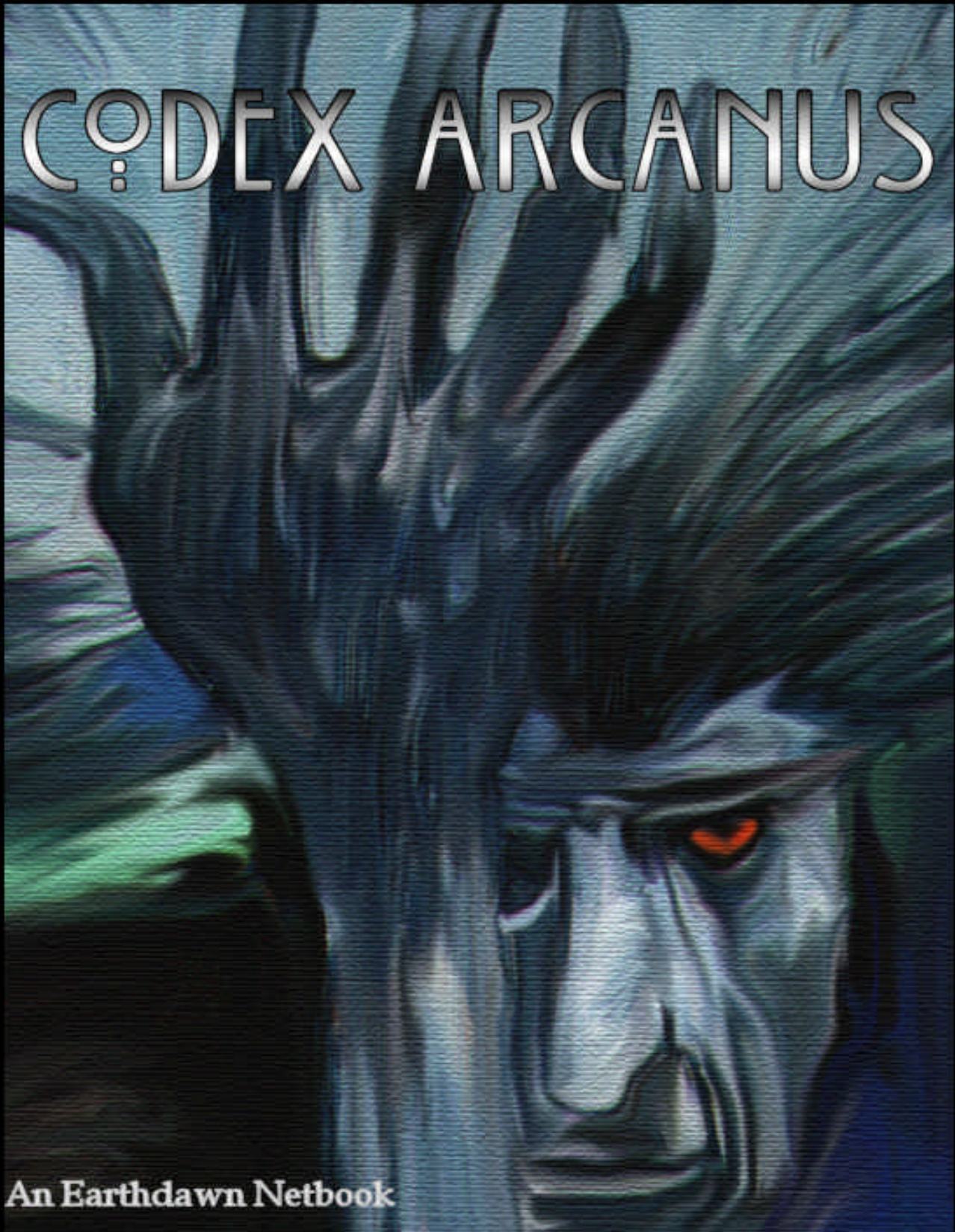


CODEx ARCANUS



An Earthdawn Netbook



CODEx ARCANUS

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Contributors

Robert Braddock
Luke Davis
Péter Dévényi
Peter Ellvåg
Exolasher
Fletch's Kaer
János Folláth
Zsombor Gáspár
Jason A. Goode
Attila Hatvágner
Melissa Kuhnell
Keith Richmond
Scott Rick
Scott Rowswell
Sade
Michael "Mykal" Sawyer
Damian Sharp
Cecil Starlin
Uzrivoy
Mark Watkins
Michael Weber
Simon Withers

Editing

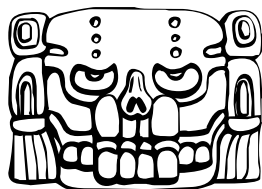
Tim Daly
Attila Hatvágner
Scott Rick

Art

Sade

Special thanks to

Kathy Czechowski
Sako Eaton
Richard Grady



INTRODUCTION

Welcome in the first edition of *Codex Arcanus*. Writing an introduction is not as easy as some people would think, since this sentence followed the first one after ten minutes of thinking, so I will better jump into the middle...

If you look at the web, you'll probably find many Earthdawn-related sites, with some great material on them. This material however is quite scattered on the net to be used and accessed easily and you cannot be even sure that you checked all of the existing homepages. Not to mention those pages which never got any feedback for the work that was put into them and went down after a while.

One of the aims of this netbook is to collect some of this material from the willing owners and promote their efforts. You can find a list of the contributors in Appendix A - I recommend you to check out their sites if you like their work here.

Completely new material also can be found here and we hope that the future editions of this book will contain even more previously unreleased stuff... But until the next edition comes out you'll have to settle for this one: more than 100 spells and more than 120 talent knacks as well as a revised Shaman Discipline. Not bad for a start.

So, start reading, keep playing ED and send in some new stuff for the next edition...

-Attila

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The following abbreviations were used for references to official Earthdawn products:

AM	Arcane Mysteries of Barsaive
BE	Book of Exploration
CF	The Ork Nation of Cara Fahd
ED	Earthdawn
EDC	Earthdawn Companion
ESG	Earthdawn Survival Guide
MMS	Magic: Manual of Mystic Secrets
PoD	Path of Deception
PtW	Prelude to War
SP	Shattered Pattern





ELEMENTALIST SPELLS

CIRCLE: I

Dancing Flame

Threads: 1 **Weaving Difficulty:** 5/9
Range: Self **Duration:** Rank rounds
Effect: Creates a small flame
Casting Difficulty: Target's Spell Defense
Author: Peter Ellvåg

This spell creates a small flame that appears on top of one of the caster's fingers. The flame reaches roughly four inches in height, is about half an inch wide at the base, and gives off light roughly equal to that of a pair of candles. The flame is hot enough to ignite flammable materials but will only do step 1 damage if used in combat. The flame remains in existence for the duration of the spell, or until the caster blows it out much like a candle.

Dome of Air

Threads: 3 (or 4) **Weaving Difficulty:** 5/12
Range: Touch **Duration:** Rank hours (12 hours)

Effect: -1 step to Attack and Damage Tests vs. ranged attacks

Casting Difficulty: 3

Author: Uzrivoy's Masters

The spellcaster shields the end of his foot with his hand in a dome shape and sprinkles some water from above, watching it run off his hand. A dome composed of a thicker layer of air, which forms in a sphere around the caster with a 10-yard radius. The dome shimmers slightly, has the thickness of the Elementalist's thumb, is fixed in place at the time of casting and emits a faint, buzzing sound.

The dome will protect the enclosed area from heavy rain or snow, but not from a large rush of liquid that a waterfall or large cauldron of oil poured from above might produce.

The dome is permeable to air and gives a slight resistance to physical objects passing through. The shimmering gives ranged attacks passing through lessens Damage Tests of Missile and ranged attacks through the dome by 1 step. Any Perception Test attempted through the dome also suffers a -1 step penalty due to the shimmering and muted sound.

Duration is Rank hours. A fourth thread may be woven to increase the duration of the spell to 12 hours. Domes can be overlapped to create larger shielded areas for caravans or large parties.

"Sonny, once I teach you this spell you'll be every windling's best friend in a rainstorm. They hate getting wet as much as my wife's cat."

- Regnor, human Elementalist

Flame Bolt

Threads: 1 **Weaving Difficulty:** 5/11
Range: 25 yards **Duration:** 1 round
Effect: Willforce + 6
Casting Difficulty: Target's Spell Defense
Author: Peter Ellvåg

The Elementalist needs a piece of coal (a piece from a burnt out campfire will do fine) in order to cast this spell.

As the Elementalist weaves the spell, a small flicker of a flame begins to swirl in the hand holding the piece of coal, the flame quickly consumes the piece of coal and spins itself into a fist-sized ball of fire which the magician then hurls at his intended target.

Physical Armor protects against damage from this spell.

Long-Life Candle

Threads: none **Weaving Difficulty:** NA/7
Range: Touch **Duration:** See text
Effect: See text
Casting Difficulty: 2

Author: Attila Hatvágner and Scott Rick

This spell was first designed during the Long Night by Elementalists who needed to be able to study, but could not waste their mystical resources on such things as powerful spells and powerstones. To cast the spell an Elementalist must snuff out a candle with his bear fingers (taking any damage as normal - torches can be affected with this spell too). He keeps his fingers around the end of the wick that has been snuffed out, weaving the threads. If successful, the candle will re-light itself when the Elementalist removes his fingers. The flame that is created will burn slowly, lasting five times longer than it normally would. Additionally, the Elementalist may put out the flame temporarily and re-light it with but a word, chosen at the time of casting.





Running Flamesprite

Threads: none **Weaving Difficulty:** NA/13

Range: 20 yards **Duration:** 1 round

Effect: Step 4 damage

Casting Difficulty: Target's Spell Defense

Author: Zsombor Gáspár

The Elementalist snaps his fingers and points at the target. If the Spellcasting Test was successful, a small, 3 inch high humanoid composed entirely from fire jumps out from the caster's hand and runs quickly (its movement is 90) to the target. If reaches it, hugs the target and inflames, causing Step 4 fire damage. Physical Armor protects against this effect.

On the gamemaster's discretion, the sprite can set on fire flammable materials on its way.

Thunderblast

Threads: 1 **Weaving Difficulty:** 5/12

Range: 10 Yard diameter **Duration:** 1 round

Effect: Step 3 damage

Casting Difficulty: 5

Author: Uzrivoy's Masters

The spellcaster slices through the air with his hand and then slams his hands over his ears. A very loud thunderclap is created as the air rushes back through the slice the spellcaster made.

This loud noise delivers step 3 damage (one roll for everything) to everything in a 5-yard radius including the spellcaster (although the hands over the ears count as 3 armor).

No regular armor counts although ear protection offsets this damage.

Affected characters make a Toughness Test against a Difficulty Number of 5 or suffer from mild deafness for an hour. (-2 steps to hearing related Perception Tests and characters have to speak up to be heard by those who fail the test.) This spell is used (with proper ear protection) for signaling within the Servos Jungle.

Against unintelligent beasts or savages, a check might be made versus their Social Defense to see if this frightens them.

Water Rope

Threads: 2 **Weaving Difficulty:** 10/16

Range: Variable **Duration:** Rank + 15 minutes

Effect: Generates Willforce + 4 yards of water rope

Casting Difficulty: 6

Author: Uzrivoy's Masters

The Elementalist pours a thin stream of water/liquid out of a waterskin and grabs the end of it. The spell creates Willforce + 4 yards of rope out of the water. The rope is composed of braids of water and is and swirling. Treat this as regular rope for the duration, although it is fire resistant.

CIRCLE: 2

Bless of Thorns

Threads: 1

Weaving Difficulty: 10/17

Range: 40 yards

Duration: Rank hours

Effect: Alters a plant to have thorns

Casting Difficulty: Target's Spell Defense

Author: Péter Dévényi

This is a defensive spell that blood elves use to create shelters for themselves. This spell creates thorns on normal plants forming a natural barrier that most animals will not cross if the can avoid it. Animals which have been Dominated or otherwise controlled may attempt to break through.

[Element] Sight

Threads: None

Weaving Difficulty: NA/8

Range: Self

Duration: Rank rounds

Effect: Allows the caster to see through (element)

Casting Difficulty: 2

Author: Keith Richmond

There are different versions of this spell for each element, though Air is very rarely learned and Earth is most often taught. When using this spell, the caster is able to see through up to Willforce yards of [Element] clearly and easily. Wards of any type block vision. The Elementalist reaches up and touches his eyes while casting the spell.

Foxfire

Threads: 1

Weaving Difficulty: 5/10

Range: Touch

Duration: Willforce hours

Effect: Summons light

Casting Difficulty: 2 or Target's Spell Defense

Author: Uzrivoy's Masters

The Elementalist quickly rubs the target of the spell with his hand. The target is enveloped in a bright foxfire (a hazy mist of light) that is as bright as a torch. This spell can be cast on people as well as objects but has no effect other than making them glow with a foxfire aura. If the target enters an area under a spell effect causing darkness, compare the Spellcasting Test of Foxfire with the Dispel Difficulty of the "darkness"





spell. If the Spellcasting Test was higher than the "darkness", then it is dispelled and vice versa. The Elementalist can choose the color of the foxfire, although the darker the color the less light it gives off.

Freeze

Threads: None **Weaving Difficulty:** NA/14
Range: 20 yards **Duration:** Rank rounds
Effect: Willforce + 3
Casting Difficulty: Target's Spell Defense
Author: Scott Rick

This spell requires the Elementalist to dip his fingers in a liquid and flick it off while casting. If successful, the spell freezes some of the liquid in the target's body, causing the Effect Step in damage each round for the duration of the spell.

Frosty Keg

Threads: 2 **Weaving Difficulty:** 7/13
Range: 15 yards **Duration:** Rank days
Effect: Willforce
Casting Difficulty: 2 or Target's Spell Defense
Author: Uzrivoy's Masters

Frosty Keg is a popular spell when the weather turns hot and dry. Casting this spell enables the Elementalist to cool Willforce containers of liquid to just above the freezing point of water. Always popular in taverns and is sure to make the patrons happy. This spell is centered on the container (keg, wineskin, etc) so liquid removed from the temporarily enchanted container starts to warm at the normal rate and liquid added starts to cool slowly taking a keg about 2 hours to cool to the lowest temperature.

CIRCLE: 3

Ice Storm

Threads: 1 **Weaving Difficulty:** 11/18
Range: 75 yards **Duration:** 1 round
Effect: Willforce +6
Casting Difficulty: Target's Spell Defense
Author: Michael Sawyer

The caster creates a swirling mass of ice (1' across) similar to a snowball and hurls it at the target. As the snowball reaches the point of impact, the Elementalist makes a Spellcasting Test against the highest Spell Defense of any character within 10 yards of the point of impact. A successful

Spellcasting Test explodes the snowball into hail-blizzard with all within 10 yards taking cold/impact damage equal to the result of the Effect dice roll. Physical Armor protects against Ice Storm.

Lamplighter

Threads: None **Weaving Difficulty:** NA/8
Range: 5 yards **Duration:** 1 round
Effect: Ignites flammable objects
Casting Difficulty: 4
Author: Uzrivoy's Masters

The Elementalist snaps his fingers loudly concentrating on the friction initially generated. Up to Willforce number of easily flammable objects (torches and candles for example) targeted can be ignited and then burn normally.

Flammable objects that might have difficulty burning such as damp wood would require all the heat energy directed at them, so in this cases a Willforce Test is directed against the Difficulty Number determined by the gamemaster.

This spell cannot be used on animate objects or anything in contact with them that they don't want set aflame.

If igniting something (a torch, for example) held by a person he must want the item to light (lowering the Spell Defense for himself and the item), otherwise the spell fails.

"He stepped into the room, snapped his fingers, and every candle lit up... they were everywhere in the room so the dark room was suddenly lit up by warm candlelight - it was so romantic." - Terina Elbeth, Archer adept, telling of her date with the elven Elementalist Lorothe.

"Don't blame it on me when you botch a spell buckko, I REALLY wanted the torch to light." - Krag, Ork Warrior, in response to the Elementalist's Vrenn's explanation on why he couldn't light the torch when the lightstone broke.

Makeshift True Element Case

Threads: 4 **Weaving Difficulty:** 7/15
Range: Touch **Duration:** Rank + 1 days
Effect: Enhances a mundane holder to be able to hold true elements
Casting Difficulty: 2
Author: Attila Hatvágner

Using this spell, the Elementalist can enchant an ordinary container (such as purses, boxes etc) to be able to hold elemental kernels, just like an orichalcum box. Weaving the threads of the spell is a slow process, it takes 1 hour/thread, and the caster cannot do anything else during this time. The maximum number





of kernels that the container can hold is equal to the caster's Rank in Spellcasting. If the container is opened, the spell is broken, and needs to be recasted, even if the spell was named. The caster cannot put opposing types of kernels into one holder.

Wandering Watersnake

Threads: 3 **Weaving Difficulty:** 10/12

Range: See text **Duration:** 1 hour

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

Author: Attila Hatvágner

The spellcaster reaches up to his elbow into the water or other liquid of his choice and slowly stirs it, while weaving the threads of the spell. When he casts the spell, the small current he created extroverts and emerges from the surface and follows the slowly luring caster like a poking snake. The caster can choose any direction he wants: upward, downward, loops in the air etc. and the watersnake will follow the given course. When the Elementalist reaches the point at which he wants the snake to end, he pats the area. After this, the water will travel to this point from the original destination until the end of the duration or when the source of water is emptied.

The maximum range the caster can make the water travel is the result of the Spellcasting Test + 20 yards. The amount of water the snake can maximally transport is the result of the Effect Test in quarts in each round, although the caster can choose a lower rate if he desires. The pressure of the water is low, if the transported amount is high, the snake is simply thicker.

With spending 1 point of permanent damage, the duration of the spell can be expanded to one month.

If somebody tries to block the water's way, the snake will flow around the blockage unless its larger than the diameter of the water - in this case the spell stops immediately and the snake collapses.

This spell is most commonly used for pulling up water from deep wells or submerged areas; the Spell Defense of such places or other non-magical materials is usually 2. Other liquid substances, even acids or lava can be transported this way, however Elementalist trying to do this should be prepared, since they must reach into the liquid with bare hand.

Wood Raft

Threads: 1

Weaving Difficulty: 7/15

Range: 1 yard

Duration: Rank + 10 minutes

Effect: Creates wooden raft

Casting Difficulty: 4

Author: Scott Rick

This spell was created to allow spellcasters and their companions to travel across rivers and other such obstacles without having to find a way around, or stopping their quests to search for ferries (not to mention having to pay for them). To use this spell, the spellcaster must have a piece of wood as long and thick as his forearm, which is tossed into the water to be traversed while casting the spell. If successful, a raft 10 feet square grows out of the piece of wood. The raft can move at a rate equal to the caster's Willforce talent (or Willpower Attribute) per combat round. It will sink if it takes 10 points of damage.

The raft can carry only a certain amount of weight. To determine this amount, consult the Attribute Table (p. 52, **ED**) and compare it to the caster's Willpower Attribute Value. Treat the magician's Willpower Value as his Strength for determining the raft's Carrying Capacity. That is, a Willpower Attribute Value of 10 would allow the raft to hold up to 70 pounds before capsizing. The caster may take strain to temporarily increase his Willpower Value for the duration of this spell. For each strain point taken, the Willpower Value of the character is increased by +2 for the remainder of the spell.

CIRCLE: 4

Divine Water

Threads: 3

Weaving Difficulty: 11/15

Range: 1 Mile

Duration: 10 minutes

Effect: Finds nearest water source

Casting Difficulty: See text

Author: Sade and Attila Hatvágner

Using this spell, the Elementalist can determine the direction of the nearest source of water within 1-mile radius. The spell detects only pure water like streams, ponds, barrels of water etc, but not any bonded form like the water in living things, or other liquids like wine. The base Casting Difficulty is 8, plus 1 for every 100 yards of distance between the source and the caster. If the source is hidden or protected by some sort of spell, then the base Casting Difficulty is equal to the





Sensing Difficulty set by that spell. The Elementalist can exclude known sources from the search.

There are four additional versions of this spell, which detect Fire, Earth, Air and Wood, but those are considerably less common because of their smaller usability.

Great Slayer

Threads: 2 **Weaving Difficulty:** 10/17

Range: 15 yards **Duration:** 3 + Rank rounds

Effect: Simmons elemental spirit

Casting Difficulty: 6

Author: Scott Rick

Great Slayer is a slightly more powerful version of the Circle 2 Elemental spell Small Slayer. When using this spell, the Elementalist must have a handful of dirt, which he spits into to form a ball of mud. If cast successfully, a minor Earth Elemental forms on the physical plane, taking the form of a large insect, spider, snake, or whatever other form the caster wishes.

No matter what the physical appearance of the creature is, it has Attack and Damage Steps of 12, as well as a Death Rating of 15. It is immune to Knockdown and Unconsciousness. The Physical Defense of the creature is 12, and the Social and Spell Defenses of the creature are equal to the spellcaster's rating plus 2.

The creature will attack the Elementalist's target as many times as it can while it is in existence, using a venom with a Damage Step and Spell Defense of 12, as well as an Instant onset time. The venom remains in the victim's blood system for 10 rounds. Every round decrease the Damage Step of the venom by 2 steps until it reaches step 2 damage, which lasts until the venom is no longer present in large enough quantities to damage the target.

Room Temperature

Threads: 2 **Weaving Difficulty:** 10/16

Range: Touch **Duration:** Rank weeks

Effect: Maintains current temperature (See below)

Casting Difficulty: 2

Author: Uzrivoy's Masters

The Elementalist stands in the center of the room to be affected and casts this spell. The spell maintains the current temperature of the room for the duration. So in warmer months this spell is usually cast in the cool of the night, and in colder

months during the hottest part of the day. This spell can only cope with a temperature difference of Willforce + 5 degrees Fahrenheit, so differences larger than that make the temperature in the room heat or cool slightly. This spell effect doesn't go through walls, so this spell has to be cast for each room that wants to be effected, usually only being cast in large common rooms or hot kitchens.

Private rooms with this spell cast are sometimes found in the better quality inns for a corresponding price.

Thorn Storm

Threads: 2

Weaving Difficulty: 15/25

Range: 60 yards

Duration: 1 round

Effect: Willforce + 10

Casting Difficulty: Target's Spell Defense

Author: Péter Dévényi

This is a powerful combat spell, used to terrify opponents, rather to kill them. The Elementalist must roll Spellcasting against the highest Spell Defense among the targets. When the spell is cast, the targets suffer a heavy thorn shower and the Elementalist rolls for the Effect Test. This is the total damage; the Elementalist may decide the exact damage each target suffers. For example, if three targets suffer a total of 34 points of damage, the Elementalist may decide to divide the damage equally between them, or concentrate more on one opponent. It should be noted that the Elementalist cannot deal more damage on one target with this spell than his Spellcasting Step x 3.

Triad of Water

Threads: 1

Weaving Difficulty: 8/17

Range: 30 yards

Duration: 1 round

Effect: Willforce +4

Casting Difficulty: Target's Spell Defense

Author: Michael Sawyer

Three bolts of water are shot from the palm of the caster, they can strike up to 3 different targets within 60° of each other (must be in the caster's field of vision). No single target can be struck by more than one bolt. Casting Difficulty is against the highest Spell Defense of selected targets. Physical Armor protects versus Triad of Water.





Walls Fall Down

Threads: None **Weaving Difficulty:** NA/8

Range: 20 yards **Duration:** 1 round

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

Walls Fall Down allows an Elementalist to cause walls to collapse by making the earth within the walls crumble. When casting Walls Fall Down the Elementalist must have a piece of dirt or clay which he crumbles to dust in his hand, then casts the spell. The Casting Difficulty is usually 7, or higher in the case of magically fortified walls. If successful, a ten foot by ten foot section of wall will be affected by the spell, which causes Effect damage in the wall's Barrier Rating (see Barrier Rating Table, p.209, ED). This spell is not able to bypass the wall's Physical Armor Rating. Walls Fall Down can only be casted on walls, it doesn't affect living targets.

CIRCLE: 5

[Elemental] Weapon

Threads: 1 **Weaving Difficulty:** 11/18

Range: 40 yards **Duration:** 2 Rounds

Effect: See text

Casting Difficulty: 4

Author: Peter Ellvåg

The Elemental Weapon spell allows the Elementalist to fashion a weapon from one of the five elements and use it to strike his opponents in combat.

The Elementalist needs to touch the element he wishes to use in order to cast this spell. For a wooden weapon, he must touch a piece of dead wood (not a live plant). Making a fire weapon requires the Elementalist to touch open flames or glowing coals (this will cause damage based on the size of the flames. See Fire, p.207, ED)

If the Spellcasting Test is successful, the element forms into a (between 3 and 5 foot long) weapon (the sort of weapon is determined by the Elementalist at the moment of casting) that the Elementalist can use in combat. Each time the Elementalist hits his target with an elemental weapon it does Strength+10 steps of damage. Only an Elementalist can use an elemental weapon, though any Elementalist may have created the weapon.

When the spell's duration expires the weapon dissipates. An air weapon disappears, an earth weapon crumbles to dirt, a fire weapon burns out, a water weapon falls into a small puddle on the ground, and a wood weapon falls into splinters.

There are five different versions of this spell, one for each element, and each spell must be learned separately.

Physical Armor protects against damage from an elemental weapon.

Liquefy

Threads: 1 **Weaving Difficulty:** 12/20

Range: 10 yards **Duration:** Rank rounds

Effect: Liquefies a solid

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

This spell is designed to allow an Elementalist to temporarily liquefy a non-living object, such as a piece of metal, a patch of ice, or a stone that stands in his way. To cast the spell the Elementalist glares at the rock angrily. The Casting Difficulty for the spell is equal to twice the target's Spell Defense, which is usually 2, but may be higher for magical items. Also, if the spell is cast on items that are being worn or used by somebody, the base Casting Difficulty is increased by the Spell Defense of the wearer.

If successful, the spell slugs the item for a number of rounds equal to his rank in Spellcasting. After this period of time, the item usually returns to its solid shape. The exception to this is in the case of items which are liquid at room temperature – ice, mercury, and so on do not return to solid form after being liquefied using this spell, but may re-solidify given the right circumstances.

Resist Elements

Threads: None **Weaving Difficulty:** NA/10

Range: Touch **Duration:** 6 + Rank minutes

Effect: +3 Armor points against Elemental damage

Casting Difficulty: Target's Spell Defense

Author: Keith Richmond

The Elementalist conjures forth representations of the elements on all five fingers of his hand. He touches the target, and all five elements seem to merge into the subject, then there is a brief metallic glint hinting at Orichalcum. The target has +3 armor vs. elemental attacks, including cold and wooden or stone weapons.





Thorns of Pain

Threads: 2 **Weaving Difficulty:** 10/17

Range: 40 yards **Duration:** 1 round

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

Author: Péter Dévényi

The spell can only be cast on a wounded target. If the Spellcasting Test is successful, the target takes Willforce + 5 damage for every Wound he has, but maximally the casters rank in Spellcasting wounds are affected. Mystic Armor protects against this damage.

CIRCLE: 6

Air Source

Threads: 2 **Weaving Difficulty:** 12/20

Range: Touch **Duration:** Rank hours

Effect: Provides breathable air for Willforce + 5 people

Casting Difficulty: 8

Author: Uzrivoy's Masters

A crude version of this spell was first developed by miners, but during the preparations for the Scourge the technique was much improved upon for use in the poorer kaers.

The Elementalist makes a rope hoop one meter in diameter and holds it open with his hands. The Elementalist opens a tiny tap into the plane of air while casting the spell. Fresh air from the tap blows from one side of the rope hoop and stale air is sucked into the other side, keeping it open. This will provide breathable air for up to Willforce + 5 people for the duration of the spell. The Elementalist can spend one point of blood magic to increase the duration to a year and day, or can spend five points of permanent blood magic to make the effect permanent. When casting the permanent versions a hoop of strong metal enchanted with True Air is usually used to increase the effect. Small kaers would need two of these hoops to provide enough air for the inhabitants to last through the Scourge.

Inferno

Threads: 2 **Weaving Difficulty:** 11/21

Range: 40 yards **Duration:** 1 round

Effect: Willforce + 8

Casting Difficulty: Target's Spell Defense

Author: Peter Ellvåg

This spell creates a circular pillar of fire that erupts below the feet of the target, completely engulfing it in flames.

As he weaves each thread for the spell, the Elementalist must recite the following, his voice slowly increasing in volume with each thread as he comes closer to completing the spell:

1st thread: "Flames of wrath who burn in the realm of fire, come and gather in my hand"

2nd thread: "Heed my call and be the weapon that destroys my enemies"

Casting: "Inferno!"

The last part is almost shouted as the spell is cast.

As he weaves the spell a small amount of fire slowly gathers in the Elementalist's open hand and grows in strength as he weaves each thread. As he recites the last part of the spell he closes his hand and moves in a quick motion up over his head, as if flinging something straight up into the air.

Failure to recite the words (including being hindered by a spell of silence) or making the gesture will cause the Spellcasting Test to fail automatically.

Mystic Armor protects against damage from this spell.

CIRCLE: 7

White Heat Way

Threads: 6

Weaving Difficulty: 14/25

Range: 500 miles

Duration: See text

Effect: See text

Casting Difficulty: 15

Author: Attila Hatvágner

White Heat Way is a unique, if somewhat painful and dangerous method of travel. The spell uses natural fires to anchor an entry to the Plane of Fire, and the Elementalist is able to connect two such entry points to travel quickly between them.

The spell needs preparation, and it takes long time to cast. The Elementalist weaves the threads while assembles the pile of wood (each thread takes at least 10 minutes to weave), and lights the fire after the successful Spellcasting Test. After these preparations are complete, the fire could be used as entry or destination point as long as it is burning. Therefore, someone must tend it, if the Elementalist want to use the fire for a long time after building it. If there is nobody to help with this, the Elementalist can sacrifice kernels of True Fire while weaving the threads to





prolong the life of fire - one kernel equals one week of burning time, without the need of combustibles.

If two such fires are made, the Elementalists can travel between them, and can bring a number of companions equal to his Rank in Spellcasting. The journey is a short, lasting no more than an instant, but a quite unpleasant experience. The travelers feel like they are being pushed through a blinding, white hot, tight tube. The heat is so intense, that every traveler suffers step 10 burning damage. No armor or spell protects against this damage, since it comes from the heat of the Plane of Fire. Elementalists suffer less and their circle is deducted from the Damage Step.

If the spell is dispelled in the same round on either fire as somebody travels between them, all travelers are lost (and probably die) in the Plane of Fire.

It should be mentioned that fire spirits and elementals are more frequent than usual in the area of fires affected by White Heat Way, so the Difficulty Number of summoning tests next to them is lowered by 2.

CIRCLE: 9

Flitter Flash

Threads: 3 **Weaving Difficulty:** 15/22
Range: 1/2 mile **Duration:** 1 minute
Effect: Willforce + 15
Casting Difficulty: Target's Spell Defense
Author: Michael Weber

In order to cast this spell, the Elementalists requires any 'object' that the victim has handled within the past week. Also, the victim must possess or be near an open source of flame, torch sized or greater. The Elementalists performs a minor, meditation ritual with the 'object', while the Thread Weaving Tests are made. Each thread takes one hour to weave.

Once the spell is complete, the Elementalists makes a Spellcasting Test against the target's Spell Defense. If successful, the spell "summons" a swarm of large, yellow and orange butterflies, which, over the course of the spell's duration (1 min.), gather about the target. The number of butterflies summoned is roughly the Effect roll x 25. The damage of the spell, (see below for explanation) is Effect + 15.

He sat under his greasy wool blanket, staring into the flames of his campfire. Lost in thought, he didn't notice the flitting insects until there were about a dozen or so, playing about the light of the fire. At first, he was confused, but as more of the beautiful butterflies streamed down and around him, he found wonder, and laughed aloud. The swarm grew quickly, until all he could see was flittering yellow. They lit upon his clothes and head, and he smiled. The air was filled with the dust from their fragile wings, both of which tickled his nostrils.

