
- ◆ Plant Shelter
- ◆ Poison Resistance
- ◆ Spirit Hold
- ◆ Spirit Talk
- ◆ Steel Thought
- ◆ Summon Nature Spirit

Master

- ◆ Netherwalk
- ◆ Second Ring of Perfection
- ◆ Vitality

SKY RAIDER

Sky Raiders are ruthless pirates forming a potent force in Barsaive. Their drakkars raid all over the province, most frequently targeting Therans or their vassals. Sky Raiders are proud and show great loyalty to other Sky Raiders—unless that raider belongs to an enemy clan or moot.

The Discipline of the Sky Raider is closely tied to troll culture and thus freedom. Responsibility and honor represent a Sky Raider's primary motivations, though each Sky Raider will have his own definition of these concepts. For many, the concepts are intertwined; a Sky Raider behaves honorably by taking responsibility for his own life and destiny. No Sky Raider willingly does anything that might tarnish his personal definition of honor—though he rarely cares whether others view his actions as honorable or dishonorable. Once a Sky Raider gives his oath on any matter, he will not break it.

Because a Sky Raider often sees honor and responsibility as two sides of the same coin, he rarely shows compassion for the troubles of others unless those others are clearly striving against their misfortunes with all their strength. Those who blame their lot in life on fate or circumstance rather than taking personal responsibility for their condition are dishonorable by definition, and therefore unworthy of sympathy or aid.

Likewise, a Sky Raider will refrain from interfering if his companion seems about to break his own oath. Responsibility is an individual matter, and the companion must choose for himself whether or not to be an “honorless toad.” On the other hand, a Sky Raider who sees the “weak” or “underprivileged” fighting to better themselves, or to free themselves from the yoke of an oppressor, may well devote himself wholeheartedly to their cause.

◆ **Durability:** Fighter

TALENT OPTIONS

Novice

- ◆ Air Sailing
- ◆ Air Speaking
- ◆ Battle Shout
- ◆ Down Strike
- ◆ Fireblood
- ◆ Great Leap
- ◆ Safe Passage
- ◆ Shield Charge
- ◆ Wound Balance

Warden

- ◆ Frenzy
- ◆ Leadership
- ◆ Missile Twister
- ◆ Poison Resistance
- ◆ Rally
- ◆ Shield Beater
- ◆ Storm Shield
- ◆ Thunder Axe
- ◆ Weapon Breaker

Journeyman

- ◆ Battle Bellow
- ◆ Eagle Eye
- ◆ Endure Cold
- ◆ Lion Heart
- ◆ Second Attack
- ◆ Steely Stare
- ◆ Strike
Without Warning
- ◆ Tiger Spring
- ◆ Wind Catcher

Master

- ◆ Ethereal Weapon
- ◆ Mind Armor
- ◆ Vitality

SWORDMASTER



wordmasters are fighters who learn the value of a well-handled weapon, training to demonstrate quickness, flash and panache in a fight.

Swordmasters often swagger when they walk.

In many ways, Swordmasters resemble the glamorous swash-bucklers of song and story. Unlike a Warrior, a Swordmaster does not focus on effectively defeating the enemy; it is in the art of fighting that embodies his Discipline. Killing is not the main goal of battle; it is merely one possible outcome. The Swordmaster need not risk his life foolishly, but should attempt to fight his battles with panache. A Swordmaster who deliberately prolongs a battle in order to make it more exciting and beautiful is acting in accordance with his Discipline. Battle is his art, and he practices it with joy.

The typical Swordmaster is comfortable with both his body and his mind, and he almost never sits quietly in the background. Clever catch phrases, witty insults, and humorous asides are as natural to him as the elegant embellishments of his swordplay.

◆ **Durability:** Fighter

TALENT OPTIONS

Novice

- ◆ Acrobatics
- ◆ Anticipate Blow
- ◆ Disarm
- ◆ First Impression
- ◆ Heartening Laugh
- ◆ Maneuver
- ◆ Parry
- ◆ Taunt
- ◆ Wound Balance

Warden

- ◆ Champion Challenge
- ◆ Defense
- ◆ Impressive Strike
- ◆ Lasting Impression
- ◆ Multi-Strike
- ◆ Pin
- ◆ Shield Beater
- ◆ Spot Armor Flaw
- ◆ Sprint

Journeyman

- ◆ Graceful Exit
- ◆ Infuse Blade
- ◆ Lion Heart
- ◆ Resist Taunt
- ◆ Riposte
- ◆ Second Weapon
- ◆ Surprise Strike
- ◆ Swift Kick
- ◆ Winning Smile

Master

- ◆ Ethereal Weapon
- ◆ Mind Blade
- ◆ Spirit Strike

THIEF

Thieves learn early to be self-reliant and how to steal. They draw power from their self-confidence and the knowledge that they depend only on themselves. The abundance of rumors concerning Thief guilds means such groups may, in fact, exist, but the proof or disproof of their reality remains a secret.

The Thief see the world as a ripe target for robbery, but different types of Thieves see their stealing in different lights. Many see their Discipline as heroic. They remember that the first heroes of the Namegiver races were Thieves who taught the Passions a lesson in compassion. Thieves who see their Discipline this way are followers of the trickster's path. Trickster Thieves can work easily in groups such as the typical party of player characters. Like all Thieves, they rely on their own abilities before depending on other people, but they do not feel that self-reliance precludes cooperation with others.

The solitary Thief, on the other hand, cares little for mythology or metaphor. He tends to see the world in personal terms—both his mark and his enemy. In order to prosper, the solitary Thief rejects even the appearance of dependence on others and draws strength and solace from himself alone. This attitude makes it difficult for a solitary Thief to fit in with the average adventuring band. Solitary Thieves generally want loot and lots of it. They often judge their own value by the amount of money they've stolen; unlike tricksters, solitary Thieves usually hold tight to their ill-gotten gains.

◆ **Durability:** Wanderer

TALENT OPTIONS

Novice

- ◆ Climbing
- ◆ Fast Hand
- ◆ Lock Picking
- ◆ Picking Pockets
- ◆ Search
- ◆ Silent Walk
- ◆ Slough Blame
- ◆ Surprise Strike
- ◆ Thieves' Tongue

Warden

- ◆ Graceful Exit
- ◆ Great Leap
- ◆ Second Weapon
- ◆ Sense Danger
- ◆ Sense Magic Item
- ◆ Sense Poison
- ◆ Shackle Shrug
- ◆ Shadow Heal
- ◆ Shadowcloak

Journeyman

- ◆ Detect Trap
- ◆ Detect Weapon
- ◆ Direction Sense
- ◆ Disarm Trap
- ◆ Evaluate
- ◆ Gold Sense
- ◆ Haggle
- ◆ Mimic
- ◆ Trap Initiative

Master

- ◆ Astral Pocket
- ◆ Impossible Hide
- ◆ Mind Wave

TROUBADOUR

Troubadours serve as entertainers, storytellers, actors, and songsmiths. As such, they represent the closest thing to a historian or scholar that common people usually see.

Most Troubadours feel an irresistible urge to entertain; few Troubadours worthy of the name will turn aside from a chance to perform. The typical Troubadour loves being the center of attention; his performances delight the audience, stroke his often-healthy ego, and let him feel the exhilarating flow of magic when he “weaves” a song or tale.

Most Troubadours also feel an insatiable curiosity about the world and an intense desire to share what he has learned with those around him. It is a rare Troubadour that passes up a chance to learn a new tale or song. Upon arriving in a new town, many Troubadours seek out the tales and songs native to the area. Many ambitious Troubadours like to tell tales no one has heard before and often seek out travelers or adventurers to learn the stories of their exploits.

Most Troubadours recognize their own significant role in the spreading of legends and take great pride in that role. As they travel across Barsaive, Troubadours carry with them the knowledge of different peoples and places. By spreading such knowledge, they “weave” the scattered peoples of Barsaive together into a single, unified tapestry.

◆ **Durability:** Wanderer

TALENT OPTIONS

Novice

- ◆ Bardic Voice
- ◆ Disguise Self
- ◆ Emotion Song
- ◆ Empathic Sense
- ◆ Etiquette
- ◆ First Impression
- ◆ Item History
- ◆ Read/Write Language
- ◆ Speak Language

Warden

- ◆ Graceful Exit
- ◆ Hypnotize
- ◆ Incite Mob
- ◆ Inspire Others
- ◆ Rally
- ◆ Research
- ◆ Resist Taunt
- ◆ Slough Blame
- ◆ Song of Deflection

Journeyman

- ◆ Blade Juggle
- ◆ Book Memory
- ◆ Detect Influence
- ◆ Engaging Banter
- ◆ Lasting Impression
- ◆ Mimic
- ◆ Performance
- ◆ Taunt
- ◆ Winning Smile

Master

- ◆ First Ring of Perfection
- ◆ Safe Thought
- ◆ Truth Skit

WARRIOR

Warriors are fighters and soldiers trained to use magic to enhance their combat techniques. They often join other Warriors in groups called orders, living in seclusion in self-sufficient settlements similar to monastic orders.

A Warrior tends to be honest, taciturn, and occasionally impatient. He usually speaks plainly and openly, and expects others to do the same. He admires doers and regards with suspicion those who talk too much. He often tries getting things done in the simplest, most straightforward manner possible. Though an expert in the art of war, the average Warrior does not love bloodshed; rather, he sees fighting as a form of expression, and to many Warriors, bloodthirsty thoughts or behavior are improper. A true Warrior fights with his mind unclouded by rage or hatred, but with his heart filled with appreciation and respect for every tactical step taken and skillful blow stricken, both by himself and by a worthy opponent.

Unlike adepts of other Disciplines, who usually seek out people different from them, many Warriors would like nothing more than to spend their time in the company of other Warriors. Some even choose to live apart from the rest of society in small “soldier” orders composed entirely of adepts and structured like a military unit. Roving mercenary bands may also call their groupings “orders,” even if they have no permanent settlements. The tight discipline and camaraderie of all these orders makes them feared opponents on the battlefield.

◆ **Durability:** Fighter

TALENT OPTIONS

Novice

- ◆ Air Dance
- ◆ Anticipate Blow
- ◆ Climbing
- ◆ Detect Weapon
- ◆ Disarm
- ◆ Heartening Laugh
- ◆ Improvised Weapon
- ◆ Wood Skin
- ◆ Wound Balance

Warden

- ◆ Body Blade
- ◆ Critical Hit
- ◆ Leadership
- ◆ Lion Heart
- ◆ Multi-Strike
- ◆ Rushing Attack
- ◆ Shield Beater
- ◆ Tactics
- ◆ Weapon Breaker

Journeyman

- ◆ Crushing Blow
- ◆ Fireblood
- ◆ Second Attack
- ◆ Sense Danger
- ◆ Shield Charge
- ◆ Steely Stare
- ◆ Swift Kick
- ◆ Resist Pain
- ◆ Tiger Spring

Master

- ◆ Life Check
- ◆ Steel Thought
- ◆ Vitality

WEAPONSMITH



Weaponsmith trains to gain an iron will and a highly critical eye. Weaponsmiths help identify and create legendary weapons. Nearly every community places great value on their Weaponsmiths.

No matter what their individual idiosyncrasies, Weaponsmiths are committed to everything they do. Most Weaponsmiths do not understand failure; if a Weaponsmith says he will do something, he will do it however he can. If he cannot accomplish the task one way, he tries another, and another, and another until he succeeds. A Weaponsmith may request aid if he feels he needs it; he will do everything in his power to carry out his intentions.

“The word of a Weaponsmith” is proverbial in Barsaive, because a Weaponsmith’s word is so rarely broken. Weaponsmiths often make their promises in Forges, and such promises are as important to the Weaponsmith as a blood oath would be to anyone else in Barsaive. Though a Weaponsmith suffers no loss of health should he break his simple promise, any Weaponsmith who betrays his promise risks being turned out of his Forge until he proves himself worthy.

◆ **Durability:** Wanderer

TALENT OPTIONS

Novice

- ◆ Abate Curse
- ◆ Detect Weapon
- ◆ Evaluate
- ◆ Fire Heal
- ◆ First Impression
- ◆ Haggle
- ◆ Item History
- ◆ Parry
- ◆ Reshape Object

Warden

- ◆ Disarm Trap
- ◆ Ethereal Weapon
- ◆ Infuse Armor
- ◆ Infuse Blade
- ◆ Lion Heart
- ◆ Show Armor Flaw
- ◆ Temper
- ◆ Temperature
- ◆ Traveling Smithy

Journeyman

- ◆ Detect Trap
- ◆ Disarm
- ◆ Fireblood
- ◆ Forge Armor
- ◆ Forge Weapon
- ◆ Read/Write Language
- ◆ Resist Taunt
- ◆ Spot Armor Flaw
- ◆ Steel Thought

Master

- ◆ First Ring of Perfection
- ◆ Mind Armor
- ◆ Mind Blade

WIZARD

Wizards are magicians well-trained in the theoretical aspects of magic. Those who follow other magician Disciplines sometimes disparage Wizards as being simple “book magicians,” but it is interesting to note that few have the courage to call a Wizard that to his face.

Before making decisions, most Wizards will consult their concordances for references to the ideas involved and philosophize about their ultimate meanings. They generally value thought and reflection over all other things and believe that the superior intellect always wins in the end. Though humble Wizards do exist, many of them believe their Discipline is superior to all others and act accordingly. Most Wizards are smart enough to underplay this belief in the presence of practitioners of other Disciplines.

Some Wizards, particularly those in the hinterlands, learn the Wizard Discipline based on the knowledge their master possesses, rather than from tomes and texts. These “instinctive” Wizards tend to think and act with less arrogance; many of them have a wry sense of humor and feel humbled in the face of the wonders of the world. They often speak with rustic accents and act with solid rural common sense. Proverbs and other bits of folk wisdom pepper their conversations. They can be quick to dismiss the benefits of book learning or may display a reverse snobbery toward city folk.

◆ **Durability:** Magician

TALENT OPTIONS

Novice

- ◆ Abate Curse
- ◆ Arcane Mutterings
- ◆ Astral Sight
- ◆ Conversation
- ◆ Evidence Analysis
- ◆ Item History
- ◆ Read/Write Language
- ◆ Read/Write Magic
- ◆ Research

Warden

- ◆ Astral Pocket
- ◆ Astral Web
- ◆ Book Mage
- ◆ Casting Triangle
- ◆ Detect Falsehood
- ◆ Detect Influence
- ◆ Hold Spell
- ◆ Power Mask
- ◆ Split Spell

Journeyman

- ◆ Book Memory
- ◆ Creature Analysis
- ◆ Direction Sense
- ◆ Lifesight
- ◆ Safe Thought
- ◆ Search
- ◆ Speak Language
- ◆ Steel Thought
- ◆ True Sight

Master

- ◆ First Ring of Perfection
- ◆ Second Ring of Perfection
- ◆ Third Ring of Perfection

TALENTS

Adepts infuse their abilities with magic; they are powered by their ability to tap into astral space and draw magical energy into the physical world. Adepts control them actively and use them to great effect—often far beyond anything a mundane can ever hope to achieve. How an adept uses those energies makes him unique in his Discipline. Though the talents your character may learn are limited by his Discipline, how effectively and creatively he uses them is limited only by your imagination. This chapter describes those talents and how they are used.

USING TALENTS



Since talents are powered by magic, adepts must activate them in order to benefit from their effects. There are basically two ways to activate a talent: by spending a Karma Point or by making an Activation Test.

Talent Activation

Before you decide, you must consider how you intend to use the talent's effect and when. Be encouraged to find new and fresh ways to make a talent effect work for you (for example, if you want to use Air Dance for skating instead of fighting). You might want to stretch a talent's effect to do more than it is supposed to (i.e. cause Healing to heal more than a single Wound, command a creature to perform a task harmful to it using Animal Bond, or even use Fireblood to keep you warm at night instead of healing yourself during a fight). Also, are you in a stressful situation (i.e. in a fight) or do you have time?

In most cases, this will be a fairly quick affair—and you'd go with spending a Karma Point. If you have a more tricky use in mind, or the situation itself is dire, your considerations will lead to a question for a beat-the-odds roll.

Spending Karma

In situations where you have enough time, the odds are in your favor, or you aren't in a stressful situation, the quickest way to activate a talent is to spend a Karma Point. If you do this, the talent takes effect as described or intended by you. The downside of this method is that it taps a limited resource, as it will drain your available Karma Points quickly.

Making an Activation Test

You word a suitable question based on how you intend to use the talent, consider the modifiers, and then make a beat-the-odds roll as normal (see p.36). The result will help you describe what happens.

When activating a Discipline Talent, you automatically gain a bonus die.

APPLYING PENALTIES

Find a few ideas and examples for applying penalties to using talents below:

Animate Object: Penalty dice apply for objects larger than a Namegiver.

Bardic Voice: Penalty dice apply for larger crowds, and suggestions engendering greater risk than the audience are genuinely willing to take.

Borrow Sense: Penalty dice apply for dangerous and unwilling creatures.

Detect Influence: Penalty dice apply to determine current possession, voluntary pacts, or Horror-marks.

Dominate Beast: Penalty dice apply for corrupted or tainted creatures.

Emotion Song: Penalty dice apply for especially large audiences or more complex emotions.

Glamour: Penalty dice apply for complex illusions and animations.

Mind Wave: Penalty dice apply for wary and hostile targets.

Riposte: Penalty dice depend on the experience and/or Threat Rating of the opponent.

Sense Danger: Penalty dice apply for clever traps and well-disguised aggression.

Wound Balance: Penalty dice apply for being mounted or on difficult ground.

Type

There are two types of talents:

- ◆ **Action** talents require an action (see p.46) to activate. These are usually talents where the effect stands for itself.
- ◆ **Support** talents do not require an action to activate. They usually supplement or add an effect to a task you can also perform without using a talent.

Duration

- ◆ **Instant:** The effect takes place immediately, usually when causing damage.
- ◆ **1 Turn:** The effect lasts for exactly 1 turn.
- ◆ **One X:** The talent works for a single task or roll as defined.
- ◆ **Temporary:** The talent lasts for the rest of the scene. When in a conflict, the talent lasts until the conflict ends. Some talents can reasonably last for longer durations, beyond a single scene. In this case, the character must keep the effect going simply by spending a point of Karma at the beginning of each new scene.
- ◆ **Permanent:** The effect leaves the target permanently changed (healing Wounds, for example).

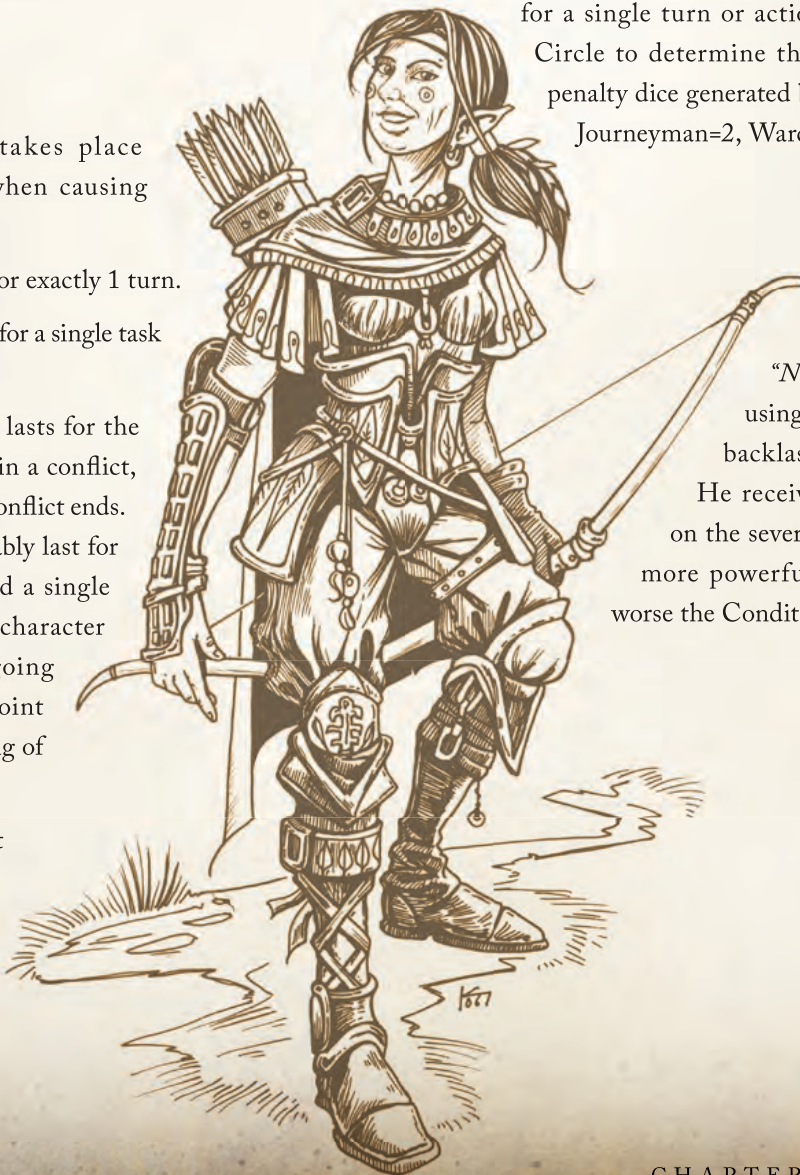
Effect

Most talent effects allow you to do things a mundane character cannot do (or at least wouldn't be able to perform without special equipment or years of practice). Note that the descriptions are fairly general; feel free to adapt the effect to your style of play and the situation at hand.

As a rule of thumb for talents providing a bonus for a single turn or action, use the character's Circle to determine the number of bonus or penalty dice generated by the effect (Novice=1, Journeyman=2, Warden=3, Master=4).

Taint

Whenever the character ends up with a "No, and..." result when using a talent, he may suffer backlash from tainted magic. He receives a Condition based on the severity of the situation (the more powerful the talent used, the worse the Condition).



TALENT DESCRIPTIONS

The following talents are available to followers of the Disciplines featured in the **Disciplines** chapter on p.77.

Abate Curse

Your presence temporarily nullifies any curses or active spell effects on an object. It does not alleviate a curse's effects on those already affected by it, but it will allow unaffected characters to handle the object without risk of being cursed or affected by spells.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Weaponsmith, Wizard

Acrobatics

You perform flips, somersaults, or similar acrobatic maneuvers, making you harder to hit while dodging out of harm's way.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster

Air Dance

You perform quick, gliding movements and rapid attacks in combat, improving your defense and increasing your chances of hitting your opponent. You gain a number of bonus die equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) for either.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Warrior

Air Sailing

You know how to work the rigging, tiller, and oars of airships. Any adept who wishes to join an airship crew must know this talent.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Sky Raider

Air Speaking

You can communicate without vocalizing, moving your lips and mouthing the words you want to speak. Your target hears you speaking as if you were conversing normally, but can only reply using normal communication methods.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Sky Raider

Animal Bond

You develop a bond of trust with an animal that has a Neutral "live and let live" attitude toward you, gradually increasing your relationship. The animal will heed your call, perform tricks, and obey your commands, depending on the quality of your relationship.

- ◆ **Duration:** Permanent for establishing bonds, Temporary for tricks and commands
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster



Animal Companion Durability

You can harden an animal companion. You touch the animal, and it temporarily gains a number of additional Wound slots equal to the number of Karma Points you spend on Animal Companion Durability. Excess Wounds must be healed (magically or otherwise) before the talent ends; otherwise your companion faces certain death.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Cavalryman

Animal Leadership

You can install yourself as leader of a group of nearby animals—a pack of wolves, a swarm of birds, a herd of stajians, etc.—which obediently follow your lead: they attack if you attack, they run if you run, and so on. The talent does not give you the ability to communicate with them—you can only lead by example.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster

Animal Possession

You place your spirit into the body of an animal by touching it, taking possession of the animal's body. The animal's spirit enters your body. You now control the animal's body, but not vice versa. Your physical form slumps into a coma-like state. You retain your own intellect while in the animal's body, but you cannot perform any actions the animal is normally incapable of (speaking, for instance). The possession ends immediately when you touch again or the animal is killed.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Nethermancer

Animal Talk

You comprehend animals and creatures, talking with them by imitating their own forms of communication. This talent does not compel the animal or creature to communicate with you, it merely makes communication possible. Keep in mind that animals aren't as intelligent as Namegivers and perceive the world differently.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster

Animal Training

You train an animal to obey simple commands such as “— ahead,” “smell that,” and “go home,” as well as the more usual “stop,” “heel,” “fetch,” and “kill.”

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Cavalryman

Animate Object

You infuse an inanimate object with rudimentary life force and intellect. Animated objects grow limbs, and have stats just like other creatures and gamemaster characters, based on the materials they are made of. Animated objects follow their creators' commands, and are usually not larger than a Namegiver.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Shaman

Anticipate Blow

You anticipate attacks made against you in combat, granting you a bonus to any defensive actions.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Archer, Swordmaster, Warrior

Arcane Mutterings

You confuse others by muttering dire, largely incomprehensible, warnings. You must continually “mutter away” or the effect ends; this requires your concentration. Those affected feel Uneasy and will take no hostile actions against you or your obvious companions—so long as no one takes any hostile action against them. Arcane Mutterings is ineffective against targets engaged in combat.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Illusionist, Nethermancer, Wizard

Armor Mount

You will an increase to your mount’s natural armor, making it harder to hurt.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman

Arrow's Eye View

After firing an arrow as normal, you may replace your vision by what would be seen if your eyes were on either side of the flying arrow head. Your vision reverts to normal right before your next turn.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Archer

Astral Pocket

You create a pocket in astral space in which to store items. An astral pocket may be visible to those who can see into astral space, appearing as a finely woven net of purple and silver.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Thief, Wizard

Astral Sight

You can see into the astral plane.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Nethermancer, Shaman, Wizard

Astral Web

You create a sticky web to capture and hold creatures in the physical and astral planes. The web is invisible in the physical world, but creatures and characters attempting to cross the web become stuck and *Entangled* until freed.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Wizard

Bank Shot

You can ricochet projectiles or thrown weapons off other objects, effectively bypassing any cover, to strike a hidden target. You must know where the target is.

- ◆ **Duration:** One attack
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Bardic Voice

You use a rich voice and persuasive magic to charm others, impressing them enough that they listen with interest to what you say. Depending on your suggestions and pacing of your speech, they can be persuaded into doing almost anything for you.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour

Bargain with Summoned Creature

You strike a deal with a creature or entity you summoned, making the creature believe it is fair or even advantageous. Because this talent does not constrain you to the terms of the bargain, many summoned creatures insist on sealing your part in the agreement with blood magic before they will perform any actions in your service.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Nethermancer, Shaman

Bestial Toughness

You resist taking major damage by temporarily gaining a number of additional Wound slots equal to the number of Karma Points you spend on Bestial Toughness. Excess Wounds must be healed (magically or otherwise) before the talent ends; otherwise you'll face certain death.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Shaman

Battle Bellow

You issue a great bellow, to bolster the resolve of your comrades. Your companions hearing the bellow resist the effects of fear or intimidation caused by your opponents.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Sky Raider

Battle Shout

You issue a loud shout to render an opponent Intimidated. A target which is immune to fear is also immune to this talent's effect.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Sky Raider

Blade Juggle

You create a whirling, flashing barrier of knives, daggers, or other bladed weapons between yourself and your opponents, granting you a bonus for defense.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Troubadour

Blind Fire

You can sense a target's location and make a ranged attack against it without relying on your sight.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Archer

Blood Share

You transfer Wounds and Conditions between yourself and a loyal character or creature. You cut yourself and the target, touching the incisions together. You can transfer a number of Conditions (including Wounds) equal to the number of Karma Points you spend on Blood Share. Cavalrymen shun blood betrayers, who use Blood Share to transfer so much damage to another character, mount, or animal that it dies.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Beastmaster, Cavalryman

Body Blade

You temporarily transform one of your limbs into a melee weapon of your choice. You cannot be disarmed using this talent.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Warrior

Bone Compass

You use a small piece of bone to connect with astral space to find a person, animal, spirit, object, or even a place you have previously examined astrally. The piece of bone floats above your palm, pointing in the direction of the target. The closer you are to your target, the closer the bone floats to the center of your palm. The farther away the target is, the higher the bone floats above your palm.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer

Book Mage

You can cast any spell from a written source (usually another magician's grimoire or scroll) without having learned it before.

- ◆ **Duration:** One spell
- ◆ **Type:** Support
- ◆ **Discipline:** Wizard

Book Memory

You commit the content of a book or other written text to memory for use at a later time. You don't need to know the language that the text is written in. You can read, transcribe, or look up information as though you had an actual copy of the book in front of you.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour, Wizard

Borrow Sense

You temporarily improve one of your senses—the sharp vision of an eagle, and the keen hearing or smell of a dog—to work like an animal's sense. Some senses give you new sensory abilities—a bat's sonar, a snake's ability to smell by "tasting" the air, or a cat's night vision. You need to touch the creature the sense belongs to, and it loses the sense in question for the talent's duration.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Shaman

Call Animal Companion

You can magically call an animal companion, which then attempts to make its way to you as fast as possible.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman

Call Element

This talent allows you to call on an element and make it appear from out of nowhere. How much and how easy this is depends on the locale—calling for water in the desert is possible, but is unlikely to result in more than a handful. Calling for water on a beach might result in a crashing wave, however.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elemental

Call Missile

You can call unbroken ammunition or weapons you have fired or thrown back to you. The talent can extract missiles or thrown weapons from targets' bodies.

- ◆ **Duration:** One turn
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Casting Triangle

You conjure a luminescent triangle around yourself. Casting spells from within the triangle won't cost you any Karma Points, except for those spent to alter a spell's parameters (see **Using Spells**, p.135). You also gain a bonus die when casting a spell. The Casting Triangle vanishes when you leave it.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Wizard

Chameleon

You blend into your surroundings, becoming very difficult to see. You must move slowly to maintain the blending effect—engaging in combat or running temporarily disrupts the camouflage.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Shaman

Champion Challenge

You call a formal challenge to the leader of an opposing group, forcing him to let single combat decide an impending battle. The opposing leader is magically bound to acknowledge the challenge. Though both sides may negotiate terms, the end result is the same: the enemy leader accepts the challenge or his men stand down (suffering a magical Wound and becoming *Demoralized* for the rest of the Scene). In the challenge, the leader or his chosen champion faces you in single combat. If you are victorious, the opposing group yields. If the leader (or his champion) wins, your side yields. Anyone attempting to interfere with the duel or initiating hostilities once the challenge has been resolved suffers a magical Wound inflicted through blood magic.

- ◆ **Duration:** One challenge
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Cavalryman, Swordmaster

Charge

You attack from your mount while riding past your target at full speed, allowing you to inflict damage and get out of close combat range before you can be targeted with a counterattack.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Cavalryman

Claw Shape

You can transform your hands into fearsome claws for combat. You cannot be disarmed using this talent.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Beastmaster

Climbing

You easily clamber up or down vertical surfaces and objects, no matter how high, steep, or smooth.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Archer, Beastmaster, Shaman, Thief, Warrior

Cold Purify

You create an improvised poultice from ice, snow, chilled water, or other cold materials, packing it around a Poisoned character's injury to draw out the poison and stop its effect.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Shaman

Collaborate

You can support an ally, granting him a number of bonus dice to his action equal to the number of Karma Points you spend on Collaborate.

- ◆ **Duration:** One turn
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor

Conceal Object

You hide one or more objects on your body, using illusion magic to help mask them; bumps in your coat or anything sticking out of your pockets are hidden by illusion.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist

Conversation

You hold your own in social conversations, using quips, clever timing, and other verbal tricks to make a favorable impression. The attitude your conversation partners hold towards you increases in your favor.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Wizard

Converse with the Dead

You can silently converse with the dead, assuming you have a piece of them to hold on to. They can only tell you what they experienced when they were alive, however, and may still be liars not willing to share all they know.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer

Create Arrows

You create a quiver full of arrows or bolts from sheer will. The arrows or bolts perform as normal for their type, but vanish at the end of the scene.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Creature Analysis

You gain information about a creature by observing it. Use this talent to size up an unknown creature to gain insight about its abilities and vulnerabilities. In game terms, you are allowed to look at the creature's stats.