A random, speck of wing-dust fell, flared in the heat of the fire, and set off the chain reaction. Flame leaped from dust to dust to dust, to butterfly to butterfly.

His laughing ceased.

The explosion could be heard for miles.

Hailstorm

Threads: 2 **Weaving Difficulty:** 15/18
Range: See text **Duration:** Rank rounds
Effect: Willforce + 10, see below
Casting Difficulty: Target's Spell Defense
Author: Exolasher

The Hailstorm spell requires cloudy skies to cast. The spellcaster tosses a handful of pebbles, marbles, or other hail like substances skyward when casting this spell. The clouds darken and the wind howls, thunder and lightning crack thorough the clouds. The skies then split open, showering the area of effect with softball size hailstones for the spell's duration. When making the Spellcasting Test, compare the result to all Spell Defenses in a 100 yards in diameter, excluding the caster who is in the center of the target area. A result indicates that the target will be hit by the hail. Physical armor protects against the damage. Any target knocked down by the hailstones suffers double damage that round.

Water's Embrace

Threads: 3 **Weaving Difficulty:** 15/22
Range: Self **Duration:** Rank minutes
Effect: See text
Casting Difficulty: 2
Author: Keith Richmond

This spell allows the Elementalists to fully embrace the element of Water, expressing his love for it. While this spell is affecting the Elementalists, all sources of water will be drawn towards him. Rain will bend to hit him, waves will lap and splash higher, water thrown, or Water spells cast, around the Elementalists will strike him instead of their intended targets. Rather than being troubled, hurt, or even drowned by all of this





additional water, the Elementalist is immune to any damage from Water-based spells and attacks while under the influence of this spell. Further, the Elementalist is able to breathe water freely and comfortably. The Elementalist is not hindered while trying to move in water and is able to see and hear perfectly well in it. Being immersed in water while this spell is on actually feels refreshing and rejuvenating.

Waterspout Burst

Threads: 3 **Weaving Difficulty:** 18/25

Range: 60 yards **Duration:** 6 + Rank minutes

Effect: Willforce + 11

Casting Difficulty: 4/ Target's Spell Defense
(See text)

Author: Cecil Starlin

The Elementalist makes whirling motions with his fingers while weaving the threads of the spell. The waterspout spins from the Elementalist hands as the spell is cast, which requires a result of 4 to be successful. The next round and each round thereafter, the Elementalist may move the waterspout to strike all characters within a radius of 15 feet. The Elementalist makes a Spellcasting Test as the Attack Test and compares the result against the Spell Defense of each of his targets. The Elementalist makes one Spellcasting Test, but each target is attacked separately. The Elementalist rolls the Effect dice for damage taken by characters hit by the Waterspout Burst spell. The spell requires the Elementalist to concentrate or else it will dissipate.

CIRCLE: I O

Lava Burst

Threads: 4 **Weaving Difficulty:** 14/24

Range: 40 yards **Duration:** 2 rounds

Effect: Willforce + 15

Casting Difficulty: Target's Spell Defense

Author: Peter Ellvåg

This spell causes a spurt of lava to burst out of the ground, 2 yards in front of the Elementalist, and travel in a high arc through the air. The lava pours down onto the target, doing horrendous damage to everything within a 10-yard radius.

The Elementalist makes a Spellcasting Test against the target, that result is then compared to the Spell Defense of ALL that are within the area of effect even if the target itself should manage to

resist the spell. The lava will harm anyone with an insufficiently high defense. The Elementalist is advised to be careful not to harm his friends. Anyone not affected by the spell is assumed to have managed to get out of the way before the lava hits the ground (and is thus moved, unharmed, to the edge of the effect radius)

The lava will continue to damage everything within the area of effect for the duration of the spell. After the spell looses it's effect, the lava is considered to have cooled and it is again safe to pass through the affected area (which is now reduced to charred patch of land).

As the Elementalist casts this spell he must slam one hand into the ground and shout the spell's name aloud.

Physical Armor protects against damage from this spell but it (and any other remotely flammable equipment carried) may catch fire from exposure to the intense heat.

Moving out of the area of effect does not cancel the damage in following rounds (scraping of molten rock?).

To Hell and Back

Threads: 10

Weaving Difficulty: 15/18

Range: 25 yards

Duration: 1 round

Effect: Willforce + 30

Casting Difficulty: Target's Spell Defense + 10

Author: Exolasher

When casting the spell, the caster mimics the motions of opening a door. A gateway to the realm of fire opens upon the exact spot the target is standing at, and the target takes Effect step damage from the elemental fire they are now surrounded by. At the end of the round, the gateway slams shut, forcing the target back to earth.

CIRCLE: I I

Elemental Hell

Threads: 6

Weaving Difficulty: 22/25

Range: 100 yards

Duration: Rank rounds

Effect: Willforce + 5

Casting Difficulty: 10

Author: Scott Rick

Elemental Hell was created by the Theran Elementalist Ula Marrin. It was her sole foray into the field of spell creation, and it took nearly her entire life to gather the understanding the elements needed to create this powerful spell. The result, however, is incredible.





Elemental Hell must be cast out-of-doors, making it useless in kaers and other places where one elemental spirit is clearly dominant. When casting the spell, the Elementalist must be touching two different elements, not including air. It takes one round to cast, during which time the five major elements -- earth, air, fire, water, and wood -- begin to swirl around. Typically the spell appears in the form of a swirling vortex of burning chips of wood and pieces of ice and dirt causing 1 wound in the first round after the spell's appearance, in addition to the Effect step in damage each turn for the duration of the spell. If Mystic Armor negates all damage in the first round, but not in the second round, the subjects of the spell take a wound in the second round. This automatic wound only happens if the victim takes damage from the spell. Mystic Armor reduces damage, but physical armor has no effect.

This spell effects an area equal to 10 square feet, anywhere within 100 yards of the caster.

CIRCLE: 15

Call Forth the Wild Hunt

Threads: 5-22 **Weaving Difficulty:** 29/35

Range: NA **Duration:** See Text

Effect: Conjures the Spirits of the Wild Hunt

Casting Difficulty: 21

Author: Scott Rick

An incredibly rare, powerful spell, Call Forth the Wild Hunt allows an Elementalist to summon a number of fire elementals to hunt down, and possibly eliminate, a target. At it's most powerful, Call Forth the Wild Hunt summons ten Strength 1 spirits, five Strength 3 spirits, two Strength 5 spirits, two Strength 8 spirits, and a single Strength 10 spirit. The Strength 1 Elemental can be found on p.86, **MMS**, and the rules for necessary modifications for stronger spirits can also be found there. The Spirits of the Wild Hunt do not have the Aid Summoner power, however they do have the Find power. In addition, the Huntsmen (see below) have access to all Elementalist spells dealing with the element of fire between Circles 1 and 10 (see below).

To begin calling upon the power of the Wild Hunt the Elementalist must decide how much of the Wild Hunt he wishes to call forth. The minimum number of spirits he may call forth is two Strength 1 spirits, and requires the weaving of three threads. For each two spirits beyond the first two, to a maximum of ten Strength 1 spirits, an additional thread must be woven. All Strength 1 spirits conjured appear as fiery hounds with a terrifying howl. Strength 3, 5, and 8 spirits each demand an additional thread be woven to the spell's Pattern. Strength 3 spirits appear as fiery horses, and a maximum of five can be called with the spell. Strength 5 and Strength 8 spirits appear as Huntsmen, a maximum of two for each Strength level. Each can cast Elementalist spells based in fire with a Circle equal to their Strength rating.

The final member of the Wild Hunt is the Lead Huntsman, who takes an additional two threads woven to the spell to conjure forth, and may only be conjured if all other members of the Wild Hunt have been called forth. In addition to having access to all Elementalist fire spells of Circles 1 through 10, the Lead Huntsman carries a horn with unique properties, and has access to the following adept abilities: Charge, Elemental Hold (fire elementals only), Elemental Tongues (fire elementals only), Evidence Analysis, Frighten, Second Attack, Second Weapon, Spot Armor Flaw, Steely Stare, Sure Mount, Temperature (increase heat only), Tracking, and Wheeling Defense. The Lead Huntsman appears with a monstrous, burning mare that breathes fire. Each thread takes a full hour to weave, and the size of the hunt summoned must be determined at the beginning of the ritual.

The hunt is called upon to seek out that which the caster wishes to find, and can be used to attack an enemy. Certain legends claim that the hunt has appeared without being summoned by a Name-giver, but such legends do not have much in the way of support.

Banishing or otherwise defeating the Lead Huntsman, if conjured, banishes the entire Wild Hunt. If the Lead Huntsman is not somehow defeated, or is not conjured, the only way to defeat the Hunt is to defeat each and every spirit. The spirits of the Wild Hunt gain strength in the same way that normal elementals do. The Wild Hunt remains active for a maximum of 24 hours after the final thread is woven and the spell is cast.





ILLUSIONIST SPELLS

CIRCLE: 1

Astendar's Vengeful Fire

Threads: 1 **Weaving Difficulty:** 8/12
Range: 50 yards **Duration:** Rank + 1

rounds

Effect: See text

Casting Difficulty: Target's Spell Defense

Author: Mark Watkins

This spell causes the illusion of painful burning and itching in the target's crotch. He receives a 3-step penalty to any test that doesn't involve scratching and suspicious looks from all current lovers.

Mirror

Threads: 1 **Weaving Difficulty:** 6/12
Range: 10 yards **Duration:** Rank minutes

Effect: Creates a mirror

Casting Difficulty: 2

Author: Attila Hatvágner

The Illusionist scratches his chin as if he just would start to shave (or touches her hair as if she just would start to combing), then outlines the mirror's shape. The 5 foot x 5 foot non-material mirror, created from light, appears where the Illusionist wants, and remains hovering in the air. The position and the angle of the mirror can be changed anytime, but the Illusionist must concentrate on this (which means an action in a Combat Round) and it cannot be moved farther from the caster than 10 yards or the spell breaks. Otherwise, it works just as an ordinary flat mirror would work.

Taste the Infinite

Threads: 1 **Weaving Difficulty:** 5/12
Range: 10 yards **Duration:** Rank minutes

Effect: Controls what the target tastes

Casting Difficulty: Target's Spell Defense

Author: Keith Richmond

This spell allows the Illusionist to make something taste different from it actually does. The Illusionist may make something taste like anything he has ever tasted, or anything the target has ever

tasted before. If attempting to make something taste like something the Illusionist has never tasted before, a Good success is required on the Spellcasting Test. If that roll is unsuccessful, random flavors from anything the target has tasted before will be experienced. The Illusionist must place any substance whatsoever into his mouth and taste it, while weaving the thread.

CIRCLE: 2

False Light

Threads: 1 **Weaving Difficulty:** 7/15
Range: 10 yards **Duration:** Willpower Test + 5

minutes

Effect: See text

Casting Difficulty: 2

Author: Attila Hatvágner

This spell's effect seems to be the same as the First Circle Illusionist spell Light. Using this spell, however, the Illusionist has the option to slightly change the surroundings illuminated by the False Light. Typical changes could be writings, marks on the wall, and any simple 2-dimensional image. The Illusionist must concentrate on what he wants to change (visualizing the writings on the paper, for example), and he can change only one 10x10-foot area at a time. These changes remain visible only while the False Light illuminates the area. If another source of light (torch, lantern, light quartz...) also illuminates the area, all observers are entitled to a free Perception-based Sensing Test. Sunlight automatically dispels the spell.

Garble Speech

Threads: 1 **Weaving Difficulty:** 5/12
Range: 40 yards **Duration:** Rank minutes
Effect: Makes target's speech unintelligible to some
Casting Difficulty: Target's Spell Defense
Author: Keith Richmond

The Illusionist whispers nonsensical phrasings while weaving the thread, such as "The fifth cow bowled red herring cavalry charges Throal's Mucker's guild". If the spell is successfully cast on someone, their speech is garbled so that people hear them as speaking similar nonsensical phrases, usually partially containing what they're actually speaking. The





Illusionist may choose up to Rank Name-givers to hear the target normally. The person the spell is being cast on is often one of the targets, so they don't know they're being misheard.

Mynbruje's Hammer

Threads: 1 **Weaving Difficulty:** 7/12
Range: 20 yards **Duration:** 3 rounds
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense
Author: Mark Watkins

While weaving the thread, the Illusionist spits on his hands, rubs them together, and stretches his shoulders, as if preparing for labor. Then while making the Spellcasting Test, he begins miming a swing with a great hammer. As he does so, the illusion of the hammer forms in his hands. The first round, the Spellcasting Test is the Attack Test. The attack does illusory crushing damage. In the next two rounds the spellcaster may make melee attacks with the hammer based on dexterity. The handle changes its length during the swing to equal the distance to the target, so the spellcaster doesn't need to move to hit any target within 20 yards. The Hammer may not be passed to another, and it must be cast in an area large enough to accommodate the 20-foot swings. After the last round, the Hammer shatters.

This is a very flashy spell, and much prized. The exact appearance of the hammer is up to the character: gold, crystal, bone and brightly painted wood are all common, and typically it strikes with a loud crash and mighty show of sparks.

Suppress Scent

Threads: 2 **Weaving Difficulty:** 8/14
Range: 5 yards **Duration:** Rank + 2 hours
Effect: See text
Casting Difficulty: 4 or Target's Spell Defense
Author: Attila Hatvágner

The Illusionist holds his nose while casting this spell, then points at the target area. If the Spellcasting Test was successful, every source of smell is suppressed in a 5-yard diameter area. This means, that everybody there loses his sense of smell until he leaves the affected place, and nobody outside the circle can detect any smell coming from that area.

"I had doubts about the usability of this spell, until on our first night in the woods a bear, attracted by the smell of the fish over the fire, visited our camp. Sitting on

the tree I promised that learning it will be the first thing I'll do when I get back to civilization." - Ilgor, apprentice Illusionist from Urupa.

CIRCLE: 3

Asktrtruth's Pace

Threads: 2 **Weaving Difficulty:** 9/12
Range: 10 yards **Duration:** Rank hours
Effect: Changes the appearance of the track
Casting Difficulty: Target's Spell Defense
Author: Attila Hatvágner

This spell mimics one of the abilities of the similarly named creature. The Illusionist casts the spell, points to the target's feet, and if the Spellcasting Test is successful, he can freely determine what the target's tracks will look like. If the change is great enough (like bipedal to quadruped or windling to troll, for example) a Good success is required.

During the spell duration, the Illusionist can change the appearance of the target's track any time, if they are in the spell's range. Any tracking attempt counts as a Sensing Test.

"It's a very funny thing, but there seem to be two animals now. This-whatever-it-was- has been joined by another-whatever-it-is- and the two of them are now proceeding in company." - Bear, tracker from Hundred Acre Wood

Bottom's Head

Threads: 2 **Weaving Difficulty:** 9/15
Range: 50 yards **Duration:** Rank hours
Effect: Makes target's appearance ridiculous
Casting Difficulty: Target's Spell Defense
Author: Mark Watkins

The Illusionist must first acquire a personal, non-magical possession of the target. While weaving the threads he plays with the object, apparently distorting it as though it was clay. If the Spellcasting Test is successful, the object is destroyed for the duration of the entire spell. Anyone who sees or attempts to use the object is entitled to an automatic Disbelief Test. Success dispels the entire spell.

Meanwhile, the target's appearance is distorted to make him look ridiculous, i.e. growing an ass's ears, an obscenely shaped birthmark, enormous buckteeth or whatever the Illusionist desires. The illusion will be apparent to everyone but the target, even in mirrors. Other people will have a hard time restraining their laughter, much less taking the target seriously. In game





terms, subtract 4 steps from any of the target's Charisma based tests that don't involve playing the fool. Other characters will typically take an extra few rounds to mock the target or at least laugh a little before following any of his suggestions/orders, even if they were inclined to do so anyway.

Invisibility

Threads: None **Weaving Difficulty:** NA/17
Range: Touch **Duration:** Rank + 5 minutes
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense
Author: Scott Rick

This illusory spell was designed to allow the Illusionist and companions to avoid notice when teaching others the nature of truth. When casting, the Illusionist touches his eyes and mimics not being able to see the target. If cast successfully, the result of the Effect Test becomes the Difficulty for spotting the invisible character. Each seeker must make his own Perception Test for discovering the invisible character.

Nasty Lookin' Weapon

Threads: 1 **Weaving Difficulty:** 14/21
Range: Touch **Duration:** Rank minutes
Effect: + 2 step to intimidation tests
Casting Difficulty: Target's Spell Defense
Author: Attila Hatvágner

This spell gives a particularly dangerous appearance to the target weapon. The blade of the sword seems sharper, the spikes on a mace are start to glint grimly - the whole weapon seem to grow a bit and looks much more lethal than it is. The Illusionist rolls against the Spell Defense of the weapon or the wielder, whichever is higher. The wielder gains a one-time +2 step bonus for an Intimidation Test, if he threatens his opponent with the weapon. This bonus also applies for talent tests like Battle Shout, Battle Bellow and Frighten.

Volubility

Threads: 2 **Weaving Difficulty:** 8/15
Range: 20 yards **Duration:** 1 minute
Effect: Willforce + 3
Casting Difficulty: Target's Spell Defense
Author: Attila Hatvágner

The Illusionist can really speed up conversations using this spell. He starts to mumble while weaving the threads, then selects the target(s). He has two

options using the spell: the first, when he chooses one target. In this case, the target and the Illusionist can converse with each other with an unintelligibly fast, almost chirping speech. The second option, when he chooses multiple targets (up to his Rank in Spellcasting) rolling against the highest Spell Defense of the group. In this case, the communication is one-way only, the targets can understand what the caster say, but cannot reply in the same fashion. They can speak in normal tempo, of course.

The 20-yard range limitation is for the casting only, once the spell is in effect, the targets can converse as long as they are in earshot.

The spell is often used to deliver confidential information where unwelcome ears are around as well as compress long chats into seconds. On average, the speech speeds up to ten times faster than normal.

If somebody want to decipher what is being said, he must roll a Perception Test against the result of the Effect Test every round.

CIRCLE: 4

Doubt Attack

Threads: None **Weaving Difficulty:** NA/9
Range: 10 yards **Duration:** Rank rounds
Effect: Willforce
Casting Difficulty: Target's Spell Defense
Author: Keith Richmond

This spell allows the Illusionist to play upon the fears and doubts of the target, causing him to misjudge an action, scattering his thoughts and effectiveness. The Illusionist must target a specific talent or skill to affect and roll Willforce. For the duration of the spell, the target will have that number added to Difficulty Numbers for that task. For example, an Illusionist uses Doubt Attack on a Swordmaster's Melee Weapons and rolls a 7. The Swordmaster attacks someone with a PD 8, and actually needs a 15. The talent or skill affected counts as a Sensing Test when used.

Identical Faces

Threads: 2 **Weaving Difficulty:** 9/18
Range: 40 yards **Duration:** Rank + 7 rounds
Effect: See text
Casting Difficulty: Target's Spell Defense
Author: Sade and Attila Hatvágner

The Illusionist points at the target while weaving the spell's final thread and concentrates on a specific face. If the Spellcasting Test was successful, the target





will see the same face on everybody, unable to distinguish the people around him. The spell forces the target's attention on the identical faces, so if he wants to identify people by their clothes, voice etc., he must roll a Perception Test against the spell's Sensing Difficulty. These rolls also count as Sensing Tests.

"Leave me alone! LEAVE ME ALONE!" - last reported words of Todra, Warrior of Urupa, when the city guards stopped his bloody rampage in the South Docks.

Mystic Armor

Threads: 1 **Weaving Difficulty:** 11/15

Range: Touch **Duration:** 20 rounds

Effect: +3 to Mystic Armor

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

This spell enables a magician to strengthen the Mystic Armor of a target by weaving thread's in to the target's Pattern. While weaving the thread for this spell, the magician pats the target down as though searching him for hidden weapons. When he has done that, he makes a Spellcasting Test against the target's Spell Defense. The target may not lower his Spell Defense against this spell. If successful, the Mystic Armor spell increases the subject's Mystic Armor rating by +3.

Siren's Call

Threads: 2 **Weaving Difficulty:** 12/19

Range: 20 yards **Duration:** Rank rounds

Effect: See text

Casting Difficulty: Target's Spell Defense

Author: János Folláth

The Illusionist touches the target then rolls the Spellcasting Test against everybody in a 20-yard diameter circle. Everybody, whose Spell Defense is lower than the Spellcasting roll, will be convinced that the target endangers the most important thing they can think of and will destroy it unless stopped. All those affected by the spell (which includes not only Name-givers but animals too) immediately attack the target with blind rage and fight until the spell expires or somebody from them makes a successful Sensing or Disbelieving test. All Attack and Damage Tests against the target are count as Sensing Tests.

Slim Fast

Threads: 2

Weaving Difficulty: 11/18

Range: 20 yards

Duration: Rank minutes

Effect: Thins the target

Casting Difficulty: Target's Spell Defense

Author: Mark Watkins

This spell is a combination of illusion and real warping of space and matter.

While weaving the threads for this spell the Illusionist sucks in his belly and rises to his full height. If the Spellcasting Test is successful, the target becomes rail-thin and weighs 1/10th his original weight, while retaining his full height, strength, and endurance. The target gains +2 to his Physical Defense, and +2 steps to climbing or leaping tests. Additionally, the character must achieve 2 success level greater than usual to resist knockdown, and must be careful of strong winds. If the effect ends while the target is in motion, his velocity remains the same and his momentum is dramatically increased. This is because the lost matter actually travels along with the character in what Illusionists describe as a curly-cue of realspace, whatever that's supposed to mean.

CIRCLE: 5

Brain Shake

Threads: 2

Weaving Difficulty: 11/21

Range: 40 yards

Duration: 1 Round

Effect: See text

Casting Difficulty: Target's Spell Defense

Author: Attila Hatvágner

The Illusionist emits a high-pitched, croaky scream while weaving the threads. As he casts the spell, the target area (a circle of 10 yards in radius) fills with booming roar and blinding flashes of light for an instant. Everybody in the target area, against the Spellcasting Test was successful are partially deafened and disoriented for three rounds, and have negative modifiers for all of their actions depending on the success level of the Illusionist's Spellcasting Test. An Average success has a modifier of -2, a Good success has -3, an Excellent -4 and an Extraordinary -5. While the spell itself is an illusion, this effect is not, so it can be disbelieved only in the round it was cast. It should be noted, that the spell is particularly loud and showy, and could be heard sometimes even from miles away.

"All right, hold tight."





Cat's Out of the Bag

Threads: None **Weaving Difficulty:** NA/11

Range: 1 yard **Duration:** Rank rounds

Effect: Willforce

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

This spell allows an Illusionist to temporarily lower a target's Social Defense by 'convincing' the target that any secrets that he has are known to the caster. If, in the opinion of the GM, the target has no secrets, this spell will have no effect.

When casting, the Illusionist must speak in a low voice to the target, telling the target that all of his secrets are in plain 'view' of the Illusionist. If successful, the target will become nervous and jittery, focusing on his secrets, rather than the discussion at hand, and will suffer a penalty to his Social Defense equal to the Illusionist's rank in Willforce. Because of the nature of this spell, the Illusionist may only target a single individual at any given time. The spell doesn't affect Horrors, Constructs and can produce interesting effects on insane targets.

Disguise Astral Imprint

Threads: 4 **Weaving Difficulty:** 14/17

Range: Touch **Duration:** Rank+3 hours

Effect: Changes the appearance of target's astral imprint

Casting Difficulty: Target's Spell Defense

Author: Sade and Attila Hatvagner

Disguise Astral Imprint is an illusion created in astral space and enables the caster to change the astral appearance of the target. These changes can be radical, but the illusionary imprint must be about the same size as the original, so a windling Illusionist cannot pretend to be a dragon pretending to be a windling if viewed astrally. The spell can change the general appearance however, showing high-circle adepts' astral imprint looking just like as ordinary people, or a carpenter's as a multi-Disciplined adept, or a Horror in the carpenter's disguise.

The spell doesn't work on non-living targets, and cannot trick thorough examination. Using any astral sensing method to examine the false imprint counts as a Sensing Test.

The Illusionist can use blood magic to extend the duration of the spell to 1 year and a day by taking two points of permanent damage.

CIRCLE: 6

Illusory Wounds

Threads: 2

Weaving Difficulty: 9/16

Range: 20 yards

Duration: 5 minutes

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

Illusory Wounds enables an Illusionist to give a target the sense that he has a number of wounds, thereby reducing his steps. When cast, the target feels as though his body is being torn apart, and may see illusory wounds opening in his body.

To cast the Illusionist must rub his fingertips across his body while weaving the threads, and then cast the spell. If successful, the caster rolls the Effect step against the target's Spell Defense. Mystic armor reduces the Effect. An Average success gives the target 1 illusory wound, and 1 illusory wound per success level. Achieving a Good success gives 2 illusory wounds and causes a -1 step penalty to all actions (Wound Effects, p.203, ED).

Recovery Tests act as Disbelief Tests for this spell. The maximum this time will remain active for is 5 minutes, after that, the target realizes that the illusory wounds are only illusions. This spell only has game effects if the Wound Effects optional rules are used.

CIRCLE: 8

Wounds Gone

Threads: 5

Weaving Difficulty: 11/21

Range: Touch

Duration: 5 minutes

Effect: Eases wounds

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

This spell creates the illusion of wellness in a target's mind, allowing him to act as though he was not at all wounded. The spell eases a number of wounds equal to the Illusionist's Spellcasting rank for 5 minutes before it must be recast. During this time, the wounds eased by Wounds Gone do not affect the target's step numbers as per the Wound Effects on p.203, ED. The caster must touch the wounds on the target while casting Wounds Gone. Successful attacks that cause new wounds on the target act as Disbelief tests for this spell. The target's Spell Defense may not be voluntarily lowered for this spell to work. This spell only has game effects if the Wound Effects optional rules are used.





CIRCLE: 12

False Wounds

Threads: 9 **Weaving Difficulty:** 14/23

Range: 100 miles **Duration:** 1 year and a day

Effect: Willforce + 8

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

Like the Sixth Circle spell Illusory Wounds, False Wounds creates in the target the feeling that he is wounded. Although these wounds are only illusions, all save the most bull-headed individuals will succumb to the illusion of pain.

Before casting False Wounds, the Illusionist must obtain a Pattern Item for the target -- even a Minor Pattern Item is enough, but it must be a

Pattern Item. Each thread takes one hour to weave, during which time the Illusionist focuses on all the wounds he has ever suffered. If the spell is cast successfully against the target's Spell Defense, the spell will seek out the target anywhere within 100 miles. The Illusionist then rolls the Effect step, reducing the result by the target's Mystic Armor. An Average success gives the target 1 illusory wound, with an additional wound for every success level above Average. Illusory wounds caused by False Wounds count toward the step penalties for wounds (Wound Effects, p.203, ED).

This spell lasts for a year and a day or until Disbelieved. Each time a Recovery Test is used, the Recovery Test acts as a Disbelief Test. The spell only has game effects if the Wound Effects optional rules are used.





NETHERMANCER SPELLS

CIRCLE: 1

Can't Hide In Shadows

Threads: 1

Weaving Difficulty: 6/13

Range: 20 yards
Duration: Rank + 3 rounds

Effect: See text

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

This spell allows a Nethermancer to keep another creature, Name-giver or otherwise, from hiding in shadows. When casting this spell the Nethermancer outlines a vaguely human shape with his two hands, then widens his eyes as though seeing something for the first time. He points at the target then, and the target's shadow begins to glow hazily. This glow is not bright enough to be able to see in darkness, but it will keep a person from hiding in shadows: reduce the effective Skill or Talent of the target by 1 for each level of success by which the spellcaster succeeded (ie, -1 Step for an Average success, -2 step for a Good success, etc). A benefit of the spell is that it causes 1 point of Damage per turn to creatures made entirely out of shadow, as well as illuminating them slightly -- this includes Nethermancers using certain spells and Shadow Hunters (p.33, AM).

No More Shadow for You

Threads: 2

Weaving Difficulty: 7/15

Range: 30 yards
Duration: Rank hours

Effect: Removes the target's shadow

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

This is a nethermantic spell designed to remove another person's shadow. This spell, aside from allowing a Nethermancer to hide without his shadow giving him away, has several side benefits. For instance, a Nethermancer who casts this spell on another Nethermancer takes away the target's ability to use certain spells, such as Shadow's Whisper (p.29, AM). A Nethermancer who has used this spell upon himself will not cast a shadow at all, eliminating the usefulness of spells like Shadow Tether (p.182, ED).

CIRCLE: 2

Identify Remains

Threads: 2

Weaving Difficulty: 5/11

Range: Touch

Duration: 1 round

Effect: Identifies a creature or person through their remains

Casting Difficulty: Target's Spell Defense

Author: Keith Richmond

This spell requires at least a bone, or a moderate amount of flesh. It works only on dead targets (it will not work on an amputee, for example). If the Spellcasting Test is successful, the Nethermancer learns the Name of the target's species and personal Name, if one was given to the target.

Infestation

Threads: 2

Weaving Difficulty: 7/15

Range: 20 yards

Duration: Rank + 5 rounds

Effect: Summons astral insect spirits

Casting Difficulty: 7 or target's Spell Defense, whichever is greater

Author: Mark Watkins

The Nethermancer stares at an article of clothing, container, or other object while weaving the threads and casting the spell, whispering quietly. If the object is being worn or held by a character, use the character's Spell Defense, otherwise use 7 or the Spell Defense of the object, whichever is greater. Then, if the object is moved while the spell is in effect, 40-50 small spirits manifest in and on the object every round for 3 rounds. They manifest as small insects and scurry in every direction. Anyone holding the object must make a Willpower Test equal to a Difficulty Number of 12 or fling the object away. If cast on clothing, the character will stop whatever he is doing in order to squash the bugs and get out of the clothing. Note: Will not get the target into bed.





Radiant Death

Threads: None **Weaving Difficulty:** NA/2

Range: 50 yards **Duration:** 1 round

Effect: Willforce + 7

Casting Difficulty: Target's Spell Defense

Author: Cecil Starlin

The Radiant Death spell is an anti-undead and anti-undead Horror construct spell and only works on those types of beings. When casting the spell the caster holds his head back aghast squinting the eyes and holding his hands up as if to block out a bright sunlight. The Spellcasting Test must beat the target's Spell Defense to be successful. There must be a source of light present to cast this spell, though that source can be as weak as a single candle. As the spell is cast, a brilliant light forms above the target and rays from the light slash at the target causing the damage. Physical Armor protects from this damage.

Tai'ler's Rest

Threads: 3 **Weaving Difficulty:** 10/16

Range: NA **Duration:** 8 hours

Effect: Willforce + 5

Casting Difficulty: Caster's Spell Defense (cannot be lowered)

Author: Mark Watkins

Tai'ler, a t'skrang Nethermancer from the Southern Serpent, developed this spell in the years since the Scourge for use with the Bone Circle. The spellcaster arranges his goods, up to 200 lbs worth, with in the Bone Circle, lays down for sleep, and casts the spell. If successful, the Nethermancer and all his possessions are cloaked in an illusion that hides them from sight, scent, and hearing. The Bone Spirit will defend the sleeping Nethermancer, waking him only in cases of emergency (which ends the spell). The Difficulty Number to detect the Nethermancer is equal to the Effect Test. After 8 hours, the Nethermancer may make a Recovery Test using the Effect Step. No other Name-givers may benefit from the illusion or healing.

CIRCLE: 3

Control Consciousness

Threads: 2 or 4 **Weaving Difficulty:** 8/14

Range: Touch **Duration:** Rank + 2 min or hours (see below)

Effect: Controls consciousness of target

Casting Difficulty: Target's Spell Defense

Author: Mark Watkins

This spell allows a Nethermancer to control the consciousness of a subject regardless of its current damage. The subject must not move at all while the threads are being woven and the spell is cast, or the spell will be disrupted. Consequently, the subject should be already unconscious or cooperative. Once cast, the spellcaster can control the degree of consciousness of the target from comatose to fully aware, though the subject will be unable to move or speak. Changes in the state of consciousness may be made anytime during the spell's duration, but requires the Nethermancer to touch the subject. If the caster weaves 2 threads, the duration is measured in minutes. If 4 threads are woven, and the caster takes 3 points of strain, the duration is measured in hours.

Detect [Spirit] Magic

Threads: 2 **Weaving Difficulty:** 9/19

Range: 60 yards **Duration:** 10 + rank minutes

Effect: Willforce + 6

Casting Difficulty: 6 (See Astral Sense spell, p183 ED)

Author: Scott Rick

The Detect [Spirit] Magic spell enables Nethermancers to detect magic performed by a certain type of spirit or elemental as designated by the spell. This spell works in the same manner as the Astral Sense spell (p183, ED).

Scum of the Earth

Threads: None **Weaving Difficulty:** NA/18

Range: Touch **Duration:** 1, but see below

Effect: Makes weapons more virulent

Casting Difficulty: See below

Author: Scott Rick

This is a fairly deadly spell which is designed to increase the damage of weapons in the long-term. The target of the spell is, surprisingly, not the weapon -- indeed, the target is actually bacteria that lives in dirt.

To cast this spell, the Nethermancer must wipe dirt or mud along a bladed weapon (this spell has no affect on non-bladed weapons). He then summons forth astral 'dirt' which clings tightly to the blade until it has tasted blood, at which point it infects the target.

Both the Casting Difficulty and the Effect are directly proportional to the amount of astral pollution in the area where the Nethermancer casts the spell. The Casting Difficulty in Safe areas is 5, subtracting 1 for every level of taint in the area (i.e., the Casting





Difficulty in an Open area is 4, while in a Corrupt region it is 2).

After successfully being cast, the taint remains on the blade until it has caused at least 1 point of damage. The blade immediately becomes cleansed as the astral 'rot' transfers to the wounded individual. The victim must immediately make a Toughness Test against a Difficulty Number equal to the spellcaster's Rank in Willforce, adding 1 to the Difficulty Number for each level of corruption in the area the spell was first cast: +1 if the spell was cast in an Open area, +2 if the spell was cast in a Tainted area, and +4 if the spell was cast in a Corrupt area. If the test fails, the wounded character is infected with the astral corruption, and suffers damage each day. The gamemaster may choose to increase the Difficulty Number by adding an amount equal to the damage taken by the weapon.

The damage that is caused by this disease is equal to the Nethermancer's Willforce Step +1 if the spell was cast in an open area, +2 if the spell was cast in a Tainted area, and +4 if the spell was cast in a corrupt area. Mystic Armor reduces this damage.

This damage will only end when the wound is healed and normal healing techniques do not work. Some magical forms (especially those spells and talents designed specifically to combat diseases) will heal, and questors of Garlen have been known to heal individuals plagued by this disease.

Finally, individuals suffering from the effects of Scum of the Earth tend to be slightly more prone to catching other diseases. Reduce such characters' Spell or Physical Defense against disease by 1.

Sense Pregnancy

Threads: 1 **Weaving Difficulty:** 7/18
Range: Touch **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense
Author: Scott Rick

This spell is known to Wizards and Nethermancers, but with slight differences. The Wizard's version of this spell is a ritual spell requiring one hour to weave each thread. Wizards usually have the expectant mother lie down, then gently touches her stomach. Nethermancers do not need that much time, they weave the threads normally. This spell determines whether a woman is pregnant or not, nothing else. It will work within 24 hours of conception. This spell requires the

magician to touch the target, and the Casting Difficulty is the mother's Spell Defense.

Spirit Spear

Threads: 1 **Weaving Difficulty:** 9/14
Range: 50 yards **Duration:** 1 round
Effect: Willforce + 4
Casting Difficulty: Target's Spell Defense
Author: Fletch's Kaer

The Spirit Spear spell allows the Nethermancer to attack targets with a small piece of astral energy, similar to the Spirit Dart spell (p.29, AM). When casting the spell, the Nethermancer makes the symbolic act of throwing a spear at the target. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test. Mystic Armor protects against this damage.

Spirit Taker

Threads: 2 **Weaving Difficulty:** 10/13
Range: 2 miles **Duration:** Rank days
Effect: Summons a spirit Thief
Casting Difficulty: 8
Author: Mark Watkins

This spell summons a small kleptomaniac spirit. If the spell is successful, the spirit appears in astral space near the Nethermancer, who indicates one object with dimensions less than two feet in any direction within 20 yards of the Nethermancer. The spirit will then hover near the object in the astral space.

Anytime the object is not being watched the spirit makes a step 13 Spellcasting Test against the object's Spell Defense. If successful, the spirit materializes, steals the object, and disappears with it into astral space to give it to the Nethermancer. Each stealing attempt takes a full minute. If someone sees it or the spirit thinks someone did, it is frightened back into astral space without the object. At least an hour must pass for the Spirit to build up his nerve again, although it will continue to try to steal the object until the duration is up. If the object is locked up, tied down, or constantly watched, the spell won't work, since the spirit isn't capable of picking locks, and too nervous to steal something in the front of a witness. When the spirit gives the object to the Nethermancer, it steals 1d12 random coins from him. If the Nethermancer doesn't have the coin, the spirit steals something else of value and the Nethermancer cannot cast the spell for a year and a day. If the Nethermancer is more than 2





miles from the object when it is stolen, the spirit simply disappears with it into the Astral Realms.

Toke's Ghostly Vestments

Threads: 2 **Weaving Difficulty:** 8/19
Range: Self **Duration:** Rank minutes
Effect: Adds to Physical Armor
Casting Difficulty: 2
Author: Scott Rowswell

To cast this spell the caster must mimic putting on a small piece of armor, worn by a dead Name-giver at the time of his death. The piece of armor is not consumed in the casting. The spell creates an insubstantial seeming suit of armor, including a helmet and a cloak that sweeps behind the caster. The caster's clothes and face are still visible, he is simply overlaid by a transparent image. The caster can add his Spellcasting Rank to his Physical Armor Rating. The caster cannot wear other armor while using this spell. Also, attacks against this armor require only a Good success to be Armor Defeating. If an attack causes a Wound on the caster while wearing this armor, the spell ends.

Transfer Circle

Threads: 3 **Weaving Difficulty:** 6/17
Range: 5 yards **Duration:** 3 + Rank months
Effect: Willforce + 5
Casting Difficulty: Target's Spell Defense
Author: Keith Richmond

This spell creates a new Bone Circle and has all of the standard requirements and effects of that spell (p.176, ED). Further, it requires that the Nethermancer have another Bone Circle created somewhere else in 200 miles. In casting the spell, the other Bone Circle is destroyed. The benefit of this spell is that weaving the threads for this bone circle does not take any additional time, allowing the Bone Circle to be rapidly recreated wherever the Nethermancer is currently located.

CIRCLE: 4

Dark Sight

Threads: 2 **Weaving Difficulty:** 14/21
Range: Touch **Duration:** Rank minutes
Effect: Target can see in the dark
Casting Difficulty: Target's Spell Defense
Author: Simon Withers

Dark Sight grants the target the ability to see through darkness as though it were a cloudy day. While casting the spell, the Nethermancer must rub the eyes of the target with his knuckles.

Mystic Armor

Threads: 2 **Weaving Difficulty:** 11/18
Range: Touch **Duration:** 20 rounds
Effect: +3 to Mystic Armor
Casting Difficulty: Target's Spell Defense
Author: Scott Rick

This spell enables a magician to strengthen the Mystic Armor of a target by weaving thread's in to the target's Pattern. While weaving the threads for this spell, the magician pats the target down as though searching him for hidden weapons. When he has done that, he makes a Spellcasting Test against the target's Spell Defense. The target may not lower his Spell Defense against this spell. If successful, the Mystic Armor spell increases the subject's Mystic Armor Rating by +3.

CIRCLE: 5

Call Out That Spirit

Threads: 1 **Weaving Difficulty:** 9/17
Range: 20 yards **Duration:** 4 rounds
Effect: Willforce + 9
Casting Difficulty: Target's Spell Defense
Author: Sade and Attila Hatvagner

This particularly cruel spell was designed for use against blood elves. Some say it was an abortive attempt to reverse the effects of the Ritual of Thorns, some say it was designed deliberately in this way.

Using this spell, the Nethermancer tries to force out the plant spirit merged into the blood elf's Pattern and this isn't a pleasant experience. The elf's thorns suddenly start to grow, and his bleeding intensifies. Mystic Armor protects against the damage. If the Nethermancer rolled an Excellent success, the spell overcomes the blood elf's high pain threshold, and the target becomes immobilized, just like with the Pain spell. If the victim makes a successful Willpower Test against a Difficulty Number of 10, he dispels the spell.

This spell is usable against obsidimen too, since it affects the elemental part of their body, although not as seriously as blood elves. Against obsidimen, the Effect Step is only Willforce + 1 and the spell cannot cause immobilization.





Dispel [Spirit] Magic

Threads: 3 **Weaving Difficulty:** 11/21
Range: 60 yards **Duration:** 1 round
Effect: Willforce
Casting Difficulty: 2
Author: Scott Rick

The Dispel [Spirit] Magic enables Nethermancers to dispel only spells cast by a single type of spirit or elemental. In all other ways, the spell works in the same manner as the Dispel Magic spell (p183, ED).

Neverparted Limb

Threads: 3 or 5 **Weaving Difficulty:** 10/17
Range: 10 miles **Duration:** Rank hours
Effect: Preserves limb & remote control thereof
Casting Difficulty: Target's Spell Defense
Author: Mark Watkins

This spell allows the Nethermancer to remove his own or another's limb or organ. The spellcaster sets up an astral link between the limb and its owner, so that as long as they are within 10 miles of each other, the limb's blood flow and neural circuitry are unimpeded. If an eye or other sensory organ is removed, the owner continues to get a remote sensory feed from it. If an arm or leg is removed, the owner can control its muscles and use its sense of touch. This spell cannot be used for decapitation.

To cast this spell, the spellcaster first draws a line in blue chalk around the limb to be severed. As he weaves the threads, he slowly traces the line with his finger, erasing it. If the spell is cast successfully, the limb or organ pops off (or out). To reattach it, the Nethermancer must sew it back on (or in) with a needle and thread, which takes 5 rounds. The magic bonds bones and tissue instantly, but the thread and puncture wounds from the needle don't vanish until the spell's duration is up. The limb must be reattached within the duration of the spell or it dies.

Damage to the detached organ is added to the owner's total Damage Points like normal, but sensory organs can only absorb 5 Damage Points before they are completely destroyed, and limbs can only withstand 20% of the owner's total Death Rating before being destroyed.

Removing a limb takes 3 threads, a sensory organ 5 threads. The target can't reduce his Spell Defense for this spell.

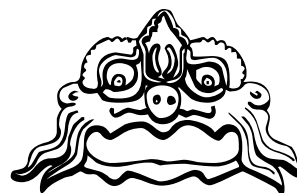
Skin Deep

Threads: 5 **Weaving Difficulty:** 12/18
Range: Self **Duration:** Varies
Effect: Removes skin
Casting Difficulty: 2
Author: Mark Watkins

Skin Deep is a ritual spell that allows a Nethermancer to literally shed his skin for a time. This may be used for purposes of anatomy lectures, medical procedures, and as an effective if attention grabbing disguise. While casting the spell, the mage lies in a magical circle (which may incorporate a Bone Circle) surrounded by candles, burning incense and other apparatus intended to soothe and focus. Weaving each thread takes 10 minutes. As the spell takes effect, the Nethermancer appears to pass into a deep coma. This affects his body only-his mind is still alert and he can hear all that goes on around him. As the last thread is woven, his skin splits open beginning in the center of the chest and radiating down each limb in straight lines. The newly exposed Nethermancer sits up, shaking off his skin, then folding it neatly.

The spell protects the Nethermancer from disease and all loss of moisture as long as he is without skin. One point of strain or karma is required every half-hour to maintain the effect. If this effect is dispelled or otherwise interrupted, the mage will take 10 minutes to die. It is virtually impossible to sleep without skin (no eyelids) but there is no theoretical limit to the length of time the Nethermancer may remain skinless. In order to reattach his skin, the Nethermancer must cast Skin Deep again inversely. Of course, he must have his skin with him. Any damage to the skin while it is not attached can reflect poorly on the Nethermancer (so to speak). He will leak blood out of any cuts or punctures.

Anyone not a Nethermancer viewing the skinless mage must make a Willpower Test against a Difficulty Number of 14 or be briefly incapacitated by disgust. This is not a magical effect, but a natural reaction. Identifying the Nethermancer without skin has a Difficulty Number of 16.





CIRCLE: 6

Flame Of Netherworldry Light

Threads: 2 **Weaving Difficulty:** 15/21

Range: 10 yards **Duration:** See text

Effect: See text

Casting Difficulty: 15

Author: Attila Hatvágner and Scott Rick

This spell is designed to dispel the shadows that often plague Horror-tainted places of astral space, though it works equally well in other dark regions of the netherworlds. When casting the spell (which must be made in a Safe Astral region), the Nethermancer pulls a small piece of astral light as the creator of the spell calls it, channeling it into a newly made candle. If successful, this spell instills the candle with the ability to temporarily "unwarp" astral space in a small area (roughly ten yards surrounding the Nethermancer) until the candle burns out completely. The candle must be lit for the spell to work properly, but it does not have to be lit right away - the Nethermancer can simply pack it up and wait for the time to use it. Although anyone can use the candle, the user must be able to see into astral space to use the effect fully. Anyone lighting the candle but not viewing the astral space will just see what a normal person would see with a lit candle.

If used, the spell negates the Perception Test penalties of the Open/Tainted/Corrupt astral spaces (see p.68, **MMS**). On a drawback however, the Horrors do their Perception Tests against the Spell Defense of the user, without the additional + 12 difficulty (see p.69, **MMS**) if they notice the magic use of the adept.

CIRCLE: 7

Decapitate

Threads: 4 **Weaving Difficulty:** 9/16

Range: Touch **Duration:** Rank rounds

Effect: Allows Nethermancer to detach head

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

Decapitate, as the Name suggests, allows a Nethermancer to remove the head from a willing target. When casting he must grip the target's head, pulling up gently while weaving the threads to the spell. The head can still see, hear, and speak, as well

as control the movements of the body, although all Difficulty Numbers for the controlled body is raised by 5. If placed out of sight of the body, the body can no longer be controlled, and immediately stops any actions. At the end of the spell's duration the head must be replaced, or else both the head and the body die. If either head or body dies while separated, the other dies upon expiration of the spell (unless a replacement can be found...).

Expose Astral Beings

Threads: 5 **Weaving Difficulty:** 16/23

Range: 40 yards **Duration:** Rank rounds

Effect: Makes astral beings visible in the real world

Casting Difficulty: Target's Spell Defense

Author: Attila Hatvágner

This spell permits the caster to project the images of creatures that exist only in the astral world into the real world. The images won't be detailed, just blurry, bluish glowing clouds, vaguely similar to the target's astral form, so the spell isn't usable for astral examinations. The magician doesn't have to see into astral space while casting this spell, it will target every living being in astral space in the area of effect (a circle of 40 yards in diameter, with the caster in the middle), and shows every of them which has a lower or equal Spell Defense than the result of the Spellcasting Test. The spell will target not only spirits and Horrors, but other spells as well and will remain in effect if an affected being leaves the targeted area. Non-astral beings will be covered with their astral images too.

The spell makes it possible to target astral beings with spells without using astral sensing methods. In addition, the astral image of targets hidden or invisible with spells like Nobody's Here or Invisibility become visible.

Spirit Slice

Threads: 4 **Weaving Difficulty:** 13/20

Range: 20 yards **Duration:** 1 round

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

Spirit Slice is similar to the spell Astral Slice, except that it may only be cast on spirits. If cast successfully the spell does the Effect Step damage on the target spirit.





CIRCLE: 8

Circle Connection

Threads: 7 **Weaving Difficulty:** 15/21

Range: Touch **Duration:** Rank days

Effect: Connects two Bone Circles

Casting Difficulty: 9

Author: Keith Richmond

The Circle Connection spell must be cast within a Bone Circle built by the Nethermancer. It is intended to connect that Bone Circle to another Bone Circle also built by the Nethermancer that is located within 500 miles. If successful, the Nethermancer and up to Rank other targets will be able to pass through one circle and end up in the

other for the next Rank days. Each Thread Weaving attempt takes one hour to make. After all Threads are woven, the Spellcasting Test is made by the Nethermancer by trying to walk through the Bone Circle to the other Bone Circle. If the Spellcasting attempt fails, both Bone Circles are destroyed. If all 1s are rolled on the roll, both Bone Circles are destroyed, but the Nethermancer stepped through to the Astral Realm from which the bone spirits come from, and may be trapped there. The Casting Difficulty for this spell is equal to the highest Casting Difficulty to form a Bone Circle in both locations. If one of the Bone Circles is destroyed during or before the casting of the spell, the remaining Bone Circle is not destroyed by the spell, but it is not possible for the Nethermancer to walk through the circle.





WIZARD SPELLS

CIRCLE: 1

Air Cushion

Threads: None **Weaving Difficulty:** -/13
Range: Self **Duration:** 3 rounds
Effect: Willforce + 2
Casting Difficulty: 5
Author: Attila Hatvágner

The Wizard bulges out his cheeks, then puts his hands across his chest and straightens himself up. If the Spellcasting was successful, air accumulates around him and creates an about two-foot thick, tight and dense cushion. This cushion doesn't allow any movement or physical action for the caster except awkward jumping, but creates a protective layer against physical effects. The result of the Effect Test is subtracted from the Falling Damage Step (see Falling Damage p.206, ED) and works as Physical Armor too.

Unfortunately, the physically restrictive nature of the spell also means that the Wizard rolls his Knockdown Tests with the step penalty of the Effect result. If the Wizard is knocked down, he must make a Dexterity Test against the Effect result, while using the spell to stand up.

If the caster falls into water the spell keeps him afloat, but it cannot cast underwater, since Air Cushion needs air to be condensed around the Wizard.

"So, after estimating my chances I cast the spell and jumped off from the ship instead, leaving the raiders behind. After emerging from that thorny bush, I had to realize that my landing wasn't as elegant as those three trolls' will be who were following me. It certainly wasn't the best day of my life." - from the travel chronicles of Salnan, Wizard of Urupa.

Magic Missiles

Threads: 1 **Weaving Difficulty:** 5/7
Range: 40 yards **Duration:** 1 round
Effect: Rank magic missiles doing 1d4 damage each
Casting Difficulty: 2 or Target's Spell Defense (see text)
Author: Fletch's Kaer

This spell has two possible effects so the desired effect must be selected before the spellcaster's initiative roll.

First of all, the Magic Missiles spell allows the spellcaster to attack a single target with small bits of energy. The attack is almost impossible to fail since the spellcaster only need to see the target to guide the missile (Casting Difficulty: 2). If the target goes out of sight, the spell automatically misses. The number of magic missiles that are thrown equals the character's Spellcasting Rank. Each missile does 1d4 damage but the target's Mystic Armor reduces each missile's damage. An Armor Defeating hit is impossible. This spell is mostly used by low circle Wizards, who do not have the ability to successfully hit their target.

Second, the spell can be used to attack multiple targets with small bits of energy. The number of magic missiles is again equal to the character's Spellcasting Rank. The character splits the missiles among the targets. A single opponent may be targeted by more than one missile and must stay in line-of-sight for the spell to be effective. The character makes a Spellcasting Test against the highest Spell Defense among all targets plus 1 for each additional target. If successful, all magic missiles hit their target and do 1d4 damage. Mystic Armor reduces the damage of each missile and no Armor Defeating Hits are possible.

"This spell has some kind of warm and nostalgic feeling for me each time I use it. Beats me why." - from the travel chronicles of Salnan, Wizard of Urupa.

The Advertency of the Well-Equipped Mind

Threads: 3 **Weaving Difficulty:** 5/9
Range: Self **Duration:** 8 hours
Effect: Enhances research ability
Casting Difficulty: Caster's Spell Defense
Author: Attila Hatvágner

The Wizard massages his eyes and assumes a pensive expression while weaving the threads of the spell. If the Spellcasting Test was successful, he gains +3 steps to his Research skill rolls while the spell is in effect. If he doesn't have the skill, he gains the bonus for his Perception rank for Research Tests.

Since the spell completely focuses the Wizard's attention on his subject of the research, repeated uses have the potential to completely engross him in the





work, even neglecting meals or sleep and ignoring the outside world completely. If the Wizard wants to stop researching before the spell expires or before finding the information he was looking for, he must make a successful Willpower Test against his Spell Defense or he cannot break away from his work.

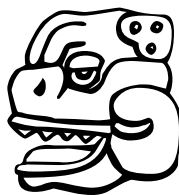
CIRCLE: 2

Mightily Enhanced Sense of Smell

Threads: 1 **Weaving Difficulty:** 6/14
Range: Touch **Duration:** Rank minutes
Effect: See text
Casting Difficulty: Target's Spell Defense
Author: Scott Rick

As the Name of this spell suggests, Mightily Enhanced Sense of Smell is designed to enhance the caster's sense of smell to roughly mimic a wolf's. While not as powerful as an animal's sense of smell, it will allow a caster to pick up on smells that he would have otherwise missed. Individuals affected by this spell gain +2 steps to their Tracking skill (not Talent) and other attempts to catch smells that they might otherwise have missed. On the down side, individuals affected by this spell suffer a -2 step penalty when attempting to overcome scent-based assaults -- from Horrors, those using some form of magical scents, etc.

When casting this spell the Wizard touches the target's nose while wiggling his own. If successful the target's sense of smell quickly evolved to its peak strength.



Mind Spear

Threads: 2 **Weaving Difficulty:** 7/15
Range: 50 yards **Duration:** 1 round
Effect: Willforce + 7
Casting Difficulty: Target's Spell Defense
Author: Fletch's Kaer

The Mind Spear spell is similar to the Mind Dagger spell. The Wizard needs to concentrate on the Astral Energy while weaving the thread to create an increased effect (compared to the Mind

Dagger spell). Mystic Armor protects against this damage.

Mind Sword

Threads: 1 **Weaving Difficulty:** 7/13
Range: Self **Duration:** Rank minutes
Effect: Willforce + 5
Casting Difficulty: 2
Author: Keith Richmond

A Wizard may use this spell to create a Melee Weapon out of the power of his mind alone. It can not be disarmed or dropped. It does require a minor amount of concentration, so casting another spell is not possible while using it. It can be dismissed at any time by stopping concentration. It does Mystic Damage, and requires a Melee Weapons roll to hit with. The appearance of a Mind Sword varies from Wizard to Wizard, reflecting the mind and mood empowering it.

Rest in Peace

Threads: 1 **Weaving Difficulty:** 6/14
Range: 25 yards **Duration:** Rank rounds
Effect: Willforce + 3
Casting Difficulty: Target's Spell Defense
Author: Attila Hatvágner

This spell is only effective against undead targets. The Wizard channels astral energies to the target to re-strengthen the Idea of Death in them. If the Spellcasting Test is successful, the target automatically gains a Wound in the first round. Under the effect of the spell, the body of the undead starts to decompose rapidly (or in the case of non-corporeal undead, it fades away). The target can make a Willpower Test against the Difficulty Number of 9 to stop the effect of the spell, but this counts as an action. Mystic armor protects against the damage. If the target is Unnaturally Alive, then an Excellent success is needed against him.

The Reassuring Foundation of Collected Thoughts

Threads: 1 **Weaving Difficulty:** 3/8
Range: Self **Duration:** 1 hour
Effect: Controls emotions
Casting Difficulty: Caster's Spell Defense
Author: Attila Hatvágner

The Wizard exhales deeply as he starts to cast the spell. He surveys the surrounding area and visualizes in his mind the complex system of the Ideas interacting with each other and shaping the reality around him. Drawing self-assurance from perceiving the clear patterns, he becomes confident and calm. He starts to





see the world with clear logic, and becomes less influenceable in Interaction tests and against all kind of talents, skills and magical powers that target his Social Defense, which gains a +3 bonus. However, if one of such test succeeds it puts out the caster from his calmness and the spell is automatically dispelled.

"Knowing the reasons behind the Sky Raider's behavior was a big help in calmly measuring his possible actions. Things went only ugly after his battle cry, which made my knees shaking." - from the travel chronicles of Salnan, Wizard of Urupa.

CIRCLE: 3

Improved Astral Sense

Threads: 2 **Weaving Difficulty:** 7/17
Range: 60 yards **Duration:** 10 + Rank minutes

Effect: Willforce + 6

Casting Difficulty: 6

Author: Keith Richmond

This spell allows the Wizard to see into Astral Space as described in the Astral Sense spell. It is Improved in the sense that all targets that the Wizard beats the Spell Defense of appear immediately in his vision, rather than one per round.

Life Missile

Threads: 1 **Weaving Difficulty:** 10/18

Range: 40 yards **Duration:** 1 round

Effect: Step 8 healing

Casting Difficulty: Target's Spell Defense

Author: Attila Hatvágner

This spell is quite similar to other combat spells with one essential difference: the white, spear-formed energy missile heals the target instead of causing harm. If the Spellcasting Test was successful, the target heals step 8 Damage Points immediately, without spending a Recovery Test. The spell has its drawbacks, however, since the Wizard suffers step 4 damage, which is not reduced by any armor, each time he casts the spell.

Since the effect is not a Recovery Test, it can be used even in combat. From the same reason, no other bonus (like a Healing Potion, for example) applies for the healing. A Desperate Spell charm can be used to strengthen the effect, but the Wizard receives step 10 damage in this case.

And no, the Wizard cannot cast this spell on himself.

"One important thing about this spell is to tell about it to your companions. Especially if they can tear you apart, screaming 'Kill the traitor!' before you can explain your actions. I speak from experience." - from the travel chronicles of Salnan, Wizard of Urupa.

Mystic Armor

Threads: 1

Weaving Difficulty: 9/14

Range: Touch

Duration: 20 rounds

Effect: +3 to Mystic Armor

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

This spell enables a magician to strengthen the Mystic Armor of a target by weaving thread's in to the target's Pattern. While weaving the thread for this spell, the magician pats the target down as though searching him for hidden weapons. When he has done that, he makes a Spellcasting Test against the target's Spell Defense. The target may not lower his Spell Defense against this spell. If successful, the Mystic Armor spell increases the subject's Mystic Armor rating by +3.

Gust

Threads: 1

Weaving Difficulty: 8/15

Range: 40 yards

Duration: 1 round

Effect: Willforce

Casting Difficulty: Target's Spell Defense

Author: Attila Hatvágner

The Wizard takes a big breath while weaving the thread, then puffs it out at the target. If the Spellcasting Test was successful, a quick, strong, whirling blast of air hits the target. The spell itself doesn't cause damage, but if the target was flying, he must make an immediate Knockdown Test against the Effect result, or falls to the ground. Targets standing on the ground (or using the Air Dance talent) are not affected by this spell.

CIRCLE: 4

Personal Magnetism

Threads: 2

Weaving Difficulty: 9/15

Range: Touch

Duration: 8 hours

Effect: See text

Casting Difficulty: Target's Spell Defense

Author: Attila Hatvágner and Scott Rick





Designed by an old elf in exchange for a Troubadour's beautiful song for his wife, Personal Magnetism effectively strengthens the non-conscious elements that attract members of the opposite sex, like the natural body odors, attitude and body language. If cast successfully, the intended target of the spell receives a bonus of +3 Steps in attempts to seduce (See Seduction skill p.132, ED) or otherwise positively affect the opposite sex of the same race.

The drawback of the effect is that the target is often seen by the same sex of the same race as a natural competitor which can mean -2 Steps against them in Interaction Tests, at the gamemaster's discretion.

Sense Pregnancy

Threads: 3 **Weaving Difficulty:** 7/14
Range: Touch **Duration:** 1 round
Effect: See text
Casting Difficulty: Target's Spell Defense
Author: Scott Rick

This spell is known to Wizards and Nethermancers, but with slight differences. The Wizard's version of this spell is a ritual spell requiring one hour to weave each thread. Wizards usually have the expectant mother lie down, then gently touches her stomach. Nethermancers do not need that much time, they weave the threads normally. This spell determines whether a woman is pregnant or not, nothing else. It will work within 24 hours of conception. This spell requires the magician to touch the target, and the Casting Difficulty is the mother's Spell Defense.

CIRCLE: 5

Astral Overcharge

Threads: 3 **Weaving Difficulty:** 12/19
Range: 70 yards **Duration:** Rank rounds
Effect: See text
Casting Difficulty: Target's Spell Defense
Author: Attila Hatvágner

The Wizard flings out his arms then twitches them together again repeatedly as if he would squeeze something toward the targets while he is weaving the threads the spell. When finished, he rolls against the target with the highest Spell Defense in a 10-yard diameter area. If the spell is successful, it overwhelms everybody's senses with

the sensations of astral space in the target area. The effect of this depends on the astral conditions; the targets receive the following modifiers to all of their actions:

Safe Area: +2 step
Open Area: -
Tainted Area: -2 step
Corrupt Area: -4 step

If the Wizard rolled an Extraordinary success, then all targets automatically receive Warping Damage equal to the Damage Step of a raw-casted, 5th circle spell in the first round. This effect however cannot cause a Horror Mark.

Astral Toughness

Threads: 1 **Weaving Difficulty:** 8/15
Range: Touch **Duration:** Rank + 3 rounds
Effect: +3 to Wound Threshold
Casting Difficulty: Target's Spell Defense
Author: Michael Weber

The Wizard crosses his arms, flexes the muscles in his upper body and then touches the target. If the Spellcasting Test is successful a dozen motes of blue light appear around the target, then vanish. The target's Wound Threshold increases by 3 points for the duration of the spell. The Wizard may cast this spell upon himself.

Aura of Dispelling

Threads: 1 **Weaving Difficulty:** 6/13
Range: 60 yards **Duration:** 3 + Rank rounds
Effect: Willforce
Casting Difficulty: 2
Author: Keith Richmond

This spell duplicates the effects of Dispel Magic. For the duration of the spell, the caster may use his action in a round to attempt a Dispel Magic at the Effect Step against anything within 60 yards. This spell is particularly effective when combating other spellcasters, or dispelling multiple things. For the entire duration of the spell, a very faint humming noise emanates from the caster.

Stretch

Threads: 2 **Weaving Difficulty:** 14/21
Range: Touch **Duration:** Rank rounds
Effect: See below
Casting Difficulty: Target's Spell Defense
Author: Scott Rick

This spell allows a Wizard to cause a limited portion of the target's body to stretch, up to a





maximum number of yards equal to the Wizard's rank in Spellcasting. When cast, the Wizard must have putty, clay, or something similar, which can be stretched as he casts the spell. If cast successfully, the portion of the body (or object) that was touched extends up to a maximum equal to the Wizard's rank in Spellcasting. This process costs 2 strain for each yards on the target.

If cast upon an object, the object remains at the same length that the Wizard initially set. If cast upon a living creature, however, the creature may lengthen or shorten the extremity by willing it to happen, at the rate of one yard per round. For instance, if a Wizard casts Stretch on a rope, and has a Spellcasting Rank of 6, and stretches the rope an additional six yards, that length cannot be altered until a later Spellcasting. If, however, the Wizard casts Stretch on his own arm, he may alter the length of his arm by up to 1 yard per round.

Targets return to their normal size after the spell expires.

CIRCLE: 7

Pattern Surge

Threads: 7 **Weaving Difficulty:** 12/18

Range: Touch **Duration:** Rank rounds

Effect: + 5 steps to all talent tests

Casting Difficulty: Target's Spell Defense

Author: Peter Ellvåg

The Pattern Surge spell adds 5 steps to all of the target's talent tests, but not to Damage or Effect Tests.

As the Wizard casts the spell, the air around the target "ripples", much like the surface of water into which a stone has been thrown.

Target takes warping damage (as he had just cast a 7th circle spell using raw magic) as appropriate for the astral region of the area. The subject runs no risk, however, of becoming horror marked as a result of being targeted by this spell.