- ◆ **Duration:** One observation
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Shaman, Wizard

Critical Hit

You target an opponent's most vulnerable area. Regardless of causing a Wound or not, your attack also renders the target *Cringing in Pain*.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Cavalryman, Warrior

Crushing Blow

You crush and press down on your opponent with a successful close combat attack. Regardless of causing a Wound or not, your attack also renders the target *Gasping for Air*.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Warrior

Distract

You divert an opponent's attention away from your allies, forcing him to focus on you.

- ◆ **Duration:** One turn
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor

Dead Fall

You create the illusion of a Wound or the symptoms of poison or disease and mask your breathing to support the appearance of your "death."

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist

Defense

You improve your ability to avoid all kinds of physical attacks, gaining a number of bonus dice for defensive actions equal to the number of Karma Points you spend on Defense. You cannot make attacks as long as you hold your ground using this talent.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Swordmaster

Detect Falsehood

You use this magical form of insight to determine if someone is lying.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Shaman, Wizard

Detect Influence

You can determine if someone is under the influence of a Horror, be it actual possession, a voluntary pact, or even a Horror-mark. However, just revealing Horror taint doesn't make information reliable, since such taint is common to any adventurer who has recently fought a Horror. Revealing the type and identity of the Horror is next to impossible.

- ◆ **Duration:** One character
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Troubadour, Wizard

Detect Trap

You can sense and detect hidden traps. You may even be able to pinpoint the trap's trigger and figure out how to avoid setting it off—or to find out what kind of effect the trap has.

- ◆ **Duration:** One turn
- ◆ **Type:** Action
- ◆ **Discipline:** Thief, Weaponsmith

Detect Weapon

You can detect hidden or concealed weapons within your line of sight, becoming aware of its presence and alert to possible treachery.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief, Warrior, Weaponsmith

Develop Animal Sense

You develop the use of an animal's physical sense by spending a day with the creature. You acquire the new sense, with all the benefits and limitations. Generally, you use this talent to gain a new sensory ability: a bat's sonar, a snake's ability to smell by "tasting" the air, or a cat's night vision.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster

Direction Arrow

You must possess an item directly associated with the target, such as a strand of hair, a bit of masonry, and so on. You determine the location of your target relative to your position by firing a missile into the air. The missile rises to its full height, then plummets to the earth where it shatters into sparks. The sparks form a flaming arrow pointing in the direction of the target.

◆ **Duration:** One turn

◆ **Type:** Action

◆ **Discipline:** Archer

Direction Sense

You sense the location of a character or object relative to your position by closing your eyes and focusing your thoughts on an item directly associated with the target, such as a strand of hair, a bit of masonry, etc.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Thief, Wizard

Disarm

You use a combination of clever feints and flashing weapon-play to knock an opponent's weapon from his hand, sending it spinning in a direction of your choice. Disarm cannot be used against shields or weapons that are part of the defender's body, such as claws.

◆ **Duration:** One attack

◆ **Type:** Action

◆ **Discipline:** Air Sailor, Swordmaster, Warrior, Weaponsmith

Disarm Trap

You use deduction, divination magic, and a deft touch to render a trap—or merely its trigger—inoperative. Failure may set the trap off!

◆ **Duration:** One trap

◆ **Type:** Action

◆ **Discipline:** Thief, Weaponsmith

Disguise Self

You use illusion magic to disguise yourself as another Namegiver. The disguise cannot weigh more than twice, or less than half, your body weight. Neither can the height, width, or length of your body parts—limbs or torso—be adjusted by more than 50 percent. For example, a human trying to disguise himself as a t'skrang would have an almost vestigial tail. The talent only alters appearance—if impersonating another character, you will require other abilities to fully convince others of your false identity.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Troubadour

Dominate Arrow

You can control the flight path of a missile fired or thrown by another and can direct it away from the intended target or toward a new target within the weapon's range.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Archer

Down Strike

You take advantage of higher ground to deliver more devastating close combat attacks. You must be above your opponent (either mounted or standing on higher ground), and jump down onto him. Regardless of causing a Wound or not, your attack also renders the target *Prone*.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Cavalryman, Sky Raider

Eagle Eye

Distant opponents appear closer to you, increasing your chances of hitting them with a ranged weapon.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Archer, Sky Raider

Earth Armor

You wrap yourself in the protective power of living earth for a while, hardening your skin as if you were wearing heavy armor.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Earth Skin

Your skin becomes shot through with dark veins of elemental earth, increasing your resistance to magical attacks.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Dominate Beast

You can subdue and temporarily control hostile animals or creatures, establishing dominance. The creature will not take any hostile action against you, and can be commanded to perform one simple task posing no danger to the animal.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Shaman



Echo Location

You locate objects and characters by bouncing sound off them, avoiding penalties for darkness when detecting and interacting with them.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Beastmaster

Element Control

You can reshape and mold matter made of an existing single element or change its aggregate state.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Element Immunity

You become immune to the effects of exposure of a single element, allowing you to swim in Death's Sea, remain underwater without drowning, or being able to breathe anything—including poisonous fumes or smoke, for example. Like an elemental spirit, you can exist within a single element and be sustained by it.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Elemental Hold

You boldly face an elemental spirit and order it to halt. The elemental is held in place, unable to move or take any actions other than communicating. This requires your full concentration—other than communication, you cannot move, cast spells, or perform any other actions, or else the talent ends, freeing the elemental.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Elemental Tongues

You can speak the elemental tongues—the languages of air, earth, fire, water, and wood. This talent does not compel an elemental to talk to you, it merely makes communication possible—which is often difficult and personal. Complex questions or making specific requests can require considerable time and effort.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Elementalist

Emotion Song

You sing a song that rouses an audience to a basic emotion, such as fear, love, hate, happiness, anger, or joy. The song's effect makes those affected more susceptible to suggestions related to the subject and emotion expressed by the song.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour

Empathic Sense

You can gain information about the emotional state of a character you can observe. By attuning with a voluntary target in a short ritual, the talent's range can be increased to a few miles, providing you with a vague sense of the attuned character's location.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Troubadour, Shaman

Enchanting

You can enchant an item or device with a true element, giving it magical properties based on the element. Enchanting takes time and effort. Large-scale or complex enchantments using more than one element are harder to create.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Endure Cold

You can withstand the extremes of temperature caused by intense cold.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Sky Raider

Enduring Art

You permanently paint, tattoo, or ritually scar a target with a symbol acting like a Blood Charm (see p.172). Applying the art takes a day.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Shaman

Engaging Banter

You engage in a witty idle chat, using charm and a touch of magical suggestion to distract another character. The target character cannot ignore you and walk away unless you end the talent's effect.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Troubadour

Ethereal Weapon

Your weapon turns incorporeal, glowing with a turbulent red, green, or blue haze and passes through physical obstacles, including armor, turning solid as soon as it strikes a living opponent with a physical presence. When used with missile weapons, only the missile turns ethereal.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Sky Raider, Swordmaster, Weaponsmith

Etiquette

Etiquette is the art of proper behavior in social situations and can be extremely important—improper behavior may be punished by responses ranging from the scorn of nobles to beheading at the hands of enraged ork scorchers. Committing faux pas in Barsaivian society should be avoided, where possible. You observe the surrounding culture for a while, and use the talent to adapt perfectly.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Troubadour

Evaluate

You gain a shrewd sense for the true market value of an object. You may also learn hidden features or if it is magical in nature.

- ◆ **Duration:** One object
- ◆ **Type:** Action
- ◆ **Discipline:** Thief, Weaponsmith

Evidence Analysis

Using equal parts observation, logic, and divination magic, you examine physical evidence to determine the answers to questions relating to your investigation. For example, you might examine a bed to determine that its occupant had not slept well, or identify a weapon as being the object used to murder someone. You learn the answer to one question about the object or place for each Karma Point you spend on Evidence Analysis. As a general rule, this talent only answers questions regarding “what” or “how” something happened to an object or place. Evidence Analysis cannot help you answer the questions of “who” or “why”—the focus of the examination is on facts, not motive or intent.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Wizard

Experience Past

You experience events that happened in the past by touching an item or being in a location that witnessed them. Using this talent becomes harder for events that take a long time to observe: this talent cannot be used on a hunch; you have to know what you are looking for.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Nethermancer

False Sight

You intensify an illusion at the time of creation, making it more difficult for observers to penetrate.

◆ **Duration:** As illusion

◆ **Type:** Support

◆ **Discipline:** Illusionist

Fast Hand

You combine sleight-of-hand with minor illusion magic to move one or two small items from one place to another without being noticed. This talent does not allow you to empty a purse or pocket of its contents, although it could be used to switch two purses around.

◆ **Duration:** One swap

◆ **Type:** Support

◆ **Discipline:** Illusionist, Thief

Fearless Mount

You prepare and calm your mount through emotion and mental imagery to lose fear and resist spell effect or attempts to charm it, making it perform an impending task reliably.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Cavalryman

Fearsome Charge

You scare your opponent(s) away by staging a charging attack, undergoing a radical transformation on your way: your eyes grow larger or glow, your teeth become pointed or the canines more elongated, and your hair stands away from your head in a wild tangle.

◆ **Duration:** One charge

◆ **Type:** Action

◆ **Discipline:** Cavalryman

Fire Heal

You cleanse yourself in healing flame. Successfully completing this ritual heals a Wound, while failure burns you—resulting in another Wound. The ritual requires you to be in full contact with the elemental power of fire, completely covered in flame. If a spell or item currently protects you from the effects of fire, the talent has no effect.

- ◆ **Duration:** One minute
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Weaponsmith

Fireblood

The blood oozing from your scratches, cuts, and injuries bubbles and hisses—cleansing, cauterizing, and healing you. You must be currently engaged in combat, although you don't have to be directly facing an opponent—the heat of battle provides the stimulus for the talent.

- ◆ **Duration:** One Wound
- ◆ **Type:** Action
- ◆ **Discipline:** Sky Raider, Warrior, Weaponsmith

First Impression

You favorably impress a gamemaster character upon meeting for the first time, magically providing the basis for a temporary relationship. Any hostile act you commit against the target afterwards immediately erases the impression, however. You may only attempt to use this talent once against a given character.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Swordmaster, Troubadour, Weaponsmith

First Ring of Perfection

You increase the effectiveness of your talents, manipulating a talent pattern to improve its subsequent use. Each time you use the talent, you gain a number of bonus dice equal to the Karma Points you spend on First Ring of Perfection.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Troubadour, Weaponsmith, Wizard



Flame Arrow

You can transform a normal piece of ammunition into a fiery missile. Your target may suffer additional damage from the fire and even start burning if flammable.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Archer

Forge Armor

You temporarily improve a piece of armor you have crafted, granting it an automatic **+** when used.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Weaponsmith

Forge Weapon

You temporarily enhance a weapon you have crafted, granting it an automatic **+** when used.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Weaponsmith

Frenzy

You can make multiple frenzied attacks in close combat against opponents engaged with you. The number of attacks you can make on your turn is equal to the number of Karma Points you spend on Frenzy. Frenzy cannot be combined with other talents allowing additional attacks.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Beastmaster, Sky Raider

Frighten

You scare another by staring silently into the character's eyes. The target becomes *Frightened* and attempts to get away from your line of sight as fast as possible on his next turn. The target will not willingly approach you for the talent's duration.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Illusionist

Frighten Animals

You terrorize one or more animals within line of sight. The animals flee away in terror from you as fast as possible on their next turn—hounds will desert a hunt, a mount will throw its rider, guard tigers will flee from their ward, and so on—for the talent's duration.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Nethermancer

Glamour

You can create simple illusions in your immediate surroundings. These illusions can be animated and appear completely real, but are intangible.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist

Gliding Stride

You can move in a graceful fashion through the air—horizontally as well as vertically—gliding instead of walking, running, or flying (in the case of windlings). Gliding Stride cannot be combined with other talents that allow a special form of movement, such as Sprint or Great Leap.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Elementalist

Gold Sense

You can sense the presence of precious metals or minerals, including Orichalcum and True Elements.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Graceful Exit

You escape from combat by distracting your opponents, immediately moving as far away from the conflict as possible. Those characters bedazzled by your sudden departure may take no direct action against you.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Swordmaster, Thief, Troubadour

Great Leap

You can jump large distances, at least twice as far as normal. Great Leap can also be used to avoid environmental hazards, such as rock traps and falling rigging, if you are aware of the threat. Air Sailors and Sky Raiders often use this talent to board airships in combat or to leap clear of burning rigging and debris.

- ◆ **Duration:** One jump
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Sky Raider, Thief

Haggle

You force another to strike a deal with you, driving a “hard bargain” when selling or buying goods.

- ◆ **Duration:** One bargain
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Thief, Weaponsmith

Hail of Arrows

You may shoot more than one projectile when firing at a single target. The result of your attack is multiplied by the number of Karma Points you spend on Hail of Arrows. For example, spending 3 Karma Points and then rolling a successful attack causing a Wound will result in three Wounds.

- ◆ **Duration:** One attack
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Heal Animal Companion

You heal an animal companion, removing a single Wound and any other Conditions immediately.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Cavalryman

Healing

You draw upon the magic energies of the astral to heal a Wound or Condition.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer

Heartening Laugh

You bolster morale by directing a booming, mocking laugh at your opponents. Your companions hearing the laugh resist the effects of fear or intimidation caused by your opponents.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Cavalryman, Swordmaster, Warrior

Hold Spell

You prepare a spell and hold it until you are ready to cast it.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Wizard

Howl

You can make large groups of people or animals flee by imitating the fearsome howling of a predator, forcing everyone in hearing range to hide or get to safety as fast as possible on their next turn. They will not come out again until the talent's effect ends.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Shaman

Hypnotize

You magically mesmerize another character, making him susceptible to persuasion. This talent does not require you to be able to speak with the target; you merely hold the character's attention long enough to exercise the talent's magic. While hypnotized, the target remains placid unless attacked. For a few minutes, you can make post-hypnotic suggestions to the target, which the target will carry out while under the talent's effect.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Troubadour

Impossible Hide

You can magically hide behind or under objects much smaller than yourself, such as a rock, a stick, a large cockroach, or the hand of a cooperative Namegiver. When someone finds you, you seem to shoot out from behind the object, possibly startling the searcher and even surprising him.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Impressive Shot

You impress onlookers with a display of ranged combat prowess. You gain a bonus to any interactions made with witnesses to this display of prowess.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Archer



Impressive Strike

You impress onlookers with a display of close combat prowess. You gain a bonus to any interactions made with witnesses to this display of prowess.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster

Improvised Weapon

You can use any item for a weapon, no matter how unbalanced it is—in your hands, even a simple mug becomes as deadly as a sword.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Warrior

Incite Mob

You motivate a group of sentient beings to act against a character by spending at least one minute shouting and yelling, encouraging them into action. You outline a grievance against the target and propose an action—peaceful or violent, constructive or destructive—for the mob to take. The mob follows your course of action. Once motivated and sent into action, a mob becomes largely uncontrollable.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Troubadour

Incite Stampede

You make a group of animals stampede by spending at least one minute running and screaming in and around the animals. The animals stampede uncontrollably in a direction of your choosing, continuing to rampage until they are exhausted or until they encounter a great enough danger or obstacle to stop them.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Cavalryman

Infuse Armor

You temporarily increase the protection your armor offers by channeling magical energy through it, adding a visual effect of your own design. You gain a number of bonus dice equal to the Karma Points you spend on Infuse Armor to any defensive rolls made wearing the infused armor.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Weaponsmith

Infuse Blade

You temporarily increase the damage caused by a melee weapon by channeling magical energy through it, adding a visual effect of your own design. You gain a number of bonus dice equal to the Karma Points you spend on Infuse Blade to any attacks made with the weapon.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Swordmaster, Weaponsmith

Inspire Others

You inspire your companions, raising spirits and boosting morale. All affected characters gain a bonus die to their tests for the talent's duration.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour

Item History

By studying a Legendary Item, you can tell what knowledge is needed to unlock its abilities.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour, Weaponsmith, Wizard

Lasting Impression

You can impress a group of characters on first meeting them or when leaving the group. You strike a dramatic pose or make a short impassioned soliloquy to imprint a powerful image of yourself in the targets' minds, magically providing the basis for a lasting relationship.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Swordmaster, Troubadour

Leadership

You lead a group of gamemaster characters by giving a short speech. While under your leadership, the target characters will follow your lead and accept you as their commander. This grants you an authority typical to being their designated commander in a military environment, but can be used in other situations, such as being a superior in an administration or a foreman in construction.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Air Sailor, Cavalryman, Sky Raider, Warrior

Life Check

You gain a last chance to save yourself from dying, using your Karma Points to heal Wounds immediately. Life Check can only be used after you have been killed.

◆ **Duration:** Permanent

◆ **Type:** Action

◆ **Discipline:** Illusionist, Nethermancer, Warrior

Lifesight

You can see the strength and composition of another being's life force—which appears as an interpretation of their astral imprint—gaining qualitative information about it. A vibrant, healthy life force appears as a strong but delicate latticework of light and opalescent force. Weaker life forces are dimmer, and parts of the latticework may appear warped or broken. The life force of a character near death shows almost no visible latticework, just a few disconnected bright spots, one or more of which is fading. You can use Lifesight to view a target's life force through solid, non-living objects. For example, a character could see the life forces of people hiding behind a brick wall, but not someone hiding inside the bole of a tree.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Nethermancer, Wizard

Lightning Song

You can summon a fierce storm while on an operating airship or other high ground close to the sky. After calling out or singing into the sky, a severe storm forms around you, stretching out to a mile around from your position. The storm does not affect you or your ship. It begins to dissipate naturally after the duration ends.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Shaman

Lion Heart

Your resolve improves, allowing you to resist the effects of fear and intimidation. You gain a number of bonus dice equal to the Karma Points you spend on Lion Heart for any tests made against these effects.

◆ **Duration:** Temporary

◆ **Type:** Action

◆ **Discipline:** Air Sailor, Archer, Beastmaster, Cavalryman, Nethermancer, Sky Raider, Swordmaster, Warrior, Weaponsmith

Lip Reading

You can eavesdrop on a conversation by watching from a distance. The magic of this talent doesn't actually require you to see and read a target's lips, although it helps. You must be able to understand the language being spoken to make sense of the conversation.

◆ **Duration:** One conversation

◆ **Type:** Action

◆ **Discipline:** Archer

Lock Picking

You conjure a set of pale blue telekinetic lock picks, gaining a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) to any attempt made to open a mundane or magical lock.

- ◆ **Duration:** One lock
- ◆ **Type:** Support
- ◆ **Discipline:** Thief

Long Shot

You can hit visible targets far beyond the range of your weapon.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Archer

Maneuver

Avoiding your opponent's attacks, you move yourself into a more advantageous position. If you don't get hit, your next attack gains a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4). Difficult terrain, multiple opponents, and other obstacles make this talent harder to use.

- ◆ **Duration:** One Maneuver
- ◆ **Type:** Action
- ◆ **Discipline:** Swordmaster

Memorize Image

You store images of a person or event in your mind, allowing them to be recalled later to form the central image for an illusion. The realism of illusions created from such images is greatly enhanced.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist

Metal Ward

You become immune to attacks utilizing any form of metal, including most weapons, rusty spikes in pit traps, and so on.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Mimic

You use illusion magic to disguise yourself perfectly, mimicking a target's body language and voice to create the complete impression of being someone else. Be careful with mimicking something you don't fully understand (speaking in a foreign language, for instance). This talent is harder to use when you need to magically alter your body to appear as a member of another species.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Thief, Troubadour

Mind Armor

You fashion a suit of armor from sheer will at a moment's notice. The armor appears as shimmering air around you, allowing you to move normally.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Sky Raider, Weaponsmith

Mind Blade

You create a melee weapon from sheer will at a moment's notice. The weapon appears as a distortion of the air, shaped like a melee weapon of your choice. You can be disarmed; the weapon disappears when it leaves your hand.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Swordmaster, Weaponsmith

Mind Wave

You can confuse and confound a character standing close to you, washing all conscious thoughts from his mind. The target completely loses his train of thought as the talent's magic imparts a vaguely pleasant sensation. While in this confused state, the target will not do anything except defend himself if attacked.

- ◆ **Duration:** One turn
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Thief

Missile Twister

You envelop yourself with a funnel of air that flings arrows and other missiles away from you in every direction. The twister is especially effective against lighter projectiles, such as blowpipe darts. Only very accurate missile fire finds its mark!

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Sky Raider

Moving Earth

You animate a section of earth, creating a carpet on which you and a small group of other passengers can ride. Once the carpet is in motion, you must concentrate to control the direction and speed, or to stop and start its movement. If your concentration is broken, the earth section stops moving and the talent ends.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Multi-Strike

You make multiple melee combat attacks against one or more opponents with which you are engaged. The number of additional attacks you can make on your turn is equal to the number of Karma Points you spend on Multi-Strike. Multi-Strike cannot be combined with other talents allowing additional attacks.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster, Warrior



Mystic Aim

You draw a steady aim with a missile or thrown weapon on a target within line of sight. A small visible mark appears on the target, increasing your chance to hit it. The mark created is unique—it might appear as two or three plain white dots, a symbol from your home town or village, or some other motif personal to you. If the target moves out of line of sight, the mark disappears and the bonus is lost.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Nature's Guide

You contact a local elemental spirit to find the safest path through unfamiliar territory. The spirit communicates by using “sign language,” utilizing its native element to produce simple, but effective, signals for you to translate. The elemental communicates a path suitable for your means of travel, but does not inform you about possible hazards along the way.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Shaman

Netherwalk

You can send your spirit into astral space, while your body stays behind unconsciously. Be wary of areas warped and corrupted by the Horrors!

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Shaman

Orbiting Spy

You summon a spy spirit to serve as a lookout. Conjured spy spirits cannot affect or be affected by the physical world and are immune to most spells, except those which disrupt or dispel magic. Whenever you want to use the spirit to detect something, you give the order and the spy spirit informs you of anything it notices. The spirit can be given specific instructions on what to look for to prevent unpleasant surprises. Spy spirits can see into the astral plane as well as the physical world, so they can also inform you of anything lurking around in astral space.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Shaman

Parry

You defend yourself in close combat using a weapon, shield, or other sturdy item to deflect a blow directed at you. You cannot parry attacks you cannot see.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster, Weaponsmith

Performance

You impress another character with a performance of your choice. The performance can be of any kind, as long as the target character observes it. Your impression grants you a number of bonus dice equal to the number of Karma Points you spend on Performance for any interaction roll made against the target character.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour

Picking Pockets

By combining a deft touch with minor levitation magic, you can easily remove an item from the pocket or pouch of another character.

- ◆ **Duration:** One theft
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Pin

You make a rapid series of whirling attacks or threatening gestures, restricting your opponent(s) movement and cornering them. Pinned targets cannot voluntarily move away from you, even though the Pin attack inflicts no damage. A pinned target may still attack you, although you have the upper hand.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster

Plant Shelter

By singing to nearby plants to gain their cooperation, you mystically urge them to grow rapidly into a shelter housing a small group of people. The shelter takes a few minutes to form.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Elementalist, Shaman

Poison Resistance

Your poison resistance improves. A few drops of blood seep through your skin, carrying away the poison affecting you.

- ◆ **Duration:** One (Poison-related) Condition
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Shaman, Sky Raider

Power Mask

You disguise your true magical nature from mundane and magical detection, surrounding you with a misleading astral aura. This prevents others from identifying you as magical being and hiding any obvious magical effects on you from mundane on-lookers. You appear to be mundane.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Wizard

Quick Shot

You make multiple ranged combat attacks against one or more opponents in your line of sight. The number of additional attacks you can make on your turn is equal to the number of Karma Points you spend on Quick Shot. Quick Shot cannot be combined with other talents allowing additional attacks.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Archer

Rally

You inspire your companions in the midst of battle, allowing them to either heal a Condition that isn't a Wound or gain the *Inspired* Condition for the talent's duration.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Cavalryman, Sky Raider, Troubadour

Read/Write Language

You can temporarily read and write a given language you have read at least seven different words of. Understanding and formulating complex topics still poses a challenge.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Troubadour, Weaponsmith, Wizard

Read/Write Magic

You can temporarily read and write magical writing, such as that found on scrolls or magical glyphs.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Illusionist, Nethermancer, Wizard

Research

You can quickly find information through study and investigation, including library research and following up on rumors and legends. You are guided by a magical sense steering your efforts, which may even turn up more detailed information than initially sought.

- ◆ **Duration:** One topic
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour, Wizard

Resist Pain

You become more resistant to the effects of injury and other sources of pain. You can ignore any penalties related to pain while using this talent.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Warrior

Resist Taunt

You resist the effects of social attacks, steeling yourself and reconsidering your response at the last instant.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Illusionist, Swordmaster, Troubadour, Weaponsmith

Reshape Object

You can change the shape, but not the mass, of non-living objects. Reshaping the object into a new form takes a while and requires concentration.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Weaponsmith

Riposte

You use your melee weapon to block your opponent's melee attack, turning it back on him in an immediate counterattack.

- ◆ **Duration:** One Attack
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster

Rushing Attack

You can attack opponents standing apart by rushing from one to the next. You must also use a talent allowing additional attacks, however.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Warrior

Safe Passage

You know all the winds and hazards of the sky and mountains, and you can guide others safely to their destinations without the need for navigation tools. You can chart courses for airships, circumventing hazards and dangers of all kinds. To use this talent, you must be aboard an airship and able to see the sky.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Sky Raider

Safe Thought

You hide a specific type of thought, attitude, or feeling from telepathic probes or divination magic. This talent replaces the “real” thought or attitude with vague and non-committal images or sensations in response to the mind probe. It can only be used on a voluntary subject, who chooses which thought the talent will hide. For example, thoughts that might be hidden by this talent include “the best treasure we found in Parlainth” or “the dwarf king is an idiot.”

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Troubadour, Wizard

Safe Trail

You know all the trails and roads of the land, and you can guide others safely to their destinations without the need for maps. You can chart courses for caravans and other traveling groups, circumventing hazards and dangers of all kinds. To use this talent, you must be able to see the sky and the land surrounding you.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman, Elementalist

Scent Identifier

You can identify and track a creature on the basis of scent alone. You can follow the trail and also gain additional information about the creature (species, age, gender, health, and so on).

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster

Screaming Arrow

You shoot a missile or throwing weapon at your opponent, which emits a magical scream. The target becomes *Frightened* and attempts to get away from your line of sight as fast as possible on his next turn. The target will not willingly approach you for the talent’s duration.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Search

You intentionally try to spot someone or something—including hidden vaults, secret doors, or disguised characters who are actively avoiding attention. This talent does not enable you to find traps or wards.

- ◆ **Duration:** One area
- ◆ **Type:** Action
- ◆ **Discipline:** Thief, Wizard

Second Attack

You can make an additional melee attack using the same weapon you wielded for your first attack that turn.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Sky Raider

Second Ring of Perfection

You manipulate a spell pattern to improve its subsequent casting. Each time you cast the spell, you can adjust the parameters as if you had invested additional karma or turns equal to the Karma Points you spend on Second Ring of Perfection; see *Using Spells*, p.135.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Nethermancer, Shaman, Wizard

Second Shot

You can make an additional ranged attack using the same weapon as for your first attack that turn.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Archer

Second Weapon

You wield a one-handed melee weapon in your off-hand to attack an opponent on the same turn as you attack with your primary one-handed melee weapon. T'skrang characters may use a tail weapon as a second weapon.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster, Thief, Warrior

Sense Danger

You can sense if a character or creature harbors hostile intentions toward you or your friends.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Thief, Warrior

Sense Magic Item

You can sense the presence of magic items.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Sense Poison

You can sense the presence of poison in food, drink, and even the air. Poison is harder to detect when carried in a vial or flask, or if the poison comprises a natural part of an animal (such as a spider's or scorpion's venom).

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Shackle Shrug

You escape from your bonds using extraordinary flexibility and magic.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Shadow Heal

You cleanse yourself in healing shadows. Successfully completing this ritual heals a Wound, while failure hurts you—resulting in another Wound. The ritual requires you to be hidden in shadow, undetected.

- ◆ **Duration:** One minute
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Shadowcloak

You become virtually invisible in shadows or darkness. Though you can still be seen normally in light, the presence of light does not end the effect; you become invisible again simply by stepping back into a shadow.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief



Shield Beater

You deliver devastating blows, cleaving through shield and armor alike. Using this talent successfully destroys your opponent's shield in addition to any damage made with your next attack.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Cavalryman, Sky Raider, Swordmaster, Warrior

Shield Charge

You bash an opponent using your shield as a weapon. In addition to taking damage, your opponent is also *Knocked Down*. Because of the positioning required, you lose your shield protection against all opponents, other than the one you are currently facing, for the remainder of the round.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Sky Raider, Warrior

Show Armor Flaw

You can illuminate weaknesses and vulnerabilities in a foe's armor during combat, allowing any attacker to ignore penalties for that armor.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Weaponsmith

Silent Walk

You combine fluid movement with magical effects to dampen the sound of your passage, including footsteps and other means of travel, such as the sound of a windling's flight. This talent does not make you more difficult to see—a character who is aware of your presence will continue to observe your movements normally.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer, Beastmaster, Shaman, Thief

Slough Blame

You temporarily divert suspicion and blame from one character to another by concocting an explanation (no matter how stupid it is). The blame is passed on, as per your explanation for a—hopefully—sufficient time for you to make yourself scarce.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief, Troubadour

Soften Blade

You weaken a non-magical weapon you can see by softening the metal of which it is made. While the weapon can still inflict some damage, chances are that it becomes unusable after a single blow.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Song of Deflection

You improve your defense against all kinds of physical attacks by singing or humming a little song, gaining a number of bonus dice for defensive actions equal to the number of Karma Points you spend on Song of Deflection. While singing, you may only perform actions that do not require your voice. If you stop singing before the duration expires, the talent ends.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Troubadour

Speak Language

You can temporarily speak any language of which you have heard at least seven different words. Discussing complex topics still poses a challenge.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Illusionist, Troubadour, Wizard

Spirit Dodge

You conjure a tasked spirit to protect you in combat. The spirit rests within you and tries to dodge all attacks that would otherwise hit you—even if you are unable to see the blow coming—pulling or pushing you in any direction needed to avoid being struck. You gain a number of bonus dice for defensive actions equal to the number of Karma Points you spend on Spirit Dodge.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Shaman

Spirit Hold

You boldly face an ally spirit and order it to halt. The spirit is held in place, unable to move or take any actions other than communicating. This requires your full concentration—other than communication, you cannot move, cast spells, or perform any other actions, or else the talent ends, freeing the spirit.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Shaman

Spirit Mount

You conjure a riding mount “whose eyes are afire and skin all summer lightning and fog.” Spirit mounts usually take the form of horses, but sages have recorded other shapes. Only the summoner may ride the spirit mount—it dissolves rather than obey the commands of another. A spirit mount can walk or gallop on air or water when unburdened, but cannot carry a rider into or over these mediums. They can sink up to two feet into the ground, usually sufficient to allow mount and rider to pass along corridors too low for a normal horse and rider to travel along.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman

Spirit Strike

You can attack beings in astral space. Your weapon or limb disappears from view as it enters astral space, before re-emerging after the attack, trailing cold green wisps of mist. You must use some form of astral sensing to perceive your astral opponent, unless you attack blindly. This talent does not work with ranged attacks.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Elementalist, Swordmaster

Spirit Talk

You are able to talk to spirits and entities, including those who do not speak a language known to you and those who do not communicate verbally. This talent does not compel the spirit to talk to you, it merely makes communication possible.

- ◆ **Duration:** One conversation
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Shaman

Split Spell

You can cast two spells at once, using the same amount of Karma Points and the same beat-the-odds roll result to cast them. The spell effects are applied separately, as if they were cast at the same time.