CIRCLE: 10

Karmic Debt

Threads: 7 **Weaving Difficulty:** 16/20

Range: Touch **Duration:** see text

Effect: Allows Wizard to "borrow" Karma

Casting Difficulty: 10

Author: Scott Rick

This spell grants a Wizard the ability to borrow a willing target's Karma and Karma step. The target must be present and willing, and the maximum karma that may be transferred to the Wizard is equal to the Wizard's rank in Karma Ritual. Each thread takes an entire hour to weave, during which time both participants engage in contemplation on the gift of Karma being donated.

When the threads of the spell are woven, the Wizard touches the Name-giver donating the Karma, and makes a Spellcasting Test, accepting strain equal to the number of Karma he is borrowing. This strain will never cause a Wound, and can not be healed until the Wizard has returned the Karma borrowed by the ritual.

The Wizard must return the borrowed Karma by completing a Karma Ritual, after which time he may heal the strain accumulated by the casting of this spell. If the Wizard chooses not to return the Karma during his next Karma Ritual, he suffers the ill effects described below.

The Karma borrowed will have the Karma step equal to the donator, not the Wizard, and should be kept track of apart from the Wizard's normal Karma. If the next Karma Ritual is not spent returning the borrowed Karma, he suffers the Karmic Sickness. A Wizard suffering from Karmic Sickness must always roll D6 when he uses his own Karma against his Spell Defense. A success means that nothing happens, but a failure results in two points of Karma being spent rather than one. If the character does not have two Karma points to spend, the Karma is lost with no benefit. In addition, whenever the character uses the borrowed Karma, a Poor result means that the Karma has seriously backfired, and the Wizard takes damage equal to the Action Dice rather than receiving a bonus to whatever test he was making.

If the Wizard does not return the Karma within a year and a day, he may never heal the strain accumulated while casting the spell. In addition, small blotches cover his body, marking him as an Oath Breaker.

The Karma borrowed by this spell remains with the Wizard until he spends it, loses it, or dies. The Wizard uses the borrower's Karma Dice when he uses the borrowed Karma.





CIRCLE: 15

Clone

Threads: 12 **Weaving Difficulty:** 25/28

Range: See text **Duration:** Year and a day

Effect: Cloned Name-giver

Casting Difficulty: Target's Spell Defense

Author: Scott Rick

Clone is a ritual spell designed to clone a Name-giver, both Physical and True Patterns. To cast, the Wizard must have a blood broth capable of totally submerging the Name-giver being cloned. In addition, the Wizard must have a single drop of blood from the target to place in the blood broth, so that the True Pattern of the target may be "stolen," even if only temporarily. Additionally, the spell requires the caster to sacrifice 1 wound of Blood Magic which cannot be healed until the clone's duration has expired.

Each thread for this spell requires 1 day to weave, for a total of a twelve-day ritual. While

casting the spell, the Wizard may do nothing else, except eat and sleep. The weaving process takes sixteen hours of the day, leaving eight hours for rest and eating.

If cast successfully, the clone is a replica of the target. The clone has the exact skills, attributes, and talents of the target cloned. The Spellcasting Difficulty is equal to the target being cloned. The Sense Difficulty for determining that the Clone is not the real Name-giver cloned is equal to the clone's (and therefore the original Name-giver's) Spell Defense rating. For each level of success above Average, the clone's Spell Defense for this test is increased by one. A Good success gives a +1 increase to the clone's Spell Defense only when there is an attempt to sense that it is not the real Name-giver. Alternately the clone may act in odd ways that give those, who familiar with the real Name-giver's actions pause.

This spell was created by House Denairastas to aid their Holders of the Trust, and only members of the Holders of the Trust have access to it.





TALENT KNACKS

Some of these knacks aren't complying with the rules, since they not based on Discipline talents. These are included here, because despite this problem they aren't looking out of place for the given Disciplines. To make these knacks easy to be identifiable, there is an asterisk (*) after their name.

ACCEPT BLOW

Discipline: Warrior **Talent:** Anticipate Blow
Rank: 5 **Cost:** 100
Strain: 1

Author: Robert Braddock

After a successful use of Anticipate Blow, the adept may choose to reduce his Physical Defense (with respect to the targeted opponent) with the side effect of reducing the Damage Tests of the targeted opponent by an equal number of steps. The adept may not reduce his Physical Defense by more than his Rank in Anticipate Blow. Use of this ability costs 1 Strain.

"I won't forget the look on his face when I walked into his swing, and shrugged it off..."

AIR DEAFEN

Discipline: Elementalist **Talent:** Air Speaking
Rank: 6 **Cost:** 100
Strain: 3

Author: Luke Davis

The Air Deafen knack allows an Elementalist to emit a screeching blast of air that temporarily deafens those who hear it. The Elementalist may target a number of characters equal to his Rank in Air Speaking. The Elementalist takes 3 strain and makes an Air Speaking Test against the highest Spell Defense of the targets. If successful, the targets are completely deafened for a number of minutes equal to the character's Rank in Air Speaking. During this time, however they are immune to all talents that rely on sound to create their effect, such as Taunt.

ALWAYS READY

Discipline: Archer **Talent:** Call Arrow
Rank: 7 **Cost:** 200
Strain: 1

Author: Jason A. Goode

This knack allows an Archer to summon his favorite weapon to him, if he has woven a thread to

it. The Archer mentally reaches out, following the thread to the bow and yanks it to him through astral space. The bow disappears from its current location and reappears in the Archer's waiting hand. The distance is irrelevant, but the Archer must make a test versus the Spell Defense of the weapon or it's holder, whichever is higher, achieving a Good or better success.

"To me, my bow." - Osok Vatheriel, Elven Archer

AMBUSH INITIATIVE

Discipline: Thief **Talent:** Trap Initiative
Rank: 3 **Cost:** 100
Strain: 1

Author: Keith Richmond

A Thief can use this knack to avoid surprise conditions by rolling Trap Initiative when surprised. Typically (p.202, ED), when checking for surprise, Perception is rolled against the attackers Dexterity (or appropriate step). The same number must be defeated by the Trap Initiative. In cases of automatic (complete) surprise, the Thief can attempt a Trap Initiative roll against the surpiser's initiative. If successful, the Thief does not suffer the defensive penalties for being surprised, and gets to act at the end of the round.



ANIMAL FRIENDSHIP

Discipline: Beastmaster **Talent:** Animal Bond
Rank: 4 **Cost:** 100
Strain: None

Author: Melissa Kuhnell, Robert Braddock

This knack allows the adept to make an Animal Bond Test when first encountering an animal. A Good success will improve the animal's attitude from its default reaction, an Excellent success will give greater results. This test will not have long term effects greater than a single successful use of Animal Bond.





ANTICIPATE COUNTER

Discipline: Warrior **Talent:** Anticipate Blow
Rank: 6 **Cost:** 100
Strain: 2
Author: Robert Braddock

Use of this knack requires spending additional Strain on an Anticipate Blow Test. If the target of the knack attempts a Riposte, Avoid Blow, or other action directed at the Warrior's weapon, the action must beat the Anticipate Blow Test, and success levels for the action are reduced by one level.

"Stupid Swordmaster, with his 'Attack, Riposte, Attack, Riposte'. I could predict his moves with my eyes closed."

ARCANE STATEMENT

Discipline: Wizard **Talent:** Arcane Mutterings
Rank: 7 **Cost:** 100
Strain: 2
Author: Keith Richmond

This knack allows Arcane Mutterings to be used by making one Arcane Statement (taking one's action for the round), rather than having to mutter continually. It functions otherwise in the same way as Arcane Mutterings, requiring a Good success and lasting Rank rounds.

ARROW CATCHING

Discipline: Archer **Talent:** Missile Weapons
Rank: 10 **Cost:** 100
Strain: 0
Author: Jason A. Goode

Arrow Catching allows an Archer to catch an arrow, bolt or thrown weapon directed at or within arm's reach of him. The Archer must either have initiative over the opponent or be aware that he has been targeted. The Archer makes a Missile Weapons Test, the result of this Test is compared to his opponent's Missile Weapons or Throwing Weapons Test. On a Good success or better, the missile is caught successfully and does no harm. On an Average success, the missile is caught, but inflicts 1 point of damage to the catcher's palm as the shaft or handle burns the skin (the catcher slightly misjudged the speed or angle.) On a failure, the opponent's missile succeeds or fails normally. Should the Archer roll all 1s, the missile will hit him even if it would have otherwise missed. The Archer may also attempt to catch a missile not directed at

him, as long as that missile passes within arm's reach (such as a missile targeting an adjacent companion.) These tests suffer a -2 step penalty due to the increased difficulty.

Arrow Catching does not involve moving that arrow to the catcher's hand, or otherwise controlling the arrow in any way. It is not some magically enhanced dodging ability. Arrow Catching is the result of the Archer developing a deep understanding and awareness of his Discipline, and forging a spiritual connection with all things missile, arc and target. The Archer senses more than sees the arrow and somehow plucks it from the air. While it may sound easy, it will certainly result in serious or lethal injury if not done perfectly. Arrow Catching is also unique in that it cannot be taught. It can be told about, shown and demonstrated, but not taught. The Archer must forge this understanding and connection for himself. While the Archer must possess Rank 10 in Missile Weapons to learn the knack, it is learned as if it were a Rank 5 knack, i.e., 3 hours a day, 5 days a week, for 5 months (approximately 300 hours of practice.)

The Archer drew and the arrow was gone. The catcher did not watch the arrow because he could not, he watched only a furrow in the atmosphere where he knew it flew. He did not feel his body turn left thirty degrees because now the turning was reflexive, he did not know how he knew to make his sudden move towards the colored density that was the arrow because that too was reflex. He did not know how he plucked the arrow from the air and held it vibrating in his astonished hand.

- Lewis Nordan, Welcome to the Arrow-Catcher Fair

ASSERT CONTROL

Discipline: Archer **Talent:** Dominate Arrow
Rank: 5 **Cost:** 300
Strain: 1+
Author: Jason A. Goode

Assert Control alerts an Archer to the fact that his missiles are being Dominated and allows him to attempt assert firm control over the missile. To use the knack, the Archer must first activate it. This requires the Archer to take 1 point of Strain and lasts for a number of minutes equal to his Rank in Dominate Arrow. If an attempt is made to Dominate any of the Archer's missiles while the knack is active, the Archer will sense this and may attempt to stop it. The Archer takes an additional point of Strain to add his Willpower Step to the Difficulty Number for his opponent's Dominate Arrow Test. This knack will not





tell the Archer who attempted to Dominate the missile, only that an attempt is being made. The Archer may use this knack an unlimited amount of times in a single round, but must take the strain for each missile he wishes to control. Control is asserted on a per missile basis, so defending against multiple attempts to Dominate the same arrow in the same round still only costs 1 strain.

My will be done. - Osok Vatheriel, Elven Archer

AVOID WITTICISM

Discipline: Thief, Warrior **Talent:** Avoid Blow

Air Sailor

Rank: 9/11/7

Cost: 100

Strain: 2

Author: Keith Richmond

This knack allows its user to avoid the effects of social attacks, such as Taunt. An Avoid Blow Test is made against the Social Attack's Test result as normal. The adept must be taking a specific action in order to avoid the social attack however. Unlike a sword thrust, which is easily sidestepped, a social attack typically requires blocking off the sense of hearing and/or sight. Usual methods for doing so include covering one's ears or eyes, and leaving the room entirely. A Warrior might raise a shield in front of his eyes, a Thief clap his empty hands over his ears, or an Air Sailor leap out of a 3rd floor room, in fear of the dreaded social attack.

BALANCED DODGE

Discipline: Thief, Warrior, **Talent:** Avoid Blow

Outcast Warrior, Air Sailor,

Scout

Rank: 5

Cost: 100

Strain: None

Author: Robert Braddock

This knack allows the adept to use the Avoid Blow talent, without the risk of being knocked down on failure; however, a Good success is required on the Avoid Blow Test to successfully dodge the attack.

BEAST TRANSFORMATION

Discipline: Beastmaster **Talent:** Claw Shape

Rank: 12

Cost: 100

Strain: 8

Author: Melissa Kuhnell, Robert Braddock

With this knack, the Beastmaster may fully transform into any beast of approximately the same size as him. The Beastmaster makes a Claw Shape Rank + Charisma test against the creature's normal Spell Defense. If the Beastmaster achieves a Good Success or better a proper transformation occurs. Adepts attempting this should be warned that a flawed transformation could be dangerous! This talent knack has no effect on anything worn or carried by the Beastmaster but threads are still active and the adept retains normal conscious and may attempt use of any reasonable talents or skills. The creature's instincts are felt and excessive use of this knack could result in the adept's mind being influenced by the new form to a large degree, even resulting in the Beastmaster forgetting about his true form and consciousness. Adjust the Beastmaster's attributes, damage ratings, and Defenses to appropriate levels for the new form. Lastly, this transformation has no duration, the Beastmaster must use the talent again to return to his normal form. Use of this knack costs 8 points of Strain but the Beastmaster may make Recovery Tests using the new form.

BLOOD BOOST

Discipline: Cavalryman

Talent: Blood Share

Rank: 5

Cost: 100

Strain: See below

Author: Attila Hatvágner

When using this knack, the Cavalryman doesn't heal his mount with the blood he transfers, instead the animal will be filled with ferocious energy and can run much faster than normal. Using this knack doesn't require any test. The Cavalryman simply declares how many Damage Points he wants to transfer. For every point of Strain, the full movement of the mount is increased by 20 and the combat movement is increased by 10 for one round, as with the Sprint talent. This knack can only be used to make the mount faster and not vice versa. The Cavalryman can spend up to his Blood Share Rank in Strain per round.

BOATMAN'S BREAKFAST

Discipline: Boatman

Talent: Cast Net

Rank: 5

Cost: 100

Strain: None

Author: Attila Hatvágner

It's may not be a surprise that some Boatmen use their net for more conventional tasks, like fishing. With





the aid of magic, quick action and precise timing, they can be quite successful with their small net. Using this knack means that the Boatman spends on average 1 hour fishing. The character must make a Cast Net Test against the Difficulty Number of 10. The amount of food depends on the success level of the test, just like the Fishing Skill (p.131, ED).

BODY READING

Discipline: Thief

Talent: Lip Reading

Rank: 5

Cost: 200

Strain: 1

Author: Keith Richmond

Body Reading allows the Lip Reading talent to be used to determine a person's actions and intentions. Lip Reading is rolled as normal, if a Normal success is rolled the target's current actions can be determined, such as 'He's edging his hands up to try and palm that purse' or 'She's going for a concealed weapon'. If a Good success is rolled, then the person's intentions can be determined, such as 'He's starting to glance around and shuffle his feet like maybe he's going to make a break for it' or 'Her shoulder's dipped down. She wants easy access to a concealed weapon on her side'. Failure or all 1s results in a wrong or opposite diagnosis of the action.

BURNIN' BRIGHT

Discipline: Sky Raider

Talent: Fireblood

Rank: 4

Cost: 100

Strain: 0

Author: Attila Hatvágner

The use of this knack enables the user to continue the fight even if his current damage exceeds his Unconsciousness Rating. He spends a Recovery Test, but heals no damage. His blood, flowing from his wounds, actually burns with small flames. The effect ends when the combat is over, or he takes more damage than his Death Rating.

CALL BEAST

Discipline: Beastmaster

Talent: Dominate Beast

Rank: 5

Cost: 100

Strain: See text

Author: Melissa Kuhnell, Robert Braddock

This knack has two forms:

First, this knack allows the Beastmaster to call animals to him. The Beastmaster must specify what

types of animals are desired and how strong a call (i.e. how many should respond) he is making. An Excellent success indicates all such animals in a ten-yard per Rank range will immediately make their way towards the caller. This range can be increased by five yards per Rank for each additional two points of Strain.

Second, this knack allows the Beastmaster to attract a single or specific animal. Use of the knack in this way requires several hours, and still has the same range, but allows the Beastmaster to specify a general or specific description of the being called. For example, he may call "the greatest bear in the forest", "a griffon who wishes to adventure with me", or even "a great beast to fight at my side". Characteristics that are more restrictive require greater Success Levels. The actual time required and the availability of the described animal are decided by the gamemaster.

CATHAY LIGHTS

Discipline: Archer

Talent: Flame Arrow

Rank: 5

Cost: 100

Strain: 1+

Author: Jason A. Goode

Cathay Lights is a more advanced version of Signal Arrow. Designed after hearing a Troubadour recount a story of the beautiful celebration lights used in Cathay. This knack allows an Archer to take a moment to visualize the pattern and color of a "fireworks" display (starburst, palm tree, etc.) then fire an arrow into the sky to duplicate that pattern. For an additional point of Strain each, the Archer can add options such as the pattern being composed of multiple colors, or have a whistling sound going up, followed by a "pop" when the arrow bursts into the display. Firmly designed for entertainment purposes, this knack will not work unless the arrow is fired away from the earth (usually, that's straight up) and the display doesn't detonate until the top of the arc.

Ooh, pretty! -Anonymous windling child

CLAW WHIRLWIND

Discipline: Beastmaster

Talent: Claw Frenzy

Rank: 7

Cost: 200

Strain: 0

Author: Keith Richmond

This knack allows Claw Frenzy to be used on multiple targets. For each target to be attacked, reduce the Damage Step by 1. Use Claw Frenzy normally otherwise.





CLEAN STRIKE

Discipline: Swordmaster **Talent:** Maneuver
Rank: 5 **Cost:** 100
Strain: 2

Author: Damian Sharp

This knack accelerates the speed at which the Swordmaster can pick out the weakness in his opponent's style, at the cost of his own defense. The Swordmaster rolls his Maneuver Step against his target's Spell Defense. If successful, he may add his Rank in Maneuver to his Attack Step (but not his Damage Step). Regardless of success, his Physical Defense is reduced by his Rank, for the full round, as the Swordmaster is focusing on his opponent's moves for a weakness, as opposed to actively maneuvering to avoid being struck. The Swordmaster will keep the bonus to his Attack Step, even if he is hit in combat.

"Some like to dance around their targets. Sometimes that'll get you killed."

CLOAK WEAPON

Discipline: Swordmaster **Talent:** Second Weapon
Rank: 3 **Cost:** 200
Strain: 1

Author: Scott Rick

The Cloak Weapon talent knack gives the Swordmaster adept a flashy way to cause his opponents a momentary disadvantage, which may be exploited to the utmost during a battle. To use this knack the Swordmaster must have a cloak, cape, or some other non-weapon item that can be used to distract. The adept makes the Second Weapon Test against his opponent's Physical Defense. For each success level the opponent's Physical Defense rating is reduced by one for the remainder of the round and the next.

This knack can be used in conjunction with the Second Attack talent.

(Modified from Cloak Attack talent found at Cosmotopia)

COERCE ENTITY

Discipline: Elementalist, **Talent:** Summoning Circle
Nethermancer
Rank: 6 **Cost:** 300
Strain: 2

Author: Luke Davis

The Coerce Entity knack allows a magician to alter a Summoning Circle so that the magic of the Circle not only holds the spirit in place but also tears at it while it is trapped inside, causing it no damage but tremendous amount of pain. The magician takes an additional 2 points of Strain to activate this power. He may now add his Rank in Summoning Circle to any Contest of Wills or any Bargain with Summoned Creature Test as long as the spirit is in the Summoning Circle. Nethermancers can only use this power against Ally Spirits; Elementarists may only use this power against Elementals. Spirits of all sorts are deeply resentful of any magician who uses this power against them. Any spirit who escapes after having this power used on them will go out of their way to harass the magician, which could include killing the summoner's family and friends, destroying the summoner's property, or any vengeful act the spirit can think of. In addition, summoners who repeatedly use this knack gain a bad reputation of sorts and no spirit will deal with them willingly.

COME GLIDE WITH ME

Discipline: Warrior **Talent:** Gliding Stride
Rank: 6 **Cost:** 200
Strain: 1

Author: Luke Davis

The Come Glide With Me knack allows a Warrior to have another person use the effects of his gliding stride, as long as they hold hands during the time. The knack costs the Warrior 1 strain for each round the passenger continues to glide with him. If the Warrior ever lets go of the passenger, he will immediately stop gliding and fall. If they are high above the ground when this happens, the passenger takes the appropriate falling damage.

COMPASS ARROW

Discipline: Archer **Talent:** Direction Arrow
Rank: 3 **Cost:** 100
Strain: 1

Author: Luke Davis

The Compass Arrow knack allows an Archer to use his direction arrow as a compass. The arrow appears and points whichever way is north. Using Direction arrow in this way costs only 1 point of Strain.





CONSCIOUSNESS CHECK

Discipline: Warrior,
Horror Stalker

Talent: Life Check

Rank: 7/5

Cost: 100,200

Strain: 0

Author: Keith Richmond

This knack allows the Life Check talent to be used upon reaching Unconsciousness Rating, instead of Death Rating. A Karma Point is required when using this knack, but may not be rolled in the test.

DEATHGRIP

Discipline: Warrior

Talent: Unarmed Combat

Rank: 6

Cost: 100

Strain: 1

Author: Luke Davis

The Deathgrip knack allows a Warrior to inflict damage in unarmed combat using strangleholds, pressure points, and other such tactics. The Warrior must first have the opponent grappled to use this knack. As long as he keeps his opponent grappled, the opponent takes damage equal to the Warriors Strength+Rank in Unarmed Combat. Using Deathgrip costs 1 Strain per round used.

DEFINITIVE CREATURE ANALYSIS

Discipline: Beastmaster, Talent: Creature Analysis
Scout

Rank: 5/5

Cost: 100

Strain: 5

Author: Keith Richmond

This knack takes ten minutes of careful observation to perform. At the end of that time, a normal Creature Analysis roll is made against the target. If successful, the creature's normal statistics and general description should be given to the character's player.

DESTROY ARROW

Discipline: Archer

Talent: Create Arrow

Rank: 5

Cost: 300

Strain: 1

Author: Jason A. Goode

Destroy Arrow does just that. To be more precise, it does not actually destroy arrows, bolts and other missile, but instead renders them

unusable. Arrow, bolts & blowgun needles will bend, warp, or simply fall apart. To use this knack, the Archer makes a Create Arrow Test upon any missile or grouping of missiles in sight, taking an additional 2 points of Strain above that required for the Create Arrow Test. If the Archer exceeds the Difficulty Number, a number of missiles equal to his Rank in Create Missile are destroyed. The Difficulty Number is the owner's Spell Defense if they are in close proximity, or 2, whichever is higher.

"It amazes me how often people forget that that which can be created can also be destroyed. You won't be needing those any more." - Osok Vatheriel, Elven Archer

DISABLE JOINT

Discipline: Warrior

Talent: Unarmed Combat

Rank: 5

Cost: 100

Strain: None

Author: Robert Braddock

Direct use of this knack requires an Excellent success on an Attack Test, but if the adept has successfully grappled the target, a Good success is sufficient. Successful use disables the target joint for a number of hours equal to the talent Rank. The Damage Step for this attack is the Warrior's Unarmed Combat Rank, and is not reduced by Physical Armor.

DISGUISE OTHER

Discipline: Illusionist

Talent: Disguise Self

Rank: 7

Cost: 100

Strain: 1

Author: Keith Richmond

This knack allows Disguise Self to be used on other people.

DISPELLING CONTRACT

Discipline: Illusionist

Talent: Spellcasting

Rank: E8, I7, N8, W5

Cost: 100

Strain: None

Author: Luke Davis

This knack is used in conjunction with Named spells to create a special event or action that will dispel a spell. The spell may still be dispelled in the normal fashion but the target may choose to try to dispel the spell in the additional way as well, as it may be somewhat easier than trying to find the Key Knowledges of the spell. (For more about dispelling Named spells see p.37, MMS.)





DREADFUL BANTER

Discipline: Troubadour **Talent:** Engaging Banter

Rank: 5 **Cost:** 200

Strain: 3

Author: Keith Richmond

With this knack, everyone (up to Rank number) within hearing may be 'Engaging Bantered' at once. The Engaging Banter is rolled as usual, and anyone whose Social Defense is beaten suffers the standard effects. This is the often the used by telling particularly dreadful tales, bad puns, or ridiculous gossip.

EAGLE EVALUATION

Discipline: Archer

Talent: Eagle Eye

Rank: 4

Cost: 200

Strain: 1

Author: Luke Davis

The Eagle Evaluation knack allows an Archer to use the increased range of sight for purposes other than aiming. The Archer takes 1 Strain and makes an Eagle Eye Test against the Spell Defense of the target. If the test is successful, the Archer can now see the target as if he were standing right next to it, though he cannot hear or smell anything. The Archer may use sight-related Perception Tests to learn about the target as normal.

EARTH MERGE

Discipline: Elementalist **Talent:** Unshakeable Earth

Rank: 7 **Cost:** 200

Strain: 2/round

Author: Keith Richmond

The Elementalist can use this knack to merge with earth and stone, sinking into the ground, walking into the sides of hills, or moving through walls. The Elementalist can move a maximum of Rank yards per round. Initiating the use of this knack requires an Unshakeable Earth Test against the Spell Defense of the earth to be merged with (typically 2), and travelling into different areas requires new rolls if their Spell Defense is higher than the area the Elementalist is in (for example, crossing through warded walls).

ECHOES OF CONFUSION

Discipline: Beastmaster

Talent: Echo Location

Rank: 10

Cost: 500

Strain: 3

Author: Luke Davis

The Echoes of Confusion allows the Beastmaster to make his voice appear to be coming from any or even multiple directions. This knack allows the Beastmaster to confuse enemies into attacking each other in the dark. The Beastmaster takes 3 Strain and makes an Echo Location Test as normal. If the test yields a Good success the target hears the Beastmaster's voice coming from all around him and cannot determine where the real voice is coming from unless he makes a successful Perception Test against the Echo Location roll. On an Excellent or Extraordinary success the target hears the Beastmaster's voice coming from the direction of a comrade and will attack unless he can make a successful Perception Test against the Echo Location roll. The effects of Echoes of Confusion last for a number of rounds equal to the characters Rank in Echo Location.

EMOTIONAL PLEA

Discipline: Troubadour

Talent: Emotion Song

Rank: 4

Cost: 100

Strain: 1

Author: Scott Rick

This knack allows a Troubadour to rouse targets to emotion, even when he unable to sing. The attitude of target audience must be Neutral or better toward the Troubadour and his goal, or else this knack will have no effect.

ENTHRALLING SONG

Discipline: Troubadour

Talent: Emotion Song

Rank: 8

Cost: 200

Strain: See text

Author: Attila Hatvagner

This knack allows the Troubadour to gain and hold the complete attention of the audience. He must perform for a willing audience, who expects to see a performance from the Troubadour. He must spend 3 points of Strain plus 1 for each 10 people in the audience (round up) to begin the performance and must achieve an Excellent success against the highest Social Defense in the audience. If successful, everybody who listens to the Troubadour is forced to listen motionlessly, unaware of anything else happening around him, unless somebody grabs and shakes him. If somebody enters the performance, the Troubadour must make an additional test against him or the





highest Social Defense in the new group, this costs no Strain, and an Average success is enough. If the Troubadour does not succeed, the newly arrived remain unaffected until the next round, when the Troubadour can try again. The Troubadour can prolong his performance for as long as he wants but he must spend 1 Strain for every hour of the show. (The first 3 Strain covers the first hour.) He can spend Strain up to his Death Rating, enabling him to play until his death.

This knack isn't capable of changing the listener's emotions, in fact the audience will realize that they have been charmed after the performance and may turn violent. The performance doesn't have to be a song, if the Troubadour wants, it can be a tale or a dance instead. In fact, the first reported use of such magic is attributed to Korrencia, the famed elven dancer.

FIELD OF SILENCE

Discipline: Thief **Talent:** Silent Walk
Rank: 9 **Cost:** 100
Strain: 3
Author: Keith Richmond

This knack allows the Thief to emit a field of silence around himself. This field can extend up to Rank yards in radius, or be as small as desired. All hearing checks in the field suffer a penalty equal to the Silent Walk Test's result. It is possible to emit a field, and still sneak using Silent Walk, Cat's Paw, or other abilities, making it almost impossible to hear the Thief.

FIGHT ON!, WEARY WARRIORS

Discipline: Troubadour **Talent:** Bardic Voice
Rank: 10 **Cost:** 300
Strain: 3
Author: Luke Davis

The Fight On!, Weary Warriors knack allows a Troubadour to inspire his companions to continue fighting against all odds. The Troubadour takes 3 strain and makes a Bardic Voice Test against the highest Social Defense among his companions. If successful, his companions ignore the effects of all Wounds and will continue to fight even if they take damage exceeding their Unconsciousness Rating. However, while under the effects of this knack, the targets cannot retreat unless the Troubadour makes an equally successful Bardic Voice Test to end the

effect. The maximum number of people that can be affected by the knack equals the Troubadour's Rank in Bardic Voice. The effects of the knack last for a number of rounds equal to the Troubadours Rank in Bardic Voice.

FIGHTING STANCE

Discipline: Warrior **Talent:** Unarmed Combat
Rank: 5 **Cost:** 100
Strain: 1
Author: Damian Sharp

This knack takes advantage of the fluid movements of the attack, allowing the Warrior to rise from a Knocked Down position, while making this attack. The attack is made at the knockdown penalty, and can only be an unarmed attack.

"For a true master, the ground is just another fighting position."

FOOTPRINT-FREE TRACKING

Discipline: Beastmaster, Scout **Talent:** Tracking
Rank: 7/5 **Cost:** 100
Strain: 1
Author: Keith Richmond

This knack allows tracking a target by the movement of their center of mass, rather than following their footprints. A bright blue line will appear where their center of mass was and follow their path wherever it took them (into the air, water, doors, walls, etc). The character still needs a track to use this knack, just like with the Tracking talent.

FORCED MANIFESTATION

Discipline: Nethermancer, **Talent:** Spirit Hold,
Elementalist Elemental Hold
Rank: 6 **Cost:** 200
Strain: See text
Author: Luke Davis

The Forced Manifestation knack allows a magician to force a Held spirit to manifest. He must have already Held the spirit to use this knack. The magician boldly says "Come Hither" and makes a Spirit Hold or Elemental Hold Test. If the test is successful, the magician takes a number of Strain equal to the spirits Strength Rating. The spirit will stay manifested as long as it is under the control of the power. Using the Force Manifestation does not cause the magician to break his





concentration for the purposes of the Spirit Hold and Elemental Hold talents.

FORWARD STRIKE

Discipline: Warrior **Talent:** Downstrike
Rank: 8 **Cost:** 100
Strain: 4
Author: Damian Sharp

This knack allows the Warrior to focus the increased momentum of a Down Strike in a forward direction. To use this knack, the Warrior must be able to run directly towards his opponent, covering a distance of at least 12 feet. This distance and the additional Strain, allows the Warrior to use Down Strike as normal, without needing to leave the ground.

GLIDING STRIDE

Discipline: Warrior **Talent:** Gliding Stride
Rank: 7 **Cost:** 200
Strain: 1
Author: Robert Braddock

This knack is a focused version of the Gliding Stride talent, concentrating on supporting the Warrior's weight and granting an upward boost. Each use of Gliding Stride on this way costs 1 Strain, and allows the Warrior to add his Gliding Stride Rank to the height in yards of a given jump.

GLOWING SKIN

Discipline: Sky Raider **Talent:** Fireblood
Rank: 5 **Cost:** 100
Strain: 3
Author: Attila Hatvágner

The Sky Raider's skin becomes red-hot when using this knack. Although it isn't hot enough to ignite his clothing, the heat is concentrated on anybody who touches the raider. The effect is too slow to react against punches or kicks, but is highly effective against grappling attempts. If the knack is used, barehanded attacks will result in Fireblood Rank heat damage on the attacker as long as he is in physical contact with the raider. This effect lasts for Fireblood Rank rounds (although every use counts as the raider's Action in the given round) and can be used only once per combat round. Physical Armor protects against the effect of Glowing Skin.