- ◆ **Duration:** One casting
- ◆ **Type:** Support
- ◆ **Discipline:** Illusionist, Wizard

Spot Armor Flaw

You can detect and exploit a weakness in a foe’s armor during combat, ignoring penalties for your opponent’s armor.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster, Weaponsmith

Sprint

You temporarily infuse yourself with magical speed, allowing you to run several times faster than normal.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Archer, Beastmaster, Swordmaster

Steel Thought

You magically harden your aura, becoming more resistant to magical effects (including spells). You temporarily gain a number of bonus dice for defending against spells and other magical attacks equal to the number of Karma Points you spend on Steel Thought.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer, Elementalist, Illusionist, Nethermancer, Warrior, Shaman, Weaponsmith, Wizard

Steely Stare

You intimidate an opponent with a piercing gaze, staring intently at him. The target feels a chill travel up his spine and becomes *Cautious*. While affected, the target will not take any actions against you unless attacked.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer, Sky Raider, Warrior

Stopping Aim

You stop a character within line of sight from moving by aiming your missile weapon at him. A small, but obvious, mark appears on the target and he immediately stops dead in his tracks. The target remains transfixed until attacked. Keeping aim on the target requires your ongoing concentration.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Storm Shield

You create a shield from sheer will, which manifests as a fog-like disk of air, hissing and popping as it coruscates with blue-white electricity. The shield also causes electrical shocks to attackers hitting it.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Sky Raider

Strike without Warning

Your attack makes your target lose its balance. Regardless of causing a Wound or not, your attack also renders the target *Prone*.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Sky Raider

Summon Ally

You can summon or bind ally spirits. By default, summoning conjures a random ally spirit. Use the Ally Spirit template below for stats. Any special wishes beyond the template come at the cost of penalty dice.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Nethermancer

Ally Spirit Template

A semi-random spirit from astral space, ordered to perform a specific task. While the Nethermancer has no control over the spirit's personality, general look, and behavior, he defines what special abilities and traits the spirit possesses.

ALLY SPIRIT	
TAGS	<i>Former Namegiver</i> Pick a number of random tags equal to the Nethermancer's Circle-1
SPECIAL	Manifest: The spirit remains in the astral plane unless it uses this ability to manifest in the physical world. Possess: This power allows the spirit to temporarily possess and take control of a target's physical body. Choose a number of additional abilities or traits equal to the Nethermancer's Circle-2
WOUND SLOTS	Equal to the Nethermancer's Circle
THREAT CIRCLE	Equal to the Nethermancer's Circle-1

Summon Elemental

You can summon or bind elemental spirits. By default, summoning conjures a random elemental spirit. Use the Elemental Template below for stats. Any special wishes beyond the template come at the cost of penalty dice.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist

Elemental Template

A semi-random spirit from one of the five elemental planes, ordered to perform a specific task. While the Elementalist has no control over the elemental's personality, general look, and behavior, he defines what special abilities and traits the elemental possesses.

ELEMENTAL

TAGS

Made of [Element]

Pick a number of random tags equal to the Elementalist's Circle-1

SPECIAL

Manifest: The elemental remains in the astral plane unless it uses this ability to manifest in the physical world.

Elemental Rage: This ability enables the elemental to create a tumultuous whirlwind of its element.

Choose a number of additional abilities or traits equal to the Elementalist's Circle-2

WOUND SLOTS

Equal to the Elementalist's Circle

THREAT CIRCLE

Equal to the Elementalist's Circle-1

Summon Nature Spirit

You can summon or bind nature spirits. By default, summoning conjures a random nature spirit. Use the Nature Spirit template below for stats. Any special wishes beyond the template come at the cost of penalty dice.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Shaman

Nature Spirit Template

A semi-random spirit from nature, ordered to perform a specific task. Nature spirits can only exist in environments personified by them—for example, a lake spirit only exists within a lake, and a forest spirit only in a forest—and each only holds power within its environment. While the Shaman has no control over the spirit's personality, general look, and behavior, he defines what special abilities and traits the spirit possesses.

NATURE SPIRIT

TAGS

Wild Creature

Pick a number of random tags equal to the Shaman's Circle-1

SPECIAL

Manifest: The spirit remains in the astral plane unless it uses this ability to manifest in the physical world.

Confusion: The spirit may render a target *Confused* by passing through it.

Choose a number of additional abilities or traits equal to the Shaman's Circle-2

WOUND SLOTS

Equal to the Shaman's Circle

THREAT CIRCLE

Equal to the Shaman's Circle-1

SPIRITS

Spirits are entities that exist solely in the various realms of astral space. Scholars and magicians agree that these varied and unique entities inhabit the netherworlds, elemental planes and other various astral regions. Beyond that, little is known about the true nature of spirits, though years of study have yielded some useful information on these beings.

Spirits rarely have a desire to come to this world without a reason all on their own. But since spirits have proven to be useful and wise, these entities are often called upon and asked for their services. The art of attracting spirits to perform some sort of service is called **summoning** and it is practiced by the Elementalist, Nethermancer, and Shaman Disciplines.

Summoning Circle

You create a protective circle to contain a summoned elemental or extra-planar being. Entities summoned into the circle cannot escape. The circle can only be destroyed from the outside, simply by touching and symbolically “cutting” it.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Nethermancer, Shaman

Sure Mount

You avoid being dismounted using this talent.

- ◆ **Duration:** One fall
- ◆ **Type:** Support
- ◆ **Discipline:** Cavalryman

Surprise Strike

You attack suddenly and unexpectedly, catching your opponent off-guard in the first turn of a conflict. This prevents him from using any defensive abilities.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster, Thief

Swift Kick

You may kick an opponent as an additional attack in close combat.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Swordmaster, Warrior

Swimming

You can swim and dive like a water creature.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Shaman



Swing Attack

You swing down at an opponent from an elevated position using sturdy ropes, ship rigging, or vines. Regardless of causing a Wound or not, your attack also renders the target Prone.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor

Tactics

You direct combat to the advantage of your soldiers. You decide whether your troops are taking the offensive or the defensive, granting them a bonus to their attacks or defense.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Warrior, Cavalryman

Tame Mount

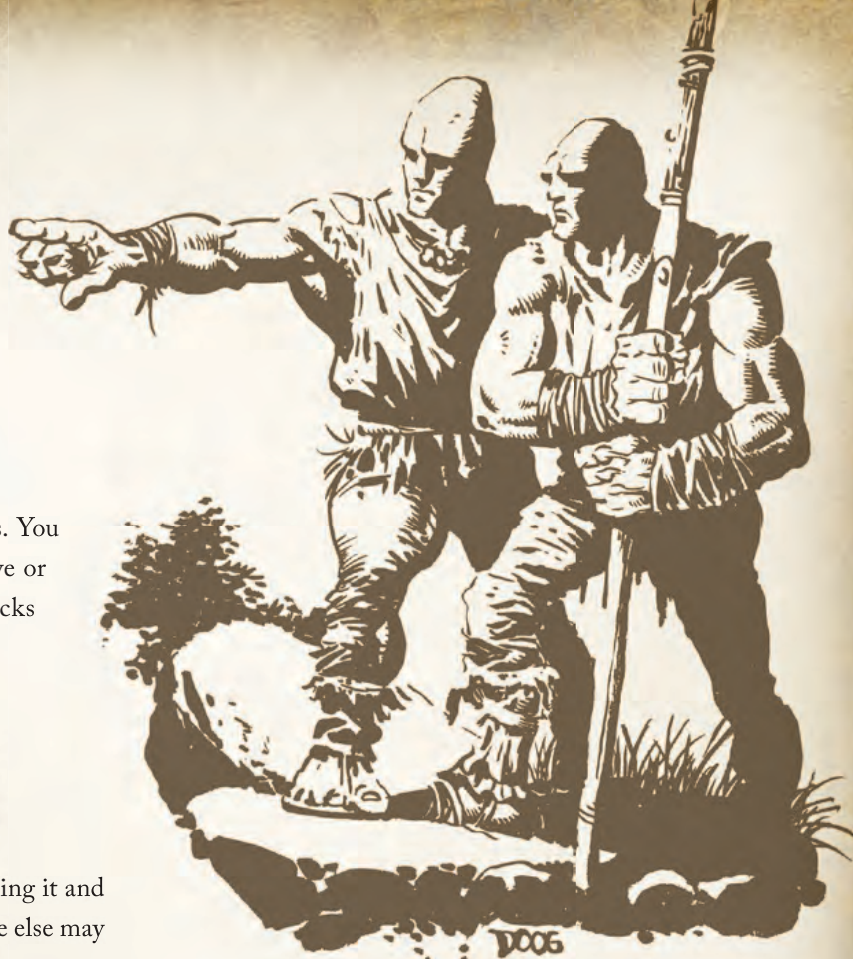
You tame an animal to be used as a mount by touching it and gradually improving its attitude towards you. No one else may ride the mount until the animal is trained.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman

Taunt

You distract a character by insulting and humiliating him. The taunt is magically enhanced, causing the target to be *Blinded by Anger*.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Swordmaster, Troubadour



Temper

You perform this ritual to toughen yourself or another character, making him more resistant to harm. Both you and the target character must be rested and in good health for the ritual to work. You draw forth icy ether from astral space, rolling the chilling substance over the target's body during a half hour of intense meditation. You or the target temporarily gain a number of additional Wound slots equal to the number of Karma Points you spend on Temper. Excess Wounds must be healed (magically or otherwise) before the talent ends, otherwise the target faces certain death.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Weaponsmith

Temperature

You can control the temperature within a room or other enclosure close to you, even setting it on fire if it contains flammable material. Unless the room is burning, you may cancel the effect at any time, with the room returning to its original temperature within one turn.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Elementalist, Illusionist, Weaponsmith

Thieves' Tongue

You can speak the secret Thieves' Tongue. While what you say makes perfect sense to other Thieves, even if they do not possess this ability, it sounds like lilting gibberish to anyone else. Thieves' Tongue cannot be understood by any other means (such as the Speak Language talent).

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Thief

Third Ring of Perfection

You temporarily alter a spell's pattern to affect its range. A spells with a range of *Self* can now be cast as if it were a *Touch* spell (allowing you to cast it on others). A *Touch* spell can now be cast on any target within *Line of Sight*. Although particularly difficult, a *Line of Sight* spell can now be cast on any target you can reach invoking the magical *Law of Contagion*.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Nethermancer, Wizard

Thought Link

You establish a telepathic link with another character within line of sight. You may talk telepathically with the target. Telepathic communication is silent and requires no more effort than forming the words in one's mind. Thoughts come across as words, accompanied by a buzzing, ticklish pressure—the recipient of the thought hears and feels the words. Though not painful, the effect is known to cause peculiar expressions on the faces of those not expecting it.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor

Thunder Axe

Your melee weapon booms with thunder when hitting a target. Regardless of causing a Wound or not, your attack also renders the target *Stunned*.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Sky Raider

Tiger Spring

You react more quickly than normal in combat and are especially resourceful in conflict situations. This talent allows you to ensure you act first, no matter who initiates (or intends to initiate) the fight (see **Conflicts**, p.46).

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Archer, Sky Raider, Warrior

Trace Missile

You trace the path of a missile or thrown weapon back to the attacker, marking his forehead with a symbol. As long as the target is marked, you are aware of the target's location and can attack him without any visibility penalties.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Tracking

You follow the trails left by people or animals across great distances, using a combination of divination magic and senses—in particular, sight and smell—to find traces of their passage. After locating some visible tracks, you perceive a faint, luminous image of them. The talent allows you to unerringly follow the tracks, even if they have been obliterated by weather or other causes. You may also use this talent to obscure your own tracks.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster, Cavalryman, Elementalist, Shaman

Trample

You increase the damage inflicted by your mount's attacks. Despite the talent's name, your mount does not have to "stomp on" an opponent to benefit from Trample; the magic of the talent boosts the damage of the mount's attack regardless of the attack method employed.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Cavalryman

Trap Initiative

You react more quickly to avoid mechanical and magical traps. This talent allows you to act before the trap is set off, no matter who triggers it.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Thief

Traveling Smithy

You can create an impromptu forge or workshop required for making weapons or armor (or items you can craft that are no more complicated than these) while traveling, magically creating the tools and the fire necessary.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Weaponsmith

Trick Riding

You perform an extraordinary stunt with your mount.

- ◆ **Duration:** One Stunt
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman

True Sight

You can see through illusions and deceptions, even sensing them nearby.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Wizard

True Shot

Your missiles become extremely reliable in ranged combat, granting you an automatic **+** on your attack.

- ◆ **Duration:** One attack
- ◆ **Type:** Support
- ◆ **Discipline:** Archer

Truth Skit

You recreate an event from the past with the help of other participants, all of whom must volunteer to be part of the Truth Skit and must also have been part of the original scene. You play the parts of all of the people who were present in the original event, but are not present now. The participants are forced to say what they said in the original scene and must mimic the actions they originally took.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Troubadour

Unmount

Your ability to knock an opponent from his mount is improved. When used, regardless if you charge or not, the target is knocked from his mount, taking damage from the fall.

- ◆ **Duration:** One attack
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman

Venom

You spray a fine mist of contact poison at an opponent. Venom ignores the target's armor and continues to cause damage.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster

Vitality

You recover damage more effectively, healing a number of Wounds equal to the number of Karma Points you spend on Vitality.

- ◆ **Duration:** Permanent
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman, Sky Raider, Warrior

Warning Shot

When armed with a ranged weapon, you make an opponent think twice about attacking you. Your ranged attack does not harm your target, but strikes very close: passing through a shirt sleeve, knocking a mug from the target's hand, or otherwise demonstrating your weapon prowess. Your target becomes *Intimidated*.

- ◆ **Duration:** One attack
- ◆ **Type:** Action
- ◆ **Discipline:** Archer, Shaman

Warp Missile

You reduce the effectiveness of a non-magical missile weapon you can see, warping and twisting it and generally impairing its ability to inflict harm.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer, Elementalist

Weapon Breaker

You attack an opponent's weapon with the intent of shattering it. Legendary weapons can only be rendered ineffective and cannot be shattered. These weapons can be repaired whereas shattered weapons cannot. Weapon Breaker works only on manufactured weapons, not natural weapons such as a creature's fangs or claws.

- ◆ **Duration:** One attack
- ◆ **Type:** Action
- ◆ **Discipline:** Sky Raider, Warrior

Wheeling Defense

You urge your mount into a whirling circle, confusing attackers by presenting a constantly moving target.

- ◆ **Duration:** One turn
- ◆ **Type:** Action
- ◆ **Discipline:** Cavalryman

Wild Sense

You become vaguely aware of the locations of all animals within a hundred yards. You may perceive through the senses of any of these animals, switching between any of them and your own senses at will.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Beastmaster

Wilderness Survival

You know how to survive in the wild, sensing where to find food, water, and shelter.

- ◆ **Duration:** Temporary
- ◆ **Type:** Support
- ◆ **Discipline:** Beastmaster, Cavalryman, Shaman

Wind Bow

You manipulate the wind, shaping the whirling, shimmering elemental forces into a bow, crossbow, or other missile weapon which can propel a projectile with terrific force. The weapon disappears when it leaves your hand.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Archer

Wind Catcher

When falling from a height, you can control your descent to avoid damage from the fall. You are also able to control the direction to choose your own landing site. Sky Raiders often use this talent to make precise aerial assaults on enemy positions.

- ◆ **Duration:** One fall
- ◆ **Type:** Action
- ◆ **Discipline:** Air Sailor, Elementalist, Sky Raider

Winning Smile

You appear more attractive to a member of the opposite sex, gaining a bonus for any interaction where this may be useful.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Illusionist, Swordmaster, Troubadour

Wood Skin

Your muscles and ligaments toughen and your skin takes on the appearance of wood or bark, temporarily granting you an extra Wound slot.

- ◆ **Duration:** Temporary
- ◆ **Type:** Action
- ◆ **Discipline:** Warrior, Elementalist

Wound Balance

You firmly stand your ground, supporting and balancing your own weight to avoid getting knocked to the ground.

- ◆ **Duration:** One turn
- ◆ **Type:** Support
- ◆ **Discipline:** Air Sailor, Warrior, Sky Raider, Swordmaster



SPILLS

Magicians have the ability to impose their will onto reality. They learn to create the patterns of spells and how to channel pure magical energy through those patterns to affect the physical world. Where talents are codified and trained to certain patterns, spells are created by freeform weaving of magical threads into independent constructs. Opposed to talents, spells behave independently once cast—even for longer durations. Spells are very versatile. While a magician learns a specific effect and adds it to his collection, the exact shape and effect of a spell when cast depends on a variety of characteristics and ultimately on his actions.

USING SPELLS



Unlike activating talents, you must spend a Karma Point and make a beat-the-odds roll (see p.36) to cast a spell. Spell effects are versatile—

for each extra turn or Karma Point spent, you can adjust its Duration and/or Area of Effect parameters (see below). Additionally, you must consider how you intend to use the spell's effect and when. Be encouraged to find new and fresh ways to make a spell effect work for you (for example, if you want to use the Disaster spell to render people Panicked instead of Distracted). You might want to stretch a spell's effect to do more than it is supposed to (i.e. cause Last Chance to revive a character who has been dead for an hour, animate a Kaer Pictograph, or even use Small Slayer to deliver a message instead of attacking an enemy). But let your creativity be informed by your circumstances: it is much easier to innovate when you have ample time than when you are in a stressful situation (i.e. in a fight).

Range

A spell's Range determines how far a target can be away from the casting magician in order to be affected. The most common values are Self, Touch, and Line of Sight. **Self** affects the magician himself only, **Touch** means that the magician must touch the target while casting the spell, and **Line of Sight** means that the magician only needs to see the target in order to affect it.

Duration

- ◆ **Instant:** The effect takes place immediately, usually when causing damage.
- ◆ **1 Turn:** The effect lasts for exactly 1 turn.
- ◆ **X Turns:** When the Duration is given with X Turns, the spell only lasts for 1 Turn by default. Each Turn or Karma spent altering the spell improves the Duration as follows:

+1	X=2 Turns
+2	X=5 Turns
+3	X=8 Turns
+5	X=Temporary

APPLYING PENALTIES

Find a few ideas and examples for applying penalties to using spells below:

Clarion Call: Penalty dice apply for suggestions and harmful actions.

Death Trance: Penalty dice apply for placing an unwilling target into suspended animation.

Ethereal Darkness: Penalty dice apply for affecting another Nethermancer as well.

Frozen Harbor: Penalty dice apply for casting this spell on a running river instead of a calm harbor bay.

Identify Magic: Penalty dice apply for targets who shrouded their true nature.

Petrify: Penalty dice apply for targets of a larger Scale (see p.184).

Soothe the Savage Beast: Penalty dice apply for extremely aggressive creatures.

Wizard Mark: Penalty dice apply when changing the symbol to look like someone else's.

- ◆ **One X:** The spell works for a single task or roll as defined.
- ◆ **Temporary:** The effect lasts for the rest of the scene. Some spells can reasonably last for longer durations, beyond a single scene. In this case, the character must keep the effect going simply by spending a point of Karma at the beginning of each new scene. Some spells require your concentration to keep going, which simply means you have to use an action to do so.
- ◆ **Permanent:** The effect leaves the target permanently changed (healing Wounds, for example).

GRIMOIRES

Magicians (with the notable exception of the Shaman) use their grimoires to record spells and related information for later study. While they can cast spells they have learned from memory, a grimoire serves as a record of a magician's growth in his Discipline, enabling their teachers to examine their student's past experiences and gauge their knowledge of the Discipline's spells. Many magicians refuse to instruct adepts who do not maintain grimoires or treat their grimoires poorly, because they believe such students lack respect for the traditions of their Discipline and the craft of spellcasting.

Grimoires also enable magicians to share spells with other adepts of their Discipline. An adept learning a new spell must be able to copy the spell from a grimoire. Shamans use other methods to share spells, rooted in oral tradition and observation.



Blood Magic and Duration

Spells with a Duration of Temporary (no matter if bought with Karma Points or not) may be extended to last a year and a day by using blood magic. To do this, the magician scars himself, taking a permanent Wound for the spell's new Duration.

Area of Effect

When the Area of Effect is given with *X targets*, it only affects 1 target by default (*Personal*-scale, see p.184). Each Turn or Karma Point spent altering the spell improves the Area of Effect as follows:

- ◆ +1 X=Area covering 2 Targets
- ◆ +2 X= Area covering 5 Targets
- ◆ +3 X= Area covering 8 Targets
- ◆ +5 X= Area covering everything touched
or in Line of Sight

Ingredients

Some spells require ingredients to cast them successfully. Such spells cannot be cast unless the required ingredient is available!

Effect

Most spell effects allow you to do fantastic things. Note that the descriptions are fairly general; feel free to adapt the effect to your style of play and the situation at hand.

Taint

Whenever the character ends up with a "No, and..." result when casting a spell, he suffers backlash from tainted magic. He receives a Condition based on the severity of the situation (the more powerful the spell used, the worse the Condition).

ELEMENTALISM SPELLS

Elementalists use their magic to manipulate the magical elements. Elementalism spells most often affect one or more elements, but can also affect the weather and nature. Through their spells, they are able to speak with the elemental spirits that inhabit the world.

NOVICE

Air Armor

This spell creates a protective cushion of air, which rushes in under the target's clothing, pushing outward to create a cushion and providing padding as well as ventilation.

- ◆ **Range:** Touch
- ◆ **Duration:** X Turns
- ◆ **Area of Effect:** X targets

Earth Blend

You throw a stone at, rub some dirt on, or touch a pebble to the target while you both stand on stone or earth. This spell makes your target blend into its surroundings, making it more difficult to spot. The target must remain stationary—if it moves, the spell ends.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Earth Darts

You fling a handful of dirt into the air, transforming it into crystalline darts that fly toward a foe. You gain a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) for damage.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** 1 turn
- ◆ **Area of Effect:** X targets

Fingers of Wind

You wiggle your fingers to create a pair of invisible hands which can lift and manipulate objects. While these hands have a tangible effect when carrying or moving objects, they cannot be used to attack, nor can they be attacked.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** NA

Flameweapon

You snap your fingers to create a small flame, which leaps to a blade and engulfs it in fire. The flame does not damage the weapon but causes additional mayhem when used in an attack.

- ◆ **Range:** Touch
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** 1 weapon

Icy Surface

You blow on the surface you wish to affect to immediately cover it with ice. This creates a slippery, icy surface that is treacherous to cross.

- ◆ **Range:** Touch
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** 10 × X meters across

Ignite

Snapping your fingers, you set a flammable object On Fire. The spell may only be cast on small flammable objects, such as torches, wooden furniture, and clothing.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** X targets

Puddle Deep

You suddenly increase the depth of a puddle. Anyone in the puddle plunges into the depths and must swim out or risk drowning. When the spell ends, the target finds itself sitting, wet and bedraggled, in the original pool of water.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** X targets

Purify Water

You smear a drop of water on your lips to remove impurities from a body of water. Poison, disease, ingredients of beverages (wine, ale, juice, etc), even Horror-taint will be purified by this spell, leaving only pure water.

- ◆ **Range:** Touch
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** X buckets

Repair

Touching the target object and imagining it whole, you use elemental force to temporarily repair it. Any missing parts remain missing, though generally, as long as the object has most of its pieces bound together, it can still function as it was originally intended.

- ◆ **Range:** Touch
- ◆ **Duration:** X months
- ◆ **Area of Effect:** 1 object (up to *Drakkar*-scale, see p.184)

Stick Together

You mime putting your hands together and trying to pull them apart. Then you point both hands (still stuck together) at your targets, which instantly bond as soon as they touch (if they don't do so already). A bond can be broken with sheer strength to end the spell, but it is very difficult.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Suffocating Paste

You sniff loudly and spit into your hand, hurling the contents at your victim. A blob of greenish-yellow paste blinds or suffocates the target. The paste adheres tightly and is not easily removed; it even adjusts to cover the desired area when scraped off.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** 1 target

Throne of Air

You assume a seated position, allowing a wavering, turbulent throne of solidified air to form under you. The throne can carry you around, including moving at high speeds and flying above the ground, but requires your concentration. If you are unseated from the throne, intentionally or not, the spell ends.

- ◆ **Range:** Self
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** NA

Air Blast

You create a howling blast of wind by placing both hands to your lips and blowing hard and then flinging your arms wide. A powerful blast of air surges away from you in the direction you are facing. Those caught in the wind's path are pushed back by the force of wind and usually end up knocked *Prone*.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** 1 turn
- ◆ **Area of Effect:** X targets

Blood Boil

By making gurgling, bubbling noises, you make an opponent's blood boil, causing his skin and veins to ripple and his pores to emanate steam. The target will suffer painful Conditions or take damage every turn.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Circle of Well Being

You walk the circumference of a circle until it glistens like ice, creating a zone which cools and refreshes those who repose within. Remaining in the circle promotes healing, allowing anyone inside to recover from their Conditions twice as fast.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Earth Wall

While standing on earth or stone making shoveling actions, you summon an earthen wall. The wall may not be placed on a living being.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** X targets (about 4 × 2 yards)

Ease Passage

You placate elementals, allowing easier travel through or in difficult terrain or weather. The adverse effects of terrain or vegetation on the target's movement are negated: loose sand compacts underfoot, sharp stones roll aside and brambles part to ease passage. The negative aspects of weather on the target are also nullified: mud hardens as the target passes, rain or hail misses the target, and so on.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Engulf Element

You envelop and smother a target in an element. To encase your foe in wood, you must touch a live plant. To surround your opponent with fire, you need to touch an open flame or glowing coals. Drowning your opponent in water requires you to have a bottle of water or to touch a small puddle. Smothering a foe with earth requires you to be kneeling on the ground or holding a rock. Suffocating your opponent by withdrawing the air from him requires you to be standing up and breathing deeply.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Fireball

You create an explosive ball of flame from a source of fire such as a torch or campfire. A small globe of fire erupts from your hand, which quickly expands to the size of a beach ball before exploding in an intense gout of flame at the point of impact. The target starts burning if flammable.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** X targets

Flying Carpet

You vigorously shake a carpet or cloth to enchant it into a flying platform floating several inches above the ground. You can verbally control the carpet, but this requires you to take an action (provided you are in a conflict). You may turn over command of the carpet to another character. The flying carpet is not intelligent and is easily confused, so commands issued to it must be simple. The carpet normally flies a few inches above the ground, but can fly as high as 100 yards if commanded to do so.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Grasping Hand of Earth

Clutching at the air and pointing at the target, you cause a massive hand to rise out of the ground and seize a character who is standing on earth or stone. The target may perform no other actions while held in the hand's grip, and is considered Grappled while held, except for attempts to break free.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Waterspout

You create an enormous column of water to attack large waterborne targets, including riverboats, sailing ships, and even creatures such as dragons and leviathans.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets (*Drakkar*-scale, see p.184)

Whirlwind

You create a spinning, turbulent column of air that obeys your commands. Directing the swirling pillar of wind requires your concentration. The wind dissipates and the spell ends if you cease to concentrate.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets



Burning Water

Pouring a few drops of alcohol, oil, or other flammable liquid onto the water's surface, you make a large surface of a body of water highly flammable. It does not immediately burst into flame—people and animals can safely drink it, swim in it, and so on. The enchanted water only catches fire and burns fiercely when exposed to a source of flame, such as a candle or torch. This spell is most often used against waterborne ships in combat, but it can also be used to ignite the surface of a pool or other small body of water. On swiftly flowing water, such as parts of the Serpent River, the spell lasts only a few turns before the current's motion causes the flammable surface to disperse.

- ◆ **Range:** Touch
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** 100 square yards

Dragon's Breath

Bellowing a great roar, you create a gout of flame of an intensity comparable to that of a real dragon. Affected targets (no matter if they are actually flammable or not) catch fire and are considered to be *Burning* until the fire is extinguished.

- ◆ **Range:** 50 yards
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Frozen Harbor

You freeze an expanse of water, trapping any vessels within.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets (*Drakkar*-scale, see p.184)

Petrify

Casting a handful of powdered stone at the target, you turn it into stone—including all of its clothing and possessions. Any damage inflicted on the target while in "statue" form carries over when it returns to normal.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets



Air Fortress

You create a translucent fortress from elemental air. At your discretion, the fortress may be tinted to make it easier to see. You pace out the dimensions of the fortress while weaving the spell. Smaller walls and ceilings can be inserted to divide the interior space as desired. Floors may be stacked one upon one another, and some of the exterior walls may be discarded for aesthetic reasons. Other non-air elements, such as wooden doors or stone masonry, may be added to complete the fortress. Once the fortress has been assembled, it may slowly travel over the countryside at approximately 5 miles per hour.

- ◆ **Range:** Touch
- ◆ **Duration:** X days
- ◆ **Area of Effect:** 1 fortress

Call Forth the Maelstrom

You can stir up a natural disaster of your choosing: an earthquake, tidal wave, forest fire, or the like. Setting the spell up takes several weeks, as it requires you to contact and convince the various elemental spirits that must make the alterations needed for the maelstrom. Once the spell is cast, the area of effect gets devastated. Most settlements or cities in the area will be seriously damaged or destroyed. The specific individual effects of the maelstrom are determined based on its type and location.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** Up to 100 square miles

ILLUSIONISM SPELLS

The Illusionist works with deception magic, casting spells that create things which are not what they seem. Sometimes he takes the unreal and gives it the appearance of reality. Other times he uses real effects to deceive or throw opponents off-guard.

NOVICE

And Then I Woke Up

You enhance your ability to perceive the truth of things and are able to see through illusions and illusion magic with complete clarity.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Blinding Glare

You open your eyes as wide as possible, then cover them to create a blinding flash of light that renders all targets *Blinded*.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Clarion Call

You can create a voice of considerable authority persuading others to do your bidding. The spell translates your words into a language appropriate to each target. You talk quietly to yourself while casting the spell. The target may harm others, but will not harm himself; suggestions to do so make the spell harder to cast.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Disaster

You stop and stare hard at a fixed point on the horizon, saying out loud something like “Oh, Passions, look over there!” or “What in the world can that be ...?” to create the illusion of a disaster of your choosing: a plume of smoke rising from the roofs of a village, the sounds of people screaming, or some other minor, but distracting, effect. The target’s attention is drawn to the supposed disaster and he becomes *Distracted*. The spell cannot be cast inside small, enclosed environments, such as rooms with no windows.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets



HOW ILLUSIONS WORK

Illusions affect the physical world, but only to the extent that they manipulate the viewer’s perception of what is real. The mark of a great illusion is that it restricts the opportunities for those perceiving it to disbelieve it. Illusions are rarely tangible, and their presence reflects that. However, they fool all of a target’s senses. For the same reason, spells that are pure illusions cannot cause the viewer’s death; they knock him into a coma-like state instead.

A character who has reason to suspect the nature of an object, creature, or effect may be illusory can attempt to disbelieve the illusion by making a beating-the-odds roll, using the reasons he has for disbelieving as bonus dice. At the same time, he faces number of penalty dice equal to the Illusionist’s Circle (Novice=1, Journeyman=2, Warden=3, Master=4).

Displace Image

You quickly trace an outline of the target, then touch the “shoulder” of the outline, followed by the shoulder of the target. Your target becomes “invisible” by displacing the image that others see a short distance.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Ephemeral Bolt

You wriggle a finger, sending a glowing green bolt squirming its way through the air toward an opponent. You gain a number of bonus dice equal to your Circle (Novice=1, Journeyman=2,

Warden=3, Master=4) for damage. You may choose to make this spell an illusion.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** 1 turn
- ◆ **Area of Effect:** X targets

Fun with Doors

Gesturing in the air as if painting the door with an imaginary brush, you can create different illusory effects based around the use of doors. You must be able to see the target door, trapdoor, or archway. You may create a variety of illusions involving the target door.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** 1 turn
- ◆ **Area of Effect:** X targets

Innocent Activity

Waving your hands about as if painting on a large canvas, you can mask a target character's activity. A colorful wave spreads forth from your hands, coalescing into an image of the target performing an apparently innocent activity appropriate to the setting. The target may not perform other activities than the ones you're trying to hide with this spell, if he does so the spell ends.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Memory Blank

You look at your target asking, "what was that?" to temporarily suppress its memories. Your target forgets both what he was doing the last few minutes and why he was doing it.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Nobody Here

Concentrating on the thought of "nobody here," you can become invisible to others. Once cast, the spell's effect does not move with you or your target group. Those who exit the area of effect become visible to others—they regain their invisibility by moving back inside.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Stop Right There

You hold up a hand and shout "Stop!" as loudly as possible to render a target *Immobilized*. The target's feet freeze in place—he cannot move them, but may otherwise act normally.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Suffocation

You hold your breath, then exhale at your targets who then lose their breath and start *Suffocating*.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Tailor

You can alter the style and color of a character's clothes, improving or worsening his appearance.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Bond of Silence

You prevent a character from speaking directly (though he can still make indirect hints) about a specific topic, event, or individual.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Chosen Path

By considering a path (a set of doors, a branch in the road, and so on) visible to you, you can make others follow it when they are faced with a choice of direction at the same location. The target group will believe they have chosen otherwise, but in reality they select the path determined by you. The deception may become apparent once the spell ends.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Illusion

This spell creates tangible illusory effects. The illusions created are simple and usually don't include Namegivers or other complex images. For example, an illusory sword can be picked up and swung, but won't cause any damage. Illusory food will smell right and can even be eaten, but won't taste right. Including such details make the spell harder to cast.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Memory Scribe

You alter a character's memory, making him recall things differently from how they really occurred.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Other Place

You connect two entrances that are no more than a mile apart. The spell must be cast twice, first on the destination portal and then on the departure portal. Characters passing through the departure entrance instantly cross the distance to the destination.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 2 doorways

Phantom Fireball

You create an illusory ball of flame; a small globe of fire erupts from your hand, moving quickly to the designated point of impact, expanding to the size of a beach ball then suddenly exploding in an intense gout of flame. While the damage takes place instantly, the illusion of damage and hurt is temporary.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Instant/Temporary
- ◆ **Area of Effect:** X targets

Pleasant Visions

You distract a target with pleasant thoughts and fantasies, filling its head with pleasant visions and sensations. The target is rendered *Dreaming* for the duration of the effect.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Reversal of Passion

You mimic a character's facial expressions. By abruptly changing your expression to the opposite of what the target is displaying, you reverse its emotions—hate becomes love, greed becomes generosity, and so on.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** 1 target

Switch

You switch your appearance with another character and vice versa.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 1 target

Time Flies

Lighting a candle or torch while specifying whether you are speeding up or slowing down time and to what degree (up to a factor of 10 times), you alter the perception of time in a target. For example, a target may believe that ten hours have passed for every hour of real time, or only one hour has passed when ten hours have actually gone by.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Walk Through

You create a temporary pathway through a wall, gate, or other obstacle. The opening is usually a bit unstable and may writhe, expand, and contract randomly.

- ◆ **Range:** Touch
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** 1 pathway

Do unto Others

Carrying out any gestures needed for the spell, you can cast an illusory version of any non-Illusionism spell you have witnessed being cast and memorized using the Memorize Image talent (see p.117). The illusory spell has the same effect as you have witnessed, which might be slightly different from what actually happened. You may also need to adapt the Duration and Area of Effect parameters accordingly.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Eclipse

Pulling your cloak down over your face or blocking your eyes with your hands, you conjure a dark cloud that billows upward to block the sun. The cloud of darkness has the shape of a large disk rising out and away from your location, completely blocking the sun for a 20 mile radius in every direction of where you are standing.

- ◆ **Range:** Touch
- ◆ **Duration:** X days
- ◆ **Area of Effect:** 20 mile radius

Eternal Day

You rearrange your clothing, ensuring that nothing obscures your vision, then point your hand upward to conjure a small bright spark rising upward, expanding in size until it replaces the sun. The light created by the Eternal Day spell cancels all penalties of natural darkness.

- ◆ **Range:** Touch
- ◆ **Duration:** X days
- ◆ **Area of Effect:** 20 mile radius

Shift Walls

You can move one or more wall sections. The wall section detaches itself from the rest of the wall, following closely behind you until it reaches its new position. Guiding a wall section requires your concentration. The walls actually move under the effect of this spell, using illusory forces to suppress the natural elemental forces holding them in place. Once the spell ends, these same forces slowly glide the walls back into their original position.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X wall sections (3 × 3 yards each)



MASTER

Haunted House

You turn a house or other dwelling into a hotbed of supernatural activity. You must be holding an item from inside the target house to cast this spell. Phenomena appearing inside include moving furniture, temperature changes, creaking noises, altered reflections, voices, blood dripping from the walls, inexplicable shadows, the appearance of ghosts, and so on. You can also invent your own special effects, borrowing from local legends for authenticity. You must concentrate to activate the phenomena, but once conjured the effect remains.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X days
- ◆ **Area of Effect:** 1 dwelling

Shadow Palace

With a complex ritual taking several hours to complete, you create a doorway into astral space that houses a palatial dwelling. The shadow palace occupies a pocket of astral space up to 10,000 square yards in size, furnished and appointed as you see fit. Characters in the palace are free from the constraints of the physical space they just left. The palace is safe, clean, and dry: an ideal place to rest and recuperate. Food and drink are provided in whatever form you desire; otherwise, the only things in the palace are those your guests bring with them. When the characters leave the palace or when the spell ends, everyone reappears at the same spot in the physical world from which you left.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 1 palace

NETHERMANCY SPELLS

Nethermancers deal with the netherworlds and their inhabitants. Nethermancy magic often involves spirits and other non-worldly entities. Their spells are also heavily involved with the workings of life and death and the nature of astral space.

NOVICE

Animate Skeleton

You animate the skeletal remains of the dead. You can mentally command the skeletons—this requires your concentration. If left uncontrolled, skeletons will simply act on their most recent instructions. If any skeleton moves outside the spell's range, it crumbles into a heap of lifeless bones. Skeletons are armored and armed with the same equipment that was buried with them.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X skeletons

SKELETON

TAGS

Immune to Pain, Made of Bones, Not Very Bright

SPECIAL

—

WOUND SLOTS

□

THREAT CIRCLE

Novice

Blood Servitor

By combining your blood with astral energy, you conjure a minor servitor in the form of a small flying creature. It listens to simple verbal commands. Because the servitor is linked to you by blood, you can use the servitor's senses to see and hear.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 1 servitor

BLOOD SERVITOR

TAGS

Tiny, Flying Creature, Made of Your Blood

SPECIAL

—

WOUND SLOTS

—

THREAT CIRCLE

Novice

Bone Dance

You do a herky-jerky jig and infuse a character's skeleton with independent living force to move him against his will. The target's movements are now random.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X Turns
- ◆ **Area of Effect:** X targets

Command Nightflyer

By imitating the animal's sounds, you can converse with and give simple commands to nocturnal flying creatures such as owls, bats, and krilworms. The creature's survival instincts cannot be overridden, nor can it be ordered to behave against its basic nature. For example, a bat could not be forced to scout around during daylight hours when it would normally be resting.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X creatures

Detect Undead

You smear the target's brow with dust or dirt, enabling it to detect the presence of undead entities. Using the sense requires concentration.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Ethereal Darkness

You cup your hands together, touching the target character or object, and command a piece of darkness from another dimension to billow forth. The darkness summoned expands to fill a sphere up to ten yards across, centered on the target. Ordinary light does not penetrate the sphere. Nethermancers are unaffected by this spell.

- ◆ **Range:** Touch
- ◆ **Duration:** X rounds
- ◆ **Area of Effect:** 1 target

Fog of Fear

You wrap your arms about you as if cold, then point to where you will conjure a mist that causes those caught in it to become *Frightened*. They attempt to get out of the mist as fast as possible and will not willingly approach it again.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 50 yards radius

Last Chance

You can pull a character back from the brink of death when you cast this spell within one minute of the character's death.

- ◆ **Range:** Touch
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** 1 character

Life Circle of One

You spit into your hand and outline a magical circle which repels any undead, Horror, or Horror construct attempting to enter. Numerous enemies can easily swamp the circle if they surround it, however; all they need to do is enter at the same time.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** Up to 10 yards across



Nightflyer's Cloak

You can assume the form of a nocturnal flying creature, such as an owl, a bat, or a krilworm. You mimic pulling on a cape or cloak, then whisper the type of creature you are attempting to turn into—transforming into the designated type of nightflyer. Clothing or equipment worn is transformed with you and reappears when the spell ends. While in nightflyer form, you can use all of that creature's normal abilities, including flight and enhanced senses. You cannot speak or cast spells, however, but you can use talents and other abilities requiring only thought or eye contact. You may dispel the transformation anytime you wish.

- ◆ **Range:** Self
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** NA

Pain

Performing stabbing motions with your hands, you inflict excruciating agony on your target, which is wracked with crippling waves of agony. The spell has no effect on creatures that don't feel pain or are used to or inured against it (such as undead, most Horrors and Horror constructs, and blood elves).

- ◆ **Range:** Touch
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Shield Mist

Moving your hands over your body while wisps of mist pour from your fingertips, you create a shield of light mist that hardens and moves to deflect blows directed against you. You gain a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) for defense.

- ◆ **Range:** Self
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** NA

Spirit Dart

You pinch yourself and flick your wrist to throw a small dart shaped from astral energy. You gain a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) for damage.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** X targets



JOURNEYMAN

Astral Mount

You can conjure a mount from wisps of energy drawn from astral space. The astral mount coalesces in the physical plane and can be ridden by anyone designated by you. It has the same statistics as its physical world counterpart (see **Mounts**, p.177). It can walk or gallop on air or water when unburdened, but cannot carry a rider into or over these mediums. They can sink up to two feet into the ground, usually sufficient to allow mount and rider to pass along corridors too low for a normal horse and rider to travel along.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X mounts

Astral Whispers

You cup your hands to your ears, enabling yourself to hearing sounds originating in astral space, particularly those made by spirits and Horrors. You can hear their presence, though not their exact location or nature. Many magicians using this spell have been driven mad, particularly in such Horror-infested areas as Parlainth and the Badlands.

- ◆ **Range:** Self
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** Hearing range

Bone Shatter

Making cracking sounds, you can splinter and crack bones, causing horrific damage. Wounds caused by this spell result in *Broken Bones*, with all the pain and impaired movement such a Condition implies.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** X targets

Dust to Dust

You point at each undead creature you wish to target and swallow hard. The spell inflicts damage on all designated undead creatures. This spell does not affect disembodied spirits, corrupt Namegivers, or Horrors, but it does affect undead Horror constructs, such as cadaver men.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** X targets

Death Trance

You hold your breath while placing a willing or unconscious character into a state of suspended animation. The target enters a state of hibernation, during which his heart stops beating and he does not breathe or exhibit any signs of life. The target remains in suspension and awakens with no ill effects when the spell ends.

- ◆ **Range:** Touch
- ◆ **Duration:** X hours
- ◆ **Area of Effect:** X targets

Netherblade

You enhance a melee weapon so it can be used against opponents in astral space. The weapon takes on a dark, smoky luster during the spell's duration. It cannot be used against targets in the physical world during this time—it simply passes through them, leaving them slightly chilled but unharmed. The wielder must be able to see a target in astral space to hit a target.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X weapons

Pass Ward

You place a ward on an area. You may attach a key word or phrase to the ward when it is created, allowing those who speak it aloud to pass without triggering it. Whenever someone comes close to the ward without first uttering the correct key word or phrase, the ward places a white star on the target and tells him to “halt” (or some other command chosen when the ward was created). Unless the target immediately stops or backs away, the ward causes it to suffer harm.

- ◆ **Range:** Touch
- ◆ **Duration:** X months
- ◆ **Area of Effect:** X targets

Restrain Horror

You can trap undead creatures, Horrors, Horror constructs, or physically manifested spirits in a brilliant circle of red light. The circle prevents the target from moving. The spell has a short duration, so a backup plan is advised.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Shadow Hunter

You conjure a vaguely humanoid form—featureless, save for faintly glowing red eyes—from a nearby dark or shadowy area. The creature carries out a single task before dissolving back into its formless state. Shadow hunters can track and hunt their prey unerringly if you possess a personal item belonging to the target.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 1 creature

SHADOW HUNTER

TAGS

Immune to Mundane Weaponry, Susceptible to Light

SPECIAL

Effective Tracking: Any tracking task the Shadow Hunter performs is automatically successful.

WOUND SLOTS

□□

THREAT CIRCLE

Journeyman

Spirit Portal

You create a doorway into astral space through which spirits may enter the physical plane or characters enter astral space. You control who uses the Spirit Portal, as passing through requires your permission.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 1 portal

Tears of the Scourge

You call on the spirits of the legions of people killed, tortured, or emotionally destroyed by Horrors during the Scourge to make others realize how terrible it truly was. A little salt water (tears or sweat will suffice) is required to cast the spell, which fills an area with the screaming, wailing spirits of the dead. The targets affected by the spell collapse to the ground, weeping uncontrollably—they are considered Incapacitated and Prone.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** Up to 10 yards across

WARDEN

Damage Transfer

You gesture as if pulling on a rope, transferring damage from one living character to another. A white light illuminates the target from whom the damage is removed, while a dark aura surrounds the target who takes the damage. You determine which and how many Conditions are transferred.

- ◆ **Range:** Touch
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** 2 targets

Shift Skin

Touching your victim with a quick wrenching motion, you literally rip the skin from it. The skin starts to tear free from its muscle and fat, twisting and distorting around his body. The spell causes at least one Wound per turn.

- ◆ **Range:** Touch
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** 1 target

Talent Shredder

A spiral coil of inky darkness shoots from your hands to the target, suppressing its ability to use its talents and spells.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Unnatural Life

You raise a corpse from death, imbuing it with unnatural life. The spell only works on corpses that have been dead for less than a year and a day. Preparing the corpse and the spell takes a week, during which time you must remain within 100 yards of the corpse. Once cast, the corpse lives (again) for the spell's duration. The corpse remains visibly decayed and retains the distinctive odor of rotting flesh. Aside from a horrific appearance and smell, the animated character can function as he did in life. Characters animated by the Unnatural Life spell are hard to destroy, as they are kept alive magically and recover any damage very quickly.

- ◆ **Range:** Touch
- ◆ **Duration:** X years
- ◆ **Area of Effect:** 1 corpse

MASTER

Call Forth the Army of Decay

With this ritual spell, you animate corpses to create a veritable army of the dead. Each hour during an 8 hour period requires you to pour the blood of a new sacrifice on the ground. The sacrifice may be an animal, but the ritual is often performed using death magic involving Namegiver sacrifices. When the ritual is finished, all corpses within the area of effect rise from their resting place as skeletons or cadaver men under your command. This spell can be devastatingly effective when cast in areas that contain many corpses, such as large graveyards, catacombs, or old battlefields.

- ◆ **Range:** Touch
- ◆ **Duration:** X days
- ◆ **Area of Effect:** 10 miles across

Eternal Youth

This ritual spell allows you to resist the effects of aging and thus cheat death. Each hour during a 6 hour period requires you to carefully cleanse your face and body and sacrifice the life of a living creature. The spell does not reverse the ravages of time, it merely postpones them. The ritual can be cast again before the current effect expires, thus allowing you to extend your life indefinitely as long as your casting is successful. If any attempt to re-cast the spell fails, that failure also undoes all the results of any previously cast spells—all of the postponed years of aging instantly catch up with you. If you have lived past your natural life span, you immediately turn to dust!

- ◆ **Range:** Self
- ◆ **Duration:** X years
- ◆ **Area of Effect:** NA

SHAMANISM SPELLS

A shaman's spells have their roots in nature, emphasizing relationships with animals and the natural world. Shamans cast their spells while remaining in tune with nature, respecting it in all its forms and placing the harmony between civilization and the wilderness before other considerations.

NOVICE

Assuring Touch

Thinking positive thoughts, murmuring some bromide like "everything's going to be okay," you gently touch the target to increase its resistance to fear and intimidation. Your target gains a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) to any roll made to resist these effects.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Cat's Eyes

Blinking several times, then touching the target lightly on its eyelids, you grant the ability to see in near-darkness. The target's pupils become vertical slits, like those of a cat, reflecting incoming light and appearing to glow in the dark.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Catwalk

Muttering "meow" several times and lightly stroking the target's head, you increase the target's sense of balance and coordination.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Dust Devil

Throwing a handful of dust into the air, you conjure a whirling dust storm, *Impairing* and *Irritating* those caught in it.

- ◆ **Range:** Touch
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** 60 yards across

Gills

Making fishlike mouthing gestures, you allow a character to grow gills on his neck. While still able to breathe air normally, the target can also breathe underwater for the spell's duration.

- ◆ **Range:** Touch
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** X targets

Hunter's Sense

Touching the target's eyes, ears, and nose with water or dust, you grant it the ability to sense all nearby animals and their general species. The spell does not detect Namegivers, undead creatures, Horrors, or Horror constructs.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** X targets

Insect Repellent

Makes a buzzing sound, you cast an insect-repellent aura on your target.

- ◆ **Range:** Touch
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** X targets

Plant Feast

You use this spell to convert three intact plants, no matter how scrawny, into a tasty feast. The spell only creates types of food that you have tasted within the last year and a day—a good reason for you to occasionally eat to excess from fine cooks. Uneaten meals vanish when the spell ends.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X meals

Plant Talk

You put an ear to a target plant to converse with the spirits inhabiting it. Plant spirits vary widely in intellect, but are a considerable step up from the plants they inhabit. They vary in temperament as much as characters do—some may be willing to talk, grumpy and taciturn, or even sleepy from lying in the sun. Plant spirits are only aware of events that happen within short reach of their roots.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X plants

Soothe the Savage Beast

You stretch out your hands, causing softly glowing tendrils of blue light to move in an intricate pattern between them and hypnotize an animal into passivity. The target becomes *Completely Passive*—it will not attack for any reason, including hunger or aggression, and follows you around for the spell's duration.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** X targets

Sunlight

You create a source of natural sunlight filling the area of effect, even if cast at night or indoors.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** 20 yard across

Thorny Retreat

You prick your hand to conjure a barrier of magical thorns, holding off or severely damaging those wanting to pass through. The thorns are no hindrance to you, rolling around you like seaweed in water.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** X barriers (about 4 × 2 yards each)

Vines

You animatedly wave your hands, forcing local flora to erupt vines or roots from the undergrowth, grabbing and clutching at your target. Your target is considered *Entangled* and may suffer damage from strangulation or the whip-like motion of the vines.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets



Beastform

You focus on an animal's shape and characteristics while holding a small part of it (a piece of fur, a tooth, a feather, etc.) to slowly assume its form. Once transformed into the desired animal, you gain its physical features and abilities but retain your own mental abilities and talents. Your clothing and equipment disappears when in animal form, reappearing again when the spell ends. While in beast form, you can be affected by talents or spells affecting animals. You can only cast spells with gestures that the animal would be capable of performing, so beware of any spells requiring speech. You may reverse the transformation anytime as an action.

- ◆ **Range:** Self
- ◆ **Duration:** X hours
- ◆ **Area of Effect:** NA

Dreamsend

This ritual spell allows you to interact with another character's dreams. The target must be asleep in a location known to you, and you must also possess a personal item belonging to the target. Over the course of three hours, you sprinkle a little fine dust over the item. Afterwards, you can create dreams for the target while the spell is in effect—with varying effects depending on the scenarios created.

- ◆ **Range:** 1 mile
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** 1 target

Foreseeing

Using a suitable divination tool, such as a deck of elven path cards, bones, dice, or the like, you can read the future in cryptic visions. Apply penalties based on the information sought. Foreseeing provides information couched in symbols, strange visions, and riddles that you must decipher. The information provided by this spell is a way to drive the plot forward, not an easy solution to whatever problem you face.

- ◆ **Range:** Self
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** NA

Nutritious Earth

You prick your hand with a sharp object, letting a drop of blood fall on the earth to enhance the rate at which land grows food. The land becomes especially fertile for a year and a day. Plants grow in this soil at roughly double their normal rate. Many kaers survived the Scourge by using this spell, and it enabled many towns rebuilt in areas prone to bad weather to thrive on the surface. Rumor has it that questors of Jaspree from the town of Trosk are attempting to heal the Badlands through liberal use of this spell.

- ◆ **Range:** Touch
- ◆ **Duration:** A year and a day
- ◆ **Area of Effect:** 100 yards across

Rebel Limb

Shaking one of your own limbs loosely at the target, you take control of one of its limbs. The limb acts with any applicable physical talents or skills possessed by the owner—an arm can attack, a leg can kick, and so on.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X rounds
- ◆ **Area of Effect:** X limbs

Recovery

You boost a character's life force, allowing him to heal several injuries at once.

- ◆ **Range:** Touch
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** X Wounds

Sleep

Yawning widely, you send one or more characters into a deep sleep. Once cast, your targets immediately fall into a magical slumber, waking only if they take any damage or the spell ends. The spell only affects characters or creatures that need sleep—it does not work against most undead, for example.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X hours
- ◆ **Area of Effect:** X targets

Small Slayer

Uttering low crooning sounds and making slow, sinuous hand movements, you summon a tiny poisonous creature such as a spider, snake, or scorpion to attack an opponent. The venomous creature appears and sneaks up to its victim, repeatedly biting or stinging it until its poison is delivered. The poison causes a Wound, weakening the target until the Wound is healed with an antidote.

- ◆ **Range:** Touch
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** 1 target

Tree Merge

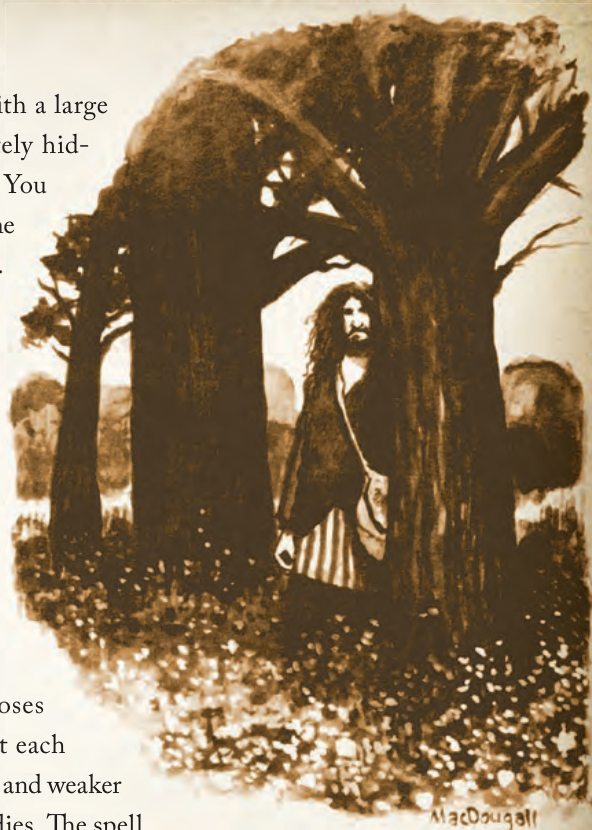
You merge your body with a large tree, becoming completely hidden from physical view. You may communicate with the tree's spirit while merged.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:**
X targets

Wither Away

Uttering a dire prophecy about the target, you cause it to slowly wither away to the point of death. Your victim loses several pounds of weight each month, becoming weaker and weaker until the spell ends or it dies. The spell may only be dispelled or removed with talents or spells that affect curses.

- ◆ **Range:** Touch
- ◆ **Duration:** X months
- ◆ **Area of Effect:** X targets



SMALL SLAYER

TAGS

Tiny, Fast, Bites and Stings

SPECIAL

Poison: Causing a *Poisoned Wound*, the sting weakens the target until the Wound is healed with an antidote.

WOUND SLOTS

—

THREAT CIRCLE

Novice



Death Vow

You stipulate the terms of the contract then shake hands with the target, using blood magic to enforce an agreement between you and another character. The contract can be as outrageous as you desire, with one important catch—once the spell has been successfully cast, both you and the target must abide by the contract. If either or both of the characters bound by the spell violate the contract, one or both of you are bound to immediately die a gruesome death. Because of the risks involved, you should be careful not to use this spell to force a character into a totally unacceptable contract. The other character might decide to expunge his shame by breaking the vow and die, possibly even taking you with him, rather than be bound by a dishonorable or unfair contract.

- ◆ **Range:** Touch
- ◆ **Duration:** X weeks
- ◆ **Area of Effect:** NA

Journey to Life

Snaking a tendril of energy through a deceased character into the astral plane and beyond, you guide a deceased character's spirit back from the afterlife to his body, bringing him back to life. The journey takes as many days to complete as the deceased has been dead, counted from the time it starts. The target's spirit competes with other spirits who might find the pathway and try to possess the body. Once the journey is completed, the spirit re-inhabits its body, effectively resurrecting the dead character and restoring him to full health.

- ◆ **Range:** Touch
- ◆ **Duration:** X days
- ◆ **Area of Effect:** 1 target

Moon Shadow

You must cast this spell at night, under the light of the moon and while holding an item belonging to the target character. You shuffle from one foot to the other, stealing part of the victim's shadow and creating a second light-gray shadow in its place. The target's original shadow lightens slightly. Even in the stark light of the desert sun, his shadow is, at best, a light, wavering gray. Once cast, the spell's effect has a limitless range. Through the moon shadow, you can hear whatever the target hears; when the target speaks, the shadow speaks the same words. You can harm the target by plunging a silver dagger into his moon shadow.

- ◆ **Range:** Touch/Unlimited
- ◆ **Duration:** X weeks
- ◆ **Area of Effect:** 1 target

Wood Blade

You transform a piece of wood at least one yard long into a broadsword causing immense damage, gaining an automatic **+** on any attack made with it.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** 1 stick

Weather Change

You softly call out the names of the winds and rains, creating localized changes in the weather once per hour.

- ◆ **Range:** Touch
- ◆ **Duration:** X hours
- ◆ **Area of Effect:** 20 miles across

Council of the Forest

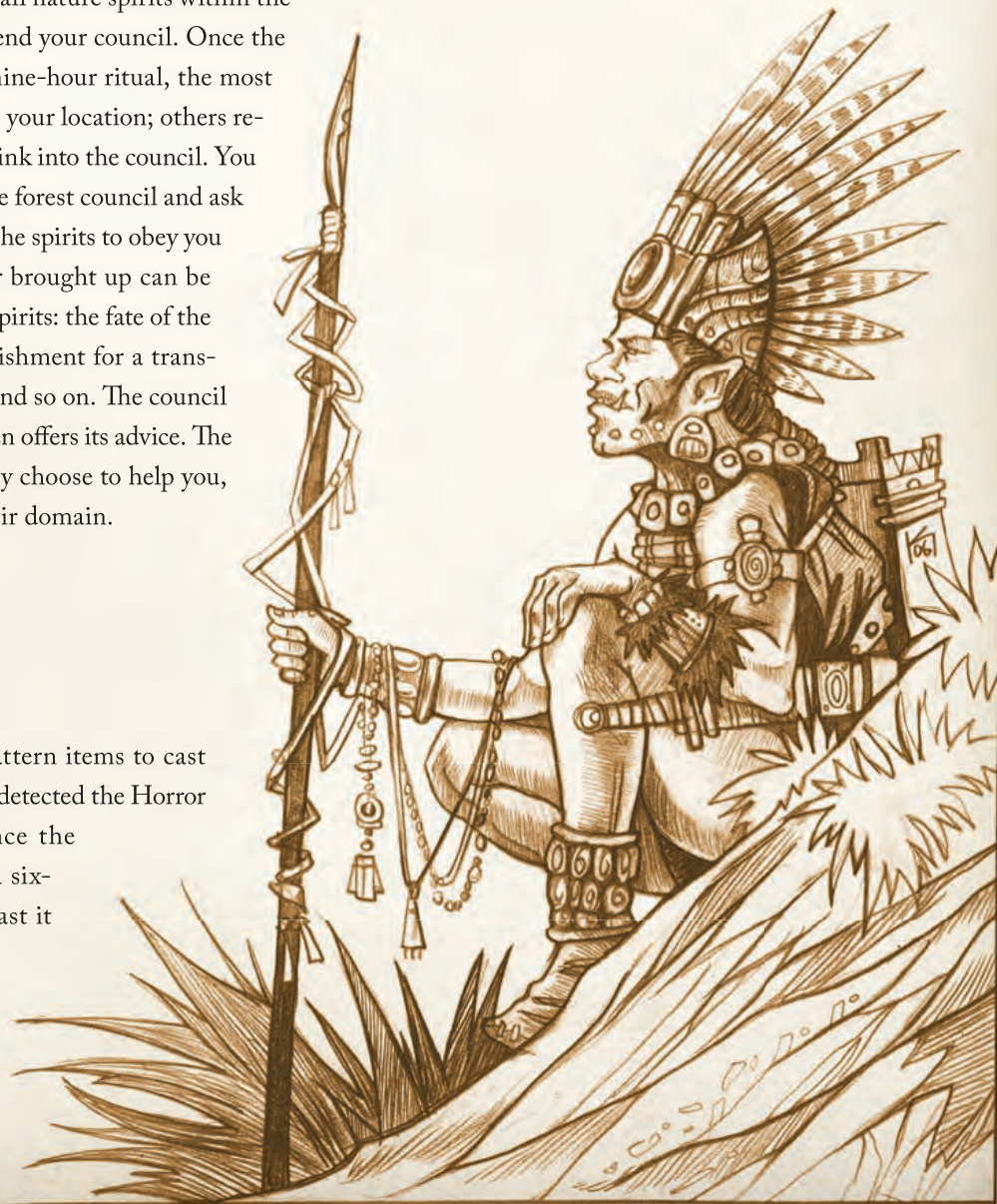
This powerful ritual spell awakens all nature spirits within the area of effect and calls them to attend your council. Once the spell pattern is completed after a nine-hour ritual, the most powerful spirits physically move to your location; others remain where they are and mentally link into the council. You may bring a single matter before the forest council and ask its judgment, but you cannot force the spirits to obey you or judge in your favor. The matter brought up can be anything of concern to the nature spirits: the fate of the forest, the threat of invaders, punishment for a transgression, a quest for lost treasure, and so on. The council weighs whatever you have to say then offers its advice. The spirits can be powerful allies if they choose to help you, as they know everything about their domain.

- ◆ **Range:** Self
- ◆ **Duration:** X hours
- ◆ **Area of Effect:** 2 miles across

Erase Horror Mark

You require one of the target's pattern items to cast this spell and must have previously detected the Horror mark through other means. Once the spell pattern is completed after a six-hour ritual, you can attempt to cast it and remove the Horror mark from the target. The Horror is likely aware of your ritual and may attempt to sabotage it.

- ◆ **Range:** Touch
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** X targets



WIZARDRY SPELLS

Wizards are the most scholarly of all magicians, primarily concerned with the workings of magic. Their spells usually deal with magic and its effects, but they do operate through the interaction of magic with a, usually living, target. Wizardry spells often cover those areas that other magicians are not able to affect.

NOVICE

Astral Shield

You can enhance a character's resistance to magic, which gains a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) for defending against magical effects of all kinds.

- ◆ **Range:** Touch
- ◆ **Duration:** X rounds
- ◆ **Area of Effect:** X targets

Aura Strike

You furrow your brows and squint your eyes to channel destructive energies into weak portions of the pattern of a character you can astrally sense.

- ◆ **Range:** as sense
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** X targets

Bedazzling Display of Logical Analysis

You draw yourself up to full height and engage in a conversation, debate, argument, or other form of oratory while this spell reinforces the integrity of your arguments, granting you a number of bonus dice equal to your Circle (Novice=1, Journeyman=2, Warden=3, Master=4) for convincing anyone else taking part.

- ◆ **Range:** Self
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Dispel Magic

By gesturing as if pulling apart an object, you can disrupt the pattern and threads of a spell or other magical ability. Consider applying penalties according to the difference in experience of the original caster or owner of the ability (see p.41).

- ◆ **Range:** Touch
- ◆ **Duration:** 1 turn
- ◆ **Area of Effect:** X targets

Identify Magic

Peering intently at the target, you identify the type of magic present in a person, place, or object: adept abilities, innate magic, spell magic, and so on. You even learn the exact nature of the magic. You may also learn the target's Discipline and Circle in the case of adepts or the target's abilities in the case of magical items.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** 1 turn
- ◆ **Area of Effect:** X targets

Inventory

You cast this spell on a single room into which you can see and compile a catalog of items on a piece of parchment. Glowing yellow or orange writing appears on the parchment, listing each item detected. The inventory takes one full minute to create regardless of how many items are in the room; the last note on the manifest is written "Inventory incomplete."