GREAT THROW

Discipline: Warrior **Talent:** Unarmed Combat
Rank: 7 **Cost:** 100
Strain: 1
Author: Keith Richmond

This knack can only be used after successfully grappling an opponent. The Warrior takes the grappled opponent, and throws them forcefully into the ground. The grapple is lost by doing so, but it makes the unarmed attack do both standard damage and count as an attack to knockdown. The target is thrown anywhere within 5 feet. If this results in the target also falling a distance, or hitting other objects, the GM may wish to assign more additional damage.

GRUESOME DEATH

Discipline: Illusionist **Talent:** Dead Fall
Rank: 6 **Cost:** 100
Strain: 2
Author: Luke Davis

The Gruesome Death talent knack allows an Illusionist to make the exaggerations of his injury seem so severe that they are repulsive to look at. The Illusionist makes a Dead Fall Test as usual. If the test yields an Average or Good success, Dead Fall has its normal effect. On an Excellent success, the Illusionist takes 2 Strain and the targets must look away until they can make a Willpower Test against the result of the Dead Fall Test. If the Illusionist gets up and walks or is put into the line of sight of any of the targets, the effects are immediately dispelled.

HEAT PURIFY

Discipline: Elementalist **Talent:** Cold Purify
Rank: 4 **Cost:** 100
Strain: 1
Author: Scott Rick

This knack allows an Elementalist to cleanse weapons of poisonous residue. When using the knack the Elementalist must immerse the object to be cleansed in fire, which will cause damage as normal. After one minute of concentration, the Elementalist makes a Heat Purify Test against the poison's Step Number. A successful test removes all of the poison from the object cleansed. This knack can be used on Name-givers or other living creatures but the fire will cause damage to them as they must remain unprotected for the talent knack to work properly. This use of the talent does not heal damage.





This knack is especially useful against poisons found in some ancient, fallen kaers, where weapons and other precious discoveries may have been covered in poisons by the kaer's living inhabitants before their demise, or else by other, darker creatures. While the knack does not cleanse water or food of impurities, it can be used to cleanse all manner of other items.

HEAVY HAND *

Discipline: Warrior

Rank: 6

Strain: 2

Author: Robert Braddock

Talent: Wood Skin

Cost: 100

This knack allows the Warrior to make his hands (or feet or whatever) heavier, increasing their effectiveness for beating on things. The Warrior spends 2 Strain to activate this knack and the effect lasts for Rank rounds. The effect allows the Warrior to increase his Strength Step for Damage Tests by up to half his Rank, but also slows him and makes him less agile. Add double the bonus (ie, up to the Wood Skin Rank) to the strength minimum for the weapon in use (use 2 for Unarmed Combat), and reduce the adept's Dexterity Step by the amount this exceeds his base Strength. For example, if Dregglaan has a 19 Strength and uses a Troll Sword (Strength Minimum of 13) and he uses Heavy Hand to increase his Damage Step by 4, he will have a 2 Step penalty to his Dexterity ($13 + 8 - 19 = 2$).

HOLD CASTING PATTERN

Discipline: Wizard

Rank: 11

Strain: 1

Author: Simon Withers

Talent: Hold Thread

Cost: 200

When a Wizard has woven a Casting Pattern thread for a spell, he can use the Hold Casting Pattern knack to hold the thread just as if it were an ordinary thread, at the cost of 1 more Strain than usual. This can be combined with other threads in the normal way or by using the Hold Multiple Threads knack.

HOLD EFFECT PATTERN

Discipline: Wizard

Rank: 15

Strain: 1

Author: Simon Withers

Talent: Hold Thread

Cost: 200

When a Wizard has woven an Effect Pattern thread for a spell, he can use the Hold Effect Pattern knack to hold the thread just as if it were an ordinary thread, at the cost of 1 more strain than usual. This can be combined with other threads in the normal way or by using the Hold Multiple Threads knack.

HOLD OTHER'S THREAD

Discipline: Wizard

Rank: 8

Strain: 1

Author: Scott Rick

Talent: Hold Thread

Cost: 200

This knack grants a Wizard the ability to Hold another, willing adept's threads for a limited time for the cost of 1 Strain per attempt. If the spell caster is successful in his Thread Weaving Test, the Wizard may attempt a Hold Other's Thread Test to hold the spell in the caster's matrix. The Difficulty for the Hold Other's Thread Test is equal to the Weaving Difficulty of the thread being Held. A successful result holds the spell for a number of rounds equal to the Wizard's Rank in Hold Thread. The Wizard may release the spell during any of these rounds (but the caster may not). In the final round, the Wizard may make another Hold Other's Thread Test. A successful result will let the Wizard continue to Hold the caster's spell. A failed Hold Other's Thread Test means that the spell is immediately cast. The Wizard may not weave or cast another spell while using Hold Other's Thread to hold a spell, but the caster may act as normal, except that he does not have access to the matrix be used to hold the held spell.

This knack is used by bookish Wizards to hold powerful spells for more war-like spellcasters so that they can deliver a one-two punch. Sometimes a Wizard and a Nethermancer will work together to trap Horrors using a held Horror Call spell until he can cast the Restrain Horror spell.

HOLD RANGE PATTERN

Discipline: Wizard

Rank: 9

Strain: 1

Author: Simon Withers

Talent: Hold Thread

Cost: 200

When a Wizard has woven a Range Pattern thread for a spell, he can use the Hold Range Pattern knack to hold the thread just as if it were an ordinary thread, at the cost of 1 more Strain than usual. This can be





combined with other threads in the normal way or by using the Hold Multiple Threads knack.

HOLD TARGET

Discipline: Archer

Talent: Mystic Aim

Rank: 5

Cost: 100

Strain: 1

Author: Simon Withers

Hold Target allows the Archer to maintain the Mystic Aim targeting mark for more than a single round. Maintaining the mark costs 1 Strain per round, and the Mystic Aim benefit is reduced by 1 step per round maintained beyond the first.

ILLUSIONARY RACE

Discipline: Illusionist

Talent: Disguise Self

Rank: 7 (If the race is larger), **Cost:** 100

11 (If the race is smaller),

8 (T'skrang)

Strain: none

Author: Luke Davis

The Illusory Race knack allows an Illusionist to disguise himself as a race he couldn't normally appear as. It creates an illusory specimen of the race that overlaps the Illusionist and that moves in time with his movements. In the case of smaller races, the illusion makes parts of the Illusionist invisible, so the onlookers will believe that he is the race he appears to be. Using this knack can create many problems. For example, someone may try to run under a human pretending to be a windling, and be surprised when he feels himself collide into a body, or a person may accidentally walk right through an imaginary t'skrang tail. If something happens that would obviously show that the Illusionist is not really of the race he is mimicking, anyone, who viewed the event may make an immediate Disbelief Test.

IMMOBILIZING LOCK

Discipline: Warrior

Talent: Unarmed Combat

Rank: 6

Cost: 100

Strain: 2

Author: Robert Braddock

Use of this knack requires an Excellent success, unless the adept has already successfully grappled the target, then a Good success is sufficient. Once achieved, the opponent character is considered grappled but the immobilizing Warrior may take

other actions while maintaining the grapple. Of course, some effort is required, but aside from staying with the target and using a limb or two to maintain the lock, the Warrior is free to act.

IMPLANT THOUGHT

Discipline: Illusionist

Talent: Safe Thought

Rank: 9

Cost: 300

Strain: none

Author: Luke Davis

The Implant Thought knack allows an Illusionist to make it appear as if someone is thinking a different thought than they are. This knack may be used on someone, who is not willing, though it requires the Illusionist to touch the target, who will feel an odd chill as the thought is implanted. The Illusionist makes a Safe Thought Test as usual. On an Excellent success or better, the thought is implanted. Unless they achieve a result higher than the Safe Thought Test, any mind probe test on the target will make it appear as if the target is thinking whatever thought the Illusionist put there, rather than whatever the target is actually thinking.

IMPROVE MISSILES

Discipline: Weaponsmith

Talent: Improve Blade

Rank: 7

Cost: 200

Strain: 3

Author: Keith Richmond

This knack is used to improve arrows and bolts. Improve Blade is used as normally, but on 2 arrows or bolts per Rank for each test.

INFUSE MOUNT

Discipline: Cavalryman

Talent: Spirit Mount

Rank: 7

Cost: 100

Strain: 3

Author: Keith Richmond

By using this knack, a Cavalryman may summon a spirit and infuse the spirit's essence into his own mount. For the duration of the Spirit Mount, the Cavalryman's normal mount gains +1 to all of its attributes and defenses, with resulting bonuses to derived statistics:

DEX: +1

STR: +1

TOU: +1

PER: +1

WIL: +1

CHA: +1

Initiative: +1

Physical Defense: +2





Number of Attacks: +0
Attack: +1
Damage: +1
Number of Spells: +0
Spellcasting: +1
Effect: +1

Spell Defense: +2
Social Defense: +2
Armor: +0
Mystic Armor: +0
Knockdown: +1
Recovery Tests: +1

Death Rating: +4
+10

Combat Movement:

Wound Threshold: +1

Full Movement: +20

Unconsciousness Rating: +3

INGRAINED KNOWLEDGE

Discipline: Beastmaster **Talent:** Animal Training
Rank: 7 **Cost:** 100

Strain: none

Author: Luke Davis

The Ingrained Knowledge knack allows a Beastmaster to help an animal to remember a command for a longer period of time. Using this knack doubles the required amount of training time. The Beastmaster makes an Animal Training Test against the animal as normal. On an Excellent or Extraordinary success, the animal permanently remembers the command and will never need to be retaught it.

INTERCEPT BLOW

Discipline: Warrior **Talent:** Anticipate Blow
Rank: 5 **Cost:** 100

Strain: 1

Author: Damian Sharp

This knack allows the user to intercept an attack directed at another being. While it does not need to be declared before the attack to be intercepted is made, an Anticipate Blow check must be made and it must beat the Initiative of that Attack to be successfully Intercepted. The attack cannot be avoided (as that defeats the purpose), but may be parried/blocked.

"Sometimes, a plan revolves around one person. Sometimes, to keep them up, you've got to take a few extra hits."

IRON AURA *

Discipline: Cavalryman **Talent:** Armor Mount
Rank: 7 **Cost:** 300

Strain: none

Author: Luke Davis

The Iron Aura knack allows a Cavalryman to increase the Mystic Armor of his mount. The Cavalryman takes 3 Strain and makes an Armor Mount Test as usual. If successful, he may choose to add some or all of his Ranks in Armor Mount to the mount's Mystic Armor rather than the Physical. Use of this knack lasts a number of rounds equal to the Cavalryman's Rank in Armor Mount.

LAST CHECK

Discipline: Warrior,
Horror Stalker

Talent: Life Check

Rank: 7

Cost: 200

Strain: See text

Author: Damian Sharp

This knack allows the adept to extend the life-saving powers of the Life Check talent to another dying individual. By spending 1 Strain, the adept is able to use one of his Life Check tests, in an attempt to bring another back from the brink of death. The adept rolls his Recovery Test normally and heals the dying individual as though they had just performed Life Check themselves. Just like Life Check, the adept may only attempt to bring some one back once (per near-death), but it doesn't prevent other attempts at restoring the target's life. If this knack is used within one Combat Round of the individual's death, costs 1 strain for the user. If it is attempted later, it costs 5 points of strain. The knack cannot be used if an hour is passed after the individual's death.

"So long as I live, I will not let you die."



LAUNCH ARROW

Discipline: Archer
Rank: 5

Talent: Call Arrow
Cost: 100

Strain: 1

Author: Jason A. Goode

This knack functions similarly to Call Arrow, except that instead of calling an arrow to the Archer's quiver, the missile is sent hurtling towards a target of the Archer's choice. As with Call Arrow, the missile must be within 100 yards and will dislodge itself from a previous target if necessary. Unlike Call Arrow, only one arrow can be affected. The Call Arrow Test is used to determine whether or not the arrow successfully





strikes the target. "Launched" arrows have range and damage as if they were fired from a non-magical bow of the type the Archer normally uses.

"Powerless without my bow? Apparently, you do not understand what it means to be a master of missiles." - Osok Vatheriel, Elven Archer

LEAFY HAVEN

Discipline: Elementalist **Talent:** Plant Shelter
Rank: 5 **Cost:** 300
Strain: 3

Author: Luke Davis

The Leafy Haven knack allows an Elementalist to create a shelter that wards away beasts and other creatures. This power extends for a range of 10 yards for every Rank the Elementalist has in Plant Shelter. The Elementalist takes an additional 3 Strain and makes a Plant Shelter Test as usual. Any beast that wishes to enter the affected area must make a Willpower Test against the result of the Plant Shelter Test. This power does not affect Horrors or their constructs, undead, spirits, or animals under the control of other entities.

LEGEND MEMORY

Discipline: Wizard **Talent:** Book Memory
Rank: 5 **Cost:** 100
Strain: none

Author: Scott Rick

This talent knack is used by Wizards to memorize -- and later write down -- legends that they have heard. To memorize a legend, the Wizard must make a Legend Memory Test against a Difficulty Number equal to the speaker's Spell Defense. A test must be made every five minutes that the speaker tells his legend.

Like Book Memory, this knack only keeps the legend in the Wizard's memory for a year and a day before it fades. Legend Recall can be used to recall the exact wording of the legend at a date later than a year and a day later. A Wizard may recall a number of legends equal to his Rank in Book Memory, and memorized legends count against the total number of books that can be memorized as well.

LEGEND RECALL

Discipline: Wizard **Talent:** Book Recall
Rank: 5 **Cost:** 100

Strain: 1

Author: Scott Rick

This knack is used by Wizards for recalling legends that were memorized using the Legend Memory talent, but which have subsequently faded. The Difficulty Number for remembering the legend depends on the number of legends memorized (use the chart on p. 99 ED).

Use of this knack takes 1 round, and costs an additional Strain point above and beyond the point required for the Book Recall talent. An Average success on the test retrieves one minute worth of information from the legend, which each success level above Average giving an additional minute.

The legend can be written as per the normal rules for the Book Recall talent, and is similarly forgotten after 24 hours, or whenever the talent is used again, whichever comes first.

LIVING EMBROIDERY

Discipline: All magicians **Talent:** Thread Weaving
Rank: E7, I7, N7, W7 **Cost:** 100
Strain: none

Author: Attila Hatvagner

Living Embroidery makes it possible for spellcasters to create truly impressive robes for themselves. The adept not only uses only mundane but magical threads to create the pattern on the robe. Additional materials, like True Element kernels or Living Crystal are often used too. The results have been considered works of art; animated motifs about places like the Death's Sea or changing geometrical patterns are typical designs.

Creating Living Embroidery isn't a short process; it takes at least a week. The adept must make a Thread Weaving Test against the Difficulty Number of 20. If True Elements, Living Crystal, Orichalcum and such materials were incorporated, they lower the Difficulty Number as described in the Enchanting Difficulty Modifiers Table, p.49, **MMS**. If the test was successful, Living Embroidery counts as an Artisan Skill use. If the robe is made into an enchanted item, like a spell matrix object, the magical materials incorporated also lower the Difficulty Number for the Enchantment Tests too.

Living Embroidery can be beneficial for Interaction Tests, as wearing such masterworks can be quite impressive in certain situations. The Success Level of the Thread Weaving Test determines what bonus the adept gets on those tests with his clothing.

Average success	+2
Good success	+3





Excellent success +4
Extraordinary success +5

These bonuses are the maximum values, the GM has the final word if in a given situation the character can use all of it or a lower bonus or if appearance has any help at all.

LOAN SENSE

Discipline: Beastmaster **Talent:** Borrow Sense
Rank: 3 **Cost:** 100

Strain: 1

Author: Keith Richmond

This knack allows the Beastmaster to give one of his senses to a beast. The sense will travel with the beast and the Beastmaster will be able to use that sense through the beast for the normal duration of the talent. He will not be able to use the sense normally himself until the duration of the talent ends. For example, by giving a hawk his sense of sight, for the next few minutes the Beastmaster will see out of the hawk's eyes with his own sense of sight. Not very effective if the hawk goes to its normal full range, but very effective for Scouting and other activities.

LOCATE HORROR

Discipline: Horror Stalker **Talent:** Bear Mark
Rank: 7 **Cost:** 100

Strain: 5

Author: Keith Richmond

This knack allows the Horror Stalker to sense Horrors with the ability to Horror Mark. The Horror Stalker must use his Astral Flare ability. After doing so, a Bear Mark Test is made against the Spell Defense of all Horrors with Horror Mark within Rank miles. The Horror Stalker learns the direction and general distance to any Horrors whose Spell Defense he beats, as the Astral Flare reveals their ability to mark him, whether they choose to do so or succeed in doing so.

MAGIC ARROW

Discipline: Archer **Talent:** Create Arrow
Rank: 5 **Cost:** 300

Strain: 1

Author: Jason A. Goode

Magic Arrow functions identically to Create Arrow except that the arrows created are composed of pure magical energy. The arrows ignore Physical

Armor, but are effected by Mystic Armor. Creating Magic Arrows costs 1 extra point of Strain.

"It was like his arrows was just bouncing offa da ting. Then, e gets dis real serious look on es face and draws da string back empty. I m thinking he musta lost it or sumptin, but dis glowin arrow appears on es bow outta nowhere! Well, e let da ting rip an it didn t bounce. No siree, it went right on though dat armor an you could tell dat bastard felt it!" - Turin Skullcrusher, retired Ork Scorchers

MESSAGE ARROW

Discipline: Archer **Talent:** Direction Arrow
Rank: 5 **Cost:** 100

Strain: 1

Author: Jason A. Goode

Message Arrow is a kinder, gentler version of Screaming Arrow designed to get a message to someone, usually across a crowded and noisy battlefield. For the cost of 1 Strain, the Archer draws an arrow and speaks a message to it. The message may be no more than 5 words per Rank. The Message Arrow is fired normally towards the intended recipient of the message who must be within the Archer's maximum range. Upon arrival at its target, the arrow will circle the target at a radius of about 2 feet, avoiding obstacles as necessary. The Message Arrow will repeat the message up to 3 times, until it is verbally acknowledged. It will then fall to the ground.

MOUNT THREAD

Discipline: Cavalryman **Talent:** Thread Weaving
Rank: 7 **Cost:** 200

Strain: None

Author: Robert Braddock

This knack requires that the Cavalryman's Animal Bond is Rank 7 or higher as well as his Thread Weaving and the adept must have Named his mount. This knack allows a Cavalryman adept to weave a thread on behalf of his mount, allowing the mount to gain any benefits of a thread item or other thread bonus. Unlike most knacks, learning this knack does not enable the Cavalryman to use it multiple times: learning this knack represents the process of tying or raising one Thread Rank on behalf of his current mount. The Cavalryman must also pay the Legend Point cost for the Thread himself. This does not transfer if the Cavalryman changes mounts, he must buy new Mount Threads for the new mount.

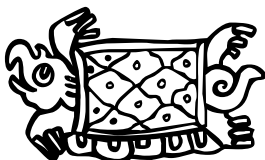




NAMED SPIRIT MOUNT

Discipline: Cavalryman **Talent:** Spirit Mount
Rank: 5/9 (See below) **Cost:** 100
Strain: 5
Author: Keith Richmond

This knack allows a Cavalryman to summon the spirit of a Named mount. Most often used to summon the spirits of former mounts, it only requires Rank 5 to summon formerly Animal Bonded mounts. To summon any other mount requires Rank 9 in Spirit Mount and a Good success on the roll. If the mount does not want to come, for whatever reason, then a Pattern Item that belong to it is required as a material link (very hard to come by).



ONE-MAN CHOR

Discipline: Troubadour **Talent:** Emotion Song
Rank: 8 **Cost:** 100
Strain: 5
Author: Luke Davis

The One-Man Choir knack allows a Troubadour to sing multiple parts to a song at once. The Troubadour takes 5 Strain and makes an Emotion Song Test as usual. Because the coordinated voices are so impressive, the Troubadour treats the result as if it were one level higher than it would normally be, though the character must still get at least an Average success. The One-Man Choir may be combined with the Mimic Voice talent to have multiple voices, or with the imitate music knack to create a symphony effect.

PARALYZING VENOM

Discipline: Beastmaster **Talent:** Venom
Rank: 5 **Cost:** 500
Strain: None
Author: Robert Braddock

Instead of damaging the target, Paralyzing Venom reduces the target's Dexterity by one step each round the Venom is active (that is, Rank

rounds unless a Toughness Test is made against the Venom). The victim is immobilized once his Dexterity Step is reduced to zero. Each step loss is reflected in other dexterity based statistics (three Dexterity attribute points equal one Step).

PITCH FIRE ARROW

Discipline: Archer **Talent:** Flame Arrow
Rank: 8 **Cost:** 100
Strain: 2
Author: Jason A. Goode

Pitch Fire Arrow is a rare and particularly nasty upgrade to Flame Arrow. To create a Pitch Fire Arrow, the Archer uses the Flame Arrow talent normally, and takes an additional 2 points of Strain. Instead of the normal fire associated with Flame Arrow, the missile will be engulfed in ghostly translucent flames. The Archer then fires the arrow normally. If the arrow hits, it ignites the target in the ghostly flames, inflicting damage using the Archer's Willpower Step for the Damage Test. The damage from these ghostly flames is unaffected by Physical Armor, but is reduced by Mystic Armor. The ghostly flames will continue to burn for a number of rounds equal to the Archer's Willpower Step.

"There we were, fighting hordes of Cadaver Men. I was going through arrows like water and there was just no end to them. Flame Arrow worked great, but it just wasn't enough. It didn't seem to be doing significantly more damage than my regular arrows. It occurred to me that if I could just make each arrow more effective, or have the effect last longer..." - Osok Vatheriel, Elven Archer

POSITION

Discipline: Swordmaster **Talent:** Maneuver
Rank: 3 **Cost:** 100
Strain: none
Author: Scott Rick

This talent knack allows the Swordmaster adept to Maneuver an enemy into an unfavorable position in battle. For instance, a Swordmaster may choose to Maneuver an enemy against a wall, heading backward down a flight of stairs, or to face the sun. If the Maneuver Test is successful, the Swordmaster's opponent reduces his next Attack Test by a number equal to the Swordmaster's Rank in Maneuver.

(Modified from Position talent knack found at Cosmotopia)





RE-WEAVING

Discipline: All

Rank: 7

Strain: None

Author: Damian Sharp

This knack allows an adept to switch the base Thread Weaving talent a thread is attached to. This is only useful if the adept has more than one Thread Weaving talent. Thus, if an adept had a magic wand, he'd be able to, with some effort, move the thread attached from his Elementalism to his Wizardry talent. The thread's Rank is retained, and it is treated as though originally woven from the new talent.

This has some small advantages. First, if the adept has failed a Thread Weaving roll, to weave to an item with one Thread Weaving, rather than increase the Rank of that talent, he may switch it to another in which he hasn't failed. The second, is simple thread management, of attaching threads to the Thread Weaving best suited for the threads.

Obviously, the Thread Weaving talent must be able to support the thread being moved to it. Attempts to move threads to a talent that can support no more threads fail, causing the thread to be lost. Moving a thread to a talent of lower Rank (i.e. Moving a Rank 6 thread to a Thread Weaving of 4 Ranks) causes the thread to unweave enough to be supported by the new talent (i.e. The Rank 6 thread would become a Rank 4 thread).

"All threads are, in essence, the same, but draw from separate sources. If you exchange the source..."

READ OPPONENT

Discipline: Swordmaster

Rank: 6

Strain: 1

Author: Simon Withers

After a successful Maneuver the Swordmaster may spend 1 Strain and make another Maneuver Test against his opponent's Spell Defense to determine one characteristic of his opponent following the rules for Creature Analysis.

REMEMBER SENSE

Discipline: Beastmaster

Rank: 7

Strain: 3

Author: Keith Richmond

Talent: Thread Weaving

Cost: 100

When used on an animal, the Beastmaster experiences the last

Rank minutes of what that animal sensed. A particular sense must still be chosen, but this knack could be used in successive rounds to acquire multiple sense from an animal and remember them all simultaneously. The Beastmaster loses use of his own sense while using this knack.

RESIST EXTREME TEMPERATURE

Discipline: Elementalist

Rank: 5

Strain: none

Author: Keith Richmond

Talent: Temperature

Cost: 200

The Elementalist uses this knack to surround himself in a comfortable temperature at all times. It lasts for Temperature Test result hours, and costs 1 Recovery Test. While active, the Elementalist is immune to normal extreme temperatures, such as from being on top of a snowy mountain or in a desert during the day. Further, the Elementalist gains (Rank/2) points of Armor against extremes of cold and heat, such as fires or freezing, and all magical cold or fire spells.

RESIST TAUNTER

Discipline: Cavalryman,

Troubadour

Rank: 9/7

Strain: 5

Author: Keith Richmond

Talent: Resist Taunt

Cost: 100,200

This knack allows the Resist Taunt talent to be used to resist all further social attacks from a person. It requires that the Resist Taunt Test score an Excellent success against the taunter's Social Defense. If successful, the Resist Taunt Rank is added to the adept's Social Defense whenever the taunter makes any further attempts against him for a year and a day.

REVERSE GRAPPLE

Discipline: Warrior

Rank: 5

Strain: None

Author: Robert Braddock

Talent: Unarmed Combat

Cost: 100

A Good success against the grappling roll of an opponent leaves the opponent knocked down or himself grappled with depending on the Warrior's choice. This maneuver may be attempted at the same time the opponent attempts the grappling attack but





failure guarantees a successful grapple regardless of the attacker's test result.

SACRIFICE STRIKE

Discipline: Horror Stalker

Talent: Deathstrike

Rank: 5

Cost: 100

Strain: none

Author: Keith Richmond

This knack allows a horror stalker to Deathstrike any Horror that has Marked him and against which he has successfully used the Bear Mark talent. This counts as his action for the round. Use of this knack constitutes an act of Sacrifice Magic; once used, the horror stalker is permanently dead. Karma is spent on the Deathstrike Test against the Horror until the Horror's Defense has been beaten or the horror stalker has run out of Karma. Any remaining Karma is rolled and added to the damage the Horror takes from the Deathstrike.

SAP ATTACK

Discipline: Thief

Talent: Surprise Strike

Rank: 3

Cost: 100

Strain: 1

Author: Keith Richmond

Sap Attack makes a surprise strike into an attack to stun (p.200, ED) and gives the attack a chance to knock an enemy unconscious. This attack must be made with a blunt weapon (Strength+1 is suggested for the pommel of a sword or other non-blunt weapon). If the target takes an Excellent success (compared to their Wound Threshold) worth of damage and fails the Knockdown Test, then they are unconscious until they spend a Recovery Test. The effect of this knack counts as Stun damage (see p.200, ED).

SCENE MEMORY

Discipline: Wizard

Talent: Book Memory

Rank: 6

Cost: 100

Strain: None

Author: Robert Braddock

Using this knack, the Wizard may exactly memorize a single scene he is looking at. Each scene counts as a memorized book for the Book Memory talent. If the Wizard is looking for a particular detail of a memorized scene, he should make a Book Memory Test against a Difficulty Number appropriate to the minuteness and innocuousness

of the sought detail. A nearby person's face would be trivial to recall, but the number of hairs in his mustache might require a Test against a Difficulty of around 20.

SCRAMBLE THE LINES OF RIVER

Discipline: Boatman

Talent: Read River

Rank: 5

Cost: 100

Strain: 2

Author: Attila Hatvágner

An experienced Boatman can use his knowledge of the river and his magic to make more difficult for others to follow his ship's trail. Using this knack costs 2 Strain and needs an Excellent success against a Difficulty Number of 7. If these requirements are fulfilled, the potential pursuers have to roll their Read River Test against the Base Difficulty plus the Boatman's Rank in the Read River if they are after his ship. They have to roll a separate test against each successful use of the knack.

"Five hundred silver! I'll give five hundred silver to the first man who shows me where the Radzeer gone!"

SEEKING ARROW

Discipline: Archer

Talent: Direction Arrow

Rank: 8

Cost: 100

Strain: 2

Author: Jason A. Goode

The Seeking Arrow knack is a highly refined extension of the Direction Arrow talent. To use, the Archer makes a normal Direction Arrow Test and pays the additional 2 point of Strain for this knack. When the arrow returns to earth, however, it will suddenly level out at about 4 feet and begin seeking its target. The arrow will move at the Archer's Combat Movement rate, avoiding or circumnavigating any obstacles in the way. The arrow will take the most direct route, passing through open doors and windows as long as it can continue its flight path uninterrupted. It will not strike anyone or anything even if they should something deliberately attempt to interpose itself in the missile's path, avoiding it as any other obstacle. The arrow will seek the target to its maximum range starting from the moment it assumed a horizontal flight path. When the arrow reaches its limit, or finds the target, it will slowly descend to the ground and skid to a stop at the limit or the target's feet.

"Seek." - Osok Vatheriel, Elven Archer





SENSE DISEASE

Discipline: Beastmaster

Rank: 4

Strain: 1

Author: Scott Rick

Talent: Sense Poison

Cost: 100

This talent knack allows a Beastmaster to sense the presence of bacteria and other sickness-causing things in food, drink, and the air. The Beastmaster must be able to sniff the target substance to use the Sense Disease knack. The Beastmaster takes 1 Strain and makes a Sense Disease Test against the Spell Defense of the disease. In the case of a weapon or creature, the Beastmaster rolls against the Spell Defense of the character or creature. A successful Test means that he detects the disease. The disease will never be 'a natural part of an animal,' so the Difficulty Number will never be increased by +5, as per the Sense Poison talent, p.115, ED.

SET UP

Discipline: Swordmaster

Rank: 7

Strain: 1

Author: Damian Sharp

Talent: Maneuver

Cost: 100

This knack is a simple variation on Maneuver. Through careful footwork and swordplay, the adept is able to set up the opponent for the attack of a companion, transferring his Maneuver bonus to his companion, for his next attack, assuming it is on this opponent.

"Sometimes, the best way to defeat your foe is to take him off guard for your friend's attack."

SHADOWMANT'S TAIL

Discipline: Beastmaster

Rank: 7

Strain: See text

Author: Scott Rick

Talent: Claw Shape

Cost: 200

This knack is similar to Tail Claw in that, for 1 Strain the t'skrang (note that only winged t'skrang can become Beastmasters) may turn the end of his tail into a wicked-looking stinger. If the tail causes damage, the t'skrang may accept another point of Strain to cause additional damage: the t'skrang rolls his Toughness Step against the victim's Spell Defense and, if successful, causes damage equal to the amount by which he succeeded the Toughness roll for the next 3 rounds. No armor protects against

this additional damage. Karma may be rolled on the Toughness Test.

SHAKE YOUR FOUNDATIONS

Discipline: Warrior,

Outcast Warrior

Rank: 8

Strain: 4

Author: Attila Hatvágner

Talent: Downstrike

Cost: 100, 200

When using this knack, the adept makes a single attack in the round, a mighty strike against the ground. There is no height requirement for this use of Downstrike and may even be used while standing.

Assuming a successful attack against the ground, damage is calculated as normal, then divided evenly (rounding up the result) among every creature within a 5 yard radius. This result is the Difficulty Number for a Knockdown Test (without the benefit of armor) by all of these creatures. They take no damage from this attack. Use of this knack costs 4 Strain. The ground attacked takes the undivided damage result as a barrier (refer to p.209, ED), so using this knack on wooden floors might send all (including the Warrior) to the floor below. Falling damage would be taken as usual.

"Shake it to the floor!"

SHIELD BLOW

Discipline: Sky Raider

Rank: 6

Strain: 1

Author: Luke Davis

Talent: Shield Charge

Cost: 100

The Shield Blow knack allows the Sky Raider to knock back an opponent. The Sky Raider attacks and makes a Shield Charge Test as normal. If the target fails the Knockdown Test he is thrown back a number of feet equal to the difference between the Knockdown Test and the result of the Shield Charge Test. Using the Shield Blow knack increases the Strain cost of the talent by 1, in addition to the normal Strain cost.