- ◆ **Range:** Line of Sight
- ◆ **Duration:** 1 minute
- ◆ **Area of Effect:** 1 room

Juggler's Touch

You mime juggling, causing any small objects in the area to whirl around madly, striking those standing nearby.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Karmic Connection

You tap into a character's Karma, burning it completely to save his life by healing his Wounds.

- ◆ **Range:** Touch
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** 1 character

Levitate

You raise and lower your hands to create an invisible platform of force. The platform moves a number of objects or characters vertically up or down.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Shatter Lock

You gesture toward the lock making a cracking sound to force it open.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** 1 lock

Silent Converse

You can carry on a whispered conversation with a character within line of sight and range, regardless of intervening noise. You may whisper to each other, both of you hearing each other clearly.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Wizard Mark

You place a symbol or mark on a target's astral pattern, visible to anyone using astral sight. The symbol serves as a link between you and your target, acting as a weaker version of a Horror Mark. As such, it allows you to cast spells on the target while it is within your line of sight as if you were touching the subject. The mark's design is personal to you. Rumors suggest that a Horror may have taught Namegivers this spell, so its use is often regarded with suspicion.

- ◆ **Range:** Touch
- ◆ **Duration:** X hours
- ◆ **Area of Effect:** 1 target

Wizard's Cloak

You pantomime placing a cloak over your shoulders and drawing the hood over your head, creating a magical cloak masking the target's presence against any spells or abilities intended to detect his presence or gain information about him. A faintly shimmering cloak of mystical energy momentarily appears then vanishes into the target's body.

- ◆ **Range:** Touch
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** X targets



Call

You open and close your mouth as if talking to an item belonging to the target, delivering a message over a great distance. Your target sees and hears a magical image of you speaking the message, but receives only the information that you choose to send—whether a threat, a warning, a cry for help, or a simple greeting. The spell allows only one-way communication—you know if the spell succeeded but cannot tell if the target understood the message. Neither do you learn anything about the target's current location and condition.

- ◆ **Range:** 100 miles
- ◆ **Duration:** Instant
- ◆ **Area of Effect:** 1 message

Catch Spell

You mimic catching an object to capture other spells directed at you. You can throw the spell at another target, where it takes the same effect as was intended for you.

- ◆ **Range:** Self
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X targets

Confusing Weave

You shake your head from side to side, confusing your target so it can't cast any spells.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Giant Size

Standing on tiptoes or puffing out your clothing to make yourself look bigger, you cause a target character to grow larger by one Scale unit (see p.184). The target's clothing, armor, and equipment also change size, returning to normal when the spell ends. Care should be made when using this spell in confined spaces, such as kaers or tunnels.

- ◆ **Range:** Touch
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Hair Frenzy

Grabbing your own hair, you cause a character's hair to fly wildly about—*Distracting* him. The spell only works on characters who possess hair (t'skrang and obsidimen are not affected unless they are wearing a hairpiece or a wig for some reason).

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Kaer Pictographs

Tracing a picture or writing a message on the wall or door of a kaer, you can relay these messages to the kaer's inhabitants. The spell reacts with the kaer's magical defenses and burns the image onto the inside wall or door of the kaer. While words and written messages are transmitted by this spell, the kaer's residents may be unable to understand the language or not be nearby to notice the pictograph before the spell ends.

- ◆ **Range:** Touch
- ◆ **Duration:** Temporary
- ◆ **Area of Effect:** X messages

Karma Cancel

Snapping your fingers, you temporarily neutralize a character's ability to use Karma.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets



Mystic Net

You mimic tying several lengths of string together in a complex knot, releasing a mass of glowing magical threads that form a net to *Entangle* the targets.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** X targets

Sanctuary

While inside a dwelling or other building, you cast this spell to magically seal all portals and entrances to the structure, reinforcing them to keep out intruders.

- ◆ **Range:** Touch
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** 1 building

Solo Flight

Flapping your arms up and down, you enable yourself to fly.

- ◆ **Range:** Self
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** NA

Spellstore

You can place a spell pattern within an object, allowing the spell to be cast at a later time. The object can be anything and does not require any special enchanting. The object's wielder must be a magician touching it to cast the spell stored within. The stored spell can be cast by the wielder multiple times during the Spellstore's duration.

- ◆ **Range:** Touch
- ◆ **Duration:** X hours
- ◆ **Area of Effect:** 1 item



Absorbing Sphere

You conjure a tiny red sphere that eccentrically orbits a character in a protective pattern, blocking all attacks made against it.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X targets

Alter Form

This powerful ritual spell allows you to change the physical nature of an object, Namegiver, creature, or entity. It is most often used to repair or reshape old and tattered or worn items, for example, reshaping a rusty old sword into a newly-forged broadsword. When cast on living beings, the spell irrevocably alters the target's appearance and identity. The ritual takes at least eight days to complete. Afterwards, the target is transformed into the desired form.

- ◆ **Range:** Touch
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** X targets

Block Magic

You adopt a defensive posture, holding out or crossing your arms to severely constrict the flow of astral energy into an area. Any roll made based on a magical ability either won't work or gets three penalty dice.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X minutes
- ◆ **Area of Effect:** 10 yards across

Spell Fusion

You can capture spells cast by other magicians in your line of sight, fuse them together in a sphere of astral energy hovering next to you, and release them at a new target. You must concentrate to maintain this spell; if your concentration is broken, the spell ends.

- ◆ **Range:** Line of Sight
- ◆ **Duration:** X turns
- ◆ **Area of Effect:** X spells

MASTER

City in a Bottle

This mighty ritual spell is legendary—in fact, many magicians claim it does not exist! It allegedly allows the capture of a complete city and the surrounding terrain and its placement into a bottle. The ritual takes at least two months to complete, after which the designated area of effect within range vanishes from the earth and is magically “stored” in the bottle. The previous site of the captured area becomes an empty plain. For the people and creatures in the captured area, the first thing they notice is the sky, which becomes a whirling mass of colors, changing as the light outside the bottle strikes it. The bottle forms impenetrable walls around the captured terrain; any creatures, Namegivers, or Horrors within the area of effect at the time of casting are trapped in the bottle for the spell’s duration. The same walls also protect those inside from the predations of external entities. The bottle is completely invulnerable while the spell is in effect—nothing can penetrate it, although those outside can see in with the right visual aids. When the spell ends, the missing terrain (and its inhabitants) returns to its former location. According to persistent rumors, entire cities

may have weathered the Scourge by using a permanent version of this spell. They are said to exist in bottles kept in a powerfully warded vault, awaiting a hero who will restore them to the outside world.

- ◆ **Range:** Touch
- ◆ **Duration:** X years
- ◆ **Area of Effect:** Up to 100 square miles

Cleanse Astral Space

This incredibly difficult and dangerous ritual spell cleanses astral space of the taint left by the passage and presence of Horrors. Casting the spell takes at least five hours, during which time you carefully take note of the fabric and nature of the region of astral space you are trying to cleanse. The spell is bound to attract attention from astral space, however, and might result in alerting nearby Horrors to your presence.

- ◆ **Range:** Touch
- ◆ **Duration:** Permanent
- ◆ **Area of Effect:** 100 × X yards across

EQUIPMENT

Equipment in The Age of Legend is represented by an equipment tag. Like other tags, a character's equipment will modify beat-the-odds rolls. Equipment can be anything—from magic swords and knives to fancy clothes, bags of coin, a fast horse, or even an airship. Your character's equipment depends on character concept, the group context, and the stories you want to tell.

The main difference from other tags is that gear can be dropped, lost, broken, or stolen. Additionally, gear is not innately “good” or “bad.” What you do with it and the situations you find yourself in will dictate whether having an item is useful or not.

Equipment tags are reserved for items of particular note and importance to your character. Not everything your character uses or even needs has to or should be represented as equipment on his character sheet—your character is

assumed to have ready access to basic equipment for performing routine tasks and for tasks related to his Discipline. As a result, equipment should be chosen carefully and with meaning.

An equipment tag is usually made up of an adjective and noun and should be clear—you don't want to be guessing at the purpose or main feature of a device or item. When creating equipment tags, make the adjective tell something useful and/or interesting about it: a *Sextant* is okay, but a *Reliable Sextant* is better!

Of course, that's not always possible or needed, especially in case of everyday items or those specific to the world of **Earthdawn**. For example, it is perfectly okay to simply have a *Hawk Hatchet*—there is no need to distinguish it any further if there is nothing exceptional about the item. However, such items require a short description. While this chapter and other published **Earthdawn** books take care of some of this, new equipment invented by you should be accompanied by a short description. This description is usually only a sentence or two long and features suitable tags for the item in *italics*.

MUNDANE ITEMS

Here are a few guidelines for creating mundane items:

- ◆ An equipment tag can only have a single adjective—none is acceptable (as per above), but more than one is not. That said, a *Crossbow* is okay, as are an *Accurate Crossbow* or a *Long-Range Crossbow*. An *Accurate Long-Range Crossbow* is not allowed.
- ◆ Choose specific, descriptive nouns; *Curved Sabre* is better than *Sword*, *Guard Helmet* is better than *Helm*. You can use more than one noun, but keep the tag as short as possible.

CURRENCY

Money isn't a factor in **The Age of Legend**; we generally assume that adepts have enough money to keep themselves afloat and buy the equipment they need. Richer characters can display this using an appropriate Edge to buy more expensive equipment or even hire other people.

When money becomes a factor in your adventures, know that Throal and Thera both use an easy-to-follow decimal currency system, with each consecutive denomination worth ten times that of the previous denomination.

The currency of the peasant and working classes are copper pieces. Merchants, adventurers, and travelers have made silver pieces the most common coin in Barsaive. Gold pieces are the coins of wealthy merchants, well-heeled travelers, and the Throalic and Theran governments. Barsaivians rarely use gold in trade, although it was a more common currency before the Scourge (and is thus often found in old kaers).

In some cities in Barsaive, including Throal, the inhabitants occasionally use gems to limit the volume of currency in large transactions. Rubies, emeralds, and sapphires comprise the most common gem currencies, though on rare occasions amethysts and diamonds are used.

In addition to Barsaive's common metal coins, the province's currencies include the so-called elemental coins. Elemental coins contain bits of True Elements—earth, water, air, fire—or orichalcum, the combination of these elements. These pieces are usually reserved for special occasions such as finalizing long-term trade agreements, swearing blood oaths, and sealing peace treaties.

SAMPLE MUNDANE ITEMS

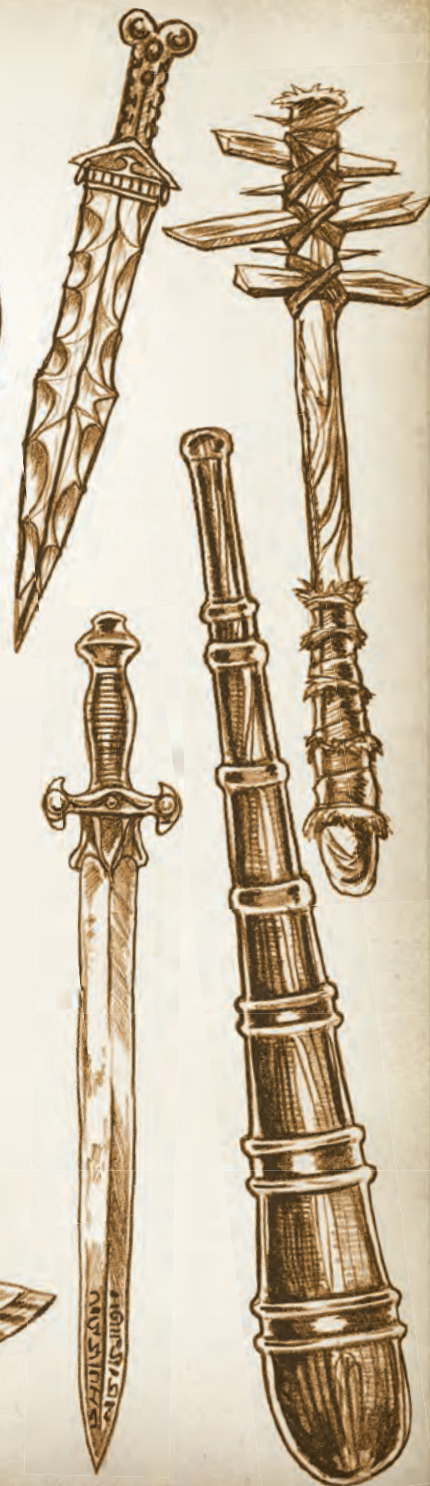
Each and every item in **Earthdawn** is handcrafted and unique. Bartering and haggling is the norm in Barsaive, as is the customization of every item available. Items of the following categories can be found virtually anywhere in Barsaive:

Weapons

Axes and Warhammers: Battle axes are the traditional weapon of dwarf armies, while bell-shaped pole-axes count as the deadliest weapons of Barsaive. Smaller versions are called hand-axes. These are used for chopping and throwing and usually come with a single blade. Warhammers are massive and blunt, crushing bones instead of slicing through flesh.

Blowguns: A blowgun is a one- to three-foot-long hollow tube of wood or metal used to fire two-inch-long needles. The needles are usually made of metal, though wood, stone, and precious gem needles also exist. The needles sometimes include fletching and can be tipped with poison.

Bows and Crossbows: Bows come in many different shapes and sizes, from dwarf shortbows to elven warbows. Arrows are made of wood and fletched with feathers. Both stone and metal arrowheads are used, but the finest shots almost exclusively use metal-tipped arrows. Crossbows use a hook-and-trigger device to hold and release the bowstring. Crossbow bolts are pointed rods, often elaborate constructions of wood, stone, and precious gems tipped with needle-sharp metal that can be dipped in poison. Many also have feathered fletching.



Clubs, Staffs, and Maces: Any short piece of hard wood or stone, usually thinner at the handle end and thicker at the business end, qualifies as a club. In some cases clubs are merely rough-hewn tree limbs. Most clubs feature leather-wrapped handles. Obsidimen, trolls, and some dwarfs prefer clubs carved out of rock or crystal. A mace is a club reinforced with a shaped-metal head. Any weapon shaped like a pole and made from hardened wood qualifies as a quarterstaff.

Flails: A flail consists of a wooden, leather-covered handle with a hinge or a chain connected to one end. The other end of the chain connects to either a spiked metal ball, a metal-spiked wooden rod, or a plain metal rod.

Hawk Hatchets: A hawk hatchet is a Z-shaped weapon. Blades shaped like hawk's wings form the top and bottom of the "Z" and a wooden handle forms the diagonal. The wielder throws the hatchet with an overhand snap to send it whirling toward its target, its "wings" providing lift for the flight.

Lances and Spears: Designed for fighting on horseback, these weapons consist of an eight- to twelve-foot-long wooden shaft, fitted with a metal or hardwood handle. A brace at the end of the handle attaches the lance to the user's armor or saddle, while a long spear is wielded with two hands.

Nets: Nets are used to *Entangle* an opponent and can be as simple as a large piece of cloth or as complex as a series of ropes tied together in elaborate patterns. A net can be square or circular, and its size depends on what your character wants to capture. A net designed to catch windlings can fit in a pocket, while the nets used by Theran slave traders can hold up to ten human-sized Namegivers.

Swords and Daggers: A sword's blade can be curved or straight, with single or double edges. There are many varieties, from the common three-foot long broadsword to the curved, single-edged dwarf swords. Tailored to the race of their wielders, windling swords can be seen as tiny daggers in the eyes of a troll, while a troll crystal sword could barely be lifted by most other races. Daggers can also be used as throwing weapons.

Whips: A bundle of braided leather strips, thick at the handle end and tapering at the tip. The whip handle is usually made of wood or bone. Theran slave traders favor this weapon. Whips allow a wielder to *Entangle* an opponent, as well as damaging him.



Armor

Leather Armor: Tanned animal hides, scales, boiled leather—this type of armor is the most common and often the most flexible. Often accompanied by padded clothing, leather armor is also cheap and easy to come by.

Living Armor: Made from bark, living crystal, vines and even hair barding, this type of armor is alive and needs constant care. Obsidimen and elves are known to prefer this kind of armor.

Metal Armor: From chain mail to ring mail to plate mail—this type of armor is the most effective and most expensive.

Shields: Coming in many shapes and sizes—from the small riders' shield to huge tower shields—shields are often used in addition to body armor.

Adventuring Equipment

Grappling Hook: A hook with an eye for attachment to a length of chain or rope. The grappling hook is used to secure a rope or chain for climbing.

Healing Kit: A healing kit comes in a small shoulder bag and contains bandages, salves, and herbal potions that promote healing and keep wounds from festering.

Navigation Charts: A map and scroll case with a basic chart of the stars.

Rope: Rope of various lengths, usually made of hemp, useful for binding, capturing, and climbing.

Torch: A wooden rod with its tip wrapped with an oil soaked rag. It typically burns for around an hour and can also serve as a club.



BLOOD CHARMS

Blood charms are magical items that draw on the magical power within a character's blood. Frequently used in the days before the Scourge, blood charms have remained popular and enjoy widespread use in Barsaive's burgeoning age of exploration, despite the very real cost they exact from those who wear them.

Characters must attach blood charms directly to their skin; the charm breaks through the skin to reach the blood it needs to activate. Because of this, they are the only type of equipment that cannot simply be dropped or lost under normal circumstances.

Many blood charms allow you to spend a Karma Point for an automatic **+** on specific rolls or give you access to a special ability.

Depatterning Effects

The number of blood charms you can have is not limited. However, if their number exceeds your total number of Wound slots (see **Wounds**, p.29), you put your character's magical pattern under too much stress. As a result, you become susceptible to an effect called "depatterning"—which randomly incurs penalty dice to any of your beat-the-odds rolls (one for each blood charm above your total number of Wound slots). If you score a "No, and..." result on such a test, you ... well, you die.



SAMPLE BLOOD CHARMS

Absorb Blow: Made from quartz veined red from the character's blood, this charm gains you an automatic **+** on any roll made to avoid damage. This charm can only be used once per day.

Astral Sensitive Eye: These magically treated lumps of amber, hollowed out and filled with nourishing fluid and a gel worm, replace an existing eye. Once implanted, this blood charm allows you to switch your vision to the astral plane.

Blood Karma: Crafted from intricately woven gold, silver, and copper wire and set with small diamonds, this blood charm instantly refreshes your Karma Pool in exchange for taking a Wound.

Death Cheat: Made of turquoise or tourmaline, this charm bears a characteristic red spot drawn from your blood. It brings you back from the dead once and becomes inert after use.

Desperate Blow: Fashioned from steel and quartz, this blood charm grants you an automatic **++** to an attack when used. This charm can only be used once per day.

Targeting Eye: These magically treated lumps of quartz, hollowed out and filled with nourishing fluid and a gel worm, replace an existing eye. Gain an automatic **+** on any attack test with a ranged weapon.

COMMON MAGIC ITEMS

Common magic items have usually been created with one of the True Elements woven into their structure, which is what gives them their varied magical properties. These properties can usually be activated or deactivated by a command word or gesture, though some are designed to react to other stimuli.

In addition to a description, common magic items have an **Effect**, which is a short statement describing what happens when the item is put into action. Activating and using common magic items doesn't cost Karma; they can be operated by anyone.

SAMPLE MAGIC ITEMS

Antidote: An antidote neutralizes the effects of poison, removing a poison-based Condition soon after consumption.

Cleaning Broom: Kernels of True Wood and True Earth are woven together in these magical whisk brooms, which capture all loose dust and dirt with which they come in contact. A simple command word allows the user to dump all the dust that the broom picks up, so that the broom can be used over and over again.

Disease Remedy: This potion allows the imbiber to shake off illness, removing a disease-based Condition soon after consumption.

Dry Boots: These leather boots are able to repel water to keep the wearer's feet dry. Kernels of True Water are woven into the boots, essentially sealing the boots against outside moisture.

Dwarf Winternight Cloak: Made with magically treated cloth, these waterproof garments have a lining with a special ribbed design that produces enough heat when rubbed to keep a traveler warm on the coldest night.

Fire Starter: A fire starter is a short wand that will produce a small flame at one end. This flame can be used to start larger fires. Fire starters have a kernel of True Fire woven into them and are activated by a spoken command word.

Floating Chair: True Air is woven into the cushions and fabric of sedan chairs to create floating chairs. These chairs hover about one yard off the ground and can be pushed around slowly. They turn and move at a comfortable pace and do not drift once they come to rest.

Healing Potion: A healing potion automatically heals one Wound after consumption.

Hot Pot: A hot pot is a ceramic cooking pot that has been woven with kernels of True Fire. The True Fire heats the ceramic, allowing the user to cook food in the pot without actually using fire. A spoken command word can heat up the pot, but the temperature cannot be regulated. The hot pot simply heats to a given temperature and no higher.

Last Chance Salve: A last chance salve can be applied to a character who has been dead for no more than a few hours. After it is smeared over the character's body, the clear salve glows a gentle blue as it works its magic, allowing the character who applies it to make a beat-the-odds roll to revive his target.

ANYTHING CAN BE A MAGIC ITEM!

Any mundane item you can imagine can also be a magic item. Simply add a suitable effect! Of course, the same counts for legendary items—just use multiple or staged effects. For example, if you want a common magic version of a dagger, just give it a suitable name (Flight Dagger, for example), and describe the effect it has when used (for example, "The blade of the flight dagger is alloyed with a tiny amount of True Air, which gives the dagger lift and greater range than a throwing dagger.").

Light Quartz: Enchanted with magical light, light quartz comes in a wide variety of sizes and colors. The most common pieces are used in lanterns. Light quartz was used extensively inside kaers (large quartzes) during the Scourge, and these gems can still be found in use in most towns and cities. Most light quartzes can be dimmed and turned on or off on command.

Message Stone: Message stones are living crystals woven with True Earth and True Air that enable them to capture sounds. Spoken commands are used to store and release messages. Some message stones have wards cast on them to safeguard their messages against tampering.



LEGENDARY ITEMS

The world of Earthdawn is filled with fantastic magical treasures. These treasures are precious not only for their uniqueness, but because they hold within them the history of Barsaive. These treasures hold the key to the past and allow the heroes of today to become the legends of tomorrow.

Unlike regular pieces of equipment, Legendary Items are referred to by their name. They come with additional tags and abilities that can be “unlocked” by researching the item’s history and learning specific information or performing heroic deeds. Once the information is learned or the deed is done, the ability or tag can be used or applied as described. Some abilities cost Karma Points to use, others do not.

BE CREATIVE WITH LEGENDARY ITEMS!

While a number of examples are provided for Legendary Items, don’t be limited by them. A Legendary Item can become the seed of a campaign of adventures. Its powers and effects need not all be readily accessible. They may be more individual and powerful but require the performance of deeds, the gaining of magical or background knowledge, and/or additional attunement rituals. A Legendary Item may be made with secrets from before the Scourge, corruptions of the Horrors, blinding insights of master craftsman, or epic acts of heroism, to name a few possibilities. Revealing the intricacies of such a treasure can be as simple or involved as suits the story to be told.

SAMPLE LEGENDARY ITEMS

Flaming Sword of Death's Sea

Description: A dark broadsword with a flame-shaped blade. The weapon has an otherwise simple design, but is of a high quality.

History: This sword is the legacy of the human Weaponsmith Harongar, who forged it in the fires of Death's Sea to battle the ice Horror Harlifex in the Dragon Mountains.

Abilities: Upon learning the weapon's Name, the wielder can activate the *Burning Blade* tag with a Karma Point, which lasts for the rest of the scene. Upon learning the Name of the weapon's creator, the wielder can activate the *Burning Blade* tag at will without cost. Upon learning the Name of the Horror the blade was created to kill and visiting the site of its battle against Harongar, the wielder also gains an automatic **+** when using the weapon against a Horror.

Kolldar's Gloves

Description: The gloves are made of fine, light brown leather, stitched with an intricate pattern in bright blue thread. Though sized for an ork, the gloves magically adjust to fit any size hand.

History: These gloves belonged to Kolldar the Thief, legendary ork hero who lived in the ancient Ork Kingdom of Cara Fahd before the Scourge. The gloves were made for a wealthy merchant who flaunted the gloves in public. Kolldar saw the merchant's attitude as a challenge and stole the gloves to use in his training as a Thief adept.

Abilities: Upon learning the Name of the gloves, the wearer gains a bonus die to any roll made to open a lock or disarm a trap. Upon learning the Name of the person



HOW TO EXPLORE A LEGENDARY ITEM

Legendary Items are plot devices—a hook for the game-master to use in devising new stories and adventures. The knowledge needed to unlock an item's magic abilities is the reward. In those cases where the gamemaster has no idea how to integrate an item's history into an adventure, he can simply rely on the player characters showing such an item to someone who knows what to do with them. The Item History talent is available to a number of Disciplines and using it uncovers what the character needs to do next.

from whom Kolldar stole the gloves, the wearer gains a bonus die to any roll made to pick pockets. The wielder must learn the tale of one of Kolldar's legendary feats. Upon telling the story, he gains a bonus die to any roll made when trying to get out of a troublesome situation.

Nightscar

Description: Nightscar is a magical sword with a blade carved from black crystal set in a silver hilt and pommel. The hilt and pommel are blackened with age. The flat sides of the blade are etched with magical runes, which are also filled with silver, and a rounded black crystal of the same material as the blade is set in the pommel.

History: A Nethermancer named Noir Darkwind created Nightscar during the Scourge as a weapon against Horrors. Darkwind imprisoned an ally spirit Named Gloom within the blade to give the wielder additional powers and to give the sword its own intelligence and experience. Gloom can telepathically communicate with anyone who has learned its Name.

However, the spirit has come to resent its imprisonment after a few hundred years and wants only to be free from Nightscar. Unfortunately, Gloom's freedom would mean the destruction of the sword, and so far no wielder has been willing to destroy Nightscar to release an ally spirit that might very well be insane after centuries of imprisonment.

Abilities: Upon learning the blade's Name, the weapon grants an automatic **+** to any attack roll made with it. Upon learning that the Name of the spirit trapped in the sword is Gloom, the wielder can communicate with the spirit and persuade it to use its powers (which resemble the Astral Sight, Detect Trap and Detect Weapon talents). Upon learning the Name of the Nethermancer who created the sword, the wielder can persuade Gloom to cast the Ethereal Darkness spell (see p.150). After using the sword to wound a Horror in combat, the wielder can spend a Karma Point to makes the sword's blade freezing cold and inflict that same numbing cold on a single opponent struck by it. The opponent becomes *Frozen* and cannot act for its next turn.

Staff of Vylir

Description: The Staff of Vylir is actually a nondescript brown leather glove.

History: Concerned that others might try to steal her fabulously bejeweled staff, the legendary t'skrang Elementalist Vylir of House V'strimon transferred the staff's enchantment into the glove that she wore on the hand she used to hold the staff.

Abilities: Upon learning the Name of the staff, the wearer gains a bonus die when casting a spell. Also, the wearer may form a six-foot long, gilded, jewel-encrusted staff from any piece of wood by spending

a Karma Point. The staff reverts to its previous form if it remains out of contact with the glove for longer than an hour. Upon learning the Name of Vylir's famous academic rival at the College of the Vine, the wielder can use the staff as a spear, gaining a bonus die to any roll made for throwing it. Upon deciphering a hidden message in the pattern of the gems encrusting the staff, the wielder gains a sense of direction indicating the nearest store of true elements when holding the staff.

The Sock of Granak

Description: The Sock of Granak is a thick woolen stocking dyed deep green.

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

Abilities: Upon learning the Name of the sock, the wearer gains a bonus die to any unarmed combat rolls. Upon learning the Name of the Horror Granak defeated, the wearer gains the Swift Kick talent (p.129) when wearing the sock. Upon defeating a powerful opponent in combat without using weapons or armor, the wearer gains the Crushing Blow talent (p.104) when wearing the sock.



MOUNTS

Animals are used in many regions of Barsaive. When they aren't used for labor, they are often used for food or entertainment. For long journeys, characters may prefer riding, because mounts can carry them faster and farther in a single day than their own two feet.

Horse

The most common type of horses used, riding horses make strong mounts but cannot wear barding or armor. War horses can wear barding and are often used by armies and cavalry units, particularly ork scorcher tribes.

◆ **Tags:** *Fast, Strong*

◆ **Wound Slots:** 2

◆ **Threat Circle:** Novice

SAMPLE MOUNTS

Dyre

Ork cavalymen prize the dyre as a mount because of its huge size, quick brain, and irritable temper. Most ork cavalries have at least one or two in their ranks, if not several.

◆ **Tags:** *Easily Angered, Huge Horns, Thick Fur*

◆ **Wound Slots:** 3

◆ **Threat Circle:** Journeyman

Griffin

These strange, four-legged creatures combine a lion's body with the head, legs, and wings of a large eagle. Like an eagle, a griffin's front legs are covered in feathers and end in sharp talons; its hind legs resemble those of a lion, covered in soft fur and ending in paws. Its wings are covered with bright feathers, usually yellow and white, but sometimes red and orange. Humanoids of average human size and smaller can use griffins as aerial mounts.

◆ **Tags:** *Enhanced Sight, Sharp Beak, Claws*

◆ **Wound Slots:** 2

◆ **Threat Circle:** Journeyman



Huttawa

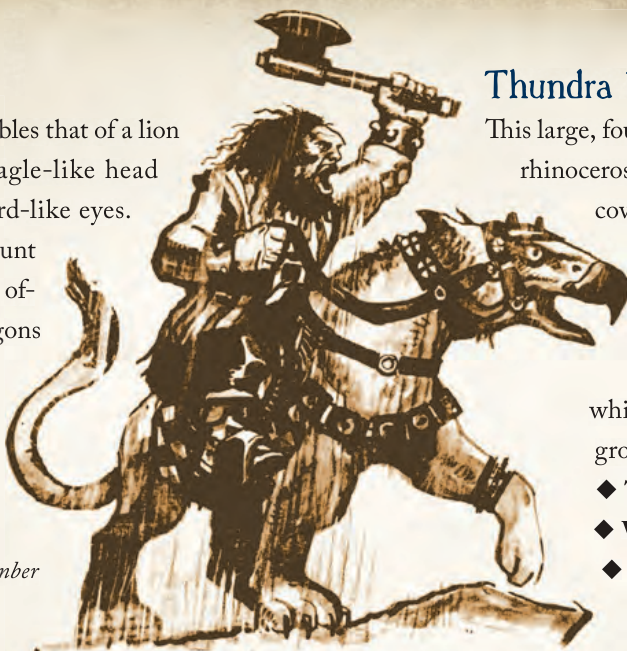
The huttawa's body resembles that of a lion or tiger, but it has an eagle-like head with a large beak and bird-like eyes.

Huttawa are a favored mount for dwarf cavalrymen and often help pull caravan wagons belonging to dwarf trading companies. Though not overly bright, huttawa are easy to train.

◆ **Tags:** *Enhanced Sight, Large Beak, Natural Climber*

◆ **Wound Slots:** 1

◆ **Threat Circle:** Novice



Thundra Beast

This large, four-legged animal looks like a cross between a rhinoceros and a dinosaur, with a tough, rock-like skin covering its entire body. Thundra beasts stand seven feet tall at the shoulder, are ten to twelve feet long, and weigh about five thousand pounds. Each thundra beast has a large horn in the center of its forehead, which it uses to attack opponents. Ork scorcher groups frequently ride thundra beasts.

◆ **Tags:** *Horns, Rock-like Skin, Heavy*

◆ **Wound Slots:** 3

◆ **Threat Circle:** Journeyman

Troajin

Troajin are tiger-like animals native to jungle and mountain country. Wild troajin are fiercely territorial and defend themselves with sharp claws and teeth. Troajin often become animal companions for Beastmasters.

◆ **Tags:** *Low-light Vision, Natural Climber, Wildcat*

◆ **Wound Slots:** 1

◆ **Threat Circle:** Novice

Zoak

The zoak looks like a cross between a large bird and a bat, with feathers on its body and head and a leathery neck, wings, and tail. These jungle and forest animals are favored by windling Cavalrymen, and also often serve as companions for Beastmasters. Because they are difficult to train, zoaks are rarely offered for sale.