SHIELD CRUSH

Discipline: Sky Raider

Rank: 8

Strain: 3

Author: Luke Davis

Talent: Shield Charge

Cost: 100

The Sky Raider must have the Melee Weapons talent at Rank 8 to use the Shield Crush knack. The Shield Crush knack allows the Sky Raider to use his shield to pin an enemy against the wall. The Sky Raider





takes 3 Strain and makes a Melee Weapons Test as usual. On a Good success or better the target is pinned against the wall and can take no action requiring him to move his arms or legs. The Sky Raider makes a Shield Charge Test for damage each round until the target makes a Strength roll equal to the result of the Melee Weapons Test. The gamemaster may disallow use of the Shield Crush knack if he feels the Sky Raider is using too small a shield to create such an effect.

SHOW TRACKS

Discipline: Beastmaster, Scout **Talent:** Tracking
Rank: 5 **Cost:** 100
Strain: 2

Author: Melissa Kuhnell, Robert Braddock

Using this knack, the adept can make tracks visible to others. This requires 2 Strain and lasts a number of minutes equal to the Tracking Rank.

SIGNAL ARROW

Discipline: Archer **Talent:** Flame Arrow
Rank: 3 **Cost:** 100
Strain: 1

Author: Jason A. Goode

Signal Arrow causes the arrow to be engulfed in a cool flame of a color chosen by the Archer when the Strain is taken. The arrow is then fired straight up. At 50 feet above ground, it flares to become very bright and emits a wispy smoke trail. At the top of the arc, the Signal Arrow will flare even brighter for a few moments, then fade away. The flare can be seen for about a mile.

SKILL MEMORY

Discipline: Wizard **Talent:** Book Memory
Rank: 5 **Cost:** 100
Strain: 2

Author: Keith Richmond

This knack allows Book Memory to be used on books about Knowledge Skills to gain Ranks in the Knowledge Skill for the period the book is memorized for. It requires a Good success on the Book Memory roll. If successful, the Wizard gains 1 Rank of the relevant Knowledge Skill for as long as the book is memorized. If the book is particularly extensive, an Excellent result will yield +2 Ranks. If the book is a definitive work on the knowledge, then an Extraordinary success will yield +3 Ranks.

SPELL TRIGGER

Discipline: All magicians **Talent:** Spellcasting
Rank: E10, I10, N6, W6 **Cost:** 100
Strain: 4

Author: Luke Davis

The Spell Trigger knack allows a spell to be saved until a specific event happens to trigger it. The Spell Trigger knack can only be cast on spells that have duration of more than one round. The magician casts the spell as normal, then takes 4 Strain, declares what action or event will trigger the spell and makes a second Spellcasting Test against the spell's Weaving Difficulty, or against the Spell Defense of the target, if the spell is being cast against someone. If this second test yields a Good success or better, the spell is now a triggered spell.

Triggered spells are only set off when certain things are happening. For example, a Wizard may cast Doom Missiles upon an opponent as a triggered spell with the trigger of "Cast as soon as he attacks me or my friends". In this case, the Doom Missiles would only be set off if the target made such an attack within the duration of the Doom Missiles spell. Spell Trigger does not increase the duration of a spell.

Spell Trigger can be used in conjunction with Named Spells. In this case the cost of making the spell permanent is doubled, or treated as if the spell was one Circle higher than it is, if the optional costs rule is being used (p.5,AM). In this case the spellcaster may choose if the spell will trigger at its normal non-permanent duration every time the trigger is set off, or if the effect becomes permanent after the trigger is set off once. Spell Trigger does NOT allow spells that could not normally be made permanent to be made so.

SPIRIT PROBE

Discipline: Nethermancer, Wizard **Talent:** Orbiting Spy
Rank: 8, 10 **Cost:** 200
Strain: 1

Author: Luke Davis

The Spirit Probe knack allows a magician to make an Orbiting Spy move in wherever he orders, rather than just in a circle. The magician may use this knack whenever Orbiting Spy is active and taking 3 Strain. The spirit will then go wherever the magician orders for a number of minutes equal to his rank in Orbiting Spy by concentrating and ordering to move. After the





duration expires it will return to its normal orbit. The magician may use the spirit as normal to view anything it sees.

SPLIT SENSE

Discipline: Beastmaster **Talent:** Borrow Sense
Rank: 9 **Cost:** 100
Strain: 3
Author: Keith Richmond

This knack allows the Beastmaster to receive a copy of any input to a particular sense the animal receives, while at the same time using his own senses normally. For example, he could use this on a hawk's sight, send the hawk to Scout, and see everything it saw through its own vision. While he was doing this, he could also see through his own eyes and could avoid walking into trees and such.

SPOT AURA FLAW

Discipline: Weaponsmith **Talent:** Spot Armor Flaw
Rank: 6 **Cost:** 200
Strain: 1
Author: Scott Rick

Spot Aura Flaw allows a Weaponsmith with the Astral Sight talent (or comparable windling racial ability or Blood Charm, etc) to spot flaws in a target's Mystic Armor in the same way that Spot Armor Flaw allows a Weaponsmith to spot flaws in an opponent's Physical Armor.

Roll the Spot Armor Flaw Step as normal, but add the target's Mystic Armor rating to the Difficulty Number. If the test is successful, all tests made against the target's Spell Defense receive a bonus equal to the Weaponsmith's Rank in Spot Armor Flaw for a number of rounds equal to his Rank in Spot Armor Flaw.

(Modified from Spot Aura Flaw talent knack found at Cosmotopia)

SPOT EMOTION FLAW

Discipline: Weaponsmith **Talent:** Spot Armor Flaw
Rank: 5 **Cost:** 200
Strain: 1
Author: Scott Rick

This talent knack grants a Weaponsmith the ability to spot emotional flaws in an opponent, making the enemy more vulnerable to attacks against his Social Defense. To use this knack, roll the Spot Armor Flaw Step as normal. If the test is

successful, all tests made against the target's Social Defense receive a bonus equal to the Weaponsmith's Rank in Spot Armor Flaw for a number of rounds equal to his Rank in Spot Armor Flaw.

STEEL HAND *

Discipline: Warrior **Talent:** Wood Skin
Rank: 5 **Cost:** 100
Strain: 2
Author: Robert Braddock

Using this knack, the adept hardens his skin at specific points making it nearly impervious to damage and more effective as a weapon. The adept must spend 2 Strain to use Steel Hand, and it will last for Rank rounds, but in any round where the adept needs to move the hardened skin (to grab with or otherwise flex the hands for example), he must pay an additional Strain. Unarmed Combat attacks with hardened body parts gain an additional 3 Steps to his Damage Tests. In a situation where a hardened body part receives damage, make a Wood Skin Test and use the result as the Armor Rating (this armor can not be defeated).

STONE BONES *

Discipline: Warrior **Talent:** Earth Skin
Rank: 7 **Cost:** 200
Strain: 3
Author: Damian Sharp

On days that the Warrior uses his Earth Skin talent, the Stone Bones talent knack allows the Warrior to increase his Physical Armor by his Rank in Earth Skin for a number of minutes equal to his Rank in Earth Skin. Starting this effect does not require an action. Stone Bones may only be used once per day.

"Just as the dirt covers the stone, so shall you be."

STONE FORM *

Discipline: Warrior **Talent:** Earth Skin
Rank: 9 **Cost:** 200
Strain: 6
Author: Damian Sharp

When a Warrior uses the talent Earth Skin, he may also choose to enhance it using the talent knack Stone Form, gaining a more solid skin. The Warrior may add half his Rank in Earth Skin to his Physical Armor for as long as Earth Skin remains active. For example, a Warrior with a Rank 9 Earth Skin may add 4 to his Physical Armor for as long as his Earth Skin remains active.





"Stone is but another part of the earth. I use it to strengthen my base form."

STRANGLEHOLD

Discipline: Warrior **Talent:** Unarmed Combat
Rank: 8 **Cost:** 100
Strain: None
Author: Luke Davis

The Stranglehold knack allows a Warrior to maintain a grapple hold and still fight. This knack can only be used if the target can be held with only one hand. For this reason this knack is mostly often used by trolls and obsidimen, who are large enough to hold a normal Name-giver by the neck with one hand. Orks, humans, and other such sized Name-givers can only use this knack on small animals and windlings. The Warrior makes a grapple attempt normally. He may continue to fight, but must take a 3 Step penalty to all actions to reflect the difficulty of maintaining the hold while fighting. This knack could be used to grapple 2 opponent at once. This knack may be used in conjunction with Deathgrip.

STRENGTH OF THE EARTH

Discipline: Elementalist **Talent:** Unshakable Earth
Rank: 6 **Cost:** 200
Strain: 1
Author: Damian Sharp

This knack increases the range of the Strength granted by the earth. Using this knack allows you to increase your Strength by your Rank in Unshakable Earth. However, while using this knack, the Elementalist must be both standing on the ground and must remain stationary. This knack becomes unusable if the Elementalist moves (including being knocked down, or using Avoid Blow).

STRIKE OF THE SERPENT

Discipline: Swordmaster **Talent:** Maneuver
Rank: 5 **Cost:** 100
Strain: 2
Author: Simon Withers

At a cost of 2 Strain, the Swordmaster can use the Maneuver talent to increase his initiative in the next round rather than increase his Damage Step.

STRIKE WITH NO THOUGHT

Discipline: Swordmaster **Talent:** Melee Weapons

Rank: 6 **Cost:** 100
Strain: 3
Author: Simon Withers

Immediately before an opponent makes an attack with a melee weapon against the Swordmaster, he may use the Strike with No Thought knack to make a Melee Weapons Attack Test. This costs 3 Strain, and the Success level obtained is reduced by one level (an Excellent success becomes a Good success, an Average success becomes a Poor success and so on). Riposte, Avoid Blow and other defensive talents and abilities may not be used against the Strike with No Thought nor may they be used by the Swordmaster against the attack that was preempted. Strike with No Thought counts as a regular Melee Weapons attack and so uses the Swordmaster's action for the round but this does not prevent the Swordmaster from using talents like Riposte and Second Attack or Second Weapon later in the round.

STUNNING SHOT

Discipline: Archer, **Talent:** Called Shot
Swordmaster
Rank: 7 **Cost:** 200, 300
Strain: 2
Author: Luke Davis

The Stunning Shot allows the adept to make a shot so impressive that it paralyzes all who see it with awe. The adept makes a Called Shot Test as usual. On an Average or Good success, the talent has its normal effect. If the test yields an Excellent or Extraordinary success, the character takes 2 strain and the target or targets are unable to move for one round, unless attacked.

SWIFT CHARGE

Discipline: Cavalryman **Talent:** Charge
Rank: 4 **Cost:** 100
Strain: 1
Author: Keith Richmond

This knack allows Charge to be used in a round without having spent the previous round building up the necessary speed towards the target. It may be used to make a Charge attack every round. In order to use this knack, the Cavalryman must first win initiative over his target. The Cavalryman must then successfully execute a Wheeling Attack on the target. The Cavalryman uses the movement from the Wheeling





Attack to make the Charge, so the Cavalryman ends his move next to the target.

SWIRLING CLOAK

Discipline: Swordmaster **Talent:** Second Weapon

Rank: 7 **Cost:** 200

Strain: 1

Author: Simon Withers

At a cost of 1 additional Strain, a Swordmaster may use his Second Weapon talent and a cloak, cape, long scarf or similar garment in an attempt entangle his opponent. The Second Weapon Attack Test becomes a grappling attempt. If the grapple is successful, it may be maintained on successive rounds by repeating the use of this talent knack. The grappled target may break the grapple by scoring an Average or better success against the Second Weapon Test result in a Unarmed Combat, Strength or Dexterity Test.

"Come over here!"

TAIL CLAW

Discipline: Beastmaster **Talent:** Claw Shape

Rank: 5 **Cost:** 200

Strain: 1

Author: Scott Rick

This knack allows t'skrang Beastmasters (note that only winged t'skrang can become Beastmasters) to use their Claw Shape talent to make their tail just as deadly as their hands. For the cost of 1 Strain, the t'skrang may turn the end of his tail into a wicked-looking stinger. As soon as the tail does damage, the stinger fades away. The stinger is not poisonous. K'stulaami use this knack frequently for swooping attacks.

THUNDER CRUSHER

Discipline: Sky Raider **Talent:** Thunder Axe

Rank: 5 **Cost:** 300

Strain: 3

Author: Luke Davis

The Thunder Crusher knack allows the Sky Raider to quickly break through barriers and other structures. After making a successful Attack Test to hit a structure, the Sky Raider takes 3 Strain and makes a Damage Test adding his rank in Thunder Axe to the Damage Step. Armor defeating hits are possible against structures if the Sky Raider is using

Thunder Crusher and achieves an Excellent or better success on the Attack Test.

THUNDERCLAP CHARGE

Discipline: Cavalryman

Talent: Charge

Rank: 7

Cost: 100

Strain: 3

Author: Keith Richmond

When performing this knack, a black and yellow cloud forms around the tip of the Cavalryman's weapon. Right before the target is hit by the weapon, there is a thunderclap and the cloud disappears. The target is not actually damaged, but is most likely knocked down (and possibly knocked quite far away) and stunned. The knack makes the Charge an attack to knockdown. If the target took enough knockdown damage to equal or exceed his Wound Threshold, then they are stunned by the thunderclap and at -8 Steps to all actions until the end of the next round (this includes their Knockdown Test). If the target fails the Knockdown Test, they are flung directly away from the Cavalryman a distance in feet equal how much they failed by. They can take damage from resultant falling or slamming into objects (Step 5, ignoring armor, is suggested for simply hitting the ground or a normal object. Landing on spears or falling off cliffs is generally more hazardous to the health).

TORCH LIGHT

Discipline: Archer

Talent: Flame Arrow

Rank: 3

Cost: 100

Strain: 1

Author: Jason A. Goode

Torch Light causes the head of the arrow to be engulfed in flame. The flaming arrow functions in all ways exactly like a normal torch, including burn time and area of illumination, as well as igniting combustibles. It should be noted however that just like with magical firestarters, the use of this knack can attract unwelcome attention of certain astral creatures in tainted areas.

"Let there be light! Heh,heh. I don t know why I get such a kick out of saying that." - Osok Vatheriel, Elven Archer

TORTUROUS BANTER

Discipline: Troubadour

Talent: Engaging Banter

Rank: 7

Cost: 100

Strain: 3

Author: Luke Davis





The Torturous Banter knack allows the Troubadour to talk constantly in a hideously annoying fashion, which can be used to extract information from an opponent. The Troubadour must take 3 Strain for every hour of Torturous Banter is used. Every hour the Troubadour continues to speak using Torturous Banter he makes an Engaging Banter Test. Every target, who have been forced to listen to the Troubadour must make an immediate Willpower Test against the result or they will tell whatever they know to make him quit talking. At the gamemasters discretion, Torturous Banter may have to be used multiple times to extract large amounts of information from particularly resilient opponents.

TRACE NOT

Discipline: Archer **Talent:** Trace Missile
Rank: 5 **Cost:** 300
Strain: 1+

Author: Jason A. Goode

Trace Not allows an Archer to avoid being found and marked by the Trace Missile talent. The Archer makes a Trace Missile Test against his own Spell Defense, which cannot be voluntarily lowered. If successful, the Archer adds his Trace Missile Rank to his Spell Defense against Trace Missile Tests. The effect lasts for Rank minutes.

"Now you see me; now you don't." - Osok Vatheriel, Elven Archer

UP STRIKE

Discipline: Warrior **Talent:** Downstrike
Rank: 6 **Cost:** 100
Strain: 3

Author: Damian Sharp

This knack essentially reverses the concept of Down Strike, focusing the momentum of the Warrior rising into the target from a distance below (such as rising from the ground), or reversing the momentum of an opponent dropping down on the Warrior (such as a winged opponent swooping down).

VENTRIL?QUISM

Discipline: Troubadour **Talent:** Mimic Voice

Rank: 6 **Cost:** 100

Strain: 2

Author: Luke Davis

The Ventriloquism knack allows a Troubadour to make it appear as if a voice is coming from another part of the room. The range of this talent is 10 feet per Rank in Mimic Voice. The Troubadour takes 2 Strain and makes a Mimic Voice Test as usual against the Spell Defense of the target. If successful, the target believes that the voice is coming from wherever the Troubadour chooses. If there is strong physical evidence that no one is where the Troubadour is having the voice appear to come from the target may make a Willpower Test against the result of the Mimic Voice Test to Disbelieve the effect.

WALL WALKING *

Discipline: Thief **Talent:** Climbing
Rank: 5 **Cost:** 100
Strain: 1/round

Author: Keith Richmond

Using this knack while climbing allows movement up and down surfaces at speeds far exceeding normal. The Climbing Tests must be successfully made. If they are, the Thief can move at up to 10 yards per Rank full or 5 yards per Rank Combat, not exceeding their normal maximum speed, literally walking and running.

WAYLAY MECHANICAL TRAP

Discipline: Thief **Talent:** Disarm Mechanical Trap
Rank: 7 **Cost:** 200
Strain: None

Author: Luke Davis

The Waylay Mechanical Trap knack allows the Thief to temporarily stop a trap from triggering. The Thief declares his intention to waylay the trap and makes a Disarm Mechanical Trap Test as usual. If the test result gives an Average success, nothing happens. If the result is a Good or better, the trap is waylaid for a number of rounds equal to the Thief's Rank in Disarm Mechanical Trap, though he may voluntarily lower this duration if desired. After the duration expires, the trap will function as normal. If the test fails, the trap is set off, though the character may make an Initiative Test to get out of the way.





THE WAY OF THE SHAMAN

The following account came to the Library on an arduous path. The excerpts are parts from the journal of the young dwarf Elementalist, Mandail Firetamer of Wishon, who died in an ambush against a K'tenshin patrol near Lake Pyros. The Library wishes to thank his companion, Thylenn from P'shestis who brought Mandail's remains and possessions back to his home. This account contains remarkably interesting insight into the ways of this often-overlooked Discipline.

- Presented for the edification of the reader by Derrat, Wizard of the City of Yistaine, 1514 TH

I think I can say that the last few months have opened my eyes to certain things; I never thought, for example that so much rain could exist in the world. I also learned that the tales about the dangers of the jungle weren't exaggerated, only a bit lacking in imagination when compared to the real experience. It was also valuable to learn that the denizens of this place aren't bloodthirsty, primitive cannibals, but helpful and hospitable people even by dwarf standards - if you can get over the fact that they are indeed cannibals.

However, probably the most interesting and beneficial was the meeting with the Shamans of the local jungle t'skrang tribe. Before this, I always thought about the members of this Discipline as some half-crazed, regressed backwoods magicians still not able to grasp the concept of astral matrices. After coming to know some of them in person, I realized that this image doesn't hold up to the truth. T'rrsa, the head Shaman of the tribe turned out to be a good-humored and talkative man, even if he tended to make fun of my efforts to make notes of our conversations. In fact, the whole concept of writing seemed to amuse him immensely, as well as my worldview about spirits and magic.

Using the opportunity, I tried to record the most important facts about his Discipline. Good luck seemed to be on my side, since during my time in the jungle a small group of Cathans visited the tribe. Apart from the welcome fact that the coming of the Therans seems reduce the hostility between the inhabitants of the jungle tribes, it was interesting to learn another viewpoint from a Cathan Shaman.

The following is mainly the words of T'rrsa, with some notes with my own.

ON THE WORLD-TREE

The World-Tree, or as the Cathan call it, the God of the Tree, existed before anything else came into the world. The ancestors of every living thing were born from its seeds, since all of these seeds are a part of the spirit of the Tree. The Tree's mighty roots dig into the earth so deep that they reach the spirits of the past. Its trunk is so thick, that it takes days to walk around and so tall that you can hardly see its lowest branches. Its top supports the sky. There is a hole in its side, which is larger than most lairs. If you stop at its entrance, and keep your ears open, you can hear the whispers of the dead. If you are brave enough to enter its mouth, you can travel down to the domain of Death.

Legends say, that in the old times, our people had nothing to protect against the predators of the jungle. We shuddered helplessly when we heard the howl of a predator. We didn't know which fruits should we eat how to build a shelter and we couldn't do anything other than run to survive.

One day however, a mother laid an unusual egg. It didn't look unusual at first glance, but that night loud singing was heard from the hatchery. Nobody knew where does it come from, but everybody was afraid that the singing would attract nearby predators. Amazingly, the night was quiet, as if no danger lurked behind the bushes.

On the second day, the tribe searched the hatchery and found the egg. No singing could be heard this time but the egg was shaking from the pounding inside. The surprised people tried to break it open, but the shell was harder than the bark of the *clematha* tree. When the dusk came, the offspring hatched with a loud crack. It wasn't exactly an





offspring but a full-grown t'skrang well past the *kaissa*, who stepped out from the shell. The tribe Named him S'ahtae, the One Who Sings Aloud.

On the night of the second day, S'ahtae saw that his tribe cringes helplessly in the dark, cold night, waiting for their doom. He refused to accept this, so leapt to his feet and went out into the darkness in search of something to help his tribe. Amazingly, wild animals seemed to avoid him and after a long walk, he stumbled upon a mighty tree in the pre-dawn hours. S'ahtae immediately recognized it as the World-Tree. He went to the hole and listened to the mutterings of the dead. He found that they knew nothing that would be of use to his tribe - each of them had died on the same way; ignorant and defenseless.

So, S'ahtae put his ear to the Tree and listened. The Spirit of the Tree told him what could be found in its branches. Immediately, he started to climb up, using all of his strength. He was about halfway to the lowest branches, when he saw that the Chief of Snakes was coming down to stop him and force him back into the ground. S'ahtae was enraged at the jealous behavior of the mighty snake and when it got to him, the t'skrang grabbed the beast's long claws, tearing them from its body. He hurled it to the ground and the Chief of Snakes vanished in the undergrowth. Since that day, no snake had long, wicked claws or strong legs and they have had to creep on their stomachs.

S'ahtae continued on his way, climbing twice as fast, using the claws of the snake to help him. Soon he reached the branches and saw in amazement that the Tree had leaves so large that each one held a world as big as the one he came from. S'ahtae was tempted to visit at least one of them but he forced his attention back to his task. After a long and backbreaking journey, he reached the top of the Tree, where it met the sky. He didn't hesitate much, he searched for a ripping what a branch made on the dome of the sky and when he found one, climbed up through the hole.

The tribe in the meantime prepared for another night. Some of them half-heartedly expected S'ahtae back but the majority were sure he was already dead. They were gaped in astonishment, when in the middle of the night as the hungry predators prepared to take their prey, S'ahtae appeared holding a torch in his hand. The beasts stood surprised at the sight of the fire that S'ahtae had taken from the sky but soon prepared to attack again. S'ahtae pulled out a small drum from his sack and started to beat it. When the animals heard the sound, they stampeded away in and the tribe could sleep in peace for the first time.

In the morning S'ahtae pulled out the other items he had in his sack: weapons for hunting, tools for work, clothes to wear. He taught us how to build huts and canoes, how to catch fish and how to hunt. Since that day are we have lived as we do now and since that day we have had Shamans among us.

This tale throws new light on our speculations about the beliefs of the jungle tribes. The recorded assumptions about them honoring Jaspree as the God of the Tree maybe aren't that close to the truth as we thought.
- Merrox

ON WOOD SPIRITS

If you look around, you can easily realize that if anything, we definitely aren't short of trees. Those who learn about them know which of them bears edible food, which are the best to make spears from and which have sap that can be used to cure quaking fever. There are adepts, who can become one with the jungle by pure instinct; they seem to breathe with the jungle, move among the trees like shadows, read tales from a day old track or show others how to survive in the most unwelcome conditions.

Those of us, who take the Shamanic path, choose a different way. We don't want to become a part of the jungle, the way Scout adepts do. We wish to understand its workings by long, intense study, and by contacting its wisest and most numerous dwellers, the wood spirits. Those, who have learned how to approach them, can acquire their long-accumulated knowledge too. Wood spirits are eager to talk and the spirits in the Servos often have a lot to talk about. Their topics are not only limited to the jungle itself - these beings have existed far longer than you or me and





they use this time wisely. Winds and rain travel long distances before arriving in the jungle, whispering gossip of the events in far lands.

I can testify to this statement. The tribe, while claiming that no member of them had ever left the jungle is surprisingly informed about the recent events in Barsaive. They know, for example, that a 'great tribe under the rocks' recently lost its leader, although they don't know where this place is exactly, or what its Name is. I saw with my own eyes, the members of a Cathan group who came to the small harbor where I lodged to sell furs and rare plants, leaving hurriedly with most of their goods unsold, telling of a coming storm days before the Triumph arrived. Some of the Shamans practice element reading masterfully and the trees of the jungle seem to be aware of the happenings of the world. - Mandail

Listening to their talk doesn't give you immediate answers. In fact, most of it doesn't seem to have any sense at first but I don't think that I need to explain it to you. Even a fellow Name-givers' mentality can be confusing sometimes, so imagine, when you hear spirits talking about things you've never seen in your life. You have to pick up the details you understand and build up the bigger picture from the rest of the material. This can often result in enormous misinterpretations. It is no wonder that Shamans usually keep most of their knowledge to themselves, unless they know that they have it right in every detail.

Of course, you always have to decide how deep you want to plunge into the understanding of spirit's mindset. You aren't much use to the tribe, if you spend your entire life far away from your fellow Name-givers murmuring into the ears of the spirits and you aren't much a Shaman if you stick to seeing the world from the Name-givers' perspective only.

ON BECOMING A SHAMAN

Our path is hard and full of responsibility - not everyone can open himself and learn the secrets of the world from the hidden clues. There are even fewer who are willing and able to fully commit their life to their tribe. Every Shaman chooses his initiates with care and it is a custom not to take more than two apprentices in a lifetime. We've learned from the errors of the past.

It is an old tradition that the Shaman of the tribe visits every infant at the birth, searching for the telltale signs of eligibility for our path. Different colored eyes, more fingers on the hands or toes on the feet, strangely colored scales or birthmarks have always shown great promise in the past. This has changed since the Times of Darkness, as such signs now often reveal a much more dangerous and evil influence and we have to deal with those things with caution. Most Shamans feel obligated to seek the signs of every infant's future at this time, but if they find something, they usually keep it to themselves, and reveal it only if necessary. After all, fate can be changed, if somebody works hard and long enough at it.

During my time at the tribe, I witnessed such a visit. It seemed to me that T'rrsa wasn't only concerned with the hatchling's future but its health as well. As I learned in a later conversation, Shamans are often the most skilled healers in the tribes. - Mandail

Every Shaman looking for potential initiates should keep a close eye on the children during their *kaissa*. Some young t'skrang fall frequently into long sleeps that can last for days. During these times, they have vivid dreams: gifts and tests from the spirits, who see the youths as a likely candidate for the path. Not everybody turns out to be a suitable choice; most of them wake up early, without any sign of the spirits' acceptance. A very few of them die in the process, but those who remain, are those who take their first trembling steps on our path.

As I spoke with a Cathan about this, she told me, that some of their people go through this process at adolescence. I've also learned that nobody remembers about these dreams clearly but they agree that climbing a mighty tree is a reoccurring pattern in them. - Mandail





Many of us don't give any signs of this aptness at birth or in the *kaissa* however. The right mindset often comes with the wisdom of old age and I've seen some who became Shamans after a particularly hard experience.

Speaking with the members of the tribe I've learned that T'rrsa was once a Warrior of the tribe, who barely survived a particularly nasty tribal war with the Cathans long years ago. It's public belief that the long recovery and the mourning period for his lost friends were the initial push to his new path. People also told me a tale about an 'ork falling from above' (presumably an Air Sailor or Sky Raider), who was rescued from the certain death by a tribe, and years later she became also their Shaman. - Mandail

Your hardships aren't over once you set your feet on the path. The spirits are patient teachers, almost too patient for those who don't have hundreds of years time to learn. While spending days or weeks alone, far away from any Name-giver, trying to decipher their messages, assembling the small fragments of knowledge, I often found myself wishing that I were climbing the World-Tree instead.

ON THE ROLE OF A SHAMAN

The Shaman must be like the tallest tree of the forest. The strongest one, which protects the tribe from the storms of life with its mighty roots grasping the soils of past. Of course, this is just my point of view. I know others, who firmly believed that the tallest tree is so tall, because he didn't care for those who were left behind in the dark jungle below. I also knew a Cathan Shaman who told me that the wisest tree never grows too high, since it is always the tall ones that are spotted first. Others hold the example of carnivorous plants to follow. One thing is clear to me: our home is full of danger and one misplaced step is enough to become prey - we survive only if we hold together and watch out for each other. My role is to protect the tribes' past, present and future and no cost should be too great for this. Even the tallest tree give it's life willingly to the tribe if needed - why should do I otherwise?

We hold the key to our tribe's past. We help to build the confidence, that people belong to a community. That they have a history and that their acts will be remembered by their descendants. That they aren't just some kind of prey like other animals that will be forgotten after they have been digested. The *lahala* has the memories of generations but we can give people a chance to talk with their ancestors. The adepts and fighters of the tribe fight well if needed but we have the final word whether there is a need to go to a war and if yes, how to fight it.

Our knowledge and far-seeing wisdom helped us to survive the Times of Darkness, when even the bravest Warrior's spear was helpless to stop the storm of Horrors. The spirits warned us about the coming danger and we barely had the time to prepare. They came like locusts, devouring the world and we had to hide, hoping that they'd disappear again and we would come up like new a sprit from the roots of the fallen wood.

ON THE TIME OF THE SCOURGE

This subject proved to be a touchy one, something that neither T'rrsa and the other Shamans or the lahala would discuss willingly. From the pieces of knowledge I could collect, I learned that the tribes in the Servos did indeed survive the Scourge without the Theran Rites of Protection and Passage. Looking at the other cultures that managed this feat, I must say, they've done well. True, it must have been a devastating impact on their life and culture but compared to cave trolls or the horrors of the Blood Wood, it is astonishing that they even survived.

The ancient ruins in the jungle where the t'skrang led me and the other refugees seemed to be part of a pre-Scourge settlement, long abandoned by it's denizens and empty of life apart from the huge mass of climbing plants which covered the place entirely. Even wild animals seemed to avoid this place for an unknown reason, so it was a perfect place for us. It is a mystery to me why no tribe used that place as a home. The answers to my questions about it were vague and evasive.





At any rate, the walls seemed to have been built by craftsmen who could rival those in Throal and according my estimations they could have existed centuries before the Scourge. I spent many days exploring the place but to my disappointment, I found almost nothing that could have pointed to the origins of the long-vanished inhabitants. The few small sculptures and images I restored with my magic showed finely dressed t'skrang, humans and other Name-givers, apparently living together. I doubt that this civilization lasted up to the time of the Scourge and my - though admittedly limited - historical knowledge doesn't mention such a place ever being in contact with Throal. In addition, if it had existed in the time just prior to the Scourge, it would most probably have taken some help from the Therans.

During a small expedition with the other adepts, only half day from our shelter we found the entrance to a large natural cavern, which in our opinion had probably been used as a kaer, surrounded and hidden by several huge trees. Even the entering through the cramped and almost vertical entrance was a difficult experience, but the interior of the place was positively unsettling. Research was not an easy task, since the inpouring rain was waist-high, and even walking was difficult because of the thick mud. Our Nethermancer, Thylenn from P'shestis claimed that a surprising amount of blood magic was used in the crude wards that protected the kaer. I can only agree with her, even if I've little experience in that area. The wards seemed to have been re-strengthened uncountable times and practically burned into the rock. I felt the whole place was pressing on me and despite spending most of my life underground, I desperately wanted to get out. Surprisingly, some of the wards, on a tunnel leading further inside, seemed to be still be working.

We decided not to find out what they were protecting or keeping inside. - Mandail

ON PRESERVING THE ANCIENT'S SPIRIT

The way of Shamans has gotten relatively popular in some nomadic tribes, especially amongst orks. Their approach is a bit different in certain points from that described here, which I think is natural since life on the plains has little in common with that of the jungle dweller, although they seem to stick to certain practices. Ork Shamans often create symbolic World-Trees - tall, richly decorated poles from wood, stone or bone - on the sacred grounds of the tribe and wander back to these frequently to talk with the spirits supposedly living there.
- Ored from the Souls of the Sun.

Supposedly living there? Do you dare to say this to my face, you ignorant fool?
- Zordak Brokenhand, Nethermancer of the Broken Fang tribe.

There is so much to learn, and there is so little time for it. If you do your work well, there will still be a tribe to protect after your time is over and it is a scrap of comfort that your followers will follow in your footsteps. Shamans are headstrong lot; the time of learning and the time of duty is never over for some of us.

Some truly powerful Shamans choose to merge their spirit with a more powerful and durable body - the home of a hospitable enough wood spirit. Of course, not all Shamans receive the honor of the gift of such magic from the spirits. Finding and persuading a wood spirit to become a host isn't a small task either. Those few who manage this feat and endure enough to find the right magic for this step are able to merge with a wood spirit forever. With the possibility to lengthen their life to study and... There you, I look at the smile on your face and I see you don't believe me.

I must confess, I thought this is just another prank of T'rrsa, just like when he told me to listen closely to the drums of the tribe (his drumbeat in the next second nearly deafened me), or pretended to ask advice from a bright-colored bird of the jungle. He didn't press the subject. The reason I include it is that a day before our departure he led me to a tall tree, not far from our camp and told me to talk with its spirit. To my shock, the spirit answered my greetings in typical t'skrang fashion then remained silent. Examining it astrally I saw a glimpse of its Pattern for a moment, which contained a t'skrang-like figure. T'rrsa just smiled at my questions after that. - Mandail

In my humble opinion, the t'skrang just played one of his pranks on Mandail.
- Derrat





ON SHAMANS AND THE WORLD BEYOND THE JUNGLE

Why would anybody leave this place? For you it is probably a dangerous and alien world. For me, it is my home, one that I don't want to exchange for a similarly dangerous and alien world that you call home. The temptation is often high though, after you learn a particularly obscure and fascinating rumor that you can't fully understand until see it with your own eyes on the other side of the world.

There are some of us who have left our home for the world outside. Some of those do it willingly, some of those were dragged away by slavers. Be their life rich in experiences or should they find a new home, they keep coming back for a visit or two, because there is no place where they can get the guidance of such mighty spirits as in the Servos.

Sometimes they come back with their own apprentices, who have never before seen the jungle and despite this, they despite this, they seem to have a firm understanding of our way. I can only admire their determination and skill for being able to grasp the weak voices of spirits of those bare lands but they often seem to be confused at first by the 'cacophony' of the Servos, as one of them called it.

ON THE TWISTED NATURE OF BLOOD ELVES

Though the spirits only speak about it reluctantly, I've heard about a forest covered with blood and pain. I know a Cathan tribesman, who claimed to have seen it with her own eyes. Captured and sold there by K'tenshin slavers, she managed to escape and find her way back home. I didn't give her story any credit, until years later

I don't know about jungle t'skrang, but I saw a couple of Cathan Shamans reacting unusually violently toward a blood elf companion of mine.

Their tribe ambushed us only a day after we entered the Servos and the trees and bushes all around came to life to tear poor Therros asunder in a fraction of a second. We could barely escape with our lives, and I firmly think that we survived only, because they let us live.

- Laxay from Urupa

Though they don't always react that extreme, I have found that jungle tribes treat blood elves with distrust and disgust at best. Since Shamans have strong influence in the tribe, this isn't surprising.

Not that I don't agree with their taste.

- Evryl from Kratas

Most wood spirits have strong aversion toward blood elves too. I wonder if Shamans adopted this attitude unknowingly from them.

- Mogal, Elementalist from Bartertown

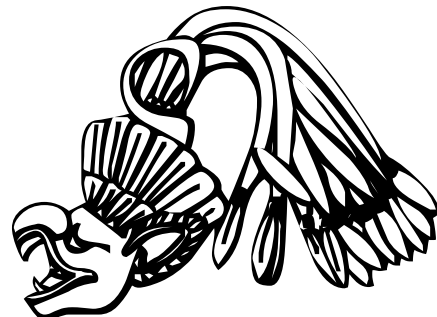
when I encountered two elves covered with thorns. Their mere existence

seemed so twisted and

such a distorted image of our way that I refused even to speak with them. We drove them away in the hope that they would never come back. I remember many sleepless nights after that event because I couldn't decide if the other parts of tribesman's tales were also true or just exaggeration. In retrospect I sometimes think, it was a hasty act. I wish I could talk with them once to try to understand why, who did this to them and after finding out their true nature, decide to help or simply kill them.

The Tamers from the Liaj Jungle are also worthy of note, as some of them also follow the way of the Shaman. When bad luck forced me to that cursed place, I heard a similar story to that of the World-Tree from one of the tribesmen. The main difference was the mention of a 'mighty lord's camp' on the top of the tree where the hero must fight for the secrets of survival. Add the fact, that Usun seem to have a complete control over that Passion-forsaken forest including the local spirits, and you don't have to be a sage to realize what kind of whispering those Shamans keep hearing.

- Gorad, Elementalist from Jerris.





GAME INFORMATION

(Note that these rules are not the same as those presented in the Magic: Manual of Mystic Secrets sourcebook. For this reason the new spells and talent knacks for the Shaman Discipline are presented here instead of the previous chapter, since, according the original rules, those wouldn't be usable.)

SHAMAN DISCIPLINE

Important Attributes: Perception and Willpower

Racial Restriction: Blood Elf

Karma Ritual: To begin his Karma ritual, the Shaman must be out doors and at least 100 yards from the nearest buildings or Name-giver-made structure. If possible, a Shaman performs his ritual in the forest or jungle. Before beginning the ritual, the Shaman picks up a nearby leaf, twig or living insect to serve as a symbol of nature for the ritual. The Shaman then sits quietly and centers his thoughts. He focuses his introspection on the symbol of nature he holds in his hands and dwells on the relationship between magic and nature. At half an hour, the Shaman eats the symbol, thereby symbolically binding himself to nature.

Artisan Skills: Wood Carving, Stone Carving

First Circle

Talents

- Create Fetish *
- Karma Ritual
- Learn Spell Pattern *
- Shamanism (Thread Weaving) *
- Spell Fetish
- Spell Fetish
- Spellcasting *

Second Circle

Talents

- Astral Sight *
- Durability (5/4)
- Spell Fetish

Third Circle

Talents

- Avoid Blow
- Melee Weapons

Fourth Circle

Spell Defense: Increase the Shaman's Spell Defense by 1

Talents

- Spell Fetish
- Virtuous Plant *

Fifth Circle

Physical Defense: Increase the Shaman's Physical Defense by 1

Talents

- Focused Concentration
- Willforce

Sixth Circle

Karma: The Shaman may spend a Karma Point on any action using Charisma only.

Talents

- Spell Fetish
- Spirit Talk

Seventh Circle

Social Defense: Increase the Shaman's Social Defense by 1

Talents

- Lifesight *
- Sense Poison *

Eight Circle

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

Talents

- Enhanced Fetish
- Safe Path

Ninth Circle

Karma: The Shaman may spend a Karma Point on any action using Perception only.

Talents

- Spirit Contact
- Enhanced Fetish





Frighten

Tenth Circle

Spell Defense: Increase the Shaman's Spell Defense by 2

Talents

Enhanced Fetish
Matrix Strike

Eleventh Circle

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

Armored Fetish
Life Check

Twelfth Circle

Spirit Tattoo: For a permanent cost of 4 Damage Points the Shaman may create a Spirit Tattoo on his own face. The tattoo is different at every Shaman, but it usually gives the adept an almost menacing expression. When dealing with astral entities such as spirits or Horrors, the Shaman may spend 1 point of strain each time when making an Interaction Test, earning a 2-step bonus on the test.

On the gamemaster's discretion, this bonus may apply on those, who recognize and know what this tattoo means (other shamans, natives of the area, etc).

Armored Fetish
Netherwalk

SHAMANISM

Shamanism is a unique magician Discipline practiced chiefly by members of Barsaive's primitive tribes such as the Cathan, jungle t'skrang and windlings of the Servos Jungle and the Tamer tribes of the Liaj Jungle. Shaman adepts learn their spells by studying nature, not from dusty tomes or scrolls. They gain their magical abilities by observing how the elements of nature and the forces of magic interact. As a result, many Shaman spells and abilities are closely related to the natural world. Shaman adepts also can use spells traditionally taught in other Disciplines, most notably the Nethermancer and Wizard Disciplines.

Shamans make frequent use of blood magic when using their abilities.

ROLEPLAYING HINTS

Shamans are often seen to be a strange mixture of Elementalists, Nethermancers and Wizards. They steadily communicate with spirits, and feel at least as superior in their knowledge about the world as Wizards. Most of the Shamans however tend to have a much more practical mindset than the book-magicians, concerning more often about everyday problems, especially Cathans, whose second-to-none survival instincts define their lives.

Protective behavior toward their tribe is a common trait among Shamans. Ceremonial blood oaths declaring their commitment is a frequent practice, usually performed at reaching Fourth Circle. Those, who don't live with their tribe, often substitute their adventuring group with it but tend to be distrustful toward outsiders.

Few Shamans leave the jungle, and those who do find themselves in an alien world. Concepts like money or private property are sometimes completely unknown them and though they quickly realize their importance in the outside world, often see them as amusing folly. Unlike other magician Disciplines, Shamans don't need grimoires and if one of their fetishes is destroyed, they quickly replace it; the 'everything is disposable' principle is common among them. Some Shamans widen this attitude to Name-givers too, themselves included.

MULTIPLE DISCIPLINE COMBINATIONS

In the jungle tribes' tradition, multiple Disciplines are not common. Scout/Shaman or Beastmaster/Shaman combinations are probably the easiest to learn. Warrior adepts seem to pick up the concepts of Shamanism relatively easy as well. Shamans who wander out from the jungle often find the way of the Troubadour's to be affinitative to their Discipline in several points.

Because of their different approach to spell magic, the other spellcaster Disciplines and Shamans don't mix well. Gamemasters should think about the potential game balance - problems as well, before allowing such Discipline combinations into their game.





USING HALF-MAGIC

Shamans may use Half-Magic for identifying different plants, recognize tracks left by animals or Name-givers in the wilderness. They can also use it as the Wilderness Survival Skill.

Shamans can use Charisma-based Half-Magic to talk with wood spirits, similar to the Plant Talk spell. This is taught for every Shaman as part of his initiation. It should be noted that wood spirits are often more open and willing to talk if a Shaman try to communicate with them as any other Disciplines, including Elementalists. This means at least 1 degree better attitude toward Shamans in game terms.

At Fourth Circle Shamans learn Perception-based Half-Magic to create Blood Tattoos (see p.68, **AM**). Rules of creating blood charms can be found in p. 50, **MMS**.

RITUALS OF ADVANCEMENT

Shamans do not have standard rituals for advancement. Though it is custom that at least one elder (usually the adept's mentor) observes and conducts the advancement ritual, the final word is always of the spirits who ultimately decide if the Shaman has the necessary knowledge to be eligible to the next Circle. For this reason, the rituals must be held in places where many wood spirits are present and this usually means one of the jungle areas of Barsaive. These advancement rituals seldom private, especially at Novice and Journeyman Circles, and usually performed front of the Shaman's tribe.

Ghost Master Ritual: Shamans cannot summon ghost masters to teach them. They not really need them, since Shamans learn their spells from the nature. However, if it becomes necessary, they must resort on those high-circle Shamans who used the Final Merge spell on themselves. The Shaman must know the place where such a master lives, go there and put the orichalcum coin into a seam of the tree, before starting to meditate. The Difficulty Number of the ritual is not the Spell Defense of the master but 10, and since the Shaman doesn't summon the master from an other plane, there is no chance that astral entities attack him after an unsuccessful ritual.

FETISH TALENTS

Shamans keep their spell patterns in fetishes, small items representative of the spells they contain. A Shaman creates different fetish for each spell, and so a shaman's collected fetishes represent his grimoire. Shamans cannot cast spells safely without the appropriate fetishes, which they produce using the Create Fetish talent.

A Shaman's Spell Fetish talents enable him to attune a fetish in the same manner as other magicians attune spell matrices and to cast the spell stored in the attuned fetish. Fetishes attuned with the Enhanced Fetish talent function in the same way as Enhanced matrices, by allowing Shamans to store a thread in the fetish.

SHAMAN SPELLCASTING

Shamans cast spells in the same manner as other magicians, except that they must hold the fetish of the spell they casting in their hand. If a spell requires the magician to concentrate in order to maintain the spell after casting, the Shaman must continue to hold the fetish as he concentrates. If he drops the fetish, the spell effect is broken.

If a Shaman loses a spell's fetish or it is destroyed, he must use raw magic to cast a spell or use another fetish, previously prepared with the Spare Fetish knack. Shamans cannot cast spells from other magician's grimoires.





LEARNING SHAMAN SPELLS

To learn a spell, a Shaman must make a Learn Spell Pattern Test against the Learning Difficulty of the spell he wishes to learn. If the Shaman learns the spell from a higher-Circle Shaman, the teacher first makes a test against the spell's Learning Difficulty. If that test succeeds, the Shaman adds his teacher's Thread Weaving rank to the result of his Learn Spell Pattern Test. Shamans may make only one Learn Spell Pattern Test per day.

If the Shaman's Learn Spell Pattern Test succeeds, he then makes a Create Spell Fetish Test against the same Difficulty Number. If the Create Spell Fetish Test succeeds, the Shaman has created a fetish that will store the spell's patterns. Once a Shaman has learned a spell and created a fetish for it, he can cast the spell per standard rules.

Shamans cannot learn spells from magicians of other Disciplines or teach spells to magicians of other Disciplines. The methods by which Shamans learn spells are unique to allow for any sort of successful crossover. Additionally, Shamans cannot learn spells of Circles higher than their own Circles. Since their spellcasting method is so different from other magicians, they cannot use spell matrix objects to store their spells either. Spells from other Disciplines cast by Shamans usually have different appearance than their original form, usually containing plantlike elements. These differences are purely cosmetic, but unique for every Shaman.

RITUAL SHAMAN MAGIC

Several Shaman spells are ritual. These are typically require hours to cast, have long duration, and most Shamans refuse to use them (at least the beneficial ones) on those, who aren't members of his tribe. These spells often give a definite advantage in the survival, and Shamans usually don't like if non-tribesmen even assume what kind of magic they are capable.

These ritual spells are different from other spell magic used by Shamans. They require fetishes to cast, just like others and some of them, after the spell is cast, infuse ordinary objects, called foci, with power. If the spell has more than one target, then each target will usually receive his own foci. These are working as simple magic items, but have magical properties only while the spell is in effect; after the spell's duration is over or if they lose contact with their user, they revert to ordinary objects. Foci usually gain the same Death and Armor Ratings as fetishes unless they were already more durable.

Ritual spells are also more durable than normal ones. Their Dispelling Difficulty is increased by 5 compared to spells of the same Circle. Also, if the spell uses foci, then dispelling it on one target doesn't affect the effect on the other targets.

SHAMAN TALENTS

Create Fetish

Step Number: Rank + Perception Step

Action: Yes **Skill Use:** No

Requires Karma: No **Strain:** None

Discipline Talent Use: Shaman

Discipline Restriction: Shaman only

The Create Fetish talent enables a Shaman to create spell fetishes for spells he has learned. To create a fetish, a Shaman must first spend at least 1 hour constructing the fetish's physical form. Next, the Shaman embeds the spell pattern into the fetish by making a Create Fetish Test against the spell's Learning Difficulty. If the test succeeds, the fetish holds the spell pattern and the Shaman can then attune one of his Spell Fetish talents to the spell in

order to cast it. If the spell fails, the Shaman can try again in 24 hours.

The physical forms of the fetishes are usually fashioned to represent the spell or its intention they will contain. For example, a fetish for the Bone Shatter spell might be made from broken bone of some sort. A fetish for the Repel Animal spell is maybe a small drum whose sound keeps the targets away. The gamemaster must approve the physical forms for fetishes.

Shamans usually fashion fetishes from wood, bone, leather, feather, and occasionally tree bark, grass and leaves. Physically, fetishes are quite fragile and have a Damage Rating (see **Barriers and Structures**, p.209, ED) against physical attacks equal to their spell Circle





plus 10. For example, a Circle 1 spell fetish has a Damage Rating of 11 while a Circle 8 fetish has a Damage Rating of 18. Fetishes have a Physical Armor Rating equal to their spell Circle plus 5. Just like with barriers, this armor cannot be defeated.

If a fetish is destroyed, the Shaman cannot cast the spell contained in that fetish (except by using raw magic) until he has created a new fetish for that spell. To strike a fetish in a Shaman's hand, the attacker must achieve a Good or better success on a Called Shot (p. 200, ED).

The astral characteristics of a spell pattern held within a fetish are the same type as those of a spell matrix of the same type (see **Spell Matrix Types**, p. 153-154, ED). For example, an Enhanced Fetish has a Death Rating of 15. The spell patterns of fetishes can only be attacked on the astral plane when they are attuned to one of the Shaman's Spell Fetish talents. Damaged fetishes don't repair themselves as spell matrices do.

Focused Concentration

Step Number: Rank

Action: No

Skill Use: No

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

Discipline Talent Use: None

Discipline Restriction: Shaman only

The Focused Concentration talent makes possible for the Shaman to increase his odds for success in any test by focusing all of his attention to the given task. This means he can add a bonus, equal or less than his Focused Concentration Rank, to any Test Step in the round they use this talent. It is important to note, that this doesn't mean that the Shaman can become proficient in a skill or talent by simply using this talent; the bonus can be used on actions that based on the main Attributes only, skills or talents known by the character or talents that have Default Attributes (see p.94, ED).

Using Focused Concentration also means, that the character has negative modifiers to all of his other tests equal the bonus gained by this talent in the same and in the next round the talent is used, due to the intensive concentration. If the Shaman doesn't want to suffer the penalty for two rounds, he must pay an additional 2 strain in the second round to shake himself out of the trance-like state.

Learn Spell Pattern

Step Number: Rank + Perception Step

Action: Yes

Skill Use: No

Requires Karma: No **Strain:** None

Discipline Talent Use: Shaman

Discipline Restriction: Shaman only

The Learn Spell Pattern talent enables Shamans to learn spells by observing nature, conversing with spirits or their mentors, thereby grasping the patterns from their vast cumulated knowledge about the world. To use the talent, a Shaman makes a Learn Spell Pattern Test against the Learning Difficulty of the spell he wishes to learn. If the test succeeds, the Shaman learned the spell. A Shaman can make only one Learn Spell Pattern Test per day.

The Learn Spell Pattern talent may be used only to learn new spells. It does not enable Shamans to read magical runes or writings.



Spirit Contact

Step Number: Rank + Willpower Step

Action: Yes

Skill Use: No

Requires Karma: Yes **Strain:** See text

Discipline Talent Use: None

Discipline Restriction: Shaman only

The Spirit Contact allows the Shaman to contact any type of spirits he wishes, including ally spirits, elemental spirits and even living Name-givers, irrespectively of distance.

The Shaman can choose the targets in advance. To do this, he touches the target's forehead (or closest equivalent) spends 2 points of Strain and rolls a Spirit Contact Test against the Spell Defense of the target. If successful, a link is created between them that makes communication possible. The maximum number of such active links is equal to the Spirit Contact Rank, although the Shaman can terminate a link any time. The Strain spent on this test is permanent and cannot be healed as long as the link exists.

Only the Shaman can initiate a contact with the target. To create it requires a half-hour long meditation and an another Spirit Contact Test every time, which costs 3 Strain. The communication is strictly verbal; it cannot be used to transmit information to the other senses. The connection lasts as long as the Shaman wants, but he must spend significant amount of strain for it: after





the first minute it costs additional 6 strain, after the second minute it costs additional 12 strain and so forth. If the Shaman wishes to contact with a Name-giver, the target must be asleep or the talent doesn't have any effect. If the target is sleeping, the Shaman enters his dreams and starts the conversation there. Name-givers whose spirit in the astral plane (because of using the Netherwalk talent, for example) count as spirits. That way, for instance, a Shaman can keep in contact with a person who has entered the spiritual world and offer advice or can guide him back if he lost there.

The Shaman can use the talent on targets he never met or hasn't prepared the talent to use. This requires a Pattern Item from the target to which the Shaman must weave a thread. To establish this type of contact the Shaman also needs to roll an Extraordinary success against the Spell Defense of the target, although he can add the thread's rank to his Spirit Contact Step.

Virtuous Plant

Step Number: Rank + Willpower Step

Action: Yes **Skill Use:** No

Requires Karma: Yes **Strain:** 2

Discipline Talent Use: Shaman

Discipline Restriction: Shaman only

The Virtuous Plant talent allows the Shaman to increase the effectiveness of any herbal medicines.

The Shaman takes the medicine or remedy in one of his hand and touches the patient with the other, while concentrating on asking the spirits lived in the plants to strengthen the healing power they left in their home. The Difficulty Number for Virtuous Plant is the same as it would be for the Physician Skill (p.132, ED) for diagnosing the injury or disease to be cured. Depending on the Success Level, the medicine or remedy gains additional steps for the Effect Test: an Average success means +1, Good means +2, Excellent means + 4 and an Extraordinary success means +5 step bonus. If the test was a Poor failure, the medicine loses its healing power, and in a case of a Critical failure the medicine can become poisonous or dangerous to use depending the GM's discretion. The affected medicine must be used immediately on the target patient or the effect fades.

The talent can be used on plants that don't have healing properties. In this case, the Shaman must use the talent on the living plant before he collects it and creates an extraction, broth, poultice etc. as he would otherwise do with a medicinal plant. This use of the talent costs the Shaman additional 2 points of Strain, and it is harder to summon the deeply hidden healing properties of the plant, so the Difficulty Number is increased by 5. In this case, a Critical failure will always result a harmful medicine. Note, that if the plant already has a different medical effect, the talent will strengthen that and not what the Shaman wishes.

SHAMAN SPELLS

First Circle

Astral Spear
Divine Aura
Dome of Air
Earth Blend
Earth Darts
Flame Flash
Healing Smoke
Insect Repellent
Moonglow
Purify Earth
Purify Water
Spirit Grip
Thunderblast
Undead Struggle
Water Rope

Second Circle

Astral Sense
Boil Water
Bone Dance
Clinging Vines
Detect Undead
Dispel Magic
Gadfly
Heat Food
Hunter's Sense
Life Circle of One
Nourishing Fruits
Path Home
Repel Animal
Small Slayer
Suppress Scent
Thrive
Vines

Third Circle

Aura Strike
Blend With the Bushes
Combat Fury
Embracing Shelter
Ethereal Darkness
Gust
Lightning Bolt
Plant Feast
Puddle Deep
Quicken Pace
Shield Mist
Sky Lattice
Soothe the Savage Beast
Sunlight
Wandering Watersnake
Wood Raft





Fourth Circle

Binding Threads
Buoyancy
Circle of Well Being
Dust Devil
Evil Eye
Great Sticky Vines
Identify Magic
Improved Astral Sense
Lightning Shield
Masks of Terror
Pain
Root Trap
Spear (Element)
Thorny Retreat
Uneven Ground
Weapons of War
Winds of Deflection

Fifth Circle

Call Out That Spirit
Circle of Astral Protection
Earth Staff
Eye of Truth
Foreseeing
Fireball
Invigorate
Nutritious Earth
Relax
Resist Elements
Resist Poison
Sense Horror
Slow
Soundless Drums
Star Shower

Stone Cage
Viewpoint

Sixth Circle

Air Source
Blessed Light
Blood Lost
Chosen Path
Drastic Temperature
Dust to Dust
Ease Passage
Karma Cancel
Living Wall
Recovery
Stench
Sleep
Tree Merge
Tossing Earth
Walls of Darkness

Seventh Circle

Blood Boil
Bone Shatter
Cloud Summon
Constrict Heart
Foul Vapors
Lightning Cloud
Liquid Eyes
Mystic Net
Restrain Entity
Spirit Bolt
Step Through Shadow
Thunderclap

Eighth Circle

Astral Nightmare
Astral Maw
Control Being
Earth Wall
Leaping Lizards
Peacebond
Perimeter Alarm
Restrain Horror
Shadow Tether
Wall of Bones
Whirlwind

Ninth Circle

Absorbing Sphere
Channel Raw Magic
Dark Sword
Glowing Swarm
Shift Skin
Horror Call

Tenth Circle

Council of the Forest
Dragon's Breath
Journey to Life
Petrify
Soul Trap
Weather Change

Eleventh Circle

Final Merge
Spirit Tempest
Tap Horror's Karma
Wood Blade

NEW, SHAMAN-ONLY SPELLS

CIRCLE 1

Healing Smoke

Threads: 3 **Weaving Difficulty:** 6/13

Range: Touch **Duration:** instant

Effect: See text

Casting Difficulty: Target's Spell Defense

Healing Smoke is a ritual spell and each of the spell threads need ten minutes to weave. The Shaman collects a handful of fresh fruits, berries and twigs before casting. He sets it on fire while weaving the spell. The target must inhale the peppery smoke. If the Spellcasting Test was

successful, the target gains a Recovery Test, which he must spend right away. If the Spellcasting Test was a Good success, he gains a +3 Step bonus for the Test.

Repeated use is possible, but every time the spell is cast (even unsuccessfully) on the same target on the same day, add +2 to the Difficulty of the Spellcasting Test.

CIRCLE 2

Clinging Vines

Threads: None

Range: 40 yards

Weaving Difficulty: 8/11

Duration: 3 rounds





Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

The Shaman points at his target with the fetish and in a response the underbrush around the target animates and tries to entangle him. The target can cut himself free by inflicting damage to them equal to the result of the spell's Effect Test. The Physical and Spell Defense of the animated plants is 7.

While being the subject of this spell, the target receives -10/-5 for his Full/Combat Movement for each Spellcasting Rank of the Shaman. Also, every talent, skill or spell of the target that involves movement (Air Dance, Charge, Maneuver, Displace Self etc.) receives step penalty equal to the Shaman's Rank in Spellcasting.

The target cannot escape from the effect by moving away, the plants animate around him everywhere he goes until he inflicts enough damage on them or the spell ends.

Nourishing Fruits

Threads: 2 **Weaving Difficulty:** 6/10

Range: Touch **Duration:** Rank days

Effect: See text

Casting Difficulty: 4

This spell can be used on any edible, freshly collected vegetable or fruit. If the Spellcasting Test is successful, the food will remain fresh for the duration of the spell and will have twice the nutritional value as normal. This means for example that if the gathered food (see Hunting and foraging p.95 ESG) is enough for 3 people for a day, it will be enough for 6 people or for 3 people for two days after the spell was cast on it.

This spell can be cast only once on any target, repeated uses (even after the duration has expired or the first casting attempt was unsuccessful) have no effect. The maximum amount of food the spell can affect is equal to Rank people's food for one day.

The spell can also be used on dried foods, such as Trail or Dwarf Mine rations. The Casting Difficulty is increased by 10 in this case.

CIRCLE 3

Embracing Shelter

Threads: 3 **Weaving Difficulty:** 7/15

Range: Touch **Duration:** Rank + 4 hours

Effect: Willforce + 5

Casting Difficulty: Target's Spell Defense

The Shaman needs a large enough bush or tree that can offer enough shelter for the target in its air-roots, seams or in the foliage. When the Shaman casts the spell, the plant enshrouds the target in a shelter, offering the perfect place to hide and rest. The target can leave the shelter any time but doing this ends the spell. The Difficulty Number for finding the target is the result of the Effect Test.

Blend With the Bushes

Threads: 2 **Weaving Difficulty:** 8/17

Range: Touch **Duration:** Rank hours

Effect: Willforce

Casting Difficulty: Target's Spell Defense

This spell makes the target significantly harder to spot. Add the result of the Effect Test to the Difficulty Number to detect the target using sight or hearing. This bonus only applies if the target is relatively immobile or moves very slowly, otherwise he gains only half of the bonus (rounded up). If the target makes fast movements (like attacking) at the front of observers, the effect ends until he gets out of their line of sight and stops moving again.

Despite the name, the spell doesn't need vegetation to work.

CIRCLE 4

Masks of Terror

Threads: 4 **Weaving Difficulty:** 9/12

Range: 20 yards **Duration:** 4 hours

Effect: Willforce + 4

Casting Difficulty: Target's Spell Defense

The tales about the jungle often speak of unknown monsters and untold dangers waiting for the unsuspecting strangers and this spell plays on these tales. The Shaman meditates in the company of the targets of the spell while weaving the threads. This process lasts at least 40 minutes (10 minutes for each thread), while the targets are creating their battle masks, which will act as the foci of the spell. The Shaman makes a Spellcasting Test against the largest Spell Defense of the targets.

While the spell is in effect, the battle masks come to life, causing fear during the combat in anybody the wearer wishes. This means that the wearer rolls the Effect Test (using the Shaman's steps) against the Social Defense of the target. On an Average success, the target will be terrified at the sight of the masks, and fights as he would be Harried. On an Excellent or better success,





the target tries to flee from the combat at least for Rank rounds.

All targets are entitled to a Willforce Test against the result of the Effect Test of the spell in every round, which counts as an action. If their test was successful, they become immune to the spell's effect for the further duration.

Weapons of War

Threads: 3 **Weaving Difficulty:** 8/20

Range: Touch **Duration:** Rank + 4 hours

Effect: + 4 steps to Damage Tests with the weapon

Casting Difficulty: Target's Spell Defense

This spell needs 10 minutes/thread casting time, while the Shaman and the maximally Rank number of targets are ritually preparing themselves for combat by dancing, donning their armor and weapons. The Shaman casts the spell against the highest Spell Defense of the targets +1 for each additional member. If the Spellcasting Test is successful, every target receives a +4 Step bonus to the weapon of their choice for the spell's duration. This bonus applies only for that particular weapon they used in the ritual (which also becomes also their focus) only.

CIRCLE 5

Soundless Drums

Threads: 3 **Weaving Difficulty:** 11/15

Range: 5 miles **Duration:** Rank month

Effect: See text

Casting Difficulty: 15

Jungle tribes communicate each other with drums on large distances. This method is quick and easy, but has a drawback, since unwelcome ears can hear the messages too, and even if they cannot understand them, the mere fact of messages being exchanged can be useful information. Shamans solve this problem with this spell.

The Shaman casts the spell on two or more (maximum of Rank number) drums that must be made from the same tree. If the spell is successful the drums became the foci of it, anybody can beat any of them and they won't make any sound. Only the other foci will emit the sound of the drum being beaten. This sound is quite weak, not much louder than normal talking, so unless there is somebody nearby to listen, the message can arrive unheard.

If one of the drums is taken from the others to a distance larger than the spell range, the spell will fail with that instrument, unless they get into range again. If the duration of the spell is over, each drum becomes soundable again.

CIRCLE 11

Final Merge

Threads: 7 **Weaving Difficulty:** 16/22

Range: Self **Duration:** See text

Effect: Merges the Shaman's mind with a Wood spirit

Casting Difficulty: Target's Spell Defense

As the name implies, casting this spell means an ultimate and irreversible decision that allows the Shaman to merge his mind with a wood spirit. Few spirits allow this process and those who do, teach the spell to their chosen Shaman. Since the pattern of Final Merge is always adjusted to the pattern of the Shaman and the spirit, there is no fixed form of this spell.

Convincing the spirit to cooperate can take years and often requires certain tasks to be fulfilled on the Shaman's part. These can include protecting the wood spirit's area from every harmful force to travel to a far corner of the world and bring additional information about something that the spirit found interesting. Keep in mind that Shamans who reached this Circle and are able to cast this spell are rare and even rarer are those who actually decide to do it.

Casting the spell requires one week per thread, which the Shaman spends in peaceful meditation near the chosen spirit. When the Shaman finishes the last thread and casts the spell, his body merges with the tree that holds the spirit.