◆ **Tags:** *Enhanced Sight, Hard to Train*

◆ **Wound Slots:** –

◆ **Threat Circle:** Novice

Kue

The kue resembles a cross between a lizard and a cat, with a reptilian body and feline mannerisms and facial features. Kues are native to jungles and forests and make ideal mounts for the windling Cavalrymen and Warriors who protect their communities and villages.

◆ **Tags:** *Small, Fast, Night Vision, Natural Climber*

◆ **Wound Slots:** –

◆ **Threat Circle:** Novice

Stajian

Stajian are large, bison-like animals often used as mounts by ork cavalry. They are less massive than a thundra beast, but faster and stronger than a horse. Their broad hooves make them good navigators in both swamp and mountains.

◆ **Tags:** *Durable, Horns, Enhanced Hearing, Fast*

◆ **Wound Slots:** 2

◆ **Threat Circle:** Novice



EXPERIENCE &

ADVANCEMENT

*Every adventure your character completes adds to his experience and abilities. This chapter describes how to improve your character's abilities in *The Age of Legend*. Dedication leads to greater power and true understanding lies in the mastery of a Discipline. Many adepts wander from that road and specialize in other things—an adventurer's life requires all kinds of skills, after all.*

GAINING CHARACTER POINTS

Your character gets an average of two Character Points (CP) per session, rewarded as follows:

Adventure Progress

Each character contributing to bring the story forward in a significant way gains 1 CP at the end of the session (roughly 3-4 hours of game time).

Some stories require several sessions to complete, such as a daring quest, convincing a group of raiders to protect their home village, or discovering the source of a plague killing their people. Whether single-part or multi-part, whenever an adventure is concluded, each player in the group receives 1 extra CP at the end of the session.



Individual Progress

Whenever your actions relating to your Drives have added to the story in a significant way, you gain 1 CP at the end of the session.

Your actions and character development will eventually cause your Drives to become irrelevant. For example, you may have achieved the vengeance you have been seeking, you have finally found your lost relatives, have learned the secrets, or found that legendary staff. When this happens, you will need to change or alter your Drives (see p.30) to make them relevant again. This is highly individual, but rewards you 1 extra CP at the end of the session.

SPENDING CHARACTER POINTS

Character Points can be spent to learn new talents and spells and to gain new equipment. The cost varies depending on your Circle and the type of ability you wish to purchase. The table below shows what can be done:

CHARACTER POINT COST TABLE

	Novice	Journeyman	Warden	Master
Change Tags, Drives, Equipment	—	—	—	—
Learn a new Skill	3	3	3	3
Learn a new Talent or Spell	2	3	4	5
Learn a new Talent from another Discipline*	3	4	5	6
Mark a Talent as Discipline Talent**	1	1	1	1
Add a Blood Charm	1	1	1	1
Add a Legendary Item	2	2	2	2

*) Only one such Talent can be purchased per Circle. Requires a willing instructor!

**) The number of talents you can mark as Discipline Talents is limited (see p.72)!

Changing Tags and Equipment

If appropriate, players can change one Character Tag between game sessions. This alteration should relate in some way to the experiences and story in which their character just participated.

Mundane equipment can be changed at any time during an adventure—only Legendary Items and Blood Charms require Character Points to be spent in order to unlock their powers.

Changing Group Tags

Group Tags can be changed at no cost. However, they reflect how the people of Barsaive perceive the group and their deeds. As a result, Group Tags should be reviewed and adapted after each adventure and whenever the group sells one of their journals to the Great Library (see the sidebar on p.34).

Training Times

Learning new abilities and improving existing ones takes time—and, when relying on the services of a trainer, resources and/or favors. This can be done between adventures or whenever the character has a few hours' time for training. You're doing it right as long as it's clear that the character makes an effort to train, and the time spent on that training is believable for you and your group.

Instructors

Trainers or instructors (or even training manuals) are needed when learning new abilities. They are required when undergoing a Trial (see below). A trainer must have access to the ability the player character wants to learn and be willing to teach them. Adepts can be trained by instructors of other Disciplines.

Learning Talents from Other Disciplines

Player characters can round out their talent selection by learning a limited number of talents available to other Disciplines. This requires an instructor willing to teach him the desired talent. What usually is not an issue for talents available to more than one Discipline gets considerably harder with talents available only to one or two Disciplines. An adept can learn no more than one such talent per Circle. Talents learned this way cannot be marked as Discipline Talents!



CIRCLES OF MASTERY

An adept's power is measured in four **Circles of Mastery** (or just "Circles"): Novice, Journeyman, Warden, and Master. The higher an adept's Circle, the more proficient and powerful he is. For example, Novice Adepts are less powerful than Journeyman or Warden Adepts. A character's Circle is also often used as a game mechanic to determine bonus or penalty dice.

Your Circle of Mastery can only be advanced by undergoing a Trial.



Trials

Trials are as individual as the master who asks his trainee to pass them. There is only one hard and fast rule for this: The character undergoing a trial must manage to convince the master that he is worth his salt. However, as a rule of thumb, it is expected that the character displays his mastery of five talents or spells he learned since the last trial.

Each trainer is different, however. Some expect more than others, and some don't care as much. Trials serve as story elements with which to build adventures, as most player characters want to reach the next Circle of Mastery. They allow the gamemaster to tie advancement into reaching other goals (a trainer could ask for a favor before allowing the character to enter a trial, for instance). Use them as you see fit.

A character who passes a trial, and thus achieves a new Circle of Mastery, receives the following benefits:

- ◆ A larger Karma Pool (see **Karma**, p.74)
- ◆ More Wound Slots (see **Wounds**, p.74)
- ◆ Access to new Talents (see **Disciplines**, p.77), and more Discipline Talent Marks (see **Discipline Talents**, p.72)

Learning New Disciplines

An adept can always learn an additional Discipline by finding a master willing to teach him. This is generally not an easy thing to do, because it requires different views and philosophies to be aligned. When training for an additional Discipline, you learn talents as normal, starting at Novice Circle. You can use all your talents to pass a trial, but keep in mind that a trial is held for advancing a single Discipline. The highest Circle attained in any of your Disciplines is used to determine Karma and Wounds (see p.74).

AIRSHIPS & RIVERBOATS

Airships, riverboats, and other vehicles are a way of linking the stats and fates of several characters together. Outside of a conflict, a vehicle is just another location with which the characters interact. They can man the various positions each vehicle offers (see the Positions sidebar on p.185). For such scenes, all you need to know is the ship's description—mechanics are rarely needed.

USING VEHICLES



operating a vehicle is usually a group effort. Treat a vehicle as if it were a single character for making tests and taking turns. When a ship takes its turn, all characters aboard act in any order they wish, although only those taking a control can act on the ship's behalf (a gunner firing a cannon, the captain ordering a maneuver, etc.).

Vehicle Traits

Vehicles have a number of Tags, a Scale, Critical Hits, a configuration, a set of controls, and a description.

- ◆ **Vehicle Tags** work in the same way as Character Tags, but can be used by anyone manning a control of the vehicle or making a beat-the-odds roll on the vehicle's behalf.
- ◆ The vehicle's **Scale** defines how big it is (see below).
- ◆ **Critical Hits** represent damage to a vehicle's crucial parts, and work much the same way as Wounds on a player character (see p.29).
- ◆ A vehicle's **Configuration** lists everything with which the vessel is fitted, including weapons, special devices, and so on.
- ◆ The **Positions** entry lists the available positions to be manned by player characters (see the **Positions** sidebar on p.185 for more information).
- ◆ The vehicle's **Description** contains all you need to know about it.

SCALE

When an airship turns its cannons on a character, the result will likely be devastating. For this reason, The Age of Legend employs a Scale characteristic that comes into play whenever a conversion between the different types of vessels (and characters) is needed. A *Personal*-scale long-bow has a small chance of damaging a *Boat*-scale vehicle but is usually useless against a *Drakkar*-scale vessel, while a *Vedette*-scale fire cannon obliterates characters very easily.

The Scale categories used are:

- ◆ **Personal (0):** People and mounts transporting no more than a single person.
- ◆ **Boat (1):** Rowboats and carts transporting small groups of people, as do larger beasts (such as thundra beasts).
- ◆ **Drakkar (2):** Vessels of this size carry a dozen people in addition to cargo.
- ◆ **Vedette (3):** This scale is employed by larger vessels carrying several dozen people and a lot of cargo.
- ◆ **Kila (4):** Named after the Theran flying fortresses, ships and boats hosting hundreds of people fall into the Kila category.
- ◆ **Behemoth (5):** Vessels of this size carry entire populations. The Theran behemoth Triumph is one of the few constructions that fall into this category.

Note that some weapons may specifically indicate they are of a different Scale than their intended users. In those cases, the modifiers used are those appropriate to the weapon's Scale and not the bearer or ship.

Attacks on Larger Vehicles and Ships

Determine the Scale difference. If it is 3 or higher, the target is simply too big and powerful to be harmed by such a small



POSITIONS

Every vehicle offers at least one position to be controlled. All positions of a vehicle must be controlled in order to make it fully operational. For example, a Theran vedette with separate Helmsman, Captain, and Gunner controls will need a helmsman to steer, a captain to command, and gunners to fire the cannons. The helmsman might be able to double as captain, but he won't be able to fire the guns without leaving the steering wheel.

The following controls are commonly available:

Boatswain/Shipwright: The carpenter is in charge of the vessel's structural integrity, fixing holes after (or even during) combat, keeping everything else in good working order, and knowing when the ship needs maintenance and repairs.

Captain: The captain holds all strings of a vehicle's operations together, coordinating everyone's efforts.

Engine Master: On t'skrang riverboats, the engine master is responsible for keeping the fire engine running and operational.

Gunner: There are a variety of gunner positions, depending on the vessel's weaponry.

Helmsman: The helmsman is the one actually controlling a vessel's movements, steering it.

Lookout: A lookout mans the crow's nest, wielding flags to interact with other ships.

Mates: While not controlling any of the vehicle's exterior functions, mates are needed to run and organize a large vessel. Their roles include craftsmen, cooks, sailors, surgeons, slavemasters, oarsmen, and so on.

Navigator: A navigator plots and knows the routes and its hazards, guiding the vessel safely to its destination.

Quartermaster: The quartermaster is responsible for organizing the mates and keeping the vessel running and supplied.

weapon. Otherwise, each level of difference adds an extra penalty die to your beat-the-odds roll.

Attacks on Smaller Vehicles and Ships

Determine the Scale difference. If it is 3 or higher, the target is simply too small and fast to be targeted by the weapon. If it can't evade for some reason, however, it is destroyed automatically. Otherwise, each level of difference adds an extra bonus die to your beat-the-odds roll.

Battle Scope

A battle between airships and/or riverboats—or even between two horse-drawn carts—is fought on several levels, aligned to the size of the vessels (or weapons) involved. Each round of a given Scale takes twice as long as a round on the Scale below. For example, two Drakkars (*Drakkar*-scale) cruising around a Theran Vedette (*Vedette*-scale) resolve four (2×2) combat rounds while the vedette resolves one. You can use the same mechanic to count combat rounds during a character conflict against an airship battle backdrop.

Chases

To set up a chase, choose a number of obstacles or maneuvers the character's vessel must overcome or perform in order to keep up. Assign penalty dice to indicate difficulty. Failure at any point means the chase is over!

A chase can also be performed on foot, of course; there's no need to be in a vehicle.

SAMPLE AIRSHIPS AND RIVERBOATS

The following profiles provide descriptions and game statistics for the most common types of airships and riverboats traveling the skies and rivers of Barsaive.

Airboat/Rowboat

This is the smallest type of ship, propelled by a single rower or a pair of rowers sitting side by side. Airboats as well as river rowboats are most commonly used as lifeboats and launches for larger airships such as galleys and galleons.

AIRBOAT/ROWBOAT

SCALE

Boat (1)

TAGS

Made of Wood

CRITICAL HITS

—

CONFIGURATION

—

POSITIONS

Oarsmen

River Ferry

Most of the Serpent River's ferry boats are small, older riverboats no longer reliable enough to make journeys of any considerable distance. These vessels have fire engines but are usually stripped of their fire cannons before entering ferry service.

RIVER FERRY

SCALE

Drakkar (2)

TAGS

Old, not obsolete

CRITICAL HITS

□

CONFIGURATION

Fire Engine, Storage Space

POSITIONS

Helmsman, Engine Master





Drakkar

Drakkars are used by the crystal raiders, by freelance pirates, particularly along the shores of the Scarlet Sea, and by the majority of the smaller merchant companies than can afford airships. Some city militias use them for patrol duties. A typical drakkar measures up to twenty yards long and at least five yards wide, with banks of oars and sometimes a single mast for a sail.

DRAKKAR

SCALE

Drakkar (2)

TAGS

Maneuverable, Quick

CRITICAL HITS

□□

CONFIGURATION

Spear Thrower

POSITIONS

Captain, Helmsman, Oarsmen (24), Gunners

Merchant Riverboat

The riverboats of the Serpent River are used almost exclusively by t'skrang traders. The average merchant vessel is fifty to seventy yards long and thirty to forty yards wide and carries goods, equipment, and passengers. Typically, riverboats are built with flat bottoms so that they can more easily navigate sand bars and other submerged hazards.

MERCHANT RIVERBOAT

SCALE

Vedette (3)

TAGS

Flat Bottom

CRITICAL HITS

□□

CONFIGURATION

Old Fire Cannons, Fire Engine, Storage Space

POSITIONS

Captain, Helmsman, Navigator, Engine Master, Quartermaster, Mates (30), Gunners

River Warship

The warships of the arpagoi are the undisputed masters of Barsaive's waterways. The basic design of a warship differs little from a merchant riverboat, but warships tend to be considerably larger than merchant vessels—some, in fact, are up to one hundred yards in length. Captains of arpagoi warships are among the craftiest fighters and tacticians anywhere on the river, and their crews are seasoned and fierce.

RIVER WARSHIP

SCALE

Vedette (3)

TAGS

Armored Military Vessel

CRITICAL HITS

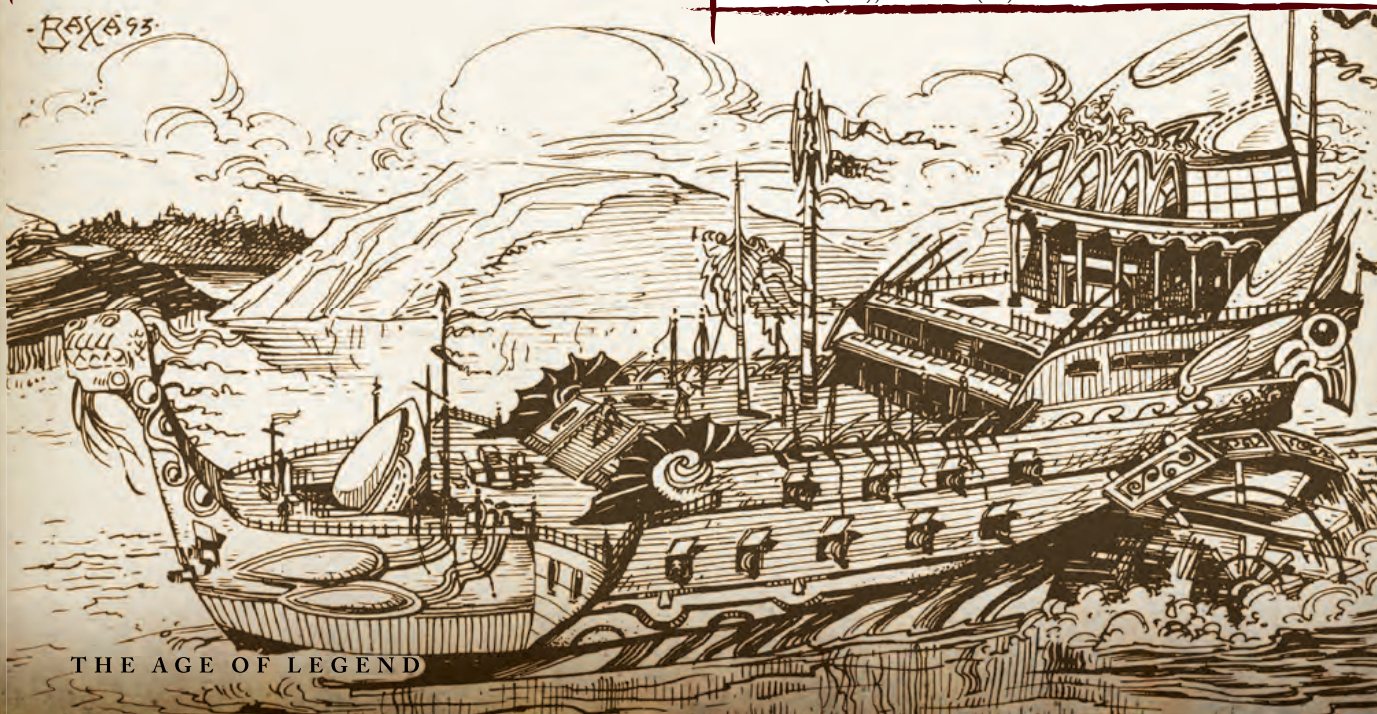
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CONFIGURATION

Reinforced Hull, Fire Cannons, Fire Engine

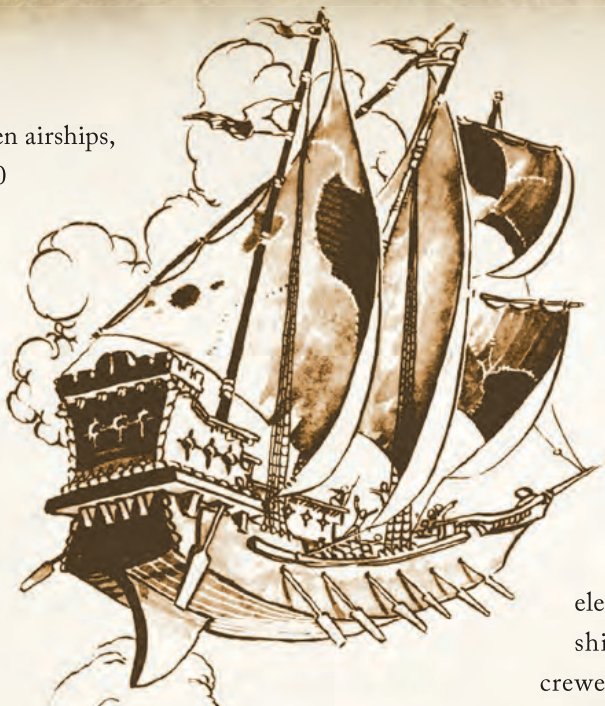
POSITIONS

Captain, Helmsman, Navigator, Engine Master, Quartermaster, Mates (120), Gunners (20)



Air Galleon

A galleon is the largest of wooden airships, 50 yards long and more than 10 yards wide, triple-masted with multiple decks and two levels of oars and capable of mounting many fire cannons. In recent times, the Throalic navy maintained three galleons: two recovered from Throal's pre-Scourge fleet and a third constructed by Silver Clouds Shipwrights of Jerris; the latter is Throal's flagship. An air galleon is a formidable airship in time of war.



Theran Vedette

A massive stone airship, the Theran vedette serves many functions: as troop and cargo transport, elemental mining vessel, military attack ship, or swift messenger. A vedette is crewed primarily by slaves, overseen by a few Theran soldiers and a slavemaster along with the ship's captain and a complement of sailors.

AIR GALLEON

SCALE

Vedette (3)

TAGS

Impressive Sails, Made of Enchanted Wood

CRITICAL HITS

□□□

CONFIGURATION

Large Cargo Hold (can carry up to 230 troops), Fire Cannon

POSITIONS

Captain, Helmsman, Navigator, Quartermaster, Mates (10), Oarsmen (30), Gunners (10)

THERAN VEDETTE

SCALE

Vedette (3)

TAGS

Made of Stone

CRITICAL HITS

□□□□

CONFIGURATION

Cargo Hold (can carry up to 100 troops), Fire Cannons (4)

POSITIONS

Captain, Helmsman, Quartermaster, Mates (10), Slaves (12), Gunners (8)

Kila

A massive floating fortress, averaging seventy to eighty yards on a side, a Theran kila is more like a flying castle than a traditional airship. Though a kila mounts many fire cannons along its battlements and towers, the shape of the fortress allows only one side's weapons to be brought to bear on a target at a time. What a kila might lack in concentrated firepower, it more than makes up for in ramming ability; smaller airships frequently smash to pieces against a kila's stone sides. Kilas commonly have various adepts among the crew, including an Elementalist of at least Journeyman Circle and many Archers.

KILA

SCALE

Kila (4)

TAGS

Floating Fortress

CRITICAL HITS

□□□□

CONFIGURATION

Cargo Hold (can carry up to 480 troops), Battlements, Fire Cannons (Scale: Vedette), Catapults (Scale: Vedette), Archers (Scale: Personal), Airship Dock

POSITIONS

Commander, Navigator, Elementalist, Quartermaster, Mates (80), Slaves (90)

Theran Behemoth

The largest airship ever seen in Barsaive is the Theran behemoth. A behemoth is hundreds of yards long on a side, a literal floating city supported by Theran magic. The fortress mounts many fire cannons on each side; though it suffers from the same targeting limitation as kilas, it can bring truly massive firepower to bear. A behemoth can carry two full cohorts of troops, nearly a thousand soldiers, and has a crew of hundreds—among them the slaves who power the vessel under the guidance of a slavemaster and his underlings. The first behemoth seen in Barsaive was the *Triumph*, now permanently grounded on the hill of Ayodhya near Lake Ban.

BEHEMOTH

SCALE

Behemoth (5)

TAGS

Floating City

CRITICAL HITS

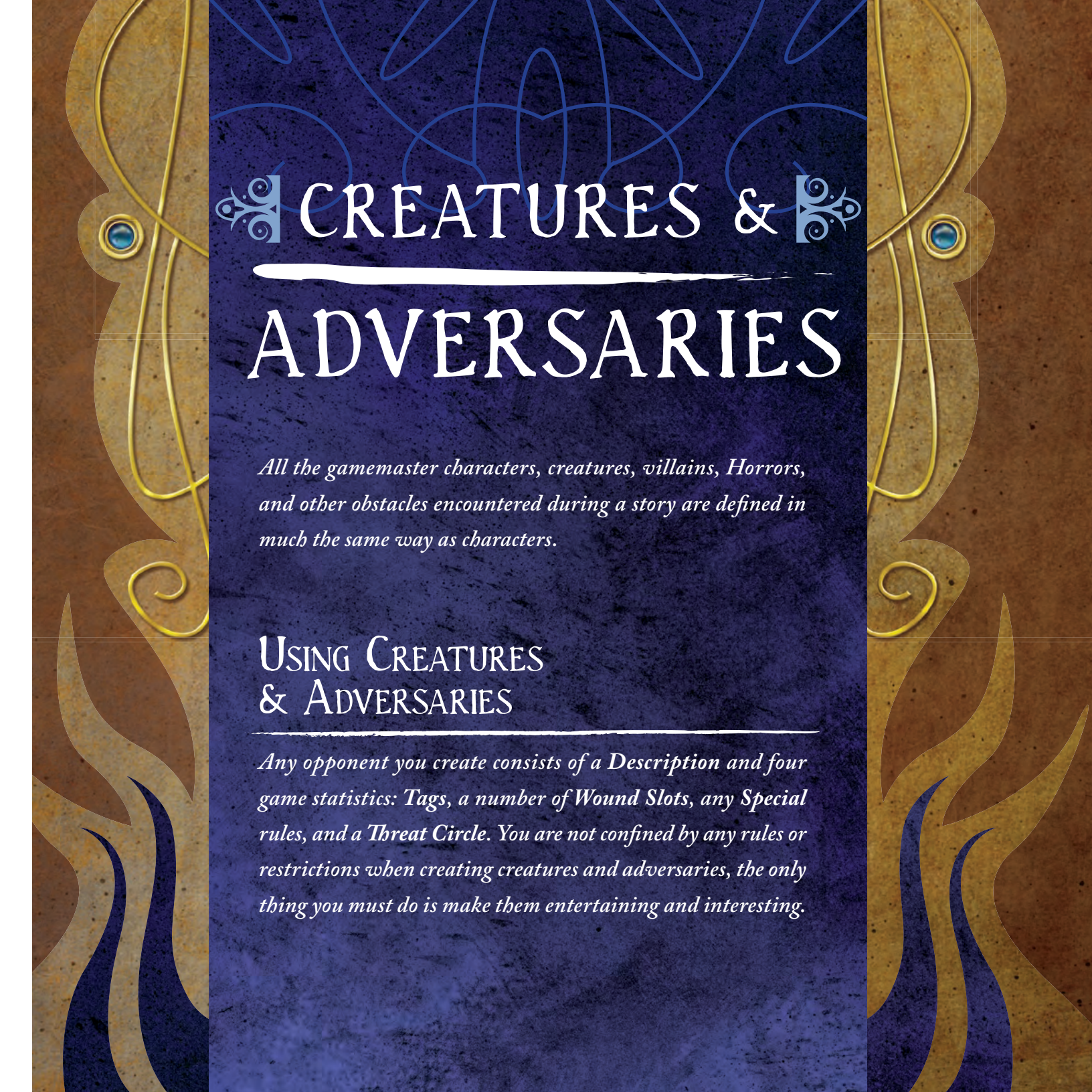
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CONFIGURATION

Cargo Hold (can carry up to 980 troops), Battlements, Towers, Fire Cannons (Scale: Vedette), Catapults (Scale: Vedette), Archers (Scale: Personal), Airship Docks

POSITIONS

Commander, Navigators (2), Elementlists (3), Slavemaster, Quartermaster, Mates (120), Slaves (120)



CREATURES & ADVERSARIES

All the gamemaster characters, creatures, villains, Horrors, and other obstacles encountered during a story are defined in much the same way as characters.

USING CREATURES & ADVERSARIES

Any opponent you create consists of a Description and four game statistics: Tags, a number of Wound Slots, any Special rules, and a Threat Circle. You are not confined by any rules or restrictions when creating creatures and adversaries, the only thing you must do is make them entertaining and interesting.

Use the **Adversary Sheets** on p.220 to record the game statistics and any other information about your adversary. When your opposition suffers Conditions, record those on the sheet.

Tags

Tags for creatures and adversaries are similar to character tags (see p.28), but can be chosen freely by the gamemaster when creating new foes.

Special

When applicable, the creature or adversary lists any special rules or abilities. Again, there is no limit as to what this can contain, as long as it serves the game and story.

Wound Slots

The number of Wound slots you assign to your adversaries determines how long they can keep the player characters at bay, as each Wound slot just serves to delay the question of “*Can I kill it?*” There is no exact science to determine how many Wound slots a particular character or creature should have to serve as a viable threat, as it depends on the situation, the number of player characters involved, and the talents and spells they’re going to use. However, it shouldn’t take long for you to adjust to your particular group after a few sessions.

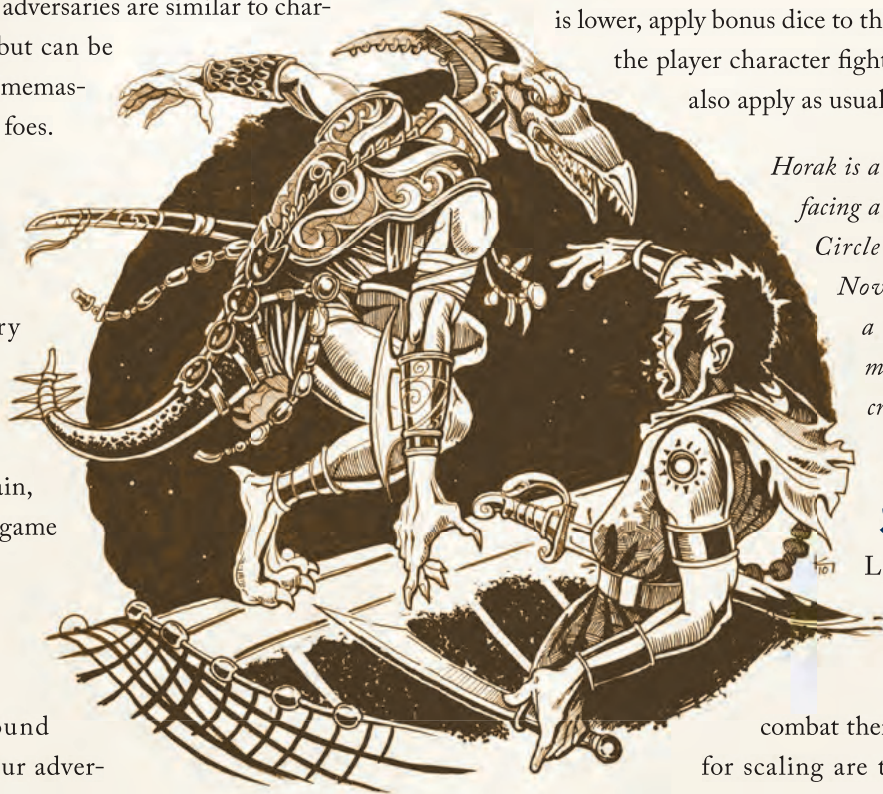
Threat Circle

In addition to Tags and Wounds, each opponent also features a Threat Circle. The Threat Circle states how dangerous the creature or adversary is compared to the Circle of Mastery of the player character confronting it directly. If the Threat Circle is higher, apply a penalty die for each level of difference. If it is lower, apply bonus dice to the beat-the-odds rolls of the player character fighting the creature. Tags also apply as usual.

Horak is a Journeyman Warrior facing a cockatrice. The Threat Circle of the cockatrice is Novice, so Horak gains a bonus die to any roll made when facing the creature in combat.

Scale

Larger creatures are scaled just like vehicles (see **Scale** on p.184) and can even combat them if need be. The rules for scaling are the same. All characters and all creatures are considered to be at Personal Scale unless otherwise noted.



CREATURES

A wide array of magical and mundane creatures inhabit the world of **Earthdawn**. The animals and plants of the forests and jungles, spirits, Horrors, and even dragons—all roam the lands of Barsaive, and many pose real dangers to the unwary traveler or adventurer. The following list of sample creatures and their respective game statistics covers only a small fraction of these.



Basilisk

A basilisk looks like a cross between a garden snake and a four-foot-long lizard. These creatures are usually colored in gray or brown tones, with no distinguishing features save for gray, rooster-like combs atop their heads and beady eyes. The eyes glow with a fierce white light, visible only at night, that inflicts terrible damage to any living being in its path. Unlike most creatures, basilisks sleep with their eyes open, lighting up their small caves as if with a hundred candles. The basilisk hunts by night, crawling out of its cave at twilight. At this time, they are most dangerous, driven to hunt by ravenous hunger.

BASILISK

TAGS

Nocturnal, Precious Eyes, Lizard

SPECIAL

Killing Glare: The Basilisk's killing eyelight shines directly to the front of the creature and can be avoided if spotted early enough. Otherwise, the fierce white glare harms any target within it. In direct sunlight, the killing glare becomes too weak to be harmful. If a basilisk's eyelight is reflected back at it, the creature will be affected in the same way as its victims.

WOUND SLOTS

□□

THREAT CIRCLE

Journeyman

Bog Gob

Not native to Barsaive, bog gobs are squat, ugly, wicked creatures with glowing yellow eyes set in mottled-gray heads. Standing four to five feet tall, they weigh a staggering two hundred pounds. The same magic that holds their mud-colored, bipedal bodies together also acts as resilient natural armor. They gather in groups numbering from ten to sixty members. According to legends, these creatures came to Barsaive from faraway swamps in the lands to the north.

BOG GOB

TAGS

Heavy, Natural Armor, Sticky

SPECIAL

Untamed: Beastmasters cannot use their talents to affect bog gobs.

Sticky Body: Whenever the creature comes into contact with another character or item, they stick together. While the Bog Gob is free to perform any action while attached to a target, the target is considered *Stuck*. Once four bog gobs stick to a character, he begins to suffocate.