Merging himself with the spirit means that the character automatically becomes a gamemaster character, mostly because the new creature will be more like an elemental (usually a great form elemental spirit) than a Name-giver. The character's Circle in the Shaman's Discipline is added to the spirit's Strength rating (see p.78 **MMS**), as well as his Attribute Values to the spirit's Attribute Values. The new creature retains all of the abilities, talents and spells of the spirit and the Shaman, and unlike normal wood spirits, their body doesn't start to crumble when they manifest and can revert back into the tree-form any time they wish.

There are indications, that just before the Scourge there existed a lower-Circle and more dangerous version of this spell used to create something between the people trying to hide in the hurriedly created kaers





and the Horrors. Stories, claiming certain jungle tribes sacrificing Name-givers to some strange, flesh-eating trees hinting that these efforts weren't

exactly successful or brought unexpected consequences.

SHAMAN TALENT KNACKS

EXPLODING FETISH

Discipline: Shaman

Talent: Create Fetish

Rank: 5

Cost: 100

Strain: 1

The Shaman can use the Exploding Fetish knack to create fetishes that hold certain dangers for attackers who target the fetish directly. This knack must be used instead of the Create Fetish talent and the Shaman must archive at least a Good success against the Learning Difficulty of the spell. While creating the fetish, the Shaman places a small piece of live coal into it, which dissolves into the fetish if the Test was successful.

The fetish can be used just like an ordinary one but each time somebody damages it (even unintentionally), the Shaman rolls a free, unmodified Spellcasting Test against the attacker's Spell Defense. If successful, the target receives Step 5 fire damage. If the attack destroys the fetish, the target receives an additional Willforce + 5 + Spell's Circle Step damage in the form of a sudden, large gout of flame from the fetish. Mystic Armor protects against the damage.

Spell and missile attacks targeting the fetish do not generate this effect, except the final eruption, which goes into the air without causing any harm.

POISONOUS PLANT

Discipline: Shaman

Talent: Virtuous Plant

Rank: 5

Cost: 100

Strain: 1

This knack can be used to increase the effectiveness of herbal poisons. The Shaman must roll a

Poisonous Plant Test against the Effect Step or Spell Defense (whichever is higher) of the poison. If the Shaman achieves a Good success, the Effect Step of the poison is increased by 2 Steps. If the Shaman achieves an Excellent success, the Effect Step of the poison is increased by 3 Steps. If the Shaman achieves an Extraordinary success, the Effect Step of the poison is increased by 4 Steps. If the test is a Poor failure, the poison becomes useless.

This knack can only be used on herbal poisons (so, it doesn't effect snake venom, for example) and cannot be used to make non-poisonous herbs poisonous. The affected poison must be used within one hour or it loses all of its potency including its natural strength.

SPARE FETISH

Discipline: Shaman

Talent: Create Fetish

Rank: 4

Cost: 100

Strain: 2

Using the Spare Fetish knack, the Shaman can create additional fetishes for the same spell as a replacement if one of his fragile fetishes is destroyed. The Shaman must construct the extra fetish when the original one is created, and the Learning Difficulty of the Create Fetish Test is increased by 1 for each additional fetish. The replacements aren't useable until the original is working, the Shaman must activate them if he wants to use them. Activation requires a Spare Fetish Test against the Difficulty Number of 6 plus the number of Combat Rounds (10 seconds) passed since the original was lost or destroyed. If the Test is successful, the spare fetish works as the original attuned to the Spell Fetish talent. The Shaman can have a maximum of Create Fetish Rank number spare fetishes at any one time.





Appendix A: Contributor Sites

Here's the list of the sites that let us to use their contents. If you like their contribution, it's a good idea to check them out, since they surely have something more to offer. And hey, you can even thank them for their work...

College of Vine

Aside from the collection of Knacks and Spells located herein, the College of the Vine is an excellent source of new items, blood magic, and GM aides. Luke Davis is the author of the College of the Vine, and has been awarded the Star of Auryle by Lady Saria, webmistress of the Earthdawn Legends mailing list.

<http://www.fortunecity.com/millennium/bluepet/1228/index.htm>

Earthdawn Data Cache (EDDC)

Mainly new house rules, spells and knacks can be found here, but there are a couple of new materials planned, according to the info on the site. You can maybe quicken this with some positive feedback...

<http://eddc.dhs.org/>

Earthdawn Publishing Trust (EDPT)

The goal of EDPT to provide a "writer's workshop" for every ED fans to help in developing their own materials. You can also found our fanzine, called Book of Tomorrow here.

<http://www.earthdawn.com/edpt>

Fletch's Kaer

New Disciplines, spells, critters and items can be found here as well as tables and other beneficial GM-materials.

<http://www.geocities.com/fletchkaer>

Peladon: Earthdawn

Home for several excellent spells and magical items, Peladon also has a section for role players interested in DUNGEONS & DRAGONS and STAR TREK: THE NEXT GENERATION. Michael "Mykal" Sawyer is the webmaster.

<http://www.zyght.mtx.net/ed.html>

Scott's Page o' Earthdawn stuff

Web site for Scott Rick, one of the assistants on the *Codex Arcanus* project, Scott's Page o' Earthdawn stuff is an excellent source for spells, Horrors, creatures, legends, and so on. There are also gaming aides for other systems, which Scott plays, as well.

<http://members.aol.com/thermog/earthdawn/earthdawn.html>

Tapestry of Legend

Melissa Kuhnell and Robert Braddock's site contains tons of talent knacks, house rules and magical items. A great place of resources and well worth a check.

<http://www.concordant-thought.com/personal/robert/earthdawn/index.html>

The Gray Eminence's Earthdawn

It was last updated very long time ago, but it can change if you drop some mail...

<http://www.geocities.com/TimesSquare/Fortress/3519/em.htm>

Uzrivoy's Masters

Game journals and other adventure ideas are here and new spells as well.

<http://uzrivoymasters.tripod.com>

Web Earthdawn Resource Guide (WERG)

WERG's most important feature is their excellent and active forum (which you all go and try out now!), but new critters, Disciplines and other source material can be also found here.

<http://www.werg.net>

Thank you folks!





Appendix B: Contributing Your Materials

Codex Arcanus will be - according to our plans - updated with new materials regularly, at least in every six months. Of course, we'll eventually run out of ideas, so if you have anything to contribute, don't hesitate and let us know. Also, we appreciate feedback: if you find something in the *Codex* that needs clarification, rewording or any other fixing, tell us.

What can we offer in exchange for your work? Well, you will be in the credits. You will receive warm thanks from us. You will feel the satisfaction of a well-made work. You can also freely download the *Codex*. Others can do this too, but it is a special feeling when you download your own work. Trust us, it is worth to try out.

Here are some guidelines for submitting materials:

The most important is that **all** materials you sent in should be your **own** creation or you should have the author's agreement. If you find something in *Codex Arcanus* that you wrote, but you didn't give (and don't want to give) any permission to use it, please write us and we will remove it from the collection. If you only have the idea for something to write about, but you are not sure about the details (like potential game balance-problems, Legend Point costs etc.), join to the EDPT mailing list and discuss it with us.

Language and grammar: The preferred language is U.S. English, although if this is a problem for you, we can handle German, Hungarian and maybe even French or Japanese too.

Submission format: Although we are able to handle many different formats, plain text or Rich Text is preferred. If your submission contains art, please send it separately, preferably in compressed TIFF format. If you want to send large (larger than 150k) attachments to us via email, please contact us before doing it. Unless it is absolutely necessary, don't use any fancy text formatting or exotic font types, as these will almost always be eliminated during final editing anyway.

Rules: *Codex Arcanus* uses the first edition **Earthdawn** rules. The second edition has only small differences, but just for making things consistent, we prefer first edition-compatible materials. There could be a second edition version of the *Codex*, but don't hold your breath until it comes out. Most of the material can be used for ED2 without any modifications anyway.

Power levels: While the power levels can be different in everybody's game, please try to balance the new spells/knacks/items to remain in a reasonable level. So, please no combat spells that are making Pain weak and obsolete or weapons that are much more powerful than Nioku's Bow. In case you find something like that in the collection, tell us about it and we'll fix it as soon as possible.

Some more specific information and planned chapters in later editions:

Spells and Talent knacks: Please send in only complete ones with all the details (Weaving Difficulty, Range, Cost etc.) given. An entertaining description or quote is always a plus. As you probably see we have plenty of Elementalist spells and Archer/Warrior knacks, so its would probably be the time for give some push for the other Disciplines. If you need help in the actual design, you may found useful Tim Olker's ED Spell Generator software, downloadable at www.geocities.com/merrox.

Magic items: The first update will contain this new chapter, but we can't write all of it alone. Common magic objects, blood charms, thread items, legendary weapons - everything is welcomed. We aren't expecting just the pure statistics; the background information brings these things alive. At least a couple of sentences about the item's history or its uses are needed, but we are the happiest when a complete legend is attached to the statistics. When





creating the item, please consult the guidelines for thread items, which can be found in the *B'jados* fanzine. Don't forget about including the item's price, Rank costs and Spell Defense.

Essays: Any longer pieces that have something to do with **Earthdawn** and magic are in this category. Let your imagination run wild about the possible themes: dreams; methods for divining; netherworlds; Adept's Way-style in-character texts about the racial Disciplines; exotic familiars; new secret societies; grimoires; new questor powers; optional rules etc.

New Disciplines: Generally, we aren't fans of new Disciplines in Barsaive, but if you have a brilliant idea about one from a different place (maybe from areas described in the *Theran Empire* book, for example), or a different time period (Second Age Disciplines, anyone?) don't hesitate to send it. Apart from the statistics (talents, racial restrictions, Half-Magic uses etc), background information should be added too. We don't expect Adept's Way-style articles - although we won't object vehemently to them -, but at least one page about the Discipline's history and its place in the world would be welcomed.

And finally, the addresses you can contact us:

To send your materials: Codex_arcanus@yahoo.com

If you want to discuss your ideas on the EDPT mailing list:

To subscribe: edpt-l-subscribe@yahoogroups.com

To post a message: edpt-l@yahoogroups.com





Appendix C: Spell Index

This index contains the list of all officially published **Earthdawn** spells as well as their location. Note that the Shaman spells are listed by the official version of the Discipline which can be found in the *Magic: a Manual of Mystic Secrets* book.

Absorbing Sphere	W9, S9	EDC84	Blind	N5	AM32
Afterlife	I10	EDC79	Blinding Glare	I3, S3	AM21
Air Armor	E1, S1	AM6	Blindness	I2, S2	AM19
Air Blast	E4	ED162	Blizzard Sphere	E4	ED162
Air Fortress	E10	EDC77	Block Magic	W11	AM51
Air Mattress	E2	AM6	Blood Boil	W7, S7	ED188
Alarm	I3	ED169	Blood Lost	W6, S6	AM47
Alter Form	W12	AM51	Blood Servitor	N4	AM31
Alter Life	N11	SP75, MMS131	Boil Water	E2, S2	ED159
And His Money	W2	ED185	Bond of Silence	I5	AM23
And Then I Woke Up	I3	AM21	Bone Circle	N2, S2	ED176
Animate Dead	N10	SP75, MMS132	Bone Dance	N1, S1	ED174
Animate Guard Zombie		PoD76	Bone Pudding	N7	AM37
Animate Skeleton	N4, S4	ED178	Bone Puppet	N6	AM35
Animate Spirit Object	N5	ED179	Bone Shatter	N6, S6	ED180
Arrow of Night	N3, S3	AM29	Bone Walker	N6, S6	AM35
Assuring Touch	I1	ED167	Bouncing Blaster	I6	ED172
Astral Beacon	N7	AM36	Buoyancy	W4, S4	AM45
Astral Flare	N4	ED178	Burning Water	E9, S9	AM17
Astral Gift	W7, S7	AM48	Call	W7, S7	AM48
Astral Horror	N5	ED180	Call Forth the Army of Decay		
Astral Manifestation	I10	EDC80		N14	AM42
Astral Maw	N7, S7	AM36	Call Forth the Maelstrom	E15	AM18
Astral Mount	N5	AM32	Calm Water	E7, S7	ED164
Astral Nightmare	I8, S8	ED173	Catch Spell	W8	AM49
Astral Sense	W1, S1	ED183	Cat's Cradle	W8, S8	ED189
Astral Sense [Discipline]	E3, I3, N3	M132	Catseyes	I1, S1	AM19
Astral Shadow	I6	AM25	Catwalk	W3, S3	AM43
Astral Shield	W2, S2	ED185	Channel Raw Magic	W9, S9	AM50
Astral Slice	N10	AM40	Chilling Circle	N1	ED174
Astral Spear	N1, S1	AM29	Chosen Path	I6	ED172
Astral Whisper	N5, S5	AM32	Circle of Astral Protection	N5, S5	ED180
Aura	I4	AM22	Circle of Well Being	I4	ED170
Aura Strike	W3, S3	AM43	City in a Bottle	W15	AM52
Awaken	I5	AM23	Clarion Call	I4	ED170
Ball of String	W4, S4	ED186	Clean	W2	ED185
Balloons of Mist	E5	AM11	Cleanse Astral Space	W13	AM52
Banquet of Dis	N7	AM36	Clothing Gone	I5	AM23
Beastform	E7, S7	AM14	Cloud Banish	E9, S9	EDC75
Bedazzling Display of Logical Analysis			Cloud Summon	E7, S7	ED164
	W1	AM43	Cold Embers	E9	AM17
Behind Eye	E3	ED160	Cold Storage	N7	AM37
Bellow of the Thundras	I1, S1	AM19	Combat Fury	W3, S3	ED185
Best Face	I1	ED167	Command Nightflyer	N1	ED174
Billowing Cloak	E2	AM6	Compression Bauble	W8, S8	ED189
Binding Threads	W4, S4	AM45	Conceal Tracks	I4, S4	AM22
Blade Fury	E8	ED165	Confusing Weave	W7, S7	ED188
Blazing Fists of Rage	I1	AM19	Constrict Heart	N7, S7	ED181
Bleeding Edge	I4	AM22	Control Being	N8, S8	ED182
Blessed Light	N6, S6	ED180	Council of the Forest	E14	AM18





Counterspell	W5, S5	ED187	Encrypt	I2	AM20
Crafty Thought	I2	ED168	Engulf [Element]	E7, S7	AM14
Create Life	N9	EDC81	Enter and Exit	I5	AM24
Crop Blight	E12	AM18	Ephemeral Bolt	I2	ED168
Crunch Climb	E1	ED158	Ephemeral Magic	I8/W8	MMS133
Crushing Hand of Earth	E8, S8	AM16	Erase Horror Mark	N13	AM42
Crushing Will	W1	ED183	Eternal Day	I10, S10	EDC80
Damage Shift	N7, S7	AM37	Eternal Youth	N13	AM42
Damage Transfer	N10, S10	EDC82	Ethereal Darkness	N2, S2	ED176
Dampen Karma	I3	ED169	Evil Eye	N4, S4	ED178
Dancing Disks	I6	ED172	Experience Death	N1	ED175
Dark Messenger	N3	AM29	Eye of Truth	I5, S5	AM24
Dark Spy	N4	AM31	Eyes Have It	I4	ED170
Dark Sword	N9, S9	EDC81	Falcon's Cloak	E4, S4	AM9
Death Rain	E7, S7	ED164	False Aura	W3	AM44
Death Spikes		ED300	False Enchantment	I7	ED172
Death Trance	N3	AM30	False Floor	I3	ED169
Death Vow	W10, S10	EDC85	Fatal Food	N4, S4	ED179
Death's Head	N3, S3	ED177	Fingers of Wind	E3	AM7
Delay Blow	W8	ED189	Fire and Water	E10, S10	EDC78
Detect [Discipline] Magic	E2, I3, N2	MMS132	Fire Hounds	E7, S7	AM15
Detect Undead	N1, S1	ED175	Fire Wall	E9, S9	EDC76
Disaster	I2	AM20	Fire Whip	E4	AM9
Disguise Metal	I1	ED167	Fireball	E5, S5	ED163
Dislodge Spell	W7	AM48	Fireweave	E6, S6	AM13
Dispel [Discipline] Magic	E3, I3, N3	MMS132	Flame Darts	E7, S7	AM15
Dispel Magic	W1, S1	ED183	Flame Flash	W1, S1	ED184
Dispel Magic [Discipline]	E5, I5, N5	M133	Flame Strike	E2	M125
Displace Image	I1	ED167	Flameshaw	E6	ED163
Displace Self	W6	ED188	Flameweapon	E1, S1	ED158
Disrupt Magic	N9	AM39	Flesh Eater	I5, S5	AM24
Divine Aura	W1, S1	ED184	Flying Carpet	I5, S5	ED171
Do Unto Others	I9, S9	AM27	Fog Ghost	N2	ED176
Dodge Boost	W2	ED185	Fog of Fear	N3, S3	ED177
Doom Missile	W6	ED187	Foreseeing	I6, S6	AM25
Dragon's Breath	E9, S9	EDC75	Forge Falsemen	N12	AM41
Draining Eye	W9, S9	EDC84	Form Exchange	I8	ED173
Drastic Temperature	E6, S6	ED163	Foul Vapors	N6, S6	ED181
Draw and Quarter	W10	AM51	Fragile Pattern	N10, S10	EDC82
Dream Realm	I9/N9	MMS133	Friend or Foe	N4	AM31
Dream Sight	I7	AM26	Friendly Darkness	N6, S6	ED181
Dreamsend	I8	AM27	Frozen Harbor	E10	AM17
Drunken Stagger	I7	AM26	Fuel Flame	E3, S3	AM7
Dry and Wet	N1	ED175	Fun with Doors	I1	AM19
Dust Devil	W4, S4	ED186	Gadfly	N2, S2	AM29
Dust to Dust	N6, S6	AM36	Gateway	N10	EDC83
Earth and Air	E10, S10	EDC77	Gigant Size	W5	AM46
Earth Blend	E1, S1	ED158	Gills	E2	ED159
Earth Darts	E1, S1	ED158	Globe of Silence	N8	AM38
Earth Q'wrl	E7, S7	AM14	Glowing Swarm	W9, S9	AM50
Earth Staff	E5, S5	ED163	Grasping Hand of Earth	E7, S7	AM15
Earth Surfing	E7	AM14	Grave Message	N3	ED178
Earth Wall	E8, S8	ED165	Great Sticky Vines	E4, S4	AM9
Ease Passage	E6, S6	ED163	Great Weapon	I4	AM22
Eclipse	I10, S10	EDC80	Grim Reaper	I9	EDC78
Elemental Merchant	E10	EDC77	Grounding	E3	AM7





Hair Frenzy	W4	AM45	Makeshift Missile	W5	ED187
Haunted Forest	E8/N8	MMS134	Makeshift Weapon	W6, S6	ED188
Haunted House	I10	EDC80	Marathon Run	N7	AM37
Healing Sleep	W3	AM44	Massive Missiles	I8	ED173
Heat Food	E1	ED159	Memory Blank	I4	AM23
Heat Metal	W5	AM46	Memory Scribe	I6	AM25
Hold Pattern	W10	EDC85	Mental Library	W6	AM47
Horror Call	N8, S8	ED182	Metal Scream	E5	ED163
Hunger	I4	AM22	Metal Wings	E5	ED163
Hunter's Sense	E2, S2	AM7	Mind Dagger	W1, S1	ED184
Ice Mace and Chain	E3	ED160	Mind Fog	I3	ED169
Ice Spear	E2	ED159	Monstrous Mantle	I2, S2	ED168
Icy Fingers	W4, S4	AM45	Moon Shadow	E9, S9	EDC76
Icy Surface	E2	ED159	Moonglow	E1, S1	AM6
Identify Magic	W4	AM45	Move On Through	W7	ED188
Identify Spell	W3	AM44	Multi-Mind Dagger	W6	MMS134
Ignite	W1	ED184	Multi-Missile	I4	ED170
Illusion	I5	MMS134	Mystic Net	W7, S7	AM48
Illusory Corpse	I5	PoD104	Mystic Shock	W5	AM46
Illusory Missiles	I6	ED172	Mystic Vessel	N9	AM39
Illusory Spell	I8, S8	AM27	Netherblade	N8	AM38
Impossible Knot	I2	AM20	Nightflyer's Cloak	N4	AM31
Impossible Lock	I3	ED169	Nightmare of Foreboding	I4	AM23
Improve Karma	I5	ED171	Noble Manner	I5	ED171
Improved Alarm	I4	ED170	Nobody Here	I3	ED170
Incessant Talking	N5	AM32	Notice Not	W3	ED186
Inflame Self	E5, S5	AM12	Nutritious Earth	E5, S5	AM13
Innocent Activity	I2	ED168	Observe Event	W9, S9	EDC84
Insect Repellent	N1, S1	ED175	One of the Crowd	I9	EDC79
Inventory	W4	ED186	Onion Blood	W10, S10	EDC86
Invigorate	W5, S5	ED187	Ork Stoke	W3	CF117
Iron Hand	W1	ED184	Other Place	I8	ED173
Ironwood	E5	AM12	Pack Bags	N3	ED178
Journey to Life	W10, S10	EDC86	Pain	N3, S3	ED178
Juggler's Touch	W4	AM45	Pass Ward	N5	ED180
Kaer Knocking	W4	BE81, ESG105	Path Home	E2, S2	ED160
Kaer Pictographs	W5	ESG105	Pauper's Purse	I1	ED167
Karma Cancel	W6, S6	ED188	Peacebond	W8, S8	AM49
Karmic Connection	W4	AM45	Perimeter Alarm	E8, S8	ED165
Last Chance	N4	AM31	Pervert Emotion	N12	AM42
Leaping Lizards	I8, S8	ED173	Petrify	E10, S10	AM17
Leaps and Bounds	W3	ED185	Phantom Fireball	I5	AM25
Levitate	W3	ED186	Phantom Warrior	I3, S3	AM21
Life Circle of One	N2, S2	ED176	Plant Feast	E3, S3	ED161
Light	I1, S1	ED167	Plant Talk	E1, S1	ED159
Lighten Road	E4	ED162	Pleasant Visions	I5, S5	ED171
Lightning Bolt	E3, S3	AM8	Pocket Guardian	N2	ED177
Lightning Cloud	W7, S7	ED188	Porter	E3	ED161
Lightning Shield	E4, S4	ED162	Preserve	N3	AM30
Lightning Step	E4	AM10	Preserve Food	N3	MMS127
Liquid Arrow	E4, S4	AM10	Puddle Deep	E3, S3	ED161
Liquid Eyes	W7, S7	AM48	Purify Earth	E1, S1	AM6
Living Wall	E6, S6	AM13	Purify Forest	E15	AM18
Loan Spell	W6	AM47	Purify Water	E1	ED159
Lodestone's Touch	E4	AM10	Putrefy	N1	ED175
Mage Armor	W5	ED187	Quicken Pace	W3, S3	ED186





Rampage	W6	CF117	Smoke Cloud	E3, S3	AM8
Razor Orb	W6, S6	ED188	Snuff	E3, S3	AM8
Reattach Limb	W9	EDC85	Solo Flight	W5, S5	ED187
Rebel Limb	I7	ED172	Soothe the Savage Beast	I3, S3	AM21
Recall the Ancient Spirit	N10/W10	SS66	Soul Armor	N6	ED181
Recovery	N6, S6	ED181	Soul trap	N10, S10	AM40
Relax	W4, S4	ED186	Spear [Element]	E4, S4	AM11
Remove Shadow	I2, S2	AM20	Spell Cage	W7, S7	ED189
Repair	E3	ED161	Spell Fusion	W10	AM51
Repel Animal	N2	ED177	Spell Snatcher	W8	AM49
Resist Cold	E1, S1	ED159	Spellstore	W6	AM47
Resist Fire	E1, S1	ED159	Spirit Bolt	N7, S7	AM37
Resist Poison	E5, S5	AM13	Spirit Dart	N1, S1	AM29
Restore Pattern	I13	AM28	Spirit Double	N3	ED178
Restrain Entity	N7, S7	ED181	Spirit Grip	N1, S1	ED175
Restrain Horror	N8, S8	ED182	Spirit Portal	N7	ED182
Reversal of Passion	I7	AM26	Spirit Servant	N4	ED179
Reverse Withering	N7, S7	ED182	Spirit Tempest	N10, S10	AM40
Revulsion	I9	EDC79	Spirits of Death's Sea	E4	AM11
Ricochet Attack	E6	ED164	Spiritual Guidance	N5	AM34
Root Trap	E4, S4	AM11	Spotlight	I6	ED172
Rope Guide	I1, S1	ED167	Stampede	I7, S7	AM26
Rope Ladder	W2	ED185	Star Shower	N5, S5	AM34
Rust	E3	AM8	Steal Strength	N7, S7	AM38
Safe Opening	W8	ED189	Stench	I6, S6	AM26
Sanctuary	W5	AM46	Step through Shadow	N7, S7	AM38
Scryshift	I3	PtW102	Sterilize Object	E2	ED160
Sculpt Darkness	N5	AM32	Stick Together	E2	ED160
Seal	W2	AM43	Stone Cage	E5, S5	ED163
See the Unseen	I3, S3	AM21	Stone Rain	E6, S6	AM13
Seeking Sight	W3	ED186	Stop Right There	I4	ED171
Sense Horror	N5, S5	AM33	Storm Manacles	E7	ED165
Shadow Hunter	N5, S5	AM33	Strong Pattern	N10, S10	EDC83
Shadow Meld	N3, S3	AM30	Study Thread	W5	AM47
Shadow Palace	I14	AM28	Suffocating Paste	E4	ED162
Shadow Spell	I8, S8	AM27	Suffocation	I3	ED170
Shadow Tether	N8, S8	ED182	Summon Bone Ghost	N3	AM30
Shadow's Whisper	N2	AM29	Sunlight	E3, S3	AM8
Shatter Lock	W3	ED186	Switch	I5	AM25
Shatter Pattern	N11	SP76, MMS135	Tailor	I2	ED169
Shattering Stone	E5, S5	AM13	Talent Reaver	N12/W12	MMS135
Shield Mist	N2, S2	ED177	Talent Shredder	N9	EDC82
Shield of Warping	E4, S4	AM11	Tap Horror Karma	N10, S10	EDC83
Shield Willow	E2	AM7	Target Portal	N5	ED180
Shift Skin	N9, S9	EDC81	Tears of the Scourge	N5	AM34
Shift Walls	I9	EDC79	Tell Tale	W9, S9	EDC85
Silence Metal	E8	ED165	Theran Kiss	W6	PtW100
Silent Converse	W1	AM43	Thorny Retreat	W4, S4	ED187
Silent Darkness	N9	AM40	Thrive	E3, S3	AM9
Silent Stampede	I7	CF117	Throne of Air	E3	ED161
Silver Shadow	E8, S8	ED165	Thunderclap	E7, S7	AM15
Sky Lattice	E3, S3	ED161	Thundering Walls	I9	EDC79
Sleep	W6, S6	ED188	Time Flies	I7	AM26
Slow	W5, S5	ED187	Tossing Earth	E6, S6	ED164
Slow Metal Weapon	E2	ED160	Translator Spirit	N8	ED182
Small Slayer	E2, S2	AM7	Tree Merge	E6, S6	AM14





Triangulate	W1	AM43	Wall of Unfire	I5	ED171
True Blazing Fists of Rage	I1	AM19	Wall Walker	W1	ED184
True Ephemeral Bolt	I2	ED169	Warp Astral Space	W10, S10	EDC86
Trust	W4	ED187	Water Wall	E9	EDC76
Twisted Tongues	I7	ED173	Water Wings	W3, S3	AM44
Undead Struggle	N1	ED175	Waterspout	E8	AM16
Uneven Ground	E4, S4	ED162	Weapon Back	E4	ED162
Unmask	I4, S4	AM23	Weather Change	E10, S10	EDC78
Unnatural Life	N11	AM41	Weather Cloak	I2, S2	ED169
Unseen Voices	I1	ED168	Whirlwind	E7, S7	ED165
Vertigo	I7, S7	ED173	Whisper through the Night	N5, S5	AM34
Viewpoint	N4, S4	ED179	Winds of Deflection	E3, S3	AM9
Vines	W2, S2	ED185	Wit Friend	N7	ED182
Visions of Death	N4	ED179	Wither Away	N8, S8	AM39
Visit Death	N8, S8	AM38	Wither Limb	N5, S5	ED180
Void Wave	N9, S9	AM40	Wizard Mark	W3	AM44
Wake-Up Call	W2	ED185	Wizard's Cloak	W4	AM46
Walk Through	I7	ED173	Wood Blade	E11	AM17
Walking Dead	N9	EDC82	Wound Mask	W8	ED189
Wall of Bones	N8, S8	AM39	You Got Me	I2	AM20
Wall of Darkness	N6, S6	AM36			





Appendix D: Talent Knack Index

This index contains the list of all officially published **Earthdawn** talent knacks as well as their location.

Adept's Best Friend	AM53	Fire Arrow	MMSS21	Rapier Wit	AM61
Air Legs	AM53	Flaming Wounds	AM56	Remember Conversation	AM61
Air Mount	MMS22	Flourish	AM57	Remove Curse	MMSS23
Air Whisper	AM53	Flying Kick	AM57	Second Riposte	AM61
Anchored Spell	MMSS32	Forced Spellcasting	MMSS34	Second Tail	AM61
Arcane Curses	AM54	Forge Arrow	AM57	Sense Curse	MMSS23
Armor Beater	AM54	Gaping Wound	MMSS22	Setup	AM61
Arrow Cutting	MMSS23	Glide	AM57	Shadow Hide	MMSS22
Arrow Stop	MMSS20	Glint	AM57	Share Sense	AM61
Assault	AM54	Halt Disease	MMSS22	Signature Spells	AM62
Astral Spy	AM54	Hard Glare	AM57	Smooth Armor	AM62
Astral Tracking	AM54	Head Butt	AM57	Snag Weapon	AM62
Avoid Spell	AM54	Heal Others	MMSS22	Songs of Inspiration	MMSS23
Backbiter	MMSS21	Here's the Deal	AM58	Spell Design	MMSS35
Boarding Action	AM54	Hold Multiple Threads	AM58	Spell Design	MMSS28
Body Armor	AM54	Horror Analysis	AM58	Spell Riposte	MMSS23
Bounce	AM55	Improved Missiles	AM58	Spell Stacking	MMSS35
Braiding Threads	MMSS28	Improved Weapons	AM58	Spirit Flame	MMSS21
By the Fingernails	AM55	Increased Spell Difficulty		Spirit Shield	AM62
Cat's Skill	AM55		MMSS34	Subliminal Mutterings	AM62
Claw Riposte	AM55	Invisible Mark	MMSS21	Sword Rattler	AM62
Claw Tool	MMSS21	Lay of the Land	AM58	Swordcrash	MMSS23
Covet Item	MMSS23	Lightning Throw	AM59	Talent Linking	MMSS28
Create Mechanical Trap	AM55	Maintain Spell Threads	MMSS35	Telling the Tale	AM62
Creature Remains	AM55	Matched Weapons	AM59	Thread Masking	MMSS29
Deathsight	AM55	Mighty Throw	AM59	Thread Sight	MMSS29
Defuse Mob	AM55	Mimic Music	AM59	Tracking Direction Arrow	
Diagnose	MMSS24	More Than Words	AM59		AM63
Disassociate	AM56	Mountain Hoof	CF117	Understudy	AM63
Epic	AM56	Mystic True Shot	AM59	Unraveling	MMSS31
Explosive Flame Arrow	MMSS21	Name Spell	AM60	Vertical Jump	AM63
Extend Range	AM56	Offguard	AM60	Water Mount	MMSS22
Far Speaking	AM56	Orbiting Watcher	AM60	Weapon Scream	MMSS22
Faulty Bowyer	AM56	Parry	AM60	Whittle Weapons	AM63
Faulty Goods	AM56	Pin	AM60	Wound Heal	AM63
Feinting Lunge	CF119	Pin Down	AM60	Wound Share	AM63
Feinting Retreat	CF119	Placed Shot	AM61		