WOUND SLOTS

□

THREAT CIRCLE

Novice

Brithan

Dwarf hunters have described the brithan as a cross between a bear and an elemental having a bad day. Luminescent flecks color these animals' eyes, and their large heads sit atop ursine bodies covered with shaggy, deep brown or blue-black fur. Brithans are territorial and will stand on their hind legs and roar a challenge to anything that enters their domain.

BRITHAN

TAGS

Enhanced Smell, Thick Fur, Long Teeth, Claws

SPECIAL

Ritual Challenge: If a single character answers the brithan's challenge, the brithan enters into ritual combat with him, and the two fight until one submits. Brithans submit after taking their first Wound; battering a brithan to unconsciousness is also a victory.

Frenzy: If more than one character attacks a brithan, the animal fights back savagely, gaining an additional attack.

WOUND SLOTS

□□□

THREAT CIRCLE

Novice

Cockatrice

A solitary, silent, and deadly hunter, the cockatrice gathers in packs only during mating season. This large earth-bound bird appears to be half rooster, half lizard, and bears a passing resemblance to the basilisk. Approximately six feet in length, the cockatrice is covered with many-hued feathers except for its bare legs and tail. The feathers are anything but the soft, silky down to which most Namegivers are accustomed; they are rough enough to draw blood from a human's fragile skin. A cockatrice's short, stubby wings are useless for flying but can help the creatures double or even triple the distance they can jump. The cockatrice features a snake-like tail that is often half the length of the entire creature. Though deadly, cockatrices fight like cowards. They often take on creatures far larger than themselves, but they always attack from behind.

COCKATRICE

TAGS

Jarved Beak, Rough Feathers, Coward

SPECIAL

Poisonous Tail: Tiny hooked barbs grow all over its tail, able to pierce its victim's skin and inject a paralytic poison. When the cockatrice strikes or even lightly brushes a victim with its tail, the tiny hooks dig into the skin and break free from the creature. Its paralytic poison will render a victim *Immobilized* and leave it entirely at the mercy of the cockatrice.

Silent Leap: The cockatrice hunts by charging its victims and leaping on them, carefully placing its lizard feet to make no sound that might alert its prey. It can leap amazing distances when trying to land on its victim's back, biting and clawing.

WOUND SLOTS

□

THREAT CIRCLE

Novice

Espraga

Flying predators colored a brilliant shade of blue, espraga resemble small dragons except for their iguana-like heads. An espraga's wingspan often reaches twelve feet. Some espraga scales exude elemental air magic. These scales add luster and brilliance to the other scales, making the creature shimmer in a way that other espraga—and many races—find appealing.

ESPRAGA

TAGS

Quick, Agile, Brilliant Scales

SPECIAL

Swoop Attack: Espraga do not strike opponents while in flight, preferring to swoop down upon an enemy, knock him down, and continue the struggle on the ground.

WOUND SLOTS

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THREAT CIRCLE

Novice

Gate Hound

The result of a failed magic experiment, gate hounds resemble giant dogs or wolves, often standing six feet tall at the shoulder. Stocky and thick-muscled, they are covered in dull red fur that seems to soak up the light. Their eyes glow with a fierce white light, not unlike a basilisk's. They have huge jaws crammed full of sharp teeth and hunt in packs large enough to bring down almost any living creature—eight to ten hounds at least, sometimes more.

GATE HOUND

TAGS

Attracted to Magic, Enhanced Senses, Sharp Teeth, Pack Animal

SPECIAL

Drain Magic: The gate hound drains magical energy from its surroundings, temporarily storing it in a special organ. This ability imposes a penalty die on all magic abilities used in the creature's vicinity. This ability stacks, which becomes quickly evident when a pack of gate hounds appears.

WOUND SLOTS

□□

THREAT CIRCLE

Novice

Giant Carnivorous Squirrel

These massive rodents, nearly five times the size of ordinary squirrels, frequent the treetops of the Blood Wood, attacking any living creature they meet to satiate their voracious appetites. Far more dangerous than their smaller, mundane cousins, giant carnivorous squirrels nonetheless possess many of their same instincts, including the urge to store food for later consumption. This instinct, coupled with the squirrel's carnivorous diet, produces overpowering odors of rot and decay in areas inhabited by the creatures.

GIANT CARNIVOROUS SQUIRREL

TAGS

Disease Carrier, Expert Climber

SPECIAL

Frenzy: The taste of blood drives a squirrel into frenzy, granting it an additional attack.

WOUND SLOTS

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THREAT CIRCLE

Novice

Krilworm

Krilworms are nocturnal flyers, traveling in swarms ranging from eight to eighty members and feeding on large insects and small mammals. Their needle-like teeth drip a foul-smelling substance that many believe to be toxic. They have segmented bodies about eighteen inches long, with bat-like wings sprouting near the front.

KRILWORM

TAGS

Nocturnal, Attracted to Nethermancy Magic

SPECIAL

Magic Sight: Eyeless, krilworms perceive their surroundings through divination magic organs that look like six open, running sores.

WOUND SLOTS

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THREAT CIRCLE

Novice

Lightning Lizard

Traveling in prides of three to thirteen individuals, lightning lizards are four foot long with three-foot-long tails and weigh roughly two hundred pounds. When dry, their yellow-and-green skin glistens as though oiled. Lizards bloated from feeding in the past 48 hours (during which time they eat over one-third of their body weight), are usually docile unless provoked. Hungry lizards, by contrast, show remarkable aggression.

LIGHTNING LIZARD

TAGS

Heavy Lizard, Precious Eyes

SPECIAL

Crackling Armor: Lightning lizards are surrounded with bolts of lightning; any time a character strikes the creature, lightning arcs from the lizard to harm the attacker. Metal armor is ineffective against this kind of attack.

Lightning Bolt: Lightning lizards can conduct lightning through their eyes as two bolts. Metal armor is ineffective against this kind of attack.

WOUND SLOTS

□□

THREAT CIRCLE

Journeyman

Shadowmant

Eight feet wide with a five-foot-long tail, shadowmants resemble large, flying stingrays. A shadowmant's outer side is black, its underside dark gray, and its tail ends in a crystalline stinger. A shadowmant has two eyes and a small mouth lined with rows of tiny, needle-sharp teeth. Nocturnal creatures, shadowmants roam at night, spending daylight hours underground. Alchemists prize shadowmant stingers, using them to brew magical potions.

SHADOWMANT

TAGS

Nocturnal, Sharp Teeth, Poisonous Crystal Stinger

SPECIAL

Poisonous Stinger: The stinger contains a poison powerful enough to kill a troll within a minute. Once the poison has killed its prey, the shadowmant eats its victim. The virulent poison resists magical healing aids.

WOUND SLOTS

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THREAT CIRCLE

Novice

Volus

The volus' entire fifteen-foot-long body is covered with tough, chitinous plates of varied hues and sizes. The huge claws tipping its front feet are far larger than its rear claws, and its head resembles the bowl of a thick shovel. It uses its strangely shaped head and large front claws to dig vast tunnels beneath the earth in search of food. The beast can smell magic as a dog follows a scent. Once the volus catches a whiff of its prey, it digs through the earth until it is directly beneath its intended lunch. Then the volus collapses the earth beneath its victim, entrapping and suffocating the victim underground. One indication of a volus' hunting ground is the presence of several sinkholes in a given area. A volus can be trained to act as a sort of hunting dog for magical threats (including Horrors), convenient for helping travelers avoid such perils.

VOLUS

TAGS

Chitinous Plates, Huge Claws

SPECIAL

Magic Sense: The volus' ability to sense magic is highly refined—it can sense any use of magic, no matter how small. Even the feeble magical aura given off by enchanted items can act as a beacon for a volus. Not surprisingly, a volus' magic-sensing organ is prized by magicians and alchemists. The little and delicate gland forms a small hard lump at the base of the neck, and can be removed with a sharp knife. It is, however, extremely delicate—one touch of the blade on the gland itself will ruin it. To prevent decay, it has to be placed in a magical container or preserved with a spell.

WOUND SLOTS

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THREAT CIRCLE

Journeyman

DRAGONS

For as long as any race can remember, dragons have existed. Every culture in Barsaive has stories about dragons, many of them millennia old. Some scholars of the ancient races teach that dragons were the first of the world's living creatures, though little support exists for this theory. The dragons, who know the truth, generally decline to answer questions about their past.

Dragons are solitary creatures, living alone by choice. Despite unsubstantiated rumors of dragon moots or councils, cooperation among dragons remains the stuff of legends. All dragons are dangerous. Few tolerate other races meddling in their affairs, unless the dragon initiates the contact. Though some, such as the great dragon Vasdenjas, have established a protocol by which the races of Barsaive may talk to them, most dragons prefer to be left alone.



Drake

Drakes are magical constructs created by dragons, primarily great dragons, as their servants. Although there are both male and female drakes, they are not capable of reproduction on their own. Each drake represents the investment of considerable time, effort and magical power, so dragons do not use them casually. Drakes have two forms. Their “natural” form is that of a miniature dragon about five to seven feet long from head to tail. They can also assume the forms of the different Namegiver races. Drakes prefer to remain in Namegiver form so as not to give away their true nature. They assume drake form only when circumstances require it.

DRAKE

TAGS

Magical Shapeshifter, Dragonkin, Envoy, Astral Sight

SPECIAL

Discipline: Most Drakes are adepts, following a Discipline at a Circle of Mastery equal to its Threat Circle.

Dragon Breath: A drake can breathe fire when in its drake form. Dragon fire can burn anything, including weapons, boulders, bricks, and metal or crystal armor—rendering such armor ineffective.

Suppress Magic: Drakes can suppress magic at will. This ability imposes a number of penalty dice equal to its Threat Circle (Novice=1, Journeyman=2, Warden=3, Master=4) on all magic abilities used in the drake's vicinity.

Regeneration: Drakes can heal all their Wounds and Conditions overnight.

WOUND SLOTS

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THREAT CIRCLE

Varies

Hydra

Hydras are up to forty feet long from head to tail. Hydras are magical abominations originally created from the merging of seven western dragon hatchlings. They are hideous creatures, perhaps half the size of an adult dragon, roughly forty feet in length, with seven dragonlike heads springing from a central body. They are wingless and nearly mindless as well. The melding of different dragons used to create the first hydra gives the creatures sporadic dragonlike abilities. No two hydra necessarily have the same powers. Some breathe flames; others are lethally venomous or capable of freezing their prey in place with terror. There is no way of telling what powers a hydra might have, so it is always best to assume the worst. No hydra has the intelligence to use spells (thankfully), nor can they speak in any way.

HYDRA

TAGS

Dragonlike, Mindless Beast, Seven Heads, Astral Sight

SPECIAL

Dragon Breath: A hydra can breathe fire from one of its heads at a time. Dragon fire can burn anything, including weapons, boulders, bricks, and metal or crystal armor—rendering such armor ineffective.

Fear: A hydra inspires fear, rendering those who approach it *Frightened*. *Frightened* characters must attempt to get away from the hydra's line of sight as fast as possible on their next turn and will not willingly approach the hydra again.

Multiple Heads: Hydras can attack with several of their heads at the same time.

Regeneration: Hydras can heal all their Wounds and Conditions overnight.

Scale: Drakkar

WOUND SLOTS

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THREAT CIRCLE

Master

Wyvern

Wyverns average thirty feet in length. They bear a strong resemblance to adolescent western dragons (and are somewhat larger than western hatchlings). Not only do they share the physical characteristics of western dragons, but they also have the fierce, aggressive nature of adolescents. No information is known about the breeding or mating habits of wyverns, how they raise their young, or how old they live, giving some scholars cause to consider the possibility that wyverns are in truth directly related to western dragons.

WYVERN

TAGS

Dragonkin, Savage Beast, Scaled Snake-like Body, Fearsome Claws, Long Teeth

SPECIAL

Flyby Attack: Wyverns prefer to attack non-flying targets with sweeping flybys, tearing the victim apart with a few slashes of their claws. If a wyvern can't cause enough damage quickly, it will land on the ground near its opponent and rear up to its full height. This stance allows the creature to bring its venomous tail into play.

Venomous Tail: Covered in contact poison, a wyvern's tail causes continuing damage if it touches bare skin.

Scale: Drakkar

WOUND SLOTS

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THREAT CIRCLE

Novice

Common Dragon

Common, or western, dragons average sixty-five feet in length. Their tail adds another fifty-five feet to their overall length, and their wingspan is one hundred feet in width. Though they are the most common type of dragons in Barsaive, one of the quickest ways to die in Barsaive is to call a common dragon “common” to its face. Common dragons much prefer the Cathayan term “western dragons” when referring to dragons of their type. Common dragons vary greatly in individual appearance, goals, mannerisms, and abilities. Though the people of Barsaive use it because nearly all the dragons they know of are of similar size, shape, and general appearance, they are by no means common. In fact, few people in Barsaive have ever seen a dragon of any kind.



COMMON DRAGON

TAGS

Armored Scales, Astral Sight, Magical Creature, Wise

SPECIAL

Dragon Breath: A dragon can breathe fire. Dragon fire can burn anything, including weapons, boulders, bricks, and metal or crystal armor—rendering such armor ineffective.

Fear: A dragon inspires fear, rendering those who approach it *Frightened*. *Frightened* characters must attempt to get away from the dragon's line of sight as fast as possible on their next turn and will not willingly approach the dragon again.

Lair Sense: Dragons can notice intruders anywhere within their lairs.

Regeneration: Dragons can heal all their Wounds and Conditions overnight.

Suppress Magic: Dragons can suppress magic a will. This ability imposes four penalty dice on all magic abilities used in the dragons' vicinity.

Wingbeat: Dragons can use their wings to knock over opponents. This can be especially hazardous for characters fighting a dragon somewhere high up, like the deck of an airship or a mountain top.

Scale: Vedette

WOUND SLOTS

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THREAT CIRCLE

Master

Horrors

What the Horrors are, where they come from, and their reasons for doing what they do are not easily answered questions. Though theories abound, debated endlessly by scholars, sages, and Nethermancers, the people of Barsaive know precious little of the Horrors' true nature. Few of the existing theories answer all the questions posed about the Horrors; vast areas of information remain frustratingly vague.

Bloatform

A catch-all name for a diverse class of Horrors, bloatforms often look like floating slugs or jellyfish. Bloatforms rarely kill their victims directly, preferring to encourage suicide or murder. They especially enjoy insinuating themselves into small settlements and manipulating a community into self-destruction. Bloatforms enjoy chatting with victims they have marked. They cajole, threaten, taunt, and negotiate with the victim, all with the aim of getting the victim to destroy himself.

BLOATFORM

TAGS

Impossibly bloated Corpse

SPECIAL

Corrupt Karma: The bloatform can override a character's use of Karma, imposing a penalty die for any Karma Point spent by the target on a beat-the-odds roll made against the Horror.

Horror Mark: This terrible ability allows a bloatform to mark victims and items within its line of sight, linking it and its target over vast distances and enabling it to use any of its abilities against or through his victim.

Thought Worm: This ability allows the bloatform to make telepathic suggestions to a Horror-marked target.

Talents and Spells: Some bloatforms have talents from a variety of Disciplines as well as spells. Often, they lie dormant until a delicious whiff of pain crosses their path and rouses them. Horribly patient, bloatforms can wait years for the destruction of a particularly succulent victim.

Terror: A bloatform is terrifying, rendering those who approach it *Terrified*. *Terrified* characters must attempt to get away from the bloatforms' line of sight as fast as possible on their next turn and will not willingly approach the Horror again.

WOUND SLOTS

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THREAT CIRCLE

Warden



Bone-Shambler

Bone-shamblers are a horrible form of undead Horror construct built from the thousands of bones that litter the ruins of Horror-penetrated kaers. Many, though not all, bone-shamblers have gold and silver pieces incorporated into their bodies. Bone-shamblers move by rolling, the bones and their former owners' armor and weapons rattling around with a sound guaranteed to set teeth on edge.

BONE-SHAMBLER

TAGS

*Undead, Horror Construct,
Roiling Mass of Jagged Bones and Rusted Weapons*

SPECIAL

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WOUND SLOTS

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THREAT CIRCLE

Journeyman



Cadaver Men

During the Scourge, some residents of citadels infested by Horrors chose death rather than to face such evil beings. From these suicide victims, some of the more intelligent Horrors created the animated corpses known as “cadaver men,” undead beings capable of feeling only pain. Although most cadaver men retain their human intelligence, their miserable existences have filled them with hatred of the living and driven most insane. As a result, social contact with cadaver men, though possible, is unsettling for living beings. Cadaver men are also cannibals, but contrary to popular myth do not require sentient flesh for survival.

CADAVER MAN

TAGS

Undead, Horror Construct, Insane, Filled with Bile

SPECIAL

Rage: Cadaver men become easily enraged, flying into a manic fury if they experience any significant pain, such as being subjected to a Pain spell or receiving a Wound. An enraged cadaver man makes four attacks per turn until it has killed the source of the pain. If a cadaver man cannot determine who caused it pain, it simply attacks and kills all living creatures close to it.

WOUND SLOTS

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THREAT CIRCLE

Novice

Despairthought

The despairthought resembles a giant, white larva, ranging from the size of a sheep to the size of several horses. It has white, sightless eyes and a huge maw tipped with large fangs. Along its body are child-sized arms, on which it scrambles around. Although a formidable foe in physical combat, the Horror prefers psychic attack. The despairthought usually hides in a cavern or within ruins, far from civilization, and travels through the astral plane seeking victims. It can roam a limitless range in astral space, keeping its attention on both the physical and astral planes simultaneously.



DESPAIRTHOUGHT

TAGS

Fat, Slow, Fanged Marw

SPECIAL

Corrupt Karma: The despairthought can override a character's use of Karma, imposing a penalty die for any Karma Point spent by the target on a beat-the-odds roll made against the Horror.

Displace: Despairthoughts have the ability to enter and leave astral space at will.

Horror Mark: This terrible ability allows a despairthought to mark victims and items within its line of sight, linking it and its target over vast distances and enabling it to use any of its abilities against or through his victim.

Thoughts of Despair: Inside the victim's mind, the Horror constantly feeds him bleak ideas, cynical notions, and hopeless views of the world—usually doing so when the victim is in danger. As a result, the victim becomes *Despaired*, and can take no action of any kind. He cannot fall to the floor, take shelter, or do anything potentially useful. Most despairthoughts affect their victims this way to get them killed, though some despairthoughts simply enjoy causing the victim inconvenience, embarrassment, or trouble. Repeated use of this ability will eventually change the victim's Personality Tag to *Suicidal*.

Tormenting Voice: When the victim tries to speak, the creature takes control of the victim's voice, making horrible sounds and grunts issue forth instead of words. The victim often spasms and loses control of his body, and his noises torment those who hear them. Listeners clutch their heads as their consciousness drowns in agony for all the painful actions, large or small, that they have ever committed against anyone. The horrible sounds amplify these memories to such a degree that the listeners are rendered incapable of taking any action. Some listeners cry, howl, or roll back and forth on the floor in agonizing pain.

WOUND SLOTS

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THREAT CIRCLE

Journeyman

Gnasher

Gnashers are the simplest of the Horrors. During the Scourge, legions of these mindless entities swarmed across the face of the world, devouring everything in sight and leaving poisoned wastelands in their wake. Though gnashers prefer sentient victims, these Horrors will eat any living thing and even inanimate matter if no other food is available. Gnashers are simply killing machines driven by a blind, insatiable impulse to devour. Gnashers typically travel in swarms of several dozen. They eat constantly, and their gobbling sounds are usually audible from a considerable distance. These Horrors have no sense of self-preservation and continue to attack no matter how effectively their prey fights back.

GNASHER

TAGS

Dumb Killing Machine, Immune to Pain, Acute Senses, Massive Jaws

SPECIAL

Giant Leap: Gnashers can jump impossibly far and high.

Scale: Boat

WOUND SLOTS

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THREAT CIRCLE

Journeyman

Mindslug

The mindslug hides in dark places where a potential victim might rest, and attacks as the victim sleeps. Piercing the victim's skull, the mindslug worms its way into the victim's brain and begins to feed. Mindslugs feed off the pain caused by their attacks on a victim's skull and brain. These mindless creatures usually travel in groups of three, seeking out victims as a poisonous spider might. Six inches long and black in color, mindslugs have no obvious sensory organs, such as eyes or a nose. Instead, each possesses several tentacles that it uses to crawl along the ground, walls and ceilings. The tentacles are lined with small, silvery hooks that provide the slug with sensory information.

MINDSLUG

TAGS

Tiny, Tentacled Predator

SPECIAL

Corrupt Karma: The mindslug can override a character's use of Karma, imposing a penalty die for any Karma Point spent by the target on a beat-the-odds roll made against the Horror.

WOUND SLOTS

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THREAT CIRCLE

Novice

Wormskull

Wormskulls are a class of Horrors that vary in appearance but have one feature in common: their skulls look like masses of writhing worms. Often, their hands and feet also end in worm-like appendages. Wormskulls range in height from five to eight feet tall. Their bodies are made partly of armor. Because wormskulls prefer dry environments, their presence tends to remove moisture up to a mile around them. Occasionally, wormskulls serve other Horrors.

WORMSKULL

TAGS

Armored Body, Disturbing Gaze

SPECIAL

Animate Dead: This ability allows the wormskull to raise the dead, creating cadaver men to serve it (see p.203).

Displace: Wormskulls have the ability to enter and leave astral space at will.

Skin Shift: This gruesome ability causes the target's skin to tear loose from muscles and ligaments, twisting and rotating about its body for massive and disfiguring damage.

Terror: A wormskull is terrifying, rendering those who approach it *Terrified*. *Terrified* characters must attempt to get away from the wormskull's line of sight as fast as possible on their next turn and will not willingly approach the Horror again.

Nethermancy: Wormskulls can cast Nethermancy spells.

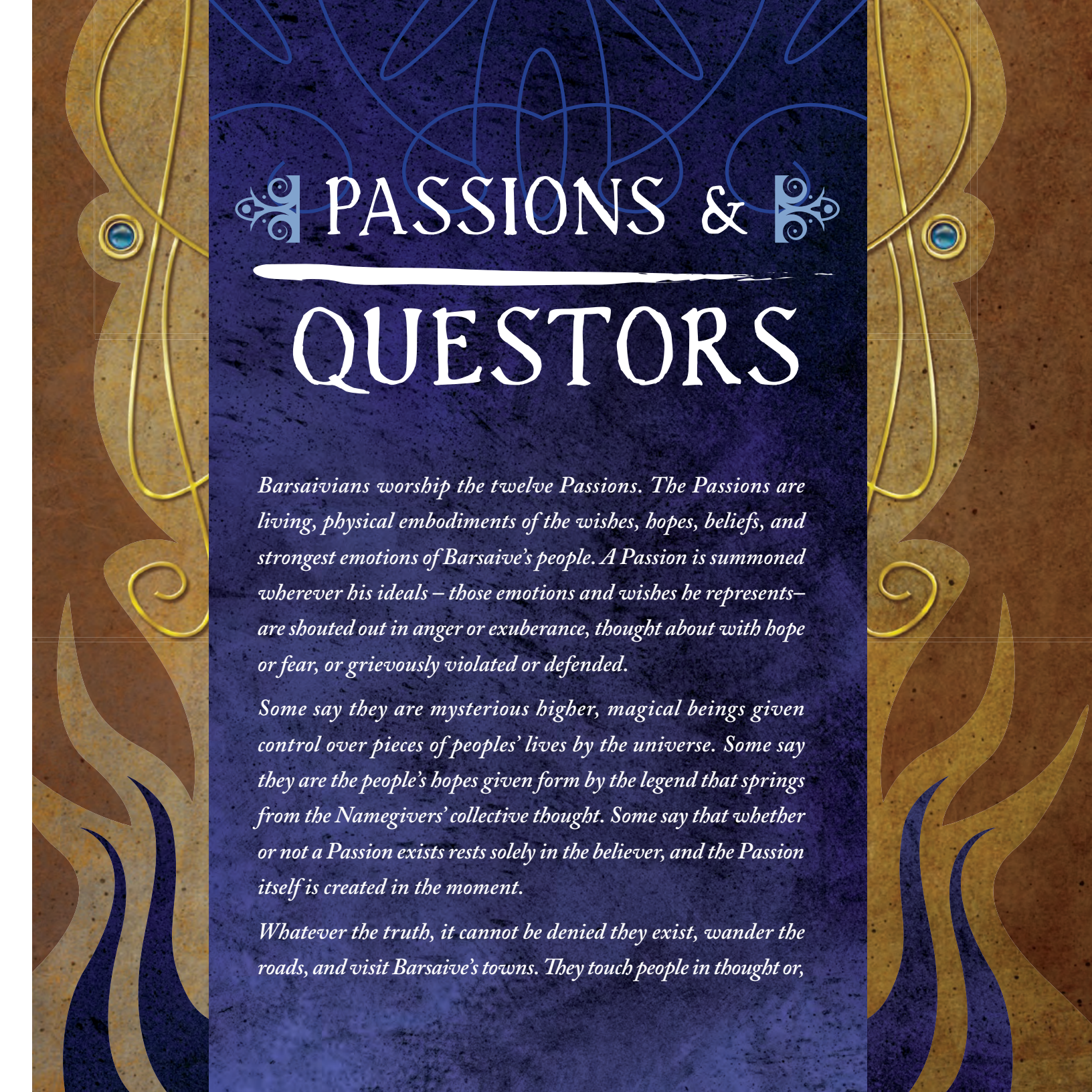
WOUND SLOTS

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THREAT CIRCLE

Journeyman





PASSIONS & QUESTORS

Barsaivians worship the twelve Passions. The Passions are living, physical embodiments of the wishes, hopes, beliefs, and strongest emotions of Barsaive's people. A Passion is summoned wherever his ideals – those emotions and wishes he represents – are shouted out in anger or exuberance, thought about with hope or fear, or grievously violated or defended.

Some say they are mysterious higher, magical beings given control over pieces of peoples' lives by the universe. Some say they are the people's hopes given form by the legend that springs from the Namegivers' collective thought. Some say that whether or not a Passion exists rests solely in the believer, and the Passion itself is created in the moment.

Whatever the truth, it cannot be denied they exist, wander the roads, and visit Barsaive's towns. They touch people in thought or,

if stronger actions are needed, help lift their burdens or grant gifts of healing, comfort, or strength.

QUESTORS

The Passions cannot be everywhere, cannot tackle every task, cannot heal every injury, and cannot inspire every man to chop wood with renewed energy to have warmth through the winter. For this, they have their questors, Namegivers taking to the ideals of one of the Passions, spreading their word, encouraging people to do the right thing, and lending a helping hand every now and then. To be a questor means to revere all of the Passions, but to quest for the ideals of one above all others. The Passions grant obviously magical powers to a questor, even if he is otherwise unable to wield magic, with which the questor inspires and helps Barsaive's people.

Becoming a Questor

Every Namegiver can become a questor by adhering to a Passion's ideals and performing Acts of Devotion on a frequent basis. Doing so is the only thing all questors have in common—being a questor is a specific, directed quest a character undertakes in his life.

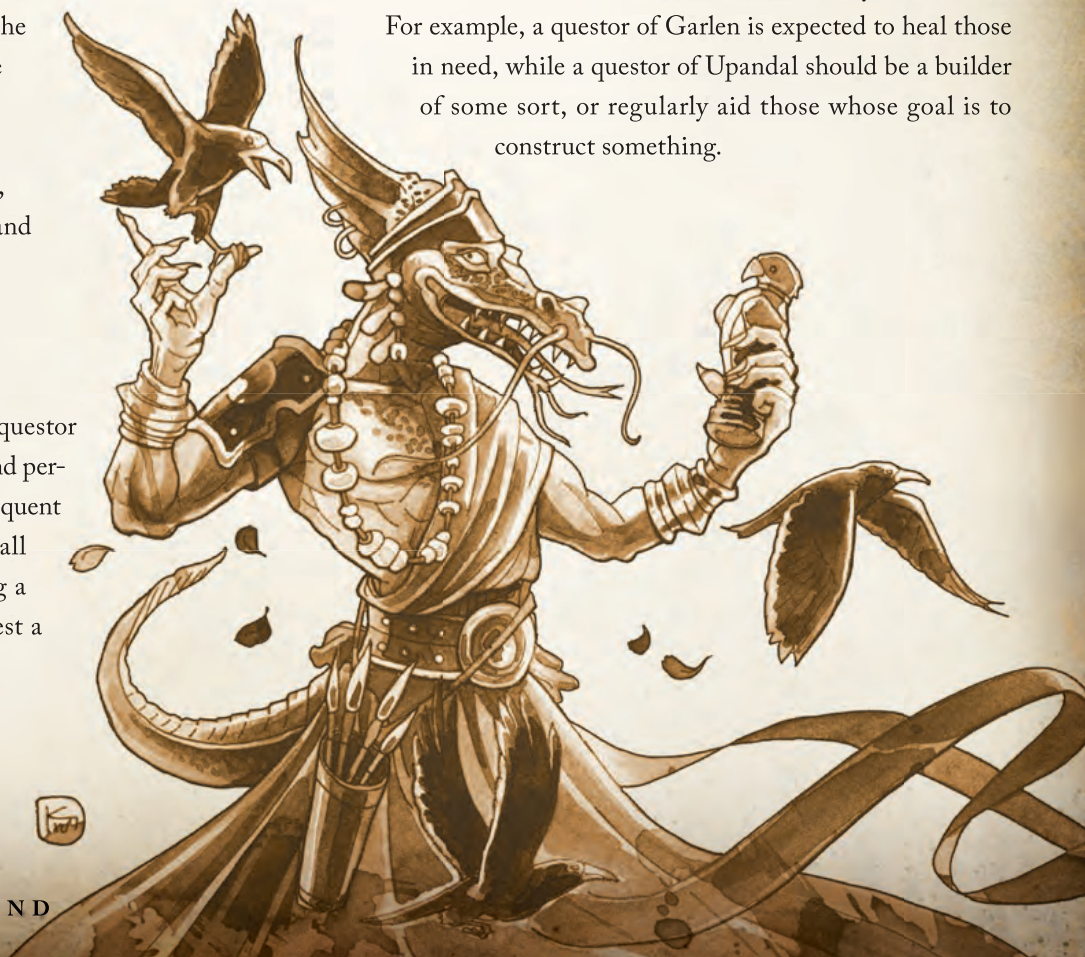
To become a questor, you must devote your life to a single Passion, living that Passion's ideals and helping spread the influence of that patron Passion across Barsaive. By embodying the ideals of your patron Passion, you help keep those ideals, and so the Passion, alive and real in the minds and hearts of the people of Barsaive.

In return for your devotion, you gain the *Questor Tag* of your patron Passion. The *Questor Tag* will be lost if you stop living your patron Passion's ideals.

Using the Questor Tag

The *Questor Tag* can be used by the character on all actions related to his patron Passion's ideals and way of life, specifically those listed under **Powers** in each Passion entry (see below).

For example, a questor of Garlen is expected to heal those in need, while a questor of Upandal should be a builder of some sort, or regularly aid those whose goal is to construct something.





Astendar

Astendar embodies the ideals of art, music, and love. Astendar inspires creative endeavors, strengthens bonds of romance, and is the muse for many a letter of love. Typically appearing as a handsome male or female of any race and carrying a musical instrument, Astendar can transform into the sound of song to float through the air, leaving a melody in her wake and returning the spirit of youth to those worthy and in need of such gift.

Many of Astendar's questors are artists, but just as many who pray to her are following a romantic interest. Astendar's questors and followers delight in sensual pleasures from a good food or wine to a tender kiss.

Ideals

Love, Art, Music

Powers

Astendar empowers you to entrance listeners with music, inspire others with your art, and instill lust, love, and other emotions. Astendar lets you draw on the vibrant energy of youthful passion in the darkest of times, finding the strength and personal fortitude to speak words of comfort and inspiration to those suffering injuries, and revive hope for a better future.

Acts of Devotion

Create a work of art that requires one to four weeks of work. Deliver a love letter across a distance no less than five days' journey. Become involved in a romantic affair that might end in bodily harm to you. Find the perfect bride for the king or queen.

Acts of Devotion

In order to live out the ideals of their patron Passion, questors must act in ways that reflect their chosen path. That is, they are expected to take actions that support the ideals of their patron Passion. Feel free to create Acts of Devotion other than those listed for each Passion; any act that demonstrates the ideals of a questor's patron Passion is appropriate.

THE TWELVE PASSIONS

There are twelve Passions known in Barsaive, although some revere Death, believing him to be a thirteenth Passion trapped by the other Passions under Death's Sea and unable to walk the land. Before the Scourge, all twelve Passions were worshipped equally, with local and personal preferences, but the Scourge has driven three of the Passions into madness, twisting their ideals. These Mad Passions still have followers, as even dark and twisted ideals have their place in the hearts of Namegivers.

Chorrolis

Chorrolis' ideals are wealth, trade, desire, and jealousy. While unlawful acquisition of goods is beneath him and his followers, a hard bargain is not, and building a successful enterprise is a challenge in which Chorrolis revels. Chorrolis usually appears as a corpulent, finely dressed man of any race, often carrying riches. He travels along any road or river used as a trade route instantly, and is said to strike many deals himself.

Chorrolis' questors are usually greedy, or at least successful, merchants.

Ideals

Wealth, Trade, Jealousy, Desire

Powers

Chorrolis empowers you to incite greed in others and to encourage cooperation in matters of trade. Chorrolis also helps you find the way to the location of the single most valuable deposit of treasure nearby.

Acts of Devotion

Conduct trade involving valuable goods. Negotiate at least one notable transaction every time you pass through a marketplace. Spend considerable time pursuing a rumor describing potential profit. Secure a loan with outrageous interest rates and serious late-payment penalties in an attempt to make an extraordinary profit. Obtain a rare and legendary object.

Dis (Mad Passion)

Formerly known as Erendis, Dis is one of the Passions whose ideals were twisted by the Scourge for reasons unknown. Today, Dis embodies bureaucracy, unnecessary work, and slavery. Those involved with him eventually burn out, becoming empty husks—slaves to the Passion no better than the slaves they took for themselves (whether openly or by lawful employment contract). Dis appears as a sickly man or female of any race and can instantly return to any place he has been before.

Dis' questors often oversee bureaucratic organizations or slaving operations, and many Therans are reported to be questors of Dis. Some live ascetic lives and fashion themselves in gray after their Passion, others live in luxury to celebrate that they live off of other people's work.

Ideals

Confusion, Unnecessary Work, Complex Bureaucratic Hierarchies, Slavery and Mastery

Powers

Dis empowers you to cause confusion in the minds of other people, making it difficult for them to focus on the task at hand. Dis allows you to issue commands that must be obeyed; others will bow to your authority. Dis will also aid you in forcing others to perform a task tirelessly for hours on end.

Acts of Devotion

Impose your will on another sentient being. Create an obscure method of controlling information and work flow that offers no practical value. Force a worthy opponent into slavery. Set up a slave-trading network.



Floranuus

Ever the optimist, Floranuus' ideals are revelry, victory, and motion. He inspires Baraivians when they strive for greatness and is the center of every celebration. He and his questors travel the land to lift people's spirits, instill stamina for arduous tasks, and tell them to find joy more often. Floranuus travels the land at incredible speeds as a ball of fire and typically appears as a humanoid form made of fire.

Many sailors are among Floranuus' followers and questors, calling out their patron to speed their ship, ever optimistic to encounter high winds and good weather. They often dress in bright, fanciful colors in honor of Floranuus' wish that they celebrate every day.

Ideals

Revelry, Energy, Victory, Motion

Powers

Floranuus empowers you to increase another's movement speed and stamina by encouraging and inspiring your companions to continue on and endure physical hardship. Floranuus allows you to alter moods from depression to exhilaration.

Acts of Devotion

Participate in or organize a race or other physical competition. Organize a celebration with at least 100 guests that requires at least one week of work. Raise your side's flag within enemy territory at the turning point of a battle. End a war between two enemy communities or nations.

Garlen

Garlen is the Passion of hearth and healing, the protection of homes, and a relief to the sick. She usually shows herself as a voluptuous woman who can appear instantly in any home, spreading healing to those in need or protecting it from danger.

Many of Garlen's questors are healers, and healing is the most recognized aspect of Garlen in a Barsaivian's mind. However, they are also the protectors of homes and families and staunch defenders of the innocent, unleashing terrible wrath onto those threatening her ideals.

Ideals

Hearth and Healing

Powers

Garlen allows you to dispel dark thoughts and emotions, both natural and magical. You can counteract emotional manipulation that produces fear or agitation, rally people who want to flee, or restore the spirits of people who believe they have nothing for which to live. Garlen aids you in healing any damage another Namegiver may have taken. Garlen empowers you to seal windows and doors with a mystic force that hinders the entry of intruders.

Acts of Devotion

Heal someone suffering from a physical injury. Provide extended care for someone suffering from a serious illness. Protect a home from attackers. Find the cure for a terminal illness.



Jaspree

Jaspree is a Passion of nature, loving growth and life. It is said that Barsaive's recovery after the Scourge is his doing and that of his questors, who wander under the trees, between the flowers, and through bountiful fields as their Passion does. Jaspree usually manifests as half creature, half man, and can travel through natural environs, even solid earth, like a fish through water.

Jaspree's questors often live in the wilds, protecting beautiful natural places or nurturing barren lands to bear life again, but just as often are farmers tending to fields and livestock. Some of them travel the land to do naught but take in all of its wonders.

Ideals

Growth, Care of the Land,
Love of the Wilderness

Powers

Jaspree allows you to control an animal or a wood spirit inside a plant or tree, commanding it to do your bidding. Jaspree also aids you in seeding and growing plants at unnatural rates, growing entire trees within mere minutes.

Acts of Devotion

Plant seeds over a one-acre area. Nurture a farm or forest area for one week or more. Protect a farm, forest area, or herd of animals from casual or deliberate harm. Undo the effects of the Scourge to a considerable patch of land.

Lochost

The Passion of freedom of thought and body, rebellion, and change, Lochost has become the antithesis of Dis, and the two often fight each other, either directly or through their followers. Lochost often appears as a child, his features constantly changing, and travels through the air as the wind.

Lochost's questors are known for fighting slavery, but can also be found among free-thinking scholars and political reformists. It is illegal to follow Lochost in Theran lands, and many of his questors are hunted, just as they themselves hunt slavers.

Ideals

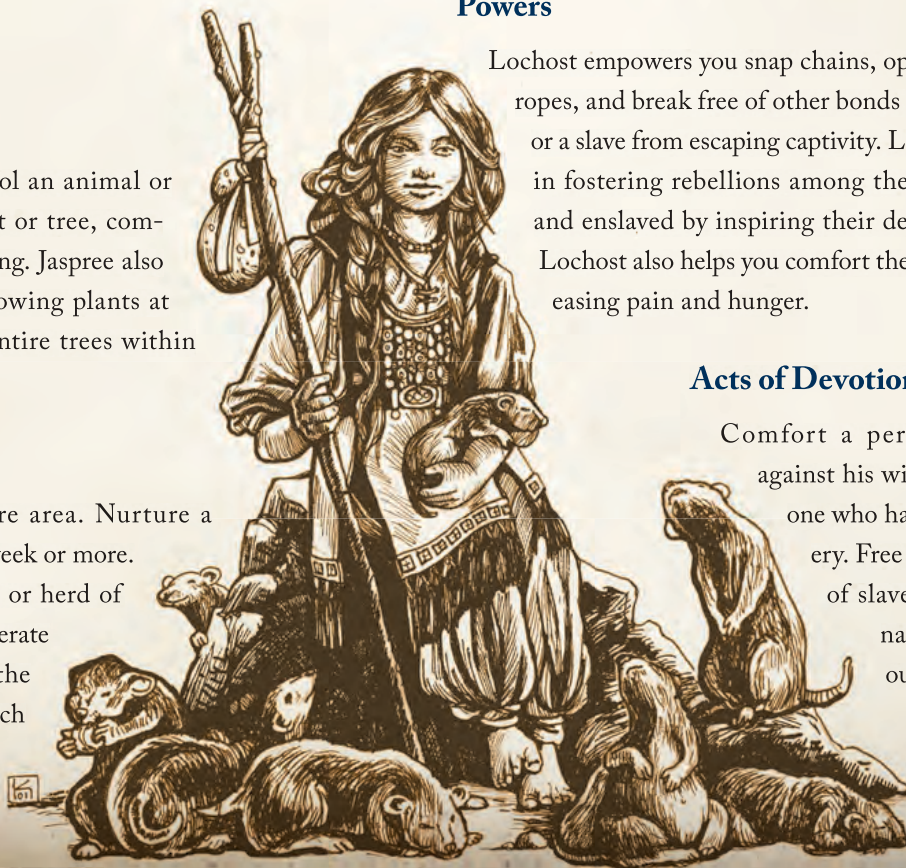
Rebellion, Change, Freedom

Powers

Lochost empowers you snap chains, open locks, burst ropes, and break free of other bonds preventing you or a slave from escaping captivity. Lochost aids you in fostering rebellions among the downtrodden and enslaved by inspiring their desire to be free. Lochost also helps you comfort the imprisoned by easing pain and hunger.

Acts of Devotion

Comfort a person enslaved against his will. Help someone who has escaped slavery. Free an entire camp of slaves. Convince a nation's leader to outlaw slavery.



Mynbruje

The Passion of justice, empathy, and truth, Mynbruje usually appears as an old and wise member of any race, traveling from one mind to another as he reads it, leaving behind the gift of understanding.

While many of his questors are scholars striving for truth, even more travel the land to solve disputes, strive for justice, and restore balance to communities. They often dress simply, caring little for status or prestige, although they are always honored guests as they never wrong anyone willingly.

Ideals

Justice, Compassion, Empathy, Truth

Powers

Mynbruje empowers you to ease emotional and physical suffering in others by ending all pain immediately. Mynbruje generally increases your perception and even allows you to read minds by traveling through the thoughts and emotions of other Namegivers.

Acts of Devotion

Ease an accused person's suffering. Reveal a falsehood. Prove a criminal's guilt or a suspect's innocence. Uncover and expose a conspiracy to murder a king or other high-ranking official.



Raggok (Mad Passion)

Formerly known as Rashomon, Raggok's ideals are revenge, bitterness, and jealousy. Causing the dead to walk the land and sowing hate between people, Raggok stands for all that is wrong in the world. He usually manifests as a large man with a ram's horns, scores of open wounds continuously appearing and healing all over his body. He travels between the minds of Namegivers, leaving bitter memories behind in his wake.

Like Dis' questors, there are ascetic followers of Raggok as well as those living in luxury. Either way, they use wealth to cause misery, either to people's minds or their bodies. Often, vengeance drove them into their Passion's arms.

Ideals

Vengeance, Bitterness, Jealousy

Powers

Raggok empowers you to call forth painful memories and inflict horrible pain on other Namegivers with the sound of your voice. Raggok aids you in inspiring hatred, sending other Namegivers into a blind, violent rage. Raggok also allows you to raise the dead by sending undead spirits into corpses of your choice—effectively creating cadaver men.

Acts of Devotion

Cause someone pain in combat—this act of devotion is rewarded for one battle against one opponent, not each successful attack. Torture a victim with expert deliberation. Kill someone in the name of revenge—either your own revenge, or that of one on whose behalf you act. Make an entire community suffer for the deeds of their ancestors.

Thystonius

While the Passion of conflict and valor, Thystonius cares little for killing, but rather promotes the spirit of competition. He will stand by all sides on a battlefield, in a wrestling match, or in a race. Usually appearing as a tall and muscular member of any race, Thystonius can travel instantly to any nearby physical conflict, increasing the participants' strength and helping them overcome their pain to continue.

Thystonius' questors take on every day as a new challenge, striving to do great deeds and encouraging others to do the same. His questors are somewhat famous for failing to consider the consequences of the actions they so heartily encourage.

Ideals

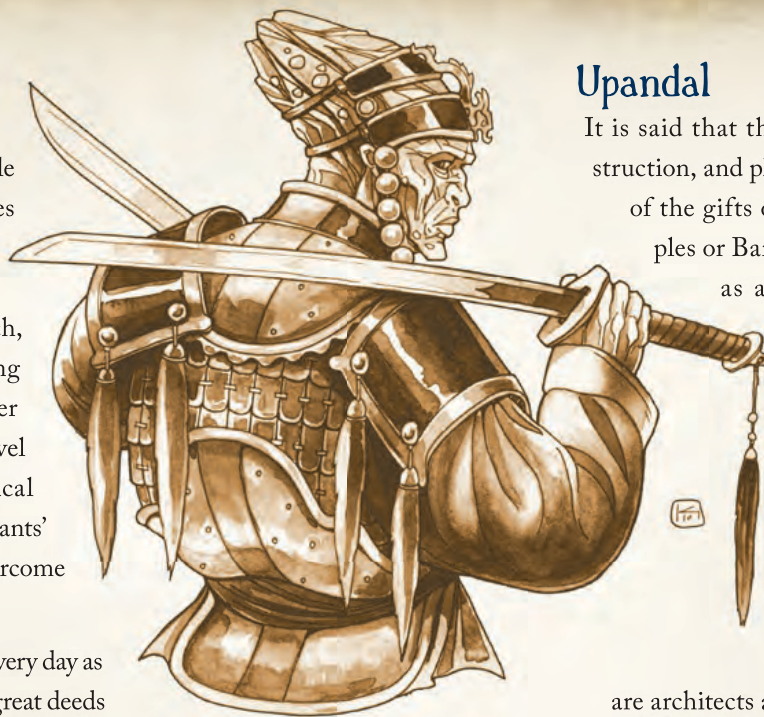
Physical Conflict, Valor

Powers

Thystonius supports you when inspiring others to the thrill of taking physical risks, allowing you to increase another's martial abilities, strength, and reactions to overcome pain and keep on going in any kind of physical conflict.

Acts of Devotion

Engage in a test of physical prowess: combat, leaping over a particularly wide chasm, and so on. Lead soldiers into battle. Fight a powerful opponent until one or both combatants cannot continue. Bring victory to a nation involved in a full-scale war.



Upandal

It is said that the Passion of crafts, construction, and planning has brought many of the gifts of civilization to the peoples or Barsaive. He usually appears as a craftsman of any race, bearing tools and wearing garb dirtied from his work. He travels between cities and other sites of great constructions at will.

His questors find joy in building and construction. While many are architects and craftsmen focusing on physical achievements, there are also those that build great societies along the way.

Ideals

Building, Construction, Planning

Powers

Upandal aids you in making tools and weapons quickly or even summoning them into being with sheer will. Upandal empowers you to fortify buildings, fortresses, and city walls, and helps you create temporary bridges and towers.

Acts of Devotion

Spend a week creating a new tool, weapon, or design. Help build a building, castle, or other structure that requires two to four weeks of work. Protect a beautiful object—a mechanical jewelry box, an ornate tower, and so on—from those who would destroy it. Create a legendary item.

Vestrial (Mad Passion)

The third of the Mad Passions, Vestrial retained his name after the Scourge. A trickster before the Scourge, his ideals turned into bitter deceit and manipulation, his jokes ever more dangerous. He appears as a figure clad in robes and can travel to any place where a lie was just uttered.

Questors of Vestrial love to manipulate others, steering their actions through plots within plots in order to steer their marks to their doom. Often enough though, they themselves fall victim to a ploy of their Passion, realizing that none but Vestrial himself is the master of manipulation.

Ideals

Manipulation, Deceit

Powers

Vestrial allows you to confuse listeners and beguile people with lies. Vestrial lets you discover a person's true desires and aids you in manipulating them.

Acts of Devotion

Lie to someone about a matter that is important to the person and has an effect on his life. Manipulate someone into doing something illegal, immoral, or otherwise wrong that they would not willingly do. Create a lie that leads to someone's death; though you need not be present when the death occurs, the person who dies must have allies that will seek to avenge his death. Create a conspiracy to murder a king or other high-ranking official.





... ROUGH MAP ...

... SETTING NAME ...

COMMUNITY TYPE

REASON OF
EXISTENCE

GOVERNMENT

... PLACES OF INTEREST ...

NAME

NAME

NAME

NAME

NAME

NAME

... THREATS ...

NAME

NAME

NAME

NAME

NAME

NAME

... IMPORTANT PERSONALITIES ...

NAME & POSITION

NAME & POSITION

MOTIVATION

MOTIVATION

APPEARANCE

APPEARANCE

TAGS

TAGS

NAME & POSITION

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MOTIVATION

MOTIVATION

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TAGS

NAME & POSITION

NAME & POSITION

MOTIVATION

MOTIVATION

APPEARANCE

APPEARANCE

TAGS

TAGS



... CHARACTER TAGS ...

BODY _____

MIND _____

EDGE _____

FLAW _____

... CONDITIONS ...

WOUND SLOTS _____

W?

☐

W?

☐☐☐☐☐

... NAME ...

CONCEPT: RACE & DISCIPLINE

CIRCLE OF MASTERY

RACIAL ABILITIES

SKILLS

... KARMA ...

POOL _____

AVAILABLE

☐☐☐☐☐☐☐☐☐

... EQUIPMENT ...

... DRIVES ...

WHERE DO YOU COME FROM?

WHAT DO YOU WANT?

WHAT IS STOPPING YOU?

WHAT WILL YOU DO?

... TALENTS ...

	Duration	Type	D?
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐
		☐ A ☐ S	☐

... SPELLS ...

	Range	Duration	Area of Effect
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
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	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		
	☐ S ☐ T ☐ L		

... RELATIONSHIPS ...

NAME _____

TYPE _____

DESCRIPTION _____

NAME _____

TYPE _____

DESCRIPTION _____

NAME _____

TYPE _____

DESCRIPTION _____

... DESCRIPTION ...

... EXPERIENCE ...

CP TOTAL _____

CP AVAILABLE _____



... ADVERSARY ...

NAME _____

THREAT CIRCLE _____ SCALE _____

TAGS _____

SPECIAL _____

WOUND SLOTS ☐☐☐☐☐☐

... VEHICLE ...

NAME _____ SCALE _____

TAGS _____

POSITIONS _____

CONFIGURATION _____

CRITICAL HITS ☐☐☐☐☐☐

AN OVERVIEW OF PUBLISHED EARTHDAWN MATERIAL

The following lists provide a rough overview of all major releases available for **Earthdawn** as of the time of this book's release. Most of the books are out of print but still available in electronic format thanks to digital technology.

First Edition

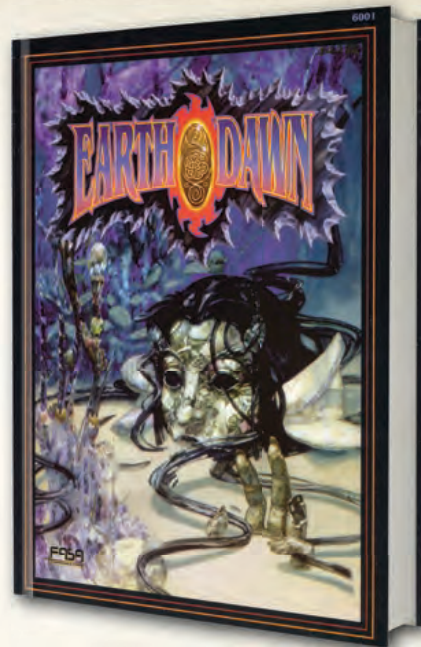
Earthdawn's First Edition (ED1) was the original game created and published by **FASA Corporation** from 1993-1999.

Rules and Rules Expansions

- ◆ Rulebook
- ◆ Gamemaster Pack
- ◆ Earthdawn Companion
- ◆ Arcane Mysteries of Barsaive
- ◆ Magic: A Manual of Mystic Secrets

Sourcebooks

- ◆ Barsaive
- ◆ Creatures of Barsaive
- ◆ Crystal Raiders of Barsaive
- ◆ Denizens of Earthdawn, Volume 1
- ◆ Denizens of Earthdawn, Volume 2
- ◆ Earthdawn Survival Guide
- ◆ Horrors
- ◆ Legends of Earthdawn, Volume 1
- ◆ Ork Nation of Cara Fahd
- ◆ Parlainth: The Forgotten City
- ◆ Secret Societies of Barsaive



- ◆ Serpent River
- ◆ Sky Point & Vivane
- ◆ The Adept's Way
- ◆ The Blood Wood
- ◆ The Book of Exploration (Legends of Earthdawn, Volume 2)
- ◆ The Theran Empire
- ◆ Throal: The Dwarf Kingdom

Adventures

- ◆ Barsaive at War (Published by Living Room Games)
- ◆ Blades
- ◆ Infected
- ◆ Mists of Betrayal
- ◆ Parlainth Adventures
- ◆ Path of Deception (Published by Living Room Games)
- ◆ Prelude to War
- ◆ Shattered Pattern
- ◆ Sky Point Adventures
- ◆ Terror in the Skies
- ◆ Throal Adventures

Second Edition

Earthdawn's Second Edition (ED2) was published by Living Room Games from 2001-2006.

Rules and Rules Expansions

- ◆ Rulebook
- ◆ The Gamemaster's Screen
- ◆ Earthdawn Companion

Sourcebooks

- ◆ Scourge Unending
- ◆ Way of War: Makers of Legend, Volume 1
- ◆ The Book of Dragons
- ◆ The Wanderer's Way: Makers of Legend, Volume 2

Adventures

- ◆ Barsaive in Chaos



Classic Edition

Earthdawn's Classic Edition (EDC) was published by RedBrick Limited from 2005-2008.

Rules and Rules Expansions

- ◆ Player's Compendium
- ◆ Gamemaster's Compendium
- ◆ Character Folio
- ◆ Adventure Log

Sourcebooks

- ◆ Name-giver's Compendium
- ◆ Kratas: City of Thieves
- ◆ Nations of Barsaive: Volume One

Adventures

- ◆ Ardanyan's Revenge
- ◆ Earthdawn Adventure Compendium
- ◆ Burning Desires
- ◆ Shards Collection: Volume One

Third Edition

Earthdawn's **Third Edition** (ED3) was published by **RedBrick LLC** and **Mongoose Publishing** from 2009-2011.

Rules and Rules Expansions

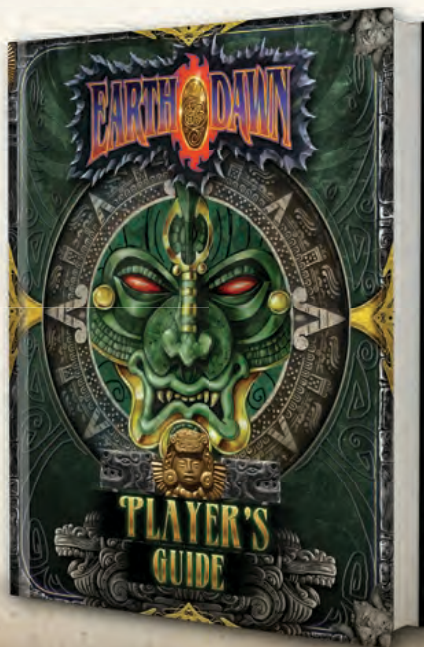
- ◆ Player's Guide
- ◆ Gamemaster's Guide
- ◆ Player's Companion
- ◆ Gamemaster's Companion
- ◆ Misguided Ambitions - An Introduction to Earthdawn

Sourcebooks

- ◆ Kratas: City of Thieves
- ◆ Namegivers of Barsaive
- ◆ Nations of Barsaive 1: Throal
- ◆ Nations of Barsaive 2: Serpent River
- ◆ Nations of Barsaive 3: Cara Fahd
- ◆ Nations of Barsaive 4: Crystal Raiders
- ◆ Cathay: The Five Kingdoms Player's Guide
- ◆ Cathay: The Five Kingdoms Gamemaster's Guide

Adventures

- ◆ Ardanyan's Revenge
- ◆ Burning Desires
- ◆ Shards Collection Volume One
- ◆ Shards Collection Volume Two
- ◆ Kratas Adventures



Fourth Edition

Earthdawn's **Fourth Edition** (ED4) is currently published by **FASA Games** (since 2014).

Rules and Rules Expansions

- ◆ Player's Guide
- ◆ Gamemaster's Guide

Sourcebooks

- ◆ City of Travar

Novels

Earthdawn's line of novels were published by **ROC** from 1993-1994, **Fasa Corporation** from 1995-1997, **Per Aspera Press** from 2003-2005, **RedBrick Limited** from 2007-2009, and **RedBrick LLC** from 2010-2011.

- ◆ Talisman: A Short Story Anthology
- ◆ *The Earthdawn Trilogy*: The Longing Ring, Mother Speaks, Poisoned Memories
- ◆ Shroud of Madness
- ◆ Prophecy
- ◆ Lost Kaer
- ◆ Liferock
- ◆ *The Immortals Trilogy*: Scars, Little Treasures (Unreleased in English), Worlds Without End (Shadowrun)
- ◆ Anarya's Secret
- ◆ Defiler's Curse
- ◆ *The Cathay Novels*: Dark Shadows of Yesterday, Immortal Twilight



RULES SUMMARY

Only players roll dice!

Only ask closed questions!

MAIN DIE RESULTS

Roll	Do you get what you want?
6	Yes, and... – You get what you want, and something else.
4	Yes... – You get what you want.
2	Yes, but... – You get what you want, but at a cost.
5	No, but... – You don't get what you want, but it's not a total loss.
3	No... – You don't get what you were after.
1	No, and... – You don't get what you want, and things get worse.

Outcome

The **and** and **but** are qualifiers that modify how good the success was or how bad the failure was. When you get a qualifier, you make an extra statement about how the action succeeded or failed. This extra statement can add a Condition to a character or a Detail to a scene.

Modifiers

Bonuses and penalties come from the following sources:

- ◆ A Tag
- ◆ A Condition
- ◆ A piece of Equipment
- ◆ A Detail
- ◆ Karma
- ◆ Other Circumstances

Bonus and penalty dice cancel each other out. Roll any leftover dice along with the main die.

When scoring at least one **+**, you *can* adjust the result of your main die up by one, turning any “No” result into a “Yes” result.

When scoring at least one **-**, you *must* adjust the result from your main die down by one, provided it turns a “Yes” result into a “No” result. If you already scored a “No” result, it simply stays the same.

On a **++**, your result gets even better by adding a beneficial “and...” statement.

On a **--**, your result gets even worse by adding an “and...” statement.

Karma

You start the game with a number of Karma Points equal to your Karma Pool. You can temporarily have more Karma than your Karma Pool allows.

During the game, you earn Karma Points by...

- ◆ Being awesome
- ◆ Using Blood Magic
- ◆ Getting in trouble
- ◆ Performing a Karma Ritual

You can spend Karma Points to...

- ◆ Add a bonus die to any of your rolls
- ◆ Re-roll all of your dice
- ◆ Use a Talent or Spell
- ◆ Use a Legendary Item

Talents & Spells

Talents: To activate a talent, you either spend a Karma Point or make an Activation Test. When spending Karma, the talent simply takes effect as described or intended by you. When making a roll, you word a suitable question based on how you intend to use the talent and consider the modifiers (Discipline Talents gain a bonus die). The result will help you describe what happens.

Spells: You *must* spend a Karma Point and make a beat-the-odds roll (see p.36) to cast a spell. When making the roll, you word a suitable question based on how you intend to use the spell, and consider the modifiers. Spell effects are more versatile—for each extra turn or Karma Point spent to alter the spell, you can adjust its Duration and/or Area of Effect.

Type

- ◆ Action talents require an action (see p.46) to activate.
- ◆ Support talents do not require an action to activate.

Effect

Talents: Most talent effects allow you to do things a mundane character cannot do (or at least wouldn't be able to perform without special equipment or years of practice).

Spells: Most spell effects allow you to do fantastic things. Note that the descriptions are fairly general; feel free to adapt the effect to your style of play and the situation at hand.

Range

A spell's Range determines how far a target can be away from the casting magician in order to be affected. Self affects the magician only, Touch means that the magician must touch the target while casting the spell, and Line of Sight means that the magician only needs to see the target in order to affect it.

Ingredients

Some spells require ingredients to cast them successfully. Such spells cannot be cast unless the required ingredient is available!

Duration

- ◆ **Instant:** The effect takes place immediately, usually when causing damage.
- ◆ **1 Turn:** The effect lasts for exactly 1 turn.
- ◆ **X Turns:** When the Duration is given with X Turns, the spell only lasts for 1 Turn by default. Each Turn or Karma spent altering the spell improves the Duration as follows:

+1	X=2 Turns
+2	X=5 Turns
+3	X=8 Turns
+5	X=Temporary
- ◆ **One X:** The talent or spell works for a single task or roll as defined.
- ◆ **Temporary:** The effect lasts for the rest of the scene. Some talents and spells can reasonably last for longer durations, beyond a single scene. In this case, the character must keep the effect going simply by spending a point of Karma at the beginning of each new scene.
- ◆ **Permanent:** The effect leaves the target permanently changed (healing Wounds, for example).

Area of Effect

When the Area of Effect is given with X Targets, it only affects 1 target by default (usually a character or creature, a device or item, or an area large enough to be occupied by a character-sized target). Each Turn or Karma Point spent altering the spell improves the Area of Effect as follows:

- ◆ +1 X=Area covering 2 Targets
- ◆ +2 X= Area covering 5 Targets
- ◆ +3 X= Area covering 8 Targets
- ◆ +5 X= Area covering everything touched or in Line of Sight

Taint

Whenever the character ends up with a “No, and...” result when using a talent or spell, he may suffer backlash from tainted magic. He receives a Condition based on the severity of the situation (the more powerful the talent used, the worse the Condition).

Equipment

When creating an equipment tag, make the adjective tell something useful and/or interesting about it. However, there is no need to distinguish it any further if there is nothing exceptional about the item. However, such items require a short description. This description is usually only a sentence or two long and features suitable tags for the item in *italics*.

- ◆ An equipment tag can only have a single adjective—none is acceptable (as per above), but more than one is not. That said, a *Crossbow* is okay, as are an *Accurate Crossbow* or a *Long-Range Crossbow*. An *Accurate Long-Range Crossbow* is not allowed.
- ◆ Choose specific, descriptive nouns; *Curved Sabre* is better than *Sword*, *Guard Helmet* is better than *Helm*. You can use more than one noun, but keep the tag as short as possible.

Blood Charms

Many blood charms allow you to spend a Karma Point for an automatic **+** on specific rolls or gives you access to a special ability. If the number of blood charms you have attached ex-

ceeds your total number of Wound slots, you become susceptible to “depatterning”—which randomly incurs penalty dice to any of your beat-the-odds rolls (one for each blood charm above your total number of Wounds). If you score a *No, and...* result on such a test, you die.

Common Magic Items

In addition to a description, common magic items have an Effect, which is a short statement describing what happens when the item is put into action. Activating and using common magic items doesn't cost Karma; they can be operated by anyone.

Legendary Items

Legendary Items come with additional tags and abilities that can be “unlocked” by researching the item's history and learning specific information or performing heroic deeds.

Mounts

Cavalryman character should start the game with a mount, and Beastmaster characters should have an animal companion.

Questors

To become a questor, you must devote your life to a single Passion, living that Passion's ideals and helping spread the influence of that patron Passion across Barsaive. In return for your devotion, you gain the *Questor Tag* of your patron Passion. The *Questor Tag* will be lost if you stop living your patron Passion's ideals.

Using the Questor Tag

The *Questor Tag* can be used by the character on all actions related to his patron Passion's ideals and way of life, specifically those listed under Powers in each Passion entry (see p.209).

For example, a questor of Garlen is expected to heal those in need, while a questor of Upandal should be a builder of some sort, or regularly aid those whose goal is to construct something.

Acts of Devotion

In order to live out the ideals of their patron Passion, questors must act in ways that reflect their chosen path. That is, they are expected to take actions that support the ideals of their patron Passion. Feel free to create acts of devotion other than those listed for each Passion; any act that demonstrates the ideals of a questor's patron Passion is appropriate.

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Before science, before history, an era of magic existed in our world's dim past. Magic flowed freely, touching every aspect of the lives of men and women of the Namegiver races. Bold heroes from all across the land band together, arming themselves with powerful magical spells and treasures, ready to fight for life and freedom. It was an age of fantastical deeds and mythical stories.

It was the Age of Legend.

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